



# Cambridge IGCSE™

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## COMPUTER SCIENCE

0478/22

Paper 2 Problem-solving and Programming

October/November 2020

1 hour 45 minutes

You must answer on the question paper.

No additional materials are needed.

### INSTRUCTIONS

- Answer **all** questions.
- **Do not attempt Tasks 1, 2 and 3** in the copy of the pre-release material on page 2; these are for information only.
- Use a black or dark blue pen. You may use an HB pencil for any diagrams or graphs.
- Write your name, centre number and candidate number in the boxes at the top of the page.
- Write your answer to each question in the space provided.
- Do **not** use an erasable pen or correction fluid.
- Do **not** write on any bar codes.
- Calculators must **not** be used in this paper.

### INFORMATION

- The total mark for this paper is 50.
- The number of marks for each question or part question is shown in brackets [ ].
- No marks will be awarded for using brand names of software packages or hardware.

This document has **12** pages. Blank pages are indicated.



## Section A

You are advised to spend no longer than 40 minutes answering this section.

Here is a copy of the pre-release material.

DO NOT attempt Tasks 1, 2 and 3 now.

Use the pre-release material and your experience from attempting the tasks before the examination to answer Question 1.

## Pre-release material

An online computer shop sells customised personal computers. Every computer sold includes a basic set of components costing \$200 and additional items can be added from the table:

| Category               | Item code | Description           | Price (\$) |
|------------------------|-----------|-----------------------|------------|
| Case                   | A1        | Compact               | 75.00      |
| Case                   | A2        | Tower                 | 150.00     |
| RAM                    | B1        | 8 GB                  | 79.99      |
| RAM                    | B2        | 16 GB                 | 149.99     |
| RAM                    | B3        | 32 GB                 | 299.99     |
| Main Hard Disk Drive   | C1        | 1 TB HDD              | 49.99      |
| Main Hard Disk Drive   | C2        | 2 TB HDD              | 89.99      |
| Main Hard Disk Drive   | C3        | 4 TB HDD              | 129.99     |
| Solid State Drive      | D1        | 240 GB SSD            | 59.99      |
| Solid State Drive      | D2        | 480 GB SSD            | 119.99     |
| Second Hard Disk Drive | E1        | 1 TB HDD              | 49.99      |
| Second Hard Disk Drive | E2        | 2 TB HDD              | 89.99      |
| Second Hard Disk Drive | E3        | 4 TB HDD              | 129.99     |
| Optical Drive          | F1        | DVD/Blu-Ray Player    | 50.00      |
| Optical Drive          | F2        | DVD/Blu-Ray Re-writer | 100.00     |
| Operating System       | G1        | Standard Version      | 100.00     |
| Operating System       | G2        | Professional Version  | 175.00     |

As well as the basic set of components every computer must include one case, one RAM and one Main Hard Disk Drive from the table.

A computer is supplied with or without an Operating System.

Write and test a program or programs for the online computer shop.

- Your program or programs must include appropriate prompts for the entry of data; data must be validated on entry.
- Error messages and other output need to be set out clearly and understandably.
- All arrays, variables, constants and other identifiers must have meaningful names.

You will need to complete these **three** tasks. Each task must be fully tested.

**Task 1** – Setting up the system and ordering the main items.

Write a program to:

- use arrays to store the item code, description and price
- allow a customer to choose one case, one RAM and one Main Hard Disk Drive
- calculate the price of the computer using the cost of the chosen items and the basic set of components
- store and output the chosen items and the price of the computer.

**Task 2** – Ordering additional items.

Extend TASK 1 to:

- allow a customer to choose whether to purchase any items from the other categories – if so, which item(s)
- update the price of the computer
- store and output the additional items and the new price of the computer.

**Task 3** – Offering discounts.

Extend TASK 2 to:

- apply a 5% discount to the price of the computer if the customer has bought only one additional item
- apply a 10% discount to the price of the computer if the customer has bought two or more additional items
- output the amount of money saved and the new price of the computer after the discount.

1 All variables, constants and other identifiers must have meaningful names.

(a) (i) Identify **one** array you could have used for **Task 1** and state its purpose.

Array .....

Purpose .....

.....

.....

[2]

(ii) Identify **one** variable you could have used for **Task 2** and state its purpose.

Variable .....

Purpose .....

.....

.....

[2]

(iii) Identify **one** constant you could have used for **Task 3** and state its purpose.

Constant .....

Purpose .....

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[2]

(b) Explain the benefits of storing Price as a real data type.

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[2]

(c) Write an algorithm to show how you completed **Task 1**, using **either** pseudocode, programming statements **or** a flowchart. It is not necessary to show initialisation or setting up of arrays in your answer.

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(e) Describe how you could alter your program to allow more than one computer to be bought.

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## Section B

- 2 Tick (✓) **one** box in each row to identify if the statement about subroutines is **true** or **false**.

| Statement  | true<br>(✓) | false<br>(✓) |
|--|-------------|--------------|
| A subroutine is called from within a program.                          |             |              |
| A subroutine is <b>not</b> a complete program.                         |             |              |
| A subroutine is a self-contained piece of code.                        |             |              |
| A subroutine must return a value to the code from which it was called. |             |              |

[2]

- 3 This pseudocode algorithm is used as a validation check.

```

PRINT "Input a number from 1 to 5000"
REPEAT
  INPUT Number
  IF Number < 1 OR Number > 5000
    THEN
      PRINT "Invalid number, please try again"
    ENDF
UNTIL Number >= 1 AND Number <= 5000
PRINT Number, " is within the correct range"

```

Identify **three** different types of test data. For each type, give an example of the test data you would use to test this algorithm and state a reason for your choice of test.

Type of test data 1 .....

Test data .....

Reason .....

.....

Type of test data 2 .....

Test data .....

Reason .....

.....

Type of test data 3 .....

Test data .....

Reason .....

.....

[6]





5 This pseudocode represents an algorithm.

```

REPEAT
  Flag ← 0
  FOR Count ← 0 to 3
    IF Num[Count] < Num[Count + 1]
      THEN
        Store ← Num[Count]
        Num[Count] ← Num[Count + 1]
        Num[Count + 1] ← Store
        Flag ← 1
      ENDIF
  NEXT Count
UNTIL Flag = 0

```

(a) The contents of the array at the start of the algorithm are:

| Num[0] | Num[1] | Num[2] | Num[3] | Num[4] |
|--------|--------|--------|--------|--------|
| 45     | 56     | 30     | 12     | 15     |

Complete the trace table for the algorithm using the data given in the array.

| Flag | Count | Num[0] | Num[1] | Num[2] | Num[3] | Num[4] | Store |
|------|-------|--------|--------|--------|--------|--------|-------|
|      |       | 45     | 56     | 30     | 12     | 15     |       |
|      |       |        |        |        |        |        |       |
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[5]

(b) Describe the purpose of the algorithm.

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..... [2]

6 Draw a flowchart symbol to represent each of the following:

| Input/Output | Decision |
|--------------|----------|
|              |          |

[2]

**Question 7 starts on Page 12.**

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7 The table AUDIOPARTS stores the part number, description, cost and quantity in stock of the items sold by a music shop.

| PartNum | Description                | Cost   | Quantity |
|---------|----------------------------|--------|----------|
| A01     | Compact Amplifier Case     | 50.00  | 15       |
| A02     | Deluxe Amplifier Case      | 75.00  | 1        |
| A03     | Amplifier Standard         | 79.99  | 48       |
| A04     | Amplifier Midrange         | 149.99 | 50       |
| A05     | Amplifier Megablaster      | 299.99 | 48       |
| S01     | Tweeter                    | 59.99  | 10       |
| S02     | Midrange Woofer            | 99.99  | 0        |
| S03     | Subwoofer                  | 139.99 | 16       |
| S04     | Tower Speaker Basic        | 159.99 | 25       |
| S05     | Tower Speaker Skyscraper   | 219.99 | 9        |
| S06     | Centre Speaker             | 149.99 | 25       |
| S07     | Soundbar                   | 89.99  | 2        |
| S20     | Soundbar                   | 129.99 | 0        |
| S21     | Ceiling Surround Speaker   | 75.00  | 15       |
| S22     | Ceiling Full Range Speaker | 100.00 | 1        |
| S25     | Surround Speaker           | 100.00 | 60       |
| T19     | Speaker Stands (Pair)      | 75.00  | 60       |

(a) State the number of records in the table AUDIOPARTS

..... [1]

(b) Identify the field that is most suitable to be a primary key and give a reason for your choice.

Fieldname .....

Reason .....

.....

.....

[2]

(c) Complete the query-by-example grid to show the items where the quantity in stock is fewer than 10. Show all the fields from the database table in descending order of cost.

|           |                          |                          |                          |                          |
|-----------|--------------------------|--------------------------|--------------------------|--------------------------|
| Field:    |                          |                          |                          |                          |
| Table:    |                          |                          |                          |                          |
| Sort:     |                          |                          |                          |                          |
| Show:     | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Criteria: |                          |                          |                          |                          |
| or:       |                          |                          |                          |                          |