# MARK SCHEME for the October/November 2015 series

# 0478 COMPUTER SCIENCE

0478/22

Paper 2, maximum raw mark 50

This mark scheme is published as an aid to teachers and candidates, to indicate the requirements of the examination. It shows the basis on which Examiners were instructed to award marks. It does not indicate the details of the discussions that took place at an Examiners' meeting before marking began, which would have considered the acceptability of alternative answers.

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	Section A				
<ul><li>(a) (i) Any two variables with matching uses, one mark for the variable name and one mark for the matching use. The variables and the matching uses must relate to the tasks on the</li></ul>					

exam paper. There are many possible correct answers these are examples only.Variable 1- Counter (: INTEGER)Use- to use as a loop counter when entering the temperaturesVariable 2- BabyTemperature (: REAL)Use- to store the baby's temperature

[4]

[5]

(ii) Any **two** constants with matching uses, **one** mark for the constant (name and value) and **one** mark for the matching use. The constants and the matching uses must relate to the tasks on the exam paper. There are several possible correct answers these are examples only.

Constant 1	-MinBabyTemperature = 36.0	
Use	<ul> <li>to keep the lowest acceptable baby temperature</li> </ul>	
Constant 2	-MaxBabyTemperature = 37.5	
Use	<ul> <li>to keep the highest acceptable baby temperature</li> </ul>	[4]

- (b) Any five from
  - prompt for baby's temperature
  - input baby's temperature
  - test for > 37.5
  - -... then output suitable message if this is the case
  - test for < 36.0
  - -... then output suitable message if this is the case
  - output suitable message if temperature between those values

Sample algorithm:

```
PRINT 'Please enter temperature of baby '
INPUT BabyTemperature
IF BabyTemperature > MaxBabyTemperature or 37.5
THEN Print 'Temperature too high'
ELSE
IF BabyTemperature < MinBabyTemperature or 36.0
THEN Print 'Temperature too low'
ELSE Print 'Temperature OK'
ENDIF
ENDIF</pre>
```

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#### (c) (i) Explanation

General marks award as seen

Give one mark for a mention of any one of the 4 checks below

**If a mark is given for a check then** mark the corresponding action taken Maximum of **five** marks overall

#### General

- check all recorded temperatures (loop 18 times)
- update counter for those out of range
- output suitable message if counter >= 2
- 1 check if <u>temperature range</u> <= 1 and <u>highest recorded</u> not out of range and <u>lowest recorded</u> not out of range

### – ... exit

- 2 check if <u>temperature range</u> > 1...
- ... output suitable message e.g. "Temperature range greater than one degree"
  3 check if <u>highest recorded</u> temperature out of range...
  - ... output a suitable message if at least two recorded temperatures out of range e.g. "Temperature too high on more than one occasion"
- 4 check if lowest recorded temperature out of range...
  - ... output a suitable message if at least two recorded temperatures out of range e.g. "Temperature too low on more than one occasion" [5]

#### (ii) Any two from

- only checks necessary conditions
- uses results from task 2
- checks for normal values first

[2]

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#### Section B

## 2 One mark for each error identified + suggested correction line 4 or (Total =) Total + 1: this should read (Total =) Total + Num line 5 or Counter = Counter + 1: delete this line line 6 or (Average = ) Total / Counter: swap lines 6 and 7 line 6 or (Average = ) Total / Counter : this should read (Average =) Total / 50

#### 3 (a)

#### Number 1 Trace table

Posn	New	T1	T2	Output
1	0			
10	1	2	1	
100	1	1	0	
	101			
				101
	1 10	1     0       10     1       100     1	1         0           10         1         2           100         1         1	1         0         1           10         1         2         1           100         1         1         0

 $\longleftarrow (1 \text{ mark}) \longrightarrow (1 \text{ mark}) \rightarrow \leftarrow (1 \text$ 

#### Number 2 Trace table

X	Posn	New	T1	T2	Output	
12	1	0				
	10	0	6	0		
6	100	0	3	0		
3	1000	100	1	1		
		1100				
					1100	
$\longleftarrow (1 \text{ mark}) \longrightarrow (1 \text{ mark}) \rightarrow (1$						

[6]

[1]

[4]

(b) Converts a (denary) number to binary

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4	Norr Extre			[3]				
5		- IF (… THEN … ELSE … ENDIF) - CASE (… OF … OTHERWISE … ENDCASE)						
<ul> <li>6 (a) (i) One mark for every two correct types <ul> <li>Title</li> <li>text</li> <li>Artist</li> <li>text</li> <li>Description</li> <li>text/(auto)number</li> <li>Size</li> <li>number</li> <li>Price</li> <li>currency/number</li> <li>Arrived</li> <li>date</li> <li>Sold</li> <li>"yes/no"/text/Boolean</li> <li>0, 1 no marks</li> <li>2, 3 one mark</li> <li>4, 5 two marks</li> <li>6, 7 three marks</li> <li>8 four marks</li> </ul> </li> <li>(ii) Catalogue Number</li> </ul>						[4] [1]		
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	(c)	Field:	Catalogue Number	Title	Price	Artist	Sold	
		Table: Sort:	PICTURE	PICTURE	PICTURE	PICTURE	PICTU	RE
		Show: Criteria:				□ ='Twister'	□ False	