

Oxford Revise | OCR Computer Science | Answers

Chapter 27 Procedures and functions

Question	Answer	Extra information	Marks	AO / Specification reference												
1	<table border="1"> <thead> <tr> <th>Programming feature</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>Function</td> <td>A sub program that always returns a value.</td> </tr> <tr> <td>Global variable</td> <td>A variable that can be used anywhere in the program.</td> </tr> <tr> <td>Local variable</td> <td>A variable that can only be used inside the procedure or function in which it is created.</td> </tr> <tr> <td>Parameter</td> <td>A variable that allows values to be passed from the main program into a sub program.</td> </tr> <tr> <td>Procedure</td> <td>A sub program that doesn't return a value.</td> </tr> </tbody> </table>	Programming feature	Description	Function	A sub program that always returns a value.	Global variable	A variable that can be used anywhere in the program.	Local variable	A variable that can only be used inside the procedure or function in which it is created.	Parameter	A variable that allows values to be passed from the main program into a sub program.	Procedure	A sub program that doesn't return a value.	<p>1 mark for correct answer up to 5 marks.</p> <p>The shaded parts are given in the question.</p>	1	AO1 2.2.3
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2	<pre>Function averageValue(total, quantity) average = total / quantity if average > 60 then return "Accept" else return "Reject" endif endfunction</pre>	<p>Marking points:</p> <ul style="list-style-type: none"> • Function defined correctly (function and endfunction seen with correct name) • Two appropriately named parameters passed • Correct calculation of average • Check for value of average being more than 60 (if ... then ... else ... endif) • Appropriate return of "Accept" or "Reject" 	<p>1 1 1 1 1</p>	<p>AO3 2.2.3</p>
3	<pre>result = averageValue(total, quantity) print(result)</pre>	<p>Marking points:</p> <ul style="list-style-type: none"> • Function averageValue() called and assigned to a result variable • Two parameters used for total and quantity • Output result. 	<p>1 1 1</p>	<p>AO3 2.2.3</p>

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4	<code>whole = random(-5,25)</code>	Correct answer.	1	AO2/AO3
	<code>number = random(0.3,9.7)</code>	Correct answer.	1	2.2.3