Chhetri Academy

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GCSE COMPUTER SCIENCE

6.5

Edexcel 1CP2 | Specification point 6.5.1

# Be able to write programs that use arithmetic operators (addition, subtraction, division,...

## Untiered

Past paper question booklet

| 1 | 2025 | Untiered |
| --- | --- | --- |
| question groups | available papers | tier |

### Before you begin

1. Show working and use units where appropriate.
2. Use extra paper if you need more space.
3. Print at actual size (100%) for measurement questions.

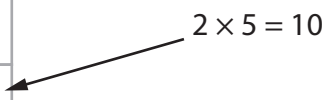
**Name** _____ **Date** _____

Whole questions are retained for context; some parts cover other points. Legacy sources are labelled.

**4** A program is required to calculate the values in a multiplication square.

Here is an example of a multiplication square.

| × | 1 | 2 | 3 | 4 | 5 |
|---|---|---|---|---|---|
| 1 | 1 | 2 | 3 | 4 | 5 |
| 2 | 2 | 4 | 6 | 8 | 10 |
| 3 | 3 | 6 | 9 | 12 | 15 |
| 4 | 4 | 8 | 12 | 16 | 20 |
| 5 | 5 | 10 | 15 | 20 | 25 |




The number 10, at the intersection of row 2 and column 5, is the result of $2 \times 5$

The user enters a number for the sides of the square into the program.

The program has these requirements:

- calculate the values for the multiplication square
- write the values to a new file
- separate values with commas
- do not include the row and column labels.

Here are the contents of the output file, when the user enters the number 5

```
1,2,3,4,5
2,4,6,8,10
3,6,9,12,15
4,8,12,16,20
5,10,15,20,25
```

The program is partially complete.

Open file **Q04.py**

Amend the code to meet the requirements.

Use the constants, variables and existing code provided.

Do **not** add any additional functionality.

Save your amended code as **Q04FINISHED.py**

**(Total for Question 4 = 11 marks)**