



Oxford Cambridge and RSA

Tuesday 12 October 2021 – Afternoon

A Level Computer Science

H446/02 Algorithms and programming

Time allowed: 2 hours 30 minutes



You can use:

- a ruler (cm/mm)
- an HB pencil

Do not use:

- a calculator



Please write clearly in black ink. **Do not write in the barcodes.**

Centre number

--	--	--	--	--

Candidate number

--	--	--	--

First name(s)

Last name

INSTRUCTIONS

- Use black ink.
- Write your answer to each question in the space provided. If you need extra space use the lined pages at the end of this booklet. The question numbers must be clearly shown.
- Answer **all** the questions.

INFORMATION

- The total mark for this paper is **140**.
- The marks for each question are shown in brackets [].
- Quality of extended response will be assessed in questions marked with an asterisk (*).
- This document consists of **28** pages.

ADVICE

- Read each question carefully before you start your answer.

2

BLANK PAGE

PLEASE DO NOT WRITE ON THIS PAGE

3

Section A

Answer **all** the questions.

- 1 Taylor is creating an online multiplayer game where users can create accounts and build their own circus. Each circus will contain characters such as clowns, animals, magicians and dancers.

Users can set up a new circus in the online world, purchase new characters and visit other users' circuses.

- (a) Taylor uses computational methods to analyse the problem including abstraction.

Describe how Taylor could use abstraction in the design of his online circus game.

.....
.....
.....
.....
.....
.....
..... [3]

- (b) Taylor will make use of concurrent processing within his circus game.

- (i) Describe what is meant by the term 'concurrent processing'.

.....
.....
.....
..... [2]

- (ii) Explain why concurrent processing is needed to allow multiple users to log in and interact with game elements at the same time.

.....
.....
.....
.....
.....
..... [3]

- (c) Some of the characters in the game will move and interact independently. Taylor is going to use graphs to plan the movements that each character can take within the game.

DancerGold is one character. The graph shown in **Fig. 1** shows the possible movements that DancerGold can make.

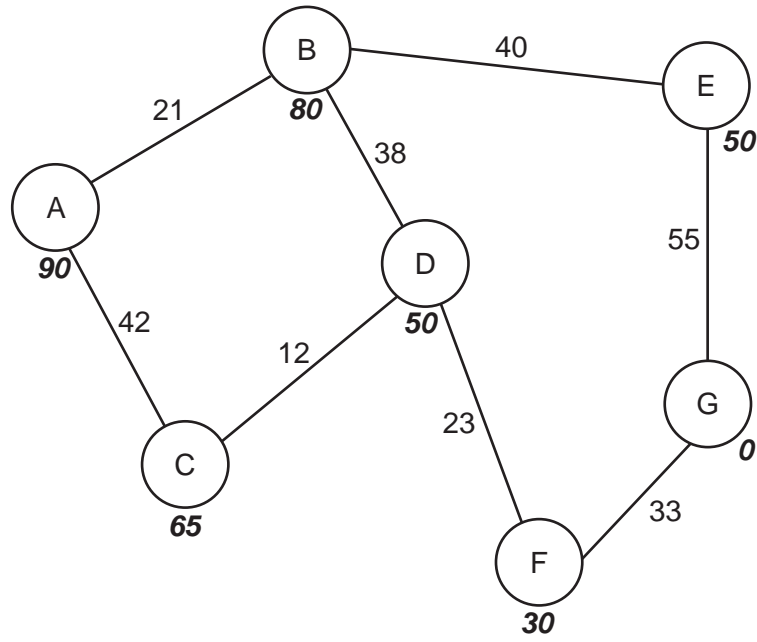


Fig. 1

DancerGold's starting state is represented by node A. DancerGold can take any of the paths to reach the end state represented by node G.

The number on each path represents the number of seconds each movement takes.

The number in bold below each node is the heuristic value from A.

- (i) Define the term heuristic in relation to the A* algorithm.

.....

.....

.....

..... [2]

8

- 2 The pseudocode function `binarySearch()` performs a binary search on the array `dataArray` that is passed as a parameter. The function returns the array index of `searchValue` within the array, and `-1` if it is not in the array.

(a) The pseudocode binary search algorithm is incomplete.

(i) Complete the algorithm by filling in the missing statements.

```
function binarySearch(dataArray:byref, upperbound, lowerbound, .....)  
while true  
    middle = lowerbound + ((upperbound - lowerbound) .....)  
    if upperbound < lowerbound then  
        return .....  
    else  
        if dataArray[middle] < searchValue then  
            lowerbound = .....  
        elseif dataArray[middle] > searchValue then  
            upperbound = .....  
        else  
            return .....  
        endif  
    endif  
endwhile  
endfunction
```

[6]

(ii) The algorithm uses a while loop.

State a different type of loop that could be used instead of the while loop in the given algorithm.

.....
..... [1]

9

- (b) The tables below show possible Big O complexities for the worst-case space, best-case space and average time for search algorithms.

Tick the worst-case space complexity for a binary and linear search.

	Binary search	Linear search
$O(\log(n))$		
$O(1)$		
$O(n)$		

Tick the best-case space complexity for a binary and linear search.

	Binary search	Linear search
$O(\log(n))$		
$O(1)$		
$O(n)$		

Tick the average time complexity for a binary and linear search.

	Binary search	Linear search
$O(\log(n))$		
$O(1)$		
$O(n)$		

[6]

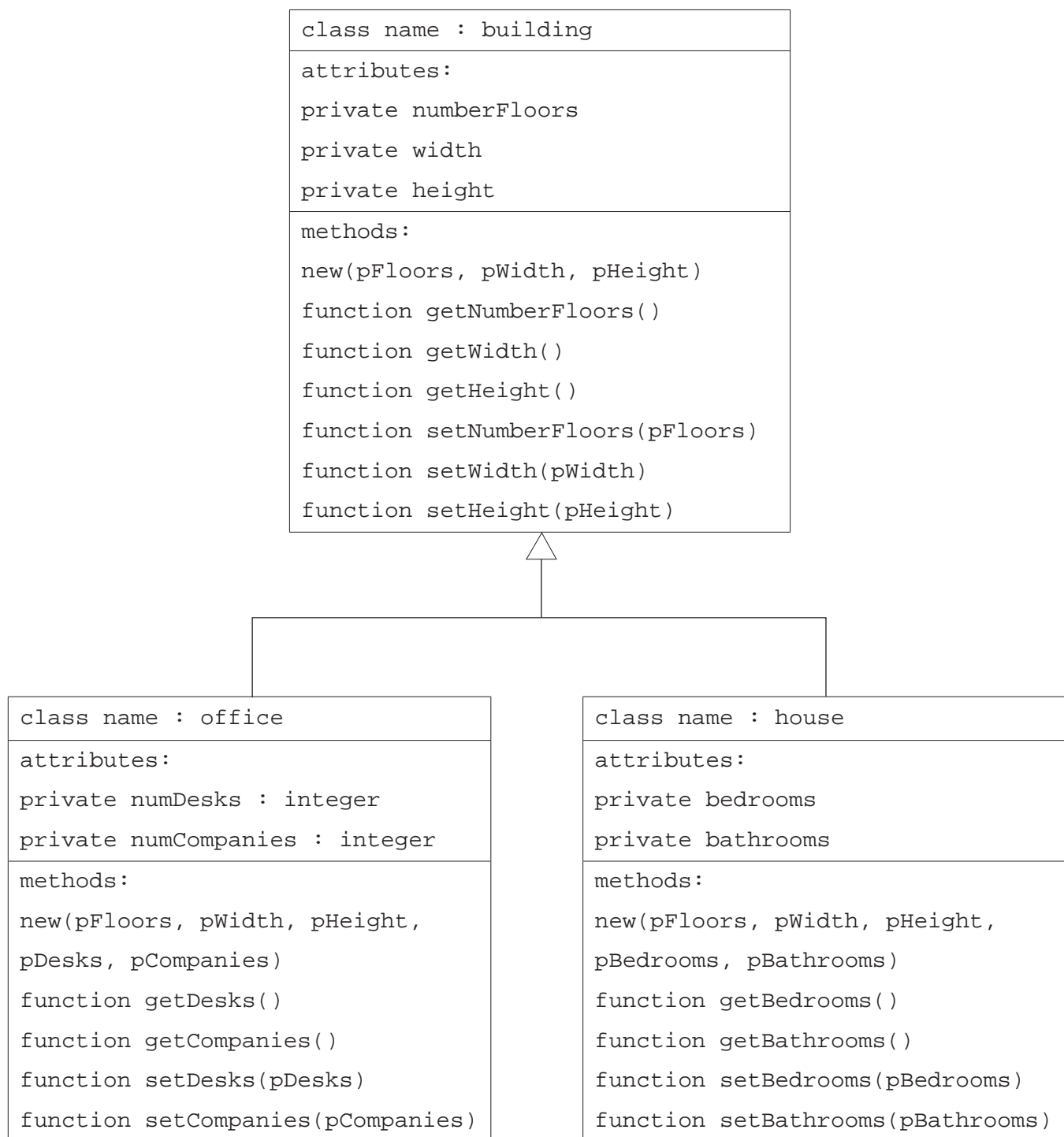
- (c) Identify **one** situation where a linear search is more appropriate than a binary search.

.....

..... [1]

12

- 5 Christoff is writing a program to simulate a city using object-oriented programming. He is designing classes to store different types of buildings and their location on the road. He has created the following plan for some of the buildings:



13

(a) The method `new` is used to denote the constructor for each class.

State the purpose of the constructor.

.....
..... [1]

The classes `office` and `house` inherit from `building`.

(b) Describe what is meant by inheritance with reference to these classes.

.....
.....
.....
..... [2]

14

(c) Part of the declaration for the class `building` is shown.

Complete the pseudocode declaration by filling in the missing statements.

```
class building
  private numberFloors
  private width
  private .....
  public procedure new(pFloors, pWidth, pHeight)
    numberFloors = .....
    width = pWidth
    height = pHeight
  endprocedure
  public function getNumberFloors()
    return .....
  endfunction
  public function setNumberFloors(pFloors)
    //sets the value of numberFloors when the parameter is >= 1
    //returns true if numberFloors is successfully changed,
    //returns false otherwise
    if pFloors >= 1 then
      numberFloors = .....
      return true
    else
      return .....
    endif
  endfunction
endclass
```

[5]

6 Amy's processor makes use of pipelining during the fetch-decode-execute cycle.

(a) The processor's pipeline consists of the following stages:

- Fetching the instruction from memory
- Decoding the instruction
- Executing the instruction.

Instructions A, B, C and D need to be processed.

Identify the stage(s) and instruction(s) run during each pipeline below.

Pipeline 1

.....

.....

Pipeline 2

.....

.....

Pipeline 3

.....

.....

Pipeline 4

.....

.....

[4]

(b) Explain why pipelining can improve the performance of the processor.

.....

.....

.....

..... [2]

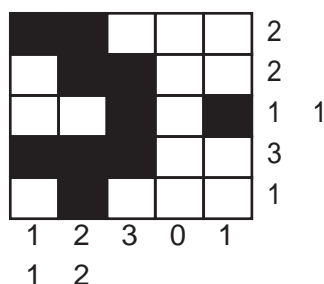
20

Section B

Answer **all** the questions.

- 8 A Nonogram is a logic puzzle where a player needs to colour in boxes. The puzzle is laid out as a grid and each square needs to be either coloured black or left white.

The numbers at the side of each row and column tells the player how many of the boxes are coloured in consecutively. Where a row has two or more numbers, there must be a white square between the coloured squares.



In this example:

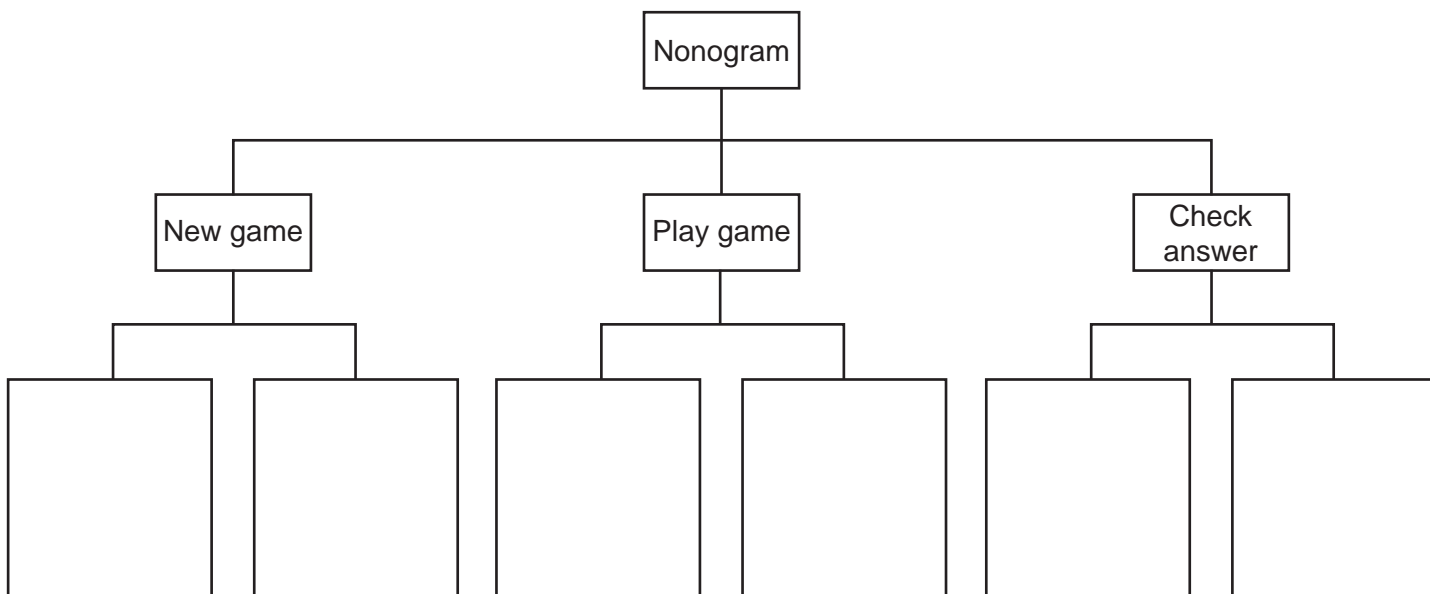
- the first column has 1 1, this means there must be two single coloured boxes in this column. There must be at least 1 white box between them.
- the first row has 2, this means there must be two consecutively coloured boxes in the row.

Juan is creating a program that will store a series of Nonograms for a user to play. The game will randomly select a puzzle and display the blank grid with the numbers for each row and column to the user.

The user plays the game by selecting a box to change its colour. If the box is white it will change to black and if it is black it will change to white. The user can choose to check the answer at any point, and the game will compare the grid to the answers and tell the user if they have got it correct or not.

(a) Juan is creating a structure diagram to design the game.

(i) Complete the structure diagram by adding another layer for New game, Play game and Check answer.



[3]

(ii) A structure diagram is one method of showing the decomposition of a problem.

Explain why decomposing a problem can help a developer design a solution.

.....

.....

.....

..... [2]

(iii) Identify **one** input, **one** process and **one** output required for the game.

Input

Process

Output

[3]

22

(b) Juan uses the structure diagram to create a modular program with a number of subroutines. The program will use two integer 2-dimensional arrays to store the puzzles:

- `puzzle(5,5)` stores the solution
- `answerGrid(5,5)` stores the user's current grid.

A 0 represents a white box and a 1 represents a black box.

(i) Juan creates a function, `countRow()`, to count the number of coloured boxes in one row and return the number of consecutive coloured boxes in that row. If there is more than one set of coloured boxes in the row, these are joined together and the string is returned.

For example, in the following grid `countRow` for row 0 will return "2" as a string, and `countRow` for row 2 will return "1 1" as a string. If there are no 1s in a row, then "0" is returned as a string.

1	1	0	0	0
0	1	1	0	0
0	0	1	0	1
1	1	1	0	0
0	1	0	0	0

Complete the pseudocode algorithm `countRow()`.

```

01 function countRow(puzzle:byref, rowNum:byval)
02   count = 0
03   output = " "
04   for i = 0 to .....
05     if puzzle[rowNum, i] == ..... then
06       count = count + 1
07     elseif count >= 1 then
08       output = output + str(.....) + " "
09       count = 0
10     endif
11   next i
12   if count >= 1 then
13     output = output + str(count)
14   elseif output == " " then
15     output = "....."
16   endif
17   return .....
18 endfunction

```

(ii) Explain the purpose of line 03 in the function `countRow`.

.....
.....
.....
..... [2]

(iii) Describe the purpose of branching and iteration in the function `countRow`.

.....
.....
.....
.....
.....
..... [3]

25

- (v) The function `checkWon()` takes `answerGrid` and `puzzle` as parameters and compares each element in the grids. If they are identical, it returns `true`, otherwise returns `false`.

```

01 function checkWon(puzzle)
02   for row = 0 to 4
03     for column = 0 to 4
04       if puzzle[row, column] == answerGrid[row, column] then
05         return false
06       endif
07     next column
08   next row
09   return true
10 endfunction

```

There are **three** logic errors in the function `checkWon`.

State the line number of each error and give the corrected line.

Error 1 line number

Error 1 correction

Error 2 line number

Error 2 correction

Error 3 line number

Error 3 correction

[3]

- (d) Juan wants to create a program that will generate new Nonograms with different grid sizes. For example a Nonogram with a 10×10 grid or a 5×20 grid.

Describe how the program could be written to automatically generate a new Nonogram.

.....

.....

.....

.....

.....

.....

.....

.....

.....

..... [4]

END OF QUESTION PAPER

ADDITIONAL ANSWER SPACE

If you need extra space you should use the following lined pages. The question numbers must be clearly shown in the margins.

A large rectangular area with a solid vertical line on the left side and horizontal dotted lines across the rest of the page, providing space for writing answers.



Copyright Information

OCR is committed to seeking permission to reproduce all third-party content that it uses in its assessment materials. OCR has attempted to identify and contact all copyright holders whose work is used in this paper. To avoid the issue of disclosure of answer-related information to candidates, all copyright acknowledgements are reproduced in the OCR Copyright Acknowledgements Booklet. This is produced for each series of examinations and is freely available to download from our public website (www.ocr.org.uk) after the live examination series. If OCR has unwittingly failed to correctly acknowledge or clear any third-party content in this assessment material, OCR will be happy to correct its mistake at the earliest possible opportunity.

For queries or further information please contact The OCR Copyright Team, The Triangle Building, Shaftesbury Road, Cambridge CB2 8EA.

OCR is part of the Cambridge Assessment Group; Cambridge Assessment is the brand name of University of Cambridge Local Examinations Syndicate (UCLES), which is itself a department of the University of Cambridge.