



GCSE

3500U20-1

THURSDAY, 25 MAY 2023 – AFTERNOON

COMPUTER SCIENCE

Unit 2: Computational Thinking and Programming

2 hours plus your additional time allowance

ADDITIONAL MATERIALS

You will require the electronic answer booklet (EAD) for this examination and other files for certain questions, all of which should be pre-installed on your examination account.

Your computer should be pre-installed with text editing software, a word processing package and a functional copy of the Greenfoot IDE version 2.4.2.

INSTRUCTIONS TO CANDIDATES

You will need to enter your answers to certain questions within the electronic answer document provided.

You will need to create a new plain text file to answer question 2.

You will complete the work for certain questions within the Greenfoot IDE.

Carry out all tasks and save your work regularly.

(Turn over)

INFORMATION FOR CANDIDATES

The total number of marks available for this examination is 60.

The number of marks is given in brackets at the end of each question or part-question.

You are reminded of the need for good English and orderly, clear presentation in your answers.

1. State the effect of the following HTML tags. [5 marks]

(a) `<i>`

(b) ``

(c) `<hr>`

(d) `<blockquote>`

(e) `<p>`

Enter your answers in the electronic answer document.

2. A draft design for an HTML web page is shown below. [10 marks]

Electric Vehicles

Researching Electric Vehicles? Would you like to know more about:

- **Zero emissions**
- **Low environmental impact**
- **High Performance**

Click the link below to find out more:

www.EV.wjec.co.uk

2. The design was then improved to provide the formatting and content shown.

Electric Vehicle Information

ELECTRIC VEHICLES

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- 3 (a) Complete the table in the electronic answer document to show all the outputs of the following assembly language program with the inputs 4 and 3: [4 marks]**

INP

STA first

OUT

INP

STA second

OUT

LDA first

OUT

SUB second

OUT

HLT

DAT first

DAT second

- (b) Write an assembly language program which accepts three numerical inputs and adds them together. The program should only output the total. [6 marks]**

Enter your program into the electronic answer document.

(Turn over)

```
1  Declare Car
2    currentNumber is integer
3    maxNo is integer
4    minNo is integer
5    total is integer
6    . . .
7    set currentNumber = 0
8    set maxNo = 0
9    set minNo = 999
10   set total = 0
11   set mean = 0.0
12   for i = 1 to 24
13     . . .
14     input currentNumber
15     if currentNumber > maxNo then
16       maxNo = currentNumber
17     . . .
18     if currentNumber < minNo then
19       . . .
20     endif
21     total = total + currentNumber
22   next i
23   mean = total / 24
24   output "Total:", total
25   output "Mean: ", mean
26   output "Largest: ", maxNo
27   . . .
28 . . .
```

4. An algorithm to count the total number of cars using a section of road in 24 hours is shown opposite. The algorithm should output the largest number of cars in an hour, the smallest number of cars in an hour and the mean number of cars per hour:
- (a) Certain lines are missing from the algorithm, indicated by . . .

Using SIX of the lines of code below, complete this algorithm in the electronic answer document.

[6 marks]

- `if currentNumber < minNo then`
- `members = TRUE`
- `output "Enter a reading for this hour:"`
- `endif`
- `mean is real`
- `minNo = currentNumber`
- `End Subroutine`
- `output "Smallest:" , minNo`

- (b) Explain why the use of self-documenting identifiers is important when writing code. [3 marks]

(Turn over)

4 (c) In a certain computer there are various search algorithms available for use.

PLACE a cross (X) in the correct box in the electronic answer document to show which algorithm would be the most appropriate for sorted and unsorted data: [2 marks]

Sorted Data

Linear Search

Diagonal Search

Horizontal Search

Binary Search

4 (c)

Unsorted Data

Linear Search

Diagonal Search

Horizontal Search

Binary Search

5. **An algorithm is required to calculate the charging time (in minutes) needed for an electric vehicle to travel a certain distance (in miles).**

The algorithm should:

- **prompt the user to input the number of miles to be travelled**
- **accept the input of the number of miles to be travelled**
- **use the calculation:**
Time = Number of Miles * 1.5
- **output the time calculated**
- **warn the user if the time calculated is over 60 minutes (longer than one hour)**

5. An example of the **INPUT** and output required is shown below.

Input number of miles: 50

Time in minutes: 75

Warning the time calculated is longer than one hour.

**Write an algorithm to meet these requirements.
Enter your algorithm into the electronic answer
document. [6 marks]**

6. A vehicle showroom would like a new scenario created in the Java programming language within the Greenfoot environment. The vehicle showroom will use the scenario as a screen saver. [5 marks]
- (a) Create a new world in the Greenfoot environment called **ADVERT**. Set the background image within this world to a 9 x 9 grid using the image **cell.jpg**
 - (b) Create a new class called **VAN** and set the image of this class to **van.jpg**
 - (c) Populate the world with **TWO VANS**.
 - (d) Enter code into the **VAN** class which will cause the **VANS** to turn and move randomly (as if driving around).
 - (e) Save your completed world as **finalVans**

All of the images you require are in the **Advert \ images** folder.

7. Open the Greenfoot world `WJECCars7` and familiarise yourself with its contents.

Complete the world as instructed below:

[13 marks]

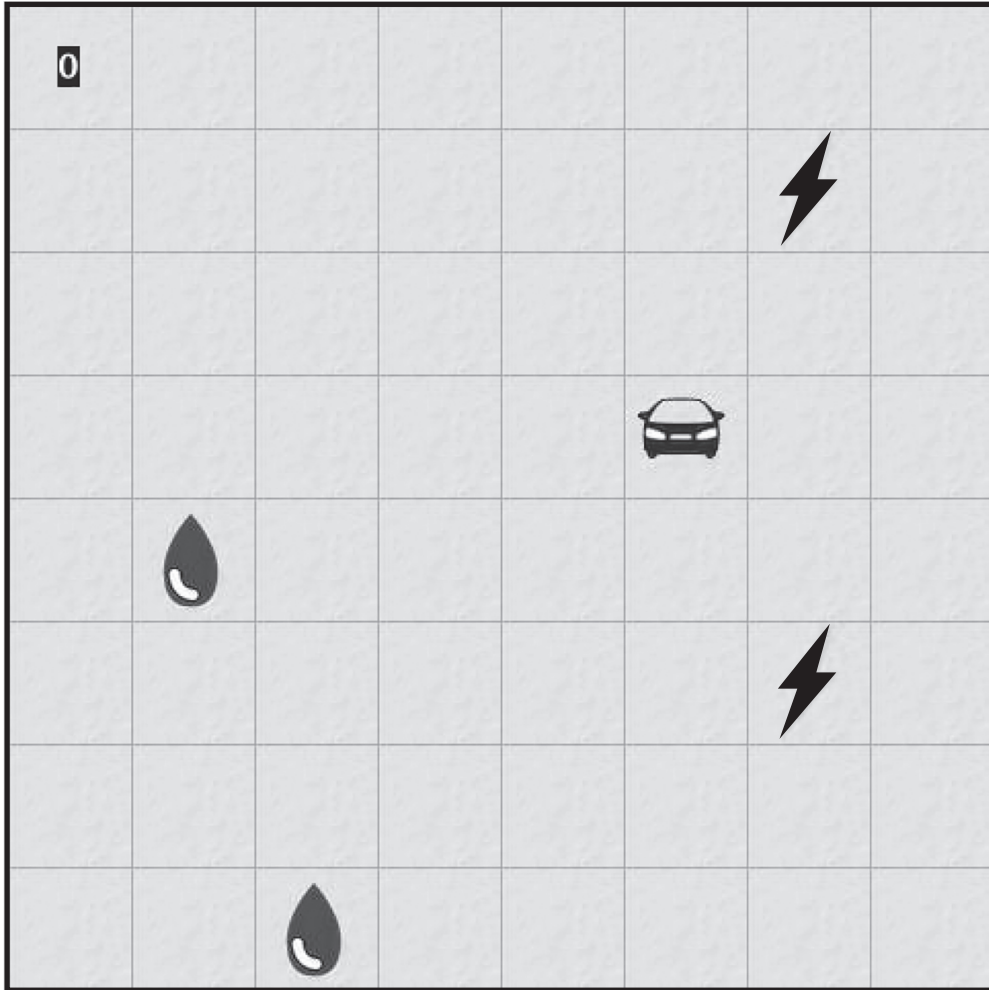
- (a) Populate the world with a single CAR, two or more LIGHTNING bolts and two or more OIL drops.
- (b) Edit the LIGHTNING and OIL objects so that they turn and move around the world at random.
- (c) Edit the CAR object so that it moves at an appropriate speed in the direction of the arrow keys when pressed.
- (d) Edit the CAR object so that it “collects” a LIGHTNING bolt when they collide (removes the lightning from the world).
- (e) Add a sound which will play every time the CAR “collects” a LIGHTNING bolt.

(Turn over)

- 7 (f) **Add a COUNTER. Edit the code so that the COUNTER displays how many LIGHTNING bolts have been “collected”.**

- (g) **Edit the code so that the COUNTER loses a point (1 point is deducted) if the OIL collides with a CAR.**

- (h) **Save your completed world as FinalWJEC Cars7**



END OF PAPER