

Course Companion

for WJEC GCSE Digital Technology Unit 1: The Digital World

Update v1.1, December 2023

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Teacher's Introduction

This course companion has been written specifically for the WJEC GCSE Digital Technology qualification (first teaching from September 2021 and first award from 2023). The theory notes and practice questions cover the essential knowledge and understanding prescribed in Unit 1 of the specification, *the digital world*.

Each of the six *areas of content* (1–6) is given its own section in the resource. These are as follows:

- ① Data
- ② Digital technology systems
- ③ Digital communications
- ④ Impact of digital systems on organisations and individuals
- ⑤ Securing data and systems
- ⑥ Changing digital technologies

Remember!

Always check the exam board website for new information, including changes to the specification and sample assessment material.

Within each section there are student notes covering the specification content and structure. These notes include descriptions of theory, supported with examples, diagrams and images where appropriate. Discussion points for learners are also interspersed throughout the resource.

Questions are interspersed throughout the guide to test and develop understanding. Suggested answers* are included at the back of the resource.

** The intention of these is to save the teacher time, rather than to offer a comprehensive set of definitive answers. In some cases, there are equally valid alternative answers to those that have been given.*

A Roberts, October 2023

Update v1.1, December 2023

Page 11: Corrected the definitions of storage units to the binary system (1,024), in line with the mark scheme for the 2023 exam.

Page 14: Corrected question 13 from "1,000" to "1,024".

Page 23: Paragraph 4, changed "1,000" to "1,024".

Chapter 1: Data

In this chapter you will learn:

- What is analogue data and what is digital data
- How data is stored
- Why digital data has advantages and disadvantages
- How digital data is stored, compressed and sampled
- The storage units for digital data
- The storage media used to store digital data

What is analogue and digital data?

Analogue data and digital data can be tricky to define, but it's easier to think of data as the physical world around us, while digital data can be stored and used by computer devices. Your eyes and ears take in analogue data, and you speak in analogue. Your computer or smartphone only processes digital data – information stored as digits, just ones and zeros – but outputs analogue data for you to see and hear. We'll later see how we can convert between the two.

Analogue: allowing for possible values

Digital: Data

For example:

- The movement of your hand and fingers is analogue. You use your hands to touch on your smartphone, which uses a digitiser to convert the movement into a digital signal. It knows where you pressed or swiped, and maybe how hard you pressed.
- A printed paper photograph or a handwritten note is analogue, but you can make a digital copy to your computer.

You won't be surprised that a 35 mm film camera or an old movie footage on film is analogue. The camera was sensitive to the light that it was briefly exposed to, and the image was stored on plastic film. Nowadays, we use digital cameras with electronic photosensors that convert an image as a film into ones and zeros.

However, you might be surprised that older electrical signals and standards were all digital. When digital radio and television were developed, all of the signals were transmitted as digital. When you listen to analogue radio, but all of the analogue TV broadcasts have been switched to digital. Technically analogue, and so too are older video standards such as the old VGA monitor. A network for a voice call is also analogue, but the same line can also carry the digital data.

Analogue data

So, analogue data is any input that we see, hear or smell. It can also be stored on paper, film, plastic (e.g. vinyl records) and in older recording media (i.e. pre-digital). It can be transmitted over copper wires, or broadcast over the air as a radio waveform.

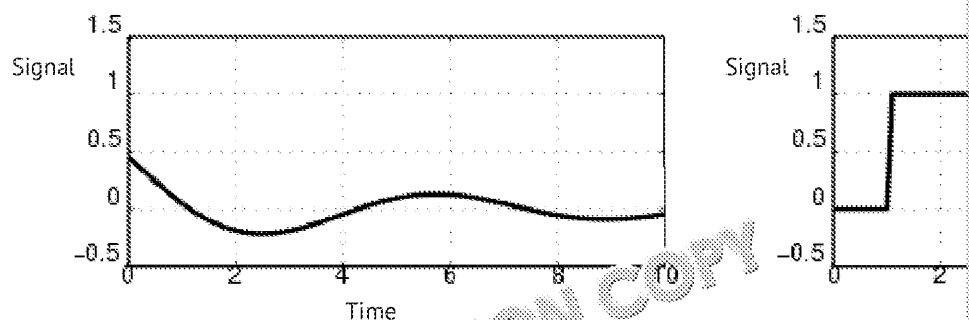
Digital data

By contrast, digital data must be stored and transmitted as a stream of binary data: a one (1) meaning 'on' and a zero (0) meaning 'off'. Digital data can be sent through copper wires and fibre cables, and transmitted through the air digitally, at different frequencies. It is not a square waveform, unlike the sine wave of analogue. All of the files stored on your computer are digital. They are stored on hard drives and flash memory.

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Analogue vs digital waveforms

Devices that use analogue and digital data

Here's a quick summary of some of the devices that use analogue and digital data.

Analogue	Digital
<ul style="list-style-type: none"> Film cameras and older camcorders Cassette and record players Old radios and TVs, VCR Landline telephones Keyboards, mice, game controllers, scanners and touchscreens take in analogue signals and digitise them Old monitors that use analogue video input, e.g. VGA, DVI-A 	<ul style="list-style-type: none"> Digital cameras and camcorders CD and DVD players Digital TV and radio Digital telephones Smartphones and tablets PCs and laptops, game consoles Internet routing equipment Modern monitors that use digital video input, e.g. HDMI, DisplayPort

The relationship between analogue and digital data

Analogue data can cover an infinite range of values. For example, if you look out your window, the buildings and sky can take on an unlimited (continuous) range of colours and brightnesses. You can perceive all of them. Digital data may limit the number of colours and amount of brightness (discrete or discontinuous values). Think of a clock. An analogue clock has hands that go all the way around the clock face. You need to interpret the time from their position. A digital clock displays the exact time.

Analogue data can be richer than digital data but takes up more storage space – paper or stored on 12" vinyl records. Audiophiles tend to prefer the richer sound of analogue music. However, when you sample analogue data, some quality can be lost in the sampling process, reducing the precision of the data (sampling rate). For example, you would much rather watch high-definition digital video than standard definition. A digital download of a movie takes up much less physical space. On the other hand, you lose quality – we'll talk about resolution later on, but if you scan in an image at a low resolution (few dots per inch), there is a lot of quality missing from the original image.

One of the benefits of digital data is that it is much easier to change, modify and record. With analogue data, there are very limited options available on my record player – I can perhaps change the volume, that's all. That device has only one function – to play audio. But a digital computer can be used for many more functions and interpret lots of data types. I can scan a document and use software to enhance it – for example, I can bring back the faded colours, adjust the contrast and brightness, crop and resize it with the touch of a button. I can share it with others, or upload it in seconds to social media.

Another benefit is that digital copies of data are exact and perfect. Quality does not degrade. Unlike with analogue data, your teacher may have occasionally photocopied a document and the quality has degraded – you might notice that text becomes bolder, wavy with jagged edges, or blurry with too much contrast.

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Wales led the UK in turning off its analogue signals in 2010. Do you know why?

Analogue to digital conversion

In the last few decades, we have transformed our lives to fit the new digital world. Media produced before the 2000s were recorded on film or analogue video tape. This means that a vast amount of analogue media is being digitised, both as a way of making it easily accessible and as a way of preserving it. Billions of pages of records have been digitised and uploaded to government websites; millions of old books, newspapers and magazines have been scanned; films that were recorded on film, and old audio recordings, have all been digitised and made available online.

Large businesses may have their own dedicated conversion team – for example, a company that scans letters and paperwork and links the scanned documents to the clients' corresponding records. If the paper is too bulky to store, it will be shredded and/or recycled.

The UK government embarked on an ambitious project to digitise every birth, death and marriage record produced since 1837 – mainly from rolls of microfilm (tiny postage-stamp-sized pieces of clear film).

A wide range of digitising equipment is used to convert the analogue material to digital – there have been hundreds of media formats and types over the years, so a wide range of equipment is needed.

For example:

- Audio, image and video capture devices (including flatbed, sheet, film, slide, negative and microfilm and microfiche scanners, using digital cameras, and image and audio capture from many obscure and proprietary formats)
- Document scanners (with automatic sheet feed and special sheets to separate individual documents into separate files)
- Books are scanned using a camera mounted on a turntable so that the pages don't need to be removed from the binding (pictured). Page turning may be done by hand, and a glass plate may be placed on top of the pages.

Of course, we can also convert digital back to analogue. You need to be able to output digital media on your TV or monitor, play and through your speakers, using your analogue eyes and ears. If you print out a digital document, the copy made of paper and ink is, of course, analogue.

Recording

Sound is recorded using a **microphone**. A microphone is a transducer – a device that converts sound energy into electrical energy which can then be transmitted, amplified or recorded. Microphones are constructed to be used in different situations and locations, and for different purposes.

Images are recorded by cameras. A **camera** is an optical device that is used to record images. It measures the intensity of light that can be used to interpret the colours seen within the image. The image can then be recorded or transmitted for other use.

Microphone
inputting sound

Camera: A camera
and moving images

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Sampling (signal processing)

Sound is created when an object vibrates and creates sound waves. These sound waves are longitudinal, which means that the waves travel in the same direction as transmission, as opposed to transverse waves that travel up and down.

Sampling is the process of digitising the analogue audio.

- **Sampling rate** (frequency) – During the recording process, through the use of a microphone, the analogue signal is converted into a digital signal. Sampling rate describes how frequently the voltage level of an analogue signal is measured with the aim of gaining an accurate representation of the analogue signal once it's converted into digital.
- When the sampling rate is too low, the conversion process creates what is known as an 'alias signal' – this means that the signal is unrepresentative of the original signal.
- **Bit depth** – Just as the sampling rate states the number of samples taken during the conversion process, bit depth describes the number of levels available for samples to be taken. This allows for a more accurate representation of the signal. It should also be mentioned that a higher sampling rate and bit depth result in higher sound quality.

Voltage
7
6
5
4
3
2
1
0
-1
-2
-3
-4
-5
-6
-7
-8

Sampling: Creating a digital representation of an analogue signal.

Sampling rate: The number of samples taken per second.

Bit depth: The number of bits used to represent each sample.

Storage

Audio can be stored in many different formats; for example compressed formats (e.g. MP3) and lossless formats (e.g. WAV) (covered later). Nowadays, digital audio is stored on a computer's hard drive if recorded directly, or on a flash memory card in dedicated recording devices. File size is determined by factors such as the audio quality (e.g. high sampling rate and bit depth), whether compression has been enabled, and the length of the recording. The largest files are those of high quality, uncompressed long recordings.



Many **images** and photographs are stored as a **bitmap (raster)** image, made up of colour. The more pixels, the larger the file size, and image files can be very large. A reasonable digital camera, or perhaps 3 MB or less from a cheap smartphone. In parts of the images, the individual dots become larger and the quality cannot be edited using software to change the colour of each pixel.

High-end cameras can save a 'RAW' image file, which records the exact input to the photosensor as well as a compressed version. Most consumer cameras will only record the smaller compressed file (e.g. JPEG) – covered later. The images are usually stored on a flash memory card.

Bitmap: A matrix of pixels.

Raster: A type of dot matrix structure.

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What storage format do you use?



Advantages and disadvantages of storing data digitally

The table below shows some of the advantages and disadvantages of digital storage. It also lists some potential problems with storing data on paper, and digital storage has a lot of advantages. However, digital storage has drawbacks too – no system is perfect.

	Advantages	
Data retrieval	<ul style="list-style-type: none"> ✓ Instant retrieval for online systems. ✓ Data stored in 'the cloud' (see page 33) can be accessible worldwide. ✓ Data retrieval from optical storage media is very fast. ✓ Digitised data is always available, even if the internet connection is lost. 	<ul style="list-style-type: none"> ✗ Offline storage (e.g. hard drives) still need to be centrally stored. ✗ Locally stored data is not always accessible offline. ✗ Cloud storage connection can fail. ✗ Old media may become obsolete as equipment may become obsolete (e.g. mechanical drives, tape media, degaussing). ✗ The application may become obsolete and data may need to be converted when a new system is introduced.
Efficiency	<ul style="list-style-type: none"> ✓ Quick to search for and sort data when properly indexed. ✓ Can set up a robust storage policy and implement a robust file naming and workflow policy. 	<ul style="list-style-type: none"> ✗ Non-indexed data is difficult to find. ✗ Users might store data in the wrong place. ✗ Data created in older formats may not be compatible with newer systems.
Security	<ul style="list-style-type: none"> ✓ Can be password protected and encrypted, rendering data useless if intercepted or stolen. ✓ Can set access restrictions for specific users or groups of people. ✓ Data is not lost when stored in the cloud (unlike locally on mobile devices). 	<ul style="list-style-type: none"> ✗ Possibility of data being modified or lost. ✗ Very easy for data to be lost without permission. ✗ Need to carefully manage data when obsolete. ✗ Expensive to implement high level of security.
Accessibility	<ul style="list-style-type: none"> ✓ Searchable, digitised text can be read by a computer (using OCR – optical character recognition). ✓ Computers can read text aloud, and can change the text size and font to increase readability. 	<ul style="list-style-type: none"> ✗ File or drive permissions may be lost, meaning that data may be inaccessible.
Scalability	<ul style="list-style-type: none"> ✓ Cloud storage is easy to increase and decrease as required. ✓ Local storage media (e.g. portable hard drives and flash drives) can be easy to purchase. 	<ul style="list-style-type: none"> ✗ Upgrading local storage space can be expensive. ✗ Some storage media (e.g. some flash drives) have a limited number of disks and may be lost.
Loss of quality (sampling)	<ul style="list-style-type: none"> ✓ Makes files smaller so they are faster to transfer across a network and take up less storage space. ✓ Lossless compression can be used so that storage space is saved, but the original quality is maintained. 	<ul style="list-style-type: none"> ✗ Reduces the quality of the data (e.g. audio or video) compared to the original.

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	Advantages	
	<ul style="list-style-type: none"> ✓ Digital storage can be very cheap and long-lasting, prices are falling. ✓ Discounts for cloud storage may be available. 	<ul style="list-style-type: none"> ✗ Can be time-consuming to transfer data to new storage or optical media. ✗ Data retrieval can be very expensive. ✗ Fast access to data requires expensive Internet connections.
Management	<ul style="list-style-type: none"> ✓ Using cloud storage offloads the day-to-day running and management onto the host provider. 	<ul style="list-style-type: none"> ✗ Needs lots of space to store, backup and restore, sometimes from multiple locations.

Storing digital images

In this topic, we discuss how still and moving images are stored, and factors that affect image quality.

Pixels

The term 'pixel' can mean several things. For example:

1. The number of squares that a screen can display horizontally and vertically. Old monitors used to display 640×480 , later 800×600 . Modern HD (high definition) displays and televisions are 1920×1080 (1080p), and UHD (ultra-high definition) 4K televisions are 3840×2160 . Running a monitor at the wrong image resolution can create a blurry display, i.e. it is scaled up or down.
2. The size of an actual image or photograph. If you open an old image that was created at 640×480 on a large, modern display, it will look very small.
3. The number of pixels per inch (PPI) of an image on the screen – the higher the PPI, the sharper the image.

Pixel: The smallest element of a digital image, normally arranged in a two-dimensional grid.

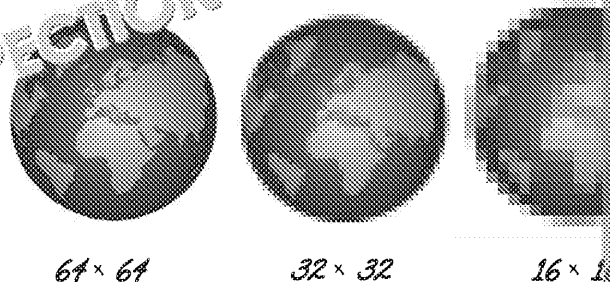
When we talk about printing an image, we refer to the quality as DPI – dots per inch. Laser printers are produced by printing tiny dots on the page. Where there is solid black, the dots are so close together they appear solid.

Resolution

Resolution describes the total number of pixels that make up an image; the more pixels, the sharper the image appears. Resolution is usually expressed in pixels as height by width.

A megapixel is one million pixels and is used as a measure of quality for digital cameras. A megapixel camera will take an image made up of roughly six million pixels. However, although the megapixel count of camera devices is always stated – particularly in advertising – it is not the only meaningful measure of quality; the lens of the camera, the sensor, and the image processing software are also important features. The higher the resolution, the higher the quality of the image, but higher resolution also means larger file sizes, more storage space, slower transfer times, and slower processing times.

The sequence of images to the right shows the same image at a constant size but at different resolutions to demonstrate its impact on image quality.



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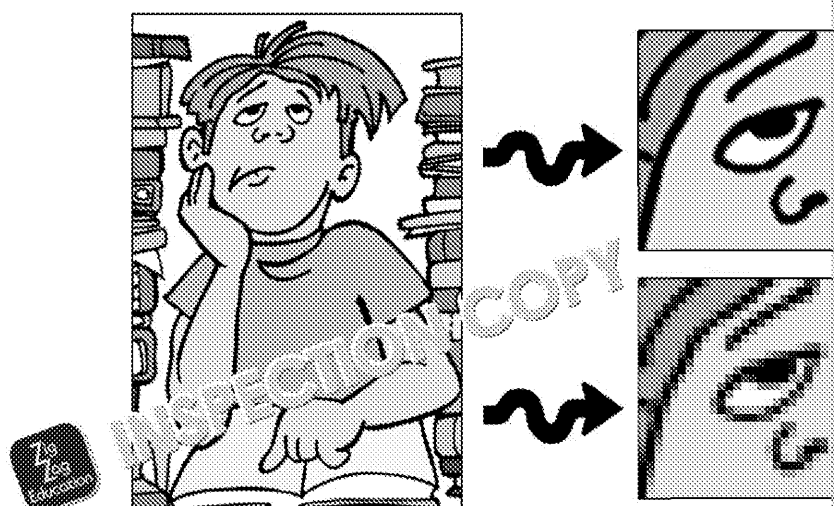
Vector and bitmap graphics

Vector describes an image that is arranged by using a mathematical formula to create objects such as circles and polygons to create the complete image. The main difference between vector and bitmap images is that vector images can be edited by manipulating the curves of the image; when it is resized, the resultant image is identical to the original. File size is proportional to the number of objects in the image.

Bitmap images are created by a series of tiny squares called **pixels**; each pixel is a single point of colour. When you zoom into a bitmap image, you can see the individual coloured pixels, and you can change the colour of or delete individual pixels, which changes the overall image.

When a bitmap image is enlarged it seems to become distorted, as each individual pixel is also enlarged and becomes clearly visible. This process is called pixelation and the image is said to be pixelated.

By studying the image below, we can see the distinction between enlarging a vector and a bitmap image.



There are two file formats used within digital photography that are used for different purposes.

- **JPEG** – Joint Photographic Experts Group (JPEG) is a file type that was specifically designed for compressing photographic images and uses **lossy** compression. It is commonly used for storing and displaying images over the Internet due to its low file size and relatively high quality.
- **RAW** – a RAW file is a **lossless**, direct reading of an image from the camera sensor. One of the main advantages of RAW files is that they contain all of the original image data, whereas JPEG and other compressed formats discard some of this colour information, which can lead to visible compression artefacts when the image is enlarged or converted into JPEG files if desired.

There are, however, a number of disadvantages associated with RAW files. Firstly, they are extremely large files, which means that fewer files can be stored on a memory card and the writing process takes longer. They can also take longer to process on a computer and may need to be converted or compressed before transferring.

Lossy: Compression that discards data and cannot be reversed.

Lossless: Reduces file size without reducing quality, e.g. TIFF.

Compression: The process of reducing the size of a file, in order to save storage space or reduce transmission time.

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the network speed, network activity and the amount of buffer remaining. Here your connection is not regular, but that the video is downloaded in small sections.

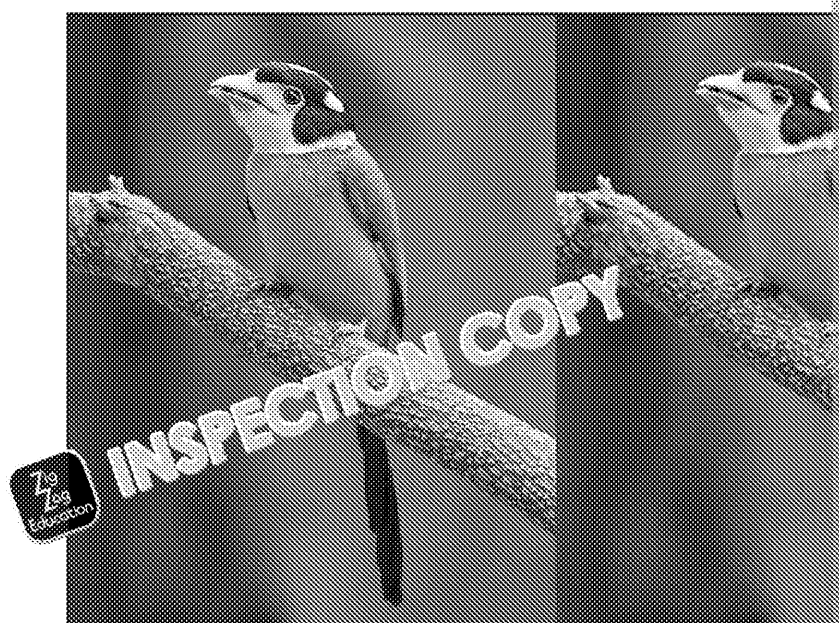


Downloading means creating a physical copy of the file so that it can be viewed offline. You might download a digital copy of a movie from a content store, or download cat photos to a mobile device for viewing offline when you are out travelling.

Compression techniques (lossy vs lossless)

Compression describes the process of gaining an accurate representation of data. In the case of an image, the image is compressed to an acceptable level. The reduction in file size allows more files to be stored or required for images to be sent or downloaded over a network connection.

Lossy compression removes data, and quality is often reduced. **Lossless** compression reduces file size without any loss of quality.



You can see the effects of lossy compression in the image on the right.

There are a number of different file formats used for storing image data depending on the type of image. The file formats supported by a computer can vary depending on the software installed on it.

Some of the most common image file formats are described below:

- **TIFF** – Tagged Image File Format (TIFF) is commonly used within the printing industry. It typically results in large file sizes. Multiple layered images can be stored in a single file using **lossless** compression method.
- **JPEG** – Joint Photographic Experts Group (JPEG) is a file type that was specifically designed for photographic images and uses a **lossy** compression. It is commonly used for storing images on cameras and displaying images on the internet.
- **GIF** – Graphics Interchange Format (GIF) is widely supported online and is commonly used for animations. However, GIF only supports up to 256 distinct colours and uses a **lossy** compression outside of its palette.
- **PNG** – Portable Network Graphics (PNG) was originally developed to replace GIF. It supports multiple channels, full transparency and **lossless** compression, although, unlike GIF, it does not support animation.

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Why do we still use both lossy and lossless compression?

Measuring and storing data

Binary units

All data is stored in binary as strings of 1s and 0s
Computers can only process binary digits too – e.g. used in the process

We use various encodings and file formats to be able to turn those 'bits' into the audio that the device can display for us to see and hear.

For example, we can encode text as ASCII or Unicode, and we can store images as

Binary storage data units

In binary, data is stored as 'bits' (1s and 0s), and sets of 1s and 0s of a particular size are given names as follows:

Bit	A single 1 or 0
Nibble	4 bits (e.g. 1001); i.e. half a byte
Byte	8 bits (e.g. 100100100) i.e. one character

The powers of 2 (or base 2) binary system is important to represent storage size.

The most commonly used units are listed in the table below (there are names for larger units too):

Kilobyte (KB)	1,024 bytes
Megabyte (MB)	1,024 KB
Gigabyte (GB)	1,024 MB
Terabyte (TB)	1,024 GB
Petabyte (PB)	1,024 TB

Note: While Microsoft Windows uses 'K' for kilobyte (where a kilobyte is 1,000 bytes), the direction is to use 'Ki' for kibibyte. Hard drive manufacturers use base 10 systems. A 1 TB hard drive is about 935 GB in base 2 binary system.

Note that while 'K' is base 2 binary, the abbreviation for kibibyte is 'Ki' (1,024 kibibytes).

However, the megabyte, example is the

Storage media and their applications

Below are the common types of storage media that are still in use.

Magnetic storage

Magnetic storage uses a metallic oxide media such as iron, which may be 'doped' with cobalt. A magnetic write head aligns crystals of the oxide coating depending on the data. It can then read back the recorded data.

There are two modern uses of magnetic media:

1. **Mechanical hard drives** – use aluminium (or sometimes glass or ceramic) disks coated with the oxide. The read-write head hovers just above (but doesn't touch) the surface. Cheaper consumer computers still use mechanical drives because they are cheaper than solid-state drives, and many servers still use large mechanical drives for their cheapness and large capacity (they are much faster than the ones in your home computer). Drives in desktops are larger (3.5") while laptop drives are smaller (2.5"). You can also purchase external drives, e.g. housed in a plastic case and plugged into a USB port.
2. **Tape** – computers used to use reels of plastic tape coated with the oxide for storage. Tape is now used inside cartridges, and only used for backups. Although hard drives have reduced the need for tape, tape is still used and new tapes are still being developed for higher capacity and faster speeds in the same small cartridges. Unlike disks, the heads on tape drives occasionally require cleaning to remove a build-up of oxide particles.

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Optical storage

These include the shiny silver plastic disks such as CDs (compact disks), DVDs (digital versatile disks) and Blu-ray (BD). Each was released at a different time, for a different purpose.

The disks are read by a laser – hence the name ‘optical’. Their use has rapidly declined in recent years (replaced with digital downloads and streaming), and most consumer computers and laptops no longer have an optical drive fitted as standard.

Most commercially produced disks are printed at a factory and are called ROMs (Read Only Memory). The contents cannot be changed.

Home users can purchase writable (and rewritable) media such as CR-R and DVD-R. There are different ways that the data can be written to by the laser for DVDs, but most drive types support both types of disk). These disks are typically less durable than factory-printed versions.

Each type has a different capacity:

- CD – up to 700 MB or 80 minutes audio
- DVD (single layer) – 4.7 GB / (dual layer) – 8.5 GB (often called DVD 9)
- Blu-ray (single layer) – 25 GB / (dual layer) – 50 GB

A DVD drive can typically read CDs, and a Blu-ray drive can typically read DVDs as well as Blu-rays. However, a Blu-ray drive can only read CDs and a DVD drive cannot read Blu-ray.

Each type also has different uses:

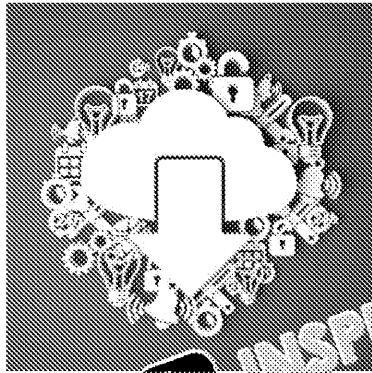
- **Commercial PC software and games** were once sold exclusively on **CDs** (and later DVDs). They became larger and DVD drives became common, but now they are mostly sold as digital downloads from each ‘store’ set up by the manufacturer.
- **Computer games for consoles** were typically purchased on disk (used to be **CDs** and later **DVDs** or **Blu-ray**) in addition to digital downloads from each ‘store’ set up by the manufacturer.
- **Music** was typically sold on **CD** since the 1990s (when CDs replaced vinyl and cassette tapes). Music is now mostly downloaded or streamed.
- **Movies and TV series** were typically sold on **DVD** starting in the late 1990s (and later **Blu-ray** for high-definition versions).

Over the years, individuals have sometimes used optical media to perform backups. However, optical media has largely been replaced with hard disk or cloud-based alternatives.

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Cloud storage



Cloud storage is data that is stored on a server and accessed via the Internet. Server farms, also called data centres, are used by large companies such as Google, Microsoft, Apple and Amazon.

You need to create an account and set up a user interface to access the data. Providers usually give each user a small amount of storage for free, often up to 15 GB, and if you want more space, you need to pay a monthly or an annual fee, which you can change as needed. Your data and

files can usually be viewed in a web browser, or 'synced' through a folder on your computer. Anything that you add to that folder gets uploaded automatically to the cloud, and anything added in the cloud is downloaded to that folder.

Cloud storage: Data stored on a server where data is stored and accessed from the Internet.

Solid-state storage: Memory; no moving parts.

Flash memory: Memory drives and memory can be electrically erased and reprogrammed.

Cloud storage is great for:

- Backups
- Sharing files with friends and family
- Working offline with automatic syncing when you reconnect

Solid-state storage

High-end modern devices, and many portable devices, use **flash memory** – there is no 'solid state'. This memory retains the data when switched off (non-volatile) and does not have a mechanical drive.

There are many modern uses of flash memory:

1. Hard drives – a much faster replacement for mechanical drives
2. Storage in portable devices (phones and tablets), and devices such as the Raspberry Pi – either built-in or using a removable card (e.g. SD or microSD card)
3. Storage in cameras and other monitoring equipment (e.g. SD and other similar cards)
4. USB flash drives (pen drives or thumb drives) – used for data transfer or sharing

As you can see, there are lots of potential uses for these types of storage in everyday life:

- Using mechanical or solid-state hard drives as the main primary storage in your computer
- Backing up data to tape or to the cloud (businesses), or to an external drive
- Using an external drive to store large files, such as many years' worth of digital photos
- Sharing files with your family using the cloud
- Saving your school work on the cloud, or transferring home using a USB flash drive
- Using an SD card or a microSD card in your camera or smartphone
- Watching a film on a DVD or Blu-ray disk



What types of hard drive or storage are you using on your devices?



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Practice Questions

1. Give one way that digital data differs from analogue data.
2. Describe why we convert analogue data to digital data.
3. What is meant by the term 'sampling'?
4. What is the main advantage of using a high sampling rate?
5. Give a disadvantage of using a high sampling rate.
6. Describe two disadvantages of digital images.
7. An image or video resolution of 1920×1080 is usually called what?
8. Give an advantage of a vector graphic over a bitmap.
9. Describe why some people prefer lossless compression over lossy compression.
10. What is 'streaming'?
11. Does a JPEG file use lossy or lossless compression?
12. A bit is a single 1 or 0. How many bits are in a nibble, and a byte?
13. What do we call 1,024 gigabytes?
14. Describe why optical media has rapidly fallen out of use.
15. Give one advantage and one disadvantage of cloud storage.

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Chapter 2: Digital technology

In this chapter you will learn:

- How we interact with devices
- How the Internet works and how we get online
- The role of the operating system, and the different types of human-computer interaction
- The different types of software and their purposes
- How and why we back up data and recover from disasters
- How and why we use the cloud
- The six steps of the systems development life cycle

Interacting with digital devices

We interact with devices in many different ways. The common ones are noted below.

Speech

Because everyone talks differently, computers have had a very hard time understanding us, especially if we have a strong regional accent. Nowadays, a lot of the voice interaction with machines is done through smartphones (e.g. Siri and Google), tablets and smart speakers (e.g. Amazon's Alexa). We can ask our device a simple question and it will either search the Internet to find an answer, or access apps and services we have installed. We can ask devices to add appointments to a calendar, set alarms and reminders, order a product online, or start playing music, etc. For example, I can ask my phone what the weather will be like today – it will use my location and use an online weather service to find out. Using a computer voice, the answer will be read out to me. All of this can be done hands-free.

Even though the technology has advanced, some services may use the computer recognition can still be hit or miss. Even if the software can input every word you say, what the meaning is can be difficult.

Over the years, new games have also implemented voice control in order to control the game using a headset connected to the game controller. You can issue a set of commands to the game.

Keyboard and mouse

A keyboard is one of the main ways of inputting data into a computer, phone or tablet. It is either a device with rows of buttons called keys, or it shows up on screen when you tap into a data entry box. Keyboards include the letters A–Z, the numbers 0–9, various symbols (!"£\$%^&* _+=@#~/?.>,<'~) and arrow keys. Pressing the Shift or Caps Lock key gives capital letters and activates the top symbol on number and symbol keys. Turning on Num Lock activates the separate number keypad to the right (if present), and some keyboards, especially short versions and those on laptops, include a function key that activates a virtual number pad.

Additional symbols not found on a standard keyboard can still be inserted into documents using a software keyboard or by typing in a special combination of numbers. Accessing symbols on a phone or tablet can be trickier – with less space on the screen, the menus used to access them are often more complex.

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The arrow keys can be used to navigate through the screen (and Tab can select a field) using the mouse. This is a quicker way of using a computer because there is less hand movement. If you're a PC gamer, you will be familiar with the WASD as a basic arrow system which is a fairly recent diversion from the arrow keys. Most operating systems and applications also have built-in shortcut keys – you're probably familiar with some of them: Ctrl + C to copy, Ctrl + V to paste, etc. You can see some common ones on the right. Pressing Alt will often show a different range of shortcuts, and in Microsoft Office. If an application has a line under one of the letters in each menu bar after pressing Alt, that will be the letter to press on the keyboard. Try this: open Notepad and press Alt: the menu bar will change to File, Edit, Format, etc. (Note that 'o' is underlined in Format because File took the 'F' first.) If you press F, you see each of the commands in that menu also have one letter underlined. Shortcuts are best when they are system-wide. Some bespoke programs have them in a different context. For example, a program might use Ctrl + C to close it rather than copy. In this case, users will keep closing the program by accident until they learn not to.

Our computers in the UK use the standard QWERTY layout by default, largely inherited from typewriters. However, the layout can be changed within the operating system, either to a foreign language familiar with a different layout, or to a different layout, such as Dvorak, which is designed by putting frequently used keys together.

Laptops usually have a bank of extra function keys at the top that can be used to control the screen brightness and volume, turn on airplane mode and activate external displays.

Typing is only as fast as you can type (and much slower than speaking), which cannot be learned to touch-type. For example, typing speed might range from 30 to 120 wpm. Most job roles expect employees to be fast, proficient typists (at least 50 or 60 wpm). Some employers have included a typing test to screen for speed and accuracy of the potential candidate. The test usually involves pressing the wrong key, which takes time to correct. My favourite is Alt + F7, which is the same as right-clicking a word with a red zigzag below it.



A mouse is a pointing device. Moving the mouse with your hand, wrist and arm corresponds with moving the pointer (such as a small arrow or I-beam cursor) on the screen. On a space on your desk, you can pick up the mouse and move it, but the pointer stays in the same place on the screen. Two types of mouse have a left and right (alternatively swapped in the OS if you're left-handed), and a scroll wheel for scrolling through pages and documents.

A single click of the left mouse button selects whatever the cursor is hovered over, and holding down the button while dragging can select things; holding down the right button moves (drags) them from one place to another. The right button may bring up a context menu. If a mouse doesn't have a second button, the right-click can be simulated by holding down the Shift key while clicking.

Keyboards and mice are used to control the operating system and every application.

Some people with physical disability and dexterity issues can have a hard time using a standard keyboard and mouse. Specialist ergonomic equipment is available, such as split keyboards, sideways mice, and trackballs.

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Gesture

There are a lot of different 'gestures' that we can use, which may be specific to a certain device. Gestures can be specific hand movements on a touchscreen or trackpad – such as pinching to resize or zoom, or using combinations of fingers, or holding or swiping from certain areas such as the top/bottom or corners. Gestures can be used as shortcuts and to perform complex tasks. While gestures can take time to learn, they can really save a lot of time overall.

On my Android phone, I can swipe down from the top to access a menu, or I can swipe from the bottom right corner to bring up the camera, and even shake the phone to turn on the torch. Common gestures (and touch) can be seen on the diagram (right).

Some gesture input may also use a specific glove, sensor or camera to track hand or facial movement.

Apple is a big fan of gestures – Apple supports many multitouch gestures on its devices, including its touchpads and even on the top of its mice.

Did you know?

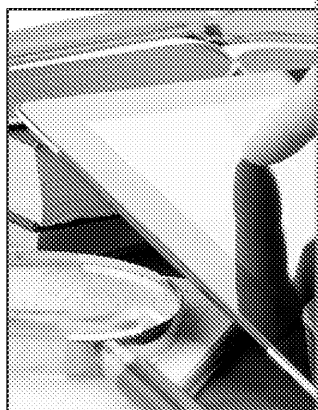
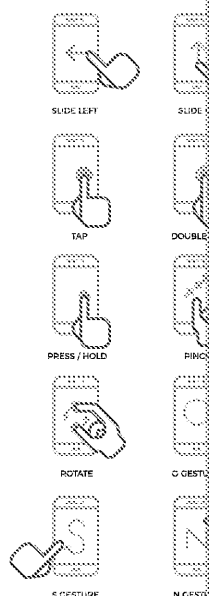
Microsoft introduced gestures called 'charms' into its Windows 8 operating system. Windows 8 was poorly received by customers. The tablet–desktop hybrid operating system did not work well, and Windows 10 was very similar to Windows 7 for desktop systems.

Touch

The screens on phones, tablets, smartwatches and some laptops are touchscreens (they are both input and output devices). You can press buttons and swipe and scroll with your fingertip or sometimes a stylus. Touchscreens use a membrane, often built into the glass, which turns the movement of your finger into a digital signal. Some are resistive displays, which feel like plastic. They are less sensitive but can be used with gloved hands and often many styluses, making them useful in industrial settings. Many screens are capacitive screens, which are made of glass, but you need to touch them directly with your finger – the type most common in your smartphone.

Apps must be specifically designed for use with small touchscreens. They often differ from their desktop counterparts, using a vertical layout and simple design with big buttons. A tablet app is often similar to the desktop version, but uses a more vertical layout. Apps designed for smartphones and tablets must use a range of techniques to use touch input. Designing an application can be difficult for daily use by power users.

Gesture: Specific swipes or movements for input into a touchscreen.



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Virtual reality (VR)

Since the 1990s, there have been several attempts made to bring **virtual reality (VR)** to the mass market; for example, Nintendo's Virtual Boy, released in 1995. The simplest and cheapest form is to use a smartphone mounted inside a cardboard or plastic head mount that uses lenses to focus your vision on the screen and uses little more than the movement of your head for control. Over the last decade, more sophisticated offerings have been developed, such as the Oculus Rift, the HTC Vive and the PlayStation VR, which use a powerful computer or games console for the image processing, and usually some sort of handheld controller in addition to motion and head tracking.



You are probably more familiar with the social and gaming uses of VR; you may see videos on YouTube designed to be watched on VR headsets.

VR is starting to be used in many industrial applications, such as training (e.g. military battlefield simulations, or by surgeons to practise operations in a safe environment for themselves or others), in health treatments, sports training, and teaching.

One of the drawbacks of VR is the high cost – for both the headset and the computer or gaming PC needed to drive it.

Augmented reality (AR)

Augmented reality (AR) is taking a live image of the real world and overlaying digital objects on top of it. For example, you could use the camera on a smartphone or tablet to create the image, and then add digital elements on top. One of the most famous uses is in the game Pokémon Go. Retailers have also produced AR apps – for example, IKEA has an app that allows you to see virtual furniture into your home to help you decide what would look good – and some clothing and cosmetic companies have developed apps that allow you to see how you look wearing different clothes and make-up. Other uses include interactive books and colouring books. It is also possible to use AR for promotion, such as providing information or playing in place of the image.



Other AR systems project words and images onto a see-through helmet, visor or 'heads-up display' view used in many video games). This second concept has seen the development of Google Glass, and other companies have developed or are developing applications for fighter pilots, for the battlefield, and consumer uses such as ski goggles.

We have only just scratched the surface of VR and AR here – the future possibilities seem almost limitless and many new ideas will evolve as the technology further develops.

Virtual reality (VR): A simulated experience that can be perceived through electronic world – games, training, and industrial applications.

Augmented reality (AR): A simulated experience that can be perceived through an image of the real world – games, training, and shopping.

Biometrics: Authentication of a person's identity by their physical traits such as fingerprint, face, iris, and voice pattern, etc.

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Biometrics

Biometrics uses parts of our body to identify ourselves to a system (for authentication e.g. for use with smartphones, tablets, computers and specialist systems such as door locks). As we are all unique (different fingerprints, facial structure, iris/retina patterns) the device or computer can compare us to its database and gives us access if we match. Biometrics can be used instead of a username and password, or to complement another form of identification. When several different forms of ID are used, for example, something we know (a username and password), something we have (e.g. a smartcard), or who we are (biometrics) – are used in combination, the security is increased because it's difficult for hackers to have access to physical objects and, of course, other people.

Examples of biometric methods include:

- A fingerprint reader or swipe reader on laptops and smartphones, often integrated with a 'home' button
- Facial recognition using a 3D camera, e.g. Windows Hello
- A retina or iris scanner attached to a door locking system



Which types of interaction do you find easiest? Why?



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The Internet

What is the Internet?

The **Internet** is a network of interconnected computers which communicate globally with each other via an IP (Internet Protocol) address. You may hear of the Internet as a 'network of networks', giving a wide range of access for both public and private networks, and commercial, academic, personal and government. They connect their local networks in different countries via the Internet. Accessing the Internet allows you to access the World Wide Web (WWW) and other protocols which use the Internet for communication. The World Wide Web is a collection of websites which are available on the Internet.

Internet: A world of computer networks

The Internet is available in the home, at school or at work, allowing the user to access information quickly and easily. Many use the Internet for school research projects. The Internet is important in every aspect of our personal lives, from banking to dating, while the Internet is used for routine but important tasks such as issuing passports, to major communication such as the Prime Minister addressing the nation during a crisis.

The Internet can be used to:

- 🌐 **Communicate** – emails, chat rooms, social networks, etc.
- 🌐 **Entertain** – downloading/streaming music and video, online gaming, etc.
- 🌐 **Inform** – wikis, articles, blogs, etc.
- 🌐 **Shop** – for goods (e.g. clothes) and services (e.g. car hire)

Computers are networked together globally using telephone network technology. Data is transmitted over a phone line in the form of analogue and digital signals. Analogue is the standard for radio and television signals, in varying waves. This makes analogue slower than digital and more prone to corruption. Digital data is transmitted as ones and zeroes and is constant. Digital data is transmitted faster than analogue.

The infrastructure of the Internet

The public Internet is made up of millions of different devices, all with specific functions. It is connected around between the Internet service providers (ISPs) and various types of servers. DNS servers are used to translate your request for a website into the IP address of the website. Data is sent around the world as 'packets', through fibre-optic and copper cables that run along underground trenches.

Here are some examples of the networking equipment that is used on the Internet in homes and businesses.

- **Gateways** (sometimes called routers on home networks) – connect your private network – LAN) to the public Internet (a WAN – wide area network) which uses a system called NAT (network address translation) to convert the addresses of the private network to the public address provided by your ISP.
- **Bridges** – connect two networks with the same protocols.
- **Switches** – either managed switches or unmanaged switches send data to specific devices using the MAC address of each device. Switches form the backbone of the network.
- **Hubs** – similar function to switches but they send the same data to every device on the network. They have been largely replaced by switches because of this limitation. They are still used in some 'Hub' with the routers that are provided by ISPs such as BT and Virgin; they are used to connect multiple devices to a single network.
- **Wireless access points** – provide network access to many devices over the air.
- **Clients** – servers are the computers on the network that receive requests from clients. For example a client PC is the computer that you sit at and request web pages and files. A server is located away elsewhere in the building or is located in the cloud. The server stores the files and pages to the client when requested. Clients process and send data back to the server for storage, such as a completed web form, a new or edited document. Servers also host applications that are viewed by the client through a web browser.

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The role of the ISP (Internet service provider)

An ISP (Internet service provider) provides an Internet connection for a monthly fee. It may involve cabling into your home if you're not using the existing phone line (e.g. fibre or coaxial cable) and a router. There are many ISPs available, such as BT, Virgin Media, TalkTalk and many others. They offer connectivity services at different prices and speeds. Where you live can influence what is available based on the local infrastructure. Some remote communities have chosen to set up their own, effectively becoming a small, independent ISP for a village or hamlet. An ISP provides:

- Internet access
- Online support

They may also offer:

- Email accounts and web space
- Firewall protection, content filtering (e.g. parental control) and sometimes even antivirus software

Search engines

Search engines maintain indexes of web pages (using a process called crawling) to enable a user to search for information on the World Wide Web using search criteria, or keywords. When the user types in the search criteria or keywords, the engine searches its vast database for those words and produces a list of links to likely websites; the most relevant sites are usually at the top. Many websites also contain a local search facility which enables the user to locate information within the site.

Popular search engines include:

- Google www.google.com
- Bing www.bing.com
- Yahoo www.yahoo.com

You can change the search engine by changing the URL (uniform resource locator) preference in your web browser. A search engine holds a vast database of information and keywords that help you find a website. The meta tags should be keywords from the page content. Crawlers, such as Google, will pick up meta tags from the page content, not just the URL.

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The World Wide Web (WWW)

The **World Wide Web (WWW)** is part of the Internet and forms a network of websites. Web pages on the Internet are programmed using **HTML** (Hypertext Mark-up Language). Every website is hosted on a server and has a unique URL – see below. Websites and individual pages can be linked together by hypertext, usually called ‘hyperlinks’ – clicking the link takes you to that page.

World Wide Web
interlinked
accessed via

URL: Address
for example

Web servers

A web server hosts web pages which are supplied to clients (browsers). A web server provides pages with which an end user can interact. Search engine servers and online forums are examples.

Uniform Resource Locators (URLs)

To find information on the WWW you can either enter the **URL (universal or uniform resource locator)** (a specific website address), or use a **search engine** (a database-driven website that searches for information) and then follow **hyperlinks** to find the relevant page (a hyperlink, or link, that, when selected, will take you to another page). All website addresses start with **https://** (which is automatically entered at the front of the address and means **Hypertext Transfer Protocol** – a language). **HTTPS** indicates that a website is secure and has largely replaced **HTTP**. The website address is **www**, followed by the **domain name** – usually the company name or organisation – **.co.uk**, **.ac.uk**, **.edu**, **.com**, **.org**, **.net**, **.gov** – which indicates the type of organisation (commercial, profit, government or education), or the location of the server. An example of a website address is **https://www.microsoft.com/**.

https://www.microsoft.com/

Hyper Text Transfer Protocol Secure (scheme)://World Wide Web.domain name.extension (top level domain)

The last two characters in the domain name indicate the country of origin – for example **.uk** for United Kingdom – and the organisation type.

Some sites also use subdomains and subdirectories.

In this example **https://docs.microsoft.com/en-gb/documentation/** ‘docs’ is the subdomain, ‘microsoft.com’ is the top level domain (for ‘commercial’), and ‘documentation’ is the subdirectory.

Web browsers

A web browser allows you to view and interact with the World Wide Web. The first page that is displayed when you open a web browser is called the home page and is the default start page for a set of web pages. The home page will contain hyperlinks to other pages and other sites. A web browser requests a page, downloads it, and displays all components of the requested page on the user’s computer (e.g. text, images, animations, videos, links, etc.) by interpreting the HTML code. Different browsers use a variety of ‘engines’ to interpret the code, and support varying levels of advanced features such as CSS and HTML5 – that’s why websites sometimes look slightly different or don’t work fully in unsupported or older browsers. Web developers will usually test that their websites function correctly in the most popular browsers.

The World Wide Web can be viewed (or surfed) using a web browser such as the following.

Popular browsers

- Google Chrome
- Mozilla Firefox
- Microsoft® Edge
- Apple Safari
- Microsoft® Internet Explorer
- Opera

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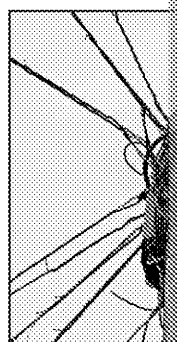
How much do you rely on the World Wide Web?

How we connect to the Internet

There are many technologies that we use to connect to the Internet. The most common methods are described below.

Broadband

Broadband uses high-frequency wavelengths to transmit the data (outside of the voice frequency), which means that phone calls can be made over the same cable at the same time. You may see a small box called an 'ADSL filter' hanging from your phone line right next to the wall socket. One cable goes to the phone, and the other to the router. This filters out the different wavelengths of the signal between the phone and router, so that the two devices don't interfere.



To represent Internet on a copper phone line, think of a pipe with a small amount of water at the bottom – that water represents the voice frequency. But there's a lot more room in the pipe for the possible flow of broadband Internet.

The amount of data (technically the frequency range) that a cable can transmit is called the bandwidth. The larger the bandwidth, the more data that can be transmitted in a second. We refer to this as 'megabits per second' (Mbps) or 'gigabits per second' (Gbps) – the number of bits carried in a second. A megabit is 1,000,000 bits. Remember that if your Internet service provider promises up to 20 Mbps download, you can only download at a maximum of 2.5 megabytes per second – as there are 8 bits in a byte.

Where the Internet access to your home, school or business uses an existing phone line (digital subscriber line) is the most common – 'asymmetric' means that the download speed is much faster than the upload speed; for example, 20 Mbps download and 1 Mbps upload – OK for downloading video, online gaming or having lots of people online at once. If your line is upgraded to use fibre, you'll get faster speeds, something like 100 Mbps download, but you still have a slow upload speed.

Some ISPs offer **SDSL** (symmetric digital subscriber line) connections where both download and upload speeds are the same. These lines are slow (if using copper), expensive and rarely used today, but they are sometimes still used where extremely reliable connections are required. Some business-grade fibre connections are symmetric.

Broadband enables the user to have permanent connection to the Internet without losing access to the phone line or fax (as happens with dial-up connection).

Broadband: General term for high-speed Internet data transfers) provided by cable or fibre.

Bandwidth: The amount of data transferred through a network in a given period (measured in bits per second).

ADSL: Internet connection where download speed is much faster than upload speed.

SDSL: Internet connection where download and upload speeds are the same.

When connecting to the Internet within your building, wired networking is generally more fixed. Typically, wired networking uses an Ethernet cable with an RJ45 connector. These can be very fast – they may be upwards of 10 Gbps.

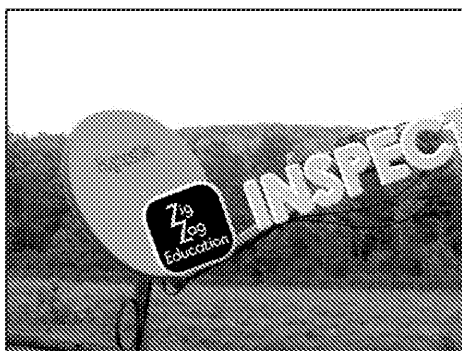
In businesses, networking will run in the walls or in trays near or above the ceiling. It is installed in the walls, trunking or floor, all leading to switches and patch panels. This is likely to be built into new buildings, and has been 'retrofitted' (after being built) in many offices around the world. In copper cable, large sites may use fibre-optic cable for the backbone infrastructure. This is because copper cable typically can't be run for such long distances as the signal degrades. Once installed, the network devices such as PCs, laptops connect to a nearby socket with a short cable.

In your home, you'll connect with Ethernet cables to your router if you want a better connection (faster speed, lower latency) – great if your devices are in the same room, not so

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of the house. Some modern houses can be pre-wired with Ethernet for an extra cost. You can also retrofit your home with Ethernet cables that run through the loft or under the floor. Powerline network adapters which plug into existing electrical sockets and use the powerline to transmit the data. Some powerline adapters also add an extra Ethernet port to your home network.



Satellite

If you live in a very remote area where there is no reliable mobile network, you might use a satellite connection.

You are probably familiar with, or have seen, satellite dishes attached to houses to receive TV. Satellites can also be used to receive Internet access, but unlike TV, they are also able to send as well as receive data. Satellites are in geostationary orbit – they rotate at the same speed as the Earth, meaning that they always stay in the same position in the sky.

Advantages and disadvantages of satellite

- ✓ Gives access to the Internet where previously there was none
- ✓ Can be quickly connected (once the satellites are in place) as cables do not need to be laid to your home (where they aren't already in place)
- ✗ Very expensive compared to conventional Internet connections – perhaps £1000 per month
- ✗ Typically slow (max ADSL speed or slower)
- ✗ Often have limits on how much you can download – perhaps a few gigabytes per month
- ✗ High latency – so poorly suited to some uses such as VoIP and online gaming

However, this could all change very soon. SpaceX's Starlink project has already launched a satellite into space which will vastly improve the service provided by satellite Internet, and many more are planned.

Fibre

The fastest and most reliable connection is full **fibre**, delivered directly to your home or apartment block, which could offer you several hundred megabits per second to a gigabit per second download. You may get your Internet delivered through a coaxial cable (thick copper core) from an exchange that uses fibre. Coaxial cables allow more data than a phone line – you might have a cable TV service where the cable splits in two (one to your TV box, the other to your router), which may also support VoIP phones. Fibre connections are typically more expensive, and are not available in all areas.

The modern global Internet relies on glass fibre for its main infrastructure. This includes many of the undersea cables that connect countries together. You occasionally see in the news that one of these cables has been accidentally cut by a ship, meaning that some countries' Internet connection has slowed down until the cable has been repaired.

Glass fibre uses pulses of light (e.g. a laser or LED – hence 'optic') to transmit data. This allows for a very high bandwidth, with thousands of connections over a single cable.

Over time, the core copper network in the UK is being replaced with fibre – an enormous amount of trenches must be dug to lay the expensive cable.



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There are two ways that customers benefit:

1. **Fibre to the cabinet (FTTC)** – the copper cable between the phone exchange and the street cabinet is replaced with fibre. You still use the same copper phone line from the cabinet to your house (the 'last leg'), but as there is less copper, the speed is much faster than ADSL – up to around 80 megabits download. Because you are still using copper, the speed varies due to distance as for ADSL – copper is definitely a weak point. Some companies use thicker copper cable (coaxial cable) which gives faster speeds than are possible with standard copper.
2. **Fibre to the home (FTTH)** (also called fibre to the premises (FTTP) – your home is connected to the fibre network. As there is no copper, speeds are much faster (including upload and download) than FTTC. Some providers offer speeds that the provider offers – a single person may not need more than 50 megabits, but a large family might pay extra for several hundred megabits.

Fibre to the cabinet
Internet delivered to the cabinet but uses copper to the cabinet

Fibre to the home
Fibre delivered to the home

Fibre rollout now covers much of the UK. It is expected that, over time, more homes will have access to fibre.

Advantages and disadvantages of fibre

- ✓ Very fast and low latency
- ✓ Much higher upload speeds – good for uploading files to cloud storage, or for video conferencing
- ✓ Tiered pricing allows you to choose a package to suit you
- ✓ FTTH allows you to stop using a copper phone line and paying line rental for a landline phone (and your router might allow you to connect a VoIP phone)
- ✓ Speed on FTTH doesn't slow down with distance from the exchange, unlike ADSL
- ✗ Can be more expensive than ADSL
- ✗ FTTH is not yet available everywhere
- ✗ Maximum speed for FTTC is still reliant on the distance of your home from the exchange and the quality of your phone cable

Mobile (4G/5G)

Internet access either through your smartphone or through a dedicated router that connects to the mobile network. Most of the time, you will access the Internet through your smartphone. Sometimes you might also 'tether' your phone to another device, which shares your phone's data connection with other wireless devices such as a laptop, or through the USB connection.

You are limited to the monthly data allowance that is set in your phone contract. If you use the data very quickly if this is your only source of Internet access. You are also limited by the network signal strength where you live, which could be poor in rural areas, or even in densely packed cities.

4G (fourth generation) is the current standard for mobile Internet used in smartphones and tablets. It is provided by cell towers used by telephone providers. Over the coming years, it will be replaced by 5G (fifth generation) which will offer greater coverage and much faster speeds (up to 10 Gbps) with less interference in urban areas because of the higher-frequency signals. But you will have to wait to get on to the 5G network, and the service is initially limited to larger towns and cities.

However:

- 4G signal can be patchy in rural areas, and indoors as walls block signals. You'll have poor coverage when holidaying in the countryside.
- Calls and data connections can drop out or time out.
- 4G routers are available which use a SIM card in the same way as a mobile phone (but are not for mobile use). The data is then fed into your home's Wi-Fi network (and more recently some BT home routers) also have a 4G connection which switches over to if the normal cable Internet stops working, e.g. a fault on the line.

In the future, 5G routers could be a serious competitor to fixed home broadband and the Internet of Things (IoT).

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Wi-Fi (802.11 standards)

There are several different wireless technologies that use the 802.11 standards.

Wi-Fi takes the incoming cable Internet (copper, coax or fibre) into the home or business, and broadcasts a wireless signal that you can connect your devices to. There are many devices that you can connect to Wi-Fi – phones, tablets, laptops, some desktops (all if you include a wireless card or a USB adapter), TVs and a whole range of IoT devices, including colour-adjustable light bulbs.

You might be surprised to learn that the name 'Wi-Fi' is not an abbreviation, just a catchy name – some people incorrectly think that it stands for wireless fidelity.

Wi-Fi: Technology to connect devices to other devices

In your home, Wi-Fi is probably built into the router provided by your Internet provider. You can use your own Wi-Fi transmitter and booster equipment, and add repeater devices. Access points may be installed to ensure that the complete building has coverage. In a large building, your device automatically disconnects and reconnects to the next access point. In many public areas, including cafés, allowing greater work flexibility – from work appointments, to informal meetings in the café itself.

Over time, Wi-Fi has improved in terms of speed and range. Most modern devices use the latest technologies. Some networks can offer both frequencies in the 2.4 GHz and 5 GHz bands. However, Wi-Fi networks can perform poorly, especially when the router is surrounded by other networks. There are competing networks that overlap on the same 'channel'. You may notice slow speeds in certain parts of your home.

Wi-Fi is great because it allows a lot of flexibility on where you work – very valuable in businesses where you can move around the building and attend meetings. Your device may even be switched to a different access point. But Wi-Fi isn't as reliable or as fast as a wired connection. Wi-Fi can also pose a security risk because it is accessible from outside the building. To make sure that you have changed the network name and password, make sure that you have changed the network name and password. Some companies don't allow staff to use or connect company devices for business use via public Wi-Fi over security concerns.

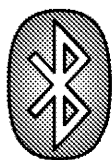


	Advantages	Disadvantages
Wired	<ul style="list-style-type: none"> Fewer interruptions to signal More secure No health concerns about exposure to radio waves Fibre-optic cables provide faster broadband speeds where available 	<ul style="list-style-type: none"> Wires are messy and prevent connecting multiple devices in rooms in a household, office or school Unshielded cables are susceptible to interference in some instances instead if that's an issue
Wireless	<ul style="list-style-type: none"> Ease of use, no wires Devices identify and connect to each other without needing physical attachment Mobility and outdoor use: can connect to the Internet via public Wi-Fi hotspots 	<ul style="list-style-type: none"> Possibility of a break in service (e.g. interruptions in service games) Less secure, limited range Using higher-consumption devices and most but not all devices support higher speeds Other wireless devices can interfere with the signal There are health concerns about exposure to wireless radio waves and electromagnetic fields

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Bluetooth



Bluetooth uses radio frequency to connect or 'pair' devices together and to transfer files over a short distance (several metres). Bluetooth is built into most smartphones, tablets and laptops. You can add Bluetooth to a device using an inexpensive USB device.

Bluetooth: A technology that allows devices to communicate over short distances.

Compared to other technologies such as Wi-Fi, Ethernet and USB, Bluetooth is very slow (usually up to 25 Mbps). We don't often use it for file transfer or for sharing your phone's Internet connection. It's possible to set up. But Bluetooth is useful for connecting to wireless peripherals such as keyboards and mice, game pads, and so on. We can also use Bluetooth to connect to our car stereo, making hands-free calls, to access security devices, and for connecting devices to a network.

GIS (Geographic Information System)

A **Geographic Information System** is a powerful mapping tool used for storage, analysis and display of data. Geographic Information Systems are especially useful for showing layers of data, such as land use, businesses.

For example, you could add a base map such as a Google map or an Ordnance Survey map, or an aerial photo. On top, you can add other layers, including data that you have collected, or data that has been provided by others. You can then see where the data overlaps, to draw out trends, anomalies and a wealth of useful information.

GIS (Geographic Information System): Software that allows users to store, analyze, and display information about the world in a geographic context.

It would be useful for a supermarket business to see the areas where there are high concentrations of existing nearby shops. In GIS, one layer could be a map of the nearby shops, and another layer could show income.

If you're interested in GIS, you can look at Google Earth – it's essentially a form of GIS that uses different layers that are overlaid on the base aerial photograph.

A GIS may also be used in conjunction with GPS or other technologies to pinpoint your current location. Many mobile devices have an installed app and the GPS receiver built into the device.



How is your home Internet provided? What speed do you get?

The features of operating systems

Today the most common **operating system** (OS) on desktop/laptop computers by far is Windows 10, followed by macOS. There's no doubt that you will be familiar with using either or both of these. By the time you read this, Windows 11 will have been launched.

Linux is a free alternative and has a good following among computer enthusiasts. While modern versions are designed to be accessible to consumers with a graphical user interface (GUI), Linux has a reputation of being harder to use without frequent use of the terminal. If you're interested in trying Linux, you could first try installing a popular distribution (distro) such as Mint or Ubuntu, either as a virtual machine or as a live boot (a live boot doesn't install to your hard drive) – both can be booted in a virtual machine manager such as VirtualBox. If you've got a Raspberry Pi, you'll probably be using a version of Linux.

Operating system: Software that manages a system's hardware and software resources and provides common services for computer programs.

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On the phone and tablet side, Android (from Google) and iOS/iPadOS (Apple) are

There is significant overlap in the design and core feature sets between competitors, and there have been lawsuits over these similarities. If you are familiar with using one, you can learn the other fairly quickly.

A key difference between these systems is the type of software. Software is typically developed for an operating system and is then ported over to another. Some software or apps may not be available on all platforms, especially if the software is written either for Apple or Microsoft, or by a very small company.

The purpose and function of operating systems

The operating system is one of the most important parts of a computer – it interacts with the hardware and software, and provides the interface.

Managing resources

The operating system manages the resources available to your computer, such as the RAM, network adapters and processor. The OS also manages files and storage space.

Managing peripherals (input and output)

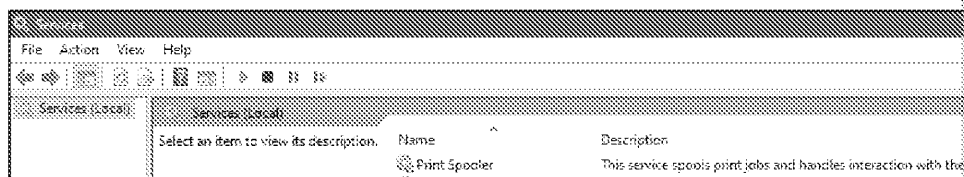
All peripherals (keyboard, mouse, game controller, printer, scanner, webcam, speakers, displays, external drives, etc.) are managed by the operating system; for example, the recording and storing of input and providing it to the appropriate program, or sending the necessary output to the monitor, printer, etc.

Each device uses a special piece of software called a driver to allow it to work with the operating system. Some drivers are built into the OS, others are provided by a third party such as a printer manufacturer.

Spooling (printing)

Spooling is used when multiple documents are printed to manage the 'print queue'. This is usually built into the operating system, and is launched when the user logs in or the system starts. When you press print, the operating system uses the print driver to create a printer-specific file. These files are temporarily stored on the hard drive and sent to the printer in the order they were printed. If you are printing several documents at once. Without spooling, it would only be possible to print one document at a time.

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You can check that the spooler is running using the services menu in Windows.

Managing memory

Operating systems manage the content in system memory (RAM). When the RAM becomes full, hard disk space is borrowed and used in place of RAM. This is called 'virtual memory', and the memory contents are 'swapped' between the RAM and hard drive using a 'swap file'. Virtual memory is much slower than RAM because of the high read-write time to disk, especially if slower mechanical drives are used, causing the system to run slowly.

In Windows you can use the 'Performance' tab in task manager to see how much RAM is currently in use.



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Managing processes

Operating systems run lots of different processes at once in order to function. Running these processes at the same time is called multitasking – each of the processes gets a short time using the processor, before control is released to give another process a turn – this is decided by the operating system. In the early days of computing the release was initiated by the application rather than the OS, meaning that if one application didn't release control, the whole system would crash. Nowadays, processes usually affect only the single process or application.



You will be aware of all of the running applications, like web browsers and office applications, because they show up in the taskbar or dock. If you open Task Manager in Windows, you can see all of the running applications, but also the background services and processes. Some services are essential for running processes provided by the OS such as the print connection, and third-party processes such as antivirus and software updaters. Some are automatically scheduled to run at start-up or login.

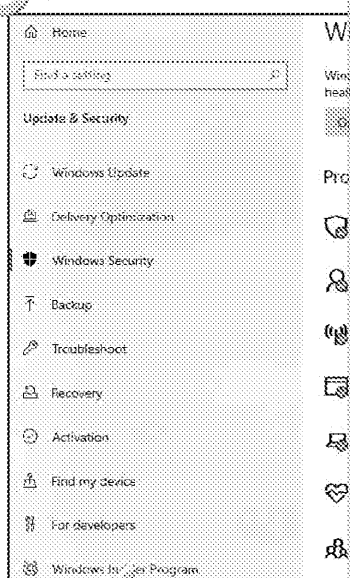
Other processes include file compression (to reduce disk space) and disk defragmentation (to speed up access time). Solid-state drives are not defragmented as often as hard drives on the drive. Instead, a TRIM utility is used to free up deleted file space to balance the drive.

Managing security

Our devices contain lots of data that we don't want to steal, and are targeted by malware. Therefore it is essential that they are protected.

Most operating systems include a firewall (usually incoming) to block intrusions. Some also have built in antivirus software, such as Windows Defender Antivirus. Both firewalls and antivirus are covered in a later section.

The operating system is also capable of managing the permissions of files and drives – the network administrator will be able to allow or deny access to certain files or folders to different users, and decide whether users can edit and delete files, or just view their contents.



Providing the user interface

The operating system provides the graphical user interface (GUI) which we run our programs and applications. For example, the OS provides the desktop environment or applications folder, the taskbar or dock. The OS also defines the look and feel for some applications. We look at the types of user interface in a later section.

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Which operating system(s) are you most familiar with?

Human-computer interfaces (HCI)

There are several different interfaces that we use to interact with computers and devices.

The command line interface (CLI)

Many early computers used a basic command line interface. Instead of pictures and icons, only text is displayed on the screen, mainly because of the hardware limitations of early devices. Some of the earliest devices had no screen at all – the text output was printed on paper one line at a time.

The user had to learn a large number of many different commands to perform basic tasks like opening folders (often called directories) and copying them. If one letter was typed incorrectly, the command was rejected. Each command is typed at a prompt, e.g. "C:".

While most consumers no longer use a CLI, they are still widely used by computer professionals as a powerful and quick way of performing tasks (you just type a few words rather than clicking on windows and buttons) and for network administration. Additional letters after the command are used to perform extra functions (called switches). If you're interested in taking a look at a CLI, try typing the command followed by /? and you'll see a detailed help file with all of the options (both PowerShell and the older Command Prompt).

You can access a CLI in Windows (PowerShell and Command Prompt) and through other operating systems.

The graphical user interface (GUI)

The GUI is what we mainly use today on PCs and laptops. Both Windows and macOS have been GUI-based since they were first developed in the 1980s. However, early versions of Windows required you to boot into the command line called DOS before you could open the Windows graphical shell. GUIs use more computing resources than a CLI – faster processors, more RAM, and more powerful graphics cards.

The photograph shows the Xerox Alto computer, one of the first GUIs developed.

We are all familiar with the desktop metaphor – the early designers of the GUI decided to digitise what they saw. What's in an office? Well, there's your desk that you can see on paper – so we got the desktop where you could store files and see open applications. Then there's a waste paper bin – so we got the recycle bin. There are filing cabinets – so we got folders. etc. Some early desktops even had in trays and out trays, from where you would send and receive mail!

GUIs are designed to be navigated using a keyboard and mouse (although modern laptops may have a touchscreen as well). They employ an interface called WIMP – Windows, Icons, Menus and Pointers. They are much more intuitive and easier to use than CLIs (just click on a picture (and drag it) or press buttons rather than typing commands). They also allow you to paste data between applications.

Touch-sensitive interface (TSI)

TSIs are used in smartphones, tablets and other industrial applications such as point of sale and customer ordering systems. Touch and gestures are used to navigate the OS, so the designs are simple and easy to use with a finger. Sometimes styluses are used for extra precision.

Command line interface (CLI): In this interface, the user types a command as input to the computer.

Graphical user interface (GUI): Typical of modern desktop operating systems, it allows navigation using menus, options and icons.

Touch-sensitive interface (TSI): Type of interface used mainly on the screen of mobile devices.

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Menu-driven interface

Menu driven interfaces use a series of branching menus to navigate the system. These systems are used in cashpoints and older phones, iPods and MP3 players. The options can be selected by buttons, scroll wheels or touch, etc.

Menu-driven interface
options on an interface
cashpoints, some

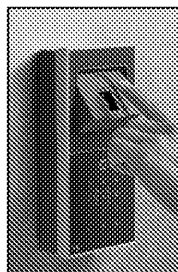
Voice-driven interface
controlled through
speakers and microphones

Biometrics

Biometrics uses simple readers to identify a user: for example, a fingerprint reader, an iris scanner or facial recognition software, etc.

Voice-driven interface

Devices can recognise our voice or voice patterns in order to interpret commands or for authentication, asking us for responses. In the home we use voice control for smart speakers, smartphones and some appliances. Companies also use voice-driven interfaces on some incoming customer phone lines so that the right department and give our name, reference number and address to the system.



Have you ever used a CLI? If you did, was it difficult?

Software types

After we have installed the operating system, we install extra software in order to use the device for its intended purposes.

Application software
used to perform a specific
computer, e.g. word processing,
graphics-editing

Bespoke software
for a specific task
task for the company

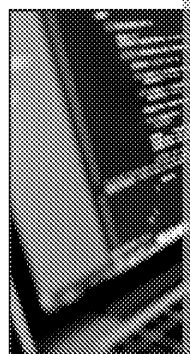
Application software

Application software is any standardised software that we run on a daily basis on our computer. The software is usually purchased or downloaded from the Internet, either paid for (proprietary) or free (open source).

Examples include the Microsoft Office suite, or a free office suite, and web browser.

Bespoke software

Bespoke software is software written by a software house for a single customer. The process is lengthy and expensive – the software can't be bought off the shelf; a team of programmers may spend weeks or months writing and testing it. Large companies may commission bespoke management or stock control systems that are tailored to their business processes.



Some companies may have a small internal programming team to create and maintain software developed in-house.

Process control

Process control software is used in industrial settings to control complex inputs in a production process.

Utility software

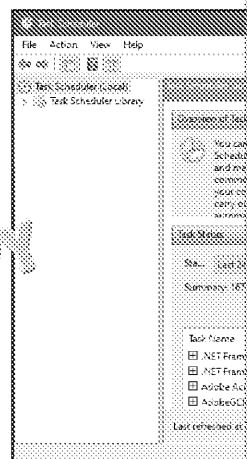
Utility software is a term for software that maintains your computer and optimises its performance. These tasks generally run in the background. While their functions are essential to the system, third-party versions are usually available. Examples include disk clean up, file formatters and compression tools, backup software, disk repair and security software.

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Task scheduling

Operating systems also use a task scheduler to perform tasks at specific times or when certain conditions or triggers are met; for example, running updates every day, or weekly backups, etc. You can set up tasks to run at specific times on certain days, such as the first Monday of each month. A task scheduler is built into Windows.



Antivirus

Antivirus software scans and monitors a system for known threats such as viruses. When it finds malware, it will remove it or move it to a 'quarantine' area which stops the malware from running. Antivirus often scans downloads and memory contents, and can sometimes block malicious downloads. Some antivirus software can monitor files for signs of suspicious activity even if the threat is not in its database (we call the tell-tale signs of each malware its signature). Antivirus must be kept up to date (usually updated daily) so that it can identify the hundreds of new malwares that are created every day.

Process control: systems including

Utility software: designed to help maintain a comp

Task scheduling automatically at



What application and utility software do you use?

Backing up data

We need to keep copies of our important data in case the original copy is lost or corrupted. Backup is the process of copying those files to external storage media.

Most companies will back up their most important data every day, some even several times a day. Without data, the company wouldn't be able to function effectively and could even close.

We can back up

- An individual PC or Mac using a backup utility built into Windows or macOS or a third-party tool
- A server or many servers at once using built-in server backup utility or third-party software. Remote machines are copied across the network
- A single file or folder, or the whole machine

There are several types of backup that are used:

Full backup

A full backup includes all files that are to be backed up. This takes the longest to run and takes up the most storage space. It is the fastest type of backup to restore from.

A full backup might include all of the following:

- User profiles and user data
- Shared drives and shares
- Database, user mailboxes, etc.)
- Email archives

Full backup: Type of backup where all files are backed up whether they have been modified or not.

Incremental backup: Type of backup where only the data modified since the last weekly backup is backed up.

Differential backup: Type of backup where all data modified since the last full backup is backed up.

You may hear the term 'system image' backup. This is an exact clone of a hard drive containing the operating system, applications and all data. Restoring this backup will restore the entire system.

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Incremental backup

Backs up only the files and folders that have been modified or created since the last incremental backup, or since the last full backup. Incremental backups are created because only the data that's changed is backed up. But they take the longest to restore. To restore, the full backup must be restored, and then each incremental backup is required in the order they were created.

Differential backup

Differential backup is slightly different. Like an incremental backup, a full backup is performed first. Then, a differential backup copies all of the data that has changed or was created since the last differential backup. So if the full backup was performed on Monday, Tuesday's backup would include Tuesday's files. Wednesday's would include both Tuesday's and Monday's files. The backup time will increase each day, but restoration is faster than incremental. Only the latest incremental backup is required following the full backup restoration.

Grandfather – Father – Son (GFS) methodology

Companies will implement different backup methodologies, and often keep copies in a secure deposit box in case the office building is destroyed or there is a break-in to the office. The grandfather methodology is GFS:

- Grandfather – full monthly backup or full system image (stored off-site)
- Father – full weekly backup (stored on-site)
- Son – differential or incremental backups (performed daily or even more frequently)



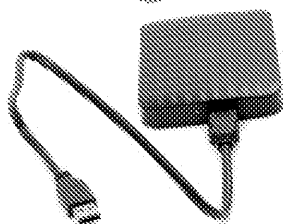
Have you, or has someone you know, ever lost data? How?

Choosing suitable backup media

Large corporations will back up most of their data using a combination of hard drives and tape. As an individual should keep at least two copies of their important data, on different media.

USB flash drives

Small USB flash drives that you might use to transfer a few files between home and school. They are good at temporarily storing and transferring a few files but are limited by their small storage size, perhaps 16 or 32 GB. They are small and very cheap, so they are easy to store and carry, but equally easy to lose!

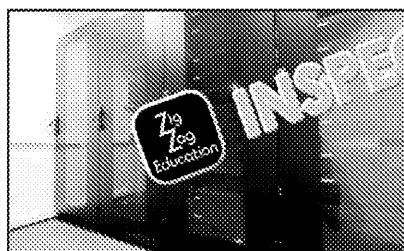


External hard drives

Usually a 2.5" drive in an external enclosure that connects to a computer. A good solution – they are fairly cheap, have fairly fast read/write speeds (many have USB3 ports), have high capacity (e.g. 2 TB) and are easy to use. They can be damaged more easily than internal drives, and are not as durable as solid-state media.

Solid-state media

Drives use flash memory which makes them more durable than mechanical drives. They offer extremely fast storage. However, they are more expensive than mechanical offerings and have lower capacity. Flash memory has a limited number of writes before the memory becomes unreliable, typically around 3,000.



Cloud storage

Cloud storage is just storage space on an off-site server, accessed through the Internet. Unlike a hard drive, it might last many years, you pay a monthly fee, the more you pay. Your data is protected from local disasters and accessible from everywhere, which can be a good thing. However, the data could be lost or stolen, and the upload/download times can be hours for large backups if you have a slow Internet connection.



When did you last back up your data?

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Disaster recovery plans

A disaster recovery plan enables a business to recover quickly after its servers have been affected by:

- A cyberattack, such as data deletion or modification, or a ransomware attack
- Physical theft of drives or servers
- A fire in the building that has destroyed the server
- A flood or other natural disaster
- Hardware failure – e.g. too many fake drives or a failed server
- Data corruption
- Accidental deletion by a member of staff
- Power outage. In the UK it is very rare to lose power for more than a few hours, but businesses can occasionally experience a day or more without power (e.g. Texas in 2021).

Disaster recovery from backup and following a cyber

If the data is hosted in the cloud, the owner of the remote server will be responsible for the disaster management plan. The IT department in a business that uses on-premise servers is responsible for maintaining and implementing the plan.

The plan will rely on data being restored from backup media. Backups are usually copied to another server once or twice a day, or to a tape cartridge or disk. Some systems copy data to tape cartridges automatically.

At least one set of backups is kept off-site in case the whole site is destroyed. The more often backups are taken, the less data is lost. The faster the business gets up and running again, the less the risk of long-term damage.

Some components of the plan will include:

- The frequency and storage location of backups
- The physical and logical security of the backup system
- Who is responsible for maintaining and implementing the plan
- The actions that should be taken after a disaster to get the data restored again

Of course, a disaster recovery plan is never idle or forgotten about, gathering dust in a drawer. It must remain up to date at all times with updated job roles (rather than specific staff names, as staff are replaced over time), and include any new risks, mitigations and updates. Updates should be a daily occurrence. Regular testing of the backup system is necessary.

The disaster recovery plan will include:

- What everyone will be doing to ensure that no steps are missed, the work is done, and everyone doesn't perform the same task.
- What staff should and shouldn't do – everyone in the company might be involved in the plan, but on paper temporarily and not reporting news of a breach to the media.
- Who is responsible for making sure that the backup is running successfully, recording when and how data is backed up, which drives or tapes are used, and where the backups are stored (on day, off-site storage).
- Timeline for disaster recovery – which data are most urgent will be restored first, and which is less important (infrastructure needed by the company to get up and running successfully), and which is less critical.
- What will need to be done if the current location needs to move either permanently or temporarily (if the office is destroyed in a fire or becomes uninhabitable due to the police cordon, for example), what network infrastructure, servers, hardware and software will be needed for the move, and how the data will be restored at the new location. This includes covering the loss of staff, for example, if the office is located in a hazardous area.

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Cloud services

In recent years, businesses and consumers have started a shift away from physical hardware storage and cloud computing. You have probably used cloud storage at some point; your email account comes with 5 GB of free OneDrive space. Operating systems and apps can be downloaded, providing access from anywhere in the world. There are many advantages and disadvantages.

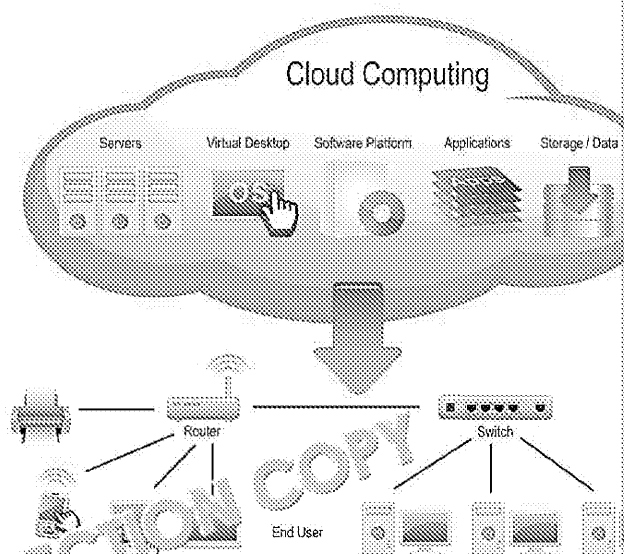
Cloud computing vs cloud storage

Cloud computing is a term used for virtual computing resources, such as hosted applications and online data storage, or a combination of both.

A hosted application is a software application that is hosted over the Internet and not on a user's computer.

Cloud computing: Processes running applications on the interface and output.

Cloud storage: Data is stored on remote servers.



A hosted application is a software application that is hosted over the Internet and its benefits are:

- **Low cost** – it can be shared across a network of computers, and some vendors charge per user, unlike traditional software licences
- **Low maintenance** – the vendor rather than the client deals with issues
- **Mobility** – the client can access the software from anywhere
- **Instant availability** – because the software is not installed physically onto a device, software is immediately available to the client
- **Automatic backup** – files are automatically backed up onto online storage

An example of online software is Microsoft Office 365, which provides the newest Office programs, such as Word, Excel and Access, to multiple PCs or mobile devices. It is a flexible way of using and sharing resources and can be utilised in the home, in schools and in schools and universities. An annual or a monthly subscription fee is incurred to use the latest versions of online software; this typically allows usage on several PCs. The flexibility of online storage and cloud computing. Hosted software enables users to use templates, drop online media into documents and share documents.

An advantage of hosted software over stand-alone software packages, such as Microsoft Word, is that it allows users to create, edit and share documents on a variety of PCs or mobile devices using the same software. Gaining access to the newest versions of software provides greater functionality. The ability to share and store documents online, helps to increase productivity and collaboration.

Remote backup services, also referred to as digital vaults, are provided by Internet service providers. For an Internet connection for a fee, providing convenient access to files over the Internet. Users can share files with friends, family or colleagues via a password. It also allows a user to protect files.

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What is cloud storage?

Instead of having on-premises servers (the traditional method of storage), many files are on 'cloud' servers. The term 'cloud' just represents the idea that there are many servers connected to the Internet.

These servers are located in special buildings called 'data centres' that house thousands of servers between their clients. These buildings have fast Internet connections and consume a lot of electricity and for air conditioning – those servers pump out a lot of heat. They are kept very cool.

Setting up a cloud storage account is very easy – usually you just apply through a website for the amount of storage that you need. Some companies will give you a small amount of storage for free. You just need to use the password you choose. In a business setting, you have your own login and you can only be able to access certain files.

Synchronisation

Sometimes you have a copy of files both on your device (e.g. laptop) and in the cloud. If one copy of the files changes, then that change gets copied to the other location.

For example:

- You can work on your laptop – when you save or modify the file, the new version is copied to the cloud.
- If you work on the file online, or someone else with shared access works on the file, the modified file is copied over to your device from the cloud.

This service needs an active Internet connection. Synchronisation can be very useful if you are working without a connection – just work on the local copy and it will be copied back to the cloud when you have Internet access.

You can share files with other people by providing an appropriate link. They can edit documents and add files to a folder – this is great when people are working with the same files and always need access to the latest copy. This stops people from working on different versions – which wastes time and means that their input can be lost.

Synchronisation: Duplication and sharing between client and a server.

Scalability: Being able to add more users or instantly increase computing capacity.

Cloud storage can be accessed from anywhere in the world providing there are no restrictions are set, the files are accessible 24/7/365.

Scalability

Imagine that a company has an on-premises server that is getting full. They can:

- Buy larger disks to install in their server – this requires lengthy copying of data to new disks (perhaps several days), and a trained technician to set it up
- Purchase a second server that could cost thousands of pounds as a one-off cost (requiring a technician to set it up)
- Migrate to a cloud server and connect their on-premises server

On-premises servers have ongoing maintenance costs and a constant supply of hardware. This is included in the price for cloud storage.

With cloud storage, the amount of storage can be varied – by paying more to increase storage, and by paying less if less storage is needed. This is scalability. Instead of upfront investment in hardware, a monthly or an annual fee is paid that is appropriate to the current needs of the business.

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We can also run software in the cloud. Instead of a program installed on your computer, the software is stored on a remote server, and just access it on your device – often through a web browser.

Cloud computing makes the software much easier to administer:

- Just select and pay for the software that you need (just like cloud storage) and the number of users. Increase and decrease as the number of staff changes (scalability).
- No lengthy installations on thousands of machines throughout an office building.
- Everyone is using the same version of the software – no incompatibility between versions installed or licensing issues.
- No need to push out security updates or software upgrades – this is all handled behind the scenes by the software company.
- You can use less powerful – and, therefore, cheaper – hardware in the office because the heavy lifting is done on the server. The client just acts as a screen, provide keyboard and mouse input, and display the results. All processing is completed on the powerful server.

But there are drawbacks such as:

- Some online versions of software have fewer features than the desktop version.
- Needs a stable and fast Internet connection – otherwise the application will be slow.
- If the Internet connection is lost or down, then the software is not accessible. Compared with on-premises servers, there is much less potential for downtime.

Advantages and disadvantages of cloud services

Below is a summary of the key advantages and disadvantages of cloud computing.

Cloud computing (online applications)	
Advantages	Disadvantages
<ul style="list-style-type: none"> • Cost-effective – it can be shared across a network of computers and some vendors charge for usage (including per hour) rather than a license fee. Unlike traditional software licenses, you only pay for what you use. • Low maintenance – the vendor rather than the client is responsible for updates and provides updates. • Mobile – the client can access the software from anywhere. • Instant availability – the software is not installed physically onto a server or computer(s), but is made immediately available to the client via download. • Space-saving – no physical storage space is required. • Accessible 24/7 from anywhere with an Internet connection. • Allows for flexible staffing and working from home. 	<ul style="list-style-type: none"> • Connection – requires a stable and fast Internet connection and latency. If the connection goes down you lose access to the software. Bandwidth will be a factor (upload speed vs download speed). • Lack of control – you have no control over settings/default settings. • Security – not all vendors take security measures, such as encrypting data, to protect software; the client is responsible for their own security. • Limited – the software is hosted on a remote server, so you cannot access all the features of the software.
Cloud storage (online files)	
Advantages	Disadvantages
<ul style="list-style-type: none"> • Ability to share files with other users. • Ability to access files wherever you are and from a variety of mobile devices (laptop, smartphone, etc). • Security – most vendors use encryption to protect data. • Free or low-cost storage space on your computer. • Not affected by the corruption of physical storage media. 	<ul style="list-style-type: none"> • Confidentiality – data is stored on a remote server, so it is vulnerable to hackers. • Data not protected – you have no control over the security measures (such as encryption) used by the software. • Data not backed up – you have no control over the backup process. • Need an Internet connection – you cannot access the data if you are offline.

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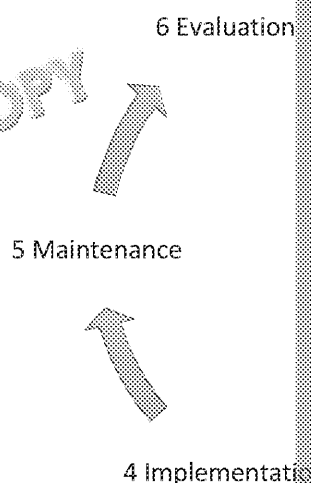
Do you ever use cloud storage? What are the pros and cons if you do?

The systems development life cycle (6 steps)

When we design and implement a system, there is a set of stages that we need to go through. These stages can be applied to various contexts; for example, designing new software or setting up an email system. It is very important that this process is done correctly – if it is not, a change can be very expensive to implement, users may need new training and everyone needs to be on board with the change for it to be a success. The people actually using the systems are the ultimate judges over whether the new system is a success. In large companies, a change management team might be involved in the process and sign off the changes providing time for users to see the benefits.

The stages are outlined below, starting with the investigation.

You may come across other similar life cycles and models if you take a look online, but this is the one that you need to focus on for this course.



1. System investigation

In order to produce a better system, we must first be familiar with the existing one. We need to take a look at:

- *What the current system covers* – its size and complexity, essentially the 'scope' of the system.
- *The full range of hardware and software that is in use* – this may cover clients' mobile devices, and physical infrastructure of the network, the operating system, and utility software.
- *Issues with the old system* – what didn't work properly, what inconvenienced users, etc.
- *The requirements from users of the new system* – the new system should include what is needed, along with added enhancements. If users will probably need access to the system, meaning that all the new data should be compatible with the new system. Users should start using the new system.
- *Costs and benefits analysis* – for the new system to be worth implementing, the benefits must outweigh the costs. This is calculated using a method called cost-benefit analysis.

2. System analysis

In order to fully understand the system, it's important to analyse how it works. For this, you need to look at all of the existing documentation of the system, talk to staff and managers about how they use the system, and work out the exact goals and values of the company as a whole. Here are some of the following to do this:

- **Interviews** – it can be difficult to determine just from documentation how the system is used. Managers may know the history of why certain data is needed in a certain way, or what it is needed for; staff may be able to quickly identify the frustration with the system or getting it out again in a way that is useful to them.
- **Observation** – the analyst may watch the system being used to see where the data is processed and where it needs to go.
- **Questionnaires** – particularly in large organisations. For smaller organisations with fewer users, the most practical approach might be a questionnaire. This would have to be carefully designed to get the information about how the system is used.

The same process is repeated for the new system – once the problems with the old system have been identified, the new system must be designed to check that the problems have been addressed. In order to analyse a system, systems analysts may use several tools such as:

- **Data flow diagrams** – visual representations of how data flows through a system to understand it.
- **Decision tables** – grids that show varying outcomes depending on a range of conditions.
- **Data dictionaries** – big collections of information about something. We call them data dictionaries because they contain information about the data used in the system.

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3. System design

When we design the new system, there is a lot to think about. For example:

- **Hardware** – how much of the hardware will be retained? Will new hardware will also need to choose the new hardware and infrastructure, and know that we might specify the processor or the amount of RAM needed in client machines, servers, or the speed and cabling types used in the network set-up.
- **Software** – will the new software run on the existing operating system, or will the operating system be upgraded? Will the software be downloaded or written, a lot of time will be spent ensuring that all of the needs are met, and that the software is secure.
- **Network** – whether the existing network or Internet connection can handle cloud storage and data transfer, whether it needs to be replaced or upgraded, cabling, whether there are enough wireless access points, and whether there are enough wireless access points, and whether there are enough wireless access points around the building, etc.
- **Staff issues** – some staff may be reluctant to change, and all staff and managers should be asked for their opinions because it's vital that they agree with the changes, and are willing to change. If the new system is very different from the old one, they may be helped by the software company. There is a chance that a few staff may even be made redundant.
- **Security procedures** – no system will be totally secure. The IT team needs to make the system as secure as possible and meets all of the company's security policies and standards. They may even invite hackers to attempt to hack into their systems in order to find any weaknesses, called penetration testing, or pen testing for short.

4. System implementation

In this stage, the new system is actually installed providing that it has gained approval and meets expected requirements.

Depending on the chosen approach, the system may be installed gradually (**pilot**) in one department to try out and report any issues. Or the system might be installed all at once, but the old system is still available in case there are problems. Or the system might be installed in such as one department at a time (**phased**). Or the whole system might be installed all at once on a weekend (**direct**). While the direct approach is the fastest, it has the most potential for disruption.

5. System maintenance

Maintenance is the process of ensuring that the system is running as intended; this includes checking devices and components, installing security updates, fixing bugs, troubleshooting, and responding to support requests from users.

As part of the system maintenance, *user guides* and *technical manuals* of how to use the system must be created and updated. These can range from PDF or printed documents, or be made available as information accessible through the company intranet.

6. System evaluation

In this stage, the system is tested and checked to ensure that it meets all of its intended requirements. If it doesn't then additional hardware or software might be needed, or bespoke software might be developed. Staff and users may be interviewed at this stage to gain feedback.

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Practice Questions

1. Give a limitation of speech to interact with a computer.
2. How can the keyboard be used to rapidly control a computer?
3. Identify a type of device that uses gestures.
4. Describe an advantage of using biometrics over traditional authentication methods.
5. Briefly describe the Internet.
6. Why are switches preferred over hubs?
7. Name the type of organisation that connects us to the Internet (not a specific company, such as BT, Virgin, etc.).
8. What language are web pages written in?
9. Which types of Internet connection are the fastest, and why? Give two.
10. Why does 5G have the power to replace fixed Internet?
11. Describe an environment where Ethernet would be better than Wi-Fi.
12. Give two resources that are managed by the operating system.
13. Who mainly uses the CLI today?
14. Why are GUIs more intuitive than the CLI?
15. How does application and utility software differ?
16. Why is bespoke software more expensive than most application software?
17. In the Grandfather – Father – Son methodology, which is the backup that is the most recent?
18. Give a type of solid-state backup media with a low storage capacity.
19. Describe why businesses create and implement disaster recovery plans.
20. How does cloud storage differ from cloud computing?
21. Place the following stages of a system's development life cycle in order: Analysis, Implementation, Design, Investigation, and Maintenance.
22. Identify three things that we might look at when investigating a system.
23. What is a flow diagram?
24. Which is the fastest way of implementing a new system?
25. Why are systems evaluated?

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Chapter 3: Digital communication

In this chapter you will learn:

- How we communicate digitally for both social and business purposes
- Why we need to be careful when using online information, and how to check the reliability of information
- What the advantages and disadvantages are of social media, and who owns the data

The range of digital communications methods

Advantages and disadvantages of digital communications methods

We have never been so connected as we are now. Most of us carry a smartphone to the Internet all day long, allowing seemingly anyone to contact us at any time.

I don't mind a call or message from a friend, but the number of spam calls and texts is increasing. A seemingly unending stream of criminals on the other side of the world can access my bank account by telling me that I need to pay for a parcel redelivery, or that I've won a prize. Some people report getting work messages out of hours, blurring the work-home boundary, so that keeping up with work email is a full-time job in itself.

The revolution in technology has transformed our lives in connectivity, flexibility and convenience, in some cases, where we live. But some people are finding this overwhelming and are taking steps, for example, by deleting social media accounts. We'll take a look at some of the common barriers to communication.

Barriers to communication

The key barrier is the digital divide – between those who have access to technology and those who don't are cut off from the many benefits and conveniences, such as online shopping. Barriers could include:

- Age – some of our elderly population may not know how to use modern technology and may never learn to.
- Wealth – some people may not afford the cost of devices and ongoing fees for mobile phone contracts or Internet access.
- Location – some countries still have fairly undeveloped communications networks.



Do you know anyone who is cut off from digital communications?

Personal and social communications methods

Emailing

Email, which stands for *electronic mail*, enables worldwide communication between users via computers or mobile devices.

With email you can send, receive, reply and forward mail to one or more recipients (a recipient is someone who *receives*). To have access to email you need a telephone line, a modem, a computer and an Internet service provider (ISP). You may also need a router if connected to a network.

You can choose to access your mail via webmail, e.g. through Google Mail or Hotmail, or through an email software program, such as Outlook.

Email: The process of sending and receiving messages between users via computers or mobile devices.

An email address is made up of a **username** and a **domain name**, separated by the '@' symbol (called the 'at' symbol). The **username** is the name of the mailbox, and the **domain name** is the company or server and the location. For example the following email address: **username@domain.com**

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made up of the username **j.smith**, separated by @ and followed by the domain name (company/server and the location). Geographical location may be indicated by the email address (for example, uk = United Kingdom and ie = Ireland) unless a .com

Email enables a user to send, reply and forward mail to other users, with or without a file or files that is/are attached to an email message. This is a convenient way to send photographs, to other users.

Be careful not to use bad language or bullying tactics in emails – this is referred to as flaming. Do not send bulk mail to a recipient as this is considered spam. Use capital letters in email – shouting. Also, do not use smileys or emoticons in a professional email. It would be inappropriate to do so, e.g. in a professional email. Spelling and grammar are also important, especially professionally and when communicating with a group. Collectively, this is called **netiquette** (net etiquette).

Email can improve communication in large organisations, enabling staff to keep up to date with up-to-date information. Files, such as minutes of meetings, agendas, audio files, can be attached to emails and distributed.

Advantages	
<ul style="list-style-type: none"> ☒ Can transmit data quickly and cheaply to multiple addresses ☒ Can send attached files, such as photographs or audio files ☒ Formatting options enable you to change background, font, size and colour ☒ Can enable people to keep in touch all over the world ☒ Can be used to facilitate learning in CBT (computer-based training) ☒ Flexible – if using a web-based email account, you can access your mailbox from anywhere in touch from different locations using a computer, smartphone or tablet with an Internet connection. This is very convenient when travelling. This is also true of email client software if accessed from a laptop computer. 	<ul style="list-style-type: none"> ☒ Attachments can be sent into your mailbox ☒ Spam filters can be used to filter out unwanted mail (scams) ☒ Can be used to send large files ☒ Relies on an internet connection ☒ Size/space can be limited to what you have available ☒ Attachments can be sent and received

Instant messaging (IM)

Instant messaging is immediate and enables users to identify whether another user is online; it is a low-cost means of instant communication between two or more users. Instant messaging also allows users to communicate for free over the Internet and use webcams to transmit real-time images and transfer files. IM is a great way of communicating via simultaneous conversations, providing speedy communication and ease of use. The benefits of instant messaging are:

- Conversation is immediate and performed in 'real time' (unlike email)
- The environment is controlled (users need a valid email address or an IM address to talk to others)
- Pictures, photos and files can be exchanged
- It is cheap and easy to use

Instant messaging is a form of short communication between two or more people.

IM can be provided via peer-to-peer (P2P) transmission or via a server/client network (the server receives the message and retransmits the message to the recipient). Most modern IM services use strong encryption to keep messages private. In some cases, not even the messaging provider can decrypt the message.

There are a wide number of instant messaging clients and apps available on smartphones and tablets. You are probably very familiar with services such as Facebook Messenger, WhatsApp, etc.

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Blogs

Blogs are diary-style journal entries posted onto a website such as WordPress, or smaller sites for niche or specialist interests. They usually form a series of entries, with the most recent at the top; they comprise of text along with photographs, and sometimes drawings and video frames.

Blogs: Online diary or journal entries

Video conferencing: Short notice, can be done with no travelling or

People may be willing to share details about their lives, opinions, experiences and

- A travel diary for a once-in-a-lifetime holiday so that friends and family can read up on it
- A day-to-day diary for followers of a particular person
- To document and record purchases, lifestyle / health and fitness changes
- To show off talents such as photography
- To discuss opinions, news and events

Businesses may also set up blogs to generate consumer interest and provide details of new developments, or upcoming product launches.

Video conferencing

VoIP (Voice over Internet Protocol) enables calls to be made over the Internet, via software such as Teams, Zoom and Skype. Voice signals are converted from analogue to digital format. VoIP is cheap or free to other users of the software.

In addition to Internet access and appropriate software, a user needs the following hardware:

- Microphone
- Speakers
- Webcam (required for streaming video)

VoIP enables real-time communication over the Internet, using speech and live video in conjunction with web meeting and video conferencing software in order to create webinars where people can meet at a specific time.

VoIP allows hundreds of people around the world to attend virtual conference events, or when the speaker is talking, you will not be expected to have your microphone on. The host may be able to turn off everyone's microphones when people join the call to prevent a lot of unwanted noise, such as coughs, bumps, feedback or echo, and allows the speaker to control their video and audio stream.

Social networking (web versions and apps)

There are many social networking sites, such as Facebook, Twitter, LinkedIn, Snapchat, Instagram, Threads and TikTok. These types of site provide features such as forums, instant messaging and file sharing which allow you to post information about yourself and communicate with other users.



Social networking has impacted on how we socialise. It is now possible to communicate and share information with people from different backgrounds, cultures and countries without ever meeting face-to-face. This can become an issue when unscrupulous people try to form friendships with other users by creating a misleading online personality (profile), such as using a false name. Users can gather friends or followers and share information, video, audio, photos via their personal space. It is important to keep your profile private and only visible to those you want to prevent fraudsters or unscrupulous people from accessing your personal information.

Social networking: Online platforms for sharing news, posts, photos, videos, etc.

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Friends that are gathered via social networking differ from the usual definition of number of them may be true friends. It is important to recognise the difference. It is used to communicate and share information that cannot be used to identify you.

Participants can comment on their friends' profiles on a Comment space, Wall or visible to other users who have access to that profile.

- Be careful what you write about other people.
- Be careful what information you give away about yourself.

Information that you post on a social network space will be visible to other users. Think about this before you add anything. You may later regret, e.g. photos of a night out that have a potential embarrassment factor!

Information can also be copied and pasted into other areas, so you never know what you will end up. Embarrassing photos or videos could turn up on YouTube to haunt you!

Social networking sites enable others to see what you are doing and where you are.



What are your favourite forms of communication?



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Business communications methods (internal and external)

Businesses use a variety of communications methods for staff to communicate with each other, and to customers. The following communications are outlined below.

Type	Example	Use	Advantages
Video conferencing and VoIP	Instead of using a traditional phone line, a VoIP (Voice over Internet Protocol) service allows for voice calls to be made through a desktop or a mobile app, or using a special VoIP phone.	<ul style="list-style-type: none"> Internal and external communication with suppliers and customers Help desk, customer service and sales roles Project and team meetings Online events and conferences 	<ul style="list-style-type: none"> Very cheap (often free) for communication Excellent option for internal communication Can have conference call of staff at once, across multiple locations Easy to record for future reference Easy to combine with video conferencing Cuts down on travel costs Participants can be located anywhere in the world (with an Internet connection) Easier to organise appointments/meetings Participants have access to digital resources in their physical location
Teleworking (collaboration tools)	Remote working uses remote-access technologies and collaboration tools. But teams may be located in different offices rather than at home, e.g. document sharing, instant messaging, video conferencing, e.g. Slack, Microsoft Teams.	<ul style="list-style-type: none"> Platforms designed to allow teams to work in the office, with other teams, or remotely, to share ideas, communicate, and collaborate on projects Can share files, set tasks and visualise project milestones 	<ul style="list-style-type: none"> All workers use the same platform, so it doesn't matter where they are working Can replace more traditional methods such as email and on-premise meetings with instant messaging and video conferencing Can set tasks and actions to be achieved and when they are being met

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Type	Example	Use	Advantages
Teleworking (cloud services)	Each company or person who wants to use cloud services sets up a user account with a cloud provider which gives access to software, file storage, email, etc.	<ul style="list-style-type: none"> File storage and sharing Email hosting Running software on a server rather than on the client machine 	<ul style="list-style-type: none"> Great for collaboration and for working on documents at the same time, which can be more efficient than on-premises options Available 24/7 globally for world teams Easily scalable (just pay what you need, when you need it) Everyone uses the same system, so there are no issues with compatibility
Email	<p>A company will set up a series of mailboxes, sometimes publicly available, such as an address to receive customer queries, job applications, etc. They are accessed through a desktop client (e.g. Outlook) or a web browser.</p> <p>Each member of staff is likely to have a personal address, but staff in some departments will have access to shared and public mailboxes. For example, a department might have a mailbox for customer queries, e.g. customer@company.co.uk.</p> <p>Some services or departments might have a shared mailbox so that everyone in the team receives a copy of the message.</p>	<ul style="list-style-type: none"> Staff and managers send internal communication about projects, staffing and team or department email updates and company news As a way of communicating with customers, e.g. helpdesk setting Sending email marketing and new product launches Sending updates to customers, e.g. new opening times, upcoming events and special offers and discount codes 	<ul style="list-style-type: none"> Good for communication and external recipients for a range of purposes Can perform the same function as letters, but cheap to send Can attach documents and images, as well as HTML content, etc.

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Type	Example	Use	Advantages
Promotion, advertising and marketing: social media	<p>A company sets up business pages on popular social networking sites such as Facebook and X/Twitter. The company posts news and service updates and responds to queries.</p> <p>Internal messaging systems are replacing email in some businesses as part of workflow software, e.g. Slack.</p>	<ul style="list-style-type: none"> To promote their brand to a targeted audience (including advertising) To drive traffic to their website To provide a continuous way of customer feedback or point of contact Email replacement 	<ul style="list-style-type: none"> Very fast communication and to external customers/stakeholders Quick replies and responses by email, often fewer words Real-time communication, no need to wait for email response
Promotion, advertising and marketing: video	<p>A wide variety of services that provide a combination of text, audio, video and images, etc. Usually two or more shown on the same page at once.</p>	<ul style="list-style-type: none"> Provide a rich experience, better than just text; for example, images in a blog, video instructions inserted into a tutorial page, etc. 	<ul style="list-style-type: none"> More engaging for the audience, more interest and can use video to make a point or demonstrate a process more effectively than just text Appeals to a wider audience Easier to understand Provides alternatives for disabilities (e.g. someone who is visually impaired can listen to a video description, alt-text and

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Type	Example	Use	Advantages
Promotion, advertising and marketing: leaflets	Leaflets and flyers for tourist attractions, takeaways, and other services.	<ul style="list-style-type: none"> • Provided at stands in tourist areas and information centres (attractions), often posted through letterboxes or left in public places. In local businesses, etc. in order to promote the business 	<ul style="list-style-type: none"> • Good at grabbing attention. If a lot of paper has to be dealt with, it can be put in a drawer for future use. May help direct website visitors (e.g. tourist attractions) • Can send through the post or by courier, organising local delivery
Promotion, advertising and marketing: audio	Radio commercials	<ul style="list-style-type: none"> • Short (30 seconds or 1 minute) commercials to make potential customers aware of your company and brand, and increase sales 	<ul style="list-style-type: none"> • Radio has a wide audience all day; some people listen while driving, while in the car, while cooking, etc. • Reasonably cheap for local advertising • Can advertise on local stations for smaller businesses • Good opportunity for new businesses to advertise • Radio can be listened to on a number of devices, and on the radio and on TV

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Type	Example	Use	Advantages
Websites	<p>Companies set up a customer-facing website on the public Internet that anyone can access.</p> <p>Note that organisations may set up an internal website used only by staff to access information and tools.</p>	<ul style="list-style-type: none"> Often a first point of contact To make customers aware about products and services, and to provide information and reviews For news articles, blogs and updates For online sales platforms For contact forms and live-chat sessions, e.g. with technical support and other helpdesk tasks Company intranets (internal information systems) 	<ul style="list-style-type: none"> Publicly accessible from world 24/7/365 (even when closed). Customers expect to have a website! Can contain a lot of information Links to other pages, sites and video Able to create a series of pages available from menu bar Wide variety of purposes (e.g. corporate) Easy to create (e.g. online tools) Easy to update
Apps	<p>Businesses program apps to work on smartphones and tablets. They are then made available on the App store, Google Play, etc. Some are free, others are paid for.</p> <p>Many desktop programs are also available as a cut-down mobile app, so that users can still use the software over a mobile device with a different interface suited to work on smaller screens.</p>	<ul style="list-style-type: none"> Some apps replace a website – for example, shopping, banking apps, social media – or replace online applications Others are designed to be stand-alone applications, e.g. games, satnav Some are installed on mobile devices, such as email clients, calculator, torch, clock, etc. 	<ul style="list-style-type: none"> Provide easy-to-use, contained platforms at the touch of an icon – no typing web addresses Add more functionality than a website through a web browser Each app can be given different permissions on the resource it can access Can easily switch between apps

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The reliability of online sources

Take a simple quiz question such as 'What is the most common pub name in the UK?'. That seems like a very easy fact to check – just find every pub on a map, and tally them up in a spreadsheet (until you realise just how many there are!). If you search the Internet, the common consensus is that it's the Red Lion, but one site says that there are 547 Red Lions, another 543 (close!), but one says just 327 (now where near!). Some sites tell you that the Royal Oak is the second most popular name, while others say it's the Crown.

So why is there so much variation even for such a simple question?

Accuracy

We don't know who compiled the data behind those statistics. It could have been an official body, such as a government official keeping track of landlord's licences, or it could have been anyone on the Internet who accidentally forgot to include a few here and there.

Always be wary about where information has come from – for example, from an opinion piece, a personal opinion presented as fact, or someone misunderstanding or misquoting what they read elsewhere. If you look at online technical support pages, you'll see all sorts of advice, some of which is good, some is bad advice, or are entirely wrong. Or perhaps they didn't understand the problem, or they thought was right, or what sounded right to them, or used a certain word in a certain way.

Bias

Maybe the person didn't like a particular town or city and chose to exclude it from the list of pub names, or increased the number of the name they liked – a bit extreme, but it's not the picture.

Bias is where you project your views or preferences into your writing. Perhaps you're writing a review and you prefer one political party over another. You might only write positive things about the one you prefer, or you might be tempted to omit their failings, or maybe you don't write anything positive at all about the ones you don't like. Biased writing is unbalanced or one-sided. Or maybe you're writing a review and don't mention the negatives.

A manufacturer won't tell you about the bad things about their product because they want you to buy it. We find out about those parts on the review sites.

Accuracy
of information

Bias: One-sided
story, or

Out-of-date
information that is no longer

Out-of-date information

Information can become old and unreliable very quickly. Perhaps some of the information was compiled 20 years ago. During that time, pubs will have closed and opened, and changed their names.

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Have you ever been dubious about facts and information that you saw online?



Verifying online information

So how do we make sure that the information that we find online is accurate, impartial (unbiased) and recent?

Checking multiple sources

While this can be time-consuming, it's best to take a look at a variety of different sources in order to check that they are similar. It's good to also check the sources for that page or individual fact (for example, on Wikipedia). Be wary of sometimes even full phrases or paragraphs copied from each other. Sometimes there may be a last updated or the published date – if it's more than a year or two ago, you should be wary. Search engines often have a date range feature to help with this.

Ensuring websites are trustworthy

We need to know who wrote and published the information. There's usually an 'about' page and work out who owns the site – is there a parent company? What is their agency? Generally, you should consider a website trustworthy if it is owned by a reputable agency, or government, etc. because they will have checked the accuracy prior to publishing. For technical details about a computer component, go directly to the manufacturer's website for the information that you find online. If you are reading something written by anyone on review sites, etc. or on Wikipedia, you should try to verify that information elsewhere.



Do you always fact-check material you use in school projects?

Social networking practices and ownership

Can you imagine a world without social media? If you wanted to talk to someone, you could phone them up and hear a text message, or write it down on paper and drop it into the post box for the price of a stamp.

There are many different platforms that all compete with each other for our attention (and advertising revenue). Some become popular, and others don't and quickly disappear. They all have slightly different aims and audiences, and are targeted at varying demographics.

How social networking sites work

The broad uses of social media are:

- Chatting to friends
- Sharing photos and videos
- Joining groups of like-minded people
- Following public figures and news events
- Selling (e.g. Facebook marketplace)
- Connecting with businesses (following or online advertising)

With so many options to choose from, it's important for friends need to be on the same ones – otherwise your chats become fragmented.

The benefits and drawbacks of social media

Social media is bringing us closer together with our friends and family, allowing us to share information to emotions. It can allow users to share their location in an emergency so family know you are safe when you're in the area of a natural disaster, for example. It can be a way to raise awareness of and money for a charity cause, or promote your business. It allows like-minded individuals to find each other to share their experiences of a hobby or professionals in their area of work.



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There are also many downsides to using social media, such as the following:

- Time! Social media is addictive – before you know it, 10 or 20 minutes have gone down your newsfeed.
- Mental health – remember that people only post online what they want you to see. Their apartment, their achievements, their latest purchases, their trips out and parties – everything is plain sailing. Don't feel jealous just because someone else is happy.
- Bullying and harassment – social media can be a channel for cyberbullying, stalking and other forms of harassment.
- Public profiles – check your settings and make sure they are set to private to protect your identity or using your photos without your permission. For example, scammers will use websites using photos of random people's social media accounts. They then use this as a 'hook' and as a 'hook' they often pretend to be in the military posted overseas and as an excuse they can't meet in person.
- Misinformation can spread quickly, and often spreads more widely than the truth.

These are just generic benefits and drawbacks of social media – each platform has its own



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Platform	Audience	What can you use it for?	
Facebook	<ul style="list-style-type: none"> The largest in the world – over 2.5 billion monthly users Slightly male-dominated (around 56%) Slightly older demographic, including many over 40 years old 	<ul style="list-style-type: none"> Posting photos and video (including stories) Following news and businesses Joining groups Setting up events Shopping (marketplace sales, similar to eBay) Instant messaging 	<ul style="list-style-type: none">
Twitter (now 'X')	<ul style="list-style-type: none"> Approximately 400 million monthly users Significantly older demographic – over 60% of users are 35–65 years old Male-dominated (two thirds) 	<ul style="list-style-type: none"> Microblogging – up to 280 characters (paid users can make longer posts) Following famous people and celebrities Retweets (reposts) and hashtags (which link your post to others on the same topic) 	<ul style="list-style-type: none">
Threads	<ul style="list-style-type: none"> Launched by Meta (the company that owns Facebook) as a direct competitor to Twitter when the latter rebranded to 'X' Gained 30 million users on its first day launch in July 2023, mainly from Meta app Instagram 	<ul style="list-style-type: none"> Microblogging – up to 500 characters Video up to 5 minutes long 	<ul style="list-style-type: none">
Snapchat	<ul style="list-style-type: none"> Widely used by younger people Female-dominated (70%) 	<ul style="list-style-type: none"> Sending and receiving photos that auto-delete after a few seconds 	<ul style="list-style-type: none">
TikTok	<ul style="list-style-type: none"> One of the 'new kids on the block' that has rapidly gained a large following (big rival to Twitter/X) Users are mostly young – a large number are aged 16–24, with slightly more male users (same number as Facebook) 	<ul style="list-style-type: none"> Uploading and watching short videos (1–3 minutes in length (started at just 15 seconds!)) 	<ul style="list-style-type: none">

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Social networking and the ownership of media

When using social media, it is important to consider **copyright** and **libel**.

Copyright is the protection of yours and other people's creative works (e.g. text, images and video) from being copied and used by somebody else. Everything that you create is typically protected until 70 years after your death (although it's slightly different for material created for or by a business). If you find out that somebody has reproduced your work, such as copied paragraphs of text from your book into theirs, you can sue for breach of copyright. If people want to use your work, they must ask you for permission first, and you can charge a licensing fee. Some people freely give away material, either by removing their copyright claims and releasing material into the 'public domain' or through licensing it through the Creative Commons or similar scheme.

Similarly, if you uploaded photos and video to social media, you would be pretty sure to have added it to their profile or website. You must be very careful what you post or share. Content from printed material, websites and posts are usually under copyright. For example, you might want to add a link to your profile, rather than taking a screenshot and re-uploading it. Many people and businesses will add it to the corner of the image for the copyright logo, © – many people and businesses will add it to the corner of the image.

It's also worth taking a look at the terms of use of the social media accounts that you probably skipped through and said that you read...). For example, Facebook's <https://www.facebook.com/terms.php> tells you about how they deal with your posts. What you post may end up on your friends' newsfeeds, so be careful what you post.

Libel is where you post something negative about another living person or active organisation, damaging their reputation. Libel can go beyond simple cases of cyberbullying. You can be sued if you post anything nasty about others online – there are many other reasons why; for example, you might say 'Musician Y is a terrible person for doing that', or 'Company X makes slave labour in South Africa' without having actual proof that either is true.



Have you ever read about copyright before?

Practice Questions

1. Give two advantages of digital communications.
2. Identify two causes of the digital divide.
3. What is 'spam'?
4. How has instant messaging changed communication?
5. Describe why video conferencing has risen in popularity.
6. Are there more advantages than disadvantages of using social media?
7. Describe two ways that businesses use digital communications to reach customers.
8. Describe two ways that businesses use digital communications internally.
9. Describe why information obtained from the Internet is not always reliable.
10. Describe how you can verify whether online information is likely to be accurate.

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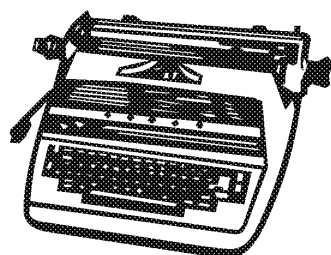


Chapter 4: Impact of digital systems on organisations and individuals

In this chapter you will learn:

- ✳ Why digital systems make business and individuals more efficient and are better for the environment
- ✳ Each of the ways that businesses implement digital systems
- ✳ How changing working practices have changed our culture and society
- ✳ How relationships have changed between us, the consumers, producers, markets in terms of goods and digital content
- ✳ How businesses are increasingly monetising content

Efficiencies, benefits and drawbacks of digital systems



Here's a fun task for you – ask an older person who you grew up or working their first job with no access to computers or the Internet, or using horrendously obsolete standards. I have grandparents who were typists who typed letters and orders on manual typewriters. One or two corrected by a special type of correction fluid or sheet. If they made mistakes, they'd have to retype the whole letter on a

New technologies have the power to scare people, making them fearful that they will be replaced by the machine. We still see news articles to this day, and you've probably noticed a few such as self-service checkouts in supermarkets and in libraries. During the 1970s, there was a real fear that the UK was losing its competitive edge and modernisation was vital. The government led by Margaret Thatcher sought to address these issues – ICT was a priority. A Computer Literacy Project was introduced, and a series of educational TV programmes were produced to go with it – the famous BBC Micro, often known as it's affectionately known. Many of these can be watched online for free if you're interested. As a result, a new generation of home computer enthusiasts began starting programming in their bedrooms. (UK programmes were also broadcast abroad to the Commonwealth.) The UK has largely transitioned its economy away from manufacturing and knowledge industries, helped by advances in technology.

Office-based digital systems used within an organisation

Most offices have fully computerised, with employees spending nearly their entire working day looking at a screen (often two or even three screens!). Computers have helped with many changes that were harder to make – agreeing a contract with a client could take months if everything had to be manually retyped and agreed upon, sometimes cutting up documents with actual scissors and pasting paragraphs and pages together (that's why we still use the phrase 'cut and paste'). Now, documents can be typed straight into the document, which can be emailed back and forth. Email replaced the fax machine, which was a brilliant invention in its day.

Uses and benefits:

- ✓ All word processing, documents, information systems and messaging systems can be automated. Templates can be used for frequently used documents, and paragraphs of text can be copied between documents rather than retyping.
- ✓ Mistakes and typos can be easily corrected.
- ✓ Planning, organising and scheduling can be centrally managed and shared. Meetings can be easier to schedule.
- ✓ Information can be shared freely and cheaply, including email and VoIP.
- ✓ IM systems can be faster than email, and now several people can work on the same document.
- ✓ Data such as contacts, calendar and email can be synched to mobile devices.
- ✓ Cheap communications with customers – less printing and reduced postage.

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Disadvantages:

- ✗ The whole office can be ground to a halt by a power cut, loss of server or Internet updates, data loss or corruption, or malware/ransomware attacks.
- ✗ Some staff will complain of repetitive strain injuries (RSI) and eyesight deterioration from equipment and staring at a screen for hours at a time.
- ✗ Computer equipment can cost a company thousands – if not millions – of pounds, especially large enterprises with thousands of PCs to purchase and upgrade.
- ✗ Data storage devices and mobile devices can get lost or misplaced, and data encrypted or remote wipe can't be retrieved.
- ✗ Sometimes there is too much information – users in large companies may not read emails each day, but they won't be relevant to them.

Consumer vs. business digital systems for individuals

Consumers (i.e. home users) use technologies slightly differently (although there is some overlap, for example, consumers are far more likely to use tablet computers, and less likely to use desktop computers, more likely to run macOS and different versions of Windows (Home and 'S' rather than 'Enterprise' versions).

Consumers will use social media and online video platforms, browse the web and shop more frequently to a degree than in businesses. Overlap includes the use of smartphones and VoIP to communicate with families, and the use of basic office suites for word processing (letters, CVs, etc.) and spreadsheets for finances and planning. Consumer versions of office suites typically have fewer apps and features. Most consumers will use email but are more likely to use webmail or smartphone apps.



What apps do you have installed at home that are not installed on your computer?

Implementing digital systems

When an organisation chooses a new system (ranging from new software to entirely new hardware), there are several methods that it can use, depending on the amount of acceptable risk.

Pilot method

The pilot method is the slowest but more cautious approach. This is where the new system is initially rolled out to only a few users; for example, to a single department or sub-location if there are multiple offices. This gives the opportunity for issues to be identified and the system can be tweaked to optimise the performance. If the pilot testing goes well, the new system can be rolled out to all users with a high confidence of success.

Parallel method

In the parallel method, the new system is set up before the old one is taken away. This means that if there are problems with the new system for all or some tasks, the users can switch back to the old one temporarily. There are also advantages such as training, which can take place at a slower, more comfortable rate.

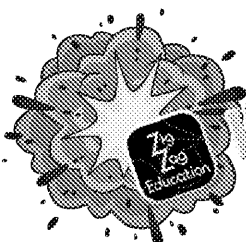
Pilot method: A small trial among specific staff.

Parallel method: Set up the new system while keeping the old system.

Big Bang method: Switching at once.

Big Bang method

With the Big Bang method, the old system is removed and replaced, usually over the weekend or during a holiday or when staff are away. It can save money, but can be the riskiest approach as there is no fallback to the old system. Staff must learn and adapt to the new system, which could be a challenge if the new system is radically different.



Which approach would YOU take?

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Changing working practices

The impact on culture and society

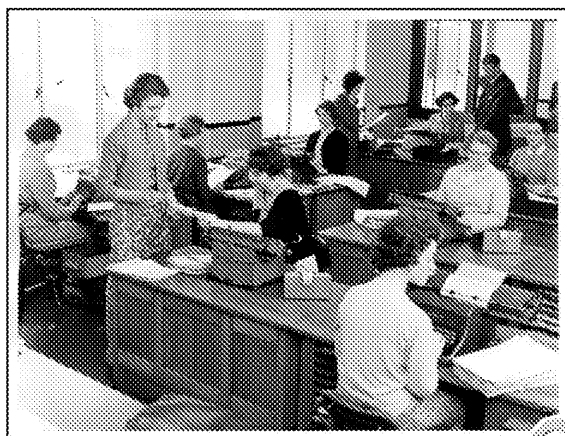
During 2020, millions of people across the world had to work from home for the first time. They accessed their colleagues using VoIP such as Zoom and Teams. They accessed company data as remote desktops and through VPNs. They accessed email through webmail, and used various applications like never before. Companies which had previously stopped employing people due to security concerns (or had used that as an excuse to not allow homeworking) were forced to open their networks to off-site access within a couple of weeks. While tight data security was a risk to human life was more important. Even large events and meetings went ahead on time – in both business and leisure settings.

Some people think that we'll never go back to working in offices to the same extent. Some people have moved out of cities into rural areas for a better way of life with more space. Some people are very happy to work from home full-time, while others would prefer a hybrid approach to site working. Of course, there will always be some who prefer working in an office for the separation of their working and home lives, and for the social element. The technology that we have now, with many of us having fast Internet connections in our homes, makes this a viable set-up. However, the office is entirely dependent on the demands of the bosses and company CEOs – when bosses closed the office in 2020, the bosses were faced with threats of mass resignations in some companies. Policy shifts. Workers had become used to working from home for the many benefits it offered.

There are certainly some benefits of working from an office for some of the time. You can get the hands-on help to understand the company culture, training and social aspects. There is a scope for in-person collaboration – always friendlier face to face. Watch this space.

But it's important to remember that these technologies weren't entirely new. Some companies had been using their existing products in 2020; for example, by adding new features or improving existing ones. Zoom went from 10 million to 70 million daily users throughout the year 2020. Many had to increase their capabilities to handle the load – Zoom went from 10 million to 70 million daily users throughout the year.

Take a look at these two images from the 1950s and 1980s. We can see lots of room for improvement. Computer technology has come a long way back, meaning that the office from the 1980s has been replaced by a modern office. There are still typewriters in use. This is a big contrast to the modern office.



Many companies had embraced these technologies before 2020, which allows for a more flexible working environment.

- **Worldwide recruitment**
 - Many of the team are located in different countries
 - This allows recruitment from a much larger talent pool
 - Multinational companies can share resources and workload between their offices
 - A diverse workforce allows for a rich melting pot of ideas and creativity, making products more innovative

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- **Multiculturalism**

- Teams include a wide range of backgrounds, cultures and religions
- Barriers are broken down between race, gender, age and sex, etc.
- Very insightful, allowing the team first-hand experience of launching products across different markets – they know what is accepted and what is taboo across different cultures, how the product could be tailored to different markets, allowing the right products to be delivered in the right places

- **Inclusivity**

- Modern tools, methods of input into computers, and the use of universal access technologies if they have disabilities

- **24/7/365**

- By having access to teams around the world, the different time zones can be used to provide a much longer service. This is an advantage; for example:
 - Customer service and online support chat can be carried out in different areas of the world to maintain 24/7 support – helped by the Internet and cheap global telecommunication. Countries that don't celebrate UK festivals or public holidays are able to carry on receiving calls if a contact centre is closed for the day.
 - Projects can be completed more quickly if one team finishes for the day and another country is able to pick up where they left off – modern communication allows to leave messages for the next one.
 - Allows shift work and more flexible working hours
 - Websites and order forms are available for customers to purchase goods even if the warehouse is closed

- **Flexibility**

- Much greater flexibility – off-site and on-site work, and hot-desking, casual, temporary and permanent staff. A laptop and VPN set-up would allow staff to work in shared meeting rooms, or work at other sites and offices temporarily – while still connected to their base office.
- Staff are not limited to working from a specific country – a UK worker could temporarily work from a holiday home in France or Spain, etc.
- Greater use of part-time staff, and experts and individuals (could be self-employed) can be contracted for a specific project on an hourly or daily basis.

Let's look at the following effects of modern technology on people – those using the smartphone with us at all times – constant notifications and messages are at our fingertips. People can phone us up at all times. We are addicted to our phones and other technology. We are glued to screens, sometimes at the expense of going outside and getting some fresh air. When we do go out, we use headphones to block out the outside world, preferring to listen to music or podcasts.

Now work can begin on the commute with email and social media, or go into the evening – some workers even receive emails from their beds. There's a saying that when people were connected to the wall, people were free, and there's some truth in that. There wasn't an option to do your work when you arrived at the office! But smartphones are still incredibly useful – how many times have you used yours to get directions when you're in a new city, find attractions to visit, and contact your friends or family if there's a problem?



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Mental well-being – technologies have the ability to help our mental well-being

For example:

- Depression, loneliness and lack of self-confidence – for example, when working remotely for long periods without social engagement, becoming addicted to an online technology or game at the expense of a normal social life with poor performance at school or work. Some people become victims of online bullying or harassment (cyberbullying), which can lead to a great deal of stress and increased mental health problems.
- Separation from a stressful environment – so you had a bad day at school or work, or you're having problems in your personal life? Games, media and virtual reality can be a means of escape and could, therefore, benefit some people. It is important that people don't use technology to hide from their problems rather than dealing with the cause.
- Feeling in control – flexibility with working times, location and schedule can and boost self-confidence. They may use an electronic diary to update their colleagues so that others know when they are available.
- Family needs – working from home or working more flexible hours allows dependents such as young children and elderly parents. However, the employment arrangement.
- Less commuting – working from home can save people several hours a day to and from the office. The time saved can be used for leisure and hobbies, or bed, which means that staff are less stressed and tired and, therefore, are more benefits from less traffic and fewer CO₂ emissions, but this can be offset by hundreds of homes rather than a single office building.

New job roles

- The number of jobs in technology has increased along with increasingly new programmers are required for coding in new languages, and cybersecurity is an unfilled vacancies.
- Even 50 years ago some of these jobs didn't exist; however, traditional jobs are disappearing.
- Employers need to stay up to date – those in more traditional roles may need to learn new systems and processes. If their jobs are completely replaced, they need to retrain in another industry. Even those working in technology need to retrain when new methods and programming languages emerge. To stay competitive in the job market on additional qualifications, and/or take exams and training to 'upskill', and attend webinars to stay sharp – often called CPD (continuing professional development).
- Some jobs are under threat from automation by robots and algorithms, but they can oversee them; for example, a warehouse where orders are picked by machines. What should things go wrong!

The digital divide

- Those who do not have access to technology, or those who refuse to retrain, are cut off from the benefits of digital services, communications and the modern world.

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Do you think that technology has improved the way that we work?

Changing relationships between producers, manufacturers and consumers

With the advent of digital technologies, data has now become a valuable commodity. Data has also become serious threats or competitors for the traditional 'bricks and mortar' businesses.

Business-to-business selling (B2B) and electronic data interchange

Business-to-business sales are when goods are sold to other businesses rather than to individual consumers. It was physical objects; for example, a construction company needs to buy sand, cement, bricks, etc. from a builders' merchant, or an office needs to buy paper, stationery and furniture from a supplier. These used to be ordered from paper catalogues, or over the phone or by mail order. Nowadays, they are ordered online.

However, data has become an increasingly valuable commodity that is bought and sold by businesses. Examples include customer research and the results of surveys. To allow the data to be exchanged between different systems, it is sent in standardised formats that can be read and opened by standard applications.

While the Microsoft Office suite is one of the standards for sharing individual files, the Open Office suite (electronic data interchange) also includes formats such as CSV (comma-separated values) and XML (Extensible Markup Language) which are excellent for exchanging data. PDF (Portable Document Format) is used for sending exact copies of documents because they will always display perfectly no matter what device they are viewed on, and have powerful features including digital signing and signatures.

Online shopping

Online shopping has really taken off since its development in the 1990s. Amazon started in 1994 as an online bookseller and has become the biggest online retailer selling just about anything. In 1994, not many of us even had Internet access in our homes. By 2020, \$197.3 billion passed through Amazon's online stores. This doesn't cover the revenue from other services that Amazon took in from its online web hosting service, AWS and other services like Prime Video, smart speaker marketplace (Alexa) and eBooks platform (Kindle).

Nowadays, most physical stores have an online counterpart in order to stay competitive. Customers can place an order online 24/7/365 at a time that suits them. It's also cheaper for businesses to operate warehouses than high-street stores, and shopping online is often cheaper than bricks-and-mortar stores are closed. With online shopping, orders can be sent out via courier and parcel delivery services, click and collect from the closest store, or depot, convenience store, Argos (for eBay) or other participating store.

In 2020 and 2021, we learned to rely even more on online shopping during periods when non-essential shops were closed by the government, people chose not to go to the shops to reduce the risk of catching COVID, and people testing positive for COVID were forced to self-isolate and, therefore, were not allowed to leave their homes. Food delivery slots from supermarkets were snapped up weeks in advance. Many people tried online shopping for the first time ever, and that trend is likely to continue. We are likely to stay in place for the time being.

Business-to-business: Sales between companies, e.g. mobile phones.

Online shopping: Goods delivered to your home.

Business-to-consumer: Sales made to the public.

Marketplace: A sales platform where third-party sellers, such as eBay, Amazon, etc.

Where businesses sell to the general public, we call this **B2C (business to consumer)**.

Online marketplace which process third-party business-to-consumer sales

Sometimes, as is often the case with smaller companies, or sellers who are located in different countries, they use an established online **marketplace** for their selling platform.

For example, Amazon offers a third-party marketplace and charges fees for using it. A third-party seller can hold and ship the items from the sellers' premises, or sellers can use Amazon's fulfilment service.

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in a warehouse belonging to Amazon, and the products will be shipped by Amazon from Amazon, you will see the name of the seller and the shipping details. If the seller is 'Amazon', it's likely that the product is stored in an Amazon warehouse. Amazon sells its own products itself, so sellers must compete with Amazon's own prices.

Online selling platforms are also set up for third-party use; for example, businesses can open an account with eBay and pay listing fees, along with a percentage of the final sales price, for their own goods, and can set up an online shopfront, allowing customers to see what they have for sale. eBay is a very general selling platform, but specialist platforms are also available for books, AbeBooks, and music, e.g. Discogs. Some people have set up entire businesses buying and selling returned items, selling items bought at charity shops, or selling



Many of these selling platforms are set up for local businesses to buy and sell items. These are C2C (consumer-to-consumer) markets. In this case, the sellers and items are local. At the time an item is sold, the seller is responsible for the item (not always to the highest standard). The buyer can choose to collect the item, or drop the item at a collection point or a parcel shop / counter. Some sellers offer home collection from their homes; for home delivery, this is sometimes the only option. This type of selling is common on eBay and Facebook marketplace. Many people sell collectables through Etsy, as well as



What does your household buy online?

Services that monetise content

Data and advertising can be big businesses. There are thousands of organisations set up to help deliver advertising, marketing and data collection and analysis services.

Marketing to prospective and existing customers (including via email, social media and other methods)

Email marketing works exactly as it sounds – email sent to existing customers to sell new products, services and events. Generally, the emails are sent as HTML formatting including fonts, layout and images, often set up in frames or tables. There is often a pixel that can be used to track whether the emails have been opened, helping to measure the marketing campaign has been (based on the number of opens, and any increase in sales). Some email clients such as Outlook automatically block images from downloading.

Email marketing can be very cheap (compared to postal marketing, for instance), and emails can be sent to thousands of recipients at once. Businesses can either send out their own email from their own servers, or set up accounts with third-party companies such as MailChimp, SendGrid, and others. Some providers charge for a fee, but with a lower chance of the emails being flagged as spam by the email provider.

Businesses must also set up their mailing lists based on customer opt-ins and curate the lists to remove expired addresses and honouring unsubscribe requests. The biggest shake-up to email marketing came in 2018 with the GDPR requirements, which are discussed later.

Consumer-to-consumer selling between members of eBay, Facebook Marketplace, etc.

Email marketing services that offer communications and offer new products or services.

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Social media adverts are displayed within the newsfeed of users of sites such as Facebook and Twitter (celebrities (governments, even). Social media can deliver highly targeted ads based on your location, status and what you've interacted with (commented on, liked, visited, etc.). The ads are often very effective. During 2020–2021, the UK government targeted social media users with messages concerning social distancing and vaccination.

There are many other forms of advertising, such as panel van advertising and telephone banking. There is also a large number of non-addressed flyers and brochures (one near on the doormat (and one in the paper recycling bin).

Website advertising

Many websites that are not fully funded through advertising the products they sell. They often use cookies, the small text files stored on your computer which track your browsing history, why you often see adverts for the items that you've looked at on other sites. Adverts can appear across the page or down the sides. The most obnoxious adverts play videos and audio, or text, or sometimes fill the page entirely until you remove them. Because this is a common problem, browser extensions called ad blockers to stop the adverts displaying. Because the sites refuse to load until you have disabled the ad blocker for that page. Some of the most common are the tabloid-style and local news sites.

Adverts also play before and during many online videos, including YouTube – a company that monetise their work. You can often skip these adverts after a few seconds, depending on the video. Sometimes these adverts are fairly specific to the genre of the video.

Data mining and analytics

Businesses and retailers build up huge sets of data about their customers in huge databases. They can run queries to analyse the data using powerful computers – called **data mining**. Large shops and supermarkets have collected a huge amount of sales data. Where customers have loyalty cards, even greater amounts of data can be built up, and vouchers and discounts can be sent out, including money-off vouchers. Retailers will create profiles for each type of customer based on their demographics, lifestyle choices and income. For example, some customers are very loyal to a brand, others shop around for the best deals, and others value convenience over a specific brand.

Data mining: Searching for patterns and trends in data.

Analytics: Drawing conclusions and hypotheses from data.

These data sets are analysed (**analytics**) and used to spot emerging patterns and trends, such as when to order extra stock, or decrease orders for lines that aren't selling well. Retailers can also use data such as long-range weather forecasts to work out when to order extra salad (as the temperature that people want BBQs can vary around the country!). They will also use data to plan specific events such as football matches, and festivals such as Christmas to ensure high demand and satisfaction.

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Do you try to ignore online ads?



Practice Questions

1. Describe two dangers of being overly reliant on digital systems in the workplace.
2. Give two differences in the way that businesses and consumers use digital technology.
3. Give an advantage of the pilot method used when businesses implement a new technology.
4. Describe two ways that offices have changed over the last 50 years.
5. Give an example of business-to-business (B2B) e-commerce.
6. Describe how businesses have responded to changing shopping habits from the 1990s.
7. What is the difference between items sold by a company such as Amazon.co.uk and products sold on an online marketplace (such as Amazon's marketplace)?
8. Give an example of a platform where goods are sold directly by consumers.
9. Describe how companies use social media to advertise to consumers.
10. What is the purpose of data mining?

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Chapter 5: Securing data and systems

In this chapter you will learn:

- Why threats to data are either accidental or deliberate
- How to protect data and increase resilience
- What digital footprints are, and their impacts
- How data and privacy are legally protected through legislation
- The ethical impacts of data, privacy and surveillance

The threats to data (stored on local computer systems)

There are many ways that data can be lost both accidentally and deliberately. This can be on a device, storage media or server within the building, or stored on a cloud server or network.

Accidental damage/destruction

People sometimes make mistakes and data is lost – for example, they might delete the wrong file, overwrite a newer version with an older one, cut text from a document without pasting it again somewhere else, or overtyping information by mistake. They might also throw away the only copy of information by accident, e.g. by discarding a handwritten form or note, or by leaving a USB drive or laptop containing the only copy on a train. The data is permanently lost, not just a copy of it.

Hopefully, the losses are only minor (affecting single files or there are only a few lines to retype), or there is a recent backup in place to help prevent data loss, such as a digital recycle bin.

Large-scale data losses make the news – for example, if a government department loses thousands of important records.

Sometimes the data loss is caused by a hardware failure – a drive or even a corruption of storage media when in contact with a strong magnetic field, data, or some could accidentally drop or knock over a drive or computer while using it.

Data can also be lost or corrupted by natural disasters such as a flash flood, an earthquake, or a burst pipe or a building fire can also be a cause. To prevent this, server farms have protection built in (including no servers near the floor), and fire-suppression systems that don't damage electronic equipment.

Malicious/deliberate damage

Tampering means changing some of the data, but not necessarily deleting the file or notice than deleting – someone will quickly notice if a file is missing, but not if a file is changed. An employee could tamper with a file in order to cause harm to the business decisions as a result, or a hacker or a rogue government could modify the data and cause damage.

Systems are attacked for a variety of reasons, such as:

- **Fun/challenge** – while the hackers don't intend to cause disruption or financial damage, much access to a system they can gain. They may gain a reputation and kudos on the dark web. However, starting this way could lead to darker activities, as was the case with the Stuxnet virus.
- **Industrial espionage** – attempts to steal valuable electronic property (intellectual property, trade secrets, recipes). For example, hackers (who may have been hired) stole trade secrets about the COVID-19 vaccine from companies such as Pfizer.
- **Financial gain** – hackers attempt to breach company and government servers to steal data to sell. A growing trend is to also infect a business with ransomware – data is retrieved from a backup or by paying the hacker the ransom, extorting money.
- **Personal attack** – for example, an attack on a previous employer by a disgruntled former employee or acquaintance or partner who holds a grudge against them.

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Malware (malicious software)

Cyberattacks and theft of data are carried out by black-hat hackers. They are often started by targeting weaknesses in software, through malicious downloads and booby-trapped adverts, or through malicious links in email. The easiest way to defend against attacks is by using caution – ensuring that you have a good antivirus package installed, and being very careful when downloading files and viewing emails from unknown senders. Hackers have the following tools at their disposal:

- **Malware** (malicious software) – the following forms, each with a specific purpose:
 - **Adware** – shows advertisements in order to make money for the creator (e.g. through software, and often injected into a web browser).
 - **Botnet** – a network of infected 'zombie' computers across the Internet sent by the hacker to do things like perform a DDoS attack or send out spam.
 - **Ransomware** – malware that encrypts some or all of the files on a computer. The user is asked to pay a cryptocurrency such as Bitcoin to decrypt the files. After a few days, the files become unavailable or the fee increases. However, if the user has a recent backup, they can just reformat the hard drive and load on the OS and files, avoiding the ransom.
 - **Spyware** – software that 'spies' on the user; for example, it could steal login details to log into your online bank. It could also inject fake adverts or pop-ups in the browser to redirect to other sites.
 - **Trojan horse** – malware that pretends to function as a useful application or product. Once installed by the user, it can deliver a viral payload such as opening up a back door so that more malware can be installed on the system.
 - **Virus** – attached to a file that runs, thereby spreading the virus to other files opened. It may delete or overwrite files and cause the system to be corrupted. It can be sent as an email attachment.
 - **Worm** – a program that self-replicates and opens many copies of itself. A worm slows down the computer and network as it uses up the RAM and bandwidth. Worms can have other malicious tasks too, such as rebooting equipment or deleting files. Worms could infect any vulnerable computer on a network, exploiting vulnerabilities and open ports.

Social engineering

In the 1980s, not many people were familiar with the concept of social engineering. Hackers used to phone up IT departments or reception desks pretending to be employees at the company and asking for their passwords. Nowadays, passwords are much more secure and this tactic won't work. But social engineering is widely used in different ways.

Social engineering is the art of manipulating the users of a system to gain access to data or gain information.

Social engineering tries to take advantage of human behaviour and people's mistakes in order to obtain information. Examples of social engineering include:

- **Baiting** – cybercriminals attempt to obtain information such as login details by offering the promise of free goods such as movie downloads (that also contain malware). If the bait is physical – for example, a virus-ridden USB flash drive left in a public place that will automatically install the malware as soon as it is inserted into a computer. Never rise to the bait, or ever insert an unknown flash drive into your computer.
- **Phishing** (fishing for information) attempts are emails, texts and phone calls that appear to be from some organisation that the victim may be familiar with. Phishing is often highly personalised, i.e. a specific victim is targeted.) Some of the most sophisticated due to the complexity of the scam. The aim is to trick the victim into linking, divulging your password or banking details, or to steal money.
- **Pretexting** – the scammer tries to get your personal details by asking for the information to be from an organisation that you trust and asking for your name, date of birth, etc. Be sure that you are actually talking with someone from the real organisation, by checking back using their official phone number.

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- **Scareware** – fake programs, such as fake antivirus packages, send lots of messages to the user, telling them their computer is infected by a virus to falsely scare the user into action. The user might then use their debit card to download even more fake or malicious software to protect their computer, believing that the software is legitimate. Always remove scareware by uninstalling it, and run a scan with legitimate antimalware software.
- **Shoulder surfing (aka shouldering)** – watching someone type in their password (looking over their shoulder) or PIN at a cashpoint. Usually done at close range, but could be done through binoculars. This is why you should always shield the keypad at a cashpoint or card reader when you type in your PIN.

Brute force attacks

A **brute force attack** is where a computer program tries to crack a password or other login using millions of different combinations of letters and numbers, e.g. AAAAAAAA, AAAAAAAB, AAAAAABB, etc. Because this is very time-consuming, the program might be set up to use a dictionary attack of commonly used usernames and passwords. This attack can be thwarted by setting policies to lock out the account after three or five failed login attempts. The account may be blocked permanently, until a technician manually unlocks it, or until a timeout period is reached, e.g. 30 minutes. If set to 30-minute lockout after three failed attempts, then only six possible four-digit PIN is much easier and faster to crack (only 10,000 possible combinations).

Brute force attack is a type of attack that tries every possible combination in succession.

Denial of service (DoS) is an attack that aims to make a website or network unavailable by overwhelming it with a flood of traffic.

Denial of service (DoS) to authorised others

The website or a server in the company is taken down, so that legitimate users are denied access to the company through lost sales and damaged reputation. A botnet is used to send requests to the website or server that exceeds the capacity of the Internet connection so that the legitimate users are denied access (or there may not be a proper IP address). The attacker might have a grudge against the company, or be trying to extort money from / blackmail the company. The attack could damage the company's reputation so that it has to be reinstated or replaced if the firmware is corrupted.

- Sometimes websites are taken offline by thousands of people trying to access them. For example, in 2020 when a new tier system was announced for COVID-19 restrictions, the website was taken offline as people tried to access it to find out which tier they would be in.
- A server may be taken offline by the attack, or switched off while analysis takes place. If the data is corrupted or modified, then the data has to be restored from backup. While the data is being restored, there could still be several days before all of the systems are back online.

Hackers could try to stop a business from operating normally, causing it to lose revenue. They could use a virus to infect machines and delete files, by slowing down the network with a worm, or making a server (e.g. web server) or Internet connection offline using a DDoS (distributed denial of service) attack, flooding a network with dummy requests from a series of controlled computers.

Data manipulation

There are so many ways that data could be manipulated by an attacker. For example, a hacker could change a website or social media account, or replace a company's data by hackers (or 'hacktivists' – a mix of hacker and activist). Such attacks are usually discovered quickly because, of course, a hacker or insider could also alter data in a company-owned system. If the data is altered, the attack might not be discovered for months. An employee could alter company files, leading to poor decisions being made as a result.

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Data modification

Data modification is similar, but may be financially motivated for personal gain. For example, an employee could alter their timesheet if there's a bug, allowing them to be paid extra, or an attacker could try to change bank balances and move out the money.

Data theft (in transit and at rest)

Data can be intercepted and stolen (unauthorised) when:

- It is being transferred across a network or the Internet. Unencrypted data can be intercepted. Encrypted information can be unencrypted. However, most of our network traffic uses strong encryption to keep the contents safe, even if intercepted.
- If a drive or device is stolen (such as a flash drive, a hard drive or a laptop), the attacker has access to the data. Hackers and/or competitors, and, in some cases, this could be a



Which types of threats are the most dangerous?

Protection of networks, systems and data in storage and transmission

Just like the fact that there are many types of threats, there are many ways of stopping them.

Encryption

Encryption – data storage

Encryption is where normal text (plaintext) is converted to cipher text using an algorithm and one or more 'keys' which are often very long numbers. This means that if an encrypted file is intercepted, then it is very hard to read it without the key(s) needed to decrypt it. Asymmetric encryption (asymmetric or end-to-end) is much more secure than using one key for both encryption and decryption.

Encryption: Securing data so it can only be accessed by those with appropriate 'keys'.

We can encrypt individual files, data on USB drives and whole drives using a password or key. When taking data off-site – e.g. a USB flash drive is less of a problem if it's strongly encrypted. Sensitive data on password files – theft of unencrypted data or drives for sensitive data constitute a data breach and large fines can be imposed.



In Windows, drives can be encrypted using BitLocker. Individual files can be encrypted (e.g. using VeraCrypt), and individual applications such as Word and Adobe Acrobat can set passwords.

Encryption – data transmission

We can also encrypt data as it is sent across a network and the Internet using encryption. If somebody intercepts the data (e.g. a man-in-the-middle attack), it is harder for them to read it. There are a lot of different methods of encrypting data. For example:

- We set Wi-Fi passwords that encrypt the connection to the router
- We use HTTPS when sending data across the Internet (including online banking, shopping and email, and social media) – look for the padlock icon in the browser, and some browsers can be set to warn you when a site only uses HTTP. Browsers used to display green padlock icons but have since removed the green because it's now so common to use HTTPS.
- We use VPNs to form an encrypted 'tunnel' across public networks
- We use encrypted communication platforms such as WhatsApp and Signal
- We use firewalls to protect all of their network traffic

Firewalls

A **firewall** simply allows some network traffic to pass through, but blocks other traffic. This allows us to specify which traffic is legitimate, and helps block hackers from gaining access to the system by blocking the ports (doors).

Firewall: Hardware or software security which controls network traffic based on a set of rules.

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that can be exploited. We determine what traffic is allowed to pass through and we have 'rules'. We can block or allow certain ports, IP addresses and domains, etc. Firewalls have pre-defined rules, but network admins can change (configure) these rules to meet their needs.

Firewalls nearly always filter incoming traffic – this is to help prevent hackers from accessing the internal network. Some, but not all, filter outgoing traffic generated within the internal network. This is useful because the firewall can sometimes be used to stop a malware program from 'phoning home', or uploading files to the hacker. Firewalls that filter both incoming and outgoing traffic are 'two-way' firewalls.

There are two types of firewall:

1. **Hardware firewall** – a physical device that plugs into the entrance of the network between the public Internet and the private LAN. All network traffic passes through the network infrastructure is located behind it. Hardware firewalls can be configured via a web interface. They are expensive and purchased with several years' worth of updates. After several years, the device may no longer be supported and the hardware, sometimes with an upgrade discount.
2. **Software firewall** – this can either be built into the operating system, be part of a security suite, or be a stand-alone application. The software firewall is a second line of defense, but it also helps to prevent a compromised computer on the internal network from spreading malware across the system.

Antivirus software

Antivirus software stops the installation and running of viruses and other malware, including spyware and, more recently, ransomware. The software also detects malware that is already installed on the system, through regular scans and constant monitoring. In the past, this could slow down a computer, but nowadays, the performance drop is minimal.

Antivirus detects malware by looking for the characteristics of the files, their behavior, and processes on the system against a set of known malware signatures or definitions. If a file is infected, it may attempt to remove the infection (disinfect), delete the file, or stop the file from running by placing it in a protected 'quarantine' area. Antivirus software is essential for laptops and desktops, and strongly recommended for smartphones and tablets.

Antivirus: Software that detects and quarantines or removes files and applications that may harm your system.

This means that the antivirus must constantly update its definition of known threats. Manufacturers do this by downloading the files from the server several times a day; for example, McAfee, Sophos and Microsoft. Each time a new malware sample is provided to the manufacturer, a new definition is made. Because this set of definitions can be very large, some antivirus software requires an Internet connection when running for best results. It also checks against a local database, so the downloaded version might contain only the most recent definitions.

But as there are thousands of new malware samples created each day, there is often a delay between the time a new sample is created and the time it is added to the definition. Therefore, antivirus software tries to detect unknown threats based on file replication and common usage.

Antivirus is often preinstalled with the operating system (Microsoft Defender), and some are free (e.g. Avast and AVG) or paid for (e.g. Norton, McAfee and Sophos). Paid-for versions often have a subscription fee which must be paid to ensure that the product keeps working and is updated.



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Good practice... points to remember!

- ☒ Install antivirus and antispyware software
- ☒ Regularly update antivirus software
- ☒ Scan the system regularly for threats
- ☒ Scan any removable storage device for viruses before opening files
- ☒ Only download from Internet sites that you know and trust

Hierarchical access levels

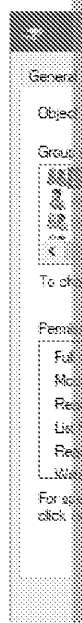
Access levels – you have probably seen in the photos that employees in some companies or government agencies carry access cards that can be used to access specific parts of a building (usually with a main attempting to access the parts that they should not). This is true of many organisations – only a few trusted IT staff will have access to the server room, while a regular employee can only access the front door. They may have a card that allows them to enter the building and new starters may not be given the door code for several months until they are fully trained.

Access levels
networked
can open,

You may find this when you go to college or university – for example, your access card may only allow you to enter your department building, specific libraries, or your own hall of residence. Unless you've been granted 24/7 access, your card may only work until, say, 6pm.

Access can also be restricted to computer system resources such as drives, files and printers. For example:

- Payroll and HR may be the only departments with access to salary and highly personal information (e.g. on a shared drive) – see the screenshot (right)
- Only IT administrators will have access to company servers
- Only network admins would be able to make substantial changes to the website infrastructure
- A regular employee might only be given read access to some shared drives
- System updates could be disabled entirely such as new software installations, access to the control panel or command prompt, etc.



These settings can be implemented in various ways. For example:

- Giving only certain staff admin accounts that allow them to access servers or more shared drives
- Selecting access to specific usernames only
- Setting appropriate file permissions (based on username or members of policy groups, for example)
- Setting group policy on the server to automatically block certain activity

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Cybersecurity – staying resilient and in control

Resilience – preparing for, responding to, and surviving a cyberattack

A system could be breached by an outside hacker directly targeting the organisation, or indirectly. An insider could steal or leak data or create a security hole. Once data is leaked and sold on to others, there is no knowing how many copies there are or where the data is held.

Data can be either copied, deleted or modified, so that it is no longer valid. The intrusion may not be detected for months or even years, depending on the level of security of the system.

However the system is breached, there are many financial repercussions for the business. In some cases, the business may even be forced to close if it cannot financially recover.

In order to survive, businesses need a good plan to deal with an attack. The best first place by having good defensive measures in place. Don't think that it's just if attacked, although they're generally the ones you hear about in the news. Many medium-sized businesses because they've generally got the smallest budgets for experienced IT managers in charge, and may be forced to pay ransoms.

Temporary or permanent loss of data and information

- **Data loss** – any data that has been deleted (or encrypted by ransomware) so it could be lost forever, including customer orders. The company would have to recreate what was important, if they could. This is a cost because staff have spent their time to go through the whole process of creating it again.
- **Downtime** – a server might be taken offline by the attack, or might be switched to a backup place. If data is deleted, corrupted or modified, then the data has to be restored. Important data might be restored faster, but it could still be several days before the system is back online.

Damaged or corrupted software

Malware can damage specific software, meaning that it must be reinstalled following the system. Productivity software used on a daily basis would have a major impact. Spyware can hijack web browsers, changing the home page, the DNS settings and so on. Some malware will also target specific files, such as deleting files used by Microsoft Office.

Websites taken offline

Denial of service is exactly what it sounds like – denying (stopping) legitimate use of a service such as a website or server. Typically this is achieved by flooding a server with network connections so the network connection becomes too busy to support legitimate users, or the server is overwhelmed by the amount of traffic directed to a server might be several terabits per second, sent from many different locations controlled by the hacker (a botnet). However, you could also say that taking a system offline by a virus outbreak or worm, or encrypting data through a ransomware attack, is a denial of service. Websites can be taken offline by the IT admins while the attacks are being investigated and resolved.

Denying a service is designed to cause financial damage to a business through:

- Bringing down public platforms and sales opportunities
- Reputational damage
- Lost staff productivity if internal systems are disrupted

Denial of service attacks are often aimed at large corporations as punishment for the hackers oppose. Attacks may also be political; an attempt to take down the system of a government or you oppose.

Denial of service attacks can be difficult to stop because all of the requests are sent to the server and it's difficult to know which requests are malicious.

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Loss of reputation

- **Public image** – when personal data is breached, the company may be required to inform the public that their data was stolen. In large breaches for well-known companies, news of the breach is reported on national news channels and in newspapers and online news. Affected customers may lose trust in the company, and new potential customers might be put off from joining the company. For example, the telecoms company TalkTalk – its breach in 2015 made national news when 157,000 customers were stolen. Around 100,000 moved to a different provider, and millions of customers who stayed. The share price of TalkTalk dropped by 11%.

Loss of competitive advantage and financial loss

- **Competitive advantage** – companies which have suffered large financial losses may lose their competitive edge over the competition; for example, they may lose customer data as valuable databases.
- **Financial loss** – it was thought that the TalkTalk breach could have cost up to £100 million. Financial costs of a breach can include fines, forensic analysis, purchasing new equipment, provision and loss of staff productivity and customers. In some cases the business may have to close temporarily and staff still need to be paid.
- **Reduced productivity** – if staff don't have access to servers, files, intranets and so on, their job, they will have to work offline temporarily, possibly on paper or on a mobile device. Their work may take longer, and they have to manually add in the data once they are back online.
- **Legal action** – under the Data Protection Act 1998, companies could be fined up to £500,000. Under this Act, TalkTalk was fined £400,000 for its data breach. In the UK, the Information Commissioner's Office (ICO) – this was the largest fine that it has ever issued. For details see [zed.uk/12330-cyber](https://www.ico.org.uk/for-the-public/fines/12330-cyber)

However, TalkTalk was probably lucky. Had the breach occurred a few years later under the Data Protection Act 2018, which significantly increased the fine in terms of the company's turnover, the fine would have been much higher. For the most serious breaches, the new law allows a maximum fine of £17.5 million or 5% of the company's annual turnover, whichever is greater.

In 2020, the ICO fined British Airways £20 million after the theft of details concerning 380,000 customers. The hotel chain Marriott International was fined £18.4 million after hundreds of its employees accessed six databases previously, and occurred before Marriott even acquired the company. The fines could have been a lot worse – they were initially set at £99 million and £183 million for British Airways!



Do you know of any companies that have been hacked?

Preventing a cyberattack

Prevention is the best strategy. Here are ways that cyberattacks can be prevented. No system will ever be totally secure.

Boundary firewall and Internet gateway

As a minimum, every system should be protected by a firewall, an IPS (intrusion prevention system) or a HIDS (host-based intrusion detection management system) at the entrance to the network (this is called the Internet gateway). At home, you probably have some sort of firewall or security built into your router.

Boundary device installed at network to stop entry

If a company has its own servers, such as email, web or file (FTP), then there should be a DMZ (demilitarized zone). These servers are placed between the two firewalls in an area called a DMZ – the first firewall routes traffic through to the servers based on the necessary protocols. The second firewall protects the internal network.

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Secure system administration – admin accounts, audit trails, account management

Admin accounts – unlike the typical user of a computer, who gets only limited access (they can't change major settings or install new software), admin (administrator) has full access to the system. Only a handful of staff within the organisation will be given admin access and passwords which are hard to crack. When an administrator leaves the company, their account is immediately disabled (this is true for any employee, but especially true for admin accounts). Malware (e.g. rootkits) attempt to get admin access (also known as root access) in order to spread.

Audit trails – an audit trail is a log of what has changed within a system. Audit trails can be reviewed if necessary, such as in the case of a suspected malware infection or a security breach. The operating system and many applications; for example, you can take a log of Windows (Control Panel > Logs > Security) to see who has logged into the system and what they have done. There are any failed login attempts from hackers or port scanners. When logs are created, they can be sent to a centralised server automatically for storage. You can also monitor network activity in real time and alerts staff to any potential problems, such as a sudden increase in traffic, which may mean that there is a malware outbreak.

Account management – when an employee joins a company, they are given a user account. When they log on, they'll first need to read the 'acceptable use policy' – the list of rules that govern how they can use the computer for. Generally, companies work on the basis of 'least privilege' – giving users the least amount of access and control over the system while still allowing them to do their job.

When admins set up an account for a new user, they will create the account but not activate it until the new starter joins. They will use the company policy to automatically set passwords and how often the password must be changed. In very secure environments, passwords are changed every few weeks. In a normal office setting, this might be reduced to six or 12 months, but it's still a good idea. A temporary or contracted employee may be given an account with an expiration date. Users are assigned to the groups created for each team or department, depending on their role.

Access restriction and control of sensitive/valuable data

Access levels are the level of access provided by user IDs – these must be monitored to ensure that only authorised users have access to particular areas on the system. For instance, some users may have access to the network, giving them the rights to make changes on the network. Some users may only permit access to specific parts of a network system. Authorised users are allowed to log on using their password (referred to as **access rights**) and this helps to keep confidential information secure from unauthorised users.

Sensitive and confidential information is at risk of unauthorised access if the correct security procedures are not followed. The best way to ensure security of data is to use a login and password to access a computer system. Types of information that can be at risk of unauthorised access are financial information, personal details, health records and social security details.

File permissions

File permissions refer to security control that a user can set to secure files from being deleted, modified or formatting.

A file that can be read and edited by more than one user is a read-write file, which can be accessed and modified and can also have data written to it (for example, when the file is opened and saved).

You can change the attributes by making the file read-only. Selecting the read-only attribute prevents the file from being overwritten or amended. The file can be opened and read but changes cannot be made to the existing file name. If you want to make changes to a read-only document you will need to create a new file and then copy the content from the read-only document into the new file.

Admin accounts – accounts for administrators who have full access to the system – secure and monitored.

Audit trail: A record of activities that can be reviewed if necessary.

Account management – the process of creating, managing and deleting user accounts and their permissions.

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Password protection

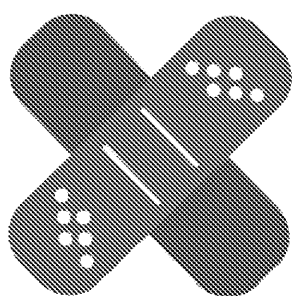
Some documents are confidential or contain sensitive information which should only be seen by specified users. Document passwords are added to make sure that unauthorised users cannot access or make changes to a document.

When a character is typed into the password box, it is displayed as either an asterisk (*) or a dot (•). This is to ensure the privacy and security of the password.

Installing antimalware protection

Every machine must have antimalware installed to reduce the threat of malware outbreaks, and to protect downloaded files and removable drives, etc. Some packages only include antivirus; others come bundled with firewall and other tools. On a large network, the antimalware may be known as 'endpoint protection'.

Using patch management to ensure all machines are up to date



Companies such as Microsoft release updates for Windows, Office and other software usually once a month (on the second Tuesday in Microsoft's case – aka 'Patch Tuesday'). These updates close security holes, fix bugs and errors, and sometimes add new features. If Microsoft releases an emergency patch, to fix a major bug or a security issue that's being actively exploited by hackers, they call it an 'out-of-band' update.

Your home computer will check for updates directly from Microsoft's servers about once a day, and will automatically download and install necessary updates.

Patch management system that pushes updates to the network.

But a large organisation with thousands of PCs won't want direct updates for two reasons:

1. Windows cumulative updates are large – maybe 300 MB to 1 GB, and maybe takes up a lot of Internet bandwidth and can slow the Internet speed to a crawl.
2. Updates can sometimes break a system, software or drivers, or cause printing problems. The provider will remove an update from their download site after a few days.

Instead, the business will use a patch management system such as WSUS (Windows Server Update Services). This system releases necessary updates at a set time. Generally, the updates are downloaded from Microsoft and are stored on a local server. This allows the administrators to:

- Test updates first on a limited number of machines to ensure that they still work.
- Block updates that break the machines.
- Remove specified updates.
- Update the machines in batches to reduce strain on network bandwidth.

There are also systems designed to patch mobile devices such as phones and tablets using Mobile Device Management (MDM). These systems have a lot of extra functionality, such as remote wipe, backups and wipes if the device is stolen.

Ensuring applications are updated and known vulnerabilities are patched

Just like operating systems, application software can be vulnerable to attack (you increase the 'increased attack surface' with more apps). It's important to ensure that the apps are always up to the latest versions possible. Any unnecessary applications should be uninstalled; for example, many computers like HP or Dell often bundle lots of extra software with their machines.

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Sometimes software companies will issue warnings about security issues with the Exchange software (email server) was found to be vulnerable, and hackers were placing web shells into thousands of servers (web shells are back doors that can access a server; for example, to steal data or to launch malware). It is vitally important that you act as soon as possible by applying patches and other fixes. You may have heard about that hackers are aware of the bug but there is no fix available yet.

Training staff to protect data

There are several ways that a company can train staff how to protect data as they go about their day-to-day jobs. Some of this is taught to the employees through an induction on their first day, via annual refresher training, and by reading through policy handbooks.



An **acceptable use policy** (AUP) sets out how people may and may not use a network, i.e. which uses are acceptable. AUPs mostly focus on what you can't do, so as long as your use is legal, doesn't harm others and isn't specifically mentioned, it's probably OK.

AUPs protect the network from attack, abuse, illegal activity and legal liability, and protect the other people who use it. You will normally accept the agreement by clicking a box to accept (e.g. signing up to a website), or you may be asked to manually or electronically sign an agreement (e.g. on your first day of a new job).

Acceptable
which governs
a computer

You may agree to be bound by acceptable use policies in lots of different scenarios:

- using your school, college or university network
- using a computer system at work
- using a public Wi-Fi connection, e.g. at a cafe or holiday home, or on the bus or train
- purchasing a subscription to a home broadband connection
- signing up to a social media site
- downloading apps
- accessing the internet, e.g. signing up to general websites, including forums

Each AUP varies depending on the specific scenario. Some common don'ts in an AUP are:

- No downloading or uploading of illegal material (e.g. indecent images of children) or copyright infringing content
- No hacking or malware distribution
- No activity that degrades the network performance for others (e.g. 24/7 file sharing)
- No spamming or sending unsolicited email (especially if you've been asked not to)
- No online bullying, defamatory or racist messages
- Don't let someone else log into the system as you, or log in as someone else
- No copying the content of the website

There are different sections within the AUP. For example, the sections cover:

- **Scope** – who and what the policy applies to, e.g. staff and students at the college
- **Assets** – what the policy covers, e.g. files and information.
- **Acceptable** – anything that is allowed (if specified) or anything that users are allowed to do
- **Unacceptable** – anything that is not allowed
- **Monitoring** – how compliance is monitored, e.g. logs, web filtering, tracking
- **Sanctions** – the processes to investigate and the potential penalties for breaches
- **Agreement** – how you will accept the policy – tick box, (electronic) signature

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Acceptable software

Companies assess and test the software that they expect their staff to use. For example, software is properly licensed (which may limit the number of installations), is compatible with the hardware, doesn't crash or cause the whole machine to crash, and doesn't contain known security vulnerabilities.

To ensure that the software meets the business needs, the IT departments spend thousands of pounds on software licences to use proprietary packages such as Office suites, CAD (computer-aided design) and project management software. The IT department will also install updates and patches as required, along with monthly updates to the operating system. IT technicians are able to 'deploy' (install) new software and remove software as required. They also ensure that all the tools installed on the company servers. In many organisations, normal staff accountants have sufficient privileges to install new software.

The IT department may also allow the use of some open source or free software. However, they will perform extra checks to ensure that it's not a Trojan and can be run in commercial applications.

Large businesses may have an approved list of software available for staff to install. If they want to install software, they will need to submit a request so that it can be approved and tested. They will also explain why the extra software is necessary.

Without these rigorous checks, staff could unknowingly infect the system with malware, causing a widespread disruption to the whole network. They could also cause legal repercussions if they install ever performed and non-commercial, pirated, illegal or licence-exceeding software. If they violate the software policy, they could be disciplined or fired.



What is your school's network policy?

Recovering from a cyberattack

Disaster recovery policy

In the event of a fire, flood, data breach, malware outbreak, data corruption, or a server failure, a disaster recovery policy must be implemented as quickly as possible to minimise damage and get the company operating again as soon as possible. The longer the system is not working, the more disruption and loss of income occurs, increasing the chance of the business failing.

Of course, a data recovery policy should never be idle or forgotten about as an unopened file on the network. It should remain up to date at all times with updated job roles (rather than staff names) and include any new risks, mitigation strategies, and backup procedures. Backing up will be a daily occurrence. Regular testing of the backup system is necessary.

The disaster recovery policy will include:

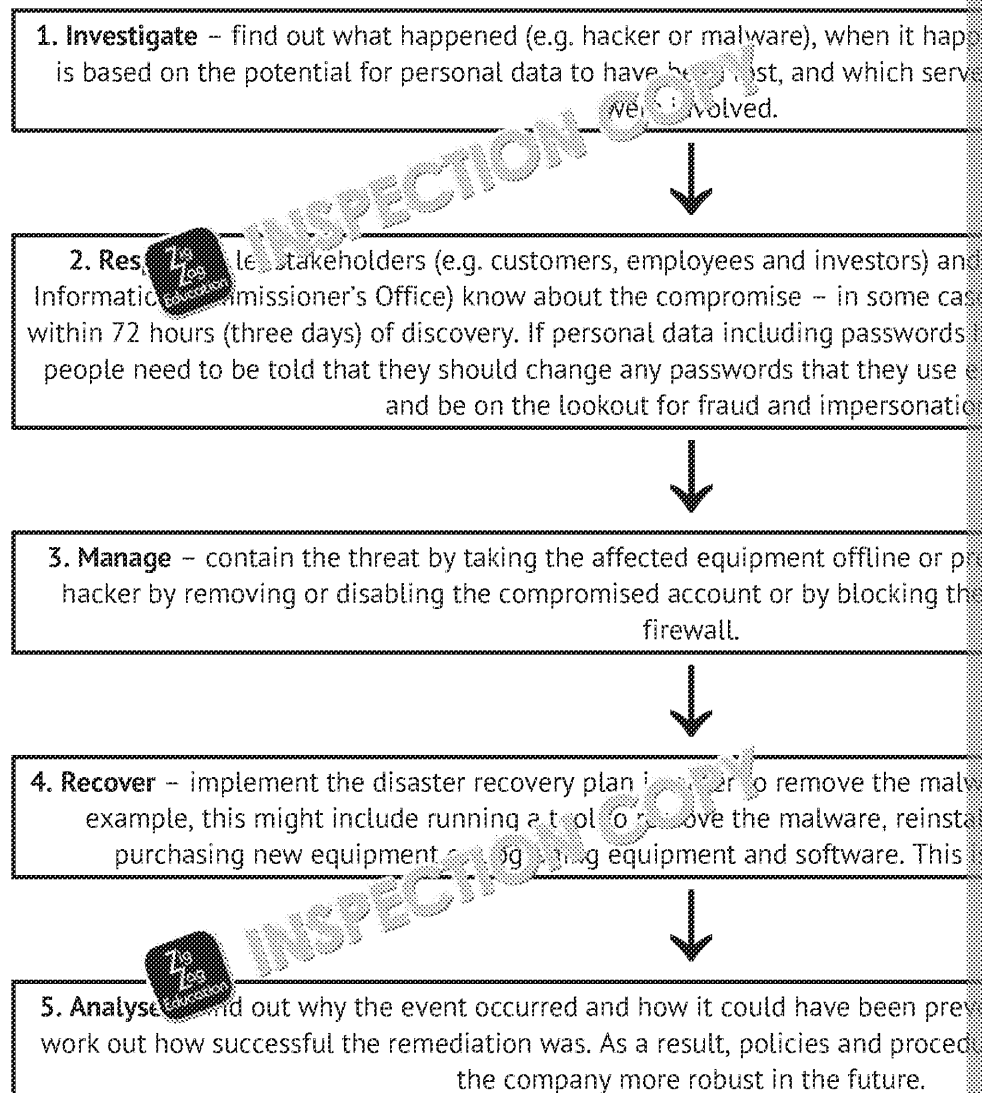
- What everyone will be doing to ensure that no steps are missed, the work is done, and everyone doesn't perform the same task.
- What staff should and shouldn't do – everyone in the company might be involved in reporting news of a breach to the media.
- Who is responsible for making sure that the backup is running successfully, when and how data is backed up, on hard drives or tapes each day, off-site storage, and how data is restored.
- Timeline for disaster recovery, which data and equipment will be restored first, and which is most important for the company to run successfully, and which is least important.
- What will be done if the office location needs to move either permanently or if the office is destroyed in a fire or becomes uninhabitable due to a disaster. The policy will specify what network infrastructure, servers, hardware and software will be purchased for the move, and how the data will be restored at the new location.

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Actions to take after an attack

After a system has been compromised, such as a malware outbreak, or an outside data, the following steps should be taken. Note that some of these may overlap. For example, as soon as the breach is discovered the server might be taken offline by the IT department.



Alternative premises, communication methods and facilities

Alternative premises – if the regular office has been damaged but will be operational again within a few weeks, the business may ask staff to work from home, rent flexible space, or move some staff to another branch office temporarily. If the building has been destroyed, it will need rebuilding, or the company will need to find other premises nearby.

Alternative communication methods – if the main office becomes unavailable, then alternative communication methods can be used, e.g. through mobile phones or email.

Some companies will have entire disaster recovery buildings fully functional or from in emergencies and practice days. The buildings may also house servers which are kept up to date with new data copied between sites each day. This is an expensive proposition – imagine a company with 1,000 employees and a single office location with a backup site.

Cold backup – don't have any real infrastructure set up so are the slowest to get up and running. Some infrastructure.

Communications – if the main office becomes unavailable, then alternative communication methods are needed. The main phone number for customers can usually be ported temporarily to a mobile phone. The company may need to set up temporary VoIP or other messaging services.

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What-if scenarios

As part of disaster planning and business continuity plans, many different 'what-if' scenarios will be discussed and planned for. The business must be able to find fixes and alternative provision.

What-if scenario to discuss how to continue doing business

Example scenarios could include:

- Malware outbreaks, including ransomware
- Failure of the backup system (can't create new backups, or restore from existing backups)
- Loss of Internet, cloud storage or cloud computing, or internal networking
- Software failures
- Hardware failures
- Loss of electricity power
- Staff sickness and lateness (e.g. disease outbreaks, natural disaster, major traffic incidents)

Backing up data every day

Backing up and recovering data – If you've ever lost an important or irreplaceable file to the device, it's crashed, it's been hacked or it has fallen victim to ransomware, you'll know the importance of backups. A backup is just a copy of the data that can be restored if deleted or damaged. Most backup systems are automated – they are set to run on a schedule. The need to do each day is to insert a new tape (there are also robots that can do this).

Businesses pay meticulous care and attention to their backups and spend thousands of pounds. Most businesses rely on having access to data, so would temporarily be brought to a halt if they easily fail if their data was permanently lost. Imagine if you owned a business and you couldn't arrive to work without access to any of the files, documents, databases and customer lists. You would need to do their jobs...

There are lots of different ways of backing up data. For example:

- to cloud storage
- to local hard drive or tape
- manually copying data to a floppy or removable device

If backups are made on local media (e.g. hard drives) they will usually be stored in two copies. One copy will also be stored off-site. This is just in case the building is destroyed. Copies are destroyed in a natural disaster, or stolen.

A business will have a set schedule of how data will be backed up and restored, e.g. a full exact copy every day or week, or just the data that's changed since the last backup. Important files might be backed up more than once a day, and would be the first to be restored in a system failure or breach.

Full backups take longer each day (physically copying the data to physical media) but are much easier to restore from than incremental backups.

When you delete items from the hard drive they will be sent to the Recycle Bin, where they can be deleted, or restored if required. Files and folders deleted from the A drive or flash drive do not have the option of being restored. For this reason, you should be very careful when deleting files from a flash drive or other removable drive.

The Recycle Bin (in Windows; Trash in macOS) icon is situated on the desktop. It is empty or contains deleted files.

The following items cannot be restored from the Recycle Bin:

- Files/folders deleted from network locations
- Files/folders deleted from removable storage media, such as memory sticks
- Files/folders which are larger than the storage capacity of the Recycle Bin

The Recycle Bin gives you the option of restoring deleted files and folders (remember that files deleted from a USB drive will be deleted permanently and cannot be restored from the Recycle Bin).

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Digital footprints

Everything we do using a computer leaves a mark somewhere, whether we intend to or not. Digital footprints can be used by the police to investigate crimes.

Passive footprints

Passive footprints are the ones that we're not aware that we're leaving. For example:

- Logs on the device we're using, including all applications that you once used, settings you change and browser history.
- Logs on remote servers – when you visit a website, the server logs your IP address, browser details, screen size, etc. Logs will be stored on the central servers on a corporate network.
- Login times and location – every time you log into Facebook, for example, it is based on your Geo-IP.
- Your mobile phone network provider knows where you are, based on which cell tower you are connected to.
- Logs print jobs stored on printers (document names, usernames, page counts).

Passive footprint
trail created with
the result of mo

Cookies – your browsing habits are tracked by your web browser and cookies (small files) are stored on your device. These cookies are useful in the functionality of websites (first-party cookies), but can be used to track your online history (third-party cookies that are set by the owner of the site you are on). Third-party cookies are sometimes called tracking cookies. They can be blocked using browser settings.

Remember that in Europe, each website that uses cookies must ask for and be granted permission on your computer. In theory there should be a 'no' button to reject all, but some websites have buttons to turn off. In the past, we had no knowledge of – and certainly less control over – data placed on our computer. Cookies are truly passive. You could only instruct your browser to remove them, but not where cookies are needed for the site to function correctly.

Take a look at the permissions that you are agreeing to – you might be surprised. Some vendors might be able to view your data. Online newspapers often have a lot of data.

Active footprints

By contrast, an **active footprint** is anything that we knowingly do or type into a computer or device. For example:

- Post messages on social media, blogs, forums, review sites, comment threads, etc.
- Upload videos to sharing sites
- Search the web
- Use smart appliances, smart speakers, etc.
- Create new websites
- Send email
- Create and save documents
- Use online shopping sites

Active footprint
created by a
media or a p

Monitoring (employees and potential employees)

Like it or not, if you are using a computer owned by your employer, you should expect to be monitored. Computers are designed to be used exclusively for business use, unless the acceptable use policy allows for personal use during lunchtime or after office hours. The employers have the right to monitor its use (they are working and adhering to the acceptable use policy and other rules set by the employer). Monitoring can include viewing material that violates copyright, or viewing indecent images that could land the company in legal trouble.

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Audit trails are usually kept, including a log of the websites you visit. Some companies go further and install software that monitors use and even takes screenshots every 15 minutes or so, or upon certain triggers, such as when specified websites are visited. Many companies also set up CCTV in corridors and offices to ensure compliance with policies. Whatever the policy, the employer should make their employees aware of the monitoring process.

These boundaries are blurred slightly when companies allow a 'bring your own device' or provide devices that can be used personally as well.

Sometimes employers will screen candidates' social media or search online for a reason why it is important to protect your social media accounts and delete anything about other people or companies. It's also a reason why people sometimes ask Google to remove links to damaging articles that are untrue.

Security services (information gathering)

Various security agencies routinely collect information about us, and have the power to request the monitoring of our online communications and online digital footprints to find criminals and foil terrorist plots. Each time new legislation is passed, such as the Investigatory Powers Act (discussed later), governments are criticised by privacy activists.

There have been many leaks over the years of the techniques that governments use to spy on their citizens, such as the information provided by Edward Snowden. Generally, security services disapprove of the strong encryption of messaging systems because they can't decrypt messages easily.

Targeting potential customers

Businesses target potential customers in many ways, including using cookies. Cookies can be used to create an advertising profile of you by working out your age, interests and how you browse. To see what sorts of things companies track, visit [zigzageducation.co.uk/12330-data](http://www.zigzageducation.co.uk/12330-data).



What have you added to your digital footprint over the last week?

Legal responsibilities over the protection, storage and use of data

Here we cover the legislation and look at how it impacts our privacy and trust.

The Data Protection Act 2018 and the General Data Protection Regulation

If you read books about IT from perhaps 40 years ago, they would say that your data was stored on a handful of computer systems. That's probably hundreds today – and now those systems are connected to the Internet, potentially allowing hackers access to that data. The more places your data is stored, the greater the chance of a breach.

Your personal data is valuable because it can be sold on the dark web to cybercriminals. Identity theft and other forms of fraud are particularly problematic because criminals can use your data to get loans and credit cards. It can be very difficult and time-consuming to convince a lender that you didn't set up the account. At best, you could receive more scam calls, junk mail and so on.

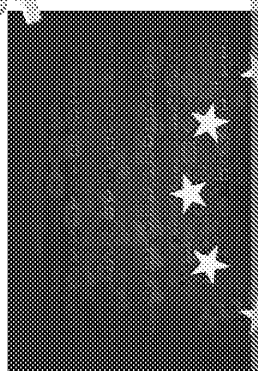
Because of the danger of hacking, and the importance of keeping personal data safe, there is a need in place to help protect it – for example, the Data Protection Act 2018 and General Data Protection Regulation (GDPR) in the UK. These regulations protect how data can be collected, stored, used and shared.

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The new legislation was stricter than the old, and gave citizens greater rights on data held on them, consenting to the use of their data, and having their data removed. When the new legislation came into force in 2018, everyone received emails from dozens of companies they had signed up to over the past decade or more, asking for permission to retain the data. Many companies had allowed pre-ticked boxes to sign up to receive marketing emails, for example.

The penalties for non-compliance and for failure to protect data (e.g. breaches) became much more severe. GDPR set the bar high – the maximum fine was the larger of either €20 million or 4% of annual turnover in the past year. In the UK, the latter price was converted to £17.5 million. Many fines have been handed out by the Information Commissioner's Office (ICO).



Below are the general principles of the Data Protection Act 2018 / GDPR (which replaced the previous Act of 1998). The UK was still in the EU when GDPR came into force, so it became law in the UK as well.

Lawful processing

The person who is in overall charge of the data and sets how it is processed is the data controller. Those who use the data on a day-to-day basis are the data processors. They must ensure that data is only (processed) only as instructed by the data controller. The controller must ensure that the data is used for a 'legitimate interest' to the business, and that the person who the data is about (the data subject) has given their consent for their data to be used.

Collection for a specific purpose

The data collected must only be used for the purpose that it was collected for – if the data controller chooses to collect data, it must decide what data to collect, and why that data is needed. If the data is to be used for a different purpose, it may need to ask for consent again.

Only necessary data collection

The minimum amount of data should be collected – only what is absolutely necessary and relevant for the study. If you are a volunteer taste testing a new bar of chocolate, a company would need to know your mother's maiden name or your National Insurance number. A company legitimately want to know your age and your gender because that information will be useful for marketing if a bar of chocolate was particularly well-received by a certain demographic.

Accuracy

The real world is complicated and changes frequently. For example, we move house, get married (and may change surnames), have children, etc. The data might be accurate (correct) when it is collected, but after a few months, or years, it might be inaccurate.

This could allow inaccurate, misleading or incorrect decisions to be made based on the data. Therefore, under the legislation, businesses should be very clear on where their data was collected from and should make checks on the accuracy if necessary. If the data is discovered to be incorrect, it should be corrected (or deleted) as soon as possible.

Only kept as long as necessary

In most business settings, except for archiving and statistical analysis, it is unlikely that a company will keep your personal data indefinitely. If you've bought something online, keeping your last purchase probably isn't necessary. In that case, the company should archive the data if it is still relevant, and delete or anonymise anything that's no longer necessary. Companies should have a standard data retention policy, informing the data subject how long their data will be kept for.

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Data subject rights

Remember that the data subject is the person who the data is about. The data subject has the following rights to (be):

- **Informed** – about how and why their data is being collected, the privacy and security of the data, and how long it will be kept for.
- **Access** – anyone can request to see a copy of the data that is held about them and the data must be provided within a month of the request.
- **Rectified** – any incorrect data to be corrected, and a copy of the complete data corrected.
- **Erasure** – in some cases, you may request that a company deletes certain data if the data is inaccurate, used only for a specific purpose, is being used for a different purpose, or the data subject has withdrawn their consent.
- **Restrict processing** – stop the data being used for some purposes (a substitute for erasure).
- **Portability** – take a copy of your data to another service (previously discussed).
- **Object** – to the data being processed in certain circumstances, e.g. marketing.
- **Automated decision-making/processing** – e.g. important decisions made by a company without taking personal circumstances into account. The data subject may be able to ask a company to stop making such decisions and potentially overturn it.

Protected

All of the personal data must be adequately protected from hackers, data breaches, etc. The business must have sufficient equipment (e.g. firewalls), antivirus software, etc. in place to prevent breaches and ensure that the data is safe. After the data is no longer necessary, the data must be destroyed, e.g. by shredding paper and tapes, magnetic media, etc.

Companies risk large fines if their systems are breached or if their protection measures are inadequate. The ICO of the breach within 72 hours of discovery, as previously mentioned.

Not transferred to countries with less protection

Not all countries have the strict protection laws afforded by the Data Protection Act 1998. Flows of data are essential to our modern lives.

This is why when you try to access some websites – for example, where the site is hosted in a country that is not in the EU – they are blocked from access. Companies that operate across the world might have to transfer data to others. In 2020, a judge in Ireland (where the Data Protection Commission is based) ordered Facebook to stop transferring any data about EU citizens to the U.S.

While companies may reach agreements that any data transferred will be treated as if it were in the U.S. Privacy Shield is no longer valid at the time of writing, meaning that this is not a safe way to transfer data to the USA. Does this mean that using Google Analytics, for example, is not a safe way to track website usage?

The Computer Misuse Act 1990

In the very early days of computing, there were no laws against hacking, meaning that it was difficult to prosecute hackers using the existing laws – sentences were typically light, if charges were possible. However, the law has since caught up with hackers and criminals.

The first laws were introduced in 1990 in England and Wales with the Computer Misuse Act 1990, with separate provisions in Scotland. This law made three things illegal, punishable by fines and prison time:

1. Unauthorised access into a computer system
2. Unauthorised access to a computer system with the intention to commit an offence
3. Unauthorised modification of files

Since 1990, the offences have changed slightly and the penalties have become much more severe. The Computer Misuse Act 1990 has been introduced – now up to 10 years in prison and larger fines. These changes were made by the Computer Misuse Act 2006 and the Serious Crime Act 2015.



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Under these amended Acts, the following are now crimes:

1. Unauthorised access into a computer system (finding weaknesses into the computer system)
2. Unauthorised impairment of a computer system (including modifying or deleting data, or causing a system to crash)
3. Making, supplying or obtaining materials to use in acts of computer misuse (including hacking tools and malware)

Fighting cybercrime is difficult – many crimes committed go unpunished because they are hard to locate. They may not be located in the UK, so prosecutors need to partner with agencies in other countries.

The Investigatory Powers Act 2016

The Investigatory Powers Act 2016 amended a previous act called RIPA. While the law enforcement agencies need to operate, it has received severe backlash online from privacy advocates. The act has led to it being branded as the 'Snoopers' Charter'. For this reason, many people started to use virtual private networks (VPNs) and apps such as WhatsApp (strong encryption) which means that the business who creates the app (Facebook) cannot read the messages.

From a data holder point of view, ISPs must retain records of the sites visited by their customers and comply with the requests to hand over personal information.

The ethical impacts on the wide-scale use of data and surveillance

Individual privacy

Throughout the world, people are becoming increasingly concerned over companies and governments watching their online footprint – the web pages they view, the messages they send, and who they send them to. This is the reason why people use VPNs to hide their web surfing, and encrypted messaging services such as WhatsApp. However, governments and law enforcement are becoming increasingly concerned because encryption also helps to hide criminal activity. Encryption isn't a bad thing – it's essential for safe online shopping and banking – it's just that if a group of criminals are conspiring to commit a crime, the police can't catch them as easily.

In isolation, a single piece of information isn't too much of a concern. However, when combined, it can be used to build up a detailed profile of a person. Your cookie data may be collected and stored (often buried in the small print that you often agree to without reading!). They may track your movements on devices. For example, shopping patterns, location, cookies, and identifiable information can be used to work out where someone lives, their age, their sex and gender identity, any health issues, whether they are in debt, their hobbies and interests and whether they are married, etc.

Ethical use of shared data is essentially saying that even if the use or collection of that data is legal, is it right to collect or use it in that way? Ethics are a lot looser than laws, but professional bodies may discuss and agree on sets of rules or codes that get around the issue that each person has a slightly different set of morals (which means that ethical considerations may govern the impact of building up such a detailed profile of a person).

Ethics: Term used to describe moral principles

Wider society

In general, governments have increasing powers to monitor citizens, reducing individual privacy. For example, number plate recognition cameras are installed along motorways, and cameras are installed in public places. In the future, real-time facial recognition software could be used to identify people and when they visit certain shops and locations, or commit minor offences. Facial recognition could be used to identify race, and be used to control behaviour, as this article explains.

Privacy: Increased surveillance and the rise of data collection concerns relating to individual privacy

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Do you allow or reject cookies?

Practice Questions

1. Give two ways that data is accidentally destroyed.
2. Give two ways that data is deliberately destroyed.
3. Give two examples of malware.
4. Describe how social engineering works.
5. How can passwords be breached?
6. What type of attack is designed to take a server offline?
7. Describe the purpose of encrypting data.
8. How do file viruses and ransomware differ in what they block?
9. How would a network administrator restrict access to network file shares to employees?
10. Why do businesses need to plan to defend against cyberattacks?
11. Give a consequence of server or website downtime.
12. Give two examples of financial loss a business may face because of a cyberattack.
13. Why is patch management crucial for businesses?
14. Why do staff need to be trained to protect data?
15. Why is an acceptable software policy necessary?
16. Why is a hot backup site the most expensive to implement?
17. Is posting on social media an example of an active or a passive digital footprint?
18. Give one way that an employer could digitally monitor the activity of an employee.
19. Give an example of an Act that considers your rights to how your personal data is used.
20. Give an example of how you can help to protect your privacy online.

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Chapter 6: Changing digital technology

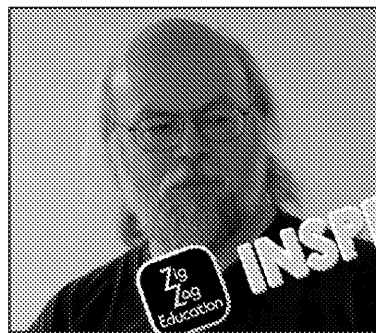
In this chapter you will learn:

- The key moments and people involved in the development of communication and digital devices
- How technology has affected society, the economy and culture

Key milestones and people involved with the development of computing systems and digital devices

Lady Ada Lovelace, 1815–1852, London, England (first programmable computer)

Lovelace was a mathematician who first realised that machines could be programmed to run an algorithm; she translated others' work from Italian and wrote extensive notes on the subject. She worked with Charles Babbage, who designed but never built a mechanical calculator called the 'difference engine', and she worked on a new concept from Babbage called the 'analytical engine'. The difference engine was not built until the 2000s – you can see it at the Science Museum in London. Government funding dried up for Babbage in the 1800s!



James Gosling, b. 1955, Calgary, Alberta (Java programming language)

Gosling worked for Sun Microsystems and developed the Java programming language with two other authors. It was first released in 1995 as a Beta version. Billions of devices, including all Android devices, and many routers and computers run it. Because Java runs inside its own virtual machine, it is portable. Java is now owned by Oracle, which bought Sun.

Admiral Grace Hopper, 1906–1992, born in New York, USA (first commercial electronic computer)

Hopper was in the US navy and helped program one of the first computers, the Harvard Mark 1, which was used towards the end of World War II and created between IBM and Harvard University. She created the underlying programming theories that were used to create the programming language COBOL, released in 1959. While Hopper didn't actually design COBOL herself, the language she inspired is still in use today in legacy systems – there are still new programmers learning the language to maintain code, and will need to do so for decades to come!

Alan Turing, 1912–1954, born in London, England (computational theory)



Turing is best known for his work in Hut 8 at Bletchley Park in 1940 on deciphering German Enigma code using a deciphering device called the 'Bombe'. He was one of the pioneers of computing theory, algorithms and artificial intelligence. He created the 'Turing test' to work out whether a computer can think like a human. Turing was convicted of being gay (an offence at the time) and chose hormone therapy. He is believed to have committed suicide as a result, but it was accidental. He has since received a pardon from the Home Office. An online petition, and now appears on the £50 note.

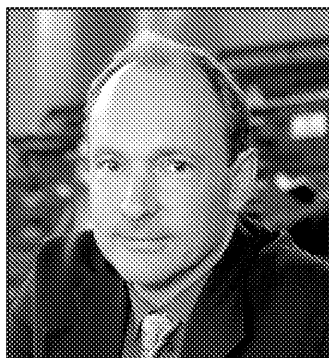
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Steve Jobs, 1955–2011, born San Francisco, California, USA (commoditised computing; smartphones)

So much has been written about Jobs over the last few decades! Jobs founded Apple Computer (now Apple Inc.) with Steve Wozniak ('Woz') and Ronald Wayne in 1976. Jobs was a fantastic salesman for the computers Woz designed – initially the Apple I, followed by the Apple II in 1977. Apple was highly successful by producing a relatively cheap computer with a keyboard – the Apple II came fully assembled, which differed from the kits that were available at the time. Combined with an early spreadsheet package, the Apple II was highly successful. Millions were sold during its 16-year production run! Jobs was also instrumental in overseeing the building of the Macintosh computer, released in 1978. It was one of the first affordable computers to feature a GUI. Jobs was later removed from Apple; he set up his own computer company, and funded NeXT. In the mid 1990s, Apple was in financial difficulties, so Jobs was brought back and became CEO. Apple had purchased NeXT, and the technology was incorporated into Mac OS. In return, Jobs discontinued several projects, and brought out the iconic colourful iPod. His team, developed the iPhone, which launched in 2007, a product that merged a mobile phone and is one of the first consumer smartphones. Jobs was also well known for his keynotes during the 2000s, including a mock funeral for the legacy MacOS 9 in 2001.



Sir Tim Berners-Lee, b. 1955, London, England
Berners-Lee is the inventor of the World Wide Web (as the Internet). He created the Web to be a series of documents working at CERN in Switzerland (the scientific centre for the Large Hadron Collider). The first web page went live in December 1990 and hosted on a NeXT computer (that Steve Jobs developed). Berners-Lee has worked as a consultant for the UK government and several foundations, campaigning for a free and open Web. You might have noticed Berners-Lee at the 2012 London Olympics sitting at a NeXT computer. He was knighted by Queen Elizabeth II in 2004. The Web is barely 30 years old!



Research other computer scientists such as Donald Davies, Katherine Johnson

Impacts of society, economy and culture

It's hard to believe how much technology has impacted and transformed our everyday lives, from the way we work, communicate and entertain ourselves, to our economies. The first computers only started to come into homes and businesses during the 1980s, and even the Internet didn't take off in homes until the late 1990s. The Internet has become pervasive. Social media and video-sharing sites have given us vast insights into other cultures. Want to try a recipe from somewhere else? Sure, and at least we can find out how much flour is in a cup, or the weight of a 'stick' of butter.

Here are some inventions that have, or will, significantly change the world.

Industrial robots

The first industrial robot, the 'Unimate', unveiled in 1961 by General Motors, was used to transport molten metal, and it was very basic compared to the sophisticated robots are given for carrying out dangerous and dirty jobs, including within hot areas. The robotic arm in the photograph is welding metal.

Industrial robots: Robots that carry out repetitive jobs in car manufacturing.

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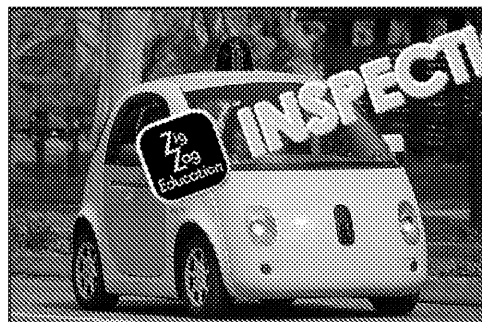
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Autonomous robots

Unlike industrial robots which just repeat set instructions over and over, autonomous robots have a degree of intelligence, are able to detect changes in their environment and often move themselves around, and may sense people and objects and move out of their path. They are used in industrial settings where the product differs slightly, such as picking items up, or in cleaning (e.g. robotic vacuum cleaners), in space and in military applications such as

Autonomous robots: Robots that can think and adapt to their environment.



Autonomous vehicles

Self-driving cars have been the stuff of science fiction, but they are now a reality. You've been testing them in different shapes for a while – how many have you completed where it asks you to identify traffic lights and even palm trees? Devices like these have been proposed since the 1920s, but were often controlled or run on special tracks. The first self-driving car was built by the Carnegie Mellon University. Since then, many companies have started developing commercial products. Now most car manufacturers are developing such vehicles, with increasing amounts of automation in recent years. Testing self-driving cars has been legalised in a few specific states, but there is a human on board who can immediately take over if there's a problem. Most vehicles still have human control at times; a truly autonomous vehicle wouldn't even have a steering wheel.

There are lots of ethical and moral questions over the use of driverless cars, which include how they respond to accidents (potentially who to kill), attempts by hackers to break into the system, and the impact on a population that has never learned to drive.

Virtual reality (VR)

We have already discussed the development of VR and its uses in gaming, industry, and education.

Augmented reality (AR)

We have already discussed the development of AR in a variety of contexts, including commercial and social settings.

Artificial intelligence (AI)

Artificial intelligence is an attempt to mimic thinking, problem-solving and decision-making by a computer as if it were a human. The AI is given a large data set in order to process decisions. Early examples of AI include simple chatbots and voice assistants. AI is used when talking to smart speakers, getting recommendations from Spotify, and on websites – they look online or at a database to come up with the best answers.

Artificial intelligence: The ability of machines to 'think' for themselves or to learn from machine learning and data.

There are lots of advantages and disadvantages of AI. Advantages include taking tasks away from people (automation) which can save businesses money. They can also work 24/7 and are available in all time zones. AI is often paired with robotics, taking away dangerous tasks. AI is used in medical applications, such as screening for cancers and diseases with a very high accuracy. AI has helped give Stephen Hawking a voice.

However, disadvantages include a loss of human jobs, even in the creative industry. AI can take the jobs at risk from automation. When humans are replaced with AI, the potential for bias is high. Also, AI can have a very high development cost. Hawking often spoke about the need to regulate and control future AI applications.

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Machine learning (ML)

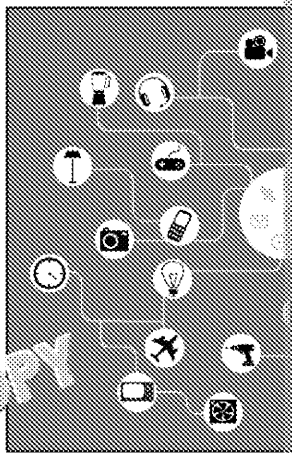
Machine learning (ML) is essentially a subset of AI. ML uses algorithms (sets of instructions) to get better at recognising and 'learning' new patterns in data. We give the algorithm (think of all those pictures of traffic lights and trees we train driverless cars with) and the algorithm gets better at recognising them. This way the algorithm is capable of stopping at them, avoiding pedestrians and trees, etc.

Another example of machine learning is YouTube's recommendation algorithm – its goal is to identify videos that it thinks we want to watch. It's also used for promoting certain channels and individual videos. It can also learn to recognise human faces and learn which emails are spam in order to send them to a separate folder.

One step further is deep learning, which uses neural networks – connections that mimic the human brain.

Internet-enabled hardware and the Internet of Things (IoT)

The **Internet of Things (IoT)** has grown rapidly in recent years. The definition of IoT is very broad – it includes a very wide range of smart devices that are connected to, and accessible over, the Internet, and can often be controlled through a smartphone app. The number of IoT devices is likely to skyrocket with the advent of the 5G mobile network. Devices are often wirelessly connected to home Wi-Fi or by other wireless methods, and include many devices such as kitchen appliances, smart speakers, doorbells and locks, baby monitors, electricity meters, colour-changing light bulbs, medical devices, smoke alarms, motion-activated cameras, and smart watches and fitness trackers, etc.



There are many benefits to smart devices; for example, convenience, time-saving and ease of use. You can pull into your driveway, open the garage door, unlock the front door to your home and turn on the lights before even leaving the car. If you arrive earlier or later than expected, you can turn on or off the heating remotely. If someone delivers a package to your door, you can speak to the delivery driver and tell them where to leave it, and you can turn on the lights at home if they detect movement when nobody is supposed to be in.

Some of the major problems are security and lack of privacy – many of these devices lack security and are a target for hackers (it has been shown that some cameras and doorbells can show hackers a live video feed of strangers' houses, and listen to children's voices). Companies are trying to implement standards to improve safety, but this is a challenge because many of these devices are located abroad, and end users can simply buy online and have goods shipped directly to their homes in China. Many of the devices send data 'home' to the parent company, which could be accessed by anyone in the world. People simply walking down the street may be seen and recorded by cameras, and people entering into smart doorbells. These devices are often difficult to set up securely, and many users have trouble with them as setting up IoT on a guest network or regularly updating the firmware.

Machine learning (ML): Ability intelligence systems to improve

Internet of Things: The devices that send data controlled remotely.

Are you for or against the development of AI? Would you buy a driverless

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Noteworthy research

Technology is a fast-evolving field. New technologies emerge, while others face being no longer supported. New software and OS versions get released, along with new hardware like desktops and all-in-ones, and IoT devices, new generations of processors and new GPUs. Major milestones in 2021 (just in desktop computing) include the new line of Apple processors, the announcement and later release of Windows 11.

Each year there are exhibitions and trade fairs around the world where brands show their latest inventions. Perhaps the most famous of these (to the public, at least) are CES (Consumer Electronics Show) which runs in Las Vegas every January, and E3 (Electronic Entertainment Expo) for which takes place in Los Angeles each June.

Now it's over to you! Use the rest of this page to jot down notes about the milestones in technology that have been released since you started this course (and also keep track of what you expect to see in the exam). You could do this once per month.

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Practice Questions

1. Give an example of where industrial robots are used.
2. How do autonomous robots differ from industrial robots?
3. Describe one challenge of autonomous vehicles.
4. How are artificial intelligence (AI) and machine learning (ML) related?
5. Give one example of a challenge with the Internet of Things (IoT) that needs



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Answers

Chapter 1

- Any suitable way, e.g. stored as 1s and 0s, transmitted wirelessly as a square waveform
- Any suitable reason with explanation, e.g. to make the information more accessible by sending it to the Internet, or to reduce the volume of storage space required, e.g. by scanning information digitally in the cloud
- Converting analogue audio to digital audio
- The quality of the audio is higher
- Any suitable point, e.g. requires more storage space
- Any two explained disadvantages, e.g. data corruption or failure of old media could mean online systems can be vulnerable to hacking, resulting in data corruption, or the initial electricity costs required to purchase and run servers / monthly fees to cloud providers for storage
- 1080p
- Any suitable advantage, e.g. vectors can be scaled up without loss of image quality, or scalability
- Any suitable reason with explanation, e.g. high-quality images used by professionals where there is no loss in image quality, meaning there is less pixelation when printing large images
- Playing a video through an application or a web browser, where the file is distributed from the Internet (rather than local storage)
- Lossy
- Nibble = 4 bits, byte = 8 bits
- Terabyte (TB)
- Optical media such as CDs and DVDs because they have been replaced by downloads and no longer come with optical drives as standard.
- Any advantage and disadvantage of cloud storage, e.g. accessible worldwide and scalable storage, requires a stable Internet connection, releases some control over the storage to a third party (disadvantage)

Chapter 2

- Any suitable limitation, e.g. may not understand the input/accent, requires a private space
- Use of shortcut keys
- Any suitable device, e.g. smartphone or tablet, or a laptop or desktop with a touchscreen
- More secure due to the uniqueness of each individual's 'fingerprint' to steal or hack into remote access
- A network of networks carrying TCP/IP traffic / connecting networks together
- A switch recognises the intended destination or forwards more efficiently than a hub (1), which forwards to all
- Internet service provider (ISP)
- HTML
- Broadband has a much higher bandwidth than other forms of Internet access, such as dial-up and cable (the best is fibre-optic) for most or all of the way, with just a small amount of copper (if at all)
- 5G is very fast with speeds in excess of many existing Internet connections – it offers a new era of connectivity that will be widespread over the coming years
- A large space where lots of boosters and wireless access points would be needed, or where there are too many as microwaves that would cause the Wi-Fi signal to degrade
- Any two resources, e.g. RAM, processor, printers and peripherals, input and output devices
- Computer and network admins (NOT home users or general employees)
- Any two suitable reasons, e.g. icons/graphics and selectable menus and buttons aid memory, whereas text-based commands with complex syntax and switches or typing errors
- Applications are the main applications operated by the user to perform main functional tasks, whereas system programs that perform maintenance tasks on the device
- Bespoke software must be written specifically for one customer with high programming costs, whereas off-the-shelf software is bought 'off the shelf' and is intended for thousands or millions of customers
- Grandfather
- USB flash drive
- In case of a cyberattack, destruction of data, natural disaster, hardware failure, etc.
- Storage is simply files stored on a remote server; computing involves the server to run and process data
- Investigation, Analysis, Design, Implementation, Maintenance, Evaluation
- Any suitable part of the system investigation, e.g. scope, issues, requirements, constraints
- An easy to understand representation of data flow through a system
- Direct (Big Bang)
- To ensure the system works as intended / as it's meant to

Chapter 3

- Any two advantages, e.g. quicker and cheaper than using the post, very flexible, uses less paper
- Any two, e.g. age, wealth and location (rural, developing world)
- Unsolicited bulk email
- Many short messages in real time rather than longer email communication; convenient for mobile devices
- Any two reasons, e.g. cheap, no travel required, more personal and engaging than just a text message

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6. Allow a discussion of the advantages and disadvantages of social media. Advantages, e.g. Disadvantages, e.g. can be addictive, takes up a lot of time.
7. Any two methods, e.g. direct email marketing, media and social media to customers to inform special offers, email and VoIP for everyday communications. Also accept external website
8. Any two methods, e.g. internal VoIP, instant messaging and online collaboration to cheap communication, manage projects and share and collaborate on documents
9. Any explanation of inaccurate information (written by a non-expert or someone with a poor opinion) (omitting facts or information, or one-sided) or out-of-date information (no longer accurate)
10. Any explained method, e.g. checking whether the same fact or information can be found in multiple copies of each other), checking who created the data (i.e. whether the organisation is reliable), checking information / last page update or publication date to work out how old the data is

Chapter 4

1. Any two explained reasons, e.g. major disruption if systems go offline, including power outages, data breaches
2. Any two differences, e.g. consumers use digital technologies more socially (social media), use more specialist software tools, and use technology for corporate uses instead of social
3. Allows problems to be discovered and fixed before a large-scale rollout
4. Allow any two explained reasons, primarily focused on the advantages of computerisation, e.g. allow some or all team members to work off-site and collaborate with staff in other offices or locations
5. Any suitable example, e.g. office supplies and furniture, materials for manufacturing
6. Any suitable description of the rise of online shopping with direct courier to the consumer, e.g. collect from a depot
7. Items sold directly by Amazon are all purchased from and shipped directly through Amazon, while third party and just use Amazon's site as a selling platform. Some will send the goods out from their own goods in Amazon's warehouse and Amazon will do the shipping.
8. Any suitable platform, e.g. eBay, Etsy
9. Any suitable description of advertising through social media, such as targeted ads to specific groups, are called 'sponsored' messages.
10. Analysing very large data sets to identify trends and patterns

Chapter 5

1. Any two suitable ways, e.g. accidental deletion, damage to hardware, natural disaster
2. Any two suitable ways, e.g. disgruntled employee, hacker, using malware
3. Any two suitable forms of malware, e.g. virus, worm, spyware, Trojan horse, ransomware
4. Tricking a human into giving up information or allowing access through false pretences
5. Any suitable method, e.g. social engineering, or obtained from social engineering (phishing email, in-the-moment attack)
6. Denial of Service (DoS). Allow DDoS (Distributed).
7. To stop information from being read if it is intercepted (either in transit, or the storage device or medium)
8. Firewalls block malicious network traffic and intrusions (and block ports) while antivirus software scans for malware
9. Any two, e.g. by not allowing access to drives that they don't need access to / by adding permissions to group(s), setting file permissions (read, read and write, etc.)
10. They need to be safe from any risk of data theft or breach of confidentiality if the system contains sensitive commercial data safe from an attack
11. Any disadvantage, e.g. loss of staff productivity, customer-facing services may be inoperable
12. Any two losses, e.g. direct cost from staff productivity loss, data and system recovery costs
13. To keep system software up to date / reduce the threat of attack or malware outbreaks by regular updates
14. Any two suitable reasons, e.g. humans are the weakest link in security and make mistakes, users may choose to deviate from company policy, or may be oblivious to threats
15. Allow any suitable reason, e.g. might be from an unofficial source and contain malware, might not be licensed for commercial use
16. Requires a fully kitted-out office with servers and computers and Internet access for regular use, full building rent
17. Active
18. Any suitable method – monitor logs, use monitoring software, CCTV, etc.
19. The Data Protection Act, or GDPR
20. Any suitable method, e.g. remote working, using a VPN, using strong encryption when communicating

Chapter 6

1. Any suitable example, e.g. car factories, foundries, or allow reference to dangerous conditions
2. Any key difference, e.g. ability to 'think', awareness of surroundings
3. Any explained challenge, such as trusting a machine to make life-and-death decisions with complex technological challenges such as being able to recognise and avoid external obstacles in the environment
4. ML is a subset of AI
5. Data security to protect highly sensitive data. Any other example of privacy, such as encryption

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