



Coimisiún na Scrúduithe Stáit
State Examinations Commission

Leaving Certificate Examination 2026

Computer Science

Section C

Ordinary Level

Wednesday 20 May Morning 11:30 – 12:30

80 marks

Do not hand this up.
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State Examinations Commission.

Instructions

There is one section in this paper.

Section C	Programming	One question	80 marks
		Answer all question parts	

Answer all parts of the question on your digital device.

Calculators may be used during this section of the examination.

The *Formulae and Tables* booklet cannot be used for this section of the examination.

The superintendent will give you a copy of the *Python Reference Guide*.

Ensure that you save your work regularly and when you complete each question part.

Save your files using the naming structure described at the beginning of each question part.

If you are unable to get some code to work correctly, you can comment out the code so that you can proceed. The code that has been commented out will be reviewed by the examiner.

Rough work pages are provided at the end of this booklet. Please note that this booklet is not to be handed up and will **not** be reviewed by an examiner.

At the end of the examination it is your responsibility to ensure that you have saved all of your files onto your external media.

You will be provided with a brown envelope for your external media. Write your examination number on this envelope and place your external media into it before sealing. Place this envelope in the pouch at the front of the red envelope that contains your examination booklet from Section A and B.

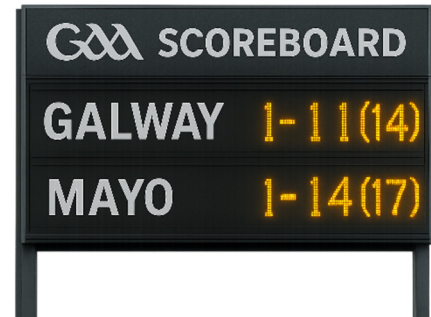
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Answer **all** question parts.

Question 16

- (a) Open the program called **Question16_A.py** from your device. The source code is shown and described briefly below.

Before making any changes, you should save your working copy of the file using the format **ExaminationNumberQuestion16_A.py**. For example, you would save the file as **123456Question16_A.py** if your examination number was 123456.



Enter your examination number in the space provided on **line 2** in your Python file.

In GAA sports, players can score goals and points.

Each goal is worth three points. So, if a team score two goals and four points (2-4) then their total score is ten points, as the two goals are worth six points, and added to the four points makes ten.

The program below is the start of a program that, when complete, will compare the scores of two teams and work out which team is the winner.

```

1  # Question 16(a)
2  # Examination Number:
3
4  print("Score")
5
6  team_a_goals = 3
7  team_a_points = 5
8  team_a_total = 0

```

Make the following changes to the program:

- (i) Modify the program so that it prints out "GAA Scoreboard Calculator" instead of "Score".

When the program is run the output should now look as follows:

```
GAA Scoreboard Calculator
```

- (ii) Calculate the team's total score and store it in the variable `team_a_total`, remembering that one goal is equal to three points. Print the team's total score to the screen.

When the program is run the output should now look as follows:

```
GAA Scoreboard Calculator
Team A total score: 14
```

- (iii) Currently, the vales for `team_a_goals` and `team_a_points` are "hard-coded" into the program. Modify the program so that the user is asked to input the number of goals and points for Team A. The inputs should be used to calculate and output the total points for the team.

When the program is run the output may now look as follows:

```
GAA Scoreboard Calculator
Enter Team A goals: 2
Enter Team A points: 7
Team A total score: 13
```

- (iv) Modify the code, by adding new variables, so that inputs can be accepted for a second team called Team B. The value for Team B's score should also be reported back to the user.

When the program is run the output may now look as follows:

```
GAA Scoreboard Calculator
Enter Team A goals: 2
Enter Team A points: 7
Team A total score: 13
Enter Team B goals: 1
Enter Team B points: 9
Team B Total Score: 12
```

- (v) Modify the code so the program compares the total scores of the two teams and tells the user which team won. In the case of a draw the output should report it was a draw. When the program is run the output may now look as follows:

Example 1:

```
GAA Scoreboard Calculator
Enter Team A goals: 2
Enter Team A points: 7
Team A total score: 13
Enter Team B goals: 1
Enter Team B points: 9
Team B Total Score: 12
Result: Team A wins
```

This question continues on the next page.

Example 2:

```
GAA Scoreboard Calculator
Enter Team A goals: 1
Enter Team A points: 7
Team A total score: 10
Enter Team B goals: 3
Enter Team B points: 5
Team B Total Score: 14
Result: Team B wins
```

Example 3:

```
GAA Scoreboard Calculator
Enter Team A goals: 2
Enter Team A points: 7
Team A total score: 13
Enter Team B goals: 1
Enter Team B points: 10
Team B Total Score: 13
Result: Draw
```

- (vi) Modify the code so that if the match is not a draw, the program tells the user how many points the winning team won by.

When the program is run the output may now look as follows:

```
GAA Scoreboard Calculator
Enter Team A goals: 1
Enter Team A points: 7
Team A total score: 10
Enter Team B goals: 3
Enter Team B points: 5
Team B Total Score: 14
Result: Team B wins
Winning margin: 4
```

Save your file using the format **ExaminationNumberQuestion16_A.py**. For example, you would save the file as **123456Question16_A.py** if your examination number was 123456.

- (b) Open the program called **Question16_B.py** from your device. This file contains two comments on lines 1 and 2.

Before making any changes, you should use the format

ExaminationNumberQuestion16_B.py to save your file. For example, you would save the file as **123456Question16_B.py** if your examination number was 123456.

Enter your examination number in the space provided on **line 2**.

Implement a program that will allow team managers to collect and display data about their team's games.

You should use comments throughout your program to explain your code. You may wish to reuse some of the code you used in **part (a)** as part of your solution.

Your program should meet the following requirements:

- A message should be printed to the screen stating the following: "Team Data App."
- The user should be prompted to enter the team name.
- The user should be prompted to enter the result of their last five games. The options that can be entered are W for a win, L for a loss or D for a draw.
- The program should output the name of the team and the number of wins, losses and draws to the screen, as shown in the sample output below.

```
Team Data App

Enter team name: Rovers

Result (W/L/D) : W
Result (W/L/D) : W
Result (W/L/D) : D
Result (W/L/D) : W
Result (W/L/D) : L

*** Rovers - results ***
Win: 3
Loss: 1
Draw: 1
```

Save your file using the format **ExaminationNumberQuestion16_B.py**. For example, you would save the file as **123456Question16_B.py** if your examination number was 123456.

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