AQA Computer Science A-Level 4.3.1 Graph-traversal

Past Paper Mark Scheme

Specimen Paper 1

03	4	All marks AO2 (apply)										6
1 1		Cat									1	
1 1		NoOfCats	A	В	С	1	2	3	4	5		
1 1		5				1						
1 1			2	1	1							
1 1				1	2							
1 1				2			2		-			
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1 1			4	1	1			_				
1 1				2								
1 1				3								
1 1				4					1			
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	Mark as follows: 1 mark: A is set the sequence indicated in the table; 1 mark: B is set the sequence indicated in the table; 1 mark: C is set the sequence indicated in the table; 1 mark: NoOfCats is set to 5, Cat[1] is set to 1; 1 mark: Cat[2] is set to 2 and Cat[3] is set to 3; 1 mark: Cat[4] is set to 1 and Cat[5] is set to 1; Info for examiner: Ignore the empty cells in the sequences - vanot need to be set in the rows indicated in the table.											
03	5	Mark is for AO2 (analyse) To work out which cats will travel together to the show // To plan which cats will be in the van on which journey to the cat show // To colour the vertices of a graph // To create a decomposition of a graph; Max 1										1