



Cambridge International Examinations

Cambridge International Advanced Subsidiary Level and Advanced Level

CANDIDATE NAME					
CENTRE NUMBER			NDIDATE MBER		

COMPUTING 9691/23

Paper 2 May/June 2014

2 hours

Candidates answer on the Question Paper.

No additional materials are required.

READ THESE INSTRUCTIONS FIRST

Write your Centre number, candidate number and name on all the work you hand in.

Write in dark blue or black pen.

You may use a soft pencil for any diagrams, graphs or rough working.

Do not use staples, paper clips, glue or correction fluid.

DO **NOT** WRITE IN ANY BARCODES.

Answer all questions.

At the end of the examination, fasten all your work securely together.

The number of marks is given in brackets [] at the end of each question or part question.



1 (a) Sheena has inherited a recipe book from her grandmother. All the recipes give ingredient measurements in ounces. Sheena wants to write a program to produce a conversion table that helps her use the correct weight in grams.

To convert ounces into grams: 1 ounce is 28.35 grams.

The conversion table will show the number of grams to the nearest whole number:

Conversion Table					
Ounces	Grams				
1	28				
2	57				
: :	: :				
16	454				

(i) Sheena writes pseudocode that uses the variables in the table below. Complete the identifier table.

Identifier	Data type	Description
Ounces		Variable used as control variable in FOR loop
Grams		Variable used for storing result of conversion calculation

[2]

(ii) The built-in function ROUND(x) returns x rounded to the nearest whole number.

Complete the pseudocode to print the conversion table for 1 to 16 ounces:

OUTPUT " Conversion	Table"	
OUTPUT "Ounces	Grams"	
FOR Ounces 🗲		
Grams ←		
	← ROUND(Grams)	
OUTPUT Ounces,"	", Grams	

(b)	buy. 6 6 egg eggs She k	Sheena wants to write a function to return the number of boxes of eggs that she needs to buy. The function takes, as a parameter, the number of eggs required for a recipe. There are 6 eggs in a box. Sheena needs to buy enough eggs, but does not want any full boxes of eggs left over. She knows that she can use the operators DIV and MOD to calculate the required number of boxes.					
	(i) S	Show the results for the following expressions:					
	2	20 DIV 6 =					
	2	20 MOD 6 =	[2]				
	(ii) C	Complete the pseudocode:					
FU	JNCTI(ION CalculateNumberOfBoxes(NumberOfEggs :)				
		RETU	RNS				
	DECL	LARE : INTEG	ΣR				
	Numbe	perOfBoxes ←	// how many full boxes?				
	IF N	NumberOfEggs MOD	// need part of a box?				
	THE	IEN // i	ncrement number of boxes				
	(*)						
	ENDI	IF					
	RETU:	URN NumberOfBoxes					
ΕN	IDFUN(NCTION	[5]				
(c)		ena could have written the algorithm in part (a)(ii) as a at is the difference between a function and a procedure					
			[1]				

(d)	All programs should be maintainable. Sheena has followed good practice in writing her pseudocode. She has used features of maintainable programs.	
	List four such features.	
	1	
	2	
	3	
	4	•••

2	She onli	eena wants to set up a business selling home-made cakes. She wants customers to ine. She needs to know:	order
	•	customer's name customer's contact telephone number the date the cake is to be ready the type of cake o fruit cake o victoria sponge o gateau	
	•	 cheesecake whether the cake is to be delivered or not. 	
	(a)	(i) Draw a suitable screen layout for a customer to order a cake online.	
		(ii) Justify one feature of your design above.	[4]
			[1]

(b) Sheena wants to store the data for each order as a record consisting of the follow
--

- CustomerName
- TelephoneNumber
- DateReady
- CakeType (F, V, G or C)
- Price (\$)
- ToBeDelivered
- (i) Complete the following table of fields for the CakeOrder. Give one value for each field size.

Field name	Data type	Field size (bytes)
CustomerName		
TelephoneNumber		
DateReady		
CakeType		
Price		
ToBeDelivered		

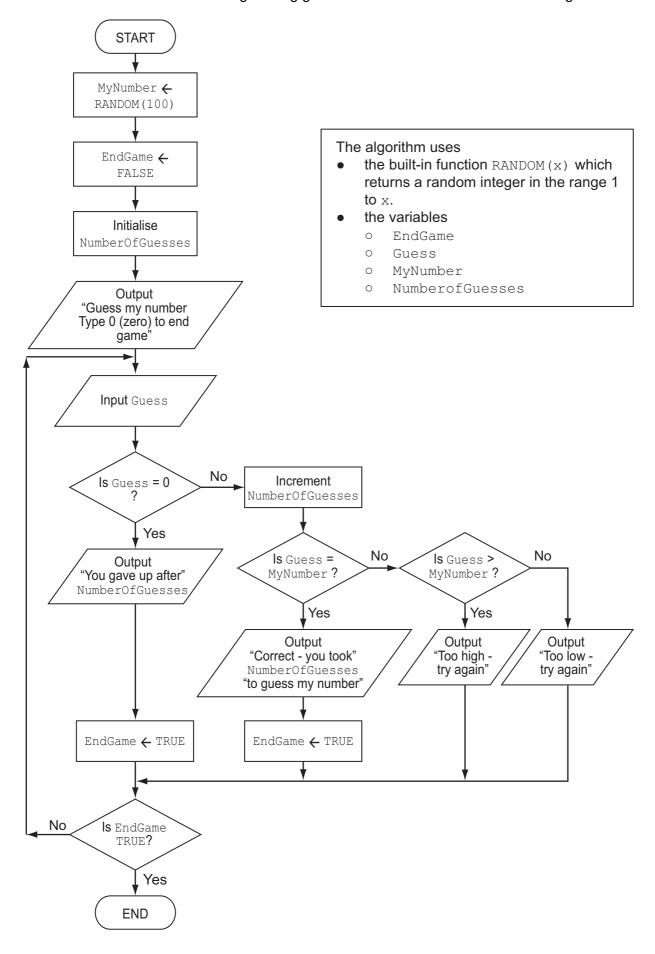
Γ	81	

(ii)	Using a	high-level	programming	language,	declare	а	record	structure	for	the	fields
	defined i	n part (b)(i)).								

Language	
Language Code	
	[4]

Question 3 begins on page 8.

Raza wants to write a number-guessing game. He has drawn a flowchart of an algorithm:



In a high-level language write programming statements to implement the algorithm.
Language
Code
[18

4 A puzzle starts with a partially completed grid of digits. A player must fill a 9×9 grid with single digits so that each column, each row, and each of the nine 3×3 sub-grids contain all of the digits from 1 to 9.

Each puzzle has a unique solution.

Below is an example of a puzzle and its solution:

PUZZLE	SOLUTION

8		5						7
9			5		4			
4	1			6				
			7			1	6	
1			4		6			3
	5	8			1			
				1			4	9
			2		7			1
2						5		6

8	6	5	1	9	2	4	3	7
9	3	2	5	7	4	6	1	8
4	1	7	8	6	3	9	5	2
3	2	4	7	8	9	1	6	5
1	7	9	4	5	6	8	2	3
6	5	8	3	2	1	7	9	4
7	8	3	6	1	5	2	4	9
5	9	6	2	4	7	3	8	1
2	4	1	9	3	8	5	7	6

Raul wants to write a program that displays the puzzle and allows the user to enter digits to attempt a solution.

(a)	Des	scribe the type of interface needed so that the user can enter digits on screen.	
			· • • • • • • • • • • • • • • • • • • •
			[2]
(b)	The	e program needs to store the puzzle.	
	(i)	Describe the data structure required.	
			 [2]
	/::\	Light the data atrusture you described in part (b)(i) give the populational assignment	
	(11)	Using the data structure you described in part (b)(i), give the pseudocode assignn statement that stores the 5 in the top row of the example shown.	пепи
			[2]

(c)	When the user enters a character, the program needs to check it is a digit.
	The character is stored in the character variable Entry.
	Write the Boolean expression required to check that it is a digit.
	[2]
(d)	Raul wants the user to be able to use an "undo" option to clear the previous entry if they think they have made an error.
	The "undo" option can be used repeatedly to return to a previous state of the puzzle.
	Describe a method of storing the entries to allow for this.
	[4]

- **5** Raul copied the following pseudocode from a computing textbook. He wants to find out what it does.
 - (i) Dry run the pseudocode using the trace table.

```
FOR x ← 2 TO 4
  ThisValue ← List[x]
  y ← x - 1
  WHILE (List[y] > ThisValue) AND (y > 0)
    List[y + 1] ← List[y]
    y ← y - 1
  ENDWHILE
  List[y + 1] ← ThisValue
ENDFOR
```

x	ThisValue	hievelee e Ti	List[y]	(List[y] > ThisValue) AND (y > 0)	List				
X	inisvalue	Y	TISC[A]		[1]	[2]	[3]	[4]	
=	_	_	-	-	56	23	67	12	
2	23	1	56	TRUE					

(ii)	What does this pseudocode do?	
		 [1

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