

- 2 Tick (✓) **one** box to show the name of the data structure used to store a collection of data of the same data type.
- A Array

☐
- B Constant

☐
- C Function

☐
- D Variable

☐
- [11]

- 6 State **two** features that should be included to create a maintainable program.
- Give a reason why each feature should be used.

1

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.....

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2

.....

.....

.....

[4]

2 Three uses of arithmetic operators and four results are shown.

Draw one line from each use of arithmetic operator to the correct result.
Not all results will be used.

Use of arithmetic operator	Result
355 DIV 10	5
355 / 10	355
355 MOD 10	35
	35.5

[3]

4 Identify three data types used in programming.

- 1
- 2
- 3

[3]

2 Four descriptions of programming techniques and five programming techniques are given.

Draw one line from each description to the relevant technique. Not all techniques will be used.

Description	Programming technique
adding up a set of numbers	output
displaying the result of a calculation	selection
executing a set of instructions based on a condition	totalling
executing the same set of instructions multiple times	iteration
	counting

[4]

3 Tick (✓) one box to identify the most appropriate data type to store 'M'

A integer	☐
B char	☐
C real	☐
D Boolean	☐

[1]

3 Four operators and **three** types of operator are shown.

Draw **one or more** lines from each operator to its correct operator type.

Operator	Operator type
>=	Boolean
AND	Arithmetic
DIV	Logical
+	

[4]

4 Describe how variables and constants are used in programming.

[3]

[3]

3 Tick (✓) **one** box to identify the operator that returns the quotient of a calculation with the fractional part discarded.

- | | | |
|----------|-----|----------------------|
| A | / | <input type="text"/> |
| B | DIV | <input type="text"/> |
| C | ^ | <input type="text"/> |
| D | MOD | <input type="text"/> |

[1]

1 Tick (✓) **one** box to complete this sentence.

The result of the arithmetic operation 4^2 is

A 2 ☐

B 8 ☐

C 16 ☐

D 42 ☐

[1]