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Teacher's Introduction

This resource is designed to support teaching and learning of the A Level AQA specification (for first teaching in September 2015; first exams from June 2017).

These end-of-topic tests are designed as factual tests to check your students' understanding as they complete each topic*. Their primary focus is not to provide exam-style practice, but instead to test the knowledge, skills and understanding required by the AQA specification in a variety of styles and complexities – ranging from simple short-answer questions through to longer essay-style questions.

**The tests could also be used for homework or revision, but their best use is as summative assessments.*

There are a total of 8 tests covering the prescribed specification content for *Paper 1* of the A Level AQA specification – each provided in worksheet format (with answer lines) and a more photocopy-friendly format (without answer lines), to give you flexibility of use.

The majority of tests are worth around 30-40 marks each, so that they can be completed within a single one-hour lesson.

Example answers are provided for every test. *Note that credit should also be given for any valid responses that are not explicitly included in this resource.*

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4.1. Programming – Test 1

1. What data types would you use to best represent the following?
- a) A telephone number [1]
 - b) The name of a company [1]
 - c) The time that a file was last edited [1]
 - d) A set of test results (out of 100) for a class of 50 students [2]
 - e) Membership details of each member at a tennis club [2]

2. a) Describe what is meant by a 'language-defined' function. [2]

.....

.....

.....

- b) Give an example of a language-defined function for each of the following types of task:
- i. Arithmetic [1]
.....
 - ii. String Handling [1]
.....
 - iii. Conversion [1]
.....

3. Consider the following basic pseudo code:

```
NoOfTurns ← Input ← (A)
IF NoOfTurns < 1 Then ← (B)
    Output("Error - must be at least 1")
ELSE
    FOR X ← 1 To NoOfTurns ← (C)
        Output(X)
    ENDFOR
```

Here is a list of statement types that can be used in programming languages:

- Variable declaration
- Constant declaration
- Subroutine
- Assignment
- Iteration
- Selection

Identify what statement type best suits parts A, B and C of the pseudo code above. [3]

A

B

C

4. You are writing a program for a local shop and you have been asked why you intend to use procedures and functions in your design. Give four advantages of using procedures and functions when writing computer programs. [4]

1

.....

2

.....

3

.....

4

.....

5. Explain the difference between a procedure and a function. [2]

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6. There are a number of programming paradigms which each have different advantages and disadvantages.

a) Explain what procedural programming means. [2]

.....

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b) A common process when developing a program using procedural-programming techniques is to define a data type and then write a number of functions which operate on that data type.

i. What would be the object-oriented approach to this process? [2]

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.....

ii. Give three advantages of using object oriented rather than purely procedural-programming languages in the development of large projects. [3]

1

.....

2

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3

.....

c) What is the main difference between a class and an object? [2]

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d) Define the term encapsulation. [2]

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7. The Fibonacci sequence of numbers is defined as:

$$F_n = F_{n-1} + F_{n-2} \text{ where } F_0 = F_1 = 1$$

a) Write a recursive function called *fib* that accepts the number *n* as a parameter and returns the value of F_n . [5]

b) State an advantage and a disadvantage of using recursion to solve a given problem. [2]

Advantage

.....

Disadvantage.....

.....

Total marks = /39