

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

COMPUTER SCIENCE
PAPER 2: Application of Computational Thinking

Monday 10 – Wednesday 12 June 2024
Time: 3 hours

Data Book

THIS DATA BOOK MUST BE RETURNED WITH THE QUESTION PAPER AT THE END OF THE EXAMINATION.

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

Surname					
Other names					
Centre Number					
Candidate Number					

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Question 3 (c)

Figure 3

INPUT	OUTPUT
<empty>	You must provide a number
Any negative number	The number must be greater than zero
0	The number must be greater than zero
1 to 20	Acceptable
60 or more	Acceptable
31 to 39	Centre
30	Perfect
Any other number	No message

Figure 6

```
1  SET a1 TO 'alpaca'
2  SET a2 TO 'bear'
3  SET a3 TO 'camel'
4  SET a4 TO 'deer'
5
6  SEND ('Enter an animal: ') TO DISPLAY
7  RECEIVE target FROM (STRING) KEYBOARD
8
9  IF (a1 = target) THEN
10     SEND ('Found') TO DISPLAY
11 ELSE
12     IF (a2 = target) THEN
13         SEND ('Found') TO DISPLAY
14     ELSE
15         IF (a3 = target) THEN
16             SEND ('Found') TO DISPLAY
17         ELSE
18             IF (a4 = target) THEN
19                 SEND ('Found') TO DISPLAY
20             END IF
21         END IF
22     END IF
23 END IF
```