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<table>
<thead>
<tr>
<th>Question</th>
<th>Answer</th>
<th>Marks</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 (a) (i)</td>
<td>TYPE LinkedList &lt;br&gt; (DECLARE) Surname : STRING &lt;br&gt; (DECLARE) Ptr : INTEGER &lt;br&gt; ENDTYPE &lt;br&gt; Accept: &lt;br&gt; LinkedList : RECORD &lt;br&gt; Surname : STRING &lt;br&gt; Ptr : INTEGER &lt;br&gt; ENDRECORD &lt;br&gt; Accept: &lt;br&gt; TYPE LinkedList = RECORD &lt;br&gt; Surname : STRING &lt;br&gt; Ptr : INTEGER &lt;br&gt; ENDTYPE / ENDRECORD &lt;br&gt; Accept: &lt;br&gt; STRUCTURE LinkedList &lt;br&gt; (DECLARE) Surname : STRING &lt;br&gt; (DECLARE) Ptr : INTEGER &lt;br&gt; ENDSTUCTURE &lt;br&gt; Accept AS / OF instead of :</td>
<td>3</td>
</tr>
<tr>
<td>(ii)</td>
<td>(DECLARE) <strong>SurnameList[1:5000]</strong> : LinkedList &lt;br&gt; Accept AS / OF instead of : &lt;br&gt; Accept () instead of [] &lt;br&gt; Accept without lower bound &lt;br&gt; Index separator can be , : ...</td>
<td>2</td>
</tr>
<tr>
<td>(b) (i)</td>
<td>Wu &lt;br&gt; Accept with quotes</td>
<td>1</td>
</tr>
<tr>
<td>(ii)</td>
<td>6</td>
<td>1</td>
</tr>
<tr>
<td>(c) (i)</td>
<td>IsFound + relevant description &lt;br&gt; BOOLEAN</td>
<td>2</td>
</tr>
<tr>
<td>Question</td>
<td>Answer</td>
<td>Marks</td>
</tr>
<tr>
<td>----------</td>
<td>--------</td>
<td>-------</td>
</tr>
</tbody>
</table>
| (ii)     | Accept () instead of []<br> 01 Current ← StartPtr<br> 02 IF Current = 0<br> 03 THEN<br> 04 OUTPUT "Empty List" (or similar message)  
(accept without quotes) Reject "Error"  
05 ELSE<br> 06 IsFound ← FALSE<br> 07 INPUT ThisSurname<br> 08 REPEAT<br> 09 IF SurnameList[Current].Surname = ThisSurname<br> 10 THEN<br> 11 IsFound ← TRUE<br> 12 OUTPUT "Surname found at position ", Current<br> 13 ELSE<br> 14 // move to the next list item<br> 15 Current ← SurnameList[Current].Ptr<br> 16 ENDIF<br> 17 UNTIL IsFound = TRUE OR Current = 0<br> 18 IF IsFound = FALSE<br> 19 THEN<br> 20 OUTPUT "Not Found"
21 ENDIF<br> 22 ENDIF |
|          | Accept = for assignment | 6 |
| 2 (a) (i) | A procedure which is defined in terms of itself // A procedure which makes a call to itself // A procedure that calls itself | 1 |
| (ii)     | 08 // 8 | 1 |
### Question (b) (i)

<table>
<thead>
<tr>
<th>Index</th>
<th>Item</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>9</td>
</tr>
<tr>
<td>2</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td></td>
</tr>
</tbody>
</table>

Note: Final mark only if no additional entries in table
Accept last row to show all final values

### Answer

<table>
<thead>
<tr>
<th>MyList</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 2 3 4 5 6 7 8 9 10</td>
</tr>
<tr>
<td>3 5 8 9 13 16 27 0 0 0</td>
</tr>
</tbody>
</table>

### Question (b) (ii)

Any one from:
- Deletes/removes parameter value/Item (from the array `MyList`)
- Overwrites `Item` by moving subsequent items up/down/across/left or right

// Deletes the first entry (in `MyList`) that equals or is bigger than `Item`

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Mark as follows:
Label F_TRAILER  1
Label TRANS  1

Customer box (Accept label Customer) 1
Hire box (Accept label Hire) 1

Customer fields : Customer Name, CustomerID/IDnumber 1
Hire fields: Car Reg 1
Hire fields: Hire start date, Number of days hired 1

accept level 5 fields in any order
Ignore parent
<table>
<thead>
<tr>
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<th>Answer</th>
<th>Marks</th>
</tr>
</thead>
<tbody>
<tr>
<td>(b)</td>
<td></td>
<td>5</td>
</tr>
</tbody>
</table>

Mark as follows:

- Selection symbol x 2 (Car-hire / No car-hire) 1
- Labelling for CAR_HIRE/NO_HIRE (accept similar labels*) 1
- Labelling for Car registration and Car total / Total hires 1
- Iteration symbol for HIRE (accept in HIRE_LIST as a BOD) 1
- Labelling for start date and number of days (as per diagram) 1

* For CAR_HIRE label:
Accept: Hires / hired / Car data / hire data / hire record / one or more hires
### Question 4

**4 (a) (i)**

a03, h07, a23

accept in any order, must be lower case

---

**4 (a) (ii)**

The car must pass (both) brake test and tyres test

---

**4 (b)**

retestAllowed(ThisCar)

1

\[
\text{If (testBrakes(ThisCar, pass) and testTyres(ThisCar, fail))} \quad 1
\]

or (testBrakes(ThisCar, fail) and testTyres(ThisCar, pass))

1

(one mark per bold underlined all correct)

accept another variable instead of ThisCar, but must be same throughout.

---

**4 (c) (i)**

a07

[p03]

must be []

must be lower case, but don’t penalise twice, so follow through from part(b)

---

**4 (c) (ii)**

[p05, m04]

---

**4 (c) (iii)**

[]

---

**4 (d)**

[]

---

### Question 5

**5 (a) (i)**

<table>
<thead>
<tr>
<th>Mark</th>
<th>Description</th>
<th>Expected result (Grade)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Normal</td>
<td>FAIL/PASS/MERIT/DISTINCTION</td>
<td></td>
</tr>
<tr>
<td>Abnormal</td>
<td>Error</td>
<td></td>
</tr>
<tr>
<td>Extreme/Boundary</td>
<td>FAIL/PASS/MERIT/DISTINCTION</td>
<td></td>
</tr>
</tbody>
</table>

3 × (mark + matching grade)

for abnormal data accept negative values, non-integer values, Expected Result: Error

0 and marks above 100 are still acceptable values

Do not accept FAIL in expected result column for Abnormal data

**5 (a) (ii)**

(The programmer is) concerned only with the input (i.e. the mark) to the function and monitoring the expected output (i.e. the grade)

// can compare expected result and actual result

---

**5 (b)**

Exception:

1. situation causing a crash / run-time error / fatal error

2. code which is called when a run-time error occurs

3. … to avoid the program terminating/crashing

---
<table>
<thead>
<tr>
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</tr>
</thead>
</table>
| (c)      | 1 Open a non-existent file  
2 Directory path does not exist  
3 Attempt to read past the end of the file // attempt to read an empty file  
4 Array subscript is out of range  
5 Non-integer value / corrupt data read  
6 File already open in a different mode // wrong file permissions | Max 3 |
| (d) (i)  | 09 // 9 | 1 |
| (ii)     | 1 Line 11 catches exceptions (only) between lines 05 and 10  
2 Line 11 stops the program from crashing  
3 Different exception types recognised  
4 Each exception type has an appropriate message output  
5 The program language has an (object) type EXCEPTION  
6 ThisException is the instance of EXCEPTION which has been raised  
7 EXCEPTION objects have a ‘Message’ property  
// the message property for ThisException is  
“Arithmetic operation resulted in an overflow” | Max 3 |

Max 3 marks if extra states/transitions added.

![Diagram of a game with states and transitions]
<table>
<thead>
<tr>
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<th>Answer</th>
<th>Marks</th>
</tr>
</thead>
</table>
| (b) (i) | Mark as follows:  
1. Declaration for array (character or string data type)  
2. FOR loop for x going from 1 to 8, generating column index used in array  
3. FOR loop for y going from 1–2, 3–6, 7–8 (Accept all squares being set to 'E' and then overwritten with 'B', 'W' respectively)  
4. Setting squares to 'B', 'E', 'W' (must be in quotes, accept single or double) | 4 |
| (ii) | Mark as follows:  
1. Procedure heading and declaration of 2 local variables  
2. Establishing the stopper colour – opposite to the mover  
3. Test for piece in column 1 (x>1) // column 8 (x<8)  
4. Test for 'E'  
5. Correct method for moving left // for moving right  
6. until edge of board reached  
7. until other colour (stopper colour) encountered  
8. until own colour encountered (PieceColour)  
9. Correct output for cell indexes (accept for moving in 1 direction only)  
10. including the ‘REMOVE’ message | Max 5  
Note: must use given parameter identifiers: PieceColour, xCurrent, yCurrent |
| (c) (i) | Classes could be designed for:  
• the board  
• a piece  
Containment (Board contains Pieces)  
The pieces are instances/objects (of the Piece class) | Max 2 |
<table>
<thead>
<tr>
<th>Question</th>
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<th>Marks</th>
</tr>
</thead>
<tbody>
<tr>
<td>(ii)</td>
<td>Accept any reasonable answer, for example:</td>
<td>Max 2</td>
</tr>
</tbody>
</table>

**BOARD class:**

- **Properties:**
  - Number of squares / size / dimensions
  - Current state of all squares

- **Methods:**
  - Set the starting board
  - Capture the finishing state of the board
  - Display the state of the board after each move

**PIECE class:**

- **Properties:**
  - Starting x position
  - Starting y position
  - Current x position
  - Current y position
  - Colour
  - State / Removed / Active

- **Methods:**
  - Move piece
  - Remove piece

Mark as follows:
- Two correct responses are worth 1 mark

Accept other classes: Game, Player
Programming code

6 (b) (i)

**VB.NET**

Dim Board(8, 8) As Char
Dim Row, Column As Integer
For Row = 1 To 2
    For Column = 1 To 8
        Board(Row, Column) = "B"
    Next
Next
For Row = 3 To 6
    For Column = 1 To 8
        Board(Row, Column) = "E"
    Next
Next
For Row = 7 To 8
    For Column = 1 To 8
        Board(Row, Column) = "W"
    Next
Next

**PASCAL**

var Row, Column : integer;
    Board : array[1..8, 1..8] of char;
begin
    for Row := 1 to 2 do
        for Column := 1 to 8 do
            Board[Row, Column] := 'B';
    for Row := 3 to 6 do
        for Column := 1 to 8 do
            Board[Row, Column] := 'E';
    for Row := 7 to 8 do
        for Column := 1 to 8 do
            Board[Row, Column] := 'W';
end.
PYTHON
Board = [['' for j in range(9)] for i in range(9)]
for Row in range(1, 3):
    for Column in range(1, 9):
        Board[Row][Column] = "B"
for Row in range(3, 7):
    for Column in range(1, 9):
        Board[Row][Column] = "E"
for Row in range(7, 9):
    for Column in range(1, 9):
        Board[Row][Column] = "W"

Alternative declarations of Board array:

Board = [[''] * 9 for i in range(9)]

Board = [[]]
for i in range(9):
    for j in range(9):
        Board.append('')

Instead of initialising with empty string, could initialise with 'E'. this would then only require 'B' and 'W' loops later.

For example:

Board = [['E'] * 9 for i in range(9)]  // Board =[['E']*9]*9
for Row in range(1, 3):
    for Column in range(1, 9):
        Board[Row][Column] = "B"
for Row in range(7, 9):
    for Column in range(1, 9):
        Board[Row][Column] = "W"

Board =[]
for i in range(9):
    Board.append(['E']*9)
6 (b) (ii)

VB.NET

Sub ValidMoves(ByVal PieceColour As Char, ByVal xCurrent As Integer, ByVal yCurrent As Integer)
    Dim i As Integer
    Dim StopperColour As Char
    Dim NoFurther As Boolean
    If PieceColour = "B" Then
        StopperColour = "W"
    Else
        StopperColour = "B"
    End If
    Console.WriteLine("Possible moves are : ")
    If xCurrent <> 1 Then
        Console.WriteLine("Moving LEFT . . .")
        i = xCurrent – 1
        NoFurther = False
        Do
            If Board(i, yCurrent) = "E" Then
                Console.WriteLine(i & " " & yCurrent)
            End If
            If Board(i, yCurrent) = StopperColour Then
                Console.WriteLine(i & " " & yCurrent & " REMOVE PIECE")
                NoFurther = True
            End If
            i = i – 1
        Loop Until i = 0 Or NoFurther = True
    End If
    If xCurrent <> 8 Then
        Console.WriteLine("Moving RIGHT . . .")
        i = xCurrent + 1
        NoFurther = False
        Do
            If Board(i, yCurrent) = "E" Then
                Console.WriteLine(i & " " & yCurrent)
            End If
            If Board(i, yCurrent) = StopperColour Then
                Console.WriteLine(i & " " & yCurrent & " REMOVE PIECE")
                NoFurther = True
            End If
            i = i + 1
        Loop Until i = 9 Or NoFurther = True
    End If
End Sub
PASCAL
procedure ValidMoves(PieceColour : char; xCurrent, yCurrent : integer);
var StopperColour : char;
i : integer;
NoFurther : boolean;
begin
  if (PieceColour = 'B') then
    StopperColour := 'W'
  else
    StopperColour := 'B';
  writeln('Possible moves are : ');
  if (xCurrent <> 1) then
  begin
    writeln('Moving LEFT . . . ');
    i := xCurrent - 1;
    NoFurther := false;
    repeat
      if (Board[i, yCurrent] = 'E') then
        writeln(intToStr(i) + ' ' + intToStr(yCurrent));
      if (Board[i, yCurrent] = StopperColour) then
      begin
        writeln(intToStr(i) + ' ' + intToStr(yCurrent) + ' REMOVE PIECE');
        NoFurther := true;
      end;
      i := i - 1;
    until ((i = 0) or (NoFurther = true));
  end;
  if (xCurrent <> 8) then
  begin
    writeln('Moving RIGHT . . . ');
    i := xCurrent + 1;
    NoFurther := false;
    repeat
      if (Board[i, yCurrent] = 'E') then
        writeln(intToStr(i) + ' ' + intToStr(yCurrent));
      if (Board[i, yCurrent] = StopperColour) then
      begin
        writeln(intToStr(i) + ' ' + intToStr(yCurrent) + ' REMOVE PIECE');
        NoFurther := true;
      end;
      i := i + 1;
    until ((i = 9) or (NoFurther = true));
  end;
end;
def ValidMoves(PieceColour, xCurrent, yCurrent) :
    if PieceColour == "B" :
        StopperColour = "W"
    else :
        StopperColour = "B"
    print("Possible moves are : ")
    if xCurrent != 1 :
        print("Moving LEFT . . .")
        i = xCurrent - 1
        NoFurther = False
        while i > 0 and NoFurther == False :
            if Board[i][yCurrent] == "E" :
                print(str(i) + " " + str(yCurrent))
            if Board[i][yCurrent] == StopperColour :
                print(str(i) + " " + str(yCurrent) + " REMOVE PIECE")
                NoFurther = True
            i = i - 1
    if xCurrent != 8 :
        print("Moving RIGHT . . .")
        i = xCurrent + 1
        NoFurther = False
        while i < 9 and NoFurther == False :
            if Board[i][yCurrent] == "E" :
                print(str(i) + " " + str(yCurrent))
            if Board[i][yCurrent] == StopperColour :
                print(str(i) + " " + str(yCurrent) + " REMOVE PIECE")
                NoFurther = True
            i = i + 1