Ques	stion		Marks
1	1	Mark is for AO2 (apply) 4! // 4x3x2x1 // 4x3x2 // 24;	1
1	2	Mark is for AO2 (apply) n! // factorial of n; A. 1 * 2 * * n-1 * n (or similar)	1
1	3	Mark is for AO2 (analyse) The string could contain more than one occurrence of a character; Each athlete is unique, each character is not (guaranteed to be) unique; There are <i>n</i> characters in the string but not <i>n</i> distinct characters; Some of the anagrams could be duplicates; Max 1	1
1	4	All marks for AO1 (knowledge) A problem that can be solved; but not in a reasonable amount of time as the problem size increases // but has an exponential (or worse) time complexity // but there is no polynomial (or less) time solution;	2
1	5	Mark is for AO1 (understanding) One;	1
1	6	One mark is for AO1 (knowledge) and one mark is for AO1 (understanding) AO1 knowledge O(n); Max 1 for AO1 understanding As the size of the list increases the time taken increases at the same rate; There is a loop that repeats n times;	2

Question			
1	7	One mark is for AO1 (knowledge) and one mark is for AO1 (understanding)	2
		AO1 knowledge O(log n); Max 1 for AO1 understanding Each comparison halves the size of the list that has to be searched through; The time taken increases as the size of the list increases but by smaller and smaller amounts; If the size of the list doubles then the number of comparisons needed only increases by 1;	

Question				Marks	
2	All marks AO1 (knowledge)				
	Algorithm	Time Complexity			
	Binary tree search	O(log n)			
	Bubble sort	O(n²)			
	Linear search	O(n)			
	Merge sort	O(n log n)	A. O(n x log n) NE. O(log n)		
	I. missing brackets I. missing O Mark as follows:				
	1 mark: 1st row correct 1 mark: 2nd row correct 1 mark: 3rd row correct				

ion		Marks		
1	All marks for AO1 (understanding)			
	A root (A. start) node; A. there is a parent-child relationship between nodes			
	Each node has no more than two child nodes; R. has two child nodes			
2	All marks are for AO2 (apply)	4		
	1 0			
	2 -1			
	3 True			
	4 Current			
	5 Current ← Tree[Current].Left			
	6 False			
Note for examiners: answers are in pseudo-code so accept any reasonable representation (including use of string or integer values for rows 3 and 6). Mark as follows: 1 mark: row one correct 1 mark: row two correct 1 mark: rows three and six correct 1 mark: rows four and five correct				
3	Mark is for AO1 (knowledge)			
	$O(log_2n);$			
	I. missing brackets I. missing O I. missing 2			
4	Mark is for AO1 (understanding)			
	Every comparison halves the size of the binary tree to look at; (A. every comparison halves the size of the tree)			
	2	All marks for AO1 (understanding) A root (A. start) node; A. there is a parent-child relationship between nodes Each node has no more than two child nodes; R. has two child nodes 2 All marks are for AO2 (apply) 1 0 2 -1 3 True 4 Current ← Tree[Current].Right 5 Current ← Tree[Current].Left 6 False Note for examiners: answers are in pseudo-code so accept any reasonable representation (including use of string or integer values for rows 3 and 6). Mark as follows: 1 mark: row one correct 1 mark: row two correct 1 mark: rows four and five correct 1 mark: rows four and five correct 3 Mark is for AO1 (knowledge) O(log₂n); I. missing brackets I. missing brackets I. missing o I. missing o I. missing the correct of the binary tree to look at; (A. every comparation) Every comparison halves the size of the binary tree to look at; (A. every comparation)		

03	5	Mark is for AO1 (understanding)	1
		It does not have exponential (or worse) time complexity; It has a polynomial (or better) time complexity solution; A. It can be solved in a reasonable amount of time regardless of the problem/input size; NE. can be solved in a reasonable amount of time	
		Max 1	
03	6	All marks AO1 (understanding)	2
		Rules/knowledge (about the problem domain);	
		Can be used to find a good/approximate but (probably) not optimal solution to a problem;	
		Can reduce the size of the search/problem space // changing some constraints in the problem;	
		Max 2	
03	7	All marks AO1 (knowledge)	2
		As the size of the input/problem increases; the amount of time taken remains the same;	