
AS
COMPUTER SCIENCE
7516/1

Paper 1

Mark scheme

June 2022

Version: 1.0 Final



Mark schemes are prepared by the Lead Assessment Writer and considered, together with the relevant questions, by a panel of subject teachers. This mark scheme includes any amendments made at the standardisation events which all associates participate in and is the scheme which was used by them in this examination. The standardisation process ensures that the mark scheme covers the students' responses to questions and that every associate understands and applies it in the same correct way. As preparation for standardisation each associate analyses a number of students' scripts. Alternative answers not already covered by the mark scheme are discussed and legislated for. If, after the standardisation process, associates encounter unusual answers which have not been raised they are required to refer these to the Lead Examiner.

It must be stressed that a mark scheme is a working document, in many cases further developed and expanded on the basis of students' reactions to a particular paper. Assumptions about future mark schemes on the basis of one year's document should be avoided; whilst the guiding principles of assessment remain constant, details will change, depending on the content of a particular examination paper.

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AS Computer Science

Paper 1 (7516/1) – applicable to all programming languages A, B, C, D and E

June 2022

The following annotation is used in the mark scheme:

- ;** - means a single mark
- //** - means alternative response
- /** - means an alternative word or sub-phrase
- A.** - means acceptable creditworthy answer
- R.** - means reject answer as not creditworthy
- NE.** - means not enough
- I.** - means ignore
- DPT.** - means "Don't penalise twice". In some questions a specific error made by a candidate, if repeated, could result in the loss of more than one mark. The **DPT** label indicates that this mistake should only result in a candidate losing one mark, on the first occasion that the error is made. Provided that the answer remains understandable, subsequent marks should be awarded as if the error was not being repeated.

Level of response marking instructions

Level of response mark schemes are broken down into levels, each of which has a descriptor. The descriptor for the level shows the average performance for the level. There are marks in each level.

Before you apply the mark scheme to a student's answer read through the answer and annotate it (as instructed) to show the qualities that are being looked for. You can then apply the mark scheme.

Step 1 Determine a level

Start at the lowest level of the mark scheme and use it as a ladder to see whether the answer meets the descriptor for that level. The descriptor for the level indicates the different qualities that might be seen in the student's answer for that level. If it meets the lowest level then go to the next one and decide if it meets this level, and so on, until you have a match between the level descriptor and the answer. With practice and familiarity you will find that for better answers you will be able to quickly skip through the lower levels of the mark scheme.

When assigning a level you should look at the overall quality of the answer and not look to pick holes in small and specific parts of the answer where the student has not performed quite as well as the rest. If the answer covers different aspects of different levels of the mark scheme you should use a best fit approach for defining the level and then use the variability of the response to help decide the mark within the level, ie if the response is predominantly level 3 with a small amount of level 4 material it would be placed in level 3 but be awarded a mark near the top of the level because of the level 4 content.

Step 2 Determine a mark

Once you have assigned a level you need to decide on the mark. The descriptors on how to allocate marks can help with this. The exemplar materials used during standardisation will help. There will be an answer in the standardising materials which will correspond with each level of the mark scheme. This answer will have been awarded a mark by the Lead Examiner. You can compare the student's answer with the example to determine if it is the same standard, better or worse than the example. You can then use this to allocate a mark for the answer based on the Lead Examiner's mark on the example.

You may well need to read back through the answer as you apply the mark scheme to clarify points and assure yourself that the level and the mark are appropriate.

Indicative content in the mark scheme is provided as a guide for examiners. It is not intended to be exhaustive and you must credit other valid points. Students do not have to cover all of the points mentioned in the Indicative content to reach the highest level of the mark scheme.

An answer which contains nothing of relevance to the question must be awarded no marks.

Examiners are required to assign each of the candidate's responses to the most appropriate level according to **its overall quality**, and then allocate a single mark within the level. When deciding upon a mark in a level, examiners should bear in mind the relative weightings of the assessment objectives.

eg

In question **05**, the marks available are as follows:

AO1 (knowledge)	1 mark
AO2 (analyse)	1 mark

In question **13.1**, the marks available for the AO3 elements are as follows:

AO3 (design)	2 marks
AO3 (programming)	6 marks

In question **14.1**, the marks available for the AO3 elements are as follows:

AO3 (design)	3 marks
AO3 (programming)	9 marks

Where a candidate's answer only reflects one element of the AO, the maximum mark they can receive will be restricted accordingly.

Section A

Qu	Marks																																																																			
01	<p>5 marks for AO2 (apply)</p> <table border="1" data-bbox="486 443 1177 1272"> <thead> <tr> <th>S</th> <th>X</th> <th>Y</th> <th>P</th> <th>Z</th> <th>List[Z]</th> </tr> </thead> <tbody> <tr> <td>38</td> <td>0</td> <td>18</td> <td>-1</td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>9</td> <td>51</td> </tr> <tr> <td></td> <td></td> <td>8</td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>4</td> <td>25</td> </tr> <tr> <td></td> <td>5</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>6</td> <td>36</td> </tr> <tr> <td></td> <td>7</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>7</td> <td>42</td> </tr> <tr> <td></td> <td></td> <td>6</td> <td></td> <td></td> <td></td> </tr> <tr> <td colspan="5">Result:</td> <td>-1</td> </tr> </tbody> </table> <p>1 mark for each correct set of values in the correct sequence (boxed in red); A. entries within a boxed area sharing a row (e.g. 9 and 8 on the same row). Max 4 if any errors</p>	S	X	Y	P	Z	List[Z]	38	0	18	-1							9	51			8								4	25		5									6	36		7									7	42			6				Result:					-1	5
S	X	Y	P	Z	List[Z]																																																															
38	0	18	-1																																																																	
				9	51																																																															
		8																																																																		
				4	25																																																															
	5																																																																			
				6	36																																																															
	7																																																																			
				7	42																																																															
		6																																																																		
Result:					-1																																																															

Alternative Answer Layout:

1 mark for each correct set of values in the correct sequence (4 sets boxed in red, 1 set in disjointed boxes in green and shaded light grey);

S	X	Y	P	Z	List[Z]
38	0	18	-1		
				9	51
		8		4	25
	5			6	36
	7			7	42
		6			
Result:					-1

Qu	Marks																											
02	<p>6 marks for AO2 (analyse)</p> <table border="1" data-bbox="395 371 1270 1413"> <thead> <tr> <th data-bbox="395 371 828 450">Event / State</th> <th data-bbox="828 371 1270 450">Label(s): (A) to (I), (w) to (z)</th> </tr> </thead> <tbody> <tr> <td data-bbox="395 450 828 528">Card Payment Mode</td> <td data-bbox="828 450 1270 528">X</td> </tr> <tr> <td data-bbox="395 528 828 607">Enter correct PIN</td> <td data-bbox="828 528 1270 607">F</td> </tr> <tr> <td data-bbox="395 607 828 685">Enter incorrect PIN</td> <td data-bbox="828 607 1270 685">D</td> </tr> <tr> <td data-bbox="395 685 828 763">Insert a coin (except final coin)</td> <td data-bbox="828 685 1270 763">H</td> </tr> <tr> <td data-bbox="395 763 828 842">Insert final coin</td> <td data-bbox="828 763 1270 842">I</td> </tr> <tr> <td data-bbox="395 842 828 920">Insert payment card</td> <td data-bbox="828 842 1270 920">G</td> </tr> <tr> <td data-bbox="395 920 828 999">Paid Mode</td> <td data-bbox="828 920 1270 999">Y</td> </tr> <tr> <td data-bbox="395 999 828 1077">Payment Due Mode</td> <td data-bbox="828 999 1270 1077">Z</td> </tr> <tr> <td data-bbox="395 1077 828 1155">Press Accept</td> <td data-bbox="828 1077 1270 1155">E</td> </tr> <tr> <td data-bbox="395 1155 828 1234">Press Cancel</td> <td data-bbox="828 1155 1270 1234">C</td> </tr> <tr> <td data-bbox="395 1234 828 1312">Press + Button</td> <td data-bbox="828 1234 1270 1312">A, B</td> </tr> <tr> <td data-bbox="395 1312 828 1413">Select Hours Mode</td> <td data-bbox="828 1312 1270 1413">W</td> </tr> </tbody> </table> <p data-bbox="252 1451 715 1487">1 mark per group of correct labels:</p> <p data-bbox="252 1487 466 1704">X, W F, D H, I, G Y, Z E, C A. € © A, B</p> <p data-bbox="252 1742 715 1816">I. brackets around letters R. any labels used more than once</p> <p data-bbox="252 1845 507 1881">Max 5 if any errors</p>	Event / State	Label(s): (A) to (I), (w) to (z)	Card Payment Mode	X	Enter correct PIN	F	Enter incorrect PIN	D	Insert a coin (except final coin)	H	Insert final coin	I	Insert payment card	G	Paid Mode	Y	Payment Due Mode	Z	Press Accept	E	Press Cancel	C	Press + Button	A, B	Select Hours Mode	W	6
Event / State	Label(s): (A) to (I), (w) to (z)																											
Card Payment Mode	X																											
Enter correct PIN	F																											
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Payment Due Mode	Z																											
Press Accept	E																											
Press Cancel	C																											
Press + Button	A, B																											
Select Hours Mode	W																											

Qu		Marks
03	1	<p>8 marks for AO3 (programming)</p> <p>Mark as follows: 1) Correct variable declarations for C, D, S, T and initialisation;</p> <p>Note to examiners: If a language allows variables to be used without explicit declaration, (eg Python), then this mark should be awarded if the correct variables exist in the program code and the first value they are assigned is of the correct data type.</p> <p>2) Correct WHILE loop syntax allowed by the programming language and correct condition for termination of the loop; 3) Correct generation of two random numbers between 1 and 6 and output within loop; 4) Correct running total assigned to S and updating of T; 5) Correct condition to increment C within the loop; 6) Correct condition to increment D with the loop; 7) Correct calculation of A outside the loop; 8) Correct output outside loop;</p> <p>I. case</p> <p>Max 7 if code does not function correctly</p>

03	2	<p>Mark is for AO3 (evaluate)</p> <p>**** SCREEN CAPTURE **** Must match code from 03.1. Code for 03.1 must be sensible.</p> <p>As this output is from a random number generator, the output from candidates will not be the values below. However: Output should show two digits between 1 and 6 on each line except the final line. On the final line it should show the correct number of lines containing at least one 6, number of doubles and another integer. Number of lines containing at least one 6 and/or number of doubles must be 3</p> <p>Screen capture showing:</p> <pre>1 5 4 3 3 1 4 2 2 2 3 3 1 6 6 5 3 5 6 3 3 2 3 >>></pre> <p>I. missing spaces A. each digit on a new line</p>	1
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Section B

Qu		Marks	
04	1	<p>Mark is for AO1 (knowledge)</p> <p>Integer / int;</p>	1
04	2	<p>Mark is for AO2 (analyse)</p> <p>Line / Row / Column / ErrorCount / ResponseNumber;</p> <p>A. GRID_SIZE (Python only) R. Digit R. if any additional code R. if spelt incorrectly I. case and spacing</p>	1
05		<p>1 mark for AO1 (knowledge) and 1 mark for AO2 (analyse)</p> <p>Identifier (AO2): OK / InputError / Finished / Solved / Correct / Incomplete; Data type (AO1): Boolean / bool;</p> <p>R. if any additional code R. if spelt incorrectly I. case and spacing</p>	2
06	1	<p>Mark is for AO2 (analyse)</p> <p>(Stores the string equivalent of User's) score;</p>	1
06	2	<p>3 marks for AO2 (analyse)</p> <p>It stores (the string equivalent of) the number of digits/attempts/guesses/answers the player has placed/made // stores (the string equivalent of) the number of steps made (towards a solution);</p> <p>Max 1</p> <p>It is incremented every time a digit is accepted / valid; If the user has placed a digit // if the user has placed one or more digits: ... the (user's attempted) solution can be checked; ... the partial solution can be saved; ... the digit is placed into the (Answer) array at the correct position; ... the user's solution is displayed before exiting the program; ... the score is displayed;</p> <p>Max 2</p>	3

07		<p>2 marks for AO3 (design)</p> <p>Row/Column heading numbers need to be extended; Row/Column headers formatted to occupy two positions; Sub-grid lines need to be extended horizontally; I. vertically Grid lines need to be extended horizontally; I. vertically Sub-grid lines need to be after 4 rows / columns // column / row need to be divisible by 4 for sub-grid lines // the 3s need to be changed to 4s;</p> <p>R. reference to alterations outside the <code>DisplayGrid</code> subroutine.</p> <p>Max 2</p>	2
08		<p>2 marks for AO1 (understand)</p> <p>Breaking down a/the problem into a number of sub-problems; So that each sub-problem accomplishes an identifiable task; Each of these sub-problems might be decomposed further;</p> <p>Max 2</p>	2
09	1	<p>2 marks for AO1 (understand)</p> <p>Definite iteration: the number of iterations is known (at the time of execution); Indefinite iteration: the number of iterations depends on a condition (that is tested before / after each iteration);</p> <p>NE. indefinite iteration: number of iterations not known</p>	2
09	2	<p>Mark is for AO2 (analyse)</p> <p><code>ResetDataStructures / LoadSolution / ResetAnswer / TransferAnswerIntoGrid / DisplayGrid / KeepPuzzle / CheckSolution / DisplayResults ;</code></p> <p>R. if any additional code R. if spelt incorrectly I. case and spacing</p>	1
09	3	<p>Mark is for AO2 (analyse)</p> <p><code>LoadPuzzleFile / TransferPuzzleIntoGrid / LoadPartSolvedPuzzle / SolvePuzzle / GetMenuOption / NumberPuzzle;</code></p> <p>R. if any additional code R. if spelt incorrectly I. case and spacing</p>	1

10	1	<p>2 marks for AO1 (understand)</p> <p>To stop a program from crashing; To deal with (an anticipated) <u>run-time</u> error A. clear description of an example of a run-time error; To avoid structure of code becoming too complex as a result of trying to check for potential errors before they might occur;</p> <p>Max 2</p>	2
10	2	<p>2 marks for AO2 (analyse) 1 mark for identifier and 1 mark for exception</p> <p>LoadPuzzleFile – file does not exist // index error if more lines in file than Puzzle can accommodate; LoadSolution – file does not exist // not enough lines in file; TransferPuzzleIntoGrid – input conversion error // index error if string length < 3; LoadPartSolvedPuzzle – file does not exist // index error if more lines in file than Answer can accommodate; SolvePuzzle – row/column/1st character/2nd character entered not a digit/number/integer // input conversion error;</p> <p>A. KeepPuzzle – file does not exist (Java only) A. readLine – end of file (Java only)</p> <p>A. other exceptions that could occur</p> <p>R. if any additional code R. if spelt incorrectly I. case and spacing</p> <p>Max 2</p>	2
11	1	<p>Mark is for AO1 (knowledge)</p> <p>Named / (reference to) identifier / callable 'out of line' block of code (that may be called by simply writing its name in a program statement);</p> <p>A. subroutine is used to give a block of code a name (and this name can be used to execute this group of statements)</p>	1
11	2	<p>Mark is for AO2 (analyse)</p> <p>LoadPuzzle is called more than once (from NumberPuzzle and also from LoadPartSolvedPuzzle) // DisplayGrid is called more than once (from within SolvePuzzle) // ResetDataStructures is called more than once (from NumberPuzzle and twice from LoadPuzzle);</p> <p>A. readLine / print is called more than once (Java only) NE. 'called more than once' without an appropriate subroutine name</p>	1

11	3	<p>Mark is for AO1 (understanding)</p> <p>Saves time as code can be written once and called in many places; Reduced storage space of (source) code; Reduces testing time as less code to test; Avoids errors because code cannot be written differently if it is used in multiple places; Program code will be easier to understand / maintain;</p> <p>MAX 1</p>	1
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11	4	<p>2 marks for AO2 (analyse)</p> <table border="1" style="margin-left: 20px;"> <thead> <tr> <th style="text-align: center;">Box</th> <th style="text-align: center;">Label</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">(a)</td> <td>ResetDataStructures</td> </tr> <tr> <td style="text-align: center;">(b)</td> <td>LoadPuzzleFile</td> </tr> <tr> <td style="text-align: center;">(c)</td> <td>LoadSolution</td> </tr> <tr> <td style="text-align: center;">(d)</td> <td>TransferPuzzleIntoGrid</td> </tr> </tbody> </table> <p>1 mark for 2 correct labels 2 marks for 4 correct labels</p> <p>A. labels written in different order I. case and spacing R. if any additional code R. if spelt incorrectly</p>	Box	Label	(a)	ResetDataStructures	(b)	LoadPuzzleFile	(c)	LoadSolution	(d)	TransferPuzzleIntoGrid	2
Box	Label												
(a)	ResetDataStructures												
(b)	LoadPuzzleFile												
(c)	LoadSolution												
(d)	TransferPuzzleIntoGrid												

Section C

Qu		Marks	
12	1	<p>7 marks for AO3 (programming)</p> <p>Marking guidance:</p> <p>Evidence of AO3 programming – 7 points:</p> <p>Evidence of programming to look for in response:</p> <ol style="list-style-type: none"> 1. Loop structure; 2. Check through each element of <code>Puzzle</code> // check <code>Puzzle</code> until end of entries reached // check until a protected cell is found; 3. Compare first two characters of <code>CellInfo</code> with first two characters of <code>Puzzle</code> line // compare the string values of <code>Row</code> and <code>Column</code> with the first two characters of the <code>Puzzle</code> line; 4. If protected cell found ...; 5. ... give appropriate error message to user A. 'Invalid input' <u>also</u> being output; 6. Only if it is not a protected cell update content of cell; DPT. Incorrect identification of a protected cell 7. Code in correct place in <code>SolvePuzzle</code>; <p>Max 6 if any errors</p>	7

12	2	<p>Mark is for AO3 (evaluate)</p> <p>**** SCREEN CAPTURE ****</p> <p>Must match code from 12.1, including prompts on screen capture matching those in code. Code for 12.1 must be sensible.</p> <p>Screen capture showing:</p> <pre> Enter your choice: S 1 2 3 4 5 6 7 8 9 ===.===.=== ===.===.=== ===.===.=== 1 8 . . 5 7 2 9 . . 5 . 7 . 4 3 4 . 1 . 7 . 6 . . . ===.===.=== ===.===.=== ===.===.=== 4 . . 7 . . 1 . 6 5 1 . 7 . 4 . . 6 . . 3 6 6 . 5 . 8 . . 1 . . ===.===.=== ===.===.=== ===.===.=== 7 . . . 1 . . 4 . 9 8 . . 2 . . 7 . . 1 9 2 5 . . 6 ===.===.=== ===.===.=== ===.===.=== Enter row column digit: (Press Enter to stop) 117 You can't change a protected cell Enter row column digit: (Press Enter to stop) 323 You can't change a protected cell Enter row column digit: (Press Enter to stop) 993 You can't change a protected cell Enter row column digit: (Press Enter to stop) 853 </pre>	1
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      1 2 3 4 5 6 7 8 9
    |===.===.===|===.===.===|===.===.===|
1 | 8 . . 5 | . . | . . 7 |
  |.....|.....|.....|
2 | 9 . . | 5 . 7 . 4 | . . |
  |.....|.....|.....|
3 | 4 . 1 . 7 | . 6 . | . . |
  |===.===.===|===.===.===|===.===.===|
4 | . . | 7 . . | 1 . 6 . |
  |.....|.....|.....|
5 | 1 . 7 . | 4 . . 6 | . . 3 |
  |.....|.....|.....|
6 | 6 . 5 . 8 | . . 1 | . . |
  |===.===.===|===.===.===|===.===.===|
7 | . . | . 1 . | . 4 . 9 |
  |.....|.....|.....|
8 | . . | 2 . 3 . 7 | . . 1 |
  |.....|.....|.....|
9 | 2 . . | . . | 5 . . 6 |
  |===.===.===|===.===.===|===.===.===|

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Enter row column digit:
(Press Enter to stop)
854

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      1 2 3 4 5 6 7 8 9
    |===.===.===|===.===.===|===.===.===|
1 | 8 . . 5 | . . | . . 7 |
  |.....|.....|.....|
2 | 9 . . | 5 . 7 . 4 | . . |
  |.....|.....|.....|
3 | 4 . 1 . 7 | . 6 . | . . |
  |===.===.===|===.===.===|===.===.===|
4 | . . | 7 . . | 1 . 6 . |
  |.....|.....|.....|
5 | 1 . 7 . | 4 . . 6 | . . 3 |
  |.....|.....|.....|
6 | 6 . 5 . 8 | . . 1 | . . |
  |===.===.===|===.===.===|===.===.===|
7 | . . | . 1 . | . 4 . 9 |
  |.....|.....|.....|
8 | . . | 2 . 4 . 7 | . . 1 |
  |.....|.....|.....|
9 | 2 . . | . . | 5 . . 6 |
  |===.===.===|===.===.===|===.===.===|

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A. grid displaying between incorrect attempts

Qu		Marks
13	1	<p>2 marks for AO3 (design) and 6 marks for AO3 (programming)</p> <p>Marking guidance:</p> <p>Evidence of AO3 design – 2 points:</p> <p>Evidence of design to look for in response:</p> <ol style="list-style-type: none"> 1. Identify the need for a loop containing a conditional statement; 2. Recognise that subgrid boundaries need to be considered; <p>Note: AO3 (design) points are for selecting appropriate techniques to use to solve the problem, so should be credited whether the syntax of programming language statements is correct or not and regardless of whether the solution works.</p> <p>Evidence of AO3 programming – 6 points:</p> <p>Evidence of programming to look for in response:</p> <ol style="list-style-type: none"> 3. Subroutine heading with correct parameters and return value; 4. Check both row and column for duplicate I. failing to check location at which digit is to be placed; 5. Correctly calculate all subgrid boundaries; 6. Check each digit in any subgrid for duplicate (<i>does not depend on MP5 above</i>); 7. Call in correct place in <code>SolvePuzzle</code> so that grid updated only under correct circumstances / if digit is valid / if subroutine returns true R. if returned value not used; 8. Give appropriate error message (under at least some correct circumstances and is never displayed when it shouldn't be) A. error message in <code>DuplicateDigit</code>; <p>Max 7 if any errors</p>

13	2	<p>Mark is for AO3 (evaluate)</p> <p>**** SCREEN CAPTURE **** Must match code from 13.1, including prompts on screen capture matching those in code. Code for 13.1 must be sensible.</p> <p>Screen capture showing:</p> <pre> Enter your choice: S 1 2 3 4 5 6 7 8 9 ===.===.=== ===.===.=== ===.===.=== 1 8 . . 5 7 2 9 . . 5 . . 4 3 4 . 1 . . 6 . . . ===.===.=== ===.===.=== ===.===.=== 4 . . 7 . . 1 . 6 5 1 . . 4 . . 6 . . 3 6 . 5 . 8 . . 1 . . ===.===.=== ===.===.=== ===.===.=== 7 . . . 1 . . 4 . 9 8 . . 2 . . 7 . . 1 9 2 5 . . 6 ===.===.=== ===.===.=== ===.===.=== </pre> <p>Enter row column digit: (Press Enter to stop) 178 Duplicate digit Enter row column digit: (Press Enter to stop) 819 Duplicate digit Enter row column digit: (Press Enter to stop) 124 Duplicate digit Enter row column digit: (Press Enter to stop) 989 Duplicate digit Enter row column digit: (Press Enter to stop) 555</p>	1
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	1	2	3	4	5	6	7	8	9
	8	.	.	5	7
1	9	.	.	5	.	.	4	.	.
2	4	.	1	.	.	6	.	.	.
3	.	.	.	7	.	.	1	.	6
4	1	.	.	4	.	5	.	6	.
5	.	5	.	8	.	.	1	.	.
6	1	.	.	4	.
7	.	.	.	2	.	.	7	.	.
8	2	5	.	.
9	2	5	.	.

14	1	3 marks for AO3 (design) and 9 marks for AO3 (programming)	12												
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 10%;">Level</th> <th style="width: 60%;">Description</th> <th style="width: 30%;">Mark Range</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">3</td> <td>A line of reasoning has been followed to arrive at a logically structured working or almost fully working programmed solution. All of the appropriate design decisions have been taken.</td> <td style="text-align: center;">9–12</td> </tr> <tr> <td style="text-align: center;">2</td> <td>There is evidence that a line of reasoning has been partially followed. There is evidence of some appropriate design work. This is a partially working programmed solution.</td> <td style="text-align: center;">5–8</td> </tr> <tr> <td style="text-align: center;">1</td> <td>An attempt has been made to write the subroutine <code>ClearEntries</code>. Some appropriate programming statements have been written. There is little evidence to suggest that a line of reasoning has been followed or that the solution has been designed. The statements written may or may not be syntactically correct and the subroutines will have very little or none of the extra required functionality. It is unlikely that any of the key design elements of the task have been recognised.</td> <td style="text-align: center;">1–4</td> </tr> </tbody> </table>				Level	Description	Mark Range	3	A line of reasoning has been followed to arrive at a logically structured working or almost fully working programmed solution. All of the appropriate design decisions have been taken.	9–12	2	There is evidence that a line of reasoning has been partially followed. There is evidence of some appropriate design work. This is a partially working programmed solution.	5–8	1	An attempt has been made to write the subroutine <code>ClearEntries</code> . Some appropriate programming statements have been written. There is little evidence to suggest that a line of reasoning has been followed or that the solution has been designed. The statements written may or may not be syntactically correct and the subroutines will have very little or none of the extra required functionality. It is unlikely that any of the key design elements of the task have been recognised.	1–4
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<p>Marking guidance:</p> <p>Evidence of AO3 design – 3 marks:</p> <p>Evidence of design to look for in response:</p> <ol style="list-style-type: none"> 1) Recognise a loop required that repeats depending on value entered by user. 2) Dealing with non-integer input. 3) Attempt to identify minus sign / negative number in input. <p>Note: AO3 (design) points are for selecting appropriate techniques to use to solve the problem, so should be credited whether the syntax of programming language statements is correct or not and regardless of whether the solution works.</p> <p>Evidence of AO3 programming – 9 marks:</p> <p>Evidence of programming to look for in response:</p> <ol style="list-style-type: none"> 4) Create <code>ClearEntries</code> subroutine with correct parameters. 5) Extract number of cells to be cleared. 6) Extract row/column from entry in <code>Answer</code> within loop. 7) Extract row and column from entry in <code>Answer</code> within loop. 8) Replace entry in <code>PuzzleGrid</code> with <u>space</u> within loop DPT. incorrect row and/or column 9) Correct number of cells cleared if number to clear is less than or equal to number of entries DPT. incorrect string used to clear in MP8 10) Correct number of cells cleared in all circumstances. 11) Update answer count in <code>Answer[2]</code>. 12) Display grid after subroutine call. 															

		Max 11 if code does not function correctly	
14	2	<p>Mark is for AO3 (evaluate)</p> <p>**** SCREEN CAPTURE ****</p> <p>Must match code from 14.1, including prompts on screen capture matching those in code. Code for 14.1 must be sensible.</p> <p>Enter your choice: S</p> <pre> 1 2 3 4 5 6 7 8 9 ===.===.=== ===.===.=== ===.===.=== 1 8 . . 5 7 2 9 . . 5 . 7 . 4 3 4 . 1 . 7 . 6 . . . ===.===.=== ===.===.=== ===.===.=== 4 . . 7 . . 1 . 6 5 1 . 7 . 4 . . 6 . . 3 6 6 . 5 . 8 . . 1 . . ===.===.=== ===.===.=== ===.===.=== 7 . . . 1 . . 4 . 9 8 . . 2 . . 7 . . 1 9 2 5 . . 6 ===.===.=== ===.===.=== ===.===.=== </pre> <p>Enter row column digit: (Press Enter to stop) -x not a valid integer Enter row column digit: (Press Enter to stop) -1</p>	1

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	1	2	3	4	5	6	7	8	9
1	8	.	.	5		.	.	.	7
2	9	.	.			5	.	7	.
3	4	.	1	.		7	.	6	.
4	.	.	.			7	.	.	
5	1	.	.	.		4	.	.	6
6	6	.	5	.		8	.	.	1
7	1	.	
8	.	.	.			2	.	.	7
9	2	5

Enter row column digit:
 (Press Enter to stop)
 -5

	1	2	3	4	5	6	7	8	9
1	8	.	.	5		.	.	.	7
2	9	.	.			5	.	7	.
3	4	.	1	.		7	.	6	.
4	.	.	.			7	.	.	
5	1	.	.	.		4	.	.	6
6	.	.	5	.		8	.	.	1
7	1	.	
8	.	.	.			2	.	.	7
9	2	5

VB.Net

<p>03</p>	<p>1</p>	<pre> Sub Main() Dim Rnd As Random = New Random() Dim C As Integer = 0 ' Dim D As Integer = 0 ' Dim S As Integer = 0 ' Dim T As Integer = 0 ' MP1 While C < 3 And D < 3 ' MP2 T += 1 ' Dim N1 As Integer = Rnd.Next(1, 7) ' Dim N2 As Integer = Rnd.Next(1, 7) ' MP3 Console.WriteLine(\$"{N1} {N2}") ' S = S + N1 + N2 ' MP4 If N1 = 6 Or N2 = 6 Then ' C += 1 ' MP5 End If If N1 = N2 Then ' D += 1 ' MP6 End If End While Dim A As Integer = S \ (T * 2) ' MP7 Console.WriteLine(\$"{C} {D} {A}") ' MP8 Console.ReadLine() End Sub </pre>	<p>8</p>
<p>12</p>	<p>1</p>	<pre> Sub SolvePuzzle(PuzzleGrid(,) As Char, Puzzle() As String, Answer() As String) Dim CellInfo As String Dim InputError As Boolean Dim Digit As Char Dim Row, Column As Integer DisplayGrid(PuzzleGrid) If PuzzleGrid(0, 0) <> "X" Then Console.WriteLine("No puzzle loaded") Else Console.WriteLine("Enter row column digit: ") Console.WriteLine("(Press Enter to stop)") CellInfo = Console.ReadLine() While CellInfo <> EMPTY_STRING InputError = False If CellInfo.Length <> 3 Then InputError = True Else Digit = CellInfo(2) Try Row = Int32.Parse(CellInfo(0)) Catch InputError = True End Try Try Column = Int32.Parse(CellInfo(1)) Catch InputError = True End Try If (Digit < "1") Or (Digit > "9") Then InputError = True End If End If End While If InputError Then Console.WriteLine("Invalid input") Else </pre>	<p>7</p>

	<pre> ' MP7: code inserted in correct place Dim ProtectedCell As Boolean = False Dim Line As Integer = 0 While Not ProtectedCell And Puzzle(Line) <> EMPTY_STRING ' MP1 ' MP2 If Puzzle(Line)(0) = Row.ToString() And Puzzle(Line)(1) = Column.ToString() Then ' MP3 ProtectedCell = True End If Line += 1 End While If ProtectedCell Then ' MP4 Console.WriteLine("You can't change a protected cell.") ' MP5 Else ' MP6 PuzzleGrid(Row, Column) = Digit Answer(2) = (Int32.Parse(Answer(2)) + 1).ToString() Answer(Int32.Parse(Answer(2)) + 2) = CellInfo DisplayGrid(PuzzleGrid) End If End If Console.WriteLine("Enter row column digit: ") Console.WriteLine("(Press Enter to stop)") CellInfo = Console.ReadLine() End While End If End Sub </pre>	
<p>13 1</p>	<pre> Function DuplicateDigit(PuzzleGrid(,) As Char, Row As Integer, Column As Integer, Digit As Char) As Boolean ' MP3 Dim duplicateFound As Boolean = False Dim i As Integer For i = 1 To GRID_SIZE ' MP1 If PuzzleGrid(i, Column) = Digit Or PuzzleGrid(Row, i) = Digit Then duplicateFound = True ' MP4 End If Next Dim endr As Integer = ((Row - 1) \ 3 + 1) * 3 ' MP2 Dim endc As Integer = ((Column - 1) \ 3 + 1) * 3 Dim r, c As Integer For r = endr - 2 To endr For c = endc - 2 To endc ' MP5 If PuzzleGrid(r, c) = Digit Then duplicateFound = True ' MP6 End If Next Next Return duplicateFound End Function Sub SolvePuzzle(PuzzleGrid(,) As Char, Puzzle() As String, Answer() As String) Dim CellInfo As String Dim InputError As Boolean Dim Digit As Char Dim Row, Column As Integer DisplayGrid(PuzzleGrid) If PuzzleGrid(0, 0) <> "X" Then Console.WriteLine("No puzzle loaded") Else Console.WriteLine("Enter row column digit: ") Console.WriteLine("(Press Enter to stop)") End If End Sub </pre>	<p>8</p>

```

CellInfo = Console.ReadLine()
While CellInfo <> EMPTY_STRING
  InputError = False
  If CellInfo.Length <> 3 Then
    InputError = True
  Else
    Digit = CellInfo(2)
    Try
      Row = Int32.Parse(CellInfo(0))
    Catch
      InputError = True
    End Try
    Try
      Column = Int32.Parse(CellInfo(1))
    Catch
      InputError = True
    End Try
    If (Digit < "1") Or (Digit > "9") Then
      InputError = True
    End If
  End If
  If InputError Then
    Console.WriteLine("Invalid input")
  Else
    ' MP7: call subroutine in correct place
    If DuplicateDigit(PuzzleGrid, Row, Column, Digit) Then
      Console.WriteLine("Duplicate digit entered.") ' MP8
    Else
      PuzzleGrid(Row, Column) = Digit
      Answer(2) = (Int32.Parse(Answer(2)) + 1).ToString()
      Answer(Int32.Parse(Answer(2)) + 2) = CellInfo
      DisplayGrid(PuzzleGrid)
    End If
  End If
  Console.WriteLine("Enter row column digit: ")
  Console.WriteLine("(Press Enter to stop)")
  CellInfo = Console.ReadLine()
End While
End If
End Sub

Alternative Solution DuplicateDigit subroutine:

Function DuplicateDigit(PuzzleGrid(,) As Char, Row As Integer, Column As Integer,
Digit As Char) As Boolean ' MP3
  Dim duplicateFound As Boolean = False
  Dim i As Integer
  For i = 1 To GRID_SIZE ' MP1
    If PuzzleGrid(i, Column) = Digit Or PuzzleGrid(Row, i) = Digit Then
      duplicateFound = True ' MP4
    End If
  Next
  Dim startR As Integer = ((Row - 1) \ 3) * 3 + 1 ' MP2
  Dim startC As Integer = ((Column - 1) \ 3) * 3 + 1
  Dim r, c As Integer
  For r = startR To startR + 2
    For c = startC To startC + 2 '' MP5
      If PuzzleGrid(r, c) = Digit Then
        duplicateFound = True ' MP6
      End If
    Next
  Next
Next

```

		<pre> Return duplicateFound End Function </pre>	
14	1	<pre> Sub ClearEntries(PuzzleGrid(,) As Char, Answer() As String, EntriesToClear As Integer) 'MP4 Dim Line, Row, Column As Integer Dim CellInfo As String If EntriesToClear > Int32.Parse(Answer(2)) Then 'MP9 EntriesToClear = Int32.Parse(Answer(2)) 'MP10 End If For i As Integer = 0 To EntriesToClear - 1 'MP1 ' loop won't execute if Answer(2) = "0" Line = Int32.Parse(Answer(2)) + 2 CellInfo = Answer(Line) Row = Int32.Parse(CellInfo(0)) 'MP6 Column = Int32.Parse(CellInfo(1)) 'MP7 PuzzleGrid(Row, Column) = SPACE 'MP8 Answer(2) = (Int32.Parse(Answer(2)) - 1).ToString() 'MP11 Next End Sub Sub SolvePuzzle(PuzzleGrid(,) As Char, Puzzle() As String, Answer() As String) Dim CellInfo As String Dim InputError As Boolean Dim Digit As Char Dim Row, Column As Integer DisplayGrid(PuzzleGrid) If PuzzleGrid(0, 0) <> "X" Then Console.WriteLine("No puzzle loaded") Else Console.WriteLine("Enter row column digit: ") Console.WriteLine("(Press Enter to stop)") CellInfo = Console.ReadLine() While CellInfo <> EMPTY_STRING InputError = False If CellInfo(0) = "-" Then 'MP3 Try Dim EntriesToClear As Integer = Int32.Parse(CellInfo) * - 1 'MP5 ClearEntries(PuzzleGrid, Answer, EntriesToClear) DisplayGrid(PuzzleGrid) 'MP12 Catch ex As Exception 'MP2 Console.WriteLine("Invalid number of entries to be cleared.") End Try Else If CellInfo.Length <> 3 Then InputError = True Else Digit = CellInfo(2) Try Row = Int32.Parse(CellInfo(0)) Catch InputError = True End Try Try Column = Int32.Parse(CellInfo(1)) Catch InputError = True End Try If (Digit < "1") Or (Digit > "9") Then InputError = True End If End If End If End While End If End Sub </pre>	12

```

    End If
    If InputError Then
        Console.WriteLine("Invalid input")
    Else
        PuzzleGrid(Row, Column) = Digit
        Answer(2) = (Int32.Parse(Answer(2)) + 1).ToString()
        Answer(Int32.Parse(Answer(2)) + 2) = CellInfo
        DisplayGrid(PuzzleGrid)
    End If
End If
End If
End If
Console.WriteLine("Enter row column digit: ")
Console.WriteLine("(Press Enter to stop)")
CellInfo = Console.ReadLine()
End While
End If
End Sub

Alternative Solution
Sub ClearEntries(PuzzleGrid(,) As Char, Answer() As String, EntriesToClear As Integer)
    Dim Line, Row, Column As Integer
    Dim CellInfo As String
    Line = Int32.Parse (Answer(2)) + 2
    While EntriesToClear > 0 And Line > 2
        CellInfo = Answer(Line)
        Row = Int32.Parse(CellInfo(0))
        Column = Int32.Parse(CellInfo(1))
        PuzzleGrid(Row, Column) = SPACE
        Answer(2) = (Int32.Parse(Answer(2)) - 1).ToString()
        Line -= 1
        EntriesToClear -= 1
    End While
End Sub

```

Python 3

03	1	<pre>import random C = 0 # D = 0 # S = 0 # T = 0 # MP1 while C < 3 and D < 3: # MP2 T += 1 N1 = random.randint(1,6) # N2 = random.randint(1,6) # MP3 print(N1, N2) # S = S + N1 + N2 # MP4 if N1 == 6 or N2 == 6: # C += 1 # MP5 if N1 == N2: # D += 1 # MP6 A = S // (T*2) # MP7 print(C, D, A) # MP8</pre>	8
----	---	---	---

12	1	<pre> def SolvePuzzle(PuzzleGrid, Puzzle, Answer): DisplayGrid(PuzzleGrid) if PuzzleGrid[0][0] != 'X': print("No puzzle loaded") else: print("Enter row column digit: ") print("(Press Enter to stop)") CellInfo = input() while CellInfo != EMPTY_STRING: InputError = False if len(CellInfo) != 3: InputError = True else: Digit = CellInfo[2] try: Row = int(CellInfo[0]) except: InputError = True try: Column = int(CellInfo[1]) except: InputError = True if (Digit < '1' or Digit > '9'): InputError = True if InputError: print("Invalid input") else: # MP7: code inserted in correct place Protected = False Line = 0 while Puzzle[Line] != EMPTY_STRING: # MP1 MP2 if CellInfo[:2] == Puzzle[Line][:2]: # MP3 Protected = True Line += 1 if Protected: # MP4 print("You can't change a protected cell") # MP5 else: # MP6 PuzzleGrid[Row][Column] = Digit Answer[2] = str(int(Answer[2]) + 1) Answer[int(Answer[2]) + 2] = CellInfo DisplayGrid(PuzzleGrid) print("Enter row column digit: ") print("(Press Enter to stop)") CellInfo = input() return PuzzleGrid, Answer </pre>	7
----	---	---	---

13	1	<pre> def DuplicateDigit(PuzzleGrid, Row, Column, Digit): # MP3 Duplicate = False for X in range(1, GRID_SIZE + 1): # MP1 if PuzzleGrid[X][Column] == Digit: # MP4 Duplicate = True for Y in range(1, GRID_SIZE + 1): if PuzzleGrid[Row][Y] == Digit: # MP4 Duplicate = True SubGridStartX = ((Row - 1) // 3) * 3 + 1 # MP2 SubGridStartY = ((Column - 1) // 3) * 3 + 1 for X in range(SubGridStartX, SubGridStartX + 3): for Y in range(SubGridStartY, SubGridStartY + 3): # MP5 if PuzzleGrid[X][Y] == Digit: Duplicate = True # MP6 return Duplicate def SolvePuzzle(PuzzleGrid, Puzzle, Answer): DisplayGrid(PuzzleGrid) if PuzzleGrid[0][0] != 'X': print("No puzzle loaded") else: print("Enter row column digit: ") print("(Press Enter to stop)") CellInfo = input() while CellInfo != EMPTY_STRING: InputError = False if len(CellInfo) != 3: InputError = True else: Digit = CellInfo[2] try: Row = int(CellInfo[0]) except: InputError = True try: Column = int(CellInfo[1]) except: InputError = True if (Digit < '1' or Digit > '9'): InputError = True if InputError: print("Invalid input") else: if DuplicateDigit(PuzzleGrid, Row, Column, Digit): # MP7 print("Duplicate digit") # MP8 else: PuzzleGrid[Row][Column] = Digit Answer[2] = str(int(Answer[2]) + 1) Answer[int(Answer[2]) + 2] = CellInfo DisplayGrid(PuzzleGrid) print("Enter row column digit: ") print("(Press Enter to stop)") CellInfo = input() return PuzzleGrid, Answer </pre>	8
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14	1	<pre> def ClearEntries(PuzzleGrid, Answer, NumberInput): # MP4 StepsDone = int(Answer[2]) if NumberInput > StepsDone: StepsToRemove = StepsDone # MP10 else: StepsToRemove = NumberInput # MP9 for Count in range(StepsToRemove): # MP1 PreviousStep = Answer[int(Answer[2]) + 2] Row = int(PreviousStep[0]) # MP6 Column = int(PreviousStep[1]) # MP7 PuzzleGrid[Row][Column] = SPACE # MP8 Answer[2] = str(int(Answer[2]) - 1) # MP11 return PuzzleGrid, Answer def SolvePuzzle(PuzzleGrid, Puzzle, Answer): DisplayGrid(PuzzleGrid) if PuzzleGrid[0][0] != 'X': print("No puzzle loaded") else: print("Enter row column digit: ") print("(Press Enter to stop)") CellInfo = input() while CellInfo != EMPTY_STRING: InputError = False if CellInfo[0] == '-': # MP3 try: NumberInput = -int(CellInfo) # MP5 PuzzleGrid, Answer = ClearEntries(PuzzleGrid, Answer, NumberInput) DisplayGrid(PuzzleGrid) # MP12 except: # MP2 print("Not a valid integer") else: if len(CellInfo) != 3: InputError = True else: Digit = CellInfo[2] try: Row = int(CellInfo[0]) Column = int(CellInfo[1]) except: InputError = True if (Digit < '1' or Digit > '9'): InputError = True if InputError: print("Invalid input") else: PuzzleGrid[Row][Column] = Digit Answer[2] = str(int(Answer[2]) + 1) Answer[int(Answer[2]) + 2] = CellInfo DisplayGrid(PuzzleGrid) print("Enter row column digit: ") print("(Press Enter to stop)") CellInfo = input() return PuzzleGrid, Answer </pre>	12
----	---	--	----

Alternative solution

```
while CellInfo != EMPTY_STRING:
    if CellInfo[0] == "-":
        if CellInfo[1:].isdigit():
            PuzzleGrid, Answer = ClearEntries(PuzzleGrid, Answer,
CellInfo[1:])
            DisplayGrid(PuzzleGrid)
        else:
            InputError = False

def ClearEntries(PuzzleGrid, Answer, Steps):
    StepsToRemove = int(Steps)
    for Count in range(StepsToRemove):
        if int(Answer[2]) > 0:
            PreviousStep = Answer[int(Answer[2]) + 2]
            Answer[int(Answer[2]) + 2] = EMPTY_STRING
            Answer[2] = str(int(Answer[2]) - 1)
            Row = int(PreviousStep[0])
            Column = int(PreviousStep[1])
            PuzzleGrid[Row][Column] = SPACE
            #DisplayGrid(PuzzleGrid)
    return PuzzleGrid, Answer
```

Python 2

03	1	<pre> import random C = 0 # D = 0 # S = 0 # T = 0 # MP1 while C < 3 and D < 3: # MP2 T += 1 # N1 = random.randint(1,6) # N2 = random.randint(1,6) # MP3 print N1, N2 # S = S + N1 + N2 # MP4 if N1 == 6 or N2 == 6: # C += 1 # MP5 if N1 == N2: # D += 1 # MP6 A = S // (T*2) # MP7 print C, D, A # MP8 </pre>	8
12	1	<pre> def SolvePuzzle(PuzzleGrid, Puzzle, Answer): DisplayGrid(PuzzleGrid) if PuzzleGrid[0][0] != 'X': print "No puzzle loaded" else: print "Enter row column digit: " print "(Press Enter to stop)" CellInfo = raw_input() while CellInfo != EMPTY_STRING: InputError = False if len(CellInfo) != 3: InputError = True else: Digit = CellInfo[2] try: Row = int(CellInfo[0]) except: InputError = True try: Column = int(CellInfo[1]) except: InputError = True if (Digit < '1' or Digit > '9'): InputError = True if InputError: print "Invalid input" else: # MP7: code inserted in correct place Protected = False Line = 0 while Puzzle[Line] != EMPTY_STRING: # MP1 MP2 if CellInfo[:2] == Puzzle[Line][:2]: # MP3 Protected = True Line += 1 if Protected: # MP4 </pre>	7

		<pre> print("You can't change a protected cell") # MP5 else: # MP6 PuzzleGrid[Row][Column] = Digit Answer[2] = str(int(Answer[2]) + 1) Answer[int(Answer[2]) + 2] = CellInfo DisplayGrid(PuzzleGrid) print "Enter row column digit: " print "(Press Enter to stop)" CellInfo = raw_input() return PuzzleGrid, Answer </pre>	
13	1	<pre> def DuplicateDigit(PuzzleGrid, Row, Column, Digit): # MP3 Duplicate = False for X in range(1, GRID_SIZE + 1): # MP1 if PuzzleGrid[X][Column] == Digit: # MP4 Duplicate = True for Y in range(1, GRID_SIZE + 1): if PuzzleGrid[Row][Y] == Digit: # MP4 Duplicate = True SubGridStartX = ((Row - 1) // 3) * 3 + 1 # MP2 SubGridStartY = ((Column - 1) // 3) * 3 + 1 for X in range(SubGridStartX, SubGridStartX + 3): for Y in range(SubGridStartY, SubGridStartY + 3): # MP5 if PuzzleGrid[X][Y] == Digit: Duplicate = True # MP6 return Duplicate def SolvePuzzle(PuzzleGrid, Puzzle, Answer): DisplayGrid(PuzzleGrid) if PuzzleGrid[0][0] != 'X': print "No puzzle loaded" else: print "Enter row column digit: " print "(Press Enter to stop)" CellInfo = raw_input() while CellInfo != EMPTY_STRING: InputError = False if len(CellInfo) != 3: InputError = True else: Digit = CellInfo[2] try: Row = int(CellInfo[0]) except: InputError = True try: Column = int(CellInfo[1]) except: InputError = True if (Digit < '1' or Digit > '9'): InputError = True if InputError: print "Invalid input" else: # MP7: call subroutine in correct place if DuplicateDigit(PuzzleGrid, Row, Column, Digit): print("Duplicate digit") # MP8 </pre>	8

		<pre> else: PuzzleGrid[Row][Column] = Digit Answer[2] = str(int(Answer[2]) + 1) Answer[int(Answer[2]) + 2] = CellInfo DisplayGrid(PuzzleGrid) print "Enter row column digit: " print "(Press Enter to stop)" CellInfo = raw_input() return PuzzleGrid, Answer </pre>	
14	1	<pre> def ClearEntries(PuzzleGrid, Answer, NumberInput): # MP4 StepsDone = int(Answer[2]) if NumberInput > StepsDone: StepsToRemove = StepsDone # MP10 else: StepsToRemove = NumberInput # MP9 for Count in range(StepsToRemove): # MP1 PreviousStep = Answer[int(Answer[2]) + 2] Row = int(PreviousStep[0]) # MP6 Column = int(PreviousStep[1]) # MP7 PuzzleGrid[Row][Column] = SPACE # MP8 Answer[2] = str(int(Answer[2]) - 1) # MP11 return PuzzleGrid, Answer def SolvePuzzle(PuzzleGrid, Puzzle, Answer): DisplayGrid(PuzzleGrid) if PuzzleGrid[0][0] != 'X': print "No puzzle loaded" else: print "Enter row column digit: " print "(Press Enter to stop)" CellInfo = raw_input() while CellInfo != EMPTY_STRING: InputError = False if CellInfo[0] == '-': # MP3 try: NumberInput = -int(CellInfo) # MP5 PuzzleGrid, Answer = ClearEntries(PuzzleGrid, Answer, NumberInput) DisplayGrid(PuzzleGrid) # MP12 except: # MP2 print("Not a valid integer") else: if len(CellInfo) != 3: InputError = True else: Digit = CellInfo[2] try: Row = int(CellInfo[0]) except: InputError = True try: Column = int(CellInfo[1]) except: InputError = True if (Digit < '1' or Digit > '9'): InputError = True </pre>	12

	<pre>if InputError: print "Invalid input" else: PuzzleGrid[Row][Column] = Digit Answer[2] = str(int(Answer[2]) + 1) Answer[int(Answer[2]) + 2] = CellInfo DisplayGrid(PuzzleGrid) print "Enter row column digit: " print "(Press Enter to stop)" CellInfo = raw_input() return PuzzleGrid, Answer</pre>	
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Pascal

<p>03 1</p>	<pre>{\$APPTYPE CONSOLE} {\$R+} uses SysUtils; var A, C, D, S, T, N1, N2: integer; begin C := 0; // D := 0; // S := 0; // T := 0; // MP1 while (C < 3) and (D < 3) do // MP2 begin T := T + 1; // N1 := random(6) + 1; // N2 := random(6) + 1; // MP3 writeln(N1, N2); // S := S + N1 + N2; // MP4 if (N1 = 6) or (N2 = 6) then // C := C + 1; // MP5 if N1 = N2 then // D := D + 1; // MP6 end; A := S div (T*2); // MP7 writeln(C, D, A); // MP8 readln; end.</pre>	<p>8</p>
<p>12 1</p>	<pre>procedure SolvePuzzle(var PuzzleGrid: TPuzzleGrid; Puzzle: TPuzzle; var Answer: TAnswer); var CellInfo: string; InputError: boolean; Digit: char; Line, Row, Column: integer; Protected: boolean; begin DisplayGrid(PuzzleGrid); if PuzzleGrid[0, 0] <> 'X' then writeln('No puzzle loaded') else begin writeln('Enter row column digit: '); writeln('(Press Enter to stop)'); readln(CellInfo); while CellInfo <> EMPTY_STRING do begin InputError := False; if length(CellInfo) <> 3 then InputError := True else begin Digit := CellInfo[3]; try Row := strToInt(CellInfo[1]); except InputError := True; end; try</pre>	<p>7</p>

	<pre> Column := strToInt(CellInfo[2]); except InputError := True; end; if (Digit < '1') or (Digit > '9') then InputError := True; end; if InputError then writeln('Invalid input') else // MP7 code inserted in correct place begin Protected := False; Line := 0; while Puzzle[Line] <> EMPTY_STRING do // MP1, MP2 begin if (CellInfo[1] = Puzzle[Line][1]) and (CellInfo[2] = Puzzle[Line][2]) then // MP3 Protected := True; Inc(Line); end; if Protected then // MP4 writeln('You can't change a protected cell') // MP5 else // MP6 begin PuzzleGrid[Row, Column] := Digit; Answer[2] := intToStr(strToInt(Answer[2]) + 1); Answer[strToInt(Answer[2]) + 2] := CellInfo; DisplayGrid(PuzzleGrid); end; end; writeln('Enter row column digit: '); writeln('(Press Enter to stop)'); readln(CellInfo); end; end; end;</pre>	
<p>13 1</p>	<pre> function DuplicateDigit(PuzzleGrid: TPuzzleGrid; Row, Column: integer; Digit: string): boolean; // MP3 var Duplicate: boolean; X, Y, SubGridStartX, SubGridStartY: integer; begin Duplicate := False; for X := 1 to GRID_SIZE do // MP1 if PuzzleGrid[X, Column] = Digit then // MP4 Duplicate := True; for Y := 1 to GRID_SIZE do if PuzzleGrid[Row, Y] = Digit then // MP4 Duplicate := True; SubGridStartX := ((Row - 1) div 3) * 3 + 1; // MP2 SubGridStartY := ((Column - 1) div 3) * 3 + 1; for X := SubGridStartX to SubGridStartX + 2 do for Y := SubGridStartY to (SubGridStartY + 2) do // MP5 if PuzzleGrid[X, Y] = Digit then Duplicate := True; // MP6 DuplicateDigit := Duplicate; end; end;</pre>	<p>8</p>

```

procedure SolvePuzzle(var PuzzleGrid: TPuzzleGrid; Puzzle:
TPuzzle; var Answer: TAnswer);
var
  CellInfo: string;
  InputError: boolean;
  Digit: char;
  Row, Column: integer;
begin
  DisplayGrid(PuzzleGrid);
  if PuzzleGrid[0, 0] <> 'X' then
    writeln('No puzzle loaded')
  else
    begin
      writeln('Enter row column digit: ');
      writeln('(Press Enter to stop)');
      readln(CellInfo);
      while CellInfo <> EMPTY_STRING do
        begin
          InputError := False;
          if length(CellInfo) <> 3 then
            InputError := True
          else
            begin
              Digit := CellInfo[3];
              try
                Row := strToInt(CellInfo[1]);
              except
                InputError := True;
              end;
              try
                Column := strToInt(CellInfo[2]);
              except
                InputError := True;
              end;
              if (Digit < '1') or (Digit > '9') then
                InputError := True;
            end;
          if InputError then
            writeln('Invalid input')
          else // MP7: call subroutine in correct place
            if DuplicateDigit(PuzzleGrid, Row, Column, Digit) then
              writeln('Duplicate digit') // MP8
            else
              begin
                PuzzleGrid[Row, Column] := Digit;
                Answer[2] := intToStr(strToInt(Answer[2]) + 1);
                Answer[strToInt(Answer[2]) + 2] := CellInfo;
                DisplayGrid(PuzzleGrid);
              end;
            writeln('Enter row column digit: ');
            writeln('(Press Enter to stop)');
            readln(CellInfo);
          end;
        end;
      end;
    end;
end;

```

14	1	<pre> procedure ClearEntries(var PuzzleGrid: TPuzzleGrid; var Answer: TAnswer; NumberInput: integer); // MP4 var StepsDone, StepsToRemove, Count, Row, Column: integer; PreviousStep: string; begin StepsDone := strToInt(Answer[2]); if NumberInput > StepsDone then StepsToRemove := StepsDone // MP10 else StepsToRemove := NumberInput; // MP9 for Count := 1 to StepsToRemove do // MP1 begin PreviousStep := Answer[strToInt(Answer[2]) + 2]; Row := strToInt(PreviousStep[1]); // MP6 Column := strToInt(PreviousStep[2]); // MP7 PuzzleGrid[Row, Column] := SPACE; // MP8 Answer[2] := intToStr(strToInt(Answer[2]) - 1); // MP11 end; end; procedure SolvePuzzle(var PuzzleGrid: TPuzzleGrid; Puzzle: TPuzzle; var Answer: TAnswer); var CellInfo: string; InputError: boolean; Digit: char; Row, Column, NumberInput: integer; begin DisplayGrid(PuzzleGrid); if PuzzleGrid[0, 0] <> 'X' then writeln('No puzzle loaded') else begin writeln('Enter row column digit: '); writeln('(Press Enter to stop)'); readln(CellInfo); while CellInfo <> EMPTY_STRING do begin InputError := False; if CellInfo[1] = '-' then // MP3 try NumberInput := -strToInt(CellInfo); // MP5 ClearEntries(PuzzleGrid, Answer, NumberInput); DisplayGrid(PuzzleGrid); // MP12 except // MP2 writeln('Not a valid integer') end else begin if length(CellInfo) <> 3 then InputError := True else begin writeln('got past new code'); readln; </pre>	12
----	---	--	----

```
Digit := CellInfo[3];
try
  Row := strToInt(CellInfo[1]);
except
  InputError := True;
end;
try
  Column := strToInt(CellInfo[2]);
except
  InputError := True;
end;
if (Digit < '1') or (Digit > '9') then
  InputError := True;
end;
if InputError then
  writeln('Invalid input')
else
begin
  PuzzleGrid[Row, Column] := Digit;
  Answer[2] := intToStr(strToInt(Answer[2]) + 1);
  Answer[strToInt(Answer[2]) + 2] := CellInfo;
  DisplayGrid(PuzzleGrid);
end;
end;
writeln('Enter row column digit: ');
writeln('(Press Enter to stop)');
readln(CellInfo);
end;
end;
end;
```

C#

<p>03</p>	<p>1</p>	<pre> Random R = new Random(); int C = 0, D = 0, S = 0, T = 0; // MP1 int N1, N2, A; while ((C < 3) && (D < 3)) // MP2 { T++; // N1 = R.Next(1, 7); // N2 = R.Next(1, 7); // MP3 Console.WriteLine(\$"{N1} {N2}"); // S = S + N1 + N2; // MP4 if ((N1 == 6) (N2 == 6)) // { // C++; // MP5 } if (N1 == N2) // { // D++; // MP6 } } A = S / (T * 2); // MP7 Console.WriteLine(\$"{C} {D} {A}"); // MP8 Console.ReadLine(); </pre>	<p>8</p>
<p>12</p>	<p>1</p>	<pre> private static void SolvePuzzle(char[,] puzzleGrid, string[] puzzle, string[] answer) { int row = 0, column = 0; char digit = ' '; DisplayGrid(puzzleGrid); if (puzzleGrid[0, 0] != 'X') { Console.WriteLine("No puzzle loaded"); } else { Console.WriteLine("Enter row column digit: "); Console.WriteLine("(Press Enter to stop)"); string cellInfo = Console.ReadLine(); while (cellInfo != EMPTY_STRING) { bool inputError = false; if (cellInfo.Length != 3) { inputError = true; } else { digit = cellInfo[2]; try { row = Convert.ToInt32(cellInfo[0].ToString()); } catch (Exception) { inputError = true; } } } } } </pre>	<p>7</p>

	<pre> } try { column = Convert.ToInt32(cellInfo[1].ToString()); } catch (Exception) { inputError = true; } if (digit < '1' digit > '9') { inputError = true; } } if (inputError) { Console.WriteLine("Invalid input"); } else { // MP7: code inserted in correct place bool protectedCell = false; int line = 0; while (puzzle[line] != EMPTY_STRING) // MP1, MP2 { if (cellInfo[0] == puzzle[line][0] && cellInfo[1] == puzzle[line][1]) // MP3 { protectedCell = true; } line++; } if (protectedCell) // MP4 { Console.WriteLine("You can't change a protected cell"); // MP5 } else { // MP6 puzzleGrid[row, column] = digit; answer[2] = (Convert.ToInt32(answer[2]) + 1).ToString(); answer[Convert.ToInt32(answer[2]) + 2] = cellInfo; DisplayGrid(puzzleGrid); } Console.WriteLine("Enter row column digit: "); Console.WriteLine("(Press Enter to stop)"); cellInfo = Console.ReadLine(); } } } </pre>	
13	<pre> 1 private static bool DuplicateDigit(char[,] puzzleGrid, int row, int column, char digit) // MP3 { bool duplicate = false; for (int x = 1; x < GRID_SIZE + 1; x++) // MP1 </pre>	8

```

    {
        if (puzzleGrid[x,column] == digit) // MP4
        {
            duplicate = true;
        }
    }
    for (int y = 1; y < GRID_SIZE + 1; y++)
    {
        if (puzzleGrid[row,y] == digit) // MP4
        {
            duplicate = true;
        }
    }
    int subGridStartX = ((row - 1) / 3) * 3 + 1; // MP2
    int subGridStartY = ((column - 1) / 3) * 3 + 1;
    for (int x = subGridStartX; x < subGridStartX + 3; x++)
    {
        for (int y = subGridStartY; y < subGridStartY + 3; y++) //
MP5
        {
            if (puzzleGrid[x, y] == digit)
            {
                duplicate = true; // MP6
            }
        }
    }
    return duplicate;
}

private static void SolvePuzzle(char[,] puzzleGrid, string[]
puzzle, string[] answer)
{
    int row = 0, column = 0;
    char digit = ' ';
    DisplayGrid(puzzleGrid);
    if (puzzleGrid[0, 0] != 'X')
    {
        Console.WriteLine("No puzzle loaded");
    }
    else
    {
        Console.WriteLine("Enter row column digit: ");
        Console.WriteLine("(Press Enter to stop)");
        string cellInfo = Console.ReadLine();
        while (cellInfo != EMPTY_STRING)
        {
            bool inputError = false;
            if (cellInfo.Length != 3)
            {
                inputError = true;
            }
            else
            {
                digit = cellInfo[2];
                try

```

	<pre> { row = Convert.ToInt32(cellInfo[0].ToString()); } catch (Exception) { inputError = true; } try { column = Convert.ToInt32(cellInfo[1].ToString()); } catch (Exception) { inputError = true; } if (digit < '1' digit > '9') { inputError = true; } } if (inputError) { Console.WriteLine("Invalid input"); } else { // MP7: call subroutine in correct place if (DuplicateDigit(puzzleGrid, row, column, digit)) { Console.WriteLine("Duplicate digit"); // MP8 } else { puzzleGrid[row, column] = digit; answer[2] = (Convert.ToInt32(answer[2]) + 1).ToString(); answer[Convert.ToInt32(answer[2]) + 2] = cellInfo; DisplayGrid(puzzleGrid); } } Console.WriteLine("Enter row column digit: "); Console.WriteLine("(Press Enter to stop)"); cellInfo = Console.ReadLine(); } } } </pre>	
<p>14</p>	<p>1 private static void ClearEntries(char[,] puzzleGrid, string[] answer, int numberInput) // MP4</p> <pre> { int stepsToRemove = 0, row, column; string previousStep = ""; int stepsDone = Convert.ToInt32(answer[2]); if (numberInput > stepsDone) { stepsToRemove = stepsDone; // MP10 } else </pre>	<p>12</p>

```

{
    stepsToRemove = numberInput; // MP9
}
for (int count = 0; count < stepsToRemove; count++) // MP1
{
    previousStep = answer[Convert.ToInt32(answer[2]) + 2];
    row = Convert.ToInt32(previousStep[0].ToString()); // MP6
    column = Convert.ToInt32(previousStep[1].ToString()); // MP7
    puzzleGrid[row, column] = SPACE; // MP8
    answer[2] = (Convert.ToInt32(answer[2]) - 1).ToString(); //
MP11
}
}

private static void SolvePuzzle(char[,] puzzleGrid, string[]
puzzle, string[] answer)
{
    int row = 0, column = 0;
    char digit = ' ';
    int numberInput;
    DisplayGrid(puzzleGrid);
    if (puzzleGrid[0, 0] != 'X')
    {
        Console.WriteLine("No puzzle loaded");
    }
    else
    {
        Console.WriteLine("Enter row column digit: ");
        Console.WriteLine("(Press Enter to stop)");
        string cellInfo = Console.ReadLine();
        while (cellInfo != EMPTY_STRING)
        {
            bool inputError = false;
            if (cellInfo[0] == '-') // MP3
            {
                try
                {
                    numberInput = -Convert.ToInt32(cellInfo); // MP5
                    ClearEntries(puzzleGrid, answer, numberInput);
                    DisplayGrid(puzzleGrid); // MP12
                }
                catch (Exception) // MP2
                {
                    Console.WriteLine("Not a valid integer");
                }
            }
            else
            {
                if (cellInfo.Length != 3)
                {
                    inputError = true;
                }
                else
                {
                    digit = cellInfo[2];
                    try

```

```
{
    row = Convert.ToInt32(cellInfo[0].ToString());
}
catch (Exception)
{
    inputError = true;
}
try
{
    column = Convert.ToInt32(cellInfo[1].ToString());
}
catch (Exception)
{
    inputError = true;
}
if (digit < '1' || digit > '9')
{
    inputError = true;
}
}
if (inputError)
{
    Console.WriteLine("Invalid input");
}
else
{
    puzzleGrid[row, column] = digit;
    answer[2] = (Convert.ToInt32(answer[2]) +
1).ToString();
    answer[Convert.ToInt32(answer[2]) + 2] = cellInfo;
    DisplayGrid(puzzleGrid);
}
}
Console.WriteLine("Enter row column digit: ");
Console.WriteLine("(Press Enter to stop)");
cellInfo = Console.ReadLine();
}
}
```

Java

<p>03</p>	<p>1</p>	<pre> Random r = new Random(); int c = 0; // int d = 0; // int s = 0; // int t = 0; // MP1 int n1, n2, a; while ((c < 3) && (d < 3)) // MP2 { t++; // n1 = r.nextInt(6) + 1; // n2 = r.nextInt(6) + 1; // MP3 Console.WriteLine(n1 + " " + n2); // s = s + n1 + n2; // MP4 if ((n1 == 6) (n2 == 6)) // { // c++; // MP5 } if (n1 == n2) // { // d++; // MP6 } } a = s / (t * 2); // MP7 Console.WriteLine(c + " " + d + " " + a); // MP8 </pre>	<p>8</p>
<p>12</p>	<p>1</p>	<pre> void solvePuzzle(char[][] puzzleGrid, String[] puzzle, String[] answer) { String cellInfo; boolean inputError; char digit = ' '; int row = 0, column = 0; displayGrid(puzzleGrid); if (puzzleGrid[0][0] != 'X') { Console.WriteLine("No puzzle loaded"); } else { Console.WriteLine("Enter row column digit: "); Console.WriteLine("(Press Enter to stop)"); cellInfo = Console.ReadLine(); while (!cellInfo.equals(EMPTY_STRING)) { inputError = false; if (cellInfo.length() != 3) { inputError = true; } else { digit = cellInfo.charAt(2); try { // } } } } } </pre>	<p>7</p>

```

        row = Integer.parseInt(cellInfo.charAt(0) +
EMPTY_STRING);
    }
    catch (Exception ex)
    {
        inputError = true;
    }
    try
    {
        column = Integer.parseInt(cellInfo.charAt(1)
+ EMPTY_STRING);
    }
    catch (Exception ex)
    {
        inputError = true;
    }
    if ((digit < '1') || (digit > '9'))
    {
        inputError = true;
    }
}
if (inputError)
{
    Console.WriteLine("Invalid input");
}
else
{
    // MP7: code inserted in correct place
    boolean protectedValue = false;
    int line = 0;
    while (!puzzle[line].equals(EMPTY_STRING)) { //
MP1, MP2
        if (cellInfo.charAt(0) ==
puzzle[line].charAt(0) &&
            cellInfo.charAt(1) ==
puzzle[line].charAt(1)) { // MP3
                protectedValue = true;
            }
            line++;
        }
        if (protectedValue) { // MP4
            Console.WriteLine("You can't change a
protected cell");// MP5
        }
        else
        { // MP6
            puzzleGrid[row][column] = digit;
            answer[2] = (Integer.parseInt(answer[2]) +
1) + EMPTY_STRING;
            answer[Integer.parseInt(answer[2]) + 2] =
cellInfo;

            displayGrid(puzzleGrid);
        }
    }
    Console.WriteLine("Enter row column digit: ");
    Console.WriteLine("(Press Enter to stop)");
    cellInfo = Console.ReadLine();
}

```

		<pre> } } } </pre>	
13	1	<pre> boolean duplicateDigit(char [][] puzzleGrid, int row, int column, char digit) // MP3 { boolean duplicate = false; for (int x = 1; x <= GRID_SIZE; x++) { // MP1 if (puzzleGrid[x][column] == digit) { // MP4 duplicate = true; } } for (int y = 1; y <= GRID_SIZE; y++) { if (puzzleGrid[row][y] == digit) { // MP4 duplicate = true; } } int subGridStartX = ((row - 1) / 3) * 3 + 1; // MP2 int subGridStartY = ((column - 1) / 3) * 3 + 1; for (int x = subGridStartX; x < subGridStartX + 3; x++) { for (int y = subGridStartY; y < subGridStartY + 3; y++) { // MP5 if (puzzleGrid[x][y] == digit) { duplicate = true; // MP6 } } } return duplicate; } void solvePuzzle(char [][] puzzleGrid, String[] puzzle, String[] answer) { String cellInfo; boolean inputError; char digit = ' '; int row = 0, column = 0; displayGrid(puzzleGrid); if (puzzleGrid[0][0] != 'X') { Console.WriteLine("No puzzle loaded"); } else { Console.WriteLine("Enter row column digit: "); Console.WriteLine("(Press Enter to stop)"); cellInfo = Console.ReadLine(); while (!cellInfo.equals(EMPTY_STRING)) { inputError = false; if (cellInfo.length() != 3) { inputError = true; } else { </pre>	8

```

digit = cellInfo.charAt(2);
try
{
    row = Integer.parseInt(cellInfo.charAt(0) +
EMPTY_STRING);
}
catch (Exception ex)
{
    inputError = true;
}
try
{
    column = Integer.parseInt(cellInfo.charAt(1)
+ EMPTY_STRING);
}
catch (Exception ex)
{
    inputError = true;
}
if ((digit < '1' || (digit > '9'))
{
    inputError = true;
}
}
if (inputError)
{
    Console.WriteLine("Invalid input");
}
else
{
    // MP7: call subroutine in correct place
    if (duplicateDigit(puzzleGrid, row, column,
digit)) {
        Console.WriteLine("Duplicate digit");// MP8
    }
    else
    {
...

```

14	1	<pre> void clearEntries(char [][] puzzleGrid, String[] answer, int numberInput) // MP 4 { int stepsToRemove = 0; int stepsDone = Integer.parseInt(answer[2]); if (numberInput > stepsDone) { stepsToRemove = stepsDone; // MP 10 } else { stepsToRemove = numberInput; // MP 9 } for (int count = 0; count < stepsToRemove; count++) { // MP 1 String previousStep = answer[Integer.parseInt(answer[2])+2]; int row = Integer.parseInt(previousStep.charAt(0) + EMPTY_STRING); // MP 6 int column = Integer.parseInt(previousStep.charAt(1) + EMPTY_STRING); // MP 7 puzzleGrid[row][column] = SPACE; // MP 8 answer[2] = (Integer.parseInt(answer[2]) - 1) + EMPTY_STRING; // MP 11 } } void solvePuzzle(char[][] puzzleGrid, String[] puzzle, String[] answer) { String cellInfo; boolean inputError; char digit = ' '; int row = 0, column = 0, numberInput; displayGrid(puzzleGrid); if (puzzleGrid[0][0] != 'X') { Console.WriteLine("No puzzle loaded"); } else { Console.WriteLine("Enter row column digit: "); Console.WriteLine("(Press Enter to stop)"); cellInfo = Console.readLine(); while (!cellInfo.equals(EMPTY_STRING)) { inputError = false; if (cellInfo.charAt(0) == '-') { // MP 3 try { numberInput = - Integer.parseInt(cellInfo); // MP 5 clearEntries(puzzleGrid, answer, numberInput); displayGrid(puzzleGrid); // MP 12 } catch (Exception e) { // MP 2 Console.WriteLine("Not a valid integer"); } } } } } </pre>	12
----	---	---	----

		<pre> } else { if (cellInfo.length() != 3) { inputError = true; } else { digit = cellInfo.charAt(2); } } ...</pre>	
--	--	---	--