

Pearson Edexcel Level 1/Level 2 GCSE

Computer Science

Practical Programming

Controlled Assessment Material

For use from January 2017 to May 2017

Paper Reference

1CP0/02

You must have: firesideFixtures.txt
firesideResult.txt
test_plan.doc

Instructions

- You must complete all tasks.
- You must use a computer to complete these tasks.
- You may **not** have access to the internet.
- You may have access to a printer.
- You may use a calculator.
- You will be given access to relevant files during the controlled assessment.
- All files must be saved and kept secure in the folder specified by your centre between sessions. You will not have access to these files between sessions.
- You must save the final versions of your files in the **CA folder** indicated by your centre.

Information

- The total mark for this controlled assessment is 50.
- The marks for **each** task are shown in brackets.
- The total time for the controlled assessment is 15 hours.
- A guide to how much time you should spend is shown at the end of each task.
- Tasks labelled with an **asterisk** (*) are ones where the quality of your written communication will be assessed
 - *you should take particular care on these tasks with your spelling, punctuation and grammar, as well as the clarity of expression.*

Advice

- Read each task carefully before you start to answer it.
- Attempt every task.

Turn over ►

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Controlled assessment tasks

The controlled assessment tasks should be completed using Python, Java or any C-derived language.

If you use a software development kit such as Xcode or Visual Studio then you must indicate which code you have written.

Context: Fireside

Dennis runs an annual gaming league for the online card game, Fireside. Players from the United Kingdom, the United States, and Australia play Fireside. They pay an entry fee to take part. Dennis arranges the fixtures between players and informs them of the times and dates that they need to play.

You will complete tasks to produce parts of a system that will:

- allow players to register for the league
- calculate and display their entry fee
- track fixtures and results from the league.

Features

- The user interface must be text-based.
- Players must be able to enter their registration information.
- Dennis must be able to calculate the entry fee for each player.
- Dennis must be able to:
 - search for fixtures
 - view the results of completed fixtures
 - view the current leader board of the league.

You have been asked to write programs to:

- accept player information
- calculate and display the entry fee
- display fixtures, results, and the leader board.

You must complete the following tasks.

| Task | Features | Marks | Suggested Time |
|--|---|-------|----------------|
| 1 Registering a new player Program with comments | <ul style="list-style-type: none">Prompt the player to enter personal detailsDisplay the player's personal details | 8 | 1½ hours |
| 2 Calculating an entry fee Design, program, test, evaluate | <ul style="list-style-type: none">Input player detailsGenerate the entry fee | 18 | 5½ hours |
| 3 Creating a fixture manager Design, program, test, evaluate | <ul style="list-style-type: none">Input fixtures and results from a fileGenerate a leader board | 24 | 8 hours |

A summary of the files supplied to you and a checklist of files you should submit is given on **page 11**.

Task 1: Registering a new player

Players need to enter their personal details in order to enter the league.

Requirements

Here is an outline design for your program.

- Display a title stating: League registration.
- Ask the player to enter: first name, last name, nickname, and email address.
- Ask the player to enter a skill level, using E for 'Expert' or C for 'Casual'.
- Display the player's personal details on the screen.
 - If the player entered E then 'Expert' should be displayed; if they entered C then 'Casual' should be displayed.
- Ask the player to confirm that all of the personal details are correct.
 - If any detail is incorrect, ask the player to re-enter all of the personal details and display them again.
- Return to the title message.

The player data does not need to be saved.

Your task

- 1 Write a program to implement this design. It must be easy to read and include comments to explain how it works.

Save the final version of your source code as a file called **register_player** in the **CA folder**.

You are advised to spend no more than 1½ hours on Task 1.

(Total for Task 1 = 8 marks)

Task 2: Calculating an entry fee

The program should calculate an entry fee for each player. This calculation should take into account the skill level of the player.

The system should display the fee in the appropriate currency, using these exchange rates:

- £ sterling for all UK players; no exchange rate required
- £1 = 1.50 US dollars
- £1 = 2.00 AU dollars.

The entry fee will consist of:

- £10 per player
- an additional fee of £35 for 'Expert' players or £20 for 'Casual' players.

Fee calculator requirements

- The fee calculator should start with a welcome message.
- It should ask the user for the player's:
 - email address
 - skill level (E for expert, C for casual)
 - country (UK, US, AU).
- It should then calculate the entry fee.
- The fee should be displayed in the correct currency, using the following abbreviations: USD, AUD, GBP.
- It should then ask if the user wishes to calculate another fee.

The data output from this activity does not need to be saved.

Your task

- 2 (a) (i) Develop a program to meet these requirements. It must be easy to read and include comments to explain how it works. You are expected to decompose your program into subprograms. The quality of your program design will be assessed using the source code you submit.
- (ii) Write and implement a plan to test that the program works correctly and that the requirements have been met. Use the **test_plan.doc** template provided. A copy of this is shown in *Appendix C*.

Save the final version of your source code as a file called **fee_calculator** in the **CA folder**.

Save your test plan in a file called **fee_test_plan.doc** in the **CA folder**.

*(b) Write an evaluation of your program that:

- assesses how well your program meets the fee calculator requirements
- explains how your program calculates the fee.

You should use correct technical terms where appropriate.

Save your evaluation in a file called **fee_evaluation.doc** in the **CA folder**.

You are advised to spend no more than 4½ hours on developing and testing the program, and 1 hour on the evaluation.

(Programming and testing = 12 marks)

(Evaluation = 6 marks)

(Total for Task 2 = 18 marks)

Task 3: Creating a fixture manager

Dennis needs to keep track of which fixtures have been played, their results and the current leader board. You will write a program to enable this to happen.

The program will sort and search the file **firesideFixtures.txt** to select and display information about fixtures, and the file **firesideResults.txt** to calculate leader board standings.

The **firesideFixtures.txt** file shows: Fixture Number, Fixture Date, Fixture Time, Player 1 Nickname, Player 2 Nickname, Fixture Played, Winning Nickname.

The **firesideResults.txt** file shows: Player Nickname, Matches Played, Matches Won, Matches Lost.

Copies of these files are shown in *Appendices A* and *B*.

Fixture manager requirements

- Four options should be displayed for Dennis to select from.

| | |
|------------------------|----------------------|
| Option A | Search for a fixture |
| Option B | Outstanding fixtures |
| Option C | Display leader board |
| Enter Q to quit | |

- Dennis must be able to select an option or enter 'Q' to quit the fixture manager.
- Data on fixtures and results must be read from the **firesideFixtures.txt** and **firesideResults.txt** files respectively.
- The program should work for all of the records from either the **firesideFixtures.txt** or **firesideResults.txt** files.

Option A must provide a prompt for the user to enter a fixture number.

- User input must be validated.
- It must find the details for this fixture number.
- It must display the details in this format:

| Fixture Number | Fixture Date | Player 1 Nickname | Player 2 Nickname | Fixture Played | Winning Nickname |
|----------------------|--------------------|------------------------|------------------------|----------------------|------------------------|
| <i>fixtureNumber</i> | <i>fixtureDate</i> | <i>player1Nickname</i> | <i>player2Nickname</i> | <i>fixturePlayed</i> | <i>winningNickname</i> |

- If the fixture number is not found, a suitable error message must be displayed.
- The options menu should be displayed again.
- Data on fixtures and results must be read from **firesideFixtures.txt** file.

Option B must show all fixtures that have not yet been played (totalOutstanding).

- It must show the fixture details for all fixtures that have not yet been played.
- It must display the total number of fixtures that have not yet been played.
- It must display the details in this format:

| Fixture Number | Fixture Date | Fixture Time | Player 1 Nickname | Player 2 Nickname |
|-----------------------|---------------------|---------------------|--------------------------|--------------------------|
| <i>fixtureNumber</i> | <i>fixtureDate</i> | <i>fixtureTime</i> | <i>player1Nickname</i> | <i>player2Nickname</i> |
| <i>fixtureNumber</i> | <i>fixtureDate</i> | <i>fixtureTime</i> | <i>player1Nickname</i> | <i>player2Nickname</i> |
| <i>fixtureNumber</i> | <i>fixtureDate</i> | <i>fixtureTime</i> | <i>player1Nickname</i> | <i>player2Nickname</i> |
| <i>fixtureNumber</i> | <i>fixtureDate</i> | <i>fixtureTime</i> | <i>player1Nickname</i> | <i>player2Nickname</i> |

Total number of fixtures outstanding: *totalOutstanding*

- Data on fixtures and results must be read from **firesideFixtures.txt** file.

Option C must calculate the points totals for each player from the **firesideResults.txt** file and display them in a leader board.

- It must award three points per win.
- It must only include players in the leader board who have won at least one match.
- It must display the details in this format:

| Player Nickname | Matches Played | Matches Won | Matches Lost | Points |
|------------------------|-----------------------|--------------------|---------------------|---------------|
| <i>playerNickname</i> | <i>matchesPlayed</i> | <i>matchesWon</i> | <i>matchesLost</i> | <i>points</i> |
| <i>playerNickname</i> | <i>matchesPlayed</i> | <i>matchesWon</i> | <i>matchesLost</i> | <i>points</i> |
| <i>playerNickname</i> | <i>matchesPlayed</i> | <i>matchesWon</i> | <i>matchesLost</i> | <i>points</i> |
| <i>playerNickname</i> | <i>matchesPlayed</i> | <i>matchesWon</i> | <i>matchesLost</i> | <i>points</i> |
| <i>playerNickname</i> | <i>matchesPlayed</i> | <i>matchesWon</i> | <i>matchesLost</i> | <i>points</i> |

Your task

- 3 (a) (i) Develop a program to meet the requirements. It must be easy to read and include comments to explain how it works. You are expected to decompose your program into subprograms. The quality of your program design will be assessed using the source code.
- (ii) Write and implement a test plan to ensure that the program works correctly and that the requirements have been met. Use the **test_plan.doc** template provided. A copy of this is shown in *Appendix C*.

Save the final version of your source code as a file called **fixture_manager** in the **CA folder**.

Save your test plan as a file called **fixture_test_plan.doc** in the **CA folder**.

*(b) Write an evaluation of your program that:

- assesses how well your program meets the requirements
- explains what method you used to extract information for each fixture from the data files.

You should use correct technical terms where appropriate.

Save your evaluation as a file called **fixture_evaluation.doc** in the **CA folder**.

You are advised to spend no more than 6½ hours on developing and testing the program, and 1½ hours on the evaluation.

(Programming and testing = 15 marks)

(Evaluation = 9 marks)

(Total for Task 3 = 24 marks)

TOTAL FOR PAPER = 50 MARKS

Files supplied to candidates

| Purpose | File name | File type |
|--------------------|------------------|-----------|
| Fixtures | firesideFixtures | .txt |
| Results | firesideResults | .txt |
| Test plan template | test_plan | .doc |

Checklist of files for the candidate to submit:

| Task | File name | File type |
|--------------|--------------------|---------------------|
| 1 program | register_player | program source code |
| 2 program | fee_calculator | program source code |
| 2 test plan | fee_test_plan | document |
| 2 evaluation | fee_evaluation | document |
| 3 program | fixture_manager | program source code |
| 3 test plan | fixture_test_plan | document |
| 3 evaluation | fixture_evaluation | document |

Appendix A

You have been given the file **firesideFixtures.txt**. A copy of the file is shown here.

The data is shown as 'Fixture Number, Fixture Date, Fixture Time, Player 1 Nickname, Player 2 Nickname, Fixture Played, Winning Nickname'

1,02/09/15,18:00,RNGesus,Ingsoc,Y,Ingsoc
2,03/09/15,18:00,M'lady,Napoleon Wilson,Y,Napoleon Wilson
3,04/09/15,18:00,Ripley,Billy Casper,Y,Billy Casper
4,05/09/15,18:00,Jenkins,Tyler,Y,Jenkins
5,06/09/15,18:00,Kes,Leeroy,Y,Leeroy
6,07/09/15,18:00,Magnitude,Space Pirate,Y,Magnitude
7,08/09/15,18:00,Big Boss,Esports,Y,Esports
8,09/09/15,18:00,Einstein 100,Big Brother,Y,Big Brother
9,10/09/15,18:00,Macho Man,Game Dude,Y,Macho Man
10,11/09/15,18:00,Otacon,Dennis,Y,Otacon
11,12/09/15,18:00,Napoleon Wilson,Ingsoc,Y,Napoleon Wilson
12,13/09/15,18:00,Otacon,RNGesus,Y,Otacon
13,14/09/15,18:00,M'lady,Billy Casper,Y,Billy Casper
14,15/09/15,18:00,Ripley,Tyler,Y,Ripley
15,16/09/15,18:00,Jenkins,Leeroy,Y,Jenkins
16,17/09/15,18:00,Kes,Space Pirate,Y,Kes
17,18/09/15,18:00,Magnitude,Esports,Y,Esports
18,19/09/15,18:00,Big Boss,Big Brother,Y,Big Boss
19,20/09/15,18:00,Einstein 100,Game Dude,Y,Game Dude
20,21/09/15,18:00,Macho Man,Dennis,Y,Dennis
21,22/09/15,18:00,Billy Casper,Ingsoc,Y,Ingsoc
22,23/09/15,18:00,Napoleon Wilson,RNGesus,Y,RNGesus
23,24/09/15,18:00,M'lady,Tyler,Y,M'lady
24,25/09/15,18:00,Ripley,Leeroy,Y,Ripley
25,26/09/15,18:00,Jenkins,Space Pirate,Y,Space Pirate
26,27/09/15,18:00,Kes,Esports,Y,Kes
27,28/09/15,18:00,Magnitude,Big Brother,Y,Magnitude

28,29/09/15,18:00,Big Boss,Game Dude,Y,Big Boss
29,30/09/15,18:00,Einstein 100,Dennis,Y,Einstein 100
30,01/10/15,18:00,Otacon,Macho Man,Y,Otacon
31,02/10/15,18:00,Tyler,Ingsoc,Y,Ingsoc
32,03/10/15,18:00,Billy Casper,RNGesus,Y,RNGesus
33,04/10/15,18:00,Otacon,Napoleon Wilson,Y,Napoleon Wilson
34,05/10/15,18:00,M'lady,Leeroy,Y,Leeroy
35,06/10/15,18:00,Ripley,Space Pirate,Y,Space Pirate
36,07/10/15,18:00,Jenkins,Esports,Y,Jenkins
37,08/10/15,18:00,Kes,Big Brother,Y,Kes
38,09/10/15,18:00,Magnitude,Game Dude,Y,Magnitude
39,10/10/15,18:00,Big Boss,Dennis,Y,Big Boss
40,11/10/15,18:00,Einstein 100,Macho Man,Y,Einstein 100
41,12/10/15,18:00,Leeroy,Ingsoc,Y,Leeroy
42,13/10/15,18:00,Tyler,RNGesus,Y,RNGesus
43,14/10/15,18:00,Billy Casper,Napoleon Wilson,Y,Billy Casper
44,15/10/15,18:00,M'lady,Space Pirate,Y,Space Pirate
45,16/10/15,18:00,Ripley,Esports,Y,Ripley
46,17/10/15,18:00,Jenkins,Big Brother,Y,Jenkins
47,18/10/15,18:00,Kes,Game Dude,Y,Kes
48,19/10/15,18:00,Magnitude,Dennis,Y,Dennis
49,20/10/15,18:00,Big Boss,Macho Man,Y,Big Boss
50,21/10/15,18:00,Otacon,Einstein 100,Y,Otacon
51,22/10/15,18:00,Space Pirate,Ingsoc,Y,Space Pirate
52,23/10/15,18:00,Leeroy,RNGesus,Y,Leeroy
53,24/10/15,18:00,Tyler,Napoleon Wilson,Y,Napoleon Wilson
54,25/10/15,18:00,Otacon,Billy Casper,Y,Billy Casper
55,26/10/15,18:00,M'lady,Esports,Y,M'lady
56,27/10/15,18:00,Ripley,Big Brother,Y,Ripley
57,28/10/15,18:00,Jenkins,Game Dude,Y,Game Dude

58,29/10/15,18:00,Kes,Dennis,Y,Kes
59,30/10/15,18:00,Magnitude,Macho Man,Y,Macho Man
60,31/10/15,18:00,Big Boss,Einstein 100,Y,Einstein 100
61,01/11/15,18:00,Esports,Ingsoc,Y,Esports
62,02/11/15,18:00,Space Pirate,RNGesus,Y,RNGesus
63,03/11/15,18:00,Leeroy,Napoleon Wilson,Y,Leeroy
64,04/11/15,18:00,Tyler,Billy Casper,Y,Billy Casper
65,05/11/15,18:00,M'lady,Big Brother,Y,Big Brother
66,06/11/15,18:00,Ripley,Game Dude,Y,Game Dude
67,07/11/15,18:00,Jenkins,Dennis,Y,Jenkins
68,08/11/15,18:00,Kes,Macho Man,Y,Kes
69,09/11/15,18:00,Magnitude,Einstein 100,Y,Einstein 100
70,10/11/15,18:00,Otacon,Big Boss,Y,Otacon
71,11/11/15,18:00,Big Brother,Ingsoc,Y,Big Brother
72,12/11/15,18:00,Esports,RNGesus,Y,Esports
73,13/11/15,18:00,Space Pirate,Napoleon Wilson,Y,Napoleon Wilson
74,14/11/15,18:00,Leeroy,Billy Casper,Y,Billy Casper
75,15/11/15,18:00,Otacon,Tyler,Y,Otacon
76,16/11/15,18:00,M'lady,Game Dude,Y,M'lady
77,17/11/15,18:00,Ripley,Dennis,Y,Dennis
78,18/11/15,18:00,Jenkins,Macho Man,Y,Jenkins
79,19/11/15,18:00,Kes,Einstein 100,Y,Einstein 100
80,20/11/15,18:00,Magnitude,Big Boss,Y,Big Boss
81,21/11/15,18:00,Game Dude,Ingsoc,Y,Game Dude
82,22/11/15,18:00,Big Brother,RNGesus,Y,Big Brother
83,23/11/15,18:00,Esports,Napoleon Wilson,Y,Esports
84,24/11/15,18:00,Space Pirate,Billy Casper,Y,Billy Casper
85,25/11/15,18:00,Leeroy,Tyler,Y,Leeroy
86,26/11/15,18:00,M'lady,Dennis,Y,Dennis
87,27/11/15,18:00,Ripley,Macho Man,Y,Ripley
88,28/11/15,18:00,Jenkins,Einstein 100,Y,Jenkins

89,29/11/15,18:00,Kes,Big Boss,Y,Big Boss
90,30/11/15,18:00,Otacon,Magnitude,Y,Magnitude
91,01/12/15,18:00,Dennis,Ingsoc,Y,Dennis
92,02/12/15,18:00,Game Dude,RNGesus,Y,RNGesus
93,03/12/15,18:00,Big Brother,Napoleon Wilson,Y,Big Brother
94,04/12/15,18:00,Esports,Billy Casper,Y,Esports
95,05/12/15,18:00,Space Pirate,Tyler,Y,Space Pirate
96,06/12/15,18:00,Otacon,Leeroy,Y,Leeroy
97,07/12/15,18:00,M'lady,Macho Man,Y,Macho Man
98,08/12/15,18:00,Ripley,Einstein 100,Y,Einstein 100
99,09/12/15,18:00,Jenkins,Big Boss,Y,Jenkins
100,10/12/15,18:00,Kes,Magnitude,Y,Kes
101,11/12/15,18:00,Macho Man,Ingsoc,Y,Ingsoc
102,12/12/15,18:00,Dennis,RNGesus,Y,RNGesus
103,13/12/15,18:00,Game Dude,Napoleon Wilson,Y,Napoleon Wilson
104,14/12/15,18:00,Big Brother,Billy Casper,Y,Big Brother
105,15/12/15,18:00,Esports,Tyler,Y,Esports
106,16/12/15,18:00,Space Pirate,Leeroy,Y,Space Pirate
107,17/12/15,18:00,M'lady,Einstein 100,Y,Einstein 100
108,18/12/15,18:00,Ripley,Big Boss,Y,Big Boss
109,19/12/15,18:00,Jenkins,Magnitude,Y,Magnitude
110,20/12/15,18:00,Otacon,Kes,Y,Kes
111,21/12/15,18:00,Einstein 100,Ingsoc,Y,Einstein 100
112,22/12/15,18:00,Macho Man,RNGesus,Y,RNGesus
113,23/12/15,18:00,Dennis,Napoleon Wilson,Y,Napoleon Wilson
114,24/12/15,18:00,Game Dude,Billy Casper,Y,Game Dude
115,25/12/15,18:00,Big Brother,Tyler,Y,Big Brother
116,26/12/15,18:00,Esports,Leeroy,Y,Esports
117,27/12/15,18:00,Otacon,Space Pirate,Y,Otacon
118,28/12/15,18:00,M'lady,Big Boss,Y,M'lady
119,29/12/15,18:00,Ripley,Magnitude,Y,Magnitude

120,30/12/15,18:00,Jenkins,Kes,Y,Kes
121,31/12/15,18:00,Big Boss,Ingsoc,Y,Ingsoc
122,01/01/16,18:00,Einstein 100,RNGesus,,
123,02/01/16,18:00,Macho Man,Napoleon Wilson,,
124,03/01/16,18:00,Dennis,Billy Casper,,
125,04/01/16,18:00,Game Dude,Tyler,,
126,05/01/16,18:00,Big Brother,Leeroy,,
127,06/01/16,18:00,Esports,Space Pirate,,
128,07/01/16,18:00,M'lady,Magnitude,,
129,08/01/16,18:00,Ripley,Kes,,
130,09/01/16,18:00,Otacon,Jenkins,,
131,10/01/16,18:00,Magnitude,Ingsoc,,
132,11/01/16,18:00,Big Boss,RNGesus,,
133,12/01/16,18:00,Einstein 100,Napoleon Wilson,,
134,13/01/16,18:00,Macho Man,Billy Casper,,
135,14/01/16,18:00,Dennis,Tyler,,
136,15/01/16,18:00,Game Dude,Leeroy,,
137,16/01/16,18:00,Big Brother,Space Pirate,,
138,17/01/16,18:00,Otacon,Esports,,
139,18/01/16,18:00,M'lady,Kes,,
140,19/01/16,18:00,Ripley,Jenkins,,
141,20/01/16,18:00,Kes,Ingsoc,,
142,21/01/16,18:00,Magnitude,RNGesus,,
143,22/01/16,18:00,Big Boss,Napoleon Wilson,,
144,23/01/16,18:00,Einstein 100,Billy Casper,,
145,24/01/16,18:00,Macho Man,Tyler,,
146,25/01/16,18:00,Dennis,Leeroy,,
147,26/01/16,18:00,Game Dude,Space Pirate,,
148,27/01/16,18:00,Big Brother,Esports,,
149,28/01/16,18:00,M'lady,Jenkins,,
150,29/01/16,18:00,Otacon,Ripley,,

151,30/01/16,18:00,Jenkins,Ingsoc,,
152,31/01/16,18:00,Kes,RNGesus,,
153,01/02/16,18:00,Magnitude,Napoleon Wilson,,
154,02/02/16,18:00,Big Boss,Billy Casper,,
155,03/02/16,18:00,Einstein 100,Tyler,,
156,04/02/16,18:00,Macho Man,Leeroy,,
157,05/02/16,18:00,Dennis,Space Pirate,,
158,06/02/16,18:00,Game Dude,Esports,,
159,07/02/16,18:00,Otacon,Big Brother,,
160,08/02/16,18:00,M'lady,Ripley,,
161,09/02/16,18:00,Ripley,Ingsoc,,
162,10/02/16,18:00,Jenkins,RNGesus,,
163,11/02/16,18:00,Kes,Napoleon Wilson,,
164,12/02/16,18:00,Magnitude,Billy Casper,,
165,13/02/16,18:00,Big Boss,Tyler,,
166,14/02/16,18:00,Einstein 100,Leeroy,,
167,15/02/16,18:00,Macho Man,Space Pirate,,
168,16/02/16,18:00,Dennis,Esports,,
169,17/02/16,18:00,Game Dude,Big Brother,,
170,18/02/16,18:00,Otacon,M'lady,,
171,19/02/16,18:00,M'lady,Ingsoc,,
172,20/02/16,18:00,Ripley,RNGesus,,
173,21/02/16,18:00,Jenkins,Napoleon Wilson,,
174,22/02/16,18:00,Kes,Billy Casper,,
175,23/02/16,18:00,Magnitude,Tyler,,
176,24/02/16,18:00,Big Boss,Leeroy,,
177,25/02/16,18:00,Einstein 100,Space Pirate,,
178,26/02/16,18:00,Macho Man,Esports,,
179,27/02/16,18:00,Dennis,Big Brother,,
180,28/02/16,18:00,Otacon,Game Dude,,
181,29/02/16,18:00,Otacon,Ingsoc,,

182,01/03/16,18:00,M'lady,RNGesus,,
183,02/03/16,18:00,Ripley,Napoleon Wilson,,
184,03/03/16,18:00,Jenkins,Billy Casper,,
185,04/03/16,18:00,Kes,Tyler,,
186,05/03/16,18:00,Magnitude,Leeroy,,
187,06/03/16,18:00,Big Boss,Space Pirate,,
188,07/03/16,18:00,Einstein 100,Esports,,
189,08/03/16,18:00,Macho Man,Big Brother,,
190,09/03/16,18:00,Dennis,Game Dude,,

Appendix B

You have been given the file **firesideResults.txt**. A copy of the file is shown here.

The data is shown as 'Player Nickname, Matches Played, Matches Won, Matches Lost'.

Leeroy,19,7,12

Jenkins,19,8,11

Tyler,19,0,19

Napoleon Wilson,19,7,12

Big Boss,19,7,12

Game Dude,19,5,14

Macho Man,19,3,16

Space Pirate,19,6,13

Billy Casper,19,7,12

Otacon,19,7,12

Big Brother,19,7,12

Ingsoc,19,5,14

Ripley,19,5,14

M'lady,19,4,15

Einstein100,19,8,11

Dennis,19,5,14

Esports,19,8,11

RNGesus,19,7,12

Kes,19,9,10

Magnitude,19,6,13

Appendix C

You have been given the file **test_plan.doc**. A copy of the file is shown here.

| Test number | Description of test | Test data | Expected result | Actual result | Pass/Fail |
|-------------|---------------------|-----------|-----------------|---------------|-----------|
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