

# Topic Tests

*for AS OCR Computer Science*

## *Component 2*

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## Teacher's Introduction

This resource is designed to support teaching and learning of the AS OCR specification (for first teaching in September 2015; first exams from June 2016).

These end-of-topic tests are designed as factual tests to check your students' understanding as they complete each topic\*. Their primary focus is not to provide exam-style practice, but instead to test the knowledge, skills and understanding required by the OCR specification in a variety of styles and complexities – ranging from simple short-answer questions through to longer essay-style questions.

*\*The tests could also be used for homework or revision, but their best use is as summative assessments.*

The tests cover the prescribed specification content for *Component 2* of the AS OCR specification – each provided in worksheet format (with answer lines) and a more photocopy-friendly format (without answer lines), to give you flexibility of use.

Each test is worth between 20–40 marks, and can be completed comfortably within a single one-hour lesson. Example answers are provided for every test. *Note that credit should also be given for any valid responses that are not explicitly included in this resource.*

### Free Updates!

Register your email address to receive any future free updates\* made to this resource or other Computer Science resources your school has purchased, and details of any promotions for your subject.

\* resulting from minor specification changes, suggestions from teachers and peer reviews, or occasional errors reported by customers

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## 2.1.1–5 Computational Thinking 1

1. You have been tasked with developing a library that contains a single function of floating-point values and returns a new array containing the same values sorted.

a) Identify the information about the input array that `fsort` would require.

.....

.....

b) Explain the benefit of placing `fsort` into a library rather than directly into your code.

.....

.....

.....

c) A platform that the library will be used on contains a processor with a floating-point unit for sorting floating-point numbers. Give two ways you could make a function to sort on this platform. Which method would you recommend and why?

1.....

.....

.....

2.....

.....

.....

2. A programmer has a problem. They want to log debug information to either the console or a file, depending on an option the user has set. This has led to their code containing a lot of repetition:

```
msg = "..."  
if options.getPrintToScreen() then  
    print(msg)  
elseif options.getPrintToFile() then  
    options.getFile().write(msg)  
endif
```

a) Propose a way of reducing the amount of repetition in their code.

.....

.....

b) Explain how your proposal would make it easier to add new features such as adding a timestamp as a prefix to each message.

.....

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3. Consider the following design brief for a new contactless ticketing system

*The customer will walk up to the screen in the cinema that is showing the movie. On the screen there will be a barrier, a touchscreen display, a receipt printer and a payment pad. The customer will use the touchscreen to select the number of tickets to buy. The customer will then tap their contactless card on the pad. If the payment is successful, the system will ask them to go to reception. If the payment succeeds a message will be sent to the screen telling it to let in the number of people tickets have just been bought.*

- a) Identify all the inputs of the ticketing system described.

.....

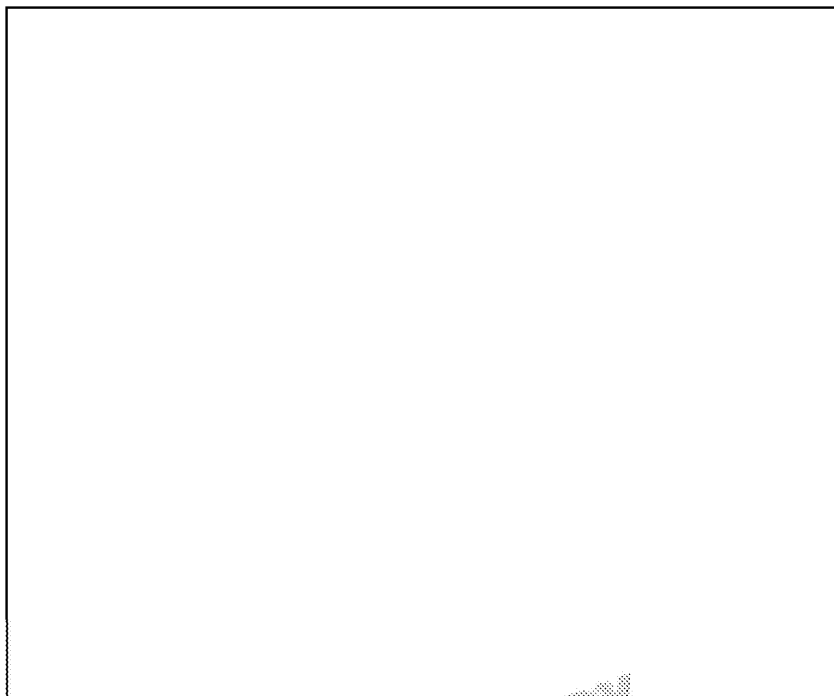
.....

- b) Identify all the outputs of the ticketing system described.

.....

.....

- c) Draw a flow chart representing the process described.



- d) Convert the process shown in the flow chart into pseudocode.



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- a) A model is an example of an abstraction. Explain what abstraction is and

[illegible]

- 

[illegible]

- .....
- .....
- .....
- .....

- TRANSMITTED OVER THE NETWORK

NARTTIMS DETREVOEHT

- 

*Educational Technology*

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- b) There are a number of different applications that need to receive data you could share the procedure you have written between them.

---

- c) Data that is sent over the network can be compressed. The bytes are compressed using the procedure `compress`. Use the procedure you wrote in part (a) to write a procedure that uncompresses a message. You may use the procedure `decompress` to decompress the message.

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3. People who have difficulty reading text on a website can make use of speech software that reads selected words on the screen aloud to them.

- a) Identify the inputs and outputs of screen-reading software.

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- b) It can be difficult for people who have difficulty seeing things on screen website that they are interested in to be read. Describe an approach to overcome this problem.

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## 2.1.1–5 Computational Thinking 1

1. You have been tasked with developing a library that contains a single function of floating-point values and returns a new array containing the same values sorted.
  - a) Identify the information about the input array that `fsort` would require.
  - b) Explain the benefits of placing `fsort` into a library rather than directly into the program.
  - c) A platform that the library will be used on contains a processor with a custom instruction for sorting floating-point numbers. Give two ways you could make a program use this instruction on this platform. Which method would you recommend and why?

2. A programmer has a problem. They want to log debug information to either a file or the console depending on an option the user has set. This has led to their code containing the following code repeatedly:

```
msg = "Debug: " + ...
if options.getPrintToScreen() then
    print(msg)
elseif options.getPrintToFile() then
    options.getFile().write(msg)
endif
```

- a) Propose a way of reducing the amount of repetition in their code.
  - b) Explain how your proposal would make it easier to add new features to the program, such as adding a timestamp as a prefix to each message.

3. Consider the following design brief for a new contactless ticketing system:

*The customer will walk up to the screen in the cinema that is showing the movie. On the screen there will be a barrier, a touchscreen display, a receipt printer and a payment pad. The customer will use the touchscreen to select the number of tickets to buy. The customer will then tap their contactless card on the pad. If the payment is successful, the system will ask them to go to reception. If the payment succeeds a message will be sent to the screen telling it to let in the number of people tickets have just been bought.*

- a) Identify all the inputs of the ticketing system described.
  - b) Identify all the outputs of the ticketing system described.
  - c) Draw a flow chart representing the process described.
  - d) Convert the process shown in the flow chart into pseudocode.

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## 2.1.1–5 Computational Thinking 2

1. Imagine you have been put in charge of developing an application that will help people evacuate a room in the event of a fire.
  - a) A model is an example of an abstraction. Explain what abstraction is and how it can be used in this context.
  - b) Identify four inputs that your model would need in order to calculate the time it would take for a room to be evacuated.
  - c) Explain why the speed of a real evacuation might differ from the speed of your model.
2. While reading ASCII-encoded text from a network, you run into the problem that the bytes are not in the right order. The order of every group of four bytes is reversed. So, for example, the text "TRANSMITTED OVER THE NETWORK" would be read as:  
NARTS DEE LLEVOEHT TEN KROW
  - a) Use pseudocode to write a procedure that unscrambles a complete message. Assume that the message length is a multiple of four bytes.
  - b) There are a number of different applications that need to receive data from the network. You could share the procedure you have written between them.
  - c) Data that is sent over the network can be compressed. The bytes are compressed in groups of four. Use the procedure you wrote in part (a) to write a procedure that unscrambles a compressed message. You may use the procedure `decompress` to decompress the message.
3. People who have difficulty reading text on a website can make use of special software that reads out selected words on the screen aloud to them.
  - a) Identify the inputs and outputs of screen-reading software.
  - b) It can be difficult for people who have difficulty seeing things on screen to find the words on a website that they are interested in to be read out. Describe an approach that you could use to overcome this problem.

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## **Preview of Questions Ends Here**

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## 2.2.1 Programming Techniques

1. A – Variable declaration (1 mark)  
B – Selection (1 mark)  
C – Iteration (1 mark)
2. a) The value of a constant cannot be changed during the course of a program and a variable represents a value that can be changed.  
b) A global variable is accessible to every subroutine/procedure/function in a program whereas a local variable is limited to the scope in which it was declared (1 mark).  
c) Parameters allow variables to be passed to and between functions/procedures so that global variables should not be needed as all the data required by functions can be passed through parameters (1 mark).  
d) It makes it very difficult to understand their code. They should use variables and functions. When using functions they perform more efficiently (1 mark).
3. a) Integrated Development Environment  
b) Auto completion suggests ways that the text a programmer writes could be completed. It does not have to type an entire variable name, function name or other symbols. It makes programming easier for programmers because they do not need to remember the exact name of a variable or function. It is harder to make a mistake (1 mark).  
c. i. A breakpoint allows the programmer to stop the execution of a program at a specific line of source code (1 mark) so that the programmer can analyse the state of the program at that stage in its execution (1 mark).  
ii. Compiler optimisations might remove variables that the programmer does not use or change the logic of the program (for example removing a loop), making it harder for the programmer to understand what is going on (1 mark).
4. 

```
function factorial(n)
    result = 1
    for i = 2 to n
        result = result * i
    next i
    return result
endfunction
```

## 2.3.1 Algorithms

1. a) Up to 3 marks for a valid description of the process, e.g.
  - 17 would be placed in the first empty slot in the array.
  - It would then be compared with the value to the left of it (21) and swapped if it is smaller.
  - It would then be compared with the next value to the left of it (18) and swapped if it is smaller again.
  - It would then be compared with the next value to the left of it (16) and swapped if it is smaller than 16 so the array is now sorted.
- b) The insertion sort needs a large number of element shifts which is inefficient as the number of elements is increased the performance of the program decreases (1 mark).
2. a) Up to 2 marks for a valid description of the process, e.g.
  - Bubble sort steps through the list comparing each pair of items in the list.
  - And swapping them if they are in the wrong order.
  - The pass through the list is repeated until no swaps are needed.

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- b) Main disadvantage is that it can take a maximum of  $(N-1)$  scans to fully sort the list that needs to be sorted (1 mark); this is because an out-of-position (or swapped) one position per scan (1 mark).
- c) 1 mark for each of the three 'bubbles' (line 2, 4, 6) and 1 for overall accuracy (1 mark).

Swapped	Count	Length(A)	Temp	height				
				1	2	3	4	
False		4	null	90	7	99	63	
True	1		90	7	90			
	2							
True	3		99	63 99				
False	1							
True	2		63	90	99			
	3							
False								
	3							

- d) 1: 7, 2: 63, 3: 90, 4: 99

3.
  - a) It is not sorted
  - b) Array is sorted.  $10/1 = 5.5$  so midpoint is 5.

1	2	3	4	5	6	7	8	9
14	18	19	20	21	22	23	24	25



Left



Mid

21 is less than 24 so mid and everything left of it is discarded.

6	7	8	9	10
22	23	24	25	27



Left



Mid



Right

Mid is now 24 so we have found the answer in two steps. Also accept a midpoint of 6, followed by 9 and then 8, solving the problem in three steps.

- c) Advantage: more efficient than the linear search, as elements can be found faster (1 mark). Disadvantage: the data needs to be sorted (1 mark).
- d) In a linear search, each element in the list is examined until the target value is found, which can take a considerable time for a large array (1 mark).  
In a binary search the number of elements being examined is halved for each step (1 mark).

4. a) A queue is a first in first out (FIFO) data structure. (1 mark) A stack is first in last out (FILO) data structure. (1 mark)   
 b) 84 and 56   
 c) 3 marks for a valid working algorithm; deduct marks for errors accordingly

```

FUNCTION add(stack) RETURNS INTEGER
    total = 0
    WHILE stack is not empty
        total = total + stack.pop()
    END WHILE
RETURN total

```

- d) 89,45,77,56

## **Preview of Answers Ends Here**

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This is a limited inspection copy. Sample of answers ends here to stop students looking up answers to their assessments. See contents page for details of the rest of the resource.