

INTERNATIONAL GCSE COMPUTER SCIENCE

Paper 1 Programming
November 2025

Preliminary Material

To be opened and issued to candidates 3 months prior to exam, subject to the instructions given in the Teachers' notes (9210/1/TN).

Note

- The Preliminary Material and Skeleton Program are to be seen by candidates and their teachers **only**, for use during preparation for the November 2025 examination. They **cannot** be used by anyone else for any other purpose, other than that stated in the instructions issued, until after the examination date has passed. They must **not** be provided to third parties.

Information

- A Skeleton Program is provided separately by your teacher and must be read in conjunction with this Preliminary Material.
- You are advised to familiarise yourselves with the Preliminary Material and Skeleton Program before the examination.
- A copy of this Preliminary Material and the Skeleton Program will be made available to you in hard copy and electronically at the start of the examination.
- You must **not** take any copy of the Preliminary Material, Skeleton Program or any other material into the examination room.

INSTRUCTIONS FOR CANDIDATES

Electronic Answer Document

Answers for all questions in all sections must be entered into the word-processed document made available to you at the start of the examination and referred to in the question paper rubrics as the **Electronic Answer Document**.

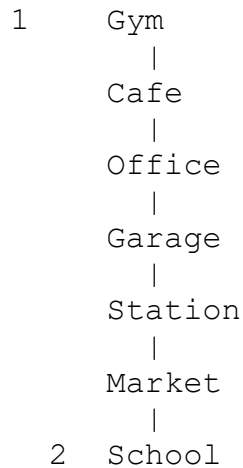
Preparation for the examination

You should ensure that you are familiar with the **Preliminary Material** and the **Skeleton Program** for your programming language.

eCourier

eCourier is a game that allows two or more players to compete against each other by bidding for delivery jobs. There is one street in the game, which is shown in **Figure 1** as it is set up at the start of the game.

Figure 1



In **Figure 1**, Player 1 is at the `Gym` and Player 2 is at the `School`. For each job, pick-up and drop-off location are chosen at random. For example:

Transport a package from the `Office` to the `Market`

To complete this job a player would need to travel from their current location to the `Office`, then from the `Office` to the `Market`. For Player 1, this trip has a distance of 5 and for Player 2, this trip has a distance of 7. Player 2 has a longer trip because they need to travel further to the pick-up location than Player 1 does.

The total distance for the job is also the cost to the player. For Player 1 to complete this job, the cost is 5. For Player 2 to complete this job, the cost is 7.

Each player makes a bid for the job. The value of the bid is how much they want to be paid for completing that job. The player who makes the lowest bid is given the job. Their balance increases by the value of their bid minus the cost of the job. The aim of the game is to be the first player to reach a balance of 100.

END OF PRELIMINARY MATERIAL

There is no information printed on this page

Copyright information

For confidentiality purposes, all acknowledgements of third-party copyright material are published in a separate booklet. This booklet is published after each live examination series and is available for free download from www.oxfordaqa.com

Permission to reproduce all copyright material has been applied for. In some cases, efforts to contact copyright-holders may have been unsuccessful and OxfordAQA will be happy to rectify any omissions of acknowledgements. If you have any queries please contact the Copyright Team.

Copyright © 2025 OxfordAQA International Examinations and its licensors. All rights reserved.



2 5 B Y 9 2 1 0 / 1 / P M