

S816/76/01

Computing Science

Date — Not applicable
Duration — 2 hours 30 minutes



Fill in these boxes and read what is printed below.

Full name of centre

Town

Forename(s)

Surname

Number of seat

Date of birth

Day

Month

Year

Scottish candidate number

Total marks — 110

SECTION 1 — 25 marks

Attempt ALL questions.

SECTION 2 — 85 marks

Attempt ALL questions.

Show all workings.

Write your answers clearly in the spaces provided in this booklet. Additional space for answers is provided at the end of this booklet. If you use this space you must clearly identify the question number you are attempting.

Use blue or black ink.

Before leaving the examination room you must give this booklet to the Invigilator; if you do not, you may lose all the marks for this paper.





SECTION 1 — 25 marks Attempt ALL questions

developer and their client are based in different time zones in the world. Explain the impact that this can have when using an agile methodology ompared to an iterative one. I website is subject to a DOS attack. Eate two symptoms users experience when this happens.	11.	vert the following 16-bit two's complement number into denary.
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tate two symptoms users experience when this happens.		-
	tat	e two symptoms users experience when this happens.

2

1

4. A database table is shown below.

Table: Model								
category	partID	partName	stockQuantity	price				
А	23	25cm straight track	7	5.99				
В	56	passenger	9	2.99				
В	34	luggage	42	2.79				
А	98	15cm curve track	15	6.99				
В	69	dog	6	0.50				
А	29	15cm straight track	20	3.50				
А	64	t-shaped junction	18	2.00				

Complete the table below showing the output from the following SQL statement.

SELECT category, MAX(price) AS [Most expensive item] FROM Model GROUP BY category;

category	Most expensive item

5.	Describe	one	problem	that	can	occur	when	using	global	variables	in	a
	program.											



page 03

(ii) Steps 9 to 16	tool	k to d	e stores the names of players and the time (in seconds) that they complete a game. Players who played the game more than once ore than once in the file, as shown below.					
Gemma, 1028 Jeremy, 1209 Harry, 1358 The following algorithm is used to access data in the file. 1. Enter target player's name 2. Open file 3. Start conditional loop 4. Read name and time from file 5. If name is equal to target player's name then 6. store time as fastest time 7. End if 8. Repeat until first instance of target player's name is found in the data file 9. Start conditional loop from current position in file 10. Read name and time from file 11. If name is equal to target player's name then 12. If time is less than stored fastest time 13. store new fastest time 14. End if 15. End if 16. Repeat until end of file 17. Display target player's name and fastest time 18. Close file 19. Describe the purpose of the following steps in the algorithm. (i) Steps 3 to 8 (ii) Steps 9 to 16			 Harm : 1745					
Jeremy,1209 Harry,1358 The following algorithm is used to access data in the file. 1. Enter target player's name 2. Open file 3. Start conditional loop 4. Read name and time from file 5. If name is equal to target player's name then 6. store time as fastest time 7. End if 8. Repeat until first instance of target player's name is found in the data file 9. Start conditional loop from current position in file 10. Read name and time from file 11. If name is equal to target player's name then 12. If time is less than stored fastest time 13. store new fastest time 14. End if 15. End if 16. Repeat until end of file 17. Display target player's name and fastest time 18. Close file (a) Describe the purpose of the following steps in the algorithm. (i) Steps 3 to 8 (ii) Steps 9 to 16 (b) A program is written using the above algorithm. A user enters a name in step 1 that is not present in the text file.								
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(ii) Steps 3 to 8	(a)	(a) Describe the nurnose of the following steps in the algorithm						
(ii) Steps 9 to 16	(α)	Desc	bescribe the purpose of the fottowing steps in the algorithm.					
(b) A program is written using the above algorithm. A user enters a name in step 1 that is not present in the text file.		(i)	Steps 3 to 8 1					
(b) A program is written using the above algorithm. A user enters a name in step 1 that is not present in the text file.		(ii)	Steps 9 to 16 1					
step 1 that is not present in the text file.								
State the execution error that would occur.	(b)							
		State	the execution error that would occur.					



3

7. The following HTML code and JavaScript functions change the size of a graphic as the mouse arrow passes over and out of the graphic.

```
<img src="guitar.jpg" onmouseover="displayLarger(this)"
onmouseout="displaySmaller(this)">
<script>
  function displayLarger(my_image)
  {my_image.style.width='150px';
  my_image.style.height='150px';}
  function displaySmaller(my_image)
  {my_image.style.width='100px';
  my_image.style.height='100px';
  //script>
```

Write HTML code with a JavaScript function that would permanently display the graphic at 300×300 pixels when the graphic is clicked.



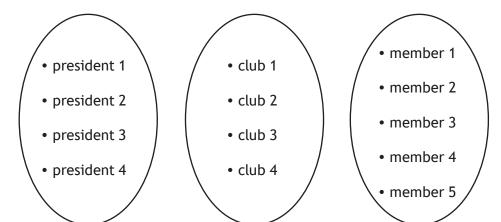
page 05

Many sports clubs in Scotland have one president but they have many members. A member can only belong to one club.

Complete the entity-occurrence diagram below to represent the relationship between clubs, presidents and members.

2

3



9. Convert 0.001011 to floating-point representation. There are 16 bits for the mantissa and 8 bits for the exponent.

Space for working

	mantissa	exponent
sign		

	e one other element that could be shown on a wireframe design.
	computer systems have the same number of processor cores, the same th of data bus and the same clock speed.
a)	State one other factor that could account for one computer system performing better than the other, when tested for processing speed.
b)	Explain why increasing the width of the data bus will improve the system performance.
)es	cribe the role of public and private keys when transferring secure data.
	cribe how a walkthrough of a low-fidelity prototype of a website can atify problems with the navigation design.
	· · · · · · · · · · · · · · · · · · ·
	- · · · · · · · · · · · · · · · · · · ·



SECTION 2 — 85 MARKS Attempt ALL questions

14. The International Bowling Federation maintains a relational database that consists of three linked tables, storing data on players, tournaments and tournament entries.

Extracts from these tables are shown below.

Tournament							
tournamentID	country	place	eventDate				
1	UK	Preston	13/05/2017				
2	France	Le Mans	29/08/2017				
3	USA	Miami	08/09/2017				
4	Germany	Berlin	12/03/2018				
•••	•••	•••	•••				

Player								
playerID	forename	surname	rating	playerCountry				
1645	Barry	Simpson	1756	USA				
1873	Sue	Pollock	1260	Australia				
2093	Ahmed	Ali	1934	UK				
•••	•••	•••	•••					

Entry							
tournamentID	position	prizeMoney	playerID				
1	1	15000	1645				
1	2	7000	1873				
1	3	1000	9834				
2	1	12000	1873				
2	2	6000	1842				
2	3	1500	9023				
3	1	30000	1873				
3	2	22000	1009				
3	3	15000	0293				
3	4	5000	3742				
•••	•••	•••	•••				



page 08

14.	(cor	tin	ued)
 -	LLUI		ucu

MARKS DO NOT WRITE IN THIS MARGIN

2

(a) Identify the compound key used in the Federation's database.

(b) Sue Pollock asks for a list of all the prize money she has won, along with the position she finished in when she won each prize.

The Federation implements the design shown below:

Query 1 — All results for Sue Pollock

Field(s) and calculation(s)	position, prizeMoney
Table(s) and query	Player, Result
Search criteria	forename = "Sue", surname = "Pollock"
Grouping	
Sort order	

The answer table from Query 1 could then be used in Query 2 to find the largest amount of money Sue Pollock won when she finished first in a tournament (position 1).

Complete the design for Query 2 to find this value.

3

Query 2 — Display largest amount of money when finishing first

Field(s) and calculation(s)	
Table(s) and query	
Search criteria	
Grouping	
Sort order	



page 09

14. (continued)

MARKS DO NOT WRITE IN THIS MARGIN

(c) The Federation writes the following SQL statement to find how many times each country has awarded prizes of over 7000.

SELECT country, COUNT(prizeMoney)
FROM Tournament, Entry
WHERE prizeMoney > 7000
AND Tournament.tournamentID = Player.tournamentID
GROUP BY country;

(i) State the purpose of the GROUP BY line of the SQL statement.

1

(ii) The expected output of the SQL statement is shown below.

Country	Over 7000
USA	17
Canada	5
Australia	6
UK	12

When the SQL statement was tested, the actual output did not match the expected output.

Identify	two	errors	in	the	SOL	statement.

2

Error 1		
Error 2		

(continued)

MARKS DO NOT WRITE IN THIS MARGIN

(d) The Federation retains 10% of the total prize money. Write the SQL statement that would produce the following output.

3

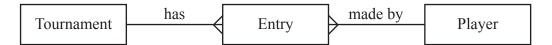
Retained prize money

1700000

(e) Each player can only be a member of one bowling club.

Complete the entity-relationship diagram below to show how the club could be added to the database.

2



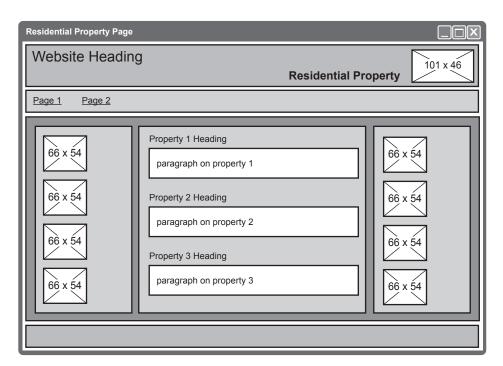
Club

a) Decian a mi	ulti-level structure for the estate agent's website	2
a, Design a IIII	ulti-level structure for the estate agent's website.	

15. (continued)

MARKS | DO NOT WRITE IN THIS MARGIN

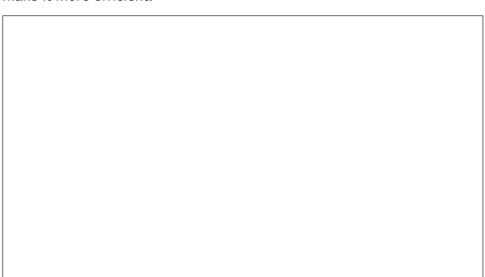
(b) A wireframe design for the residential property page is shown below.



When the page is implemented, the margins and padding are coded as follows:

```
header {margin-top:5px; margin-bottom:5px;
padding:10px}
nav {margin-top:5px; margin-bottom:5px; padding:10px}
main {margin-top:5px; margin-bottom:5px; padding:10px}
footer {margin-top:5px; padding:5px}
section {margin-left:10px; margin-top:10px;
padding:5px}
```

Using grouping selectors to remove any repetition, re-write the code to make it more efficient.





page 13 [Turn over

15. (continued)

DO NOT WRITE IN THIS MARGIN

(c) Property sellers can register with the estate agent using a form on the website.



The HTML code for the form is shown below.

```
<form>
First name:<br>
<input type="text" name="firstname" size="30"</pre>
maxlength="15" required> <br><br>>
Last name: <br>
<input type="text" name="lastname" size="30"</pre>
maxlength="15" required> <br><br>
Contact Number:<br>
<input type="text" name="class" size="20" maxlength="11"</pre>
required> <br><br>
Properties Owned: <br>
<select name="propertyType" multiple size="3">
   <option value="flat">Flat</option>
   <option value="detached">Detached</option>
   <option value="semiDetached">Semi-detached
   </option>
   <option value="terrace">Terrace</option>
   <option value="endTerrace">End of terrace
   </option>
   <option value="cottage">Cottage</option>
   <option value="bungalow">Bungalow</option>
</select> <br><br>>
To Sell Within (months): <br>
<input type="number" name="sale"> <br><br>
<input type="submit" onclick="alert('Form Entered')"</pre>
value="Submit">
</form>
```



page 14

15.	(c)	(con	tinued)	MARKS	DO NOT WRITE IN THIS MARGIN
		(i)	Identify two types of data validation used in the form code.	2	
			Type 1		
			Type 2		
		(ii)	State the number of property types that a seller can select.	1	
		(iii)	Cottages always sell quickly, so the estate agent wishes to limit the		
		(111)	maximum value that can be entered into 'To sell within (months)' to 3.		
			To achieve this, they edit the form as shown below.		
			To sell within (months): <input max="3" name="sale" type="number"/>		
			Evaluate if this change makes the form fit for purpose.	1	
	(d)	Befo	re the website goes live, it needs to be tested.		
		(i)	State two compatibility tests that could be carried out.	2	
			Test 1		
			Test 2		
		(ii)	Explain the role of personas and test cases in usability testing.	2	
			Personas	-	
			Test cases		



3

16. The Caesar cypher is a simple encryption method that takes each letter in a message and changes it to a different letter.

The program below asks the user to enter a message and an integer used to change the letters in the string.

Both inputs are passed to a function that generates and returns an encrypted version of the message.

Line 11 FUNCTION encryptString (STRING messageText, INTEGER change) RETURNS STRING Line 12 DECLARE newMessage INITIALLY "" Line 13 DECLARE characterValue INITIALLY 0 Line 14 DECLARE character INITIALLY "" Line 15 FOR index FROM 0 TO LEN(messageText)-1 Line 16 SET character TO messagetext[index] Line 17 SET characterValue TO <ascii value of character> + change Line 18 SET newMessage TO newMessage & <character equivalent of characterValue> Line 19 END FOR Line 20 RETURN newMessage Line 21 END FUNCTION ••• Line 52 RECEIVE message FROM STRING KEYBOARD Line 53 RECEIVE shiftLettersBy FROM INTEGER KEYBOARD Line 54 SET message TO encryptString(message, shiftLettersBy) Line 55 DISPLAY message •••

(a) The above code contains actual parameters and formal parameters.

Identify an actual parameter in the code.

(b) A breakpoint is set at line 19.

The function is tested by entering the two inputs shown below.

Input 1: cab
Input 2: 3

Complete the table below to show the values of character and newMessage each time execution is stopped.

sage each time execution is stopped.

Break in execution	Character	newMessage
First		
Second		
Third		



16. (continued) MARKS DO NOT WRITE IN THIS MARGIN

Using a programming language of your choice, state the pre-defined function used to convert:	
(i) Character to ASCII	1
(ii) ASCII to Character	1
An execution error occurs for some values of message or shiftLettersBy.	
Explain why this happens.	1
	function used to convert: (i) Character to ASCII (ii) ASCII to Character An execution error occurs for some values of message or shiftLettersBy.

16.	(continued)

ontinued)	MARKS	W
The function could be re-written to reverse the characters in the message string. For example, inputting 'jfx' would produce the outpe 'xfj'.		٨
Using a recognised design technique, design an algorithm to reverse ar store the new message.	ad 3	

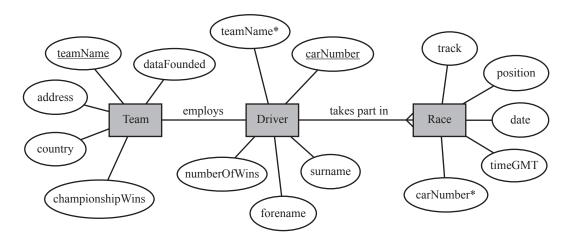
17. In Formula One motor racing, teams can enter two drivers for each race. Every driver has a unique number on their car, which is allocated annually at the start of each new racing season.

A database is required to store data on the teams, drivers and race results since the sport started in 1950. Users would be able to collate information on team or driver wins to find the most successful racers or find how the success of teams has changed over the years.

(a)	State two functional requirements of the above database.	2

The entity-relationship diagram below shows how information on the

(b) The entity-relationship diagram below shows how information on the teams, drivers and the races since 1950 could be stored. There are errors in the design.



Describe three errors in the above design.

Error 1		

Funda 2			
	irror 2		

[Turn over

3



17. (continued)

MARKS DO NOT WRITE IN THIS MARGIN

(c) The Team table is shown below.

Table: Team			
teamName	country	dateFounded	championshipWins
Red Bull	Austria	13/08/2005	4
Ferrari	Italy	01/10/1950	15
Lotus	UK	30/05/1967	6
Force India	India	02/02/2008	0
Benetton	UK	09/10/1986	2
Maserati	Italy	10/01/1950	6
McLaren	UK	07/07/1966	12
Matra	France	30/06/1962	1
Toro Rosso	Italy	12/11/2006	0
Williams	UK	09/11/1978	7
Renault	France	28/03/1977	2
Brawn GP	UK	01/04/2009	1
Mercedes	Germany	29/12/1954	6

(i) Complete the table below to show the output from the following SQL statement.

2

SELECT country, SUM(championshipWins)
FROM Team
GROUP BY country
ORDER BY country ASC;

country	championshipWins
Austria	4
	3
Germany	6
India	0
Italy	
UK	28

17. (c) (continued)

MARKS DO NOT WRITE IN THIS MARGIN

(ii) Design a query using wildcards, to find and display all the teams formed in the 1950s.

2

Field(s) and calculation(s)	
Table(s)	Team
Search criteria	
Grouping	
Sort order	

3

2

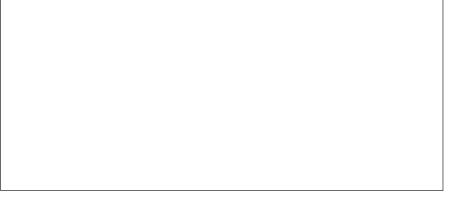
18. The BigIQ Company stores the results for an intelligence test in an external csv file. The data includes each participant's unique ID number, name, town and score.
An extract, is shown below.

0622737819, Jim, Smith, Stirling, 73 0872267103, Alison, Jones, Fort William, 81 2289448103, Ali, Khan, Dumfries, 51

There are 5000 participants listed in the csv file. The BiglQ Company wants to find and display the name of the town for the participant with the highest score.

- (a) The data from the file is imported into an array of records.
 - (i) Using a programming language of your choice, define a suitable record structure.

(ii) Using a programming language of your choice, declare a variable that can store the data for 5000 participants.



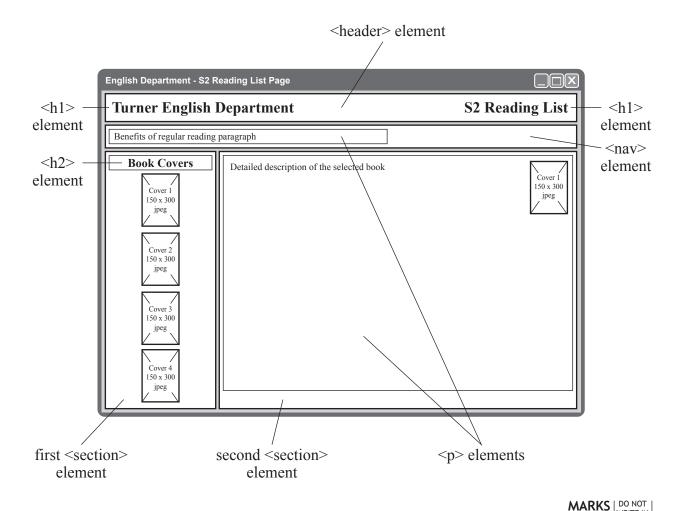


(CO	ntinued)	MARKS
(b)	Using a programming language of your choice, write the code to find the position of the highest score.	4
(c)	A participant manages to access the file and change their own score.	



19. Turner High School's English department has designed a website to suggest home reading lists for each year group. Students can access the website on multiple device types.

An annotated wireframe design for one page of the website is shown below.



			THIS MARGIN
(a)	Describe two flaws in the above design that could result in an ineffective user interface.	2	

•	tinued)	MARKS	WRIT
)	The detailed description text will wrap around the image by floating the image to the right of the paragraph.	•	MAR
	Identify two other layout requirements shown in the wireframe where a CSS float property may be required.	2	
	Area 1	-	
	Area 2		
		-	
)	The web page is coded using an external CSS file. Part of the code is shown below.	;	
	<pre>m body {background-color:LightGreen; margin:auto} header, nav, section {margin-bottom:5px; background- color:LightGrey}</pre>		
	<pre>p {margin-top:5px;background-color:White;display:inline} h1, h2, h3, p {font-family:Helvetica;color:Black} section p {color:DarkGreen;padding:10px}</pre>		
	The book descriptions are tested by displaying the page in a browser.		
	Describe the expected results for the book descriptions, using the code and the annotations on the wireframe.	!	
	You should describe both the expected look and relative positions of the	!	

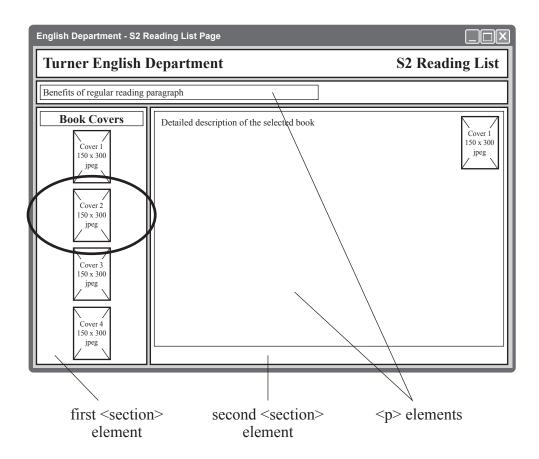


page 25

DO NOT WRITE IN THIS MARGIN

19. (continued)

(d) When visiting the web page, users can click on a book cover to see a description of the book. The description, along with a copy of the book cover, will then appear in the main area of the page.



Part of the HTML and JavaScript code from the web page is shown below:

```
"
<img class="coverImage" src="cover2.jpg" onclick="displayBook2()">
"

<script>"
function displayBook2() {
  document.getElementById("bookDescription1").style.display="none";
  document.getElementById("bookDescription2").style.display="block";
  document.getElementById("bookDescription3").style.display="none";
  document.getElementById("bookDescription3").style.display="none";
  document.getElementById("bookDescription4").style.display="none";
}
...
</script>
```



page 26

ARKS	DO NO
IARKS	WRITE I

DO NOT WRITE IN THIS MARGIN

19. ((d) ((continued)
17. (u) (Continueu

(1)	State the type of element that has the ID "bookDescription1".				
(ii) Describe the purpose of the JavaScript code shown above.					
(iii)	One of the book descriptions contains Unicode characters.				
	State one advantage of using Unicode characters rather than ASCII characters in web pages.				
The	web page uses bit-mapped graphic files for the book covers.				
	e one advantage of using bit-mapped graphic files rather than vector hic files on this web page.				

4

20. A science department has 120 candidates taking courses in biology, chemistry and physics. The school wishes to identify how many candidates gained a grade 'A' in all three sciences and to save their names to a separate file.

An extract of the data is shown below:

•••

Ann Smith, A, B, B

Peter Irwin, B, C, A

Dan Wu,B,B,C

Stacey Williams, A, A, A

Callum Reid, A, F, B

Kevin Richardson, A, A, A

•••

The top-level design for the program is shown below.

- 1. Get details from file
- 2. Find and count names of students with three As
- 3. Display number of students with three As
- 4. Save three As in file
- (a) Complete the table below to show the data flow in and out of steps 2 and 3.

In/out Data flow Step IN 1 OUT name(), bio(), che(), phy() IN 2 OUT IN 3 OUT IN threeA() 4 OUT

20.	(continued)	

MARKS DO NOT WRITE IN THIS MARGIN

(b)	Using a recognised design technique, refine step 2.	5

20.	(co	ntinued)	MARKS	DO N WRITE THI MARC
	(c)	Using a recognised design technique, refine step 4.	4	
	(d)	The program is modular and uses procedures.		
		Describe one benefit of designing a modular solution to this program.	1	

[END OF SPECIMEN QUESTION PAPER]



MARKS DO NOT WRITE IN THIS MARGIN

ADDITIONAL SPACE FOR ANSWERS

page 31

MARKS DO NOT WRITE IN THIS MARGIN

ADDITIONAL SPACE FOR ANSWERS

page 32



S816/76/01

Computing Science

Marking Instructions

These marking instructions have been provided to show how SQA would mark this specimen question paper.

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General marking principles for Higher Computing Science

Always apply these general principles. Use them in conjunction with the detailed marking instructions, which identify the key features required in candidates' responses.

- (a) Always use positive marking. This means candidates accumulate marks for the demonstration of relevant skills, knowledge and understanding; marks are not deducted for errors or omissions.
- (b) If a candidate response does not seem to be covered by either the principles or detailed marking instructions, and you are uncertain how to assess it, you must seek guidance from your team leader.
- (c) Award marks regardless of spelling, as long as the meaning is unambiguous.
- (d) Candidates may answer programming questions in any appropriate programming language or pseudocode. Award marks regardless of minor syntax errors, as long as the intention of the coding is clear.
- (e) For a **describe** question, candidates must provide a statement or structure of characteristics and/or features. This will be more than an outline or a list. It may refer to, for example, a concept, process, experiment, situation, or facts, in the context of and appropriate to the question. Candidates must make the same number of factual/appropriate points as there are marks available in the question.
- (f) For an **explain** question, candidates must relate cause and effect and/or make relationships between things clear, in the context of the question or a specific area within the question.

Marking instructions for each question

SECTION 1

Question		on	Expected response	Max mark	Additional guidance
1.			-277	1	
2.			 It is harder to manage the project when you cannot meet the client regularly. The agile methodology requires more client interaction throughout the whole project, than the iterative one does. 	1	
3.			Award 1 mark each for:slow performanceinability to access data	2	
4.			Award 1 mark for each correct row. Category Most expensive item A 6.99 B 2.99	2	
5.			 Accidental use of the same variable in different modules. It may be difficult for more than one programmer to work on the code. 	1	
6.	(a)	(i) (ii)	To find and store the time for the first instance the chosen player completed the game. To find the other times the chosen	1	
		(11)	player completed the game and continually store their fastest time (find minimum).	•	
	(b)		An end-of-file error will occur.	1	

Question		Expected response	Max mark	Additional guidance
7.		 Award 1 mark each for: onmouseclick width and height 300 pixels function created 	3	<pre><imgsrc="guitar.jpg" <script="" onmouseclick="displayBig(this)"> function displayBig(my_image) {my_image.style.width='300px'; my_image.style.height='300px';} </imgsrc="guitar.jpg"></pre>
8.		Award 1 mark each for: • showing each president to one club • showing each club to one or more members For example • president 1 • president 2 • president 3 • president 4		e club 1 club 2 member 2 member 3 club 4 member 4 member 5

Q	uestio	n	Expected response	Max mark	Additional guidance
9.			Mantissa sign bit = 0 Mantissa magnitude = 101 1000 0000 0000 Exponent = 1111 1110 0101 1000 0000 0000 1111 1110 Award 1 mark each for: • sign bit — 0 • mantissa — 1011 0000 0000 000 • exponent (two's complement) — 1111 1110	3	0.001011 = 0.1011×2·2
10.			Either one from:navigation barsuser inputs	1	 Additional acceptable answers: hyperlinks input types (including radio buttons, text box)
11.	(a)		increased cache memory faster cache memory	1	Additional acceptable answers: • faster memory bus speed
	(b)		The greater the bus width, the more bits can be fetched (1 mark) in a single operation (1 mark).	2	
12.			 A public key is used to encrypt data. A private key is used to decrypt data. 	2	
13.			It allows missing links and/or orphan links to be found.	1	

SECTION 2

Q	Question		Expected response			Additional guidance
14.	4. (a)		Award 1 mark eactournamenplayerID in	tID in Entry	2	
	(b)		Award 1 mark for each row from: Field(s) and calculation(s) Table(s) and query Search criteria Grouping Sort order Maximum Prize Money for First = MAX(prizeMoney) [All results for Sue Pollock] position = 1		3	
	(c)	(i)	So that each coun once.	try only appears	1	
		(ii)	from SQL.	7000] is missing d half of JOIN =	2	
	(d) SELECT SUM (1mark) (prizemoney*0.1) (1 mark) AS [Retained prize money](1 mark) FROM Result;			(1 mark)	3	
	(e)		many playe • relationshi	— one club to	2	

Quest	ion	Expected response	Max mark	Additional guidance
15. (a)		Award 1 mark each for:	2	
	Residential Proper Renting Buying			Commercial Property Renting Buying
(b)		Award 1 mark for each line of code: header, nav, main {margin- top:5px; margin-bottom:5px; padding:10px} footer, section {padding:5px} footer {margin-top:5px} section {margin-left:10px; margin-top:10px}	4	
(c)	(i)	Award 1 mark each for: • length • presence	2	
	(ii)	7	1	

Q	uesti	on	Expected response	Max mark	Additional guidance
15.	(c)	(iii) The change would mean that all property types would be restricted to a maximum of 3 months and therefore the form would not be fit for its intended purpose.			
	(d)	(i)	ward 1 mark each for: using different devices using different browsers	2	
		(ii)	Personas: a type of user with a specific age and experience Test cases: a set of actions to verify a particular feature or function	2	

Q	Question		Expected response			Max mark	Additional guidance
16.	(a)		Either one from:messageshiftLettersBy			1	
	(b)		Award 1 ma Break in	rk for each	row.	3	
			execution	character	newMessage		
			First	С	f		
			Second	a	fd		
			Third	b	fde		
	(5)	(i)	Coo (Additio	and guidana		1	This will be a pro-defined function
	(c)	(i)	See 'Additio	onat guidanc	e .	1	This will be a pre-defined function to change ASCII to character. In the majority of languages this will be ORD.
		(ii)	See 'Additio	nal guidanc	e'.	1	This will be a pre-defined function to change ASCII to character. In the majority of languages this will be CHR.
	(d)		The shiftLetterBy value entered may take the character beyond the bounds of ASCII values (0-255).			1	
	(e)		 Award 1 mark each for: loop for each character extract next character concatenate onto new message 			3	There are a variety of ways of solving this problem that would be acceptable. See two examples on page 10.

Q	Question		Expected respon	ise	Max mark	Additional guidance
16.	(e)		1. Initialise newMessage 2. Start fixed loop for ea 3. Extract next cha 4. Add next charact 5. End fixed loop	ach characte racter from I	message	ewMessage
			Initialise newMessage	Extract r character string	ext from	Add character to front of newMessage

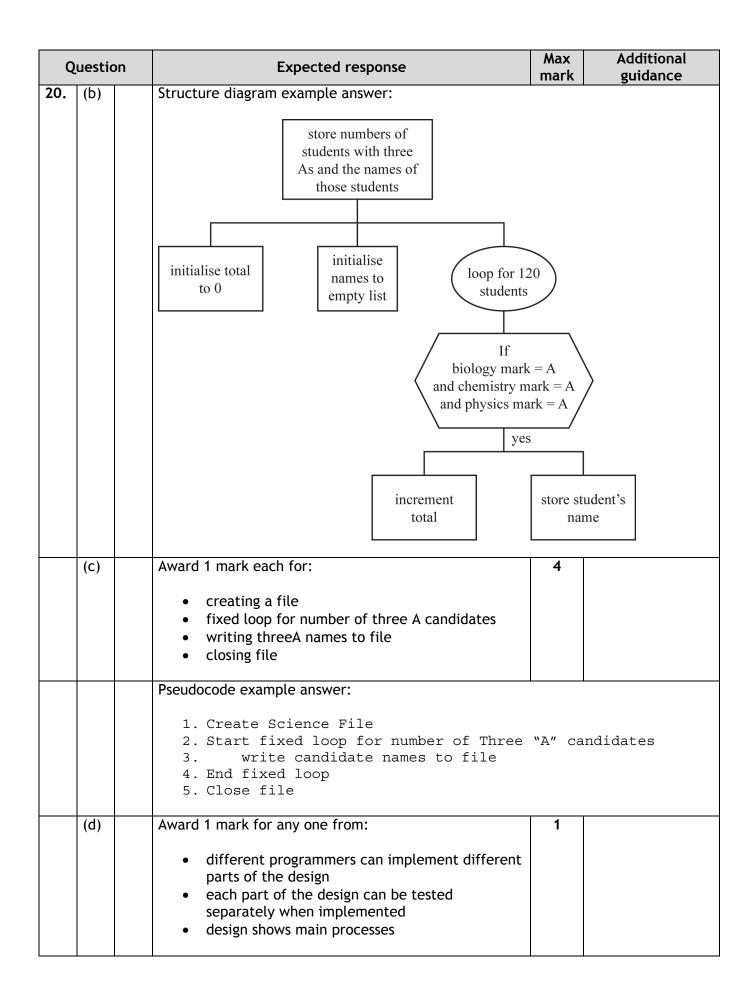
Q	uestic	n	Expected response			Additional guidance
17.	(a)		databarace/t to most search team versults databaracerch driver databaracerch driver databaracerch results databaracerch results	ise should store every eam/driver from 1950 it recent ise should be able for number of vins ise should be able for number of able for number of	1 2	Award 1 mark for any unlisted but valid answer.
	(b)		• carding (should no unit Race estar nu field, a year no of weets)	mber can't be a unique as it is allocated each /ins is not required, as n be calculated from		
	(c)	(i)	Award 1 mark entry. country Austria France Germany India Italy UK	championshipWins 4 3 6 0 21 28	2	

Question			Expected response			Additional guidance
17.	(c)	(ii)	Award 1 mark for	each correct row.	2	
			Field(s) and calculation(s)	teamName		
			Table(s)	Table(s) Team		
			Search criteria	dateFounded =//195		
	Gro		Grouping			
			Sort order			

Q	uestic	on	Expected response	Max mark	Additional guidance
18.	(a)	(i)	 Award 1 mark each for: record declaration five variables correct data type for variables SQA Reference Language example answard RECORD participant IS 	3 wer:	
			{STRING idNumber, STRING firstown, INTEGER score}	stname,	STRING, lastname, STRING
		(ii)	Award 1 mark each for: array of 5000 records	2	
			SQA Reference Language example ans		articipant * 5000 INITIALLY[]
	(b)		 Award 1 mark each for: set highposition to first position fixed loop: 1 TO 4999 condition: check current score is greater than score at current highest position store new position if condition true 	4	Answer may use 1D array, as candidate may not have answered the previous questions correctly.
			SQA Reference Language example answers SET highposition TO 0 FOR loop FROM 1 TO 4999 DO IF participants[loop].score of the companies of the		icipants[highposition].score
	(c)		Award 1 mark each for any two from: unauthorised access to computer material unauthorised access with intent to commit a further offence unauthorised modification of data on a computer	2	

Q	uestic	n	Expected response	Max mark	Additional guidance
19.	(a)		Award 1 mark each for any two from: • no navigation • too much information for a smart phone screen • landscape design does not suit smartphone use	2	
	(b)		 Award 1 mark each for: to position the two <h1> headings either side of the page</h1> to position the two <section> elements side-by-side</section> 	2	
	(c)		 Award 1 mark each for: white background dark green text colour fits the width of the section text is 10px in from the edge of the paragraph element boundary and an additional 5px from the top of the section 	4	
	(d) (i) (ii)		or paragraph Award 1 mark each for: when the book cover is clicked, the function is called it shows one of four paragraphs while hiding the other three 	3	
		(iii)	More characters can be represented.	1	
	(e)		They produce more realistic photographic images.	1	

Q	Question			i	Expected response		Max mark	Additional guidance
20.	(a)		Module	In/out	Data flow		4	
			2	IN	bio(), che(), phy(), name()	1 mark		
				OUT	total threeA()	1 mark 1 mark		
			3	IN	total	1 mark		
			3	OUT				
	(b)		• use • co (al • inc • sto Pseudocod 1. Initial: 2. Start 1 3. If 4. 5. 6. Er	tialise to e of fixed mplex se I three si crementione three de examp de examp dise total fixed loop biologyM Increm	tal I loop (120 times) lection statement ubjects = A) ng total A candidate names ble answer:	ark = A and p	5 hysicsMar	k = A



[END OF SPECIMEN MARKING INSTRUCTIONS]