

2212276

by Desmond Nelson

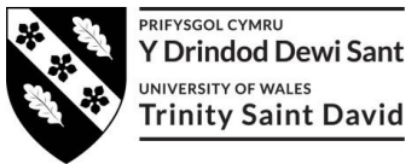
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1
LOCATION: BIRMINGHAM

LEVEL 4

EXAMINATION PERIOD
MAY 2023

MODULE CODE: ACCA4019_BIRM

ANALYSING AND SOLVING PROBLEMS

ASSESSMENT 1 - PRACTICAL EXAMINATION

1
1. Fill out the IPO Table for the dice game program. (20 marks)

Input	Processes	Output
DiceOne	Calculate The Number	
DiceTwo	Calculate the number of the dice thrown so far	Check to see if its possible for player to win with remaining throw
DiceThree	Check if number is greater than 15 or whether the three dice thrown have the same value	Win or lose

2. Create Variable Names (20 marks)

DiceOne, DiceTwo, DiceThree

3. Pseudocode

(20 marks)

- 1 5) DISPLAY " please enter third dice roll"
- 6) INPUT your variable name for third dice throw DiceThree
- 1 7) total score =DiceOne+DiceTwo+DiceThree
- 1 8) if total score greater than 15 you win if the three dice thrown have matching values you win if the total score is less than 15 you lose

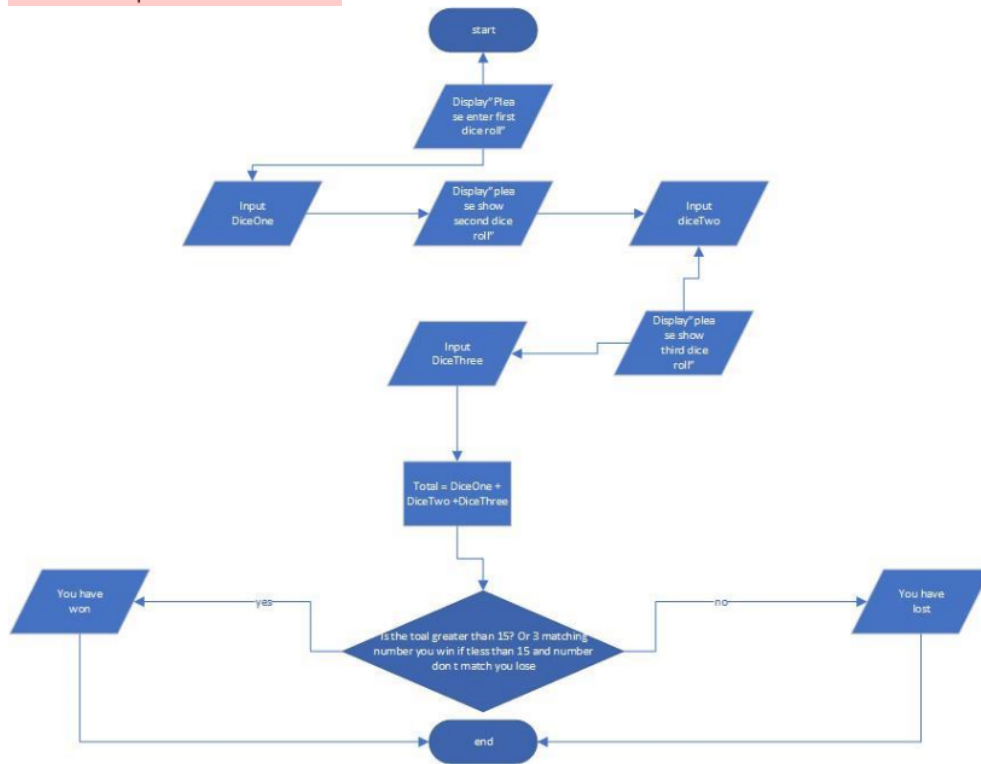
Program Output

- 1 5 DISPLAY " please enter third dice roll"
- 4 INPUT Your variable name for second dice throw DiceTwo
- 1 6 INPUT your variable name for third dice throw DiceThree

4. Flowchart

(20 marks)

Complete the flowchart for the above part of the system. You may use the Visio or Word templates files that are provided on Moodle.



5. Trace Table

(20 marks)

a) Create a trace table for the following marks: 1, 2, 1. Add more rows and columns as needed.

Set 1: 1, 2, 1

Line	Variable 1	Variable 2	Variable 3	Variable 4	Variable 5
1	1	2	1	4	lose
2	1	2	1	4	lose
3	1	2	1	4	lose
4	1	2	1	4	lose
5	1	2	1	4	Lose
6	1	2	1	4	Lose
7	1	2	1	4	Lose
8	1	2	1	4	Lose
9	1	2	1	4	Lose
10	1	2	1	4	Lose
11	1	2	1	4	Lose
12	1	2	1	4	Lose
13	1	2	1	4	Lose
14	1	2	1	4	Lose

15	1	2	1	4	lose
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b) Create a trace table using a set of three dice values of your choice.

Set 2: _1_1_1_

Line	Variable 1	Variable 2	Variable 3	Variable 4	Variable 5
1	1	1	1	Three of a kind	win
2	1	1	1	Three of a kind	Win
3	1	1	1	Three of a kind	win
4	1	1	1	Three of a kind	win
5	1	1	1	Three of a kind	win
6	1	1	1	Three of a kind	win
7	1	1	1	Three of a kind	win
8	1	1	1	Three of a kind	win
9					
10					
11					
12					
13					
14					
15					

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