

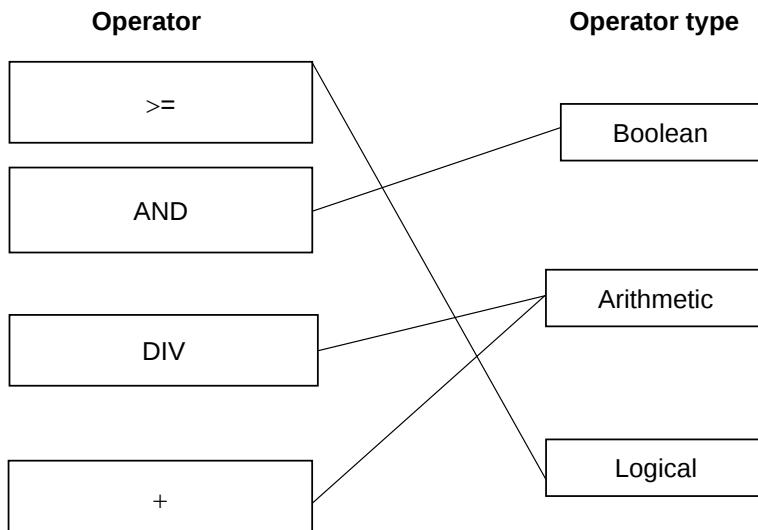
2	A
6	One mark for each correct feature, max two One mark for each correct accompanying reason, max two For example: Meaningful identifiers – to enable the programmer (or future programmers) to easily recognize the purpose of a variable / array / constant // to enable easy tracking of a variable / constant / array through the program Use of comments – to annotate each section of a program so that a programmer can find specific sections / so that the programmer knows the purpose of that section of code Procedures and functions – to make programs modular and easier to update / add functionality

2	One mark for each correct line, max three Use of arithmetic operator 355 DIV 10 355 / 10 355 MOD 10 Result 5 355 35 35.5
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4	One mark for each point max three. - Integer - real - char - string - Boolean
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2	One mark for each correct line Description Programming Technique adding 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
3	B

3

One mark for each correct line

4

One mark for each point **max three**.

- variables / constants are used to store items of data
- the data stored in variables / constants are accessed by an identifier // named data stores
- the value of a variable may change during the execution of a program
- the value of a constant will remain the same during the execution of a program

3

B

1

C