

OCR J277 EXAM PAPER 2

Topic	Sub Topic				Video links	Notes
2.1.1 Computational thinking	Principles of computational thinking					
	o Abstraction				<a href="https://www.youtube.com/watch?v=wLJ1n47sGRI&amp;list=PLCIXwirraUAzsy9tacd98LBTbj7cyFQV">https://www.youtube.com/watch?v=wLJ1n47sGRI&amp;list=PLCIXwirraUAzsy9tacd98LBTbj7cyFQV</a>	
	o Decomposition				<a href="https://www.youtube.com/watch?v=zLXCzb4IQ&amp;list=PLCIXwirraUAzsy9tacd98LBTbj7cyFQV&amp;index=2">https://www.youtube.com/watch?v=zLXCzb4IQ&amp;list=PLCIXwirraUAzsy9tacd98LBTbj7cyFQV&amp;index=2</a>	
2.1.2 Designing, creating and refining algorithms	o Algorithmic Thinking.				<a href="https://www.youtube.com/watch?v=5EsSYVP_eMU&amp;list=PLCIXwirraUAzsy9tacd98LBTbj7cyFQV&amp;index=3">https://www.youtube.com/watch?v=5EsSYVP_eMU&amp;list=PLCIXwirraUAzsy9tacd98LBTbj7cyFQV&amp;index=3</a>	
	Identify the inputs, processes, and outputs for a problem				<a href="https://www.youtube.com/watch?v=SI0leZLPMb4&amp;list=PLCIXwirraUAzsy9tacd98LBTbj7cyFQV&amp;index=4">https://www.youtube.com/watch?v=SI0leZLPMb4&amp;list=PLCIXwirraUAzsy9tacd98LBTbj7cyFQV&amp;index=4</a>	
	<b>Structure diagrams</b>				<a href="https://www.youtube.com/watch?v=F6f6W7S9Y6k&amp;list=PLCIXwirraUAzsy9tacd98LBTbj7cyFQV&amp;index=5">https://www.youtube.com/watch?v=F6f6W7S9Y6k&amp;list=PLCIXwirraUAzsy9tacd98LBTbj7cyFQV&amp;index=5</a>	
	Create, interpret, correct, complete, and refine algorithms using:					
	o Pseudocode				<a href="https://www.youtube.com/watch?v=MfojssyKlW&amp;list=PLCIXwirraUAzsy9tacd98LBTbj7cyFQV&amp;index=6">https://www.youtube.com/watch?v=MfojssyKlW&amp;list=PLCIXwirraUAzsy9tacd98LBTbj7cyFQV&amp;index=6</a>	
	o Flowcharts					
	o Reference language/high-level programming language					
2.1.3 Searching and sorting algorithms	Identify common errors				<a href="https://www.youtube.com/watch?v=I0e74ifo1Es&amp;list=PLCIXwirraUAzsy9tacd98LBTbj7cyFQV&amp;index=7">https://www.youtube.com/watch?v=I0e74ifo1Es&amp;list=PLCIXwirraUAzsy9tacd98LBTbj7cyFQV&amp;index=7</a>	
	Logic					
	Syntax					
	Standard searching algorithms:					
2.2.1 Programming fundamentals	o Binary search				<a href="https://www.youtube.com/watch?v=pKW-hwvD2-A&amp;list=PLCIXwirraUAzsy9tacd98LBTbj7cyFQV&amp;index=9">https://www.youtube.com/watch?v=pKW-hwvD2-A&amp;list=PLCIXwirraUAzsy9tacd98LBTbj7cyFQV&amp;index=9</a>	
	o Linear search				<a href="https://www.youtube.com/watch?v=Hr5cP7LOUKU&amp;list=PLCIXwirraUAzsy9tacd98LBTbj7cyFQV&amp;index=10">https://www.youtube.com/watch?v=Hr5cP7LOUKU&amp;list=PLCIXwirraUAzsy9tacd98LBTbj7cyFQV&amp;index=10</a>	
	Standard sorting algorithms:					
	o Bubble sort				<a href="https://www.youtube.com/watch?v=aOZBMnTswL8&amp;list=PLCIXwirraUAzsy9tacd98LBTbj7cyFQV&amp;index=11">https://www.youtube.com/watch?v=aOZBMnTswL8&amp;list=PLCIXwirraUAzsy9tacd98LBTbj7cyFQV&amp;index=11</a>	
	o Merge sort				<a href="https://www.youtube.com/watch?v=Y8y7PnlE4Dg&amp;list=PLCIXwirraUAzsy9tacd98LBTbj7cyFQV&amp;index=12">https://www.youtube.com/watch?v=Y8y7PnlE4Dg&amp;list=PLCIXwirraUAzsy9tacd98LBTbj7cyFQV&amp;index=12</a>	
2.2.2 Data types	o Insertion sort				<a href="https://www.youtube.com/watch?v=jmdP4Y-x0Hc&amp;list=PLCIXwirraUAzsy9tacd98LBTbj7cyFQV&amp;index=13">https://www.youtube.com/watch?v=jmdP4Y-x0Hc&amp;list=PLCIXwirraUAzsy9tacd98LBTbj7cyFQV&amp;index=13</a>	
	The use of variables, constants, operators, inputs, outputs and				<a href="https://www.youtube.com/watch?v=dpBe_TXFqZ8&amp;list=PLCIXwirraUAujkBVyzSh-LjITCDwMU8v">https://www.youtube.com/watch?v=dpBe_TXFqZ8&amp;list=PLCIXwirraUAujkBVyzSh-LjITCDwMU8v</a>	
	The use of the three basic programming constructs used to control the				<a href="https://www.youtube.com/watch?v=t0VphK9cWgE&amp;list=PLCIXwirraUAujkBVyzSh-LjITCDwMU8v&amp;index=2">https://www.youtube.com/watch?v=t0VphK9cWgE&amp;list=PLCIXwirraUAujkBVyzSh-LjITCDwMU8v&amp;index=2</a>	
	o Sequence					
	o Selection					
2.3.1 Defensive design	o Iteration (count- and condition- controlled loops)					
	The common arithmetic operators				<a href="https://www.youtube.com/watch?v=qozjsKdyBzM&amp;list=PLCIXwirraUAujkBVyzSh-LjITCDwMU8v&amp;index=3">https://www.youtube.com/watch?v=qozjsKdyBzM&amp;list=PLCIXwirraUAujkBVyzSh-LjITCDwMU8v&amp;index=3</a>	
	The common Boolean operators AND, OR, NOT				<a href="https://www.youtube.com/watch?v=IILVSOg6Oo&amp;list=PLCIXwirraUAujkBVyzSh-LjITCDwMU8v&amp;index=4">https://www.youtube.com/watch?v=IILVSOg6Oo&amp;list=PLCIXwirraUAujkBVyzSh-LjITCDwMU8v&amp;index=4</a>	
	The use of data types:				<a href="https://www.youtube.com/watch?v=oQAQNkomako&amp;list=PLCIXwirraUAujkBVyzSh-LjITCDwMU8v&amp;index=5">https://www.youtube.com/watch?v=oQAQNkomako&amp;list=PLCIXwirraUAujkBVyzSh-LjITCDwMU8v&amp;index=5</a>	
	o Integer					
2.3.1 Defensive design	o Real/float					
	o Boolean					
	o Character and string					
	o Casting					
	The use of records to store data				<a href="https://www.youtube.com/watch?v=MN6FizrhIQ&amp;list=PLCIXwirraUAujkBVyzSh-LjITCDwMU8v&amp;index=8">https://www.youtube.com/watch?v=MN6FizrhIQ&amp;list=PLCIXwirraUAujkBVyzSh-LjITCDwMU8v&amp;index=8</a>	
The use of SQL to search for data				<a href="https://www.youtube.com/watch?v=zrEF1jeMwS8&amp;list=PLCIXwirraUAujkBVyzSh-LjITCDwMU8v&amp;index=9">https://www.youtube.com/watch?v=zrEF1jeMwS8&amp;list=PLCIXwirraUAujkBVyzSh-LjITCDwMU8v&amp;index=9</a>		
The use of arrays (or equivalent) when solving problems, and including both one-dimensional (1D)				<a href="https://www.youtube.com/watch?v=izvYtCaD9EE&amp;list=PLCIXwirraUAujkBVyzSh-LjITCDwMU8v&amp;index=10">https://www.youtube.com/watch?v=izvYtCaD9EE&amp;list=PLCIXwirraUAujkBVyzSh-LjITCDwMU8v&amp;index=10</a>		
two-dimensional (2D) arrays						
Random number generation				<a href="https://www.youtube.com/watch?v=bni4XvtEjP4&amp;list=PLCIXwirraUAujkBVyzSh-LjITCDwMU8v&amp;index=12">https://www.youtube.com/watch?v=bni4XvtEjP4&amp;list=PLCIXwirraUAujkBVyzSh-LjITCDwMU8v&amp;index=12</a>		
2.3.1 Defensive design	Defensive design considerations:				<a href="https://www.youtube.com/watch?v=2IIF4Infd4&amp;list=PLCIXwirraUbb_Y1hsCHRgvg0wXFVnj2">https://www.youtube.com/watch?v=2IIF4Infd4&amp;list=PLCIXwirraUbb_Y1hsCHRgvg0wXFVnj2</a>	
	o Anticipating misuse				<a href="https://www.youtube.com/watch?v=8I0il6GQbTo&amp;list=PLCIXwirraUbb_Y1hsCHRgvg0wXFVnj2&amp;index=2">https://www.youtube.com/watch?v=8I0il6GQbTo&amp;list=PLCIXwirraUbb_Y1hsCHRgvg0wXFVnj2&amp;index=2</a>	
	o Authentication					
	Input validation					
	Maintainability:				<a href="https://www.youtube.com/watch?v=YwW_fBw1eCY&amp;list=PLCIXwirraUbb_Y1hsCHRgvg0wXFVnj2&amp;index=3">https://www.youtube.com/watch?v=YwW_fBw1eCY&amp;list=PLCIXwirraUbb_Y1hsCHRgvg0wXFVnj2&amp;index=3</a>	
o Naming conventions						
o Indentation						
o Commenting				<a href="https://www.youtube.com/watch?v=upt_QTI0id8&amp;list=PLCIXwirraUbb_Y1hsCHRgvg0wXFVnj2&amp;index=4">https://www.youtube.com/watch?v=upt_QTI0id8&amp;list=PLCIXwirraUbb_Y1hsCHRgvg0wXFVnj2&amp;index=4</a>		
The purpose of testing				<a href="https://www.youtube.com/watch?v=IgOXjw76d0g&amp;list=PLCIXwirraUbb_Y1hsCHRgvg0wXFVnj2&amp;index=5">https://www.youtube.com/watch?v=IgOXjw76d0g&amp;list=PLCIXwirraUbb_Y1hsCHRgvg0wXFVnj2&amp;index=5</a>		
Types of testing:						

2.3.2 Testing	o Iterative				
	o Final/terminal				
	Identify syntax and logic errors				
	Selecting and using suitable test data:				<a href="https://www.youtube.com/watch?v=FbnEBkN_Nko&amp;list=PLCIXwirraUBb_Y1hsCHRgbvq0wXFVnj2&amp;index=6">https://www.youtube.com/watch?v=FbnEBkN_Nko&amp;list=PLCIXwirraUBb_Y1hsCHRgbvq0wXFVnj2&amp;index=6</a>
	o Normal				
	o Boundary - test data as data of the correct type which is on the very edge of being valid				
o Invalid/Erroneous					
Refining algorithms					<a href="https://www.youtube.com/watch?v=pBz6YoFID0Y&amp;list=PLCIXwirraUBb_Y1hsCHRgbvq0wXFVnj2&amp;index=7">https://www.youtube.com/watch?v=pBz6YoFID0Y&amp;list=PLCIXwirraUBb_Y1hsCHRgbvq0wXFVnj2&amp;index=7</a>
2.4.1 Boolean logic	Simple logic diagrams using the operations AND, OR and NOT				<a href="https://www.youtube.com/watch?v=jN9WtjyjXf4&amp;list=PLCIXwirraUCY53WmW5wqNgM4P-vms0KI&amp;index=1">https://www.youtube.com/watch?v=jN9WtjyjXf4&amp;list=PLCIXwirraUCY53WmW5wqNgM4P-vms0KI&amp;index=1</a>
	Truth tables				<a href="https://www.youtube.com/watch?v=U7dbx9fllc&amp;list=PLCIXwirraUCY53WmW5wqNgM4P-vms0KI&amp;index=2">https://www.youtube.com/watch?v=U7dbx9fllc&amp;list=PLCIXwirraUCY53WmW5wqNgM4P-vms0KI&amp;index=2</a>
	Combining Boolean operators using AND, OR and NOT				<a href="https://www.youtube.com/watch?v=M7h8XBjp0-s&amp;list=PLCIXwirraUCY53WmW5wqNgM4P-vms0KI&amp;index=4">https://www.youtube.com/watch?v=M7h8XBjp0-s&amp;list=PLCIXwirraUCY53WmW5wqNgM4P-vms0KI&amp;index=4</a>
	Applying logical operators in truth tables to solve problems				