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MARK SCHEME

Maximum Mark: 75

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This document consists of **13** printed pages.

Question	Answer				Marks
1(a)	Label	Op code	Operand	Comment	1 1 1 + 1 1 1 1 1 1
	START:	IN		// INPUT character	
		STO	CHAR	// store in CHAR	
		LDM	#65	// Initialise ACC (ASCII value for 'A' is 65)	
	LOOP:	OUT		// OUTPUT ACC	
		CMP	CHAR	// compare ACC with CHAR	
		JPE	ENDFOR	// if equal jump to end of FOR loop	
		INC	ACC	// increment ACC	
		JMP	LOOP	// jump to LOOP	
	ENDFOR:	END			
	CHAR:				
1(b)	START:	LDD	NUMBER		1 1 1 1 1 1 1 1

Question	Answer	Marks
2(a)	1 mark for the declaration of the array. 1 mark for assigning a 0 to Customer ID (CustomerID ← 0) 1 mark for getting the correct record (Customer[x].) 1 mark for setting up a loop to go <u>from 0 to 199</u> <pre> DECLARE Customer : ARRAY[0 : 199] OF CustomerRecord FOR x ← 0 TO 199 Customer[x].CustomerID ← 0 ENDFOR </pre> 1 1 1+1	4
2(b)(i)	<pre> PROCEDURE InsertRecord(BYVAL NewCustomer : CustomerRecord) TableFull ← FALSE // generate hash value Index ← Hash(NewCustomer.CustomerID) Pointer ← Index // take a copy of index // find a free table element WHILE Customer[Pointer].CustomerID > 0 Pointer ← Pointer + 1 // wrap back to beginning of table if necessary IF Pointer > 199 THEN Pointer ← 0 ENDIF // check if back to original index IF Pointer = Index THEN TableFull ← TRUE ENDIF ENDWHILE IF NOT TableFull THEN Customer[Pointer] ← NewCustomer ELSE OUTPUT "Error" ENDIF ENDPROCEDURE </pre> 1 1 1 1 1 1 1 1	9

Question	Answer	Marks
2(b)(ii)	<pre> FUNCTION SearchHashTable(BYVAL SearchID : INTEGER) RETURNS INTEGER // generate hash value Index ← Hash(SearchID) // check each record from index until found or not there WHILE (Customer[Index].CustomerID <> SearchID) AND (Customer[Index].CustomerID > 0) Index ← Index + 1 // wrap if necessary IF Index > 199 THEN Index ← 0 ENDIF ENDWHILE // has customer ID been found? IF Customer[Index].CustomerID = SearchID THEN RETURN Index ELSE RETURN -1 ENDIF ENDFUNCTION </pre>	9 1 1 1 1 1 1 1 1 1
2(b)(iii)	A record out of place may not be found	1

Question	Answer	Marks
3	<pre> FUNCTION Find(BYVAL Name : STRING, BYVAL Start : INTEGER, BYVAL Finish : INTEGER) RETURNS INTEGER // base case IF Finish < Start THEN RETURN -1 ELSE Middle ← (Start + Finish) DIV 2 IF NameList[Middle] = Name THEN RETURN Middle ELSE // general case IF SearchItem > NameList[Middle] THEN Find(Name, Middle + 1, Finish) ELSE Find(Name, Start, Middle - 1) ENDIF ENDIF ENDIF ENDFUNCTION </pre>	7 1 1 1 1 1 1

Question	Answer	Marks
4(a)(i)	containment/aggregation	1
4(a)(ii)	 <pre> classDiagram class LinkedList class Node LinkedList "1" *-- "0..*" Node </pre> 1 mark for the two classes (in boxes) and connection with correct end point 1 mark for 0 ..* 0	Max 2

Question	Answer	Marks
4(b)	mark as follows: • Class heading and ending • Constructor heading and ending • Parameters in constructor heading • Declaration of (private) attributes : Pointer, Data • Assignment of parameters to Pointer and Data Python Example <pre> class Node: def __init__(self, D, P): self.__Data = D self.__Pointer = P return </pre> Example Pascal <pre> type Node = class private Data : String; Pointer : Integer; public constructor Create(D : string; P : integer); procedure SetPointer(P : Integer); procedure SetData(D : String); function GetData() : String; function GetPointer() : Integer; end; constructor Node.Create(D : string; P : integer); begin Data := D; Pointer := P; end; </pre> Example VB.NET <pre> Class Node Private Data As String Private Pointer As Integer Public Sub New(ByVal D As String, ByVal P As Integer) Data = D Pointer = P End Sub End Class </pre>	5 1 1 + 1 1 1 1 1 ignore 1+1 1 1 1 1+1 1
4(c)(i)	A pointer that doesn't point to any data/node/address	1

Question	Answer	Marks
4(c)(ii)	-1 (accept NULL) The array only goes from 0 to 7 // the value is not an array index	2
4(c)(iii)	mark as follows: • Class and constructor heading and ending • Declare private attributes (HeadPointer, FreeListPointer, NodeArray) • Initialise HeadPointer to null • Initialise FreeListPointer to 0 • Looping 8 times ... • Creating empty node in NodeArray • Use .SetPointer method to point each new node to next node • Set last node pointer to null pointer Python Example <pre> class LinkedList: def __init__(self): self.__HeadPointer = - 1 self.__FreeListPointer = 0 self.__NodeArray = [] for i in range(8): ThisNode = Node("", (i + 1)) self.__NodeArray.append(ThisNode) self.__NodeArray[7].SetPointer(- 1) </pre> Example Pascal <pre> type LinkedList = class private HeadPointer : Integer; FreeList : Integer; NodeArray : Array[0..7] of Node; public constructor Create(); procedure FindInsertionPoint(NewData : string; var PreviousPointer, NextPointer : integer); procedure AddToList(NewData : string); procedure OutputListToConsole(); end; constructor LinkedList.Create(); var i : integer; begin HeadPointer := -1; FreeList := 0; for i := 0 To 7 do NodeArray[i] := Node.Create('', (i + 1)); NodeArray[7].SetPointer(-1); end; </pre>	Max 7

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Question	Answer	Marks
	Example VB.NET <pre> Class LinkedList Private HeadPointer As Integer Private FreeList As Integer Private NodeArray(7) As Node Public Sub New() HeadPointer = -1 FreeList = 0 For i = 0 To 7 NodeArray(i) = New Node("", (i + 1)) Next NodeArray(7).SetPointer(-1) End Sub End Class </pre>	1 1 1 1 1 1
4(c)(iv)	Creating instance of LinkedList assigned to contacts Python Example <pre>contacts = LinkedList()</pre> Pascal Example <pre>var contacts : LinkedList; contacts := LinkedList.Create;</pre> VB.NET Example <pre>Dim contacts As New LinkedList</pre>	1

Question	Answer	Marks
4(c)(v)	mark as follows: • Start with HeadPointer • Output node data • Loop until null pointer • Following pointer to next node • Use of getter (ie GetData/GetPointer) Python Example <pre>def OutputListToConsole(self) : Pointer = self.__HeadPointer while Pointer != -1 : print(self.__NodeArray[Pointer].GetData()) Pointer = self.__NodeArray[Pointer].GetPointer() print() return</pre> Pascal Example <pre>procedure LinkedList.OutputListToConsole(); var Pointer : integer; begin Pointer := HeadPointer; while Pointer <> -1 do begin WriteLn(NodeArray[Pointer].GetData); Pointer := NodeArray[Pointer].GetPointer; end; end;</pre> VB.NET Example <pre>Public Sub OutputListToConsole() Dim Pointer As Integer Pointer = HeadPointer Do While Pointer <> -1 Console.WriteLine(NodeArray(Pointer).GetData) Pointer = NodeArray(Pointer).GetPointer Loop End Sub</pre>	5 1 1 1+1 1 1 1 1+1 1 1 1 1+1 1

Question	Answer	Marks
4(c)(vi)	mark as follows: • Store free list pointer as NewNodePointer • Store new data item in free node • Adjust free pointer • F list is currently empty • Make the node the first node • Set pointer of this node to Null Pointer • Find insertion point • If previous pointer is Null pointer • Link this node to front of list • Link new node between Previous node and next node Python Example <pre>def AddToList(self, NewData): NewNodePointer = self.__FreeListPointer self.__NodeArray[NewNodePointer].SetData(NewData) self.__FreeListPointer = self.__NodeArray[self.__FreeListPointer].GetPointer() if self.__HeadPointer == -1: self.__HeadPointer = NewNodePointer self.__NodeArray[NewNodePointer].SetPointer(-1) else: PreviousPointer, NextPointer = self.FindInsertionPoint(NewData) if PreviousPointer == -1 : self.__NodeArray[NewNodePointer].SetPointer (self.__HeadPointer) self.__HeadPointer = NewNodePointer else: self.__NodeArray[NewNodePointer].SetPointer(NextPointer) self.__NodeArray[PreviousPointer].SetPointer(NewNodePointer)</pre>	Max 6

Question	Answer	Marks
	Pascal Example <pre> procedure LinkedList.AddToList(NewData : string); var NewNodePointer , PreviousPointer, NextPointer : integer; begin // make a copy of free list pointer NewNodePointer := FreeListPointer; // store new data item in free node NodeArray[NewNodePointer].SetData(NewData); // adjust free pointer FreeListPointer := NodeArray[FreeListPointer].GetPointer; // if list is currently empty if HeadPointer = -1 then // make the node the first node begin HeadPointer := NewNodePointer; // set pointer to Null pointer NodeArray[NewNodePointer].SetPointer(-1); end else // find insertion point begin FindInsertionPoint(NewData, PreviousPointer, NextPointer); // if previous pointer is Null pointer if PreviousPointer = -1 then // link node to front of list begin NodeArray[NewNodePointer] .SetPointer(HeadPointer); HeadPointer := NewNodePointer ; end else // link new node between Previous node and next node begin NodeArray[NewNodePointer] .SetPointer(NextPointer); NodeArray[PreviousPointer] .SetPointer(NewNodePointer); end; end; end; end; end; </pre>	

Question	Answer	Marks
	VB.NET Example <pre> Public Sub AddToList(ByVal NewData As String) Dim NewNodePointer, PreviousPointer, NextPointer As Integer ' make copy of free list pointer NewNodePointer= FreeListPointer ' store new data item in free node NodeArray(NewNodePointer).SetData(NewData) ' adjust free pointer FreeListPointer = NodeArray(FreeListPointer).GetPointer ' if list is currently empty If HeadPointer = -1 Then ' make the node the first node HeadPointer = NewNodePointer ' set pointer to Null pointer NodeArray(NewNodePointer).SetPointer(-1) Else ' find insertion point FindInsertionPoint(NewData, PreviousPointer, NextPointer) ' if previous pointer is Null pointer If PreviousPointer = -1 Then ' link to front of list NodeArray(NewNodePointer).SetPointer(HeadPointer) HeadPointer = NewNodePointer Else ' link new node between Previous node and next node NodeArray(NewNodePointer).SetPointer(NextPointer) NodeArray(PreviousPointer).SetPointer(NewNodePointer) End If End If End Sub </pre>	

Question	Answer	Marks
	Pseudocode for reference: <pre> PROCEDURE AddToList(NewData) // remember value of free list pointer NewNodePointer ← FreeListPointer // add new data item to free node pointed to by free list NodeArray[NewNodePointer].Data ← NewData // adjust free pointer to point to next free node FreeListPointer ← NodeArray[FreeList].Pointer // is list currently empty? IF HeadPointer = NullPointer THEN // make the node the first node HeadPointer ← NewNodePointer // set pointer of new node to Null pointer NodeArray[NewNodePointer].Pointer ← NullPointer ELSE // find insertion point CALL FindInsertionPoint(NewData, PreviousPPointer, NextPointer) // if previous pointer is Null pointer IF PreviousPointer = NullPointer THEN // link new node to front of list NodeArray[NewNodePointer].Pointer ← HeadPointer HeadPointer ← NewNodePointer ELSE // link new node between previous node and next node NodeArray[NewNodePointer].Pointer ← NextPointer NodeArray[PreviousPointer].Pointer ← NewNodePointer END IF ENDIF END PROCEDURE </pre>	