



**CARIBBEAN  
EXAMINATIONS  
COUNCIL**

**CAPE® COMPUTER SCIENCE**

**UNIT 2**



**Subject Report  
with  
Exemplars**

*May/June 2024*

**CARIBBEAN EXAMINATIONS COUNCIL**

**REPORT ON CANDIDATES' WORK IN THE  
CARIBBEAN ADVANCED PROFICIENCY EXAMINATION**

**MAY/JUNE 2024**

**COMPUTER SCIENCE  
UNIT 2**

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## INTRODUCTION

This guide has been put together using student responses to the 2024 May–June examination in CAPE Computer Science. Answers have been kept according to the original design of the examination paper.

The examination comprised the following papers.

Paper 01 — Multiple Choice

Paper 02 — Structured Essay

Paper 031 — School-Based Assessment (SBA)

Paper 032— Alternative to School-Based Assessment (private candidates)

In 2024, approximately 883 candidates sat the CAPE Computer Science Unit 2 examination, with 97.83 per cent of candidates obtaining acceptable grades, I–V.

## PAPER 01 – MULTIPLE CHOICE

Paper 01 consisted of 45 multiple choice questions which covered all the modules of the Unit 1 syllabus. The examination consisted of 15 questions from each of the following.

Module 1: Data Structures

Module 2: Software Engineering

Module 3: Operating Systems and Computer Networks

Generally, performance on this paper was satisfactory. The maximum score obtained was 45 out of 45 marks and the mean score was 35.26 marks.

## PAPER 02 – STRUCTURED ESSAY

Paper 02 consisted of six compulsory questions, with two questions from each module.

Generally, performance on this paper was satisfactory. The maximum score obtained was 80 out of 90 marks and the mean score was 43.59 marks.

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### Question 1

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Syllabus Objectives: 1.1, 1.2, 1.4

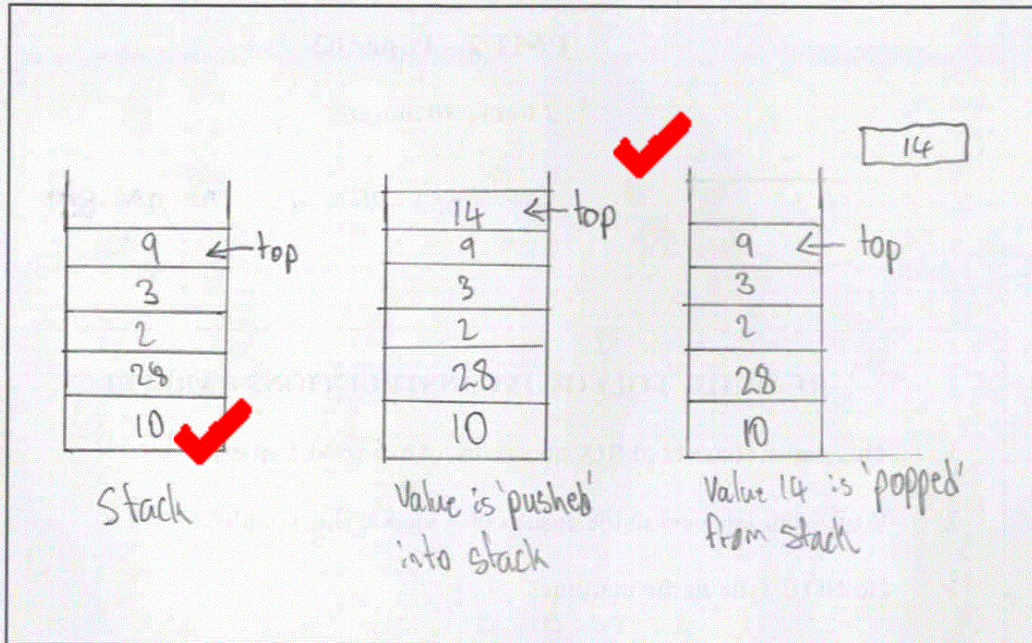
This question was based on Module 1 of the syllabus, Data Structures. The question examined candidates' ability to

- describe the concept of abstract data types (ADTs)
- distinguish among ADTs
- Implement basic ADTs using one-dimensional arrays.

The maximum score obtained on the question was 15 out of 15 marks, with 1.93 per cent of candidates achieving this mark. The mean score was 8.11 marks and 0.91 per cent of candidates attained no marks for the question.

Candidate's Response to Part (a) — Sample 1

(a) Using a well labelled diagram, describe the operation of a stack.

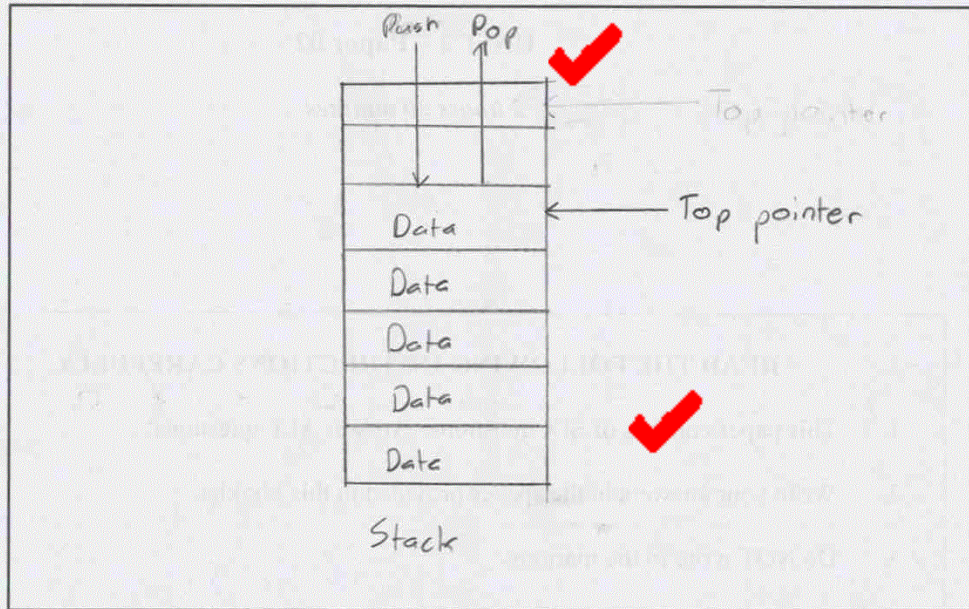


A stack is a dynamic data structure which uses the last in First Out (LIFO) method, where values can only be added or deleted at the top of the stack. When a value is added, it is 'pushed' into the stack, and when it is deleted it is 'popped' out of the stack.

[4 marks]

## Candidate's Response to Part (a) – Sample 2

(a) Using a well labelled diagram, describe the operation of a stack.



A stack is similar to a stack of books or paper and operates under the Last In First Out principle, where data is added (pushed) to the top and also removed (pop) from the top. A top pointer keeps track of the top position. [4 marks]

### Examiner's Comments

Most candidates knew what a stack is and how it operates. However, many of those who did not obtain full marks for this part of the question failed to mention, in their explanation, the principle that governs a stack, which is last in, first out (LIFO).

The exemplars show correct responses.

Candidate's Response to Part (b) — Sample 1

- (b) Explain whether a stack or a queue should be used to store ticket orders for a cricket match, before the tickets are paid for and collected.

A queue should be used since it goes by First In First Out (FIFO), so the first person to order a ticket should be the first person to pay and collect the ticket.

[3 marks]

Candidate's Response to Part (b) – Sample 2

- (b) Explain whether a stack or a queue should be used to store ticket orders for a cricket match, before the tickets are paid for and collected.

A queue should be used to store ticket orders for the cricket match because it accounts for those who requested for tickets first. Hence, those who asked for tickets first would be able to pay and collect them first, utilizing the First In First out mechanism (FIFO).

[3 marks]

**Examiner's Comments**

The question was well done. Most candidates correctly indicated that a queue was the most appropriate data structure for the situation and were able to justify their responses.

The exemplars show correct responses.

Candidate's Response to Part (c) — Sample 1

- (c) Write C code for a function called *enqueue* (*int item*) that adds an item to a queue containing at most ten integers. The function returns 1 if successful and 0 if unsuccessful.

Assume the availability of the following functions and global variables.

`int smallQueue[10]` – integer array holding the items in the queue

`int front` – integer pointing to the array element at the front of the queue

`int rear` – integer pointing to the array element at the back of the queue

`int isFull()` – function that returns 1 if the queue is full and 0 if it is not

`int isEmpty()` – function that returns 1 if the queue is empty and 0 if it is not

```
int enqueue(int item)
{
    if (isFull() == 1)
        printf("Queue is full.");
    else if (front == -1)
    {
        if (front == -1) if (front == -1)
            front = 0;
        rear++;
        smallQueue[rear] = item;
        return 1;
    }
    else
        return 0;
}
```

Candidate's Response to Part (c) — Sample 2

- (c) Write C code for a function called *enqueue* (*int item*) that adds an item to a queue containing at most ten integers. The function returns 1 if successful and 0 if unsuccessful.

Assume the availability of the following functions and global variables.

`int smallQueue[10]` – integer array holding the items in the queue

`int front` – integer pointing to the array element at the front of the queue

`int rear` – integer pointing to the array element at the back of the queue

`int isFull()` – function that returns 1 if the queue is full and 0 if it is not

`int isEmpty()` – function that returns 1 if the queue is empty and 0 if it is not

```
int enqueue(int item) {  
    if (isFull(smallQueue) == 1)  
        if (isEmpty(smallQueue) == 1)  
            return 0;  
}
```

```
int enqueue(int item) {  
    if (isEmpty() == 1) { rear = front  
        if (isFull(smallQueue) == 1) { //Assumes smallQueue is global  
            return 0;  
        }  
        rear = rear + 1;  
        smallQueue[rear] = item;  
    }  
}
```

```
int enqueue(int item) {  
    if (isEmpty() == 1)  
        rear = front - 1;  
    if (isFull() == 1) {  
        return 0;  
    }  
    else {  
        rear = rear + 1;  
        smallQueue[rear] = item;  
    }  
    return 1;  
}
```

### Examiner's Comments

Some candidates had difficulty completing this task correctly and a few did not attempt it at all. However, many candidates earned between five and eight marks for this part of the question.

The response shown in the first exemplar earned seven marks while that shown in the second earned full marks. The expected response is as follows.

```
int enqueue(int item){ [1]
    if(isFull() == 1){ [2, if 1 error award 1 mark]
        printf("The queue is full");
        return(0); [1]
    }
    else { [1]
        smallQueue[rear] = item; [1]
        rear++; [1]
        return(1); [1]
    }
}
```

---

## Question 2

---

Syllabus Objectives: 1.1, 1.5

This question was based on Module 1 of the syllabus, Data Structures. The question examined candidates' ability to

- describe the concept of abstract data types (ADTs)
- implement sorting and searching algorithms using one-dimensional arrays.

The maximum score obtained on the question was 14 out of 15 marks, with three candidates achieving this mark. The mean score was 5.07 marks and 9.29 per cent of candidates attained no marks for the question.

### Candidate's Response to Part (a)

2. (a) Given that the array `smallStack[10]` will be used as a stack, write C code that will initialize this array as a stack and initialize each of its elements to 0. Use a for loop and meaningful names for your variables.

```
int smallStack[10];  
int top = 0;  
for (top < 10) do {  
    smallStack[top] = 0;  
    top = top + 1;  
}  
top = -1;  
// top set to -1 indicates stack is empty
```

[4 marks]

**Examiner's Comments**

There were sections of the question that candidates understood. However, most of them did not complete the question correctly.

The exemplar shows a partially correct response. The expected response is as follows.

```
int smallStack[10];  
for(int i = 0; i < 10; i++){  
    smallStack[i] = 0;
```

Candidate's Response to Part (b) (i)

- (b) Use the following C code to answer the questions below.

```
int elements[5];  
elements[0] = 45;  
elements[1] = 12;  
elements[2] = 51;  
elements[3] = 7;  
elements[4] = 24;
```

- (i) Write C code to implement a selection sort on the array *elements* above, from the smallest to the largest value.

```
void smallestSwap(int n){  
    for(n < s){  
        int smallest = 999;  
        for(n < s){  
            if(elements[n] < smallest){  
                smallest = elements[n];  
            }  
            n = n + 1;  
        }  
        int holder = elements[n];  
        elements[n] =
```

[8 marks]

### Examiner's Comments

This part of the question was poorly done by all candidates. Some candidates seemed confused about what to do while others made an attempt but did not provide responses that were based on the required specifications, as shown in the exemplar. The expected response is as follows.

```
int n = 5;
int temp = 0;
int minIndex = 0;
for(int i = 0; i < n - 1; i++){
    minIndex = i;
    for(int j = i + 1; j < n; j++){
        if(elements[j] < elements[i]){
            minIndex = j;
        }
    }
    if(minIndex != i){
        temp = elements[minIndex];
        elements[minIndex] = elements[i];
        elements[i] = temp;
    }
}
```

Candidate's Response to Part (b) (ii)

- (ii) Show the contents of the array *elements*, after the first THREE passes of the selection sort algorithm.

45 12 51 7 24

First Pass

Location	0	1	2	3	4
Value	7	12	51	45	24

Second Pass

Location	0	1	2	3	4
Value	7	12	<del>24</del>	<del>45</del>	<del>51</del>
			51	45	24

Third Pass

Location	0	1	2	3	4
Value	7	12	24	45	51

[3 marks]

Examiner's Comments

This question was well done.

The exemplar shows a correct response.

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## Question 3

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Syllabus Objectives: 2.4, 2.5, 2.6, 2.7, 2.9

This question was based on Module 2 of the syllabus, Software Engineering. It examined candidates' ability to

- examine issues confronting modern computer systems, societies and users
- outline the main activities, tools, techniques and deliverables of the analysis phase
- apply relevant tools and techniques to create the deliverables of the design phase
- outline the main activities, tools, techniques and deliverables of the implementation phase
- outline the main activities, tools, techniques and deliverables of the validation phase.

The maximum score obtained on the question was 15 out of 15 marks, with three candidates achieving this mark. The mean score was 7.42 marks.

### Candidate's Response to Part (a) — Sample 1

- (a) Diane is an avid computer user who is almost always online with her laptop. State TWO online threats that she faces daily.

→ possibility of a virus ✓  
→ possibility of getting hacked ✓

### Candidate's Response to Part (a) — Sample 2

- (a) Diane is an avid computer user who is almost always online with her laptop. State TWO online threats that she faces daily.

Trojans in the form of helpful emails ✓  
or websites and viruses in the form ✓  
of applications ✓

#### Examiner's Comments

Candidates responded very well to this part of the question, as shown in the exemplars.

Candidate's Response to Part (b) (i) — Sample 1

- (i) State TWO functional requirements of this mobile application.

① Calculate income tax at 12% for the first  
\$3000 per month.

② Calculate social security at 4% for the  
first \$3000 per month.

[2 marks]

Candidate's Response to Part (b) (i) — Sample 2

- (i) State TWO functional requirements of this mobile application.

• A proper record system to keep  
track of a person's salary on a month  
to month and if there is any increases.

• Ensure the proper percentages are being  
deduct from each person's salary.

[2 marks]

**Examiner's Comments**

Candidates responded very well to the question, as shown in the first exemplar. Some candidates did not earn full marks as they did not use an example from the scenario, as shown in the second exemplar.

Candidate's Response to Part (b) (ii) — Sample 1

- (ii) Write pseudocode that will calculate the monthly salary deductions for the mobile application described on page 10.

```
Begin
  declare salary, tax, social-sec as integer
  print "Enter your monthly salary."
  read salary
  if salary <= $1000.00
    print "no salary deductions"
  else if salary >= $3000.00 and > $1000.00
    tax = 12/100 * salary
    social-sec = 4/100 * salary
  else if salary > $2000.00
    tax = (12/100 * 2000) + (salary - 2000 * 15/100)
    social-sec = (4/100 * 2000) + (salary - 2000 * 5/100)
  endif
  print "tax = , Social Security = tax, social-sec"
end
```

[8 marks]

Candidate's Response to Part (b) (ii) — Sample 2

- (ii) Write pseudocode that will calculate the monthly salary deductions for the mobile application described on page 10.

```
START
PROMPT for month_salary
READ month_salary
IF month_salary >= 2000 THEN
    inc_tax ← month_salary * 0.1200
    soci_secur ← month_salary * 0.1000
ELSE
    IF month_salary < 2000 THEN
        inc_tax ← month_salary * 0.1800
        soci_secur ← month_salary * 0.1200
    ENDIF
ENDIF
END
```

[8 marks]

### Examiner's Comments

Candidates responded very well to this question. Candidates were asked to write a pseudocode that would calculate the monthly salary deductions for the mobile application. Some candidates were able to use the IF monthly Salary < 1000 THEN correctly. However, some candidates had difficulty with the initialization of variables whereby they did not include the ELSE statement. They also had challenges with the IF monthly Salary <= 3000 THEN.

Both exemplars show responses that earned partial marks. The expected response is as follows.

```
GET monthlySalary
IF monthlySalary < 1000 THEN
    incomeTax = 0
    socSecurity = 0
ELSE_IF monthlySalary <= 3000 THEN
    incomeTax = 0.12 x monthlySalary
    socSecurity = 0.04 x monthlySalary
ELSE
    incomeTax = (0.15 x (monthlySalary – 3000)) + (0.12 x
        3000)
    socSecurity = 0.05 x (monthlySalary – 3000 + (0.04 x
        3000)
END_IF
```

Candidate's Response to Part (b) (iii) — Sample 1

- (iii) Explain why beta testing can be used to test the mobile application described on page 10 once it has been created.

Beta testing can be used at that point because beta testing is done on a finished product by end users when a product is in its final stages or is completed. It is done by a select number of end users, representative of the target audience to gather feedback.

[3 marks]

Candidate's Response to Part (b) (iii) — Sample 2

- (iii) Explain why beta testing can be used to test the mobile application described on page 10 once it has been created.

Beta testing can be described as external testing of the functionality of a software product. This type of testing would be suitable because the input of potential users & stakeholders would be necessary to assess the functionality & productivity of the system.

[3 marks]

**Examiner's Comments**

Candidates responded well to the question. However, a few were unable to explain what beta testing is. The exemplars show responses that earned two out of the three marks. The expected response is as follows.

Beta testing involves having end users test a pre-release version of the software. It can be used to ensure that the calculations are correct and that the UI is appropriate.

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## Question 4

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Syllabus Objectives: 2.2, 2.3, 2.5

This question was based on Module 2 of the syllabus, Software Engineering. The question examined the candidates' ability to

- describe the attributes of a well-engineered software product
- examine the strengths and weaknesses of different generic software process models
- apply relevant tools and techniques to create the deliverables of the design phase.

The maximum score obtained on the question was 15 out of 15 marks, with one candidate achieving this mark and 0.91 per cent of candidates earning no marks for the question. The mean score was 7.74 marks.

### Candidate's Response to Part (a)

- (a) Describe TWO attributes of well-engineered software.

A well-engineered software must be free from errors <sup>and</sup> ~~be~~ ~~be~~, even when presented with incorrect input from users. A well-engineered software must also be able to run efficiently, its ability to create <sup>output</sup> ~~the~~ in a timely manner while also using a little resources as possible. It's ~~fundamental~~ fundamental in determining the quality of software.

[4 marks]

### Examiner's Comments

The question was well done as most candidates scored at least two marks for their response, as shown in the exemplar. Generally, candidates were able to explain the two required attributes. While candidates needed to state the name of the attribute to score full marks, many of them were not able to do so or incorrectly named the attribute. Expected responses include the following.

Maintainability — the software is easy to update and to keep functioning.

Dependability — the software is reliable.

Efficiency — the software is effective.

Usability — the software is easy to manipulate and operate.

Portability — the software is easily useable on different platforms.

Availability of appropriate documentation — documentation is easily accessible.

### Candidate's Response to Part (b) — Sample 1

- (b) Jim is part of a small but closely knit software team with cross functional skills. The team must develop an app for a company that wants to see results quickly. Describe the ideal development methodology for Jim's team giving THREE reasons for your choice.

...The.....ideal.....development.....methodology.....would.....be.....  
...the.....evolutionary.....model.....as.....it.....allows.....for.....  
~~grouping together~~.....of.....moving.....on.....without.....a.....  
...complete.....predecessing.....step.....the.....grouping.....  
...together.....of.....steps.....and.....quick.....and.....easy.....  
...development.....Therefore.....the.....evolutionary.....model.....  
...is.....the.....best.....option.....for.....this.....scenario.....  
...due.....to.....efficiency.....

Candidate's Response to Part (b) — Sample 2

- (b) Jim is part of a small but closely knit software team with cross functional skills. The team must develop an app for a company that wants to see results quickly. Describe the ideal development methodology for Jim's team giving THREE reasons for your choice.

The ~~waterfall~~ <sup>rapid prototyping</sup> methodology is ideal for Jim's team.

① ~~It has uses~~ requires a very detailed analysis of the issue. ~~①~~ This method creates prototypes very early in the design phase meaning they <sup>(the company)</sup> see results very quickly.

② ~~Due to~~ Due to this company wanting results quickly this means that they will give ~~fast~~ feedback quickly which is ideal in this methodology.

③ Since Jim's team is close knit and ~~has~~ <sup>has</sup> cross functional skills they will have the ability to create prototypes very rapidly making the company feel confident in them and have a quicker final result.

[4 marks]

**Examiner's Comments**

Generally, this question was not well done, with most candidates scoring one or two of the four available marks. Most candidates were unable to name the correct methodology (agile or rapid prototyping) and instead listed waterfall, fountain, evolutionary. Although some candidates named the incorrect methodology, they listed reasons that applied to the correct methodology and so were awarded some of the possible marks, as shown in the first exemplar.

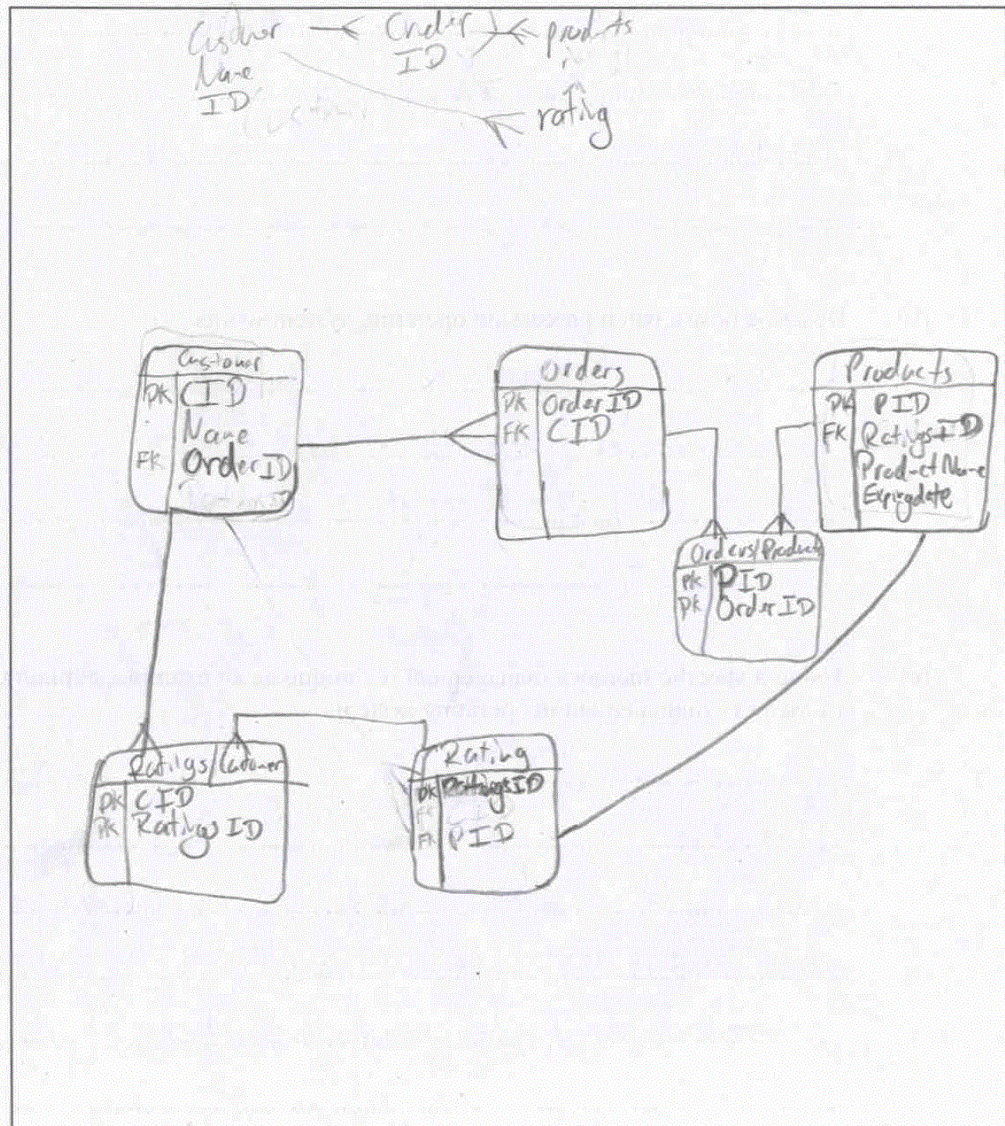
The second exemplar shows a response that earned full marks.

**Candidate's Response to Part (c)**

(c) Consider the following scenario.

Customers of an online store can make many online orders. However, each order must be made by only one customer and can contain many products. Each product contains ratings (1–5), which are given by customers. A customer can give multiple ratings but can rate a product only once.

Draw an entity-relationship diagram that depicts the scenario above. Be sure to include primary and foreign keys for ALL entities.

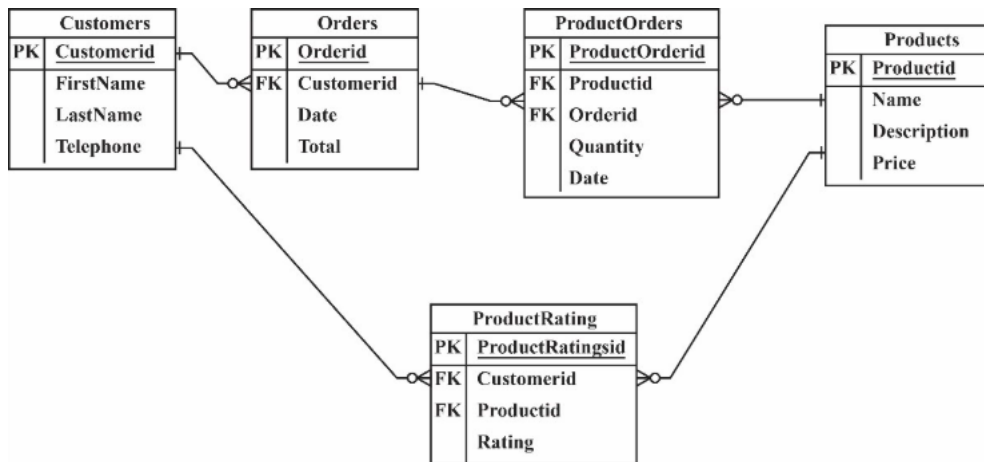


[7 marks]

### Examiner's Comments

Most candidates were able to correctly identify the four entities in some way, although many of them gave RATING (an entity) as an attribute of PRODUCT. Some candidates did not show any keys at all and those who did showed only the primary key for the given entity. A few candidates correctly identified the foreign keys where they were needed. Generally, relationships were handled correctly by most candidates. Many candidates incorrectly gave STORE or ONLINE STORE as an entity.

The exemplar shows a response that earned six of the seven available marks. The expected response is as follows.



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## Question 5

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Syllabus Objectives: 3.1, 3.2, 3.3

This question was based on Module 3 of the syllabus, Operating Systems and Computer Networks. The question examined candidates' ability to

- explain the concept of an operating system
- describe how operating systems have evolved over time, from primitive batch systems to sophisticated multiuser systems
- describe the functions of operating systems.

The maximum score obtained on the question was 15 out of 15 marks, with 1.13 per cent of candidates achieving this mark and 1.47 per cent of candidates attaining no marks for the question. The mean score was 7.61 marks.

### Candidate's Response to Part (a)

- (a) Using an appropriate example, describe the purpose of an operating system on a personal computer.

The operating system acts as an ~~use~~ interface between the user and their inputs with the software to facilitate input and output. It is essential for the computer to work. Example, ~~course~~ on, the operating system manages the procedure for the [2 marks]

### Examiner's Comments

Generally, this part of the question was well done, as shown in the exemplar. However, as was the case for many of the responses, the example was omitted or incomplete, as reflected in the exemplar. The expected response is as follows.

Appropriate examples – MS Windows, Mac OS, Linux

An OS manages the resources (and access to them) of a computer system.

**Candidate's Response to Part (b)**

- (b) Describe how a batch processing operating system works.

Batch processing refers to the collective organization of ~~a~~ in a sequential manner of similar processes. ~~They are~~ Processes are grouped together and executed one after the other.

[2 marks]

**Examiner's Comments**

Many candidates could only relate batch processing to the old punch card system.

The exemplar shows a correct response.

**Candidate's Response to Part (c)**

- (c) Using a specific memory management technique as an example, explain the importance of memory management in operating systems.

Memory management is the allocation, deallocation and handling of a device's memory according to what's needed of the memory when processing. It ensures proper management of storage to avoid errors, ~~and~~ slow speeds and bad performance. The paging technique for example, involves organizing data into pages and swapping between main and secondary memory for ease and better performance.

[3 marks]

**Examiner's Comments**

Many candidates were unable to relate memory management techniques to the question.

The exemplar shows a correct response.

**Candidate's Response to Part (d)**

(d) Three processes are scheduled to be run on a processor.

- Process A (largest job, first request)
- Process B (shortest job, last request)
- Process C (most important job, second request)

Explain how TWO different scheduling algorithms might schedule these processes to be run on a processor.

Scheduling algorithm 1 First come first serve (FCFS) ✓  
The FCFS scheduling algorithm would order the processes by which chronological order of which ~~one~~ process come before others. In this case process A would be ran first, then process C, then process B. It is done in this orders as process A was the first to come and process B was last ✓

[4 marks]

Scheduling algorithm 2 Shortest Job first (SJSF) ✓  
This scheduling algorithm orders the processes by which it takes the least amount of time to run. In this case it prioritizes shorter jobs to longer longer jobs. In this case process B would be first, followed by process C and then finally process A. ✓

[4 marks]

**Examiner's Comments**

Many candidates were able to answer this question correctly, as shown in the exemplar.

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## Question 6

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Syllabus Objectives: 3.4, 3.5, 3.6

This question was based on Module 3 of the syllabus, Operating Systems and Computer Networks. The question examined candidates' ability to

- distinguish among networked, client-server and distributed media
- draw diagrams to represent connections between the components of simple networks
- explore data strategies for large-scale systems.

The maximum score obtained on the question was 15 out of 15 marks, with 3.40 per cent of candidates earning this mark and 5.21 per cent of candidates attaining no marks for the question. The mean score was 7.63 marks.

Candidate's Response to Part (a)

- (a) State TWO types of transmission media and give an example of EACH type.

Two types are **wired** transmission media which facilitates the transfer of data through a physical object. An example is a **coaxial** cable. **Wireless** transmission media facilitates the transfer of data without any physical medium. An example is the use of microwaves to ~~send~~ transmit data.

[4 marks]

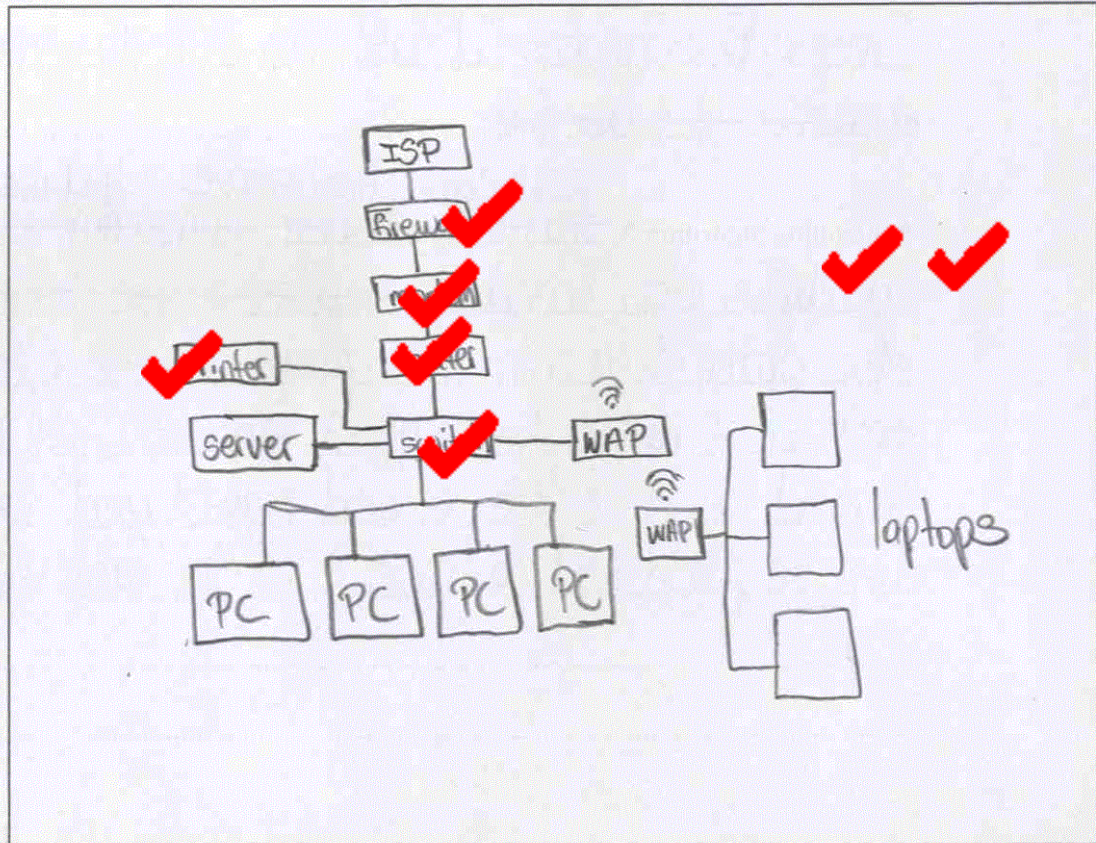
### Examiner's Comments

Generally, candidates were able to correctly state two types of transmission media, *wired* and *wireless*, and to give one example of each, as shown in the exemplar.

**Candidate's Response to Part (b)**

(b) Fiona, a network technician, has been asked to set up a network with secure access to the internet for her client's small office that has PCs, laptops, a server and a printer.

Draw a network diagram to show how Fiona can set up such a network for her client.



[7 marks]

**Examiner's Comments**

In the exemplar, the candidate correctly drew a network diagram that included the following: a firewall for security, a modem for internet connection, a router connected to the modem so there is wireless connectivity for laptops, and a switch connected to the router for wired connection of the server and printer. The response earned full marks.

Some candidates produced alternative diagrams whereby a laptop would be connected by a cable/wired to the switch.

### Candidate's Response to Part (c)

- (c) Using an appropriate example, explain the role of foreign keys in a relational database.

A foreign key is a field that is used as a primary key in another table. In a table containing information on products and another on orders, the Orders table may use a foreign key to find the Product ID of an order. This is a primary key in the Products table. <sup>Due to</sup> ~~and a~~ ~~for~~ this, it is possible to enforce referential integrity in a database. This ensures that all entries pertaining to a certain primary key remain consistent in order to not have any missing information.

[4 marks]

#### Examiner's Comments

In the exemplar, the candidate correctly explained the role of a foreign key in a relational database and gave an appropriate example. The response earned full marks.

## PAPER 031 – SCHOOL-BASED ASSESSMENT

The School-Based Assessment (SBA), which is a project-based activity, is undertaken during candidates' course of study. Candidates obtain marks for the competence they develop and demonstrate in undertaking their SBA assignments. SBAs are marked out of a total of 60 marks.

The maximum score obtained on the paper was 60 out of 60 marks and the mean score was 50.46 marks.

## PAPER 032 – ALTERNATIVE TO SCHOOL-BASED ASSESSMENT

For Paper 032, the Alternative to School-Based Assessment (SBA), candidates are expected to respond to seven questions based on a case study. The tasks to be completed are similar to those that school candidates would normally complete and submit for the SBA. The examination carries a total of 60 marks.

In 2024, the maximum score obtained on Paper 032 was 18 out of 60 marks and the mean score was 17 marks.