

Paper Reference 4CP0/02
Pearson Edexcel
International GCSE (9-1)

COMPUTER SCIENCE
PAPER 2: APPLICATION OF
COMPUTATIONAL THINKING

Data Book

In the boxes below, write your name, centre number and candidate number.

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Question 2

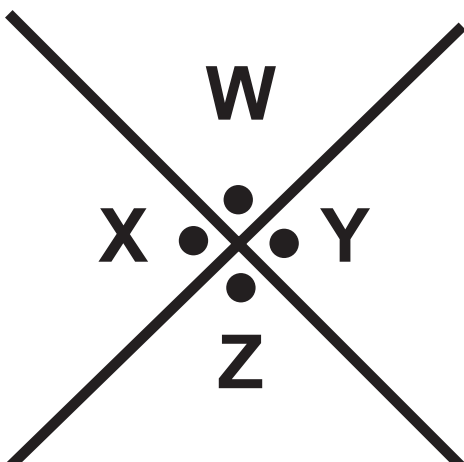
Pseudocode: Logic required to complete the program

```
1  FUNCTION checkPrime (pNumber)
2  BEGIN FUNCTION
3      IF pNumber = 1 THEN
4          check = False
5      ELSE
6          check = True
7          FOR count FROM 2 TO pNumber DO
8              IF pNumber MOD count = 0 THEN
9                  check = False
10             END IF
11         END FOR
12     END IF
13     RETURN check
14 END FUNCTION
15
16 SEND "Enter a number: " TO DISPLAY
17 RECEIVE number FROM (INTEGER) KEYBOARD
18 SET result TO checkPrime(number)
19
20 IF result = True THEN
21     SEND (number & " is a prime number") TO DISPLAY
22 ELSE
23     SEND (number & " is not a prime number") TO DISPLAY
24 END IF
```

Question 4 (b)
Figure 1: Pigpen cipher grid.

A	B	C
D	E	F
G	H	I

J.	K.	L.
M.	N.	O.
P.	Q.	R.



Question 5 (b) (i)

Table to show how the bubble sort algorithm will sort the scores

[illegible]

Question 5 (b) (i)

Table to show how the bubble sort algorithm will sort the scores

[illegible]