Examination report – June2011 series

2730-018 Programming Principles

Section 1 – Areas of good performance
Syllabus reference: 1.5, 1.6 – Basic knowledge. This question was answered extremely well. With reference to RAM and Disc Storage, very few candidates stated that data and program instructions were stored but only mentioned ‘data’. Syllabus reference: 1.9, 1.18 – Basic knowledge. On the whole this question was answered fairly well. The majority of candidates could not describe the function of a two-pass assembler. Syllabus reference: 1.16 – Basic knowledge. Several candidates struggled to accurately state the purpose or explain the operation of the program. Syllabus reference: 1.20, 1.22 – Basic programming concepts. This question was answered satisfactorily. Syllabus reference: 1.28 – Basic programming concepts. Marks were lost in as a result of candidates using non-standard flowcharting symbols, logical inaccuracies and incompleteness. Syllabus reference: 1.29 – Basic programming concepts. This question was answered satisfactorily by the majority of candidates. Syllabus reference: 1.31, 1.32, 1.38 – Basic programming concepts. On the whole, solutions to this question were very good.
Section 2 – Areas for development
Syllabus reference: 1.40 – Basic programming concepts. This was the least popular question on the paper. Very few candidates could provide suitable instructions. The concept of dedicated and memory mapped input and output instructions seemed unknown to the candidates. Syllabus reference: 1.42 – Basic programming concepts. Several candidates did not know what a 4GL was. Solutions were often vague. Syllabus reference: 1.46 – Basic programming concepts. Very few candidates achieved high marks in this section. Candidates did not know the HTML elements (instructions) necessary to construct a table.
Section 3 - Recommendations
A higher percentage of candidates achieved a ‘pass’ this year than in previous years. Very few candidates passed with distinction. Candidates need to improve their knowledge of Low-level languages, 4GL and HTML coding.