

AQA Computer Science A-Level
4.4.3 Context-free languages
Past Paper Mark Schemes

June 2012 Comp 3

2	(a)	Backus-Naur (Form); A Backus Normal (Form), BNF, Extended Backus-Naur (Form), Augmented Backus-Naur (Form), ABNF A Misspellings of Backus-Naur A Format for Form and the word "Notation" R BN	1
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2	(b)	<table border="1" style="width: 100%; border-collapse: collapse; margin-bottom: 10px;"> <thead> <tr> <th style="text-align: left;">Statement Type</th> <th style="text-align: left;">String</th> <th style="text-align: left;">Valid (Yes/No)</th> </tr> </thead> <tbody> <tr> <td><number></td> <td>129.376</td> <td>No;</td> </tr> <tr> <td><factor></td> <td>23 + 17</td> <td>Yes;</td> </tr> </tbody> </table> <p>A Alternative clear indicators of Yes or No e.g. Y/N, Tick/Cross, Valid/Invalid, True/False</p>	Statement Type	String	Valid (Yes/No)	<number>	129.376	No;	<factor>	23 + 17	Yes;	2
Statement Type	String	Valid (Yes/No)										
<number>	129.376	No;										
<factor>	23 + 17	Yes;										

June 2017 Paper 1

01	1	<p>Marks are for AO1 (understanding)</p> <table border="1" style="width: 100%; border-collapse: collapse; margin: 10px auto;"> <thead> <tr> <th style="text-align: left;">Real number</th> <th style="text-align: left;">Valid? (Yes/No)</th> </tr> </thead> <tbody> <tr> <td>87.000</td> <td>Yes</td> </tr> <tr> <td>97+12</td> <td>No</td> </tr> <tr> <td>12.31E+12</td> <td>Yes</td> </tr> </tbody> </table> <p>A. alternative indicators for Yes/No eg Y/N.</p> <p>Mark as follows: One mark per correct row</p>	Real number	Valid? (Yes/No)	87.000	Yes	97+12	No	12.31E+12	Yes	3
Real number	Valid? (Yes/No)										
87.000	Yes										
97+12	No										
12.31E+12	Yes										

01	2	<p>Marks are for AO2 (apply)</p> <p style="margin-left: 20px;"><natural> ::= <digit> <digit> <natural></p> <p>A. alternative names for <natural> A. recursive and non-recursive cases swapped around</p> <p>Mark as follows:</p> <p>1 mark: correct recursive case 1 mark: correct non-recursive case MAX 1 if any errors in answer eg missing </p>	2
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June 2013 Comp 3

1	(a)	<p>One mark per correct response.</p> <table border="1" style="width: 100%; border-collapse: collapse; margin: 10px 0;"> <thead> <tr> <th style="width: 25%; text-align: left;">Construct</th> <th style="width: 45%; text-align: left;">Example</th> <th style="width: 30%; text-align: center;">Valid ?</th> </tr> </thead> <tbody> <tr> <td><i>identifier</i></td> <td>Player2name</td> <td style="text-align: center;">No;</td> </tr> <tr> <td><i>parameter</i></td> <td>x, y:bool</td> <td style="text-align: center;">Yes;</td> </tr> <tr> <td><i>procedure-def</i></td> <td>procedure square(s:real)</td> <td style="text-align: center;">No;</td> </tr> <tr> <td><i>procedure-def</i></td> <td>procedure rect(w:int, h:int)</td> <td style="text-align: center;">No;</td> </tr> </tbody> </table> <p>A alternative clear indicators of Yes/No such as Y/N, True/False and Tick/Cross.</p>	Construct	Example	Valid ?	<i>identifier</i>	Player2name	No;	<i>parameter</i>	x, y:bool	Yes;	<i>procedure-def</i>	procedure square(s:real)	No;	<i>procedure-def</i>	procedure rect(w:int, h:int)	No;	4
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1	(b)	(i)	<p>The <type> rule has an extra type char; The <procedure-def> rule does not allow a procedure without parameters // cannot be just an identifier;</p>	2
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			<p>Accept answers comparing the figures the other way around, i.e.</p> <ul style="list-style-type: none"> The type rule does not allow a char The procedure does not have to have parameters / can be just an identifier 		
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1	(b)	(ii)	<p>Required as there can be a list of parameters // required as there can be more than one parameter; BNF does not support iteration // BNF can only achieve iteration through recursion // would need infinite number of rules otherwise // recursion allows for more than one parameter; MAX 1 A. Input for parameter NE. Rule needs to loop</p>	1	
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Specimen Paper 12

02	3	Mark is for AO2 (apply) <table border="1" style="margin-left: auto; margin-right: auto;"><thead><tr><th style="text-align: center;">Rule number (given in Figure 2)</th><th style="text-align: center;">Could be defined using a regular expression</th></tr></thead><tbody><tr><td style="text-align: center;">1</td><td style="text-align: center;">Y</td></tr><tr><td style="text-align: center;">2</td><td style="text-align: center;">Y</td></tr><tr><td style="text-align: center;">3</td><td style="text-align: center;">Y</td></tr><tr><td style="text-align: center;">4</td><td style="text-align: center;">N</td></tr><tr><td style="text-align: center;">5</td><td style="text-align: center;">N</td></tr><tr><td style="text-align: center;">6</td><td style="text-align: center;">Y</td></tr></tbody></table> 1 mark: All values in the table have been completed correctly.	Rule number (given in Figure 2)	Could be defined using a regular expression	1	Y	2	Y	3	Y	4	N	5	N	6	Y	1
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1	Y																
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4	N																
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6	Y																
02	4	1 mark for AO2 (analyse) and 1 mark for AO3 (design) 1 mark for AO2 (analyse): There is no non-recursive / base case; 1 mark for AO3 (design): <code><word> ::= <char><word> <char>;</code>	2														