This material should be given to the relevant teachers and candidates as soon as it has been received at the Centre.

READ THESE INSTRUCTIONS FIRST

Candidates should use this material in preparation for the examination. Candidates should attempt the practical programming tasks using their chosen high-level, procedural programming language.
In preparation for the examination candidates should attempt the following practical tasks by writing and testing a program(s).

The headteacher of a school needs a program to record and count the votes for a class captain. Each student in the class will be allowed one vote. There can be up to 30 students in a class.

Write and test a program for the headteacher.

• Your program must include appropriate prompts for the entry of data.
• Error messages and other output need to be set out clearly.
• All 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 – Set up the voting

Each class can choose from up to four different students as candidates for their class captain. Set up a routine that allows:

• between two and four different candidate names to be input and stored
• the candidate names to be displayed with a number (1, 2, 3 or 4) beside each name
• a choice of 1, 2, 3 or 4 to be entered to record a vote; all other entries are rejected
• up to four totals set to zero ready to record the votes
• a maximum of 30 votes to be cast

TASK 2 – Record and count each vote

Input a number 1, 2, 3 or 4; add 1 to the appropriate total.

Output the name of the candidate voted for or output ‘invalid vote’ if a vote is rejected.

TASK 3 – Show the result

When all the votes have been cast, display the candidates’ names with their totals in descending order of totals. If there is a clear winner, display the candidate’s name with the words ‘NEW CLASS CAPTAIN’ beside it; otherwise display ‘NO OVERALL WINNER’.