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 ☐

[1]

6 State **two** features that should be included to create a maintainable program.

Give a reason why each feature should be used.

1 .....

.....

.....

.....

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

A `/` ☐

B `DIV` ☐

C `^` ☐

D `MOD` ☐

[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]