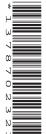


Cambridge International Examinations

Cambridge International Advanced Subsidiary and Advanced Level

CANDIDATE NAME				
CENTRE NUMBER		CANDIDATE NUMBER		



COMPUTER SCIENCE 9608/42

Paper 4 Further Problem-solving and Programming Skills

October/November 2018

2 hours

Candidates answer on the Question Paper.

No Additional Materials are required.

No calculators allowed.

READ THESE INSTRUCTIONS FIRST

Write your Centre number, candidate number and name in the spaces at the top of this page.

Write in dark blue or black pen.

You may use an HB 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.

No marks will be awarded for using brand names of software packages or hardware.

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.

The maximum number of marks is 75.



2

1 A bank provides bank accounts to customers.

The following pseudocode represents the operation of the bank account.

(a) Complete the JSP structure diagram for this bank account from the pseudocode given.

Bank account

(b) A transaction can be a credit (deposit) or a debit (withdrawal).

There are two types of transaction that are credits (deposits). These are:

- SWIFT payment
- BACS payment

There are three types of transaction that are debits (withdrawals). These are:

- Debit card payment
- Cheque payment
- Online payment

Complete the JSP structure diagram to represent these additional requirements.

Transaction

4

2 A declarative language is used to represent facts and rules about dogs that perform tasks to help people.

```
01 type(pointer, gundog).
02 type(flushing, gundog).
03 type(retriever, gundog).
04
05 is_a(labrador, retriever).
06 is_a(newfoundland, retriever).
07 is_a(cocker_spaniel, flushing).
08 is_a(springer_spaniel, flushing).
09 is_a(king_charles, flushing).
10 is_a(english_setter, pointer).
11 is_a(irish_setter, pointer).
12
13 fav_bird(pointer, grouse).
14 fav_bird(flushing, pheasant).
15 fav_bird(retriever, waterfowl).
16
17 type(X, Y) IF is_a(Z, X) AND type(Z, Y).
```

These clauses have the following meaning:

Clause	Explanation
01	A pointer is a type of gundog.
05	A labrador is an example of a retriever.
13	The favourite bird of a pointer is a grouse.
17	x is a type of y if z is an example of x and z is a type of y .

(a) More facts are to be included.

A **standard poodle** is an example of a waterdog. A waterdog is a type of gundog.

Write the additional clauses to record these facts.

18	
19	
	[2]

(b)	Using the variable P, the goal	
	<pre>is_a(P, retriever)</pre>	
	returns	
	P = labrador, newfoundland	
	Write the result returned by the goal	
	is_a(H, pointer)	
	H =	[2]
(c)	Write a query, using the variable \mathbb{W} , to find out what an irish setter is an example of.	
		[2]
(d)	Y is the favourite bird of dog X.	
	Complete the following rule:	
	fav_bird(X, Y) IF	
		[3]
(e)	State the value returned by the goal	
	NOT(is_a(labrador, retriever))	
		[1]

3	A bubble sort algorithm is used to sort an integer array, List. This algorithm can process arrays
	of different lengths.

	01	FOR Outer ←
	02	FOR Inner \leftarrow 0 TO ()
	03	IF >
	04	THEN
	05	$\texttt{Temp} \leftarrow \dots$
	06	List[Inner] ←
	07	List[Inner + 1] ←
	80	ENDIF
	09	ENDFOR
	10	ENDFOR [7]
(b)	(i)	State the order of the sorted array.
		[1]
	(ii)	State which line of the algorithm you would change to sort the array into the opposite order.
		State the change you would make.
		Line
		Change
		[1]

(c)	Use pseudocode to write an alternative version of this bubble sort algorithm that will exit the algorithm when the list is fully sorted.
	[1]

4 A circus is made up of performers. There are three types of performer: clown, acrobat and aerial.

The following data are stored for each performer.

- First name
- Last name
- Secondary role (that can be edited)
- Stage name (that can be edited)
- Type of performer (PerfType)

The following statements apply to performers.

- An acrobat may or may not use fire in his or her act.
- An aerial performer can be one of two types: either catcher or flyer.
- Each clown has an item, such as a water-spraying flower or a unicycle.
- Each clown also has a musical instrument, such as a guitar or an oboe.

Each of the three types of performer has a method that will display all of the information about that performer in a specific format. For example:

Sally Superstar (real name Sally Smith) is an acrobat. Fire is part of Sally Superstar's act. When not performing, Sally Superstar is a set changer.

(a) Complete the following class diagram to show the **attributes**, **methods** and **inheritance** for the program.

You do not need to write the get and set methods.

Performer FirstName: STRING LastName: STRING SecondaryRole: STRING StageName: STRING PerfType: STRING Constructor() EditSecondaryRole() EditStageName()

Acrobat
UseFire : BOOLEAN
<pre>Constructor() PerformerInfo()</pre>

Clown
Constructor()

[4]

Programming language
Program code

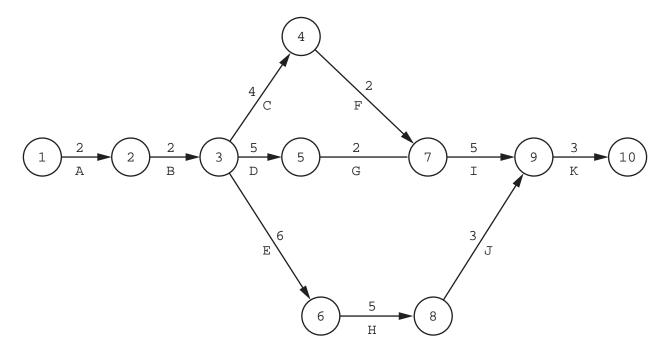
(c) The program will display the acrobat information as follows:

Sally Superstar (real name Sally Smith) is an acrobat. Fire is part of Sally Superstar's act. When not performing, Sally Superstar is a set changer.

Write program code for the Acrobat class.
Programming language
Program code

		[8]
(d)	Info	ormation about a performer is as follows:
()		
		mazing Alex (real name Alex Tan) is an acrobat. Fire is part of Alex's act. When not
	pe	erforming, Amazing Alex is a popcorn seller.
	/: \	Write program and to create an instance of an abject with the identifier and the
	(i)	Write program code to create an instance of an object with the identifier Acrobat_1.
		All attributes of the instance should be fully initialised.
		[3]
	(ii)	Explain inheritance with reference to the circus example.
	(,	Explain internative with reference to the chead example.
		[2]

5 A Program Evaluation Review Technique (PERT) chart has been constructed for a project that is at the planning stage.



(a) Complete the following GANTT chart using the information in the PERT chart.

А																									
В																									
С																									
D																									
E																									
F																									
G																									
Н																									
I																									
J																									
K																									
Week number	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25

[5]

(b)		ere are three teams working on the project. Each team is able to work on any of the vities.	те
	Exp	plain, with reference to the PERT chart, how work can be allocated to the three teams.	
		[2]
(c)	The	PERT chart is used to calculate the critical path for the project.	.2]
(c)	 The		.2]
(c)	(i)	PERT chart is used to calculate the critical path for the project. List the activities that form the critical path using the given PERT chart on page 12.	
(c)		PERT chart is used to calculate the critical path for the project. List the activities that form the critical path using the given PERT chart on page 12. Explain the importance of the critical path for project delivery.	[1]
(c)	(i)	PERT chart is used to calculate the critical path for the project. List the activities that form the critical path using the given PERT chart on page 12.	[1]
(c)	(i)	PERT chart is used to calculate the critical path for the project. List the activities that form the critical path using the given PERT chart on page 12. Explain the importance of the critical path for project delivery.	[1]
(c)	(i)	EPERT chart is used to calculate the critical path for the project. List the activities that form the critical path using the given PERT chart on page 12. Explain the importance of the critical path for project delivery.	

6 A linked list abstract data type (ADT) is created. This is implemented as an array of records. The records are of type ListElement.

An example of a record of ListElement is shown in the following table.

Data Item	Value
Country	"Scotland"
Pointer	1

Use pseudocode to write a definition for the record type, ListElement.	(i)	a)
[3]		
Use pseudocode to write an array declaration to reserve space for only 15 nodes of type ListElement in an array, CountryList. The lower bound element is 1.	(ii)	
[2]		

(b) The program stores the position of the last node in the linked list in LastNode. The last node always has a Pointer value of -1. The position of the node at the head of the list is stored in ListHead.

After some processing, the array and variables are in the following state.

ListHead 1 LastNode

CountryList

	Country	Pointer
1	"Wales"	2
2	"Scotland"	4
3		-1
4	"England"	5
5	"Brazil"	6
6	"Canada"	7
7	"Mexico"	8
8	"Peru"	9
9	"China"	10
10		11
11		12
12		13
13		14
14		15
15		3

[5]

A **recursive** algorithm searches the list for a value, deletes that value, and updates the required pointers. When a node value is deleted, it is set to empty " " and the node is added to the end of the list.

A node value is deleted using the pseudocode statement

```
CALL DeleteNode("England", 1, 0)
```

Complete the following **pseudocode** to implement the DeleteNode procedure.

```
PROCEDURE DeleteNode(NodeValue: STRING, ThisPointer: INTEGER,
                                            PreviousPointer : INTEGER)
IF CountryList[ThisPointer].Value = NodeValue
  THEN
    CountryList[ThisPointer]. Value ← ""
    IF ListHead = .....
     THEN
       ListHead ← .....
     ELSE
       \texttt{CountryList[PreviousPointer].Pointer} \leftarrow \texttt{CountryList[ThisPointer].Pointer}
    ENDIF
    CountryList[LastNode].Pointer ← .....
    LastNode ← ThisPointer
  ELSE
    IF CountryList[ThisPointer].Pointer <> -1
     THEN
        CALL DeleteNode(NodeValue, .....,
                                                        ThisPointer)
     ELSE
        OUTPUT "DOES NOT EXIST"
    ENDIF
ENDIF
ENDPROCEDURE
```

16

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