THE UNITED REPUBLIC OF TANZANIA NATIONAL EXAMINATIONS COUNCIL OF TANZANIA ADVANCED CERTIFICATE OF SECONDARY EDUCATION EXAMINATION

136/2

COMPUTER SCIENCE 2

(For Both School and Private Candidates)

Time: 3 Hours ANSWERS Year: 2020

Instructions

- 1. This paper consists of three (3) questions.
- 2. Answer two (2) questions including question number one (1).
- 3. Communication devices and any unauthorised materials are **not** allowed in the examination room.
- 4. Write your **Examination Number** on every page of your answer booklet(s).



1. (a) Use an "Array" and "For loop" to create a C++ program which prompts a user to enter marks of five subjects for three students. The program should display the total marks, average and grade for each student as well as overall average marks. Use the grading system given in table 1 to assign average grades.

Solution for (a)

```
#include <iostream>
using namespace std;
char getGrade(float avg) {
  if (avg \ge 75 \&\& avg \le 100) return 'A';
  else if (avg \geq 65) return 'B';
  else if (avg \geq= 55) return 'C';
  else if (avg \geq 45) return 'D';
  else if (avg \geq 35) return 'S';
  else return 'F';
int main() {
  const int students = 3;
  const int subjects = 5;
```

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```
int marks[students][subjects];
float total[students], average[students];
float overallTotal = 0, overallAverage;
// Input marks
for (int i = 0; i < students; i++) {
  total[i] = 0;
  cout << "Enter marks of 5 subjects for Student" << i + 1 << ":" << endl;
  for (int j = 0; j < \text{subjects}; j++) {
     cin >> marks[i][j];
     total[i] += marks[i][j];
  }
  average[i] = total[i] / subjects;
  overallTotal += average[i];
}
// Display results
for (int i = 0; i < students; i++) {
  cout << "\nStudent " << i + 1 << " Results:" << endl;
  cout << "Total Marks = " << total[i] << endl;</pre>
```

```
cout << "Average Marks = " << average[i] << endl;

cout << "Grade = " << getGrade(average[i]) << endl;

}

overallAverage = overallTotal / students;

cout << "\nOverall Class Average Marks = " << overallAverage << endl;

cout << "Overall Grade = " << getGrade(overallAverage) << endl;

return 0;
}</pre>
```

Explanation

- An array marks[students][subjects] stores all marks.
- Nested loops allow entering 5 subject marks per student.
- > The getGrade function returns the grade based on the table provided.
- Each student's total, average, and grade are displayed.
- > The program also calculates the overall class average and grade.

(b) Construct a C++ program that requests a user to enter the number of rows, columns and the matrix elements. The program should display the entered matrix and find its transpose.

Solution for (b)

```
#include <iostream>
using namespace std;
int main() {
  int rows, cols;
  cout << "Enter number of rows: ";</pre>
  cin >> rows;
  cout << "Enter number of columns: ";</pre>
  cin >> cols;
  int matrix[50][50], transpose[50][50];
  // Input matrix
  cout << "Enter elements of matrix:" << endl;</pre>
  for (int i = 0; i < rows; i++) {
     for (int j = 0; j < cols; j++) {
       cin >> matrix[i][j];
     }
```

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```
}
// Display original matrix
cout << "\nOriginal Matrix:" << endl;</pre>
for (int i = 0; i < rows; i++) {
  for (int j = 0; j < cols; j++) {
     cout << matrix[i][j] << "\t";
   }
  cout << endl;</pre>
// Find transpose
for (int i = 0; i < rows; i++) {
  for (int j = 0; j < cols; j++) {
     transpose[j][i] = matrix[i][j];
   }
// Display transpose
cout << "\nTranspose Matrix:" << endl;</pre>
```

```
for (int i = 0; i < cols; i++) {
    for (int j = 0; j < rows; j++) {
        cout << transpose[i][j] << "\t";
    }
    cout << endl;
}</pre>
```

Explanation

- > User inputs rows and columns.
- > A two-dimensional array matrix stores values.
- The transpose is computed by swapping rows and columns (transpose[j][i] = matrix[i][j]).
- > Both original and transpose matrices are displayed.

2. Use Visual Basic program to create the following interface of Agent.

Solution for (a)

In Visual Basic, we design a form with:

- One Label displaying "Agent Services".
- Four Command Buttons labeled: Send Money, Withdraw, Check Balance, and Exit.
- A few Labels to show balances.

This interface allows an agent to interact with the customers through button clicks.

(b) Construct Visual Basic codes which will activate the interface created in part (a). The interface should enable an agent to send money to three customers and provide new balance for a customer and an Agent. Use the information given in the table.

NAME	PHONE NUMBER	BALANCE
Agent	0	100000
Customer 1	1	12000
Customer 2	2	10000
Customer 3	3	25000

Solution for (b)
Dim AgentBalance As Double
Dim Customer1 As Double
Dim Customer2 As Double
Dim Customer3 As Double
Private Sub Form_Load()
AgentBalance = 100000
Customer1 = 12000
Customer2 = 10000
Customer3 = 25000
End Sub
Private Sub cmdSendMoney_Click()
Dim phone As Integer
Dim amount As Double
phone = InputBox("Enter customer phone number (1, 2, or 3):")
amount = InputBox("Enter amount to send:")

If amount > AgentBalance Then		
MsgBox "Transaction failed. Insufficient agent balance."		
Exit Sub		
End If		
Select Case phone		
Case 1		
Customer1 = Customer1 + amount		
Case 2		
Customer2 = Customer2 + amount		
Case 3		
Customer3 = Customer3 + amount		
Case Else		
MsgBox "Invalid customer phone number."		
Exit Sub		
End Select		

AgentBalance = AgentBalance - amount MsgBox "Transaction successful!" & vbCrLf & "Customer Balance: " & amount & vbCrLf & $_$ "Agent Balance: " & AgentBalance End Sub Private Sub cmdWithdraw_Click() Dim amount As Double amount = InputBox("Enter amount to withdraw:") If amount > AgentBalance Then MsgBox "Withdrawal failed. Insufficient balance." Else AgentBalance = AgentBalance - amount MsgBox "You have with drawn " & amount & vbCrLf & $_$ "Agent Balance: " & AgentBalance End If End Sub

Private Sub cmdCheckBalance_Click()		
MsgBox "Your balance is 100000"		
End Sub		
Private Sub cmdExit_Click()		
End		
End Sub		

Explanation

- Form_Load initializes balances.
- cmdSendMoney_Click transfers money from Agent to customer.
- cmdWithdraw_Click deducts money from Agent balance.
- cmdCheckBalance_Click displays the initial balance message.
- cmdExit_Click closes the program.

	(c) The f	Collowing table shows Form V midterm test records from a certain Secondary School.
	Solution	for (c)
l.	Create	Table in MS Access
	0	Open Access → Create a new database named Shule .
	0	Create a table named Student .
	0	Fields: StudentID, Name, Subject1, Subject2, Subject3, TotalMarks, AverageMarks, Grade.
	0	Assign proper data types (Text, Number).
2.	Create	e a Form
	0	Save it as StudentForm .
	0	Add all fields so records can be entered easily.
3.	Create	e Query for Grade B
	0	Query criteria: Grade = "B".
	0	Save query as GradeB.
1.	Create	Report
	0	Base it on GradeB query.
	0	Save report as ReportB .
5.	Activa	te Form to Auto-calculate Total and Average

 Use expression builder:
TotalMarks: [Subject1] + [Subject2] + [Subject3]
AverageMarks: [TotalMarks]/3
3. (a) Use HTML frame codes and basic HTML tags to create a given web page with the specified page descriptions.
Solution for (a)
html
<html></html>
<head></head>
<title>Frames Example</title>
<frameset cols="30%,70%"></frameset>
<frame name="menuFrame" src="menu.html"/>
<frame name="contentFrame" src="content.html"/>
menu.html may contain navigation links.
• content.html may display the main content.
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(b) Create a form which would enable a user to calculate the Maximum, Minimum and both Maximum and Minimum using JavaScript and HTML codes for three entered Numbers.

Solution for (b)

```
<!DOCTYPE html>
<html>
<head>
<title>Max Min Calculator</title>
<script>
function calculate() {
  var n1 = parseInt(document.getElementById("num1").value);
  var n2 = parseInt(document.getElementById("num2").value);
  var n3 = parseInt(document.getElementById("num3").value);
  var max = Math.max(n1, n2, n3);
  var min = Math.min(n1, n2, n3);
  alert("Maximum = " + max + "\nMinimum = " + min);
}
```

```
function resetForm() {
  document.getElementById("calcForm").reset();
}
</script>
</head>
<body>
<h2>Max Min Calculator</h2>
<form id="calcForm">
  Number 1: <input type="text" id="num1"><br><br>>
  Number 2: <input type="text" id="num2"><br><br>
  Number 3: <input type="text" id="num3"><br><br>>
  <input type="button" value="Calculate" onclick="calculate()">
  <input type="button" value="Reset" onclick="resetForm()">
</form>
</body>
</html>
```