

2015 specification
first exams in 2017

A LEVEL

AQA

Topic Tests

for A Level AQA Computer Science

Paper 2 Topics 4.5 – 4.13

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Teacher's Introduction

This resource is designed to support teaching and learning of the A Level AQA specification (for first teaching in September 2015; first exams from June 2017).

These end-of-topic tests are designed as factual tests to check your students' understanding as they complete each topic*. Their primary focus is not to provide exam-style practice, but instead to test the knowledge, skills and understanding required by the AQA specification in a variety of styles and complexities – ranging from simple short-answer questions through to longer essay-style questions.

**The tests could also be used for homework or revision, but their best use is as summative assessments.*

There are a total of 16 tests covering the prescribed specification content for *Paper 2* of the A Level AQA specification – each provided in worksheet format (with answer lines) and a more photocopy-friendly format (without answer lines), to give you flexibility of use.

The majority of tests are worth around 30-40 marks each, so that they can be completed within a single one-hour lesson. One exception is *13. Systematic Approach to Problem Solving* (a project-style assessment combining questions on theory with practical tasks), which you may feel the need to split up into smaller sections.

Example answers are provided for every test. *Note that credit should also be given for any valid responses that are not explicitly included in this resource.*

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* resulting from minor specification changes, suggestions from teachers and peer reviews, or occasional errors reported by customers

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4.5. Data Representation – Test 1

1. a) Describe the representation of unsigned denary integers in binary for

.....

.....

- b) Fill in the table below with the binary and hexadecimal representations

Denary	Binary	Hexadecimal
0		
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		

2. Calculate the result of each following binary expressions. Show your work in binary.

a) $0111 + 0010$

.....

b) $1011 * 111$

.....

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3. a) Use the even-parity bit given to state whether an error has occurred in the following numbers:

i. 0100101011 parity 1

.....

ii. 010111011 parity 0

.....

iii. 11111111 parity 1

.....

- b) Explain how a checksum is used for error detection.



.....

4. a) Explain why it is necessary to sample sounds when recording them to a digital format.

.....

- b) Explain the difference between .wav, .midi and .mp3 files for storing sound.

.....

- c) Explain the difference between lossy and lossless compression for sound. Which form will maintain the highest quality of the resulting file. Which form will maintain the smallest file size for the internet?



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5. a) Convert the following unsigned binary numbers into denary.

i. 01100110

ii. 10111001

iii. 11000101

b) Convert the following denary numbers into 8-bit unsigned binary.

i. 78

ii. 123

iii. 228

c) Convert the following 8-bit two's complement binary numbers into denary.

i. 00101101

ii. 10100111

iii. 11111111

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d) Convert the following binary fractions into denary decimal numbers.

i. 0100.1100

ii. 0011.1110

iii. 1011.1001

6. Run-length encoding is a form of lossless compression. A simple way of encoding data is as a series of pairs of bytes, with the first byte in each pair representing the character and the second byte in each pair representing the number of times the character occurs. Example: "HHHEEEELLLLLOOOOOOOO" would be encoded as ['H', 3, 'E', 4, 'L', 5, 'O', 7].

a) Encode the string "GGOOOOODDBYYYEEEE" using the format described above.

b) Run-length encoding on its own does not compress text well. Give an example of a text string and a compression that is better suited to compressing text and describe how it works.

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4.5. Data Representation – Test 2

1. The following questions should be carried out without using a calculator.

a) Convert 204 (base 10) to binary and hexadecimal.

i. Binary:

ii. Hex:

b) Convert 11000111 (base 2) to denary and hexadecimal.

i. Binary:

ii. Hex:

c) Convert E7 (base 16) to denary and binary.

i. Binary:

ii. Hex:

d) What is $\frac{3}{16}$ in two's complement notation?

.....

e) If 1100.1100 is a two's complement fraction, what is it in denary?

.....

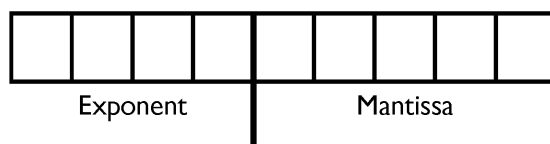
.....

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- f) Binary fractions can be inaccurate. To demonstrate this use a binary floating point complement exponent 4-bits wide and a two's complement mantissa 5-bits wide to represent the number 1.4. Explain how this inaccuracy could be reduced and any further improvements.



.....

.....

.....

2. ASCII and Unicode are both methods of storing characters in a computer.

- a) Knowing that A is character 65 (base 10) in the ASCII table, give the ASCII values for the following letters:

- i. F
- ii. M
- iii. X

- b) How many ASCII characters are in the following phrase? Explain how you counted.

I love AQA Computer Science

.....

.....

.....

- c) The ASCII code for the letter 'E' is 100 0101. State the ASCII binary code for the letter 'I'.

.....

.....

.....

- d) Give an advantage of ASCII over Unicode.

.....

.....

.....

- e) Give an advantage of Unicode over ASCII.

.....

.....

.....

- f) How many characters can 7-bit ASCII represent?

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3. a) Using an example, describe how bit patterns may represent other forms of data, such as sound.

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- b) You are given a photo which has a resolution of 640 pixels by 480 pixels. Assuming the file is a simple raw bitmap (i.e. it contains no header or metadata) and the colour depth of the photo is 24 bits per pixel, calculate the size of the file in bytes. (show your working)

.....

.....

.....

- c) You are designing a logo for a new website. Part of the logo is made up of a pattern of small squares. Explain, giving reasons, why you should use bitmap rather than vector graphics for this part of the logo. As part of your answer you should explain the differences between the two types of graphics.

.....

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.....

- d) Give examples of two pieces of information typically found in the metadata of a digital image.

1..... 2.....

4. Encryption is incredibly important in the modern age. Two popular methods are the Caesar Cipher and the Vernam Cipher.

- a) Encrypt the phrase 'I love computing' using the Caesar Cipher and a key of 3.

.....

.....

- b) Decrypt the phrase 'lwux akq zwksa' using the Caesar Cipher and a key of 3.

.....

.....

- c) Give two disadvantages of a standard Caesar cipher as a method of encryption.

.....

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- d) The Vernam Cipher is highly regarded – why is that?

.....

.....

- e) Explain how the Vernam Cipher works. You may assume a computer and binary is being used to represent each character.

.....

.....

.....

.....



- f) Aside from keeping the key text safe and secure, what other two rules the security of this Vernam Cipher?

1.....

.....

2.....

.....



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4.6. Computer Systems – Test 1

1. Identify which of the following are hardware and which are software?

a) Hard disk

.....

b) Windows operating system

.....

c) A graphics card

.....

d) Monitor

.....



2. List **five** different programming languages, indicating what each is general for.
(Note that no marks will be gained if you only list the name of the language.)

1.....

2.....

3.....

4.....

5.....

3. a) What is the difference between imperative and declarative language?

.....

.....

.....

b) Broadly speaking, there are five generations of computer language.
Which generations are machine dependent and why?

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c) Which level does assembly language fall under?

.....

d) Here is an extract from a programming language. What level of language limitations does this level of language offer?

FD	71	431F	4153
F3	63	4267	4321
96	F0	426D	
F9	10	41F3	438A
47	40	40DA	
47	F0	4050	

.....

.....

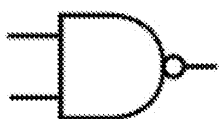
.....

.....



4. a) What are the functions of the following logic gates?

i.



.....

ii.



.....

b) What are the results of the following Boolean algebra equations?

i. $0 + 1 + 1 + 0$

.....

ii.

.....

iii. $(0 + 0 + 0) + (0 + (1 \cdot 1))$

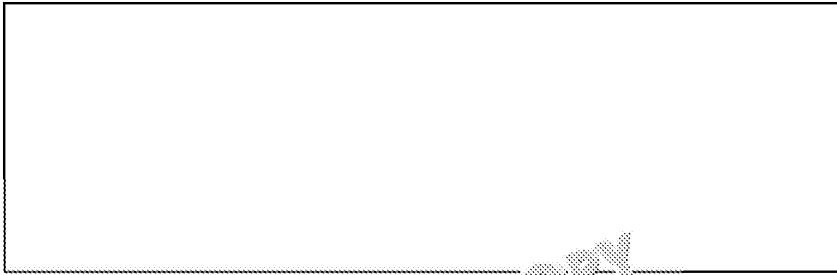
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- c) Construct the logic circuit that represents the following expression:

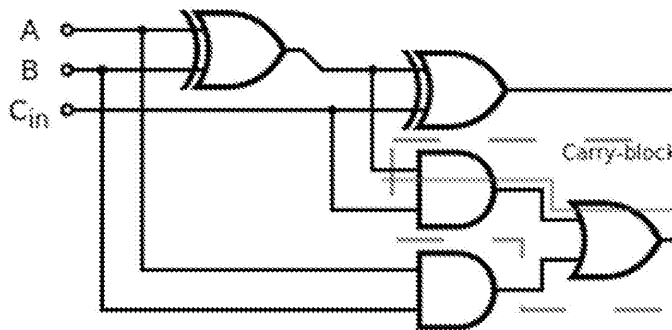
$$Q = ((A \cdot B) \oplus C)$$



5. a) What is an adder circuit used for?

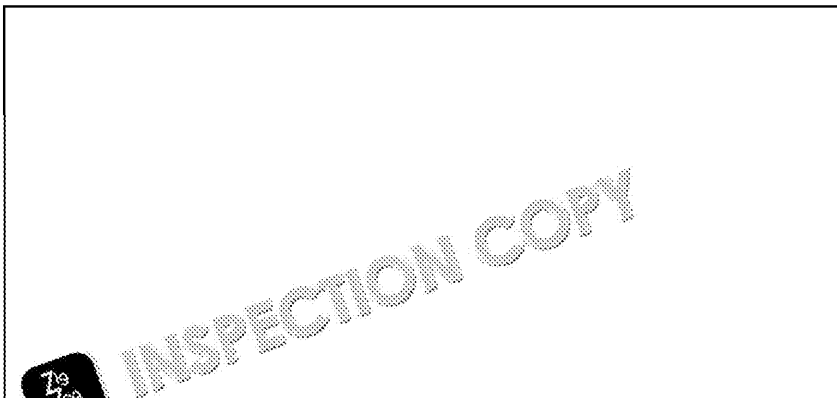
.....

- b) Does the following image represent a full adder or half adder?



.....

- c) Draw the other type of adder circuit not shown in part b).



- d) D-type flip-flops can be used in memory. Explain what the 'D' represents.

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4.6. Computer Systems – Test 2

1. a) Briefly explain, using an example for each, the difference between system and application software.

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- b) Say for each of the following whether they are application- or system software.

i. Unix

.....

ii. Word processor

.....

iii. Virus scanner

.....

iv. Computer game

.....

2. You are working as a project manager for a company. Describe *four* differences when selecting a programming language for a major project to be written in, if you have a good working knowledge of all languages.

1.....

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2.....

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3.....

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4.....

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3. Name and briefly describe the three different types of translator programs

Type:

Description:

.....

Type:

Description:

.....

Type:

Description:

.....



4. a) Describe the function of applying the following logical operators to a

i. NOT

.....

ii. OR

.....

b) Complete the following truth table for the XOR operator.

Condition A	Condition B	A XOR B
True	True	
True		True
	True	True
False	False	

5. a) What are the two De Morgan's laws?

1.....

2.....

b) Which De Morgan's laws important in designing circuit boards?



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- c) Show that one of these laws is consistent by producing the truth table

A	B	A AND B	NOT (A AND B)

A	B	NOT A	NOT B	NOT A OR NOT B



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4.7. Computer Organisation and Architecture

1. Explain, using an example, what is meant by a 'peripheral'.

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.....

2. A motherboard is often referred to as the 'heart' of the computer system, and electricity around the computer system to the various components, it does with blood in the body.

- a) Name three hardware components that can be physically connected

1.

2.

3.

- b) Give three technological factors to consider when choosing a motherboard

1.

2.

3.

3. a) Briefly explain the functional role of each of the following.

- i. CPU

.....

.....

- ii. ROM

.....

.....

- iii. RAM

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.....

- b) What does the ALU (Arithmetic Logic Unit) do?

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- c) Modern computers often contain chips with multiple cores. Explain what 'cores' are and describe two scenarios where increasing the number of cores would improve the performance of a system.

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4. Explain the differences between a Von Neumann architecture and a Harvard architecture. Give an example of an application the architecture is typically used for.



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5. Name three basic-assembly / machine-code instructions and briefly describe them.

Instruction:

Description:

.....

Instruction:

Description:

.....

Instruction:

Description:

.....



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6. The financial sector requires robust backup systems that can be relied upon. A company has been offered two alternative configurations – one containing a solid state drive and the other containing a traditional hard disk drive. Give two reasons why a solid state drive is better than a hard disk drive.

1.....

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2.....

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7. Explain, with reasoning, each step in the Fetch-Execute Cycle in detail.

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4.7. Computer Organisation and Architecture –

1. a) Explain why RAM is primary storage and a hard disk is secondary storage.

.....

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.....

- b) Explain the concept of 'addressable memory'.

.....

.....

.....



2. Fill in the missing details on the following:

Name	Role
Data bus	
	Carries the details that are required in order to keep operations at the correct time
Address bus	

3. Explain how the following can affect the performance of a processor.

- a) Clock speed

.....

.....

.....

- b) Word length

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4. Use the following list of machine-code instructions to answer the next two questions.

LDR Rd, <memory ref>	Load the value stored in the memory <memory ref> into register d.
STR Rd, <memory ref>	Store the value that is in register d into <memory ref>.
ADD Rd, Rn, <operand2>	Add the value specified in <operand2> to the value in register n and store the result in register d.
SUB Rd, Rn, <operand2>	Subtract the value specified by <operand2> from the value in register n and store the result in register d.
MOV Rd, <operand2>	Copy the value specified by <operand2> into register d.
CMP Rn, <operand2>	Compare the value stored in register n with the value specified by <operand2>.
B <label>	Always branch to the instruction at position <label>.
B<condition> <label>	Conditionally branch to the instruction at position <label> if the last comparison met the condition <condition>. Possible values for <condition> are: • EQ: Equal to. • NE: Not equal to. • GT: Greater than. • LT: Less than.
AND Rd, Rn, <operand2>	Perform a bitwise logical AND operation between the value in register n and the value specified by <operand2> and store the result in register d.
ORR Rd, Rn, <operand2>	Perform a bitwise logical OR operation between the value in register n and the value specified by <operand2> and store the result in register d.
EOR Rd, Rn, <operand2>	Perform a bitwise logical exclusive OR operation between the value in register n and the value specified by <operand2> and store the result in register d.
MVN Rd, <operand2>	Perform a bitwise logical NOT operation on the value specified by <operand2> and store the result in register d.
LSL Rd, Rn, <operand2>	Logically shift left the value stored in register n by the number of bits specified by <operand2> and store the result in register d.
LSR Rd, Rn, <operand2>	Logically shift right the value stored in register n by the number of bits specified by <operand2> and store the result in register d.
HALT	Stops the execution of the program.

- a) Explain what 'immediate addressing' is and show how immediate addressing is used in the following example that uses a CMP instruction.



Example:

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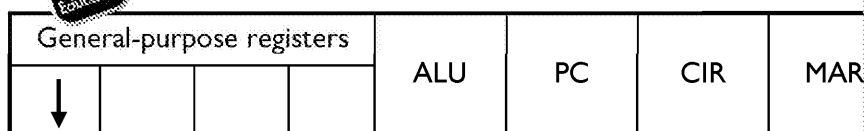


- b) Consider the following code written in a high-level language:

```
IF X < 7
    THEN B ← 15
END IF
```

Write a sequence of assembly-language instructions that would perform the program code above. Assume that register R1 currently stores the value of X, register R2 stores the value currently associated with B and that register R3 is available.

- 5) This diagram shows memory used by the processor.



What do the following abbreviations stand for?

- a) PC
- b) CIR
- c) MAR
- d) MBR.....

6. Common secondary storage devices used by computers include hard disk drives (HDD) and solid state drives (SSD).

Give one advantage and one disadvantage for each type.

Storage Device	Advantage	
HDD		
Optical discs		
SSD		

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7. A school is considering changing from using paper registers to storing all data on a computer.

a) Briefly describe two technologies that could be used to help enter data into a computer.

1.....

2.....

b) Outline the potential advantages and disadvantages of storing the information on a computer rather than in a register.



8. Some computer systems allow processes to put themselves to sleep for a specified period. A programmer can use this functionality to add a delay between function calls. For example, the following code prints '...' every 60 seconds:

```
WHILE TRUE
    SLEEP (60)
    PRINT ("...")
ENDWHILE
```

Explain how interrupts could be used to implement this `sleep(n)` system. Assume that the computer contains a programmable circuit that can raise an interrupt after a given period of time. Describe how that your system can cope with situations where the timer circuit raises an interrupt.



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4.8. Consequences of Uses of Computing – Te

1. a) Define the term 'hacking'.

.....

- b) Describe what is meant by the terms 'black hat hacker' and 'white ha
why each of these does what they do.

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2. Developments in Computer Science have led to the use of drones in warf
use of drones.

You may wish to consider areas such as their accuracy, alternatives, the le
cost of engagement.

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4.8. Consequences of Uses of Computing – Te

1. a) Peer-to-peer networks are frequently used to share files on the Internet.
i. Explain what a peer-to-peer network is.

.....
.....
.....
ii. Give two reasons why peer-to-peer networks are more popular than client-server networks for distributing pirated videos.

.....
.....

- b) Explain what digital rights management (DRM) is.

.....
.....

- c) Give four ways DRM might restrict the way a video file can be used.

.....
.....
.....
.....

2. Robots have long been used in manufacturing facilities; however, until recently they had had a significant impact in other industries.

- a) Explain why it is easier to make a robot that works on an assembly line than a robot that cleans someone's house.

.....
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- b) Robots are now commonly used in distribution warehouses, picking and packing goods for customers. Describe two advantages and two disadvantages of using robots in distribution warehouses.

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- c) Self-driving cars have huge potential to change the way people travel. Legislators with a number of challenges. Describe two challenges that overcome before self-driving cars can become commonplace.

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3. In January 2015 the British Prime Minister David Cameron announced new use of strong forms of encryption. He said:

'Are we going to allow a means of communication which it simply isn't possible to question is no, we must not.'

Discuss the advantages and disadvantages of having strong forms of encryption for members of the public. Provide examples of the sorts of communication that you would encrypt for positive or negative reasons.

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4. 'According to a well-written and thorough article in the *Virginia Journal* of Law and Technology, a statement that has been saying for over three years has been determined to be true: WarDriving is real.'

In September 2004, this statement was written by Marius Milner. Marius developed NetStumbler, which is a tool used to map Wi-Fi networks using a process known as 'WarDriving'.

Marius Milner also worked for Google and his code for gathering this information was used by the street-view cars which were used to gather data on mapping networks from open networks as street-view information was being gathered.

Discuss the ethics and legality of WarDriving. You may wish to consider how you would WarDrive yourself, what information could be gathered, what the end goal is, what happens to the information later, and where it is stored.



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Preview of Questions Ends Here

This is a limited inspection copy. Sample of questions ends here to avoid students previewing questions before they are set. See contents page for details of the rest of the resource.

4.9. Communication and Networking – Test 1

1. a) i. A serial connection is one where only one bit can be sent at a time.
ii. A parallel connection is one where multiple bits are sent simultaneously.
- b) Serial would be a better choice because in a long-distance parallel cable signal meaning that data transmission has to be slowed right down (1). The cable also means that it costs significantly more (1).
2. a) i. Asynchronous transmission is transmission without a shared clock bit.
ii. Start and stop bits. These mark the beginning and end of a transmission and synchronise with the transmitter.
- b) Two of the following three description points followed by the advantage.
Synchronous transmission uses a continuous stream or block to send the data. The data is sent one bit at a time, either the other so there are no gaps in the transmission. There are no 'start' or 'stop' bits.
Advantage: Synchronous transmission because fewer bits have to be transmitted.
3. a) Client-server networking uses a computer known as a server to provide services to requests to the server and the server responds.
b) Peer-to-peer networking is where there is no central computer taking orders and computers communicate directly with each other on an equal footing.
c) Internetworking is where multiple networks are joined together with routers.
4. a) A gateway is a device which converts between two different types of network. For example, it is required in order to convert between the ADSL/cable connection and an Ethernet system used in the local network (1 mark).
- b) i. A router passes packets to destinations outside of the local network and receives packets from other routers to the appropriate computer on the local network.
ii. The Wi-Fi standard is faster and has a longer range than Bluetooth, but it is not as secure as Internet and local network access. Wi-Fi means that the network can be accessed from outside the physical boundaries of a property meaning that it needs to be secured using the most appropriate technology.
- c) Any IP address in the range 192.168.1.2–192.168.1.254 such as 192.168.1.100.
- d) *This would be a banded question.*

Level	Description
3	A detailed, coherent, description of the basic mechanism for a good level of understanding. To score six marks, either the description of the basic mechanism must be thorough, comprehensive, or there may be minor errors or omissions in the description of the basic mechanism. These are not marked for by also describing some aspects of the basic mechanism.
2	A moderate description, including at least three points from the list below. Some aspects of the basic mechanism may be missing. The description is logically organised so that it makes sense when read as a whole and therefore demonstrates a reasonable understanding of how the system works.
1	A small number of relevant points.

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Indicative content**Basic mechanism:**

- computer monitors/listens for (data signal)
- if (data) signal present / another transmission in progress then computer waits
- when no (data) signal present start to transmit
- wait to receive acknowledgement packet (to confirm data received)
- if no acknowledgement received (within reasonable time period) then
 - wait a random time period
 - then retransmit

CTS/RTS (if implemented):

- before starting to transmit, computer sends a Request to Send (RTS) signal
- access point will respond with a Clear to Send (CTS) signal to only one computer
- only the computer that received the CTS signal will transmit

Back-off mechanism:

- wait time period is random to reduce likelihood of two computers transmitting at the same time / to reduce likelihood of another collision
- if a collision occurs again then wait a longer random time before attempting to transmit
- use of exponential back-off algorithm to determine wait time

4.9. Communication and Networking – Test 2

- 2 bits per signal change
 - An even parity bit is appended to a bit pattern (1). If the bit pattern has an even number of 1s, the parity bit will be 0, else it will be 1. This means that the final bit (parity bit) will always have an even number of 1s (1). If a bit pattern arrives with an odd number of 1s, the bit pattern must have been corrupted (1).
 - No
 - Can only guarantee detection when there is an odd number of errors. If there is an even number of errors, then the bit pattern will still pass the error-detection check.
 - This means that it takes a small amount of time for 1 bit to go from one end of the cable to the other (1).
- A thin client is a low performance computer designed to do minimal processing and rely on a server for most processing tasks.
 - The advantages are that resources can be used more efficiently since users do not need to have high performance computers and most maintenance is server based. Software can be updated without user intervention (1). On the downside, the server must be maintained and if it fails, it can slow everyone using it down. It is also a single point of failure unless redundancy is thought through and implemented (1).
 - A web service is a server application that gives clients' applications information and updates with dynamic content, which they could not otherwise get, for example, a weather forecast (1).
- A firewall is either a piece of software or a piece of hardware which sits between a computer and the Internet (or another network connection) and filters incoming packets. Malicious or unwanted traffic should be rejected by the firewall so they can't affect the computer.
 - Packet filtering – When using the packet-filtering method, the firewall will inspect each packet coming from the Internet and will then use a set of rules to filter those packets. This set of rules will be used to determine whether or not the packet is allowed to pass through the firewall.

Proxy server – Proxy servers act as a barrier to stop the users on a private network from accessing the Internet with a computer that hosts a web page on the Internet. The proxy server requests the information from the web server and then forwards it to the user's private network.

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- c) A virus is a small computer program (attached to another file or piece of code) that causes damage or harm to the target computer system.
The first thing that will be done when the program is executed is it will copy itself and then hide itself to help prevent detection.
After being copied to the local disk the virus can reside in memory and it then carries out the intended disruption/damage, e.g. displaying messages to the user, corrupting files or wiping/formatting the entire hard disk.

- d) A worm is a program designed to copy/replicate itself to spread across a network or the Internet.
A worm is a complete program as opposed to a virus which gets attached to an existing program and run and travel without any human action.

- e) The Trojan will appear to be a useful software application but will actually run on your computer.
Trojans, therefore, are dangerous because they trick the user into running software or files from an untrustworthy source.
Trojans do not spread by infecting other files and they do not self-replicate like viruses or worms.

4. a) 1 mark for naming each of the following:

- Authentication – This means verifying that someone is who they claim to be (a person, however, it could be a computer). A username and password are used for this.
- Authorisation – This means only giving access to the things which a user is allowed to access. For example, online shoppers should not have the ability to change prices.
- Accounting – This means keeping a record of who did what, when and how much. This is for security to be identified.
- Accept any other correct/reasonable measures.

- b) 2 marks per section – 1 mark for a section where a good but incomplete understanding is demonstrated.

Each party in using a public/private key encryption scheme has two keys, a private key, which is kept secret, and a public key, which is freely available. These keys are related to each other. The private key can be used to decode messages encoded by the public key and the public key can be used to encode messages using the private key. Importantly, however, the public key cannot be used to decode messages and the same goes for the private key. To send an encrypted message to someone, the sender will encode the message using the public key of the receiver. Only the receiver can then decode the message and so only they can decode it. [2]

Digital certificates are an extra layer of authentication. They are used to verify that someone is who they claim to be. They are issued by certification authorities which are trusted to issue certificates. A digital certificate contains the public key of the sender. [2]

Digital signatures are appended to a message by the sender. A hash is taken of the message and then using the sender's private key. The sender then appends the signature to the message. The receiver then decrypts the message using the sender's public key. The receiver then decrypts the message using the public key of the sender (verified using a digital certificate) and then generates a hash of the data and compare it to the one decoded from the message.

5. 1 mark for naming a valid feature, advantage and disadvantage for each type, e.g.:

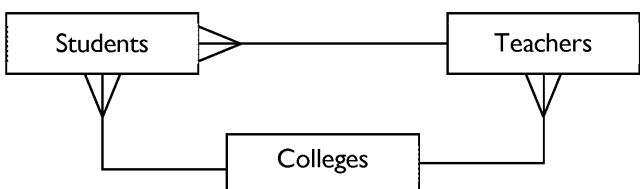
Bus: topology where all the devices are connected together using a single communication line. They require less cabling and do not require a central server/switch, potentially making them more secure. However, only one device can transmit at once and conflicts may occur making them less efficient.

Star: topology where all the devices are connected directly to a central server/switch. It is more general (1). However, if the central server/switch breaks then the entire network becomes unusable (1). It is, however, easier to track down errors with star networks, as they are more secure since all the devices on the network can 'see' the data being transmitted.

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4.10. Databases – Test 1

1.
 - a) One to many
 - b)
 
2.
 - a) A primary key is an attribute which uniquely defines a tuple/row.
 - b) A foreign key is an attribute which is found in multiple tables. It must be in a primary key table.
 - c) A composite key is a primary key made up of multiple attributes, used when one attribute is not enough to uniquely identify a tuple.
3.
 - a)
 - i. Create a table called *users* in the database *db* with the fields *UserName* and *Password*. Set the primary key and unique index of the new table to be *UserName*.
 - ii. Last names can be the same between different people. The primary key must be unique.
 - b)
 - i. Selects the whole table *users*
 - ii. Selects the *UserName* and *Password* fields from *users*. Displays them in descending order by *UserName*
 - iii. Selects the *UserName* and *LastName* of the person with the *UserName* 'John'
4.
 - a) 1 mark for the table name outside the brackets and 1 mark for the correct data. Players(PID, GivenName, Surname, Character, Level, Race, Items)
 - b) Database normalisation minimises repetition and ensures that all the data is in one place. This avoids, for example, the need to update multiple database entries for the same attribute, which reduces the chance of mistakes creeping in.
 - c) All three entities must be present for full marks. 1 mark for each entity with one table having the correct data, 1 mark for all three tables having the correct data for alternate ways of representing the solution (e.g. entity definitions) or all three tables having the correct data.

PID	GivenName	Surname
001	Alan	Smith
002	Yvette	Jones
003	Ibrahim	Hassan
004	Lili	Yu

PID	Character	Level	Race
001	Alzabeck	32	Human
002	Thornzor	12	Dwarf
003	Teylar	12	Dwarf
004	Axethorn	6	Human
005	Tamto	24	Elf

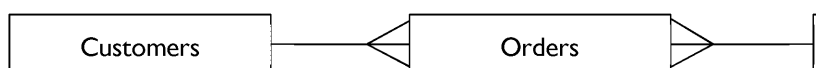
Character	Items
Alzabeck	Potion
Alzabeck	Armour
Alzabeck	Axe
Thornzor	Armour
Thornzor	Sword
Teylar	Staff
Teylar	Potion
Axethorn	Axe
Axethorn	Horse
Tamto	Potion
Tamto	Horse

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4.10. Databases – Test 2

1. a) Table names can vary from the suggestions below but should be sensible.
1 mark for each of the three tables with an extra mark for correctly having the Order table for the relationships
Order(OrderNum, CustNum, StockNum, OrderDate, OrderTime, Dispatch)
Customers(CustNum, Title, FirstName, Surname, Address, PostCode)
Stock(StockNum, StockName, Price, Manufacturer)
- b) i. All primary keys must be present to get the mark and must match the Don't penalise twice for mistakes in part a).
OrderNum, CustNum, StockNum
ii. A primary key is an attribute which uniquely identifies a tuple/row.
iii. Both foreign keys must be present to get the mark and must match the Don't penalise twice for mistakes in part a).
CustNum and StockNum in the Orders table
iv. A foreign key is an attribute which is found in multiple tables. It must be in the same table.
- c) 1 mark for all tables being present
1 mark for the correct ordering and connections between them
1 mark for identifying the one-many relationships
Tables may differ from below but must match pupil's answer for part a).



- d) 1 mark for all fields being defined in each table
1 mark for a sensible Data Type and Format for each field
1 mark for sensible Validation Rules / Input Masks / Default Values used
1 mark for correct identification of keys
The items below are suggestions only – any logical answers can gain credit
Tables must match the pupil's earlier database format.

Customer Table

Field	Data Type	Format	Validation Rule / Input Mask
CustNum	AutoNumber		"CUST"00000
Title	Text	Length = 4	
FirstName	Text	Length = 15	
Surname	Text	Length = 15	
Address	Text	Length = 30	
PostCode	Text	Length = 10	LL09 0LL

Stock Table

Field	Data Type	Format	Validation Rule / Input Mask
StockNum	AutoNumber		"STCK"00000
StockName	Text	Length = 25	
Price	Currency	£0.00	Default: 0 Validation: >=0
Manufacturer	Text	Length = 25	

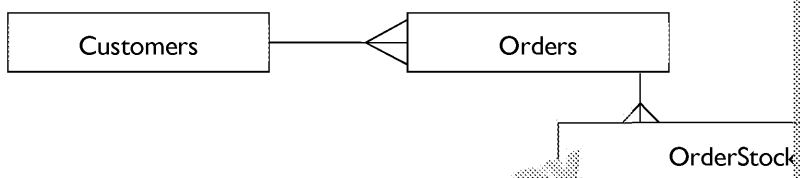
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Order Table

Field	Data Type	Format	Validation Rule / Input Mask
OrderNum	AutoNumber		"ORDR"00000
CustNum	Number	Long Integer	
StockNum	Number	Long Integer	
OrderDate	Date/Time	Short Date	Default: Now() Validation: <=Date()
OrderTime	Date/Time	Short Time	Default: Now() Validation: <=Now()
Dispatched	Yes/No		

- e) i. SELECT * FROM Stock
- ii. 1 mark for the correct table being used
1 mark for the correct field by surname
SELECT StockNum, OrderDate, OrderTime FROM Orders WHERE Dis
- iii. 1 mark for correct fields and table used
1 mark for correct criteria of the search
1 mark for correct sorting
SELECT OrderNum, OrderDate, OrderTime FROM Orders WHERE Dis
OrderDate ASC
- f) i. 1 mark for the problem and 1 mark for the knock-on effect
An order can only have one item of stock assigned to it.
So if a customer wants to buy more than one thing, several entries are created.
- ii. 1 mark for identifying a fourth table could be created
1 mark for further explanation
Create a fourth table
That can store multiple entries of StockNum for the same OrderNum
- iii. 1 mark for link between Orders and Stock being broken
1 mark for new table added with sensible name
1 mark for correct one-many relationship between Orders and new table
1 mark for correct one-many relationship between Stock and new table



4.11. Big Data – Test 1

1. a) 1 mark for each definition and 1 mark for a further expansion
Velocity – the amount of data that is required with response times needing to be low
- b) If the data isn't structured it becomes a lot more difficult to analyse. Relational databases would usually be used to store huge amounts of data suitable as a lot of this data can't be stored in columns and rows.
- c) It is a problem because relational databases do not scale well across multiple servers. Functional programming provides a solution because it makes it easier to write distributed code.

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- d) 1 mark for a relevant advancement and 1 mark for further expansion
Accept any relevant technology that requires/creates huge amounts of data and exchanging data with very fast response times being required, e.g.
- Smartphones – constantly connected with data constantly being sent tracking whereabouts (using GPS/location data) and usage statistics
 - Networked sensors – sensors being used in industry, gathering information data needs to be stored and organised so that it can be used properly
 - CCTV – huge volumes of video footage is being collected all of the time that it can be used effectively
- e) First 2 marks for some explanation of how Big Data contributes to experience. With the data now being gathered we have an amount of historical data and of information will better inform our decisions in the future and only the ability to utilise our 'experience' will win.

12 marks then awarded from the table below.

	Description
3	A line of reasoning has been followed to produce a coherent, relevant, substantiated and logically structured response. The response covers all three areas indicated in the guidance below and in at least two of the areas there is sufficient detail to show that the student has a good level of understanding of the impact of Big Data. To reach the top of this mark range, a high level of understanding must be shown of all three areas.
2	A line of reasoning has been followed to produce a coherent, relevant, substantiated and logically structured response but the response only covers two of the areas indicated in the guidance below.
1	A few relevant points have been made but there is no evidence of a line of reasoning has been followed. The points may only relate to one or two of the four areas from the guidance or may be made in a superficial way with little substantiation.

Indicative content:

Any sensible suggestions that involve huge volumes of data being gathered to inform decisions, processes or strategies are creditworthy.

Agriculture

- Data being gathered on cultivation techniques and how they can be improved using a huge volume of data on the success and statistics of different methods
- Benefits of this could be increased levels of food production with an end to hunger/starvation around the world and cheaper food.

Medicine

- An indication of data regarding medicines, diseases, cures and symptoms
- Coordination of historical data to discover new trends and links between different successful cures
- Linking the data to improved training of doctors, medical guidelines and diagnostic systems for improved diagnosis

Industry (can be an industrial or a business example)

- Data gathered on an industrial stage is massive – a jet engine will generate a huge amount of data. This data can be used to affect the manufacturing process and the efficiency of different industrial processes
- Historical data to feed into cost v quality, sales patterns, industrial trends (both efficiency on the industrial level and coordinating with data regarding the whole supply chain down the line)
- Can improve industrial techniques, advertising and marketing strategies to streamline business

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4.11. Big Data – Test 2

1. a) A higher-order function is a function that takes one or more functions as arguments
b) No side effects / state (1), data is immutable so source data cannot be modified
2. a) A model where data is divided into the smallest possible (1) meaningful units
b) Any timestamp, stock name and individual price, e.g.: 612090, MGX has 612090
c) Graph schema model entities as nodes (1) with properties (1) and edges (1)
d) A graph similar to the following (1 mark for nodes, 1 for properties and 1 for edges)

3. 1 mark for the explanation of each technology, max 3 marks.

1 mark for referencing a lack of structure in the data

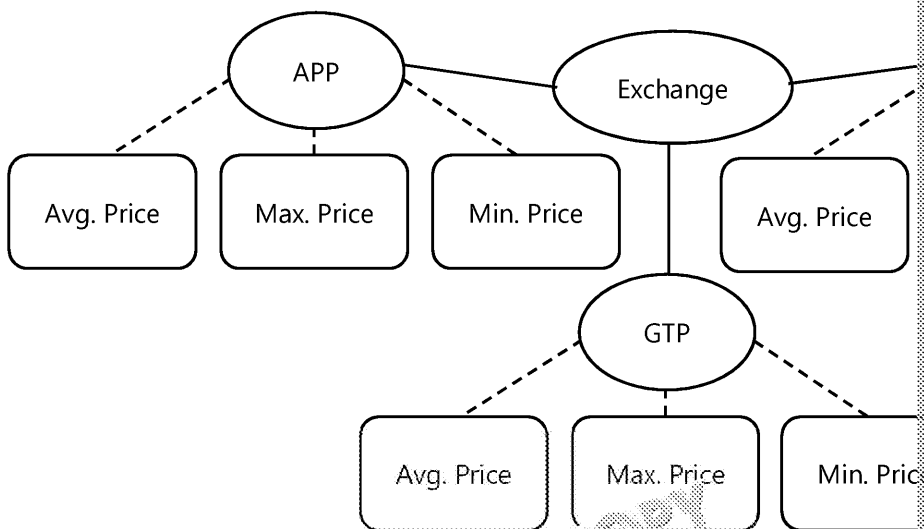
1 mark for referencing the issue with relational databases not being suitable

Accept any relevant expansion of any of the technology, e.g.

- Smartphones – constantly connected with data constantly being sent and received (e.g. location data using GPS/location data) and usage statistics
- Networked sensors – sensors being used in industry, gathering information and being stored and organised so that it can be used properly with data
- CCTV – huge volumes of video footage is being collected all of the time and it can be used effectively

If the data isn't structured it becomes a lot more difficult to analyse.

Relational databases would usually be used to store huge amounts of data but a lot of this data can't be stored in columns and rows.



- e) Each stock exchange would be a node (1) with an edge to each stock representing its prices of each stock would need to be modified to include the time that they relate to (1)

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4. 12 marks awarded from the table below.

Level	Description
3	A line of reasoning has been followed to produce a coherent, relevant, substantiated and logically structured response. The response covers all three areas indicated in the guidance below and in at least two of the areas in sufficient detail to show that the student has a good level of understanding of the impact of Big Data. To reach the top of this mark range, a good understanding must be shown of all three areas.
2	A line of reasoning has been followed to produce a coherent, relevant, substantiated and logically structured response but the response does not cover two of the areas indicated in the guidance below.
1	A few relevant points have been made, but there is no evidence of a line of reasoning has been followed. The points may only relate to one or two of the four areas from the guidance or may be made in a superficial way without substantiation.

Indicate the student:

Students should identify the types of data that could be collected and how they could be collected.

Data that could be collected from users' search requests includes:

- Most frequent search requests – more valuable for ads
- Advertising-link clicks – more valuable search term for ads or better ad
- Search-result clicks – good search result
- Last search result clicked in session – best search result
- More than one page of results looked through – links on the first page may be more valuable
- Search terms that match certain demographic – target ads at that demographic
- Geographic data – tailor search results to a region, e.g. a French site is likely to be more relevant than in the UK

Data that could be collected by trawling websites includes:

- Information on the number of times a website is linked to (PageRank)
- The number of pages that make up a website
- The number of images on a website
- The last time a website changed

A good answer will make reference to the use of machine learning to slowly adapt algorithms. Students could also discuss the use of experimentation to gather data that best suit a particular search request.

4.12. Functional Programming

1. a) 1 mark for the Head and 1 mark for the Tail

Head	2
Tail	[4, 6, 8, 10]

- b) 1 mark for calculating output and 1 mark for the correct list

[4, 6, 8, 10]

- c) 1 mark per point

Explaining that map applies the function double to each list element
Explaining that map applies double to the head of the list
And then a recursive call is made on the tail of the list

2. a) 1 mark per point

The filter function processes a data structure/list
And produces a new data structure/list
Of values from the original structure that satisfy a criteria / for which a given function returns a true value

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- b) 1 mark for a list being output and 1 mark for the correct list
[2, 4, 6, 8, 10]
- c) [1, 3, 5, 7, 9]

3. a) 1 mark per point
This is functional composition.
It combines two functions to get a new function.

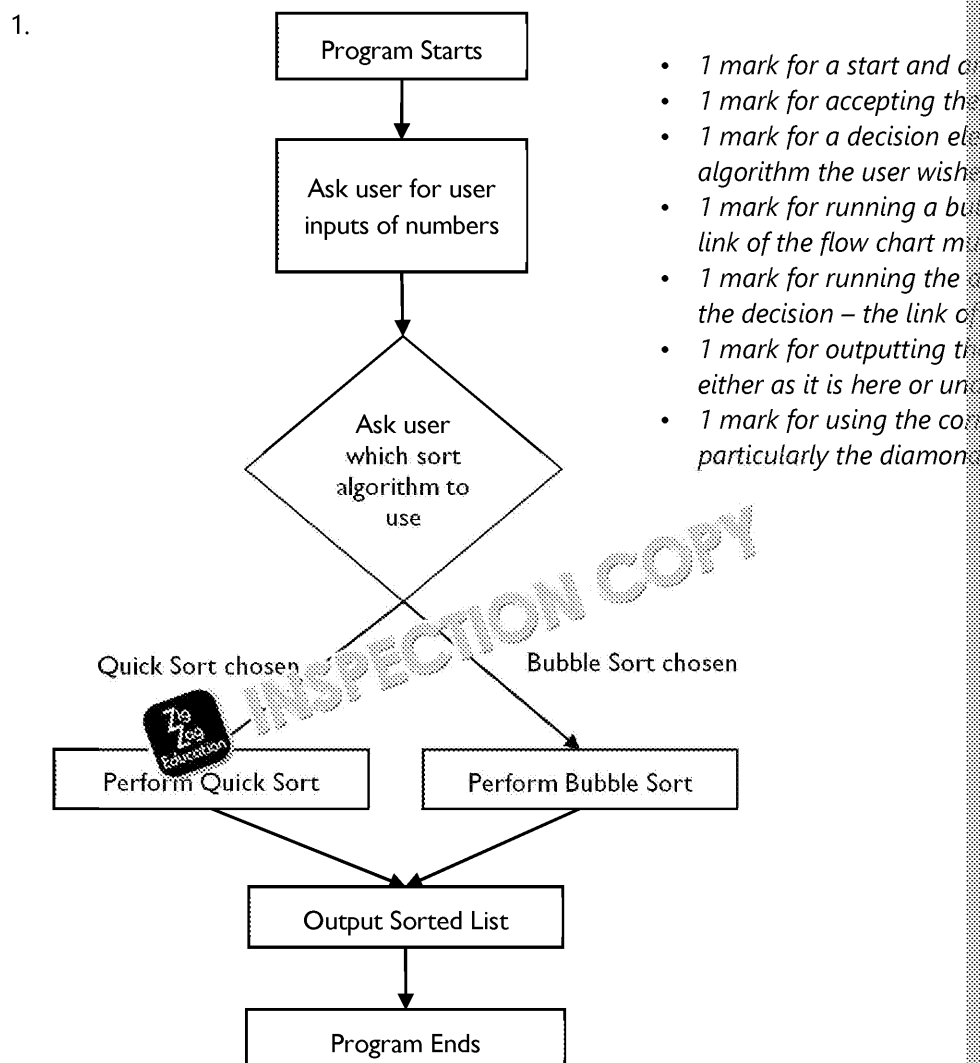
- b) 1 mark for the domain and 1 for the codomain

Domain	A
Codomain	C

- c) $g \circ f = (x - 5)^2$

4. a) 1 mark per point
The fold function takes a recursive data structure/list/tree/ hierarchical
Applying a function to each element
Building up a value onto the next element
To return a final output value
- b) 1 mark per point
The function takes a list of the first n numbers starting from 1 (take n [1.
Then find their product
With 1 as the identity

4.13. Systematic Approach to Problem Solving



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2. 1 mark for a Boolean variable to monitor swaps
 1 mark for correct initialising and use of the Boolean variable
 1 mark for a loop that loops while swaps are being made
 1 mark for a loop inside the previous structure that loops through each element
 1 mark for comparing the values of the array to see if the previous element is greater than the current element
 1 mark for swapping if the previous element was higher

```

Swapped ← true
WHILE swapped = true
  swapped = false
  FOR i ← 1 to length(A) - 1
    IF A[i-1] > A[i] then
      swap(A[i-1], A[i])
      swapped ← true
    ENDIF
  ENDFOR
ENDWHILE

```

3. Cater for the need to suit the algorithm chosen, giving credit for flag variable loops being in the correct location and/or comparison of variables and swaps. As a general indication, 7 marks can be given only for a fully working solution only if there is some attempt at swapping elements in the list.
4. 1 mark for a loop that will carry on until no swaps have been made
 1 mark for a Boolean value/flag being used and reset at the beginning of each iteration
 1 mark for an iterative loop that will go through the array
 1 mark for correctly swapping elements of the array
 1 mark for changing the Boolean value/flag as required
 Any working implementation is acceptable
5. Mark as for Question 4
 5 marks for working procedure or function
 -1 mark for each mistake
6. 1 mark for a loop that iterates 10 times and asks for the user's input
 1 mark for the user's input being added correctly to an array A
 1 mark for the user being presented with the correct options to select a sorting algorithm
 1 mark for checking the user's selection and selecting the correct algorithm
 1 mark for the array A being passed to the algorithm correctly
 1 mark for a mechanism to receive the sorted array
 1 mark for printing the sorted array back to the user on screen
7. 1 mark for the name and 1 for the description for two of the following
 Direct – you turn off the old system one day and the new one on the next
 Parallel – you run both systems in their own right at the same time so that if the old one fails you can switch to the new one to fall back on
 Pilot – where you implement the whole system in an isolated location (e.g. in a test environment) to see how it works it can be rolled out further
8. 1 mark for correct list from each algorithm
 0 marks if the output does not match the source code
 [5, 10, 26, 31, 43, 55, 73, 82, 92, 104]
9. 1 mark for each type of maintenance and 1 mark for each description
 Corrective – maintenance to fix any bugs/errors that didn't show up during testing
 Adaptive – changing the functionality of the system so that it can adapt to any changes in requirements (e.g. changes in an algorithm required due to a change in the operational environment)
 Perfective – updating and improving the program to make it more efficient rather than just fixing what doesn't work

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10. 1 mark for each point below

When the first iteration of the bubble sort algorithm is complete the, highest
It is, therefore, unnecessary to check this element again on the next iteration
This causes unnecessary processing
For each iteration of the bubble sort, you could reduce n by 1
So that it checks one less element of the array each time

11. Up to 2 marks for describing a problem and up to 1 marks for a suggestion of fix
Problem: the user could enter data other than integers when asked to enter the
This will lead to the program crashing when comparing the values of the elements
Fix: adding a validation routine when the user enters their data to check they
If they have, then integer is accepted and if they haven't, they are asked to re



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