



Cambridge IGCSE™

COMPUTER SCIENCE

0478/23

Paper 2 Algorithms, Programming and Logic

May/June 2024

MARK SCHEME

Maximum Mark: 75

Published

This mark scheme is published as an aid to teachers and candidates, to indicate the requirements of the examination. It shows the basis on which Examiners were instructed to award marks. It does not indicate the details of the discussions that took place at an Examiners' meeting before marking began, which would have considered the acceptability of alternative answers.

Mark schemes should be read in conjunction with the question paper and the Principal Examiner Report for Teachers.

Cambridge International will not enter into discussions about these mark schemes.

Cambridge International is publishing the mark schemes for the May/June 2024 series for most Cambridge IGCSE, Cambridge International A and AS Level and Cambridge Pre-U components, and some Cambridge O Level components.

This document consists of **18** printed pages.

Generic Marking Principles

These general marking principles must be applied by all examiners when marking candidate answers. They should be applied alongside the specific content of the mark scheme or generic level descriptions for a question. Each question paper and mark scheme will also comply with these marking principles.

GENERIC MARKING PRINCIPLE 1:

Marks must be awarded in line with:

- the specific content of the mark scheme or the generic level descriptors for the question
- the specific skills defined in the mark scheme or in the generic level descriptors for the question
- the standard of response required by a candidate as exemplified by the standardisation scripts.

GENERIC MARKING PRINCIPLE 2:

Marks awarded are always **whole marks** (not half marks, or other fractions).

GENERIC MARKING PRINCIPLE 3:

Marks must be awarded **positively**:

- marks are awarded for correct/valid answers, as defined in the mark scheme. However, credit is given for valid answers which go beyond the scope of the syllabus and mark scheme, referring to your Team Leader as appropriate
- marks are awarded when candidates clearly demonstrate what they know and can do
- marks are not deducted for errors
- marks are not deducted for omissions
- answers should only be judged on the quality of spelling, punctuation and grammar when these features are specifically assessed by the question as indicated by the mark scheme. The meaning, however, should be unambiguous.

GENERIC MARKING PRINCIPLE 4:

Rules must be applied consistently, e.g. in situations where candidates have not followed instructions or in the application of generic level descriptors.

GENERIC MARKING PRINCIPLE 5:

Marks should be awarded using the full range of marks defined in the mark scheme for the question (however; the use of the full mark range may be limited according to the quality of the candidate responses seen).

GENERIC MARKING PRINCIPLE 6:

Marks awarded are based solely on the requirements as defined in the mark scheme. Marks should not be awarded with grade thresholds or grade descriptors in mind.

Mark scheme abbreviations

/ separates alternative words / phrases within a marking point

// separates alternative answers within a marking point

underline actual word given must be used by candidate (grammatical variants accepted)

max indicates the maximum number of marks that can be awarded

() the word / phrase in brackets is not required, but sets the context

Note: No marks are awarded for using brand names of software packages or hardware.

Question	Answer	Marks
1	A	1

Question	Answer	Marks
2(a)	One mark for each correct line Logic gate symbol Logic function AND XOR NOT NAND OR	4

Question	Answer	Marks																																				
2(b)	<table><tr><th>A</th><th>B</th><th>C</th><th>Z</th></tr><tr><td>0</td><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>0</td><td>1</td><td>1</td></tr><tr><td>0</td><td>1</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td><td>1</td></tr><tr><td>1</td><td>0</td><td>1</td><td>0</td></tr><tr><td>1</td><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td><td>0</td></tr></table> Four marks for eight correct outputs. Three marks for six or seven correct outputs. Two marks for four or five correct outputs. One mark for two or three correct outputs	A	B	C	Z	0	0	0	0	0	0	1	1	0	1	0	0	0	1	1	0	1	0	0	1	1	0	1	0	1	1	0	0	1	1	1	0	4
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Question	Answer	Marks
3	One mark for a correct statement about each data type and one mark for a correct example of data for each data type. For example: String A group of characters consisting of letters, numbers and special characters [1], Cambridge2024 [1] Char A single character [1] X [1]	4

Question	Answer	Marks
4(a)	One mark per mark point, max four - Line 01 / DECLARE People : ARRAY[1:50, 1:3] OF REAL should be DECLARE People : ARRAY[1:50, 1:3] OF STRING - Line 10 / Count ← 100 should be Count ← 1 - Line 12 / CASE OF should be REPEAT - Line 27 / UNTIL NOT Count should be UNTIL NOT Continue // UNTIL Continue = FALSE Correct algorithm: <pre> 01 DECLARE People : ARRAY[1:50, 1:3] OF STRING 02 DECLARE Count : INTEGER 03 DECLARE Response : CHAR 04 DECLARE Continue : BOOLEAN 05 FOR I ← 1 TO 50 06 FOR J ← 1 TO 3 07 People[I, J] ← "" 08 NEXT J 09 NEXT I 10 Count ← 1 11 Continue ← TRUE 12 REPEAT 13 OUTPUT "Enter the last name" 14 INPUT People[Count, 1] 15 OUTPUT "Enter the first name" 16 INPUT People[Count, 2] 17 OUTPUT "Enter the city" 18 INPUT People[Count, 3] 19 OUTPUT "Do you want to enter another name (Y or N)?" 20 INPUT Response </pre>	4

Question	Answer	Marks
4(a)	<pre> 21 IF Response = 'N' 22 THEN 23 Continue ← FALSE 24 ELSE 25 Count ← Count + 1 26 ENDIF 27 UNTIL NOT Continue // UNTIL Response = 'N' </pre>	
4(b)	• Use of appropriate loop • Method to check array maximum not exceeded • Method to check current / next array element not empty • Output of all three array elements per array row (and no more) Example algorithm: <pre> Count ← 1 WHILE Count <= 50 AND People[Count, 1] <> "" DO OUTPUT People[Count, 1] OUTPUT People[Count, 2] OUTPUT People[Count, 3] Count ← Count + 1 ENDWHILE </pre>	4
4(c)	One mark per mark point, max four MP1 Declare/use a variable that is set to the maximum size of the array MP2 ... at the start of the program MP3 After line 18 MP4 ... check that the value of the counting variable is not greater than the array maximum variable MP5 ... and if it is do not allow any more entries / set the value of <code>Response</code> to 'N' / add additional condition to <code>UNTIL</code> statement that checks if the counting variable is at maximum	4

Question	Answer	Marks																																																																																																
5(a)	MP1 Correct L column MP2 Correct S column MP3 Correct T column MP4 Correct A column MP5 Correct Limit, Count and Value columns MP6 Correct OUTPUT columns <table><tr><th>L</th><th>S</th><th>T</th><th>A</th><th>Limit</th><th>Count</th><th>Value</th><th>OUTPUT</th></tr><tr><td>0</td><td>10000</td><td>0</td><td>0</td><td>10</td><td>1</td><td>30</td><td></td></tr><tr><td>30</td><td></td><td>30</td><td></td><td></td><td>2</td><td>18</td><td></td></tr><tr><td></td><td>18</td><td>48</td><td></td><td></td><td>3</td><td>8</td><td></td></tr><tr><td></td><td>8</td><td>56</td><td></td><td></td><td>4</td><td>25</td><td></td></tr><tr><td></td><td></td><td>81</td><td></td><td></td><td>5</td><td>12</td><td></td></tr><tr><td></td><td></td><td>93</td><td></td><td></td><td>6</td><td>17</td><td></td></tr><tr><td></td><td></td><td>110</td><td></td><td></td><td>7</td><td>2</td><td></td></tr><tr><td></td><td>2</td><td>112</td><td></td><td></td><td>8</td><td>50</td><td></td></tr><tr><td>50</td><td></td><td>162</td><td></td><td></td><td>9</td><td>15</td><td></td></tr><tr><td></td><td></td><td>177</td><td></td><td></td><td>10</td><td>5</td><td></td></tr><tr><td></td><td></td><td>182</td><td>18.2</td><td></td><td>11</td><td></td><td>L = 50 S = 2 T = 182 A = 18.2</td></tr></table>	L	S	T	A	Limit	Count	Value	OUTPUT	0	10000	0	0	10	1	30		30		30			2	18			18	48			3	8			8	56			4	25				81			5	12				93			6	17				110			7	2			2	112			8	50		50		162			9	15				177			10	5				182	18.2		11		L = 50 S = 2 T = 182 A = 18.2	6
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5(b)	One mark per mark point, max two Any two from finds / outputs the largest, smallest, total and average of a set of numbers All four of finds / outputs the largest, smallest, total and average of a set of numbers	2																																																																																																

Question	Answer	Marks										
5(c)	• (The identifiers L, S, T and A) are single letters • ... so do not give any indication of what values they hold. • For programs to be maintainable, identifiers should have meaningful names.	3										
5(d)	One mark for every two appropriate identifiers, max two <table><tr><th>Original identifier</th><th>Improved identifier</th></tr><tr><td>L</td><td>Largest / Maximum</td></tr><tr><td>S</td><td>Smallest / Minimum</td></tr><tr><td>T</td><td>Total / Sum</td></tr><tr><td>A</td><td>Average / Mean</td></tr></table>	Original identifier	Improved identifier	L	Largest / Maximum	S	Smallest / Minimum	T	Total / Sum	A	Average / Mean	2
Original identifier	Improved identifier											
L	Largest / Maximum											
S	Smallest / Minimum											
T	Total / Sum											
A	Average / Mean											

Question	Answer	Marks
6(a)	One mark for each appropriate piece of test data for a range of 1 to 80 inclusive Example: Normal 75 Abnormal 101 Extreme 80	3
6(b)	Test data to test the limits of acceptable data entry ... that will only accept the largest and smallest acceptable values.	2

Question	Answer	Marks
7(a)	One mark per mark point MP1 Assignment of given string to <code>FullText</code> MP2 Correct use of <code>SUBSTRING</code> and assignment of reduced string to own variable MP3 Correct use of <code>UCASE</code> MP4 Output of both strings Example: <pre>FullText ← "IGCSE Computer Science at Cambridge" PartText ← SUBSTRING(FullText, 7, 16) OUTPUT PartText, UCASE(FullText)</pre>	4
7(b)	One mark per mark point MP1 Opening the correct text file for writing MP2 Writing the variable from part (a) to the file MP3 Closing the text file after writing Example: <pre>OPENFILE "Subjects.txt" FOR WRITE WRITEFILE "Subjects.txt", PartText CLOSEFILE "Subjects.txt"</pre>	3

Question	Answer	Marks
8(a)	Fields – 6 Records – 11	2

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Question	Answer	Marks
8(b)	MP1 Correct models of planes selected MP2 Correct Years of planes selected MP3 Correct numbers of engines selected with data all matching for each record MP4 Data sorted correctly with no additional fields or punctuation Correct output: <pre>314 Clipper 1936 4 C-47 Dakota 1942 2 Nimrod 1966 4 DC-10 1970 3 Concorde 1973 4</pre>	4
8(c)	MP1 Correct additional keywords used – FROM, WHERE MP2 Correct SELECT field – Model with no additional fields MP3 Correct table name - Hangar1 MP4 Correct search criteria - Airworthy = Y // Airworthy Correct code: <pre>SELECT ID, Model FROM Hangar1 WHERE Airworthy = Y; // Airworthy;</pre>	4

Question	Answer	Marks
9	• AO2 (maximum 9 marks) • AO3 (maximum 6 marks) Data Structures required with names as given in the scenario: Arrays or lists <u>Teams[]</u>, <u>Results[]</u> Variables <u>Played</u> Requirements (techniques): R1 Input and store number of games played, teams, number of games won, drawn and lost, with validation for input of numbers (iteration, range check, input, output). R2 Calculate and store the number of points. Sort the arrays by number of points (calculation, sort, (nested) iteration). R3 Finding and outputting top team(s) (finding max, counting and output).	15

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Question	Answer	Marks
9	Example 15-mark answer in pseudocode <pre> // input number of games REPEAT OUTPUT "How many games have been played (Maximum 18)? " INPUT Played UNTIL Played <=18 // input of data as a single loop - a loop for the teams and // another loop for the data is also acceptable. FOR InLoop ← 1 TO 10 OUTPUT "Enter the name of the team" INPUT Teams[InLoop] // input of games results with validation REPEAT OUTPUT "Enter the number of games won, drawn and lost for ", Teams[InLoop] INPUT Won, Drawn, Lost IF Won + Drawn + Lost <> Played THEN OUTPUT "Your inputs must total ", Played, " please try again" ENDIF UNTIL Played = Won + Drawn + Lost Results[InLoop, 1] ← Won Results[InLoop, 2] ← Drawn Results[InLoop, 3] ← Lost // calculating and storing points Results[InLoop, 4] ← Results[InLoop, 1] * 3 + Results[InLoop, 2] NEXT InLoop // sorting section Flag ← TRUE WHILE Flag DO Flag ← FALSE FOR Sort ← 1 TO 9 IF Results[Sort, 4] < Results[Sort + 1, 4] THEN </pre>	

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Question	Answer	Marks
9	<pre> // swapping if points not higher then next element TempString ← Teams[Sort] Temp1 ← Results[Sort, 1] Temp2 ← Results[Sort, 2] Temp3 ← Results[Sort, 3] Temp4 ← Results[Sort, 4] Teams[Sort] ← Teams[Sort + 1, 1] Results[Sort, 1] ← Results[Sort + 1, 1] Results[Sort, 2] ← Results[Sort + 1, 2] Results[Sort, 3] ← Results[Sort + 1, 3] Results[Sort, 4] ← Results[Sort + 1, 4] Teams[Sort + 1] ← TempString Results[Sort + 1, 1] ← Temp1 Results[Sort + 1, 2] ← Temp2 Results[Sort + 1, 3] ← Temp3 Results[Sort + 1, 4] ← Temp4 Flag ← TRUE ENDIF NEXT Sort ENDWHILE // checking for tie Count ← 1 Finish ← FALSE REPEAT IF Results[Count, 4] = Results[Count + 1, 4] THEN Count ← Count + 1 ELSE Finish ← TRUE ENDIF UNTIL Finish </pre>	

Question	Answer	Marks
9	<pre>// outputting the results FOR OutLoop ← 1 TO Count OUTPUT "Winning Team(s): ", Teams[OutLoop] NEXT OutLoop OUTPUT "Winning Points: ", Results[1, 4]</pre>	

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Marking Instructions in italics			
AO2: Apply knowledge and understanding of the principles and concepts of computer science to a given context, including the analysis and design of computational or programming problems			
0	1–3	4–6	7–9
No creditable response.	At least one programming technique has been used. <i>Any use of selection, iteration, counting, totalling, input and output.</i>	Some programming techniques used are appropriate to the problem. <i>More than one technique seen applied to the scenario, check list of techniques needed.</i>	The range of programming techniques used is appropriate to the problem. <i>All criteria stated for the scenario have been covered by the use of appropriate programming techniques, check list of techniques needed.</i>
	Some data has been stored but not appropriately. <i>Any use of variables or arrays or other language dependent data structures e.g. Python lists.</i>	Some of the data structures chosen are appropriate and store some of the data required. <i>More than one data structure used to store data required by the scenario.</i>	The data structures chosen are appropriate and store all the data required. <i>The data structures used store all the data required by the scenario.</i>

Marking Instructions in italics			
AO3: Provide solutions to problems by:			
- evaluating computer systems - making reasoned judgements - presenting conclusions			
0	1–2	3–4	5–6
No creditable response.	Program seen without relevant comments.	Program seen with some relevant comment(s).	The program has been fully commented.
	Some identifier names used are appropriate. <i>Some of the data structures used have meaningful names.</i>	The majority of identifiers used are appropriately named. <i>Most of the data structures used have meaningful names.</i>	Suitable identifiers with names meaningful to their purpose have been used throughout. <i>All of the data structures used have meaningful names.</i>

Marking Instructions in italics			
AO3: Provide solutions to problems by: evaluating computer systems making reasoned judgements presenting conclusions			
0	1–2	3–4	5–6
	The solution is illogical.	The solution contains parts that may be illogical.	The program is in a logical order.
	The solution is inaccurate in many places. <i>Solution contains few lines of code with errors that attempt to perform a task given in the scenario.</i>	The solution contains parts that are inaccurate. <i>Solution contains lines of code with some errors that logically perform tasks given in the scenario. Ignore minor syntax errors.</i>	The solution is accurate. <i>Solution logically performs all the tasks given in the scenario. Ignore minor syntax errors.</i>
	The solution attempts at least one of the requirements. <i>Solution contains lines of code that attempt at least one task given in the scenario.</i>	The solution attempts to meet most of the requirements. <i>Solution contains lines of code that attempt most tasks given in the scenario.</i>	The solution meets all the requirements given in the question. <i>Solution performs all the tasks given in the scenario.</i>