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CAMBRIDGE
International Education

Cambridge International AS & A Level

COMPUTER SCIENCE **9618/42**

Paper 4 Practical **May/June 2026**

MARK SCHEME

Maximum Mark: 75

Published

This mark scheme contains the instructions and marking guidance that our examiners used to mark candidate responses for this component.

Before they start marking, examiners complete a standardisation process. They review a range of candidate responses and discuss the mark scheme in detail to agree which answers can and cannot be accepted. Examiners award marks where it is clear that candidate responses have met the requirements of the mark scheme. These requirements may vary between different components or different versions of the same component, depending on the exact requirements of the question and the candidate responses seen during the standardisation process.

Sometimes, our mark schemes may allow marks to be awarded to responses which contain elements that are factually incorrect or for content not covered by the syllabus. We do this in response to the demands of a specific question to support candidates and make sure that our assessments are fair. However, these allowances should not be used as a guide for teaching and learning.

We cannot discuss the mark scheme with schools, and we recommend that schools read the mark scheme together with the assessment material and the Principal Examiner Report for Teachers.

This document consists of **41** printed pages.

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General marking principles

All examiners must apply these marking principles when marking candidate responses.

1	Examiners must award marks for each response in line with: • the specific **content** defined in the mark scheme • the specific **skills** defined in the mark scheme or in the level descriptions • the **standard of response** required as exemplified by the standardisation scripts.
2	Examiners must award **whole marks** (not half marks, or other fractions).
3	Examiners must award marks **positively**. This means that: • marks are not deducted for errors or omissions • marks are awarded for correct/valid answers as defined in the mark scheme and also for **other valid answers** which go beyond the scope of the syllabus and mark scheme referring to your team leader as appropriate • the quality of spelling, punctuation and grammar are judged **only** when the mark scheme indicates that these features are **specifically assessed** in the question. However, the meaning of all responses must be unambiguous.
4	Examiners must **consistently** apply the requirements of the mark scheme and any rules for what to do when candidates have not followed instructions correctly.
5	Examiners must use the **full range of marks** defined in the mark scheme, unless limited by the quality of the candidate responses seen.
6	Examiners must award marks according to the mark scheme and **must not** award marks with grade thresholds or grade descriptions in mind.

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Annotations guidance for centres

Examiners use a system of annotations as a shorthand for communicating their marking decisions to one another. Examiners are trained during the standardisation process on how and when to use annotations. The purpose of annotations is to inform the standardisation and monitoring processes and guide the supervising examiners when they are checking the work of examiners within their team. The meaning of annotations and how they are used is specific to each component and is understood by all examiners who mark the component.

We publish annotations in our mark schemes to help centres understand the annotations they may see on copies of scripts. Note that there may not be a direct correlation between the number of annotations on a script and the mark awarded. Similarly, the use of an annotation may not be an indication of the quality of the response.

The annotations listed below were available to examiners marking this component in this series.

Annotations

Annotation	Meaning
BOD	Benefit of the doubt
	To indicate where a key word/phrase/code is missing
	Incorrect
FT	Follow through
	Indicate a point in an answer
Highlighted text	To draw attention to a particular aspect or to indicate where parts of an answer have been combined
I	Ignore
NAQ	Not answered question
NBOD	No benefit of doubt given
NE	No examples or not enough

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Annotation	Meaning
	Not relevant or used to separate parts of an answer
Off-page comment	Allows comments to be entered at the bottom of the RM marking window and then displayed when the associated question item is navigated to.
	Repetition
	Indicates that work or a page has been seen including blank answer spaces and blank pages.
	Correct
	Too vague

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- **Bold** in mark scheme means that idea is required.
- / in mark scheme means alternative.
- // in mark scheme means alternative solution that gains the same mark point.
- … at the end of one mark point without a … at the start of the next just means the sentence follows on. There is no dependency.
- … at the end of one mark point and … at the start of the next, this means the second cannot be awarded without the first.
- () means what is in the brackets is not required, or it is not required in some languages but may be required in others.

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Question	Answer	Marks	Guidance
1(a)	1 mark each • Declaration of array with space for 9 strings (through declaration/initialisation) • Storing the correct data in the order given	2	

Example program code

Python

```
TheData = ["laptop", "tablet", "printer", "computer", "processor", "monitor", "memory", "cable",
"touchscreen"]
```

VB.NET

```
Dim TheData(8) As String
TheData(0) = "laptop"
TheData(1) = "tablet"
TheData(2) = "printer"
TheData(3) = "computer"
TheData(4) = "processor"
TheData(5) = "monitor"
TheData(6) = "memory"
TheData(7) = "cable"
TheData(8) = "touchscreen"
```

Java

```
String[] TheData = new String[9];
TheData[0] = "laptop";
TheData[1] = "tablet";
TheData[2] = "printer";
TheData[3] = "computer";
TheData[4] = "processor";
TheData[5] = "monitor";
TheData[6] = "memory";
TheData[7] = "cable";
TheData[8] = "touchscreen";
```

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Question	Answer	Marks	Guidance
1(b)(i)	1 mark each • Procedure header (and end where appropriate) taking one (string array) parameter • Looping through each string in the array • Finding the shortest string • Finding the longest string • Output the longest and shortest string in appropriate messages	**5**	

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Question	Answer	Marks	Guidance

Example program code

Python

```
def FindLongestShortest(TheData):
    LongestLength = -1
    LongestWord = ""
    ShortestLength = 999999999
    ShortestWord = ""

    for x in range(len(TheData)):
        if len(TheData[x]) > LongestLength:
            LongestLength = len((TheData[x]))
            LongestWord = TheData[x]
        if len(TheData[x]) < ShortestLength:
            ShortestLength = len(TheData[x])
            ShortestWord = TheData[x]
    print("The longest word is", LongestWord)
    print("The shortest word is", ShortestWord)
```

VB.NET

```
Sub FindLongestShortest(TheData())
    Dim LongestLength As Integer = -1
    Dim LongestWord As String = ""
    Dim ShortestLength As Integer = 999
    Dim ShortestWord As String = ""

    For x = 0 To TheData.Length() - 1
        If Len(TheData(x)) > LongestLength Then
            LongestLength = Len(TheData(x))
            LongestWord = TheData(x)
        End If
        If Len(TheData(x)) < ShortestLength Then
            ShortestLength = Len(TheData(x))
            ShortestWord = TheData(x)
        End If
    Next
```

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Question	Answer	Marks	Guidance

```
    Console.WriteLine("The longest word is " & LongestWord)
    Console.WriteLine("The shortest word is " & ShortestWord)
End Sub
```

Java

```
public static void FindLongestShortest(String[] TheData){
      Integer LongestLength = -1;
      String LongestWord = "";
      Integer ShortestLength = 9999999;
      String ShortestWord = "";

      for(Integer x = 0; x < TheData.length; x++){
            if(TheData[x].length() > LongestLength){
                  LongestLength = TheData[x].length();
                  LongestWord = TheData[x];
            }
            if((TheData[x]).length() < ShortestLength){
                  ShortestLength = TheData[x].length();
                  ShortestWord = TheData[x];
            }
      }
      System.out.println("The longest word is " + LongestWord);
      System.out.println("The shortest word is " + ShortestWord);
}
```

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Question	Answer	Marks	Guidance
1(b)(ii)	1 mark each • calling FindLongestShortest with array as parameter	1	

Example program code
Python
`FindLongestShortest(TheData)`
 	
VB.NET
`FindLongestShortest(TheData)`
 	
Java
`FindLongestShortest(TheData);`			

1(b)(iii)	1 mark for screenshot of output	1	

Example output
`The longest word is touchscreen`
`The shortest word is cable`			

1(c)(i)	1 mark each • Function header (and end where appropriate) taking (string array) parameter • Looping through each element in the array… • …using insertion sort method e.g. taking element out and moving down • Using appropriate string comparison function/methods • Returning a correctly sorted array	5	

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Question	Answer	Marks	Guidance

Example program code

Python

```
def InsertionSort(TheData):
    ArrayLength = len(TheData)
    if ArrayLength <= 1:
        return TheData
    for x in range(1, ArrayLength):
        Temp = TheData[x]
        y = x-1
        while y >= 0 and Temp < TheData[y]:
            TheData[y+1] = TheData[y]
            y -= 1
        TheData[y+1] = Temp
    return TheData
```

VB.NET

```
Function InsertionSort(TheData())
    Dim ArrayLength As Integer = TheData.Length()
    Dim Temp As String
    Dim y As Integer
    If ArrayLength <= 1 Then
        Return TheData
    End If
    For x = 1 To ArrayLength - 1
        Temp = TheData(x)
        y = x - 1
        While y >= 0
            If Temp < TheData(y) Then
                TheData(y + 1) = TheData(y)
                y = y - 1
            Else
                Exit While
            End If
        End While
        TheData(y + 1) = Temp
```

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Question	Answer	Marks	Guidance

```
    Next
    Return TheData
End Function
```

Java

```
public static String[] InsertionSort(String[] TheData){
           Integer ArrayLength = TheData.length;
           String Temp = "";
           Integer y;
           if(ArrayLength <=1){
                return TheData;
           }
           for(Integer x = 1; x < ArrayLength; x++){
                Temp = TheData[x];
                y = x - 1;
                while(y >= 0 && Temp.compareTo(TheData[y]) < 0){
                     TheData[y+1] = TheData[y];
                     y--;
                }
                TheData[y+1] = Temp;
           }
           return TheData;
     }
```

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Question	Answer	Marks	Guidance
1(c)(ii)	1 mark each • Outputting "Before sorting" and the array contents before sorting • Calling InsertionSort() with array and storing/using returned array • Outputting "After sorting" and the array contents after sorting	3	

Example program code

Python

```
print("Before Sorting")
print(TheData)
print("After sorting")
TheData = InsertionSort(TheData)
print(TheData)
```

VB.NET

```
Console.WriteLine("Before sorting")
For x = 0 To 8
    Console.WriteLine(TheData(x))
Next
Console.WriteLine("After sorting")
TheData = InsertionSort(TheData)
For x = 0 To 8
    Console.WriteLine(TheData(x))
Next
```

Java

```
System.out.println("Before sorting");
for(Integer x = 0; x < 9; x++){
     System.out.println(TheData[x]);
}
System.out.println("After sorting");
TheData = InsertionSort(TheData);
for(Integer x = 0; x < 9; x++){
     System.out.println(TheData[x]);
}
```

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Question	Answer	Marks	Guidance
1(c)(iii)	1 mark for output showing unsorted and then sorted array	**1**	FT data in array and output messages

```
Before Sorting
['laptop', 'tablet', 'printer', 'computer', 'processor', 'monitor', 'memory', 'c
able', 'touchscreen']
After sorting
['cable', 'computer', 'laptop', 'memory', 'monitor', 'printer', 'processor', 'ta
blet', 'touchscreen']
```

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9618/42 Mark Scheme June 2026

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Question	Answer	Marks	Guidance
2(a)(i)	1 mark each • Four private attributes with correct data types • Class `Avatar` header (and end where appropriate) • Constructor header (and end where appropriate) within class taking 4 parameters (Python 5) • Assigning parameters to attributes within constructor	**4**	

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Question	Answer	Marks	Guidance

Example program code

Python

```
class Avatar():
    def __init__(self, pName, pGlasses, pHair, pAge):
        self.__TheName = pName    #name as string
        self.__Glasses = pGlasses #glasses as boolean
        self.__Hair = pHair #hairColour as string
        self.__Age = pAge    #age as integer
```

VB.NET

```
Class Avatar
    Private TheName As String
    Private Glasses As Boolean
    Private Hair As String
    Private Age As Integer

    Public Sub New(pName, pGlasses, pHair, pAge)
        TheName = pName
        Glasses = pGlasses
        Hair = pHair
        Age = pAge
    End Sub
End Class
```

Java

```
class Avatar{
     private String TheName;
     private boolean Glasses;
     private String Hair;
     private Integer Age;
     public Avatar(String pName, boolean pGlasses, String pHair, Integer pAge){
           TheName = pName;
           Glasses = pGlasses;
           Hair = pHair;
           Age = pAge;
     }}
```

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Question	Answer	Marks	Guidance
2(a)(ii)	1 mark each • 1 get method header (and end where appropriate) with no parameter… • … returning correct attribute • 2nd get method	3	

Example program code

Python
```
def GetName(self):
    return self.__TheName
def GetAge(self):
    return self.__Age
```

VB.NET
```
Public Function GetName()
    Return TheName
End Function
Public Function GetAge()
    Return Age
End Function
```

Java
```
public String GetName(){
     return TheName;
}
public Integer GetAge(){
     return Age;
}
```

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Question	Answer	Marks	Guidance
2(a)(iii)	1 mark each • Method header (and end where appropriate) taking two parameters (Boolean and string) and returning a Boolean in all cases • Comparing parameters to correct attributes returning `TRUE` and `FALSE` correctly	2	Accept `Meetcritera`

Example program code

Python

```
 def MeetCriteria(self, Glasses, Hair):
        if self.__Glasses == Glasses and Hair == self.__Hair:
            return True
        else:
            return False
```

VB.NET

```
Public Function MeetCriteria(pGlasses, pHair)
    If Glasses = pGlasses And Hair = pHair Then
        Return True
    Else
        Return False
    End If
End Function
```

Java

```
public boolean MeetCriteria(boolean pGlasses, String pHair){
     if(Glasses == pGlasses && Hair.equals(pHair)){
          return true;
     }else{
          return false;
     }
}
```

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Question	Answer	Marks	Guidance
2(b)(i)	1 mark each • Procedure header (and end where appropriate) and appropriate exception handling with output • Opening text file (to read) and closing file • Looping until EOF/30 times… • … reading in each line • Splitting each line by space • Instantiating object with correct values • Storing each object in appropriate global array	**7**	

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Question	Answer	Marks	Guidance

Example program code

Python

```
def LoadAvatars():
    global AvailableAvatars
    try:
        TheFile = open("AvatarFile.txt")
        for Line in TheFile:
            DataSplit = (Line.strip()).split(" ")
            if DataSplit[1] == "True":
                DataSplit[1] = True
            else:
                DataSplit[1] = False
            AvailableAvatars.append(Avatar(DataSplit[0], bool(DataSplit[1]), DataSplit[2],
int(DataSplit[3])))
        TheFile.close()
    except:
        print("File not found")
    return AvailableAvatars
```

VB.NET

```
Public Sub LoadAvatars()
    Dim TempData() As String
    NumberAvatars = 0
    Try
        Dim FileReader As New System.IO.StreamReader("AvatarFile.txt")
        While Not FileReader.EndOfStream
            TempData = (FileReader.ReadLine()).Split(" ")
            AvailableAvatars(NumberAvatars) = New Avatar(TempData(0), Convert.ToBoolean(TempData(1)),
TempData(2), Convert.ToInt32(TempData(3)))
            NumberAvatars = NumberAvatars + 1
        End While
        FileReader.Close()
    Catch ex As Exception
        Console.WriteLine("Cannot open or read from file")
    End Try
End Sub
```

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Question	Answer	Marks	Guidance

	Java
	`public static void LoadAvatars(){`
	`  String[] TempData = new String[4];`
	`  Integer NumberAvatars = 0;`
	`  String FileName = "AvatarFile.txt";`
	`  try{`
	`  Scanner Scanner1 = new Scanner(new File(FileName));`
	`  while(Scanner1.hasNextLine()){`
	`  TempData = Scanner1.nextLine().split(" ");`
	`  AvailableAvatars[NumberAvatars] = new Avatar(TempData[0], Boolean.parseBoolean(TempData[1]), TempData[2], Integer.parseInt(TempData[3]));`
	`  NumberAvatars++;`
	`  }`
	`  Scanner1.close();`
	`  } catch(FileNotFoundException ex){`
	`  System.out.println("No file found");`
	`  }`
	`}`		

2(b)(ii)	1 mark for calling `LoadAvatars()`	**1**	

	Example program code
	Python
	`LoadAvatars()`
	
	VB.NET
	`LoadAvatars()`
	
	Java
	`LoadAvatars();`		

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Question	Answer	Marks	Guidance
2(c)(i)	1 mark each • Procedure header (and end where appropriate) and prompting for 2 inputs and reading 2 inputs … • … and validating appropriately • Looping through each avatar in the array … • … calling `MeetCriteria()` for each avatar and storing/using the return value • … with correct values for glasses and hair • … if return value is true, avatar is stored in a global array // reverse and delete	**6**	Accept `Meetcritera`

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Question	Answer	Marks	Guidance

Example program code
Python

```
def EnterChoices():
    global AvailableAvatars
    global OptionAvatars
    global NumberAvatars
    global OptionNumberAvatars
    Chosen = False
    Valid = False
    while Valid == False:
        GlassesChoice = input("Do you want them to wear glasses? ")
        if GlassesChoice.lower() == "yes":
            Valid = True
            TheGlasses = True
        elif GlassesChoice.lower() == "no":
            Valid = True
            TheGlasses = False
        else:
            print("Invalid, enter yes or no")

    HairChoice = -1
    while HairChoice < 1 or HairChoice > 6:
        HairChoice = int(input("What colour hair? 1 for black, 2 for blonde, 3 for brown, 4 for pink, 5 for
red, 6 for green "))
    if HairChoice == 1: TheHair = "black"
    elif HairChoice == 2: TheHair = "blonde"
    elif HairChoice == 3: TheHair = "brown"
    elif HairChoice == 4: TheHair = "pink"
    elif HairChoice == 5: TheHair = "red"
    elif HairChoice == 6: TheHair = "green"

    for x in range(len(AvailableAvatars)):
        if AvailableAvatars[x].MeetCriteria(TheGlasses, TheHair):
            OptionAvatars.append(AvailableAvatars[x])
            OptionNumberAvatars = OptionNumberAvatars + 1
```

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Question	Answer	Marks	Guidance

VB.NET

```
    Public Sub EnterChoices()
        Dim Chosen As Boolean = False
        Dim Valid As Boolean = False
        Dim GlassesChoice As String = ""
        Dim TheGlasses As String = ""
        Dim HairChoice As Integer
        Dim TheHair As String = ""
        While Valid = False
            Console.WriteLine("Do you want them to wear glasses")
            GlassesChoice = Console.ReadLine()
            If GlassesChoice = "yes" Then
                Valid = True
                TheGlasses = True
            ElseIf GlassesChoice = "no" Then
                Valid = True
                TheGlasses = False
            Else
                Console.WriteLine("Invalid, enter yes or no")
            End If
        End While

        HairChoice = -1
        While HairChoice < 1 Or HairChoice > 6
            Console.WriteLine("What colour hair? 1 for black, 2 for blonde, 3 for brown, 4 for pink, 5 for
red, 6 for green")
            HairChoice = Console.ReadLine()
            If HairChoice = 1 Then
                TheHair = "black"
            ElseIf HairChoice = 2 Then
                TheHair = "blonde"
            ElseIf HairChoice = 3 Then
                TheHair = "brown"
            ElseIf HairChoice = 4 Then
                TheHair = "pink"
```

Question	Answer	Marks	Guidance

```
            ElseIf HairChoice = 5 Then
                TheHair = "red"
            ElseIf HairChoice = 6 Then
                TheHair = "green"

            End If
        End While
        OptionNumberAvatars = 0
        For x = 0 To 29
            If AvailableAvatars(x).MeetCriteria(TheGlasses, TheHair) Then
                OptionAvatars(OptionNumberAvatars) = AvailableAvatars(x)
                OptionNumberAvatars = OptionNumberAvatars + 1
            End If
        Next

    End Sub
```

Java

```
public static void EnterChoices(){
      Scanner scanner = new Scanner(System.in);
      System.out.println("Do you want them to wear glasses?");
      String GlassesChoice =  scanner.nextLine();
      boolean Choice = false;
      boolean Valid = false;
      boolean TheGlasses = false;
      Integer HairChoice = -1;
      String TheHair = "";

      while(Valid == false){
            if(GlassesChoice.equals("yes")){
                  Valid = true;
                  TheGlasses = true;
            }else if(GlassesChoice.equals("no")){
                  Valid = true;
                  TheGlasses = false;
```

Question	Answer	Marks	Guidance

```
            }else{
                  System.out.println("Invalid, enter yes or no");
            }           }
      HairChoice = -1;
      while(HairChoice < 1 || HairChoice > 6){
            System.out.println("What colour hair? 1 for black, 2 for blonde, 3 for brown, 4 for pink, 5 for
red, 6 for green");
            HairChoice = Integer.parseInt(scanner.nextLine());
            if(HairChoice == 1){
                  TheHair = "black";
            }else if(HairChoice == 2){
                  TheHair = "blonde";
            }else if(HairChoice == 3){
                  TheHair = "brown";
            }else if(HairChoice == 4){
                  TheHair = "pink";
            }else if(HairChoice == 5){
                  TheHair = "red";
            }else if(HairChoice == 6){
                  TheHair = g";
            }           }
      OptionNumberAvatars = 0;
      for(Integer x = 0; x < 30; x++){
            if(AvailableAvatars[x].MeetCriteria(TheGlasses, TheHair)){
                  OptionAvatars[OptionNumberAvatars] = AvailableAvatars[x];
                  OptionNumberAvatars++;
}}}
```

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Question	Answer	Marks	Guidance
2(c)(ii)	1 mark each • Calling `EnterChoices()` • Counting/calculating the number of avatars and outputting • Looping through each avatar that meets the criteria … • …outputting the name and age in an appropriate message … • …using get methods.	**5**	

Example program code

Python

```
EnterChoices()
print("There are", len(OptionAvatars), "avatars that meet your criteria")
if len(OptionAvatars) > 0:
    for x in range(len(OptionAvatars)):
        print(OptionAvatars[x].GetName(),"who is", OptionAvatars[x].GetAge(), "years old")
```

VB.NET

```
EnterChoices()
 Console.WriteLine("There are" & OptionNumberAvatars & "avatars that meet your criteria")
 If OptionNumberAvatars > 0 Then
     For x = 0 To OptionNumberAvatars - 1
         Console.WriteLine(OptionAvatars(x).GetName() & " who is " & OptionAvatars(x).GetAge() & " years
old")
     Next
 End If
```

Java

```
EnterChoices();
System.out.println("There are" + OptionNumberAvatars + " avatars that meet your criteria");
if(OptionNumberAvatars > 0){
     for(Integer x = 0; x < OptionNumberAvatars; x++){
          System.out.println(OptionAvatars[x].GetName() + " who is " + OptionAvatars[x].GetAge() + " years
old");
     }
}
```

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Question	Answer	Marks	Guidance
2(d)(i)	1 mark for inputs and output For blue accept any invalid data	**1**	FT appropriate message
	Do you want them to wear glasses? yes What colour hair? 1 for black, 2 for blonde, 3 for brown, 4 for pink, 5 for red, 6 for green 7 What colour hair? 1 for black, 2 for blonde, 3 for brown, 4 for pink, 5 for red, 6 for green 1 There are 4 avatars that meet your criteria Dax who is 22 years old Pia who is 22 years old Rei who is 18 years old Ren who is 19 years old		
2(d)(ii)	1 mark for inputs and output of 0 avatars	**1**	FT appropriate message
	Do you want them to wear glasses? no What colour hair? 1 for black, 2 for blonde, 3 for brown, 4 for pink, 5 for red, 6 for green 6 There are 0 avatars that meet your criteria		

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Question	Answer	Marks	Guidance
3(a)	1 mark each • `LinkedList` 2D array with 8 × 2 elements (integer global) • `StartLinkedList` (int) initialised with 2 • `StartEmptyList` (int) initialised with 7 • `LinkedList` initialised with correct data … • … in correct indices	**5**	

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Question	Answer	Marks	Guidance

Example program code

Python

```
LinkedList = []
LinkedList.append([9512,5])
LinkedList.append([5541,3])
LinkedList.append([1999,0])
LinkedList.append([6651,-1])
LinkedList.append([-1,6])
LinkedList.append([5612,1])
LinkedList.append([-1,-1])
LinkedList.append([-1,4])
StartLinkedList = 2
StartEmptyList = 7
```

VB.NET

```
Dim LinkedList(7, 1) As Integer
Dim StartLinkedList As Integer
Dim StartEmptyList As Integer
LinkedList(0, 0) = 9512
LinkedList(0, 1) = 5
LinkedList(1, 0) = 5541
LinkedList(1, 1) = 3
LinkedList(2, 0) = 1999
LinkedList(2, 1) = 0
LinkedList(3, 0) = 6651
LinkedList(3, 1) = -1
LinkedList(4, 0) = -1
LinkedList(4, 1) = 6
LinkedList(5, 0) = 5612
LinkedList(5, 1) = 1
LinkedList(6, 0) = -1
LinkedList(6, 1) = -1
LinkedList(7, 0) = -1
LinkedList(7, 1) = 4
StartLinkedList = 2
StartEmptyList = 7
```

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Question	Answer	Marks	Guidance

	Java
	`public static Integer[][] LinkedList = new Integer[8][2];`
	`public static Integer StartLinkedList;`
	`public static Integer StartEmptyList;`
	`LinkedList[0][0] = 9512;`
	`LinkedList[0][1] = 5;`
	`LinkedList[1][0] = 5541;`
	`LinkedList[1][1] = 3;`
	`LinkedList[2][0] = 1999;`
	`LinkedList[2][1] = 0;`
	`LinkedList[3][0] = 6651;`
	`LinkedList[3][1] = -1;`
	`LinkedList[4][0] = -1;`
	`LinkedList[4][1] = 6;`
	`LinkedList[5][0] = 5612;`
	`LinkedList[5][1] = 1;`
	`LinkedList[6][0] = -1;`
	`LinkedList[6][1] = -1;`
	`LinkedList[7][0] = -1;`
	`LinkedList[7][1] = 4;`
	`StartLinkedList = 2;`
	`StartEmptyList = 7;`		

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Question	Answer	Marks	Guidance
3(b)(i)	1 mark each • Procedure header (and end where appropriate) and starting at `StartLinkedList` • Following pointers …. • … outputting data of each node • Stopping when empty node found // stopping when null pointer	4	

Example program code

Python

```
def PrintListItems():
    global LinkedList
    global StartEmptyList
    global StartLinkedList
    TempPosition = StartLinkedList
    while LinkedList[TempPosition][1] != -1:
        print(LinkedList[TempPosition][0])
        TempPosition = LinkedList[TempPosition][1]
    print(LinkedList[TempPosition][0])
```

Alternative Python:

```
def PrintListItems():
    global StartLinkedList, LinkedList
    node = StartLinkedList
    while node != -1:
        print(LinkedList[node][0])
        node = LinkedList[node][1]
```

VB.NET

```
Sub PrintListItems()
    Dim TempPosition As Integer = StartLinkedList
    While (LinkedList(TempPosition, 1) <> -1)
        Console.WriteLine(LinkedList(TempPosition, 0))
        TempPosition = LinkedList(TempPosition, 1)
    End While
    Console.WriteLine(LinkedList(TempPosition, 0))
End Sub
```

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Question	Answer	Marks	Guidance

	Java
	`public static void PrintListItems(){`
	`  Integer TempPosition = StartLinkedList;`
	`  while(LinkedList[TempPosition][1] != -1){`
	`  System.out.println(LinkedList[TempPosition][0]);`
	`  TempPosition = LinkedList[TempPosition][1];`
	`  }`
	`  System.out.println(LinkedList[TempPosition][0]);`
	`}`		

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Question	Answer	Marks	Guidance
3(b)(ii)	1 mark each • Procedure header and starting at `StartEmptyList` • Following pointers and outputting data • Stopping correctly	3	

Example program code

Python

```
def PrintEmptyList():
    global LinkedList
    global StartEmptyList

    TempPosition = StartEmptyList
    Flag = True
    while Flag == True:
        if LinkedList[TempPosition][1] == -1:
            Flag = False
        print(TempPosition)
        TempPosition = LinkedList[TempPosition][1]
```

VB.NET

```
Sub PrintEmptyList()
    Dim TempPosition = StartEmptyList
    Dim Flag As Boolean = True

    While Flag = True
        If LinkedList(TempPosition, 1) = -1 Then
            Flag = False
        End If
        Console.WriteLine(TempPosition)
        TempPosition = LinkedList(TempPosition, 1)
    End While
End Sub
```

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Question	Answer	Marks	Guidance

	Java
	`public static void PrintEmptyList(){`
	`  Integer TempPosition = StartEmptyList;`
	`  boolean Flag = true;`
	`  while(Flag == true){`
	`  if(LinkedList[TempPosition][1] == -1){`
	`  Flag = false;`
	`  }`
	`  System.out.println(TempPosition);`
	`  TempPosition = LinkedList[TempPosition][1];`
	`  }`
	`}`		

3(b)(iii)	1 mark each • Outputting Linked list then calling `PrintListItems()` • Outputting Empty list then calling `PrintEmptyList()`	2	

	Example program code
	Python
	`print("Linked list")`
	`PrintListItems()`
	`print("Empty list")`
	`PrintEmptyList()`
	
	VB.NET
	`Console.WriteLine("Linked list")`
	`PrintListItems()`
	`Console.WriteLine("Empty list")`
	`PrintEmptyList()`
	
	Java
	`System.out.println("Linked list");`
	`PrintListItems();`
	`System.out.println("Empty list");`
	`PrintEmptyList();`		

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Question	Answer	Marks	Guidance
3(b)(iv)	1 mark for output of linked list data 1 mark for output of empty list data	**2**	

```
Linked list
1999
9512
5612
5541
6651
Empty list
7
4
6
```

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Question	Answer	Marks	Guidance
3(c)(i)	1 mark each to max 8 • Procedure header taking one (integer) parameter • Checking if list is full (e.g. `if StartEmptyList != -1`) … • …and outputting `"List is full"` • Storing node in `StartEmptyList` index … • …with pointer `-1` (may be done at separate position in algorithm) • Starting at first node (`StartLinkedList`) … • …following pointers until empty node • Changing last pointer to `StartEmptyList` (or temp) • Updating `StartEmptyList` to previous (could be temp) node's pointer	**8**	

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Question	Answer	Marks	Guidance

Example program code

Python

```
def AddItem(Item):
    global LinkedList
    global StartEmptyList
    global StartLinkedList
    TempPosition = 0
    if StartEmptyList != -1:
        LinkedList[StartEmptyList][0] = Item
        NewEmptyList = LinkedList[StartEmptyList][1]
        LinkedList[StartEmptyList][1] = -1
        TempPosition = StartLinkedList
        while LinkedList[TempPosition][1] != -1:
            TempPosition = LinkedList[TempPosition][1]
        LinkedList[TempPosition][1] = StartEmptyList
        StartEmptyList = NewEmptyList
    else:
        print("List is full")
```

VB.NET

```
  Sub AddItem(ByVal Item)
      Dim TempPosition As Integer = 0
      Dim NewEmptylist As Integer = 0
      If StartEmptyList <> -1 Then
          LinkedList(StartEmptyList, 0) = Item
          NewEmptylist = LinkedList(StartEmptyList, 1)
          LinkedList(StartEmptyList, 1) = -1
          TempPosition = StartLinkedList
          While (LinkedList(TempPosition, 1) <> -1)
              TempPosition = LinkedList(TempPosition, 1)
          End While
          LinkedList(TempPosition, 1) = StartEmptyList
          StartEmptyList = NewEmptylist
      Else
          Console.WriteLine("List is full")
      End If
  End Sub
```

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Question	Answer	Marks	Guidance

Java

```
public static void AddItem(Integer Item){
      Integer TempPosition = 0;
      Integer NewEmptyList = 0;

      if(StartEmptyList != -1){
            LinkedList[StartEmptyList][0] = Item;
            NewEmptyList = LinkedList[StartEmptyList][1];
            LinkedList[StartEmptyList][1] = -1;

            TempPosition = StartLinkedList;

            while(LinkedList[TempPosition][1] != -1){
                  TempPosition = LinkedList[TempPosition][1];
            }

            LinkedList[TempPosition][1] = StartEmptyList;
            StartEmptyList = NewEmptyList;
      }else{
            System.out.println("List is full");
      }
}
```

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Question	Answer	Marks	Guidance
3(c)(ii)	1 mark each • Calling `AddItem()` with parameter `8451` • Calling both output procedures with suitable headings	**2**	

Example program code

Python

```
AddItem(8451)
print("Linked list")
PrintListItems()
print("Empty list")
PrintEmptyList()
```

VB.NET

```
AddItem(8451)
Console.WriteLine("Linked list")
PrintListItems()
Console.WriteLine("Empty list")
PrintEmptyList()
```

Java

```
AddItem(8451);
System.out.println("Linked list");
PrintListItems();
System.out.println("Empty list");
PrintEmptyList();
```

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Question	Answer	Marks	Guidance
3(c)(iii)	1 mark for output showing updated linked list contents and empty list	**1**	

```
Add item
Linked list
1999
9512
5612
5541
6651
8451
Empty list
4
6
```

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