



Cambridge O Level

COMPUTER SCIENCE

2210/02

Paper 2 Algorithms, Programming and Logic

For examination from 2023

MARK SCHEME B

Maximum Mark: 75

Specimen

This document has **14** pages.

Generic Marking Principles

These general marking principles must be applied by all examiners when marking candidate answers. They should be applied alongside the specific content of the mark scheme or generic level descriptors for a question. Each question paper and mark scheme will also comply with these marking principles.

GENERIC MARKING PRINCIPLE 1:

Marks must be awarded in line with:

- the specific content of the mark scheme or the generic level descriptors for the question
- the specific skills defined in the mark scheme or in the generic level descriptors for the question
- the standard of response required by a candidate as exemplified by the standardisation scripts.

GENERIC MARKING PRINCIPLE 2:

Marks awarded are always **whole marks** (not half marks, or other fractions).

GENERIC MARKING PRINCIPLE 3:

Marks must be awarded **positively**:

- marks are awarded for correct/valid answers, as defined in the mark scheme. However, credit is given for valid answers which go beyond the scope of the syllabus and mark scheme, referring to your Team Leader as appropriate
- marks are awarded when candidates clearly demonstrate what they know and can do
- marks are not deducted for errors
- marks are not deducted for omissions
- answers should only be judged on the quality of spelling, punctuation and grammar when these features are specifically assessed by the question as indicated by the mark scheme. The meaning, however, should be unambiguous.

GENERIC MARKING PRINCIPLE 4:

Rules must be applied consistently e.g. in situations where candidates have not followed instructions or in the application of generic level descriptors.

GENERIC MARKING PRINCIPLE 5:

Marks should be awarded using the full range of marks defined in the mark scheme for the question (however; the use of the full mark range may be limited according to the quality of the candidate responses seen).

GENERIC MARKING PRINCIPLE 6:

Marks awarded are based solely on the requirements as defined in the mark scheme. Marks should not be awarded with grade thresholds or grade descriptors in mind.

Mark scheme abbreviations

- / separates alternative words / phrases within a marking point
- // separates alternative answers within a marking point
- underline** actual word given must be used by candidate (grammatical variants accepted)
- max** indicates the maximum number of marks that can be awarded
- ()** the word / phrase in brackets is not required, but sets the context

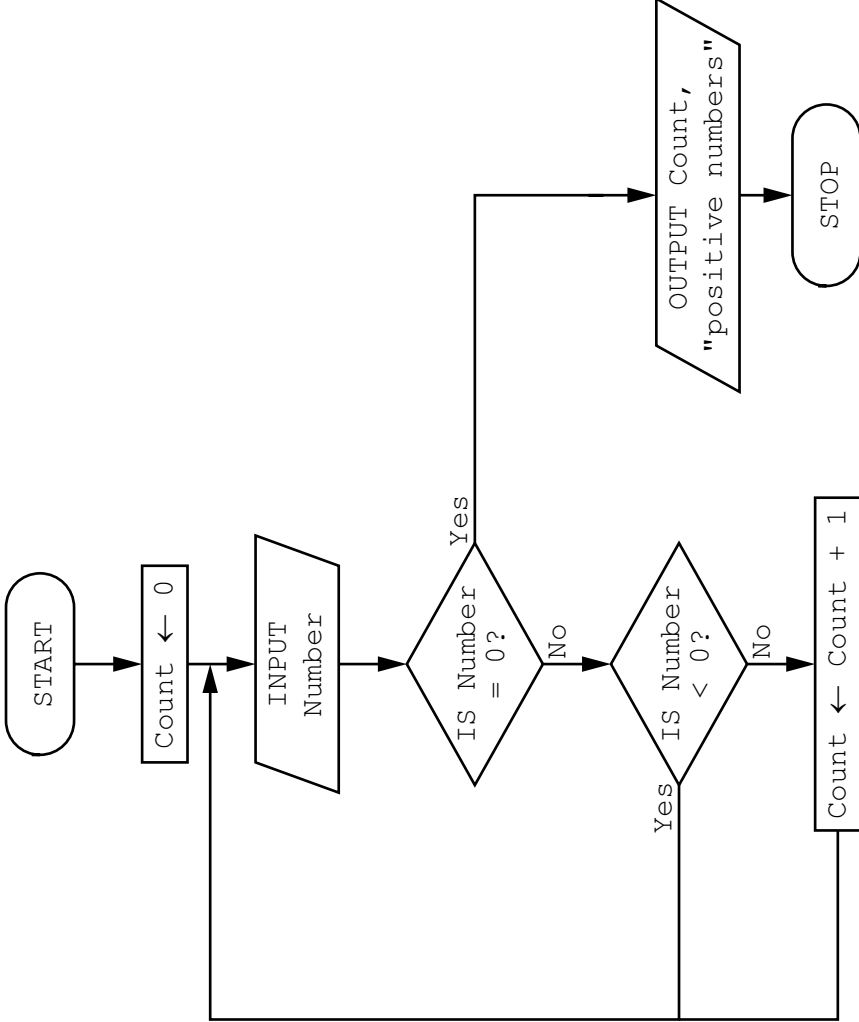
Note: No marks are awarded for using brand names of software packages or hardware.

Question	Answer	Marks
1	B	1

Question	Answer	Marks
2	<p>Programming concept</p> <div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; padding: 5px; width: 15%;">Library routine</div> <div style="border: 1px solid black; padding: 5px; width: 15%;">A subroutine that may not return a value.</div> </div> <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <div style="border: 1px solid black; padding: 5px; width: 15%;">Structure diagram</div> <div style="border: 1px solid black; padding: 5px; width: 15%;">A standard subroutine that is available for immediate use.</div> </div> <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <div style="border: 1px solid black; padding: 5px; width: 15%;">Procedure</div> <div style="border: 1px solid black; padding: 5px; width: 15%;">A subroutine that can be used in an assignment statement.</div> </div> <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <div style="border: 1px solid black; padding: 5px; width: 15%;">Function</div> <div style="border: 1px solid black; padding: 5px; width: 15%;">An overview of a program or subroutine.</div> </div> <p style="margin-top: 20px;">One mark for each correct line (max 3). 0 correct 0 marks 1 correct 1 mark 2 correct 2 marks 3 or 4 correct 3 marks Each box must have only one connection.</p>	3

Question	Answer	Marks
3	<p>1 mark for value and 1 mark for appropriate reason, e.g.:</p> <p><i>Value 1</i> 2 boundary should be accepted as weight OK <i>Value 2</i> ^{two} erroneous/abnormal should be rejected</p>	4

Question	Answer	Marks
4(a)	One mark for each item correctly circled <ul style="list-style-type: none">• open• write	2
4(b)	One mark for each correct point max two: <ul style="list-style-type: none">• before trying to open the file• check the file exists• if the file does not exist, then output a suitable error message.	2

Question	Answer	Marks
5(a)	<p>One mark per correct pair of actions, processes, Input/Output, tests (apart from START and STOP) max 3. One mark for complete flowlines. One mark for working flowlines. One mark for correct use of flowchart symbols.</p>  <pre> graph TD Start([START]) --> Init[Count ← 0] Init --> Input[/INPUT Number/] Input --> IsZero{IS Number = 0?} IsZero -- Yes --> IsPos{IS Number < 0?} IsZero -- No --> Output[/OUTPUT Count, "positive numbers"/] IsPos -- Yes --> Increment[Count ← Count + 1] Increment --> Input IsPos -- No --> Output Output --> Stop([STOP]) </pre>	6
5(b)	<p>Any two from:</p> <ul style="list-style-type: none"> • Use another counter/variable and initialise to zero before looping • Increment this counter/variable when the number is less than zero/count all numbers and subtract the positive numbers • Output this counter/variable at the end // Output both counters at the end 	2

Question	Answer	Marks
6	<p>Correct lines:</p> <p>Line 4 WHILE Number <= 99 OR Number >= 1001</p> <p>Line 7 Num[Index] ← Number</p> <p>Line 9 NEXT Index</p> <p>Line 10 PRINT Count</p>	4

Question	Answer	Marks
7(a)	<p>One mark for each correct NOT gate and OR gate with correct direction of input(s), three marks for four correct AND gates or two marks for three correct AND gates or one mark for two correct AND gates with correct direction of inputs:</p>	6

Question	Answer	Marks
7(b)	$X = ((A \text{ AND NOT } B \text{ AND NOT } C) \text{ OR } (A \text{ AND } B \text{ AND } C))$ One mark for each correct part of the logic expression: (A AND NOT B AND NOT C) OR (A AND B AND C)	3

Question	Answer	Marks																																																
8	<table border="1"> <thead> <tr> <th>Weight</th> <th>Reject</th> <th>TotalWeight</th> <th>OUTPUT</th> </tr> </thead> <tbody> <tr> <td></td> <td>0</td> <td>0</td> <td></td> </tr> <tr> <td>13</td> <td></td> <td>13</td> <td></td> </tr> <tr> <td>17</td> <td></td> <td>30</td> <td></td> </tr> <tr> <td>26</td> <td>1</td> <td></td> <td></td> </tr> <tr> <td>25</td> <td></td> <td>55</td> <td></td> </tr> <tr> <td>5</td> <td></td> <td>60</td> <td></td> </tr> <tr> <td>10</td> <td></td> <td>70</td> <td></td> </tr> <tr> <td>15</td> <td></td> <td>85</td> <td></td> </tr> <tr> <td>35</td> <td>2</td> <td></td> <td></td> </tr> <tr> <td>20</td> <td></td> <td>105</td> <td></td> </tr> <tr> <td>1 mark</td> <td>1 mark</td> <td>1 mark to 1st 85 1 mark 105, 85</td> <td>Weight of items 85 Number of items rejected 2 1 mark Output must be exact</td> </tr> </tbody> </table>	Weight	Reject	TotalWeight	OUTPUT		0	0		13		13		17		30		26	1			25		55		5		60		10		70		15		85		35	2			20		105		1 mark	1 mark	1 mark to 1st 85 1 mark 105, 85	Weight of items 85 Number of items rejected 2 1 mark Output must be exact	5
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Question	Answer	Marks
9	B	1

Question	Answer	Marks
10(a)	P Computer Science Q 16 R Science S 7 T Sci	5
10(b)	One mark correct function assigned to F one mark correct parameters F ← SUBSTRING (P , 1 , 8)	2

Question	Answer	Marks
11(a)	<i>Fields 5</i> <i>Records 8</i>	2
11(b)	Any two from: <ul style="list-style-type: none"> • length check • type check • presence check • format check 	2
11(c)	One mark content and one mark field order: 03 Nov Acoustic Evening	2

Question	Answer	Marks
12(a)	<p>The whole algorithm must be rewritten for full marks.</p> <p>One mark for each of the following:</p> <ul style="list-style-type: none"> initialising counter outside the loop updating counter inside loop suitable exit value at start of loop correct use of <code>WHILE ... DO ... ENDWHILE</code> <p>Example:</p> <pre> B ← FALSE INPUT Num Counter ← 1 WHILE Counter <= 12 DO IF A[Counter] = Num THEN B ← TRUE ENDIF Counter ← Counter + 1 ENDWHILE </pre>	4
12(b)	Linear search	1
12(c)	<p>Any three from:</p> <ul style="list-style-type: none"> <code>WHILE</code> has criteria check at start // pre-condition code inside <code>WHILE</code> may never run <code>REPEAT UNTIL</code> has criteria check at end // post-condition <code>REPEAT UNTIL</code> will always run at least once 	3

Question	Answer	Marks
13	<p>Read the whole answer: Check if each requirement listed below has been met. Requirements may be met using a suitable built-in function from the programming language used (Python, VB.NET or Java) On script tick if requirement met, cross if no attempt seen, omission mark and/or comment if partially met (see marked scripts). Use the tables for A02 and A03 below to award a mark in a suitable band using a best fit approach Then add up the total. Marks are available for: A02 (maximum 9 marks) A03 (maximum 6 marks)</p> <p>Techniques required: R1 Procedure that takes the hospital number as a parameter (use of procedures and parameters) R2 Check if hospital number valid (selection, use of 1D array) R3 Check temperature reading (selection, use of 2D array) R4 Check pulse reading (selection, use of 2D array) R5 Output appropriate messages for each selection (output with appropriate messages)</p> <p>Data Structures required: The names <u>underlined</u> must be used as given in the scenario Arrays or lists <u>Patient, Readings</u> Variables <u>HospitalNumber</u> Constants <u>TempHigh, TempLow, PulseHigh, PulseLow</u> could be variables</p> <p>Example 15 mark answer in pseudocode.</p> <pre>//Declaration of variables and constants CONSTANT TempHigh = 37.2 CONSTANT TempLow = 31.6 CONSTANT PulseHigh = 100.0 CONSTANT PulseLow = 55.0</pre>	15

Question	Answer	Marks
13	<pre> PROCEDURE CheckPatient(HospitalNumber :INTEGER) IF HospitalNumber >=1 AND HospitalNumber <=1000 // check for valid hospital number THEN OUTPUT "Name of Patient ", Patient (HospitalNumber) IF Reading[HospitalNumber,1] <= TempHigh AND Reading[HospitalNumber,1] >= TempLow AND Reading[HospitalNumber,2] <= PulseHigh AND Reading[HospitalNumber,2] >= PulseLow // check if all readings normal THEN OUTPUT "Normal readings" ENDIF IF (Reading[HospitalNumber,1] <= TempHigh AND Reading[HospitalNumber,1] >= TempLow) AND (Reading[HospitalNumber,2] > PulseHigh OR Reading[HospitalNumber,2] < PulseLow) // check if pulse out of range THEN OUTPUT "Warning Pulse" ENDIF IF (Reading[HospitalNumber,1] > TempHigh OR Reading[HospitalNumber,1] < TempLow) AND (Reading[HospitalNumber,2] <= PulseHigh AND Reading[HospitalNumber,2] >= PulseLow) // check if temp out of range THEN OUTPUT "Warning temperature" ENDIF IF (Reading[HospitalNumber,1] > TempHigh OR Reading[HospitalNumber,1] < TempLow) AND (Reading[HospitalNumber,2] > PulseHigh OR Reading[HospitalNumber,2] < PulseLow) // check if both out of range THEN OUTPUT "Severe warning, Pulse and temperature" ENDIF ELSE OUTPUT "Hospital number not valid" ENDIF ENDPROCEDURE </pre>	

AO2: Apply knowledge and understanding of the principles and concepts of computer science to a given context, including the analysis and design of computational or programming problems		7–9	
0	1–3	4–6	
No creditable response	At least one programming technique has been used. <i>Any use of selection, iteration, counting, totalling, input and output.</i>	Some programming techniques used are appropriate to the problem. <i>More than one technique seen applied to the scenario, refer to the list of techniques needed.</i>	The range of programming techniques used is appropriate to the problem. <i>All criteria stated for the scenario have been covered by the use of appropriate programming techniques, refer to the list of techniques needed.</i>
	Some data has been stored but not appropriately. <i>Any use of variables or arrays or other language-dependent data structures, e.g. Python lists.</i>	Some of the data structures chosen are appropriate and store some of the data required. <i>More than one data structure used to store data that is required by the scenario.</i>	The data structures chosen are appropriate and store all the data required. <i>The data structures used store all the data that is required by the scenario.</i>

AO3: Provide solutions to problems by: <ul style="list-style-type: none"> • evaluating computer systems • making reasoned judgements • presenting conclusions 	0	1–2	3–4	5–6
	Program seen without relevant comments.	Program seen with some relevant comment(s).	The program has been fully commented.	
	Some identifier names used are appropriate. <i>Some of the data structures used have meaningful names.</i>	The majority of identifiers used are appropriately named. <i>Most of the data structures used have meaningful names.</i>	Suitable identifiers with names meaningful to their purpose have been used throughout. <i>All the data structures used have meaningful names.</i>	The program is in a logical order.
No creditable response	The solution is illogical.	The solution contains parts that may be illogical.	The solution is accurate.	
	The solution is inaccurate in many places. <i>Solution contains few lines of code, with errors, that attempt to perform a task given in the scenario.</i>	The solution contains parts that are inaccurate. <i>Solution contains lines of code, with some errors, that logically perform tasks given in the scenario. Ignore minor syntax errors.</i>	The solution logically performs all the tasks given in the scenario. Ignore minor syntax errors.	
	The solution attempts at least one of the requirements.	The solution meets most of the requirements.	The solution meets all the requirements given in the question.	
	<i>Solution contains lines of code that attempt at least one task given in the scenario.</i>	<i>Solution contains lines of code that perform most tasks given in the scenario.</i>	<i>Solution performs all the tasks given in the scenario.</i>	