

1	All marks for AO1 (understand)	2										
	<table><tr><th>Label</th><th>Description</th></tr><tr><td>(a)</td><td>no move possible (for player A)</td></tr><tr><td>(b)</td><td>Player B moves</td></tr><tr><td>(c)</td><td>Player B's turn</td></tr><tr><td>(d)</td><td>no move possible (for player B)</td></tr></table> 1 mark for 2 correct labels 2 marks for 4 correct labels	Label	Description	(a)	no move possible (for player A)	(b)	Player B moves	(c)	Player B's turn	(d)	no move possible (for player B)	
Label	Description											
(a)	no move possible (for player A)											
(b)	Player B moves											
(c)	Player B's turn											
(d)	no move possible (for player B)											

Qu	Marks																										
02	6 marks for AO2 (analyse) <table border="1"> <thead> <tr> <th>Event / State</th><th>Label(s): (A) to (I), (W) to (Z)</th></tr> </thead> <tbody> <tr> <td>Card Payment Mode</td><td>X</td></tr> <tr> <td>Enter correct PIN</td><td>F</td></tr> <tr> <td>Enter incorrect PIN</td><td>D</td></tr> <tr> <td>Insert a coin (except final coin)</td><td>H</td></tr> <tr> <td>Insert final coin</td><td>I</td></tr> <tr> <td>Insert payment card</td><td>G</td></tr> <tr> <td>Paid Mode</td><td>Y</td></tr> <tr> <td>Payment Due Mode</td><td>Z</td></tr> <tr> <td>Press Accept</td><td>E</td></tr> <tr> <td>Press Cancel</td><td>C</td></tr> <tr> <td>Press + Button</td><td>A, B</td></tr> <tr> <td>Select Hours Mode</td><td>W</td></tr> </tbody> </table> 1 mark per group of correct labels: X, W F, D H, I, G Y, Z E, C A. € © A, B I. brackets around letters R. any labels used more than once Max 5 if any errors	Event / State	Label(s): (A) to (I), (W) to (Z)	Card Payment Mode	X	Enter correct PIN	F	Enter incorrect PIN	D	Insert a coin (except final coin)	H	Insert final coin	I	Insert payment card	G	Paid Mode	Y	Payment Due Mode	Z	Press Accept	E	Press Cancel	C	Press + Button	A, B	Select Hours Mode	W
Event / State	Label(s): (A) to (I), (W) to (Z)																										
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3	6 marks for AO2 (analyse) <table><tr><th>Event / State</th><th>Label(s): (A) to (I), (X) to (Z)</th></tr><tr><td>Alarm bell ringing mode</td><td>Y</td></tr><tr><td>Alert mode</td><td>Z</td></tr><tr><td>Detect movement</td><td>F</td></tr><tr><td>Enter correct code</td><td>C, D, E</td></tr><tr><td>Enter incorrect code</td><td>B, H, G</td></tr><tr><td>Sensing mode</td><td>X</td></tr><tr><td>Switch on</td><td>A</td></tr><tr><td>10 second delay elapsed</td><td>I</td></tr></table> 1 mark per two correct labels R. any labels used more than once R. more than 3 labels in “Enter correct code” or “Enter incorrect code” Max 5 if any errors	Event / State	Label(s): (A) to (I), (X) to (Z)	Alarm bell ringing mode	Y	Alert mode	Z	Detect movement	F	Enter correct code	C, D, E	Enter incorrect code	B, H, G	Sensing mode	X	Switch on	A	10 second delay elapsed	I	6
Event / State	Label(s): (A) to (I), (X) to (Z)																			
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