



Topic Tests

for AS OCR Computer Science

Component 1

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Teacher's Introduction

This resource is designed to support teaching and learning of the AS OCR specification (for first teaching in September 2015; first exams from June 2016).

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 OCR 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.*

The tests cover the prescribed specification content for *Component 1* of the AS OCR specification – each provided in worksheet format (with answer lines) and a more photocopy-friendly format (without answer lines), to give you flexibility of use.

Each test is worth between 20–40 marks, and can be completed comfortably within a single one-hour lesson. 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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1.1.1 Processors

1. Briefly explain the functional role of a processor in a computer system.

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2. Fill in the missing details in the following table:

| Name | Role |
|-------------|---|
| Data bus | |
| | Carries processor commands to devices and returns signals |
| Address bus | |

3. A processor consists of multiple components, including the arithmetic and logic unit and registers.

- a) Circle the three operations that the ALU typically perform:

| | | |
|----------|--------|-------|
| ADD | BRANCH | STORE |
| MULTIPLY | LOAD | SHIFT |

- b) Briefly explain the function of each of the following registers.

- i. Program Counter (PC)

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- ii. Accumulator (ACC)

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- iii. Current Instruction Register (CIR)

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- c) Describe the process of *storing* data to main memory. Identify the register used to store the address of the data to be stored.

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4. a) Describe in detail each stage of the Fetch-Decode-Execute cycle.

i. Fetch



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ii. Decode

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iii. Execute

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- b) Processor performance is dependent on a number of different factors. Give two examples of design techniques used to improve processor performance and how they provide this improvement.



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5. Explain the difference between a Von Neumann architecture and a Harvard architecture. For each architecture give an example of an application the architecture is used in.

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1.1.2–3 Types of Processor, Input, Output and

1. Modern computer systems often contain a multicore processor.

a) Complete the following table stating the resources that are shared by cores.

| Resource | Shared between Cores (Yes/No) |
|---------------------------------|-------------------------------|
| Arithmetic and Logic Unit (ALU) | |
| Random-access Memory (RAM) | |
| Network Card | |
| Program Counter (PC) register | |

b) Give one advantage and one disadvantage of rewriting a single-threaded application to run on multiple processor cores.

Advantage:

.....

.....

Disadvantage:

.....

.....

2. Consider the following assembly instruction:

| | |
|--------------------------|---|
| ADDSTA Ra, Rb, Rc | Add the value in Ra to Rb and store the result at the |
|--------------------------|---|

a) Is the processor with this instruction a CISC or a RISC processor? Explain.

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b) Give **two** reasons why RISC processors are often used in portable devices.

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3. When a processor is powered on it immediately loads a boot program from ROM. The boot program instructs the processor to load an operating system from a magnetic hard disk, into RAM (random-access memory).

a) Explain why the boot program is stored in a ROM rather than in RAM.

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b) Instead of being stored using an internal disk, an operating system can be stored on a removable medium. Name two examples of removable media, and for each one advantage and disadvantage to store an operating system.

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

a) Name two input devices that could be used to put the data into the computer system. For each one, state one advantage of using each one.

1.....

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b) The school is considering using a virtual storage system to store the data. Describe **two** advantages of using a virtual storage system rather than network-attached storage to store register data.

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1.2.1 Systems Software

1. Operating systems provide computer systems with a wide range of functions.
- a) Circle the three tasks that are performed by an operating system:

| | | |
|--------------------|--------------------------|----------------------|
| COMPILATION | I/O DEVICE COMMUNICATION | INTERRUPT HANDLING |
| PROCESS SCHEDULING | WEB PAGE RENDERING | WEB PAGE DOWNLOADING |

- b) Briefly explain what a real-time operating system is.

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- c) Briefly explain what a distributed operating system is.

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2. When a process is started it is allocated some memory by the operating system. The process can then be addressed directly by the process; instead a technique called *virtual memory* is used.

- a) Explain what virtual memory is.

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- b) Explain how the use of virtual memory helps to improve the security of a system.

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- c) Virtual memory enables paging to a secondary storage device such as a hard disk. State one advantage and one disadvantage of using paging.

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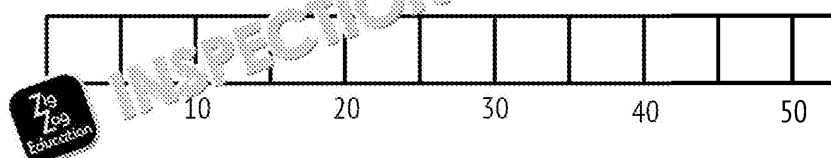


3. A system is running three processes. The processes have the IDs A, B and C and execution time for each process is listed in the table below:

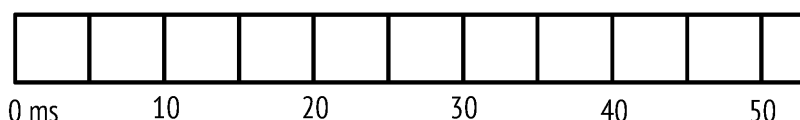
| Process ID | Start time | Total execution time |
|------------|------------|----------------------|
| A | 10 ms | 10 ms |
| B | 0 ms | 20 ms |
| C | 5 ms | 30 ms |

- a) Assume that processes can be scheduled in 5 ms time slots. For each algorithm write the ID of the process that will be running in each time slot.

- i. First come, first served



- ii. Round robin



- c) Process C is an operating system response to a key press. The operator requires that process C needs to be completed as soon as possible.

- i. Use your answers to questions (a) and (b) to identify whether round robin scheduling best meets this requirement.

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- ii. Now assume that the start and execution times can change. Will your answer as an answer to question (i) always be the best? Explain.

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- iii. Give an example of a scheduling algorithm that can prioritise operations such as process C. Explain how this scheduling algorithm works.



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4. Video games designed to run on obsolete game consoles can often be played using an *emulator*. Emulators are *virtual machines*.

a) Explain the term *virtual machine*.

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b) Games run in an emulator can execute more slowly than the same game on a game console. This can happen even when newer hardware that is much faster than the original hardware is used. Explain why this slowdown occurs.

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c) State two other uses for virtual machines.

1.....

2.....

5. Some computer systems allow processes to put themselves to sleep for a period of time. This can be used to add a delay between function calls. For example, the following code prints "... " every 60 seconds:

```
0 | while true
1 |     sleep(60)
2 |     print("... ")
3 | endwhile
```

Explain in detail how interrupts could be used to implement this `sleep` function. Assume that the processor contains a programmable circuit that can raise an interrupt when a period of time has expired. Ensure that your system can cope with scenarios where an interrupt occurs earlier than expected.

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1.2.2 Applications Generation

1. a) Briefly explain the difference between system software and application software.

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- b) Complete the following table stating whether each piece of software is a system software or an application software.

| Software Name | Type (Application/System) | Software Name |
|------------------|---------------------------|-------------------|
| Operating System | | Calculator |
| Word Processor | | Sound Card Driver |

2. a) A compiler is one type of translator program. Name the other two types of translator programs.

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

- b) Explain the differences between the three different types of translator programs.

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3. Open-source programs are heavily used throughout the computer industry.

- a) Explain the difference between a closed-source program and an open-source program.

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- b) Give one example of a closed-source program and one example of an open-source program.

Open-source:.....

Closed-source:.....

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- c) Describe one advantage and one disadvantage to a company of dist in open-source form.

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1.2.3 Introduction to Programming

1. Procedural programming languages are very popular and are used to create

a) Describe what is meant by a procedural programming language.

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b) Variables of routines declared in a procedural program may be accessible in one part of the program but not in another.

i. Give the term used to describe the part of the program a variable is accessible in.

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ii. Create two major benefits of restricting the accessibility of variables in a procedural programming language.

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2. a) Explain, using examples, the difference between a constant and a variable.

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b) Explain the difference between a procedure and a function.

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3. a) Perform the following operations:

i. $23 \text{ MOD } 4$

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ii. $10 \text{ DIV } 4$

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b) Describe, using an example, the concept of concatenation.

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3. Consider the following assembly program written for a Little Man computer. Add two positive numbers together.

```
      INP
      STA  A
      INP
      STA  B
LOOP  LDA  A
      BRZ  QUIT
      SUB  ONE
      STA  A
      LDA  RESULT
      ADD  B
      STA  RESULT
      BRA  LOOP
QUIT  LDA  RESULT
      OUT
      HALT
ONE   DAT  1
A     DAT
B     DAT
RESULT DAT  0
T
```

- a) Describe the algorithm that this program implements.
-
-
-
- b) Suppose one of the inputs to this program is 0. Will the program produce the correct result? Explain your answer.
-
-
-
- c) What are LOOP, QUIT, ONE, A, B and RESULT examples of? Briefly explain how these identifiers serve in an assembly program.
-
-
-

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- d) Modify the assembly program given to produce the result of $A \bmod B$. Assume that A and B are positive integers. Provide the pseudocode for

Pseudocode:



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Assembly program:



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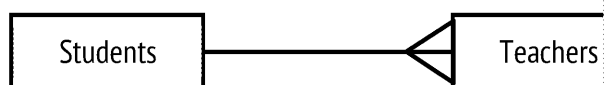
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1.3.1 Databases

1. Consider the following entity relationship diagram representing the relationship between students and teachers at a school:



Each student has only one teacher, and there are usually about 30 students per teacher.

- a) Identify the type of relationship described by the entity relationship diagram.

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- b) Identify and explain the mistake in the entity relationship diagram given.

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- c) Each student and teacher attends a single school. Extend the entity relationship diagram to include *Schools* and update all the relationships.

2. Describe what is meant by each of the following terms:

- a) Primary key

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- b) Secondary key

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- c) Foreign key

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3. Consider the following entity description for a flat-file shop orders database

Order(OrderNum, CustNum, Title, FirstName, Surname, Address, PostCode, Price, Manufacturer, OrderDate, OrderTime, Dispatched)

- a) i. Identify the primary keys

.....

- ii. Identify the foreign keys and their location

.....

- b) Draw an entity relationship diagram for your database

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- c) i. Assuming a three-table structure has been used to represent the data for this question, what restriction does this place on the database that might affect the day-to-day running of a shop?

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- ii. Describe a possible solution for this problem.

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- iii. Draw an Entity Relationship Diagram for your new structure.



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1.3.2 Networks

1. A home user is trying to set up a local area network (LAN) that will be connected to the Internet. They have asked you to help them set it up.

- a) They have a printer with a network port. Suggest an appropriate static IP address for the printer assuming a subnet mask of 255.255.255.0.

.....

- b) The network has been set up and the router has successfully obtained an IP address from the ISP. Unfortunately the user isn't able to access any websites. You ask them to add a well-known web server into their browser and the website loads successfully.

What is the name and purpose of the service that is not working correctly?



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2. The Transmission Control Protocol (TCP) is a common low-level networking protocol.

- a) TCP uses packets to send data across a link. Explain what a packet is and what information a packet contains.

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- b) A client is uploading a large amount of data to a server using the TCP protocol. One of the Internet service provider's network switches fails. The client is redirected through a different switch; however, several packets are lost. Explain how the client can detect and react to this packet loss.

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- c) The Hypertext Transfer Protocol (HTTP) is the protocol most common. HTTP is commonly implemented on top of TCP/IP.

Explain the advantages of implementing HTTP as a layer above TCP/IP instead of a standalone protocol.

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3. A new company entering the voice over IP (VOIP) telephony market is deciding how to transfer voice data between customers. They have two options: a client-server model or a peer-to-peer model. Explain which model you would recommend the company use and why. Provide advantages and disadvantages for both models.

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1.3.3 Web Technologies

1. A software developer is making a personal website that she wants to use to share the things that she has worked on and some of the things that interest her. The website she is making contains the following snippet of HTML listing her favourite things:

```
<p>My favourite website is BBC News.</p>
<p>My favourite TV show is Downton Abbey.</p>
```

- a) Rewrite the first paragraph to replace 'BBC News' with a link to *http://www.bbc.com*. The link should still display the text 'BBC News'.

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- b) The website author wants to add the heading 'About Me' above the paragraph. Recommend an appropriate HTML tag to use for this purpose. Explain to her to use this tag for the heading rather than using the `<p>` tag.

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- c) The website author has decided to refactor her favourite things into a list. She has written the following HTML:

```
<li>My favourite website is BBC News.</li>
<li>My favourite TV show is Downton Abbey.</li>
```

Unfortunately the website is not rendering the way she had intended and rewrite the list so that it renders correctly.

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- d) At the bottom of the page the author wants to add a form to allow visitors to leave a comment. The form should consist of two text boxes – one for the comment and one for the visitor's name – and a submit button. Write the HTML for the form below.

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2. Cascading style sheets (CSS) are commonly used to format a web page.
- Style information can be added to a HTML file in a few different ways:
 - Write the mark-up required to import a CSS file called style.css into a static HTML file.

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- Explain the advantages of using an external file to store style information instead of embedding style information into a static HTML file directly.

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- Consider the following HTML snippet:

```
<p style="color:red;">Coursework is due on Tuesday</p>
```

The style has been written directly into the HTML element because the author wants to highlight the deadline for the coursework without modifying the style of other elements.

The author now wants to move this style into an external CSS file and use it many times in each page. Explain one way this could be achieved while keeping the HTML as simple as possible. Your answer should include the HTML and CSS required to implement this.

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3. JavaScript can be embedded into HTML pages to provide dynamic behaviour.
- Explain where JavaScript code embedded into web pages is executed.

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- Consider the following HTML:

```
<p id="name">Michael</p>
```

Write a line of JavaScript that will change the contents of the paragraph to "John".

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- c) You have been placed in charge of writing a website that requires user input. The website currently consists of a simple HTML file containing a form:

```
<!DOCTYPE html>
<html lang="en-GB">
<body>
  <form>
    <input id="pswd" type="password" name="p">
  </form>
  <script>
    document.getElementById("pswd").onkeydown
  </script>
</body>
</html>
```

The password that the user enters should be at least eight characters long. The `checkPassword` method will be called whenever a new character is added to the input field. The implementation of the `checkPassword` function that checks the length of the password and changes the background colour of the input to be green if the password is long, and red otherwise.

The contents of the password input can be retrieved using its `value` property. The text of the label string can be retrieved using its `length` property. The background color of the label can be modified using its `style.backgroundColor` property.

```
function checkPassword() {
```

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4. There are two categories of data compression: lossless and lossy.

a) Explain the difference between lossless and lossy data compression.

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b) Give an example of a type of data that is suitable for lossy data compression.
Explain why this type of data is suitable for lossy data compression.

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c) It is possible to combine lossless and lossy compression techniques.
Explain why lossy techniques **MUST** be applied before lossless techniques.

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1.4.1 Data Types 1

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

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- b) Complete the table for the binary and hexadecimal representations of denary numbers:

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

2. Evaluate the following binary expressions. Show your working:

a) $0111 + 0010$

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b) $1011 - 0101$

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3. 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.  78

.....

iii. 228

.....

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

i. 00101101

.....

ii. 10100111

.....

d) Convert the following unsigned binary fractions into denary decimal

i. 0100.1100

.....

ii. 1011.1001

.....



Questions continue on the following page

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4. Convert the following values into each of the formats requested.

a) 204 (base 10)

i. Binary:

.....

ii. Hexadecimal:

.....

b) 11000111 (base 2)

i. Denary:

.....

ii. Hexadecimal:

.....

c) E7 (base 16)

i. Denary:

.....

ii. Binary:

.....

d) Represent -19 in binary as an 8-bit signed integer using the following

i. Sign and magnitude:

.....

ii. Two's complement:

.....

e) Represent $\frac{-3}{16}$ in binary as an 8-bit signed integer with four fractional formats:

i. Sign and magnitude:

.....


ii. Two's complement:

.....

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1.4.1 Data Types 2

1. ASCII is a widely used standard for encoding characters as binary values.
 - a) Knowing that A is character 65 (base 10) in the ASCII table, give the ASCII values of the following letters.
 - i. F
 - ii. M
 - iii. X
 - b) How many ASCII characters are in the following phrase? You must explain your answer.
I love OCR Computer Science


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

2. Unicode is a set of standards for encoding characters as multi-byte binary values.
 - a) Explain the benefit of using Unicode instead of ASCII to encode characters.

 - b) UTF-8 is a very popular type of Unicode encoding that uses a variable number of bytes to represent each character. For example, the character A is encoded using one byte, while the character 𐀀 is encoded using four bytes. Explain one advantage and one disadvantage of using UTF-8 to represent characters.

 - c) How many characters can a 16-bit Unicode character represent?

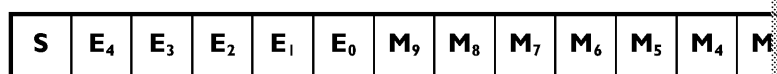


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3. An IEEE754 floating-point number consists of three component parts: a sign bit (S), an exponent (E), and a mantissa (M). The following diagram shows how these three parts are combined to form a single-precision floating-point number:



- a) The following equation can be used to calculate the value of a non-zero floating-point number:

$$(1 - 2a)(1 + b)2^{c-15}$$

Write the component each variable in the equation represents below:

a:

b:

c:

- b) The number of bits allocated to the exponent and mantissa can be calculated by considering the number of bits that is made when the number of bits used to represent the exponent is increased and the number of bits used to represent the mantissa is reduced.

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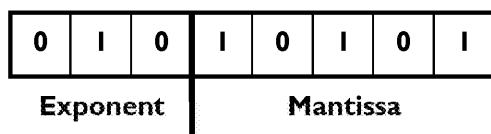
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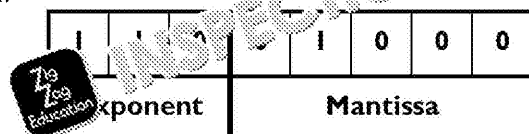
4. Floating-point numbers can be represented as two two's complement integers: one representing the exponent and one representing the mantissa. Use this floating-point format to convert the following binary floating-point numbers into denary:

- a) Convert the following binary floating-point numbers into denary:

i.



ii.



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- b) Convert the following denary numbers into binary floating-point number using a 5-bit mantissa:

i. 0.75

| | | | | | | | | | |
|-----------------|--|--|--|--|-----------------|--|--|--|--|
| | | | | | | | | | |
| Exponent | | | | | Mantissa | | | | |

ii. -7.5

| | | | | | | | | | |
|-----------------|--|--|--|--|-----------------|--|--|--|--|
| | | | | | | | | | |
| Exponent | | | | | Mantissa | | | | |

- c) Find the highest number that can be represented using a 3-bit exponent and a 5-bit mantissa:

i. In floating-point binary:

| | | | | | | | | | |
|-----------------|--|--|--|--|-----------------|--|--|--|--|
| | | | | | | | | | |
| Exponent | | | | | Mantissa | | | | |

ii. In denary:

.....

- d) Find the lowest number that can be represented using a 4-bit exponent and a 5-bit mantissa:

i. In floating-point binary:

| | | | | | | | | | |
|-----------------|--|--|--|--|-----------------|--|--|--|--|
| | | | | | | | | | |
| Exponent | | | | | Mantissa | | | | |

ii. In denary:

.....

- e) Normalise the following floating point number:

i.

| | | | | | | | |
|-----------------|---|---|---|-----------------|---|---|---|
| 0 | 0 | 1 | 1 | 0 | 0 | 1 | 1 |
| Exponent | | | | Mantissa | | | |

Answer:

| | | | | | | | |
|-----------------|--|--|--|-----------------|--|--|--|
| | | | | | | | |
| Exponent | | | | Mantissa | | | |

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ii.

| | | | | | | | |
|----------|---|---|----------|---|---|---|---|
| 1 | 0 | 1 | 1 | 1 | 0 | 1 | 0 |
| Exponent | | | Mantissa | | | | |

Answer:

| | | | | | | | |
|----------|--|--|----------|--|--|--|--|
| | | | | | | | |
| Exponent | | | Mantissa | | | | |

- f) Add the following two numbers and normalise the result. Show your

| | | | | | | | | | | | | | |
|----------|---|---|---|----------|---|---|---|---|----------|---|---|---|---|
| 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | + | 0 | 0 | 0 | 1 | 0 |
| Exponent | | | | Mantissa | | | | | Exponent | | | | |

Answer:

| | | | | | | | |
|----------|--|--|----------|--|--|--|--|
| | | | | | | | |
| Exponent | | | Mantissa | | | | |

- g) Subtract the number on the right from the number on the left and normalise the result. Show your working.

| | | | | | | | | | | | | | |
|----------|---|---|---|----------|---|---|---|---|----------|---|---|---|---|
| 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | - | 0 | 0 | 0 | 0 | 1 |
| Exponent | | | | Mantissa | | | | | Exponent | | | | |

Answer:

| | | | | | | | |
|----------|--|--|----------|--|--|--|--|
| | | | | | | | |
| Exponent | | | Mantissa | | | | |

5. Is it possible to represent 0.3 exactly in floating-point binary? Explain your

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1.4.2 Data Structures

1. Arrays are a very popular and commonly used data structure in programming language of your choice on this question wherever required.

- a) Write the code that would create a one-dimensional array (named 'sports') containing five sports that are played at a school: rugby, football, hockey, netball, basketball.

.....

- b) In the majority of languages, arrays are said to be 0-based. What does this mean?

.....

.....

- c) Write the code that would output the first and last element.

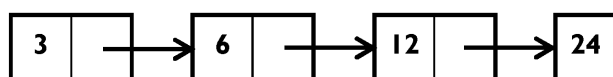
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- d) It has been decided that football will no longer be played and they are going to add basketball. Write the code that would update the array with this information.

.....

2. Consider the following linked list:



- a) What do the arrows in the diagram above represent?

.....

- b) Is the linked list above an example of a singly linked list or a doubly linked list? Give your answer.

.....

.....

- c) Does it take longer to look up an item by index in a linked list or an array?

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- d) Give two advantages of using a linked list over an array.

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- e) A student has written a procedure to remove an item to the list. Identify any errors. You do not need to worry about memory allocation and deallocation.

```
procedure remove(head, indexToRemove)
    if indexToRemove == 0
        head = head.next
        return head
    endif

    prev = head
    for i=0 to indexToRemove
        prev = prev.next
    endfor

    prev.next = prev.next.next
    return head
endprocedure
```



- f) Write a procedure `append` which will add an item to the end of the list. You will be given the `head` of the list and the `item` to add. You may assume that the `item` is encapsulated in a linked list node (i.e. `item` has the attributes `value` and `next`). The procedure should return the new head of the list. List elements may be assumed to be equal to `nil`. The procedure should be written in the following box.

A small black square logo with the text 'Zig Zag Education' in white, tilted at an angle.

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3. Take the following example of a stack that is currently stored in memory.

| Memloc | Data | TopOfStack |
|--------|------|------------|
| 6 | | |
| 5 | | |
| 4 | | |
| 3 | Fish | ← |
| 2 | Cat | |
| 1 | Dog | |

- a) Complete the table after the following commands:

Push 'Mouse', Push 'Cat', Pop



| Memloc | Data | TopOfStack |
|--------|------|------------|
| 6 | | |
| 5 | | |
| 4 | | |
| 3 | | |
| 2 | | |
| 1 | | |

- b) Complete the table after the following further commands:

Pop, Pop, Push 'Rabbit'

| Memloc | Data | TopOfStack |
|--------|------|------------|
| 6 | | |
| 5 | | |
| 4 | | |
| 3 | | |
| 2 | | |
| 1 | | |

4. Queues are a different way of representing data within a computer.

- a) Explain the difference between a queue and a stack.

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- b) Describe how a circular queue works.


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- c) Complete the following table showing the state of the queue at each stage. You must complete the state of the queue and NextFree values at each stage.

| State 1 | State 2 | State 3 | State 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--------------------|------------------------|--------------------|---|---|---|---|--|---|---|---|---|---|---|---|---|---|--|--|--|---|---|---|---|---|--|--|--|--|--|---|---|---|--|--|
| start state | Item J joins queue | Item served from queue | Item J joins queue | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|  <table><tr><td></td><td>3</td><td>4</td><td>5</td></tr><tr><td>A</td><td>B</td><td>C</td><td></td></tr></table> | | 3 | 4 | 5 | A | B | C | | <table><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td></tr><tr><td>A</td><td>B</td><td>C</td><td></td><td></td></tr></table> | 1 | 2 | 3 | 4 | 5 | A | B | C | | | <table><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr></table> | 1 | 2 | 3 | 4 | 5 | | | | | | <table><tr><td>1</td><td>2</td></tr><tr><td></td><td></td></tr></table> | 1 | 2 | | |
| | 3 | 4 | 5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| A | B | C | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 2 | 3 | 4 | 5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| A | B | C | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 2 | 3 | 4 | 5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| FrontPtr = 1 | FrontPtr = | FrontPtr = | FrontPtr = | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| NextFree = 4 | NextFree = | NextFree = | NextFree = | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

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1.4.3 Boolean Algebra

1. a) Explain the function of applying the following logical operators to a value.

i. NOT

.....

.....

ii. OR

.....

.....

b) Write the functions of the following logic gates?

i.



.....

ii.



.....

2. Complete the following truth table:

| A | B | A NAND B | A OR B | A XOR B |
|-------|-------|----------|--------|---------|
| FALSE | FALSE | | | |
| FALSE | TRUE | | | |
| TRUE | FALSE | | | |
| TRUE | TRUE | | | |

3. Calculate the results of the following logic expressions:

a) $0 \vee 1$



.....

b) $1 \wedge 0$

.....

c) $(0 \vee 0 \vee 0) \vee (0 \vee (1 \wedge 1))$

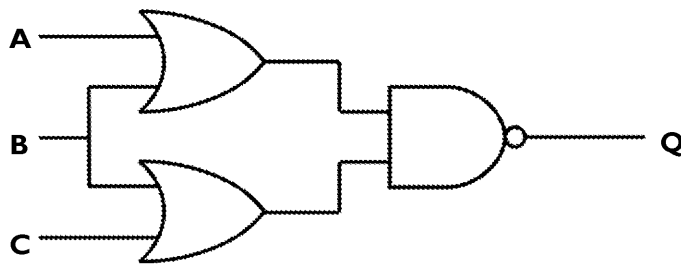
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4. Consider the following logic diagram:



Write the logic equation for Q.

5. Draw the logic diagram for this expression.

$$\neg ((A \vee B) \wedge C)$$

6. a) Complete the Karnaugh map using the truth table below.

| A | B | C | D | Q |
|---|---|---|---|---|
| 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 1 | 0 |
| 0 | 0 | 1 | 0 | 0 |
| 0 | 0 | 1 | 1 | 0 |
| 0 | 1 | 0 | 0 | 1 |
| 0 | 1 | 0 | 1 | 1 |
| 0 | 1 | 1 | 0 | 1 |
| 0 | 1 | 1 | 1 | 1 |
| 1 | 0 | 0 | 0 | 0 |
| 1 | 0 | 0 | 1 | 1 |
| 1 | 0 | 1 | 0 | 0 |
| 1 | 0 | 1 | 1 | 1 |
| 1 | 1 | 0 | 0 | 0 |
| 1 | 1 | 0 | 1 | 1 |
| 1 | 1 | 1 | 0 | 0 |
| 1 | 1 | 1 | 1 | 1 |

- b) Use the Karnaugh map to produce a simplified equation for Q.

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1.5.1 Computing-related Legislation

1. The Computer Misuse Act 1990 introduced three new criminal offences.

a) State the three new criminal offences introduced in the act.

1

2

3

b) Explain the concept of phishing and give an example of a way a criminal can gain access to a computer system.

.....

.....

.....

2. The Data Protection Act 1998 sets out the laws that govern the way personal data is handled.

a) Explain what is meant by personal data according to the act.

.....

.....

.....

b) The act contains eight principles that should be followed by organisations that handle personal data. State three of these principles.

1

2

3

c) Does the UK government have to abide by the principles laid out in the act?

.....

d) A marketing company wishes to collect data about potential customers. The data collected includes a person's name, date of birth and contact details. The company has a database of this information. Does the Data Protection Act forbid this?

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3. The Copyright, Designs and Patterns Act 1988 sets out some of the laws that protect content owners.

a) Give one example of a type of work that can be protected by each of the following:

i. Patents

.....

ii. Copyright

.....

iii. Designs

.....

iv. Trademarks

.....

b) In most cases it is illegal for a programmer to copy code that someone else has written for their company's code without the owner's permission.

i. What type of protection applies to computer code?

.....

ii. The computer code does not contain a notice displaying the name of the owner. Is the code protected?

.....

c) Explain the concept of *fair dealing*.

.....

.....

.....

d) A company is developing a new software product that includes a new feature. They are unsure how they should protect their new software. Discuss the advantages and disadvantages of the protections they could use.

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4. The Regulation of Investigatory Powers Act 2000 governs surveillance and postal communication.

- a) Encrypted communications are useless when they are intercepted unless they are decrypted. Explain the provisions the act contains to mitigate this problem.

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- b) The act has been widely criticised by privacy campaigners. Explain why and compare the benefits of the act with its impact on civil liberties.

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1.5.2 Moral and Ethical Issues

1. a) Peer-to-peer networks are frequently used to share large files on the

i. Explain what a peer-to-peer network is.

.....

.....

ii. Give two reasons why peer-to-peer networks are more popular than centralised 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.

.....

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2. Give two advantages and two disadvantages of utilising robots for work in

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3. There has been a huge push in recent years into the development of computer software by companies such as Google, Facebook and Apple.

If a human is shown two pictures, they will be able to identify if the same with an accuracy of 97.53% on average. Facebook has developed an algorithm

Discuss the uses of this technology and any ethical issues surrounding it. You may wish to consider what the technology would be used for, privacy information and the impact of wearable technology.

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Questions continue on the following page

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4. 'According to a well written and thorough article in the *Virginia Journal* we've been saying for over three years has been determined to be true: V

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

Marius Milner also worked for Google and his code for gathering this information for 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 WarDriving yourself – what information could be gathered, what the end use of such information, what happens to the information later, and where it is stored.



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1.1.1 Processors

1. Briefly explain the functional role of a processor in a computer system.
2. Copy the following table and complete the missing details:

| Name | Role |
|-------------|---|
| Data bus | |
| | Carries processor commands to devices and returns signals |
| Address bus | |

3. A processor consists of multiple components, including the arithmetic and control unit and registers.

- a) Complete the three operations that the ALU typically perform:

| | | |
|----------|--------|-------|
| ADD | BRANCH | STORE |
| MULTIPLY | LOAD | SHIFT |

- b) Briefly explain the function of each of the following registers.
 - i. Program Counter (PC)
 - ii. Accumulator (ACC)
 - iii. Current Instruction Register (CIR)
 - c) Describe the process of *storing* data to main memory. Identify the registers involved.
4.
 - a) Describe in detail each stage of the Fetch-Decode-Execute cycle.
 - i. Fetch
 - ii. Decode
 - iii. Execute
 - b) Processor performance is dependent on a number of different factors.
Give two examples of design techniques used to improve processor performance and explain how they provide this improvement.
 5. Explain the difference between a Von Neumann architecture and a Harvard architecture. For each architecture give an example of an application the architecture is used in.

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1.1.2–3 Types of Processor, Input, Output and

1. Modern computer systems often contain a multicore processor.
 - a) Copy and complete the following table stating the resources that are shared between the cores of a multicore processor.

| Resource | Shared between Cores (Yes/No) |
|---------------------------------|-------------------------------|
| Arithmetic and Logic Unit (ALU) | |
| Random-access Memory (RAM) | |
| Network Card | |
| Program Counter (PC) register | |

- b) Give **two** advantages and one disadvantage of rewriting a single-threaded program to run on multiple processor cores.
2. Consider the following assembly instruction:

| | |
|--------------------------|--|
| ADDSTA Ra, Rb, Rc | Add the value in Ra to Rb and store the result at the address in Rc. |
|--------------------------|--|

- a) Is the processor with this instruction a CISC or a RISC processor? Explain your answer.
 - b) Give **two** reasons why RISC processors are often used in portable devices.
3. When a processor is powered on it immediately loads a boot program from ROM. The boot program instructs the processor to load an operating system from a magnetic hard disk, into RAM (random-access memory).
 - a) Explain why the boot program is stored in a ROM rather than in RAM.
 - b) Instead of being stored using an internal disk, an operating system can be stored on removable media. Name two examples of removable media and one advantage and disadvantage of each to store an operating system.
4. A school is considering changing from using paper registers to storing all data in a database.
 - a) Name two input devices that could be used to put the data into the database. Give one advantage of using each one.
 - b) The school is considering using a virtual storage system to store the data. Describe **two** advantages of using a virtual storage system rather than a physical storage system to store the data.

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1.2.1 Systems Software

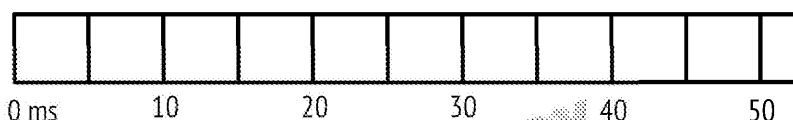
1. Operating systems provide computer systems with a wide range of functions. Circle the three tasks that are performed by an operating system:

| | | |
|--------------------|--------------------------|----------------------|
| COMPILATION | I/O DEVICE COMMUNICATION | INTERRUPT HANDLING |
| PROCESS SCHEDULING | WEB PAGE RENDERING | WEB PAGE DOWNLOADING |

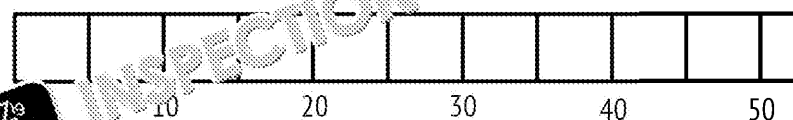
- b) Briefly explain what a real-time operating system is.
- c) Briefly explain what a distributed operating system is.
2. When a process is started, it is allocated some memory by the operating system. The process can then be addressed directly by the process; instead a technique called *virtual memory* can be used.
- a) Explain what virtual memory is.
- b) Explain how the use of virtual memory helps to improve the security of a system.
- c) Virtual memory enables paging to a secondary storage device such as a hard disk. State one advantage and one disadvantage of using paging.
3. A system is running three processes. The processes have the IDs A, B and C. The start and total execution time for each process is listed in the table below:

| Process ID | Start time | Total execution time |
|------------|------------|----------------------|
| A | 10 ms | 10 ms |
| B | 0 ms | 20 ms |
| C | 5 ms | 30 ms |

- a) Assume that processes can be scheduled in 5 ms time slots. For each of the following algorithms write the ID of the process that will be running in each time slot.
- i. First come, first served



- ii. Round robin



- c) Process C is an operating system response to a key press. The operating system requires that process C needs to be completed as soon as possible.
- i. Use your answers to questions (a) and (b) to identify whether *round robin* or *first come, first served* scheduling best meets this requirement.
- ii. Now assume that the start and execution times can change. Will the answer you gave as an answer to question (i) always be the best? Explain your answer.
- iii. Give an example of a scheduling algorithm that can prioritise operations such as process C. Explain how this scheduling algorithm works.

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4. Video games designed to run on obsolete game consoles can often be played using an *emulator*. Emulators are *virtual machines*.
- Explain the term *virtual machine*.
 - Games run in an emulator can execute more slowly than the same game on a game console. This can happen even when new hardware that is much faster than the original hardware is used. Explain why this slowdown occurs.
 - State two other uses for virtual machines.
5. Some computer systems allow processes to put themselves to sleep for a specified period of time. A process can use this functionality to add a delay between function calls. For example, a process could print "..." every 60 seconds:

```
0 | while true
1 |     sleep 60
2 |     print("...")
  | while
```

Explain in detail how interrupts could be used to implement this `sleep` function. Assume that the processor contains a programmable circuit that can raise an interrupt when a specified period of time has expired. Ensure that your system can cope with scenarios where an interrupt occurs earlier than expected.

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1.2.2 Applications Generation

1. a) Briefly explain the difference between system software and application software.
- b) Copy and complete the following table, stating whether each piece of software is system or application software:

| Software Name | Type (Application/System) | Software Name |
|------------------|---------------------------|-------------------|
| Operating System | | Calculator |
| Word Processor | | Sound Card Driver |

2. a) A compiler is one type of translator program. Name the other two types of translator programs.
 - b) Explain the difference between the three different types of translator programs.
3. Open-source programs are heavily used throughout the computer industry.
 - a) Explain the difference between a closed-source program and an open-source program.
 - b) Give one example of a closed-source program and one example of an open-source program.
 - c) Describe one advantage and one disadvantage to a company of distributing software in open-source form.

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1.2.3 Introduction to Programming

1. Procedural programming languages are very popular and are used to create programs.
 - a) Describe what is meant by a procedural programming language.
 - b) Variables or routines declared in a procedural program may be accessible in the same program but not in another.
 - i. Give the term used to describe the part of the program a variable is declared in.
 - ii. Describe two major benefits of restricting the accessibility of variables in a procedural programming language.
2.
 - a) Explain, using examples, the difference between a constant and a variable.
 - b) Explain the difference between a procedure and a function.
3.
 - a) Perform the following operations:
 - i. $100 \text{ MOD } 4$
 - ii. $23 \text{ DIV } 4$
 - b) Describe, using an example, the concept of concatenation.
4. Consider the following assembly program written for a Little Man computer. What does it do?
positive numbers together.

```

      INP
      STA    A
      INP
      STA    B
LOOP  LDA    A
      BRZ    QUIT
      SUB    ONE
      STA    A
      LDA    RESULT
      ADD    B
      STA    RESULT
      BRA    LOOP
QUIT  LDA    RESULT
      OUT
      HLT
ONE   DAT    1
A     DAT
B     DAT
RESULT DAT    0
```

- a) Describe the algorithm that this program implements.
- b) Suppose one of the inputs to this program is 0. Will the program produce the correct result? Explain your answer.
- c) What are LOOP, QUIT, ONE, A, B and RESULT examples of? Briefly explain how these identifiers serve in an assembly program.
- d) Modify the assembly program given to produce the result of $A \text{ MOD } B$. Assume that A and B are positive integers. Provide the pseudocode for your modified program.

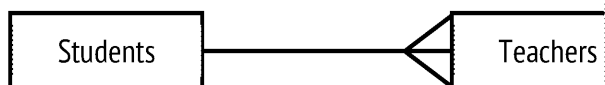
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1.3.1 Databases

1. Consider the following entity relationship diagram representing the relationship between teachers at a school:



Each student has only one teacher, and there are usually about 30 students per teacher.

- a) Identify the type of relationship described by the entity relationship diagram.
 - b) Identify and explain the mistake in the entity relationship diagram given above.
 - c) Each student and teacher attend the same school. Extend the entity relationship diagram to include *Schools* and indicate all the relationships.
2. Define each of the following terms:
 - a) Primary key
 - b) Secondary key
 - c) Foreign key
 3. Consider the following entity description for a flat-file shop orders database:
Order(OrderNum, CustNum, Title, FirstName, Surname, Address, PostCode, Manufacturer, OrderDate, OrderTime, Dispatched)
 - a) i. Identify the primary keys
ii. Identify the foreign keys and their location
 - b) Draw an entity relationship diagram for your database
 - c) i. Assuming a three-table structure has been used to represent the data in this question, what restriction does this place on the database the day-to-day running of a shop?
ii. Describe a possible solution for this problem.
iii. Draw an Entity Relationship Diagram for your new structure.

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1.3.2 Networks

1. A home user is trying to set up a local area network (LAN) that will be connected to the Internet. They have asked you to help them set it up.
 - a) They have a printer with a network port. Suggest an appropriate static IP address for the printer assuming a subnet mask of 255.255.255.0.
 - b) The network has been set up and the router has successfully obtained an IP address from the ISP. Unfortunately the user isn't able to access any websites. You ask them to enter the IP address of a well-known web server into their browser and the website loads successfully. What is the name and purpose of the service that is not working correctly?
2. The Transmission Control Protocol (TCP) is a common low-level networking protocol.
 - a) TCP uses packets to send data across a link. Explain what a packet is and what information a packet contains.
 - b) A client is uploading a large amount of data to a server using the TCP protocol. One of the Internet service provider's network switches fails. The data is rerouted through a different switch; however, several packets are lost. Explain how the client and server detect and react to this packet loss.
 - c) The Hypertext Transfer Protocol (HTTP) is the protocol most commonly used to transfer data over the Internet. HTTP is commonly implemented on top of TCP/IP. Explain the advantages of implementing HTTP as a layer above TCP/IP rather than as a standalone protocol.
3. A new company entering the voice over IP (VOIP) telephony market is deciding between two models to move voice data between customers. They have two options: a client-server model or a peer-to-peer model. Explain which model you would recommend the company use and why. Provide the advantages and disadvantages for both models.

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1.3.3 Web Technologies

1. A software developer is making a personal website that she wants to use to share the things that she has worked on and some of the things that interest her. The website contains the following snippet of HTML listing her favourite things:

```
<p>My favourite website is BBC News.</p>
<p>My favourite TV show is Downton Abbey.</p>
```

- Rewrite the first paragraph to replace 'BBC News' with a link to <http://www.bbc.com>. The link should still display the text 'BBC News'.
- The website author wants to add the heading 'About Me' above the list. Recommend an appropriate HTML tag to use for this purpose. Explain to her to use this tag for the heading rather than using the <p> tag.
- The website author has decided to refactor her favourite things into a list with the following HTML:

```
<li>My favourite website is BBC News.</li>
<li>My favourite TV show is Downton Abbey.</li>
```

Unfortunately the website is not rendering the way she had intended with the HTML provided and rewrite the list so that it renders correctly.

- At the bottom of the page the author wants to add a form to allow readers to comment. The form should contain two text boxes – one for the comment and one for the name of the person commenting – and a submit button. Write the HTML for the form below.
2. Cascading style sheets (CSS) are commonly used to format a web page.

- Style information can be added to a HTML file in a few different ways:
 - Write the mark-up required to import a CSS file called style.css into the HTML file.
 - Explain the advantages of using an external file to store style information rather than embedding style information into a static HTML file directly.
- Consider the following HTML snippet:

```
<p style="color:red;">Coursework is due on Tuesday</p>
```

The style has been written directly into the HTML element because the author wants to highlight the deadline for the coursework without modifying the style of other elements on the page.

The author now wants to move this style into an external CSS file and use it multiple times in each page. Explain one way this could be achieved while keeping the HTML as simple as possible. Your answer should include the HTML and CSS required to implement this.

3. JavaScript can be embedded into HTML pages to provide dynamic behaviour.

- Explain how JavaScript embedded into web pages is executed.
- Consider the following HTML:

```
<p id="name">Michael</p>
```

Write a line of JavaScript that will change the contents of the paragraph to 'John'.

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- c) You have been placed in charge of writing a website that requires users to enter a password. The website currently consists of a simple HTML file containing a form

```
<!DOCTYPE html>
<html lang="en-GB">
<body>
  <form>
    <input id="pswd" type="password" name="password">
  </form>
  <script>
    document.getElementById("pswd").onkeydown = function(e) {
    </script>
</body>
</html>
```

The password that the user enters should be at least eight characters long. A JavaScript function called `checkPassword` is called whenever a new character is added to the input field. Write the `checkPassword` function that checks the length of the password and changes the background colour of the input to be green if the password is at least eight characters long, and red otherwise.

The contents of the password input can be retrieved using its `value` property. The length of the password string can be retrieved using its `length` property. The background colour of the input can be modified using its `style.backgroundColor` property.

4. There are two categories of data compression: lossless and lossy.
- Explain the difference between lossless and lossy data compression.
 - Give an example of a type of data that is suitable for lossy data compression. Explain why this type of data is suitable for lossy data compression.
 - It is possible to combine lossless and lossy compression techniques. Explain why lossy techniques **MUST** be applied before lossless techniques.

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1.4.1 Data Types 1

1. a) Describe the representation of unsigned denary integers in binary form.
b) Copy and complete the table below for the binary and hexadecimal representations of denary numbers 0–16:

| Denary | Binary | Hexadecimal |
|--------|--------|-------------|
| 0 | | |
| ↓ | | |
| 16 | | |

2. Evaluate the following binary expressions. Show your working:
- a) $0111 + 0010$
b) $1011 - 0101$
3. a) Convert the following unsigned binary numbers into denary.
i. 00110
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 into denary.
i. 00101101
ii. 10100111
- d) Convert the following unsigned binary fractions into denary decimal.
i. 0100.1100
ii. 1011.1001
4. Convert the following values into each of the formats requested.
- a) 204 (base 10)
i. Binary:
ii. Hexadecimal:
- b) 11000111 (base 2)
i. Denary
ii. Hexadecimal
- c) E7 (base 16)
i. Denary
ii. Binary
- d) Represent -19 in binary as an 8-bit signed integer using the following.
i. Sign and magnitude
ii. Two's complement
- e) Represent $\frac{-3}{16}$ in binary as an 8-bit signed integer with four fractional bits.
i. Sign and magnitude
ii. Two's complement

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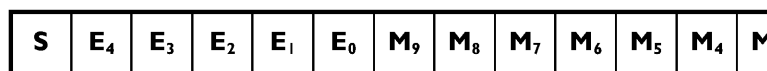
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1.4.1 Data Types 2

1. ASCII is a widely used standard for encoding characters as binary values.
 - a) Knowing that A is character 65 (base 10) in the ASCII table, give the ASCII values for the letters F, M and X.
 - b) How many ASCII characters are in the following phrase? You must explain your answer.

I love OCR Computer Science
 - c) How many characters can 7-bit ASCII represent?
2. Unicode is a set of standards for encoding characters as multi-byte binary values.
 - a) Explain the benefit of using Unicode instead of ASCII to encode characters.
 - b) UTF-8 is a very popular type of Unicode encoding that uses a variable number of bytes to represent each character. For example, the character A is encoded using one byte but the character é is encoded using two bytes. Explain one advantage and one disadvantage of using a variable number of bytes to represent each character.
 - c) How many characters can a 16-bit number represent?
3. An IEEE754 floating-point number consists of three component parts: a sign bit (S), an exponent (E) and a mantissa (M). The following diagram shows how these three parts are combined to form a single-precision floating-point number:



- a) The following equation can be used to calculate the value of a non-zero floating-point number:

$$(1 - 2a)(1 + b)2^{c-15}$$

Write the component each variable in the equation represents: a , b , c .
- b) The number of bits allocated to the exponent and mantissa can be chosen to suit the application. Explain one advantage and one disadvantage of that is made when the number of bits used to represent the exponent is increased and the number of bits used to represent the mantissa is reduced.
4. Floating-point numbers can be represented as two two's complement integers: one representing the exponent and one representing the mantissa. Use this floating-point format to represent the following denary numbers:
 - a) Convert the following binary floating-point numbers into denary:
 - i.

| | | | | | | | |
|----------|---|---|---|----------|---|---|---|
| 0 | 1 | 0 | 1 | 1 | 1 | 1 | 1 |
| Exponent | | | | Mantissa | | | |
 - ii.

| | | | | | | | |
|----------|---|---|---|----------|---|---|---|
| 1 | 1 | 0 | 0 | 1 | 0 | 0 | 0 |
| Exponent | | | | Mantissa | | | |
 - b) Convert the following denary numbers into binary floating-point numbers using a 5-bit mantissa:
 - i. 0.75
 - ii. -7.5

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- c) Find the highest number that can be represented using a 3-bit exponent
- In floating-point binary
 - In denary
- d) Find the lowest number that can be represented using a 4-bit exponent
- In floating-point binary
 - In denary
- e) Normalise the following floating point numbers:

i.

| | | | | | | | |
|----------|---|---|----------|---|---|---|---|
| 0 | 0 | 1 | 0 | 0 | 0 | 1 | 1 |
| Exponent | | | Mantissa | | | | |

ii.

| | | | | | | | |
|----------|---|---|----------|---|---|---|---|
| 1 | 1 | 1 | 1 | 1 | 0 | 1 | 0 |
| Exponent | | | Mantissa | | | | |

- f) Add the following two numbers and normalise the result. Show your working.

| | | | | | | | | | | | | | |
|----------|---|---|---|----------|---|---|---|---|----------|---|---|---|---|
| 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | + | 0 | 0 | 0 | 1 | 0 |
| Exponent | | | | Mantissa | | | | | Exponent | | | | |

- g) Subtract the number on the right from the number on the left and normalise the result. Show your working.

| | | | | | | | | | | | | | |
|----------|---|---|---|----------|---|---|---|---|----------|---|---|---|---|
| 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | - | 0 | 0 | 0 | 0 | 1 |
| Exponent | | | | Mantissa | | | | | Exponent | | | | |

5. Is it possible to represent 0.3 exactly in floating-point binary? Explain your answer.

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1.4.2 Data Structures

1. Arrays are a very popular and commonly used data structure in programming language of your choice on this question wherever required.
 - a) Write the code that would create a one-dimensional array (named 'sports') of five sports that are played at a school: rugby, football, hockey, netball, basketball.
 - b) In the majority of languages, arrays are said to be 0-based. What does this mean?
 - c) Write the code that would output the first and last element.
 - d) It has been decided that football will no longer be played and they are going to add badminton. Write the code that would update the array with this information.
2. Take the following example of a stack that is currently stored in memory.



| Memloc | Data | TopOfStack |
|--------|------|------------|
| 6 | | |
| 5 | | |
| 4 | | |
| 3 | Fish | ← |
| 2 | Cat | |
| 1 | Dog | |

- a) Complete the table after the following commands:
Push 'Mouse', Push 'Rat', Pop
 - b) Complete the table after the following further commands:
Pop, Pop, Push 'Rabbit'
3. Queues are a popular way of representing data within a computer.
 - a) Explain the difference between a queue and a stack.
 - b) Describe how a circular queue works.
 - c) Complete the following table showing the state of the queue at each stage. You must complete the state of the queue and NextFree values at each stage.

| State 1 | State 2 | State 3 | State 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|---------------|------------------------|---------------|---|---|--|--|---|--|--|---|---|---|---|---|---|---|---|---|--|--|--|---|---|---|---|---|--|--|--|--|--|---|---|---|--|--|
| start state | H joins queue | E is served from queue | J joins queue | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td></tr><tr><td></td><td></td><td>C</td><td></td><td></td></tr></table> | 1 | 2 | 3 | 4 | 5 | | | C | | | <table><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td></tr><tr><td>A</td><td>B</td><td>C</td><td></td><td></td></tr></table> | 1 | 2 | 3 | 4 | 5 | A | B | C | | | <table><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr></table> | 1 | 2 | 3 | 4 | 5 | | | | | | <table><tr><td>1</td><td>2</td></tr><tr><td></td><td></td></tr></table> | 1 | 2 | | |
| 1 | 2 | 3 | 4 | 5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | C | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 2 | 3 | 4 | 5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| A | B | C | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 2 | 3 | 4 | 5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| FrontPtr = 1 | FrontPtr = | FrontPtr = | FrontPtr = | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| NextFree = 4 | NextFree = | NextFree = | NextFree = | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

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1.4.3 Boolean Algebra

1. a) Explain the function of applying the following logical operators to a value:
- NOT
 - OR

- b) What are the functions of the following logic gates?



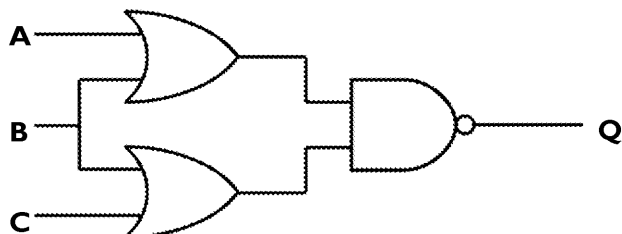
2. Copy and complete the following truth table:

| A | B | A NAND B | A OR B | A XOR B |
|-------|-------|----------|--------|---------|
| FALSE | FALSE | | | |
| FALSE | TRUE | | | |
| TRUE | FALSE | | | |
| TRUE | TRUE | | | |

3. Calculate the results of the following logic expressions:

- $0 \vee 1 \vee 1 \vee 0$
- $1 \wedge 0$
- $(0 \vee 0 \vee 0) \vee (0 \vee (1 \wedge 1))$

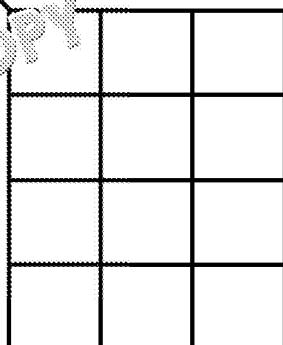
4. Consider the following logic diagram. Write the logic equation for Q.



5. Draw the logic diagram for this expression: $\neg ((A \wedge B) \vee C)$

6. a) Draw a Karnaugh map using the truth table below.

| A | B | C | D | Q |
|---|---|---|---|---|
| 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 1 | 0 |
| 0 | 0 | 1 | 0 | 0 |
| 0 | 0 | 1 | 1 | 0 |
| 0 | 1 | 0 | 0 | 1 |
| 0 | 1 | 0 | 1 | 1 |
| 0 | 1 | 1 | 0 | 1 |
| 0 | 1 | 1 | 1 | 1 |
| 1 | 0 | 0 | 0 | 0 |
| 1 | 0 | 0 | 1 | 0 |
| 1 | 0 | 1 | 0 | 0 |
| 1 | 0 | 1 | 1 | 0 |
| 1 | 1 | 0 | 0 | 0 |
| 1 | 1 | 0 | 1 | 1 |
| 1 | 1 | 1 | 0 | 0 |
| 1 | 1 | 1 | 1 | 1 |



- b) Use the Karnaugh map to produce a simplified equation for Q.

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1.5.1 Computing-related Legislation

1. The Computer Misuse Act 1990 introduced three new criminal offences.
 - a) State the three new criminal offences introduced in the act.
 - b) Explain the concept of phishing and give an example of a way a criminal can gain access to a computer system.
2. The Data Protection Act 1998 sets out the laws that govern the way personal data is handled.
 - a) Explain what is meant by personal data according to the act.
 - b) The act contains eight principles that should be followed by organisations that handle personal data. State three of these principles.
 - c) Does the UK government have to abide by the principles laid out in the act?
 - d) A marketing company wants to collect data about potential customers in order to target them with advertising. The data could include information such as the person's name, date of birth and contact details. Does the Data Protection Act forbid this?
3. The Copyright, Designs and Patents Act 1988 sets out some of the laws that protect the rights of content owners.
 - a) Give one example of a type of work that can be protected by each of the following:
 - i. Patents
 - ii. Copyright
 - iii. Designs
 - iv. Trademarks
 - b) In most cases it is illegal for a programmer to copy code that someone else has written for their company's code without the owner's permission.
 - i. What type of protection applies to computer code?
 - ii. The computer code does not contain a notice displaying the name of the owner. Is this illegal?
 - c) Explain the concept of *fair dealing*.
 - d) A company is developing a new software product that includes a new feature. They are unsure how they should protect their new software. Discuss the advantages and disadvantages of the protections they can use.
4. The Regulation of Investigatory Powers Act 2000 allows the government to intercept communications and postal communication.
 - a) Encrypted communications are useless when they are intercepted unless the key is known. Explain the provisions of the act that contain measures to mitigate this problem.
 - b) The act has been widely criticised by privacy campaigners. Explain why and compare the benefits of the act with its effect on civil liberties.

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1.5.2 Moral and Ethical Issues

1. a) Peer-to-peer networks are frequently used to share large 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. Give two advantages and two disadvantages of using robots for work in the home.

3. There has been a huge push in recent years into the development of computer vision software by companies such as Google, Facebook and Apple.

If a human is shown two pictures, they will be able to identify if the same person is in an account of 97.53% on average. Facebook has developed an algorithm to detect faces in photos.

Discuss the uses of this technology and any ethical issues surrounding its use. You may wish to consider what the technology would be used for, privacy issues, information and the impact of wearable technology.

4. 'According to a well written and thorough article in the *Virginia Journal of Law and Technology*, we've 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 was a student at NetStumbler, which is a tool used to map Wi-Fi networks using a Wi-Fi card. This is known as 'WarDriving'.

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

Discuss the ethics and legality of WarDriving. You may wish to consider how to do WarDriving yourself – what information could be gathered, what the end use of such information, what happens to the information later, and where it is stored.

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1.1.1 Processors

1. A processor is the chip/circuit in a computer that decodes and executes instructions.

2. 1 mark for each answer in **bold**:

| Name | Role |
|--------------------|--|
| Data bus | Carries binary data to and from devices. |
| Control bus | Carries processor commands to devices and returns signals |
| Address bus | Carries the address/location of data that needs to be sent or retrieve data from. |

3. a) 1 mark for circling ADD, MULTIPLY and HLT.

b) 2 marks for a correct description, 1 mark if the description is less specific but correct.

- Program Counter (PC): Stores the memory address of the next instruction to be executed and can be overwritten to branch.
- Accumulator (ACC): Stores the results of arithmetic and logic operations.
- Current Instruction Register (CIR): Instructions are loaded into this register while the instruction is decoded and executed.

c) 1 mark for each correct step and 1 mark for each correct register name. The steps can be in any order:

Load the target memory address into the MAR (memory address register).
Load the data to store into the MDR (memory data register).

4. a) i. Fetch:

Load the next instruction from the memory location given by the program counter into the current instruction register (CIR) (1 mark). Increment the program counter.

ii. Decode

The processor separates the instruction in the CIR into the function code, immediate values (1 mark) and registers to operate on or store results to.

iii. Execute (up to 3 marks from the following)

The instruction and its associated data are dispatched to the appropriate ALU or LOAD/STORE unit (1 mark). If the operation is a branch the program counter is updated with the branch target address (1 mark). If the operation is a load or a store then the MAR is updated with the memory address either read from or written to (1 mark). Arithmetic and logic instructions use the accumulator or an alternative destination register (1 mark). If the operation is a HLT instruction the processor is stopped (1 mark).

b) 1 mark for identifying a technique and 1 mark for a correct explanation:

- Clock speed: Increasing the clock speed reduces the time the processor takes to complete each operation.
- Cache size: Increasing the size of the cache reduces the chance that the processor will need to travel a long way to the main memory, reducing the average time taken to complete an operation.
- Vector instructions (also known as SIMD): Operations take place on multiple data items at once, rather than needing to be executed one after another.
- Multiple cores: Increasing the number of cores means that multiple instructions can be executed simultaneously rather than needing to be executed one after another.

5. Give 2 marks for correctly identifying the difference between the two architectures and 2 marks for a reasonable application of each.

Von Neumann: Instructions are stored in the same memory address space as data for general purpose computers.

Harvard: Instructions are stored in a separate memory address space to the data for embedded applications.

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1.1.2–3 Types of Processor, Input, Output and Storage

1. a) 1 mark for each two correct answers:

| Resource | Shared between Cores (%) |
|---------------------------------|--------------------------|
| ALU (arithmetic and logic unit) | No |
| RAM (random-access memory) | Yes |
| Network card | Yes |
| PC (program counter) register | No |

- b) 2 marks for each advantage and disadvantage, or identification and explanation

Advantages:

- Performance: Can do multiple tasks in parallel.
- Responsiveness: Tasks don't necessarily have to wait for other tasks to finish.
- Clearer code: Tasks that are unrelated can be written in separate functions rather than needing to be multiplexed into a single code block.

Disadvantages:

- Difficult: Writing and maintaining multi-threaded code is generally more difficult than single-threaded code.
- Bugs: Rewriting the code may introduce bugs.
- Less clear code: Tasks that need to be split to balance the load on the processor may be less elegant.

2. a) The processor is a CISC processor (1 mark). The instruction performs more than one operation (1 mark).

- b) 1 mark for a reason and 1 mark for a correct explanation:

- Low power: RISC processors require less complex circuitry and so consume less power.
- Custom chips: RISC processors are simpler and, therefore, cheaper to produce, saving chip space. Therefore, they are easier/cheaper to combine with other components on a single chip (known as a system-on-chip or SoC).
- Software availability: RISC processors are more common than CISC processors, and, therefore, more mobile-centric software is available.
- Simpler assembly: Code written in RISC assembly uses a smaller number of instructions, which can be easier to write and understand. This can be important if a mobile device needs to heavily hand-optimize parts of the software to improve performance.

3. a) 2 marks: RAM loses its data when it loses power; therefore, a ROM is used because it remains available after power has been lost.

1 mark: RAM can be overwritten so the boot program might be lost. By using ROM, the boot program is permanent and cannot be accidentally wiped.

- b) 1 mark per advantage and disadvantage. Only one advantage and disadvantage for each storage type.

- Flash memory (USB stick, SD card, etc.):
 - Advantages: cheap, can save operating system state, maximum capacity is high.
 - Disadvantages: high cost relative to optical media, might be slow.
- Optical disk (CD, DVD, Blu-Ray):
 - Advantages: cheap, can save state if rewriteable.
 - Disadvantages: easily damaged, can degrade, slow, require optical drive.
- External hard disk (HDD, SSD):
 - Advantages: cheap per GB relative to flash memory, fast, can save state.
 - Disadvantages: minimum cost is high, possibly fragile if HDD used.

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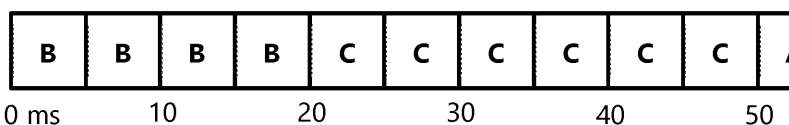
4. a) 2 marks each for two of the following:
- Mouse (to select classes, and then pupils who are absent) – cheap
 - Keyboard – cheap and shortcut commands can be used
 - Optical Mark Reader – very quick and access to computer not needed
 - Bar Code Reader – easy to use and could later be used (by pupils) from printed sheet by teacher
 - Electronic Whiteboard – often installed in modern classrooms and can see the class
 - RFID – can be used wirelessly for convenience
 - Smart Card – can contain a relatively large amount of information and other alternatives so can be used for various functions
 - Biometrics – much more secure than other methods as only a person can enter data into the computer
- b) 1 mark for a correct advantage and 1 mark for a good explanation for two:
- Appears as a single storage device: users don't have to manage multiple devices
 - Cheap: general purpose hardware can be used to implement storage systems rather than expensive dedicated network storage devices
 - Scalable: adding extra servers can expand storage capacity; virtual storage is not limited by a single piece of hardware such as a NAS has
 - High availability: virtual storage can be designed with redundancy to ensure maximum uptime

1.2.1 Systems Software

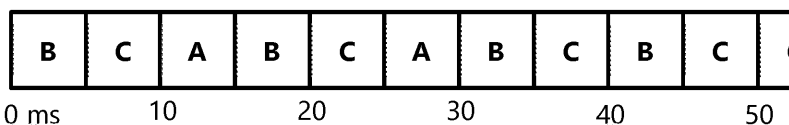
1. a) 1 mark for circling I/O DEVICE COMMUNICATION, PROCESS SCHEDULING
- b) A real-time operating system provides processes with guarantees about when they will be scheduled to run. This means that processes can be designed to complete within a certain time frame. Real-time operating systems are typically optimised for latency rather than throughput as a standard operating system is.
- c) A distributed operating system combines multiple computers connected together to form a virtual system.
2. a) Virtual memory is a mapping, usually implemented with hardware support (memory management unit), from a process's address space to a physical address space so that processes do not use physical memory addresses directly.
- b) Since each process can only see the address space it has been allocated, processes are not in its address space. Therefore, it cannot overwrite or read memory of other processes or other processes.
- c) 1 mark for one of the following advantages:
- Allows system to keep functioning even if it runs out of main memory
 - Infrequently used data can be moved from main memory to mass storage and cache
- 1 mark for one of the following disadvantages:
- System performance may be reduced if data contained in secondary storage is moved to main memory unnecessarily.
 - Memory access times become more variable (important in systems where high performance/responsiveness is required).
3. a) Full marks for the correct answer. 1 mark if the processes are scheduled in the wrong order.
- i. First come, first served

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ii. Round robin



- c) i. First come, first served (C ends after 50 ms rather than 60 ms).
 ii. No (1 mark), if A and B were longer-running processes and started to have to wait until the long-running processes completed before getting round-robin approach, they would get processor time earlier, and so could in a first come, first served system (2 marks).
 iii. Multi-level feedback queues could be used (1 mark). In this scheduler, processes are placed in a higher priority queue than A or B. The scheduler prefers higher priority queues so C would be run in preference to A or B until

4. a) A virtual machine is a piece of software that executes instructions designed for a machine itself or for a hardware platform that the virtual machine is emulating.
 b) 1 mark each for up to two of the following:
 • Executing an instruction in software incurs overhead (the cost of replacing a hardware instruction with a software instruction for example) that executing an instruction in hardware does not.
 • Hardware may contain specialised circuits to perform certain operations more efficiently than software.
 • The instruction set of the machine being emulated may not be a good match for the machine the emulator is run on, so the virtual machine may have to map the instructions to the real underlying hardware.
 c) 1 mark for each of:
 • Interpreting an intermediate instruction set generated by a compiler.
 • Running one or more operating systems within another.
 5. 1 mark for each of the following steps. Full marks should also be given if an alternative step is provided.
 • Provide an interrupt service routine (ISR) that will add the process back to the scheduler.
 • Register the ISR so that it will be called when the given time period has elapsed.
 • Remove the process from the operating system's scheduler.
 • Yield the process to stop executing.
 • When the process resumes, check to see if the given time period has elapsed. If so, repeat the process subtracting the time elapsed from the delay required.

1.2.2 Applications Generation

1. a) 1 mark each for five correct descriptions of system software and application software. A system software is used for a specific task. System software controls the system and provides a platform for applications.
 b) 1 mark for each two correct answers.

| Software Name | Type (Application or System) |
|-------------------|------------------------------|
| Operating System | System |
| Word Processor | Application |
| Calculator | Application |
| Sound Card Driver | System |

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2. a) Assembler, interpreter
 b) *2 marks for each correct description:*
 Compilers convert code written in a high-level language into an executable machine code.
 Assemblers convert code written in a low-level assembly language into machine code.
 Interpreters execute code directly without necessarily first converting into machine code.
3. a) Closed-source programs are programs where the source code is kept secret and the source code for open-source programs is made available to the recipient and they can redistribute it (1 mark).
 b) *1 mark for a correct example of each. Examples:*
 Open-source: Linux, Open/LibreOffice, GCC, Mozilla, Firefox, Chromium
 Closed-source: Windows, Office, Internet Explorer, Safari, PowerDVD, etc.
 c) *Up to 2 marks each for one advantage and one disadvantage, with good detail.*
 Advantages:
 - Community involvement and support: members of the software development community develop and support the software.
 - Maintaining community relations: open-sourcing software can help maintain relations with the community and encourage similar ventures by others.
 - Increased adoption: the software might be adopted more widely as it is free of charge. Commercial activities such as advertising, hardware sales and proprietary software can be used to promote the software.
 Disadvantages:
 - Exposure of proprietary information: the software might expose information that the company would rather keep secret.
 - Difficult to sell open-source software: it can be more difficult to make a profit from open-source software than proprietary software.

1.2.3 Introduction to Programming

1. a) Procedural programming languages are imperative (consist of a sequence of statements to be executed one after the other) (1 mark) and have subroutines/procedures to isolate and group a particular sequence of statements to provide some structure.
 b) i. Scope
 ii. *1 mark for each of the following points up to a maximum of 2 marks:*
 - Makes it more difficult to accidentally change the value of a variable that the program can see.
 - Reduces the possibility of procedures having side effects that other parts of the program understand and work with the code.
 - Allows access to variables to be restricted to the executing thread (prevents variables accessed by any thread from being modified in an unsafe manner).
2. a) *2 marks for describing the difference between local and global variables, plus an additional mark for giving examples.*
 Variables are declared in memory locations that may change while the program is running. For example, the product number of an item on an e-commerce website. Constants are used where data that is used in a computer program is permanent. For example, assigning Pi (π) the value of 3.145 (3dp).
 b) A procedure is a routine called by the program which performs a set of actions. A function is a routine called within an expression which returns a result.
3. a) i. $23 \text{ MOD } 4 = 3$
 ii. $23 \text{ DIV } 4 = 5$
 b) Concatenation is used to join two strings together where the combined string is returned. Example (1 mark), 'OCR' + 'Computer Science'; returns 'OCR Computer Science'.

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4. a) The program adds B to the result (1 mark) A times (1 mark).
- b) It will produce the correct answer (1 mark). If A is 0, the loop will not execute and if B is 0, then 0 will be added to the result A times, again resulting in 0.
- c) Labels (1 mark). They allow instructions to be addressed without hardcoding values which might change as the program is edited (1 mark).
- d) Pseudocode:

```

RESULT = A
while (B - RESULT) < 0
    RESULT = RESULT + B
endwhile
    
```

Assembly Program:

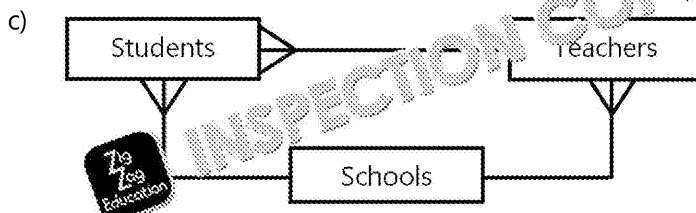
```

                INP
                STA RESULT
                STA B
                LDA B
                SUB RESULT
                BRP QUIT
                LDA RESULT
                SUB B
                STA RESULT
                BRA LOOP
QUIT            LDA RESULT
                OUT
                HLT
ONE            DAT 1
B              DAT
RESULT        DAT
    
```

Max 3 marks for a correct pseudocode algorithm (does not have to match the assembly program)
 Max 4 marks for fully correct assembly program (reduce accordingly if the assembly program is not fully correct)

1.3.1 Databases

1. a) One-to-many
- b) The relationship between students and teachers is the wrong way round. It should be one teacher to many students.



2. a) A primary key is an attribute which uniquely defines a tuple/row.
- b) A secondary key is an attribute which uniquely defines a tuple/row but is not the primary key.
- c) A foreign key is an attribute that is found in multiple tables. It must be the same attribute in all tables.

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3. a) Table names can vary from the below suggestions but should be sensible
1 mark for each of the three tables with an extra mark for correctly having in 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
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

- c) 1 mark for all tables being present
1 mark for the correct naming and connections between them
1 mark for showing the 1-many relationships
Tables may differ from below but must match pupil's answer for part a.



- d) For each table:
1 mark for all fields being defined.
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 (4 marks)

| Field | Data Type | Format | Validation Rule/Input |
|-----------|------------|-------------|-----------------------|
| CustNum | AutoNumber | | "CUST" |
| Title | Text | Length = 4 | |
| FirstName | Text | Length = 15 | |
| Surname | Text | Length = 15 | |
| Address | Text | Length = 30 | |
| PostCode | Text | Length = 5 | >LL00 |

Stock Table (4 marks)

| Field | Data Type | Format | Validation Rule/Input |
|--------------|------------|-------------|-----------------------|
| StockNum | AutoNumber | | "STCK" |
| StockName | Text | Length = 25 | |
| Price | Currency | £0.00 | Default Validation |
| Manufacturer | Text | Length = 25 | |

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Order Table (4 marks)

| Field | Data Type | Format | Validation Rule/Input |
|------------|------------|--------------|-----------------------|
| OrderNum | AutoNumber | | "ORDR |
| CustNum | Number | Long Integer | |
| StockNum | Number | Long Integer | |
| OrderDate | Date/Time | Short Date | Default Validation |
| OrderTime | Date/Time | Short Time | Default Validation |
| Dispatched | Yes/No | | |

1.3.2 Networks

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 the signal meaning that data transmission has to be slowed right down. In a parallel cable also means that it costs significantly more (1 mark).
- c) $\text{transmission time} = \frac{\text{amount of data}}{\text{bandwidth}} + \text{delay}$

$$\text{transmission time} = \frac{1}{100} + 0.01 = 0.02 \text{ s} = 20 \text{ ms}$$

2. a) i. A gateway is a device which converts between two different types of network. In this example, it is required in order to convert between the ADSL and the Ethernet system used in the local network (1 mark).
ii. A person does not need physical access to their building/network in order to use the internet (1 mark) so communication should be password-protected/encrypted (WPA2) (1 mark).
- b) Any IP address in the range 192.168.1.2–192.168.1.254 such as 192.168.1.100 (1 mark).
- c) Firewalls block network traffic based on a set of rules (1 mark). They make it difficult for attackers to probe computers to discover vulnerable services, for example (1 mark).
- d) DNS (domain name service) (1 mark). DNS is responsible for translating domain names to IP addresses (1 mark).
3. a) A packet consists of data and a header (1 mark). The header contains information about the packet, the destination of the packet, the sequence number of the packet and the checksum of the packet (for example (2 marks for at least two)).
- b) Every time a server receives a packet it sends an acknowledgement to the client (1 mark). If the client does not receive the acknowledgement within a set time (1 mark) then it resends the packet (1 mark). The sequence number is used to ensure packets are received in order (1 mark). So the client would simply resend the packet if it is not acknowledged.
- c) 1 mark for an advantage and 1 mark for a good description.
 - Allows HTTP to operate over TCP/IP networks: no special hardware.
 - Can take advantage of TCP/IP features such as error handling: so if a packet is lost it can be retransmitted.
 - Simplicity: reduces the complexity of the HTTP standard.
 - Reliability: TCP/IP implementations may already be very reliable.
 - Flexibility: HTTP could use other transport systems as required.

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4. 2 marks for each advantage/disadvantage up to a maximum of 6 marks.

Advantages of peer-to-peer:

- Cheaper – no need to buy bandwidth / expensive servers
- Can be faster – transmission does not need to travel to a server and on
- Privacy – the transmission is not sent to a server

Advantages of client-server:

- Less complex client code (important if, for example, the client is implemented on a mobile device)
- Server can be upgraded to fix security problems – client is controlled by server as frequently
- Servers can provide more features

1.3.3 Web Technologies

1. a) 1 mark for using `<a>` and 1 mark for using it correctly.

```
<p>My favourite website is <a href="http://www.bbc.com/news">BBC News</a></p>
```

- b) She should use the h1 (or, less likely, h2–6) tag (1 mark). It is important that the text is styled appropriately by a web browser (1 mark) / interpreted properly by a screen reader (1 mark).

- c) Each item should be contained in `` tags, with an `` tag around the

```
<li>
  <ul>My favourite website is BBC News.</ul>
  <ul>My favourite TV show is Downton Abbey.</ul>
</li>
```

- d) 1 mark for each of the following elements: form, text input, submit input, label

```
<form>
  <label>Name</label>
  <input type="text">
  <label>Comment</label>
  <input type="text">
  <input type="submit">
</form>
```

2. a) i. 1 mark for using a link tag, 1 mark for any other correct element up to a maximum of 2 marks.

```
<link rel="stylesheet" type="text/css" href="style.css">
```

- ii. 1 mark per advantage up to a maximum of 2 marks.

- Can be used in multiple HTML files
- Can be cached by a browser
- Can be swapped out to give the site different looks

- b) 1 mark for identifying that a class is required, 1 mark for adding the class selector and 1 mark for the correct syntax.

The author should use a class. Example code:

```
HTML:
<p class="deadline">...</p>

CSS:
.deadline {
  color: red;
}
```

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3. a) JavaScript is executed by the web browser on the client's computer.
 b) `document.getElementById("name").innerHTML = "Emily";`
 c) 5 marks for a correct function that fulfils the specification. Accept minor errors
- ```
function checkPassword() {
 var pswd = document.getElementById("pswd");
 if (pswd.value.length < 8) {
 pswd.style.backgroundColor = "red";
 } else {
 pswd.style.backgroundColor = "green";
 }
}
```
4. a) Lossless compression is reversible: the original file can be recreated exactly. Lossy compression is not reversible: some data is lost (e.g. the quality may be reduced).  
 b) Examples: Music, Video, Images  
 Reason: Humans can still understand/enjoy the result when certain information is lost.  
 c) Lossless compression techniques require all the information in the compressed file to be recreated (1 mark). Lossy compression does not require all the information, preventing the original file being recreated (1 mark). Lossless compression can be applied to lossy compressed files as the lossy compressed file will be recreated exactly.

## 1.4.1 Data Types 1

1. a) Denary numbers are each represented by a pattern of bits which are included in the example, 0000, 0001, 0010, 0011.  
 b) 1 mark for five correct answers and 2 marks for a complete set of correct answers

| Denary | Binary | Hexadecimal |
|--------|--------|-------------|
| 0      | 0000   | 0           |
| 1      | 0001   | 1           |
| 2      | 0010   | 2           |
| 3      | 0011   | 3           |
| 4      | 0100   | 4           |
| 5      | 0101   | 5           |
| 6      | 0110   | 6           |
| 7      | 0111   | 7           |
| 8      | 1000   | 8           |
| 9      | 1001   | 9           |
| 10     | 1010   | A           |
| 11     | 1011   | B           |
| 12     | 1100   | C           |
| 13     | 1101   | D           |
| 14     | 1110   | E           |
| 15     | 1111   | F           |
| 16     | 10000  | 10          |

2. a)
- $$\begin{array}{r} + 0010 \\ 1001 \\ \hline 1001 \end{array}$$
- b)
- $$\begin{array}{r} 1011 \\ - 0101 \\ \hline 0110 \end{array}$$

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3. a) i. 102  
ii. 185  
iii. 197
- b) i. 01001110  
ii. 01111011  
iii. 11100100
- c) i. 45  
ii. -89
- d) i. 4.75  
ii. 11.5625
4. a) i. 11001100  
ii. CC
- b) i. 199  
ii. C7
- c) i. 11001111  
ii. 11001111
- d) i. 10010011  
ii. 11101101
- e) i. 1000.0011  
ii. 1111.1101

### 1.4.1 Data Types 2

1. a) i. F: 70  
ii. M: 77  
iii. X: 88
- b) 1 mark for the correct answer and 1 mark for the explanation mentioning 28 – 4 spaces, 1!, and 23 letters. You may accept 29 if the student mentions the end of the line in the explanation.
- c) 128
2. a) Unicode can represent a much larger number of characters than ASCII.
- b) 1 mark for an advantage and 1 mark for a disadvantage:
- Advantages:
- Common characters can use fewer bytes
  - Can be made backwards compatible with ASCII
- Disadvantages:
- More difficult to process
  - A string does not use many one-byte characters then the encoding is inefficient
- c)  $2^{16} = 65,536$
3. a) a: sign  
b: mantissa  
c: exponent
- b) Increasing the number of exponent bits increases the range of the number, increasing the number of mantissa bits increases the precision of the number (1 mark)
4. a) i.  $-11 * 2^2 = -44$   
ii.  $8 * 2^{-2} = 2$

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b) i. 0.75

|          |   |   |          |   |   |   |   |
|----------|---|---|----------|---|---|---|---|
| 1        | 0 | 0 | 0        | 1 | 1 | 0 | 0 |
| Exponent |   |   | Mantissa |   |   |   |   |

ii. -7.5

|          |   |   |          |   |   |   |   |
|----------|---|---|----------|---|---|---|---|
| 1        | 1 | 1 | 1        | 0 | 0 | 0 | 1 |
| Exponent |   |   | Mantissa |   |   |   |   |

c) i.

|          |   |   |          |   |   |   |   |
|----------|---|---|----------|---|---|---|---|
| 0        | 1 | 1 | 0        | 1 | 1 | 1 | 1 |
| Exponent |   |   | Mantissa |   |   |   |   |

ii.

d) i.

|          |   |   |          |   |   |   |   |
|----------|---|---|----------|---|---|---|---|
| 0        | 1 | 1 | 1        | 1 | 0 | 0 | 0 |
| Exponent |   |   | Mantissa |   |   |   |   |

ii.  $-8 * 2^7 = -1024$

e) i.

|          |   |   |          |   |   |   |   |
|----------|---|---|----------|---|---|---|---|
| 1        | 1 | 1 | 0        | 1 | 1 | 0 | 0 |
| Exponent |   |   | Mantissa |   |   |   |   |

ii.

|          |   |   |          |   |   |   |   |
|----------|---|---|----------|---|---|---|---|
| 1        | 0 | 0 | 1        | 0 | 1 | 0 | 0 |
| Exponent |   |   | Mantissa |   |   |   |   |

f) Equalise the exponents:

$$00000100 = 00010010$$

Add the mantissas:

$$0100 + 0010 = 0110$$

Answer:

|          |   |   |          |   |   |   |   |
|----------|---|---|----------|---|---|---|---|
| 0        | 0 | 0 | 1        | 0 | 1 | 0 | 0 |
| Exponent |   |   | Mantissa |   |   |   |   |

g) Equalise the exponents:

$$11111000 = 00001100$$

Subtract the mantissas:

$$1100 - 1010 = 0010$$

Normalise the result:

$$00000010 = 11110100$$

Answer:

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|          |   |   |   |          |   |   |   |
|----------|---|---|---|----------|---|---|---|
| 1        | 1 | 1 | 1 | 0        | 1 | 0 | 0 |
| Exponent |   |   |   | Mantissa |   |   |   |

5. No (1 mark). 0.3 is not representable as a fraction with a denominator that is

## 1.4.2 Data Structures

1. a) 1 mark for the correct declaration of an array string and 1 mark for the sp

C:

```
const char *sports[] = {"rugby", "football", "hockey"}
```

VB:

```
Dim sports() As String = {"rugby", "football", "hockey", "cricket"}
```

JS:

```
var sports = ["rugby", "football", "hockey", "netball"]
```

- b) The first element of the array has the index 0 which means the last element of number of elements -1.

- c) C:

```
printf("%s\n", sports[0]);
```

```
printf("%s\n", sports[4]);
```

VB:

```
console.WriteLine(sports(0))
```

```
console.WriteLine(sports(4)) OR console.WriteLine(sports[sports.Length - 1])
```

JavaScript:

```
console.log(sports[0]);
```

```
console.log(sports[4]); OR console.log(sports[sports.length - 1]);
```

- d) C/JavaScript: sports[1] = "gymnastics";

VB: sports(1) = "gymnastics"

2. a) Accept 1 mark each for Mouse and Rat being added in the correct order being at MemLoc 4.

| Memloc | Data  | TopOfStack |
|--------|-------|------------|
| 6      |       |            |
| 5      | Rat   |            |
| 4      | Mouse | ←          |
| 3      | Fish  |            |
| 2      | Cat   |            |
| 1      | Dog   |            |

- b) Accept 1 mark for TopOfStack being in MemLoc 3 and 1 mark for the Rat/Dog. Give 1 mark for a mistake in part a if their answers suit their re

| Memloc | Data   | TopOfStack |
|--------|--------|------------|
| 6      |        |            |
| 5      | Rat    |            |
| 4      | Mouse  |            |
| 3      | Rabbit | ←          |
| 2      | Cat    |            |
| 1      | Dog    |            |

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3. a) A queue is a first-in, first-out (FIFO) data structure (1 mark) whereas a stack is a last-in, first-out (LIFO) data structure (1 mark). This means that items are retrieved from a queue in the order they are inserted, whereas items are retrieved from a stack in the reverse of the order they are inserted.
- b) A circular queue consists of a fixed length array with pointers to the start and end of the queue. The pointers wrap around to 0 when they reach the end of the array.
- c) 1 mark for the state of the queue and 1 mark for the pointer values being correct.

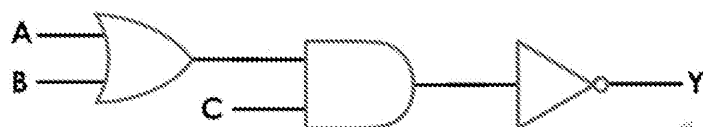
| State 1                                                                                                                                                                  | State 2       | State 3                | State 4       |   |   |   |   |   |  |  |                                                                                                                                                                           |   |   |   |   |   |   |   |   |   |  |                                                                                                                                                                          |   |   |   |   |   |   |  |   |   |  |                                                                                                                                                                         |   |   |   |   |   |   |   |  |  |  |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------|------------------------|---------------|---|---|---|---|---|--|--|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|---|---|---|---|---|---|---|---|--|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|---|---|---|---|---|--|---|---|--|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|---|---|---|---|---|---|--|--|--|
| Start state                                                                                                                                                              | H joins queue | Item served from queue | J joins queue |   |   |   |   |   |  |  |                                                                                                                                                                           |   |   |   |   |   |   |   |   |   |  |                                                                                                                                                                          |   |   |   |   |   |   |  |   |   |  |                                                                                                                                                                         |   |   |   |   |   |   |   |  |  |  |
| <table><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td></tr><tr><td>A</td><td>B</td><td>C</td><td></td><td></td></tr></table> <p>FrontPtr = 1<br/>NextFree = 4</p> | 1             | 2                      | 3             | 4 | 5 | A | B | C |  |  | <table><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td></tr><tr><td>A</td><td>B</td><td>C</td><td>H</td><td></td></tr></table> <p>FrontPtr = 1<br/>NextFree = 5</p> | 1 | 2 | 3 | 4 | 5 | A | B | C | H |  | <table><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td></tr><tr><td>A</td><td></td><td>C</td><td>H</td><td></td></tr></table> <p>FrontPtr = 2<br/>NextFree = 5</p> | 1 | 2 | 3 | 4 | 5 | A |  | C | H |  | <table><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td></tr><tr><td>A</td><td>B</td><td></td><td></td><td></td></tr></table> <p>FrontPtr = 0<br/>NextFree = 3</p> | 1 | 2 | 3 | 4 | 5 | A | B |  |  |  |
| 1                                                                                                                                                                        | 2             | 3                      | 4             | 5 |   |   |   |   |  |  |                                                                                                                                                                           |   |   |   |   |   |   |   |   |   |  |                                                                                                                                                                          |   |   |   |   |   |   |  |   |   |  |                                                                                                                                                                         |   |   |   |   |   |   |   |  |  |  |
| A                                                                                                                                                                        | B             | C                      |               |   |   |   |   |   |  |  |                                                                                                                                                                           |   |   |   |   |   |   |   |   |   |  |                                                                                                                                                                          |   |   |   |   |   |   |  |   |   |  |                                                                                                                                                                         |   |   |   |   |   |   |   |  |  |  |
| 1                                                                                                                                                                        | 2             | 3                      | 4             | 5 |   |   |   |   |  |  |                                                                                                                                                                           |   |   |   |   |   |   |   |   |   |  |                                                                                                                                                                          |   |   |   |   |   |   |  |   |   |  |                                                                                                                                                                         |   |   |   |   |   |   |   |  |  |  |
| A                                                                                                                                                                        | B             | C                      | H             |   |   |   |   |   |  |  |                                                                                                                                                                           |   |   |   |   |   |   |   |   |   |  |                                                                                                                                                                          |   |   |   |   |   |   |  |   |   |  |                                                                                                                                                                         |   |   |   |   |   |   |   |  |  |  |
| 1                                                                                                                                                                        | 2             | 3                      | 4             | 5 |   |   |   |   |  |  |                                                                                                                                                                           |   |   |   |   |   |   |   |   |   |  |                                                                                                                                                                          |   |   |   |   |   |   |  |   |   |  |                                                                                                                                                                         |   |   |   |   |   |   |   |  |  |  |
| A                                                                                                                                                                        |               | C                      | H             |   |   |   |   |   |  |  |                                                                                                                                                                           |   |   |   |   |   |   |   |   |   |  |                                                                                                                                                                          |   |   |   |   |   |   |  |   |   |  |                                                                                                                                                                         |   |   |   |   |   |   |   |  |  |  |
| 1                                                                                                                                                                        | 2             | 3                      | 4             | 5 |   |   |   |   |  |  |                                                                                                                                                                           |   |   |   |   |   |   |   |   |   |  |                                                                                                                                                                          |   |   |   |   |   |   |  |   |   |  |                                                                                                                                                                         |   |   |   |   |   |   |   |  |  |  |
| A                                                                                                                                                                        | B             |                        |               |   |   |   |   |   |  |  |                                                                                                                                                                           |   |   |   |   |   |   |   |   |   |  |                                                                                                                                                                          |   |   |   |   |   |   |  |   |   |  |                                                                                                                                                                         |   |   |   |   |   |   |   |  |  |  |

### 1.4.3 Boolean Algebra

1. a) i. NOT – This gives the negation (or opposite response)  
ii. OR – This shows whether either of the two conditions is true including both being true
- b) i. AND  
ii. XOR
2. 1 mark for each correct column.

| A     | B     | A NAND B | A OR B | A XOR B |
|-------|-------|----------|--------|---------|
| FALSE | FALSE | TRUE     | FALSE  | FALSE   |
| FALSE | TRUE  | TRUE     | TRUE   | TRUE    |
| TRUE  | FALSE | TRUE     | TRUE   | TRUE    |
| TRUE  | TRUE  | FALSE    | TRUE   | FALSE   |

3. a) 1 b) 0 c) 1
4.  $Q = \neg((A \vee B) \wedge (B \vee C))$
5. 1 mark for each correctly placed symbol:



6. a)

| CD \ AB |    |    |    |    |
|---------|----|----|----|----|
|         | 00 | 01 | 10 | 11 |
| 00      | 0  | 1  | 0  | 0  |
| 01      | 0  | 1  | 1  | 1  |
| 11      | 0  | 1  | 1  | 1  |
| 10      | 0  | 1  | 0  | 0  |

- b)  $Q = (\neg A \wedge B) \vee (A \wedge D)$

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## 1.5.1 Computing-related Legislation

1. a) 1 mark for each correct criminal offence  
Accessing computer material without authorisation.  
Modifying computer material without authorisation.  
Accessing computer material without authorisation in order to commit a  
b) Phishing is the act of masquerading as a trusted institution or person (e.g. into providing personal information (1 mark). Phishing can be used to get and passwords in order to get access to a computer system (1 mark).
2. a) Up to 2 marks from the following:  
Personal data is data related to a living individual (1 mark) who can be identified from the data (1 mark)
  - from the data and other information that the data controller has, or is likely to have (1 mark)b) 1 mark each for up to 4 of the following (may be reworded and simplified)
  - Personal data shall be processed fairly and lawfully and, in particular:
    - (a) at least one of the conditions in Schedule 2 is met, and
    - (b) in the case of sensitive personal data, at least one of the conditions in Schedule 2 is met.
  - Personal data shall be obtained only for one or more specified and lawful purposes and shall not be further processed in any manner incompatible with that purpose.
  - Personal data shall be adequate, relevant and not excessive in relation to the purposes for which they are processed.
  - Personal data shall be accurate and, where necessary, kept up to date.
  - Personal data processed for any purpose or purposes shall not be kept for longer than is necessary for that purpose or those purposes.
  - Personal data shall be processed in accordance with the rights of data subjects.
  - Appropriate technical and organisational measures shall be taken against unauthorised access to or processing of personal data and against accidental loss or destruction of personal data.
  - Personal data shall not be transferred to a country or territory outside the United Kingdom unless that country or territory ensures an adequate level of protection for the rights and freedoms of data subjects in relation to the processing of personal data.c) Yes, unless there is an exception for a particular purpose.  
d) Yes, it is forbidden (1 mark). In order to store identifiable data about an individual in question must give their consent (2 marks).
3. a) One example required for each.
  - i. Inventions
  - ii. Literature, art, music, code, film or any other copyrightable work
  - iii. Product appearance, configuration, decoration or shape
  - iv. Names, logos and phrasesb) i. Copyright  
ii. Yes, copyright is automatically created.  
c) Fair dealing is the limited exception of part of a copyrighted work (1 mark) for research/revision or for news reporting (1 mark).  
d) 1 mark for each point up to a maximum of four.  
They could use copyright or patents (1 mark). Copyright means that no one can copy the code / program (1 mark); however, it does not automatically stop someone from creating an algorithm and rewriting the code from scratch (1 mark). Patents might allow someone to create an algorithm (1 mark) although technically algorithms are not directly patentable (1 mark) also force them to make their algorithm public (1 mark). Patents also expire much more quickly than copyright (1 mark).

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4. a) The act allows the authorities to demand that a person either hand over the file. It is a criminal offence not to comply.
- b) This is a banded question:

| Level | Description                                                                                                          |
|-------|----------------------------------------------------------------------------------------------------------------------|
| 3     | Provides a clear, structured and well-reasoned response. Identifies points and provides examples related to the act. |
| 2     | Provides a clear, structured and well-reasoned response. Identifies points.                                          |
| 1     | Provides one or two points related to the act.                                                                       |

Example benefits of the act:

- Provides a legal framework for covert surveillance and clarifies the powers of the institutions.
- Allows police to intercept communications relating to terrorism and national security.
- Allows secret services to intercept communications for national security.

Example effects on civil liberties:

- Allows installation of equipment at ISPs enabling mass surveillance.
- Open to many different parts of government (including local councils) such a broad mandate for surveillance.
- Broad range of reasons that surveillance can be used.
- Limited oversight.
- No way to achieve redress.

## 1.5.2 Moral and Ethical Issues

1. a) i. A group of computers connected together with equal status that can share data.
- ii. Any two of the following:
- Difficult to shut down (need to shut down all the peers rather than a central server)
  - Lower cost as upload bandwidth is shared
  - Harder to trace the original source of the files
  - Faster as upload bandwidth is equal to the combined upload bandwidth of all peers
- b) DRM uses hardware or software and encryption to restrict the usage of a digital file.
- c) 1 mark for each of the following (up to a maximum of 4):

DRM might prevent a video file being:

- viewed on multiple computers
- copied to different computers
- viewed more than a set number of times
- played using anything other than a particular proprietary program
- played on portable devices
- played in an unsanctioned country

2. 1 mark for each of two advantages and two disadvantages:

Advantages

- Robots can work in places that humans can't
- Robots can perform tedious tasks continuously and at speed
- Robots are cheaper to run than a labour force
- Robots are consistent in the quality of finished products

Disadvantages

- Robots are very expensive to set up
- Robots are unable to work well in changing environments
- Robots can be difficult to maintain without the relevant expertise

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3.

| Level | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|-------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 4     | A line of reasoning has been followed to produce a coherent, relevant, logically structured response. The response covers all four areas indicated in the guidance below and in at least three of these areas there is sufficient detail to show the student has a good level of understanding of the technologies required. The level of understanding would be indicated by expanded points showing both arguments in each section.<br>Answer uses an excellent range of technical vocabulary and there are no spelling or grammar mistakes in the answer. |
| 3     | A line of reasoning has been followed to produce a coherent, relevant, logically structured response but the response only covers three of the areas indicated in the guidance below, with two or three substantiated points being made in the third area.<br>Answer uses a good range of technical vocabulary but there are more than a few spelling or grammar mistakes in the answer.                                                                                                                                                                     |
| 2     | A limited attempt has been made to follow a line of reasoning by covering two or three of the areas in the guidance below. Overall, at least four valid points are made which can relate to any of the topic areas in the guidance.<br>Answer uses some technical vocabulary and there are several spelling or grammar mistakes in the answer.                                                                                                                                                                                                               |
| 1     | A few relevant points have been made but there is no evidence that a line of reasoning has been followed. The points may only relate to one or two of the four areas indicated in the guidance or may be made in a superficial way with little substantiation.<br>Answer contains very little if any technical vocabulary and the spelling / grammar is poor.                                                                                                                                                                                                |

### Indicative content –

#### What the technology would be used for

Facial unlock of devices

Security (e.g. the bouncer who knows you in a crowd of people before you get to the door)

Targeted advertising – Tesco announced plans for screens that identify your car as you drive past and target you with specific advertising.

The more companies such as Facebook and Google know about you, the better they can target their advertising, etc. Facial recognition allows them to create a kind of diary of your activities by analysing pictures on the Internet to create a personal history.

TVs are being made that can measure your engagement with a program/advertisement and report back to companies directly.

Benefits include targeted adverts that you may actually find relevant and significant.

#### Privacy concerns

When is the data being collected?

Always-on technologies

Do the brands have the right to know anything about everything about their customers? How do they have such information?

Who can this data then be shared with? (SceneTap is a company in America who claim to be able to identify people in real-time information on gender ratios and average ages in a particular area. It allows users to track their real-time information on gender ratios and average ages in a particular area. They are to go on a night out. The company have since filed a patent for this technology. They identify people with their social networking profiles. This would then be used to target advertising. 'Who is this person? What is their status, intelligence, education and income' – is this information then going to be used to target advertising? Most information that is currently data mined by companies is anonymous – designed to be exactly the opposite.

Plans for use in public places means people don't get the choice to 'opt in' – is it ethical?

#### Who holds the information?

Who has given permission for the data to be taken in the first place?

Who can the data be passed/sold to?

What country is the data stored in? Implications of the Data Protection Act.

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### The impact of wearable technology

Google Glass and other such technologies herald an age where someone could identify you on the street without ever meeting you.

As soon as Google Glass was announced, an app called NameTag was created so you are able to start a conversation with a stranger; it would take a picture and use the Internet to find out who it is. Google Glass said they wouldn't use facial recognition until a matter of time before someone else does – would Google then change their mind?

*The specific use of Google Glass is not required – even though the project is discontinued to call upon and has only been discontinued so that Google can develop the next generation of wearable technology.*

4.

| Level | Description                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 4     | A line of reasoning has been followed to produce a coherent, relevant, and logically structured response. The response covers all four areas indicated in the guidance below and in at least three of these areas there is sufficient detail to show the student has a good level of understanding of the technologies required. The response would be indicated by expanded points showing both the points made and the evidence in each section. |
| 3     | A line of reasoning has been followed to produce a coherent, relevant, and logically structured response but the response may only cover three of the areas in the guidance below, with two or three substantiated points being made per area.                                                                                                                                                                                                     |
| 2     | A limited attempt has been made to follow a line of reasoning by covering some of the topic areas in the guidance below. Overall, at least four valid points have been made which can relate to any of the topic areas in the guidance.                                                                                                                                                                                                            |
| 1     | A few relevant points have been made but there is no evidence that a line of reasoning has been followed. The points may only relate to one or two of the four areas in the guidance or may be made in a superficial way with little substantiation.                                                                                                                                                                                               |

### Indicative content –

#### How easy it is nowadays to do WarDriving yourself?

The ability to map nearby Wi-Fi networks using GPS data is now a common feature and many are able to complete the task without a 3<sup>rd</sup> party app.

When using these inbuilt apps, who has control over that data thought?

Where is it going and why is it being used?

#### What information could be gathered?

At the most basic level a map would be created with an overlay of Wi-Fi coverage and an indication of the security level of each network so that open/public networks could be identified. As Google did during the Street View project though, other data can also be gathered and then connected to and any information on the network that could be accessed could be passed to the Google servers.

Google argued any information stored on an individual was only ever very marginally more useful than the car driving past the house/hotel etc.

#### What may the end result of gathering such information?

The main purpose of WarDriving is to identify open networks for the convenience of users who may go to get Wi-Fi access if required (e.g. in a café).

WarDriving can be broken down into three groups:

- 'They innocently wish to gain free wireless access in their neighbourhood.'
- 'They have commercial motivations and hope to sell security services.'
- 'They have dishonest motives and hope to surreptitiously access network data, spam, or acquire illegal data.'

#### What happens to the information later, where is it stored?

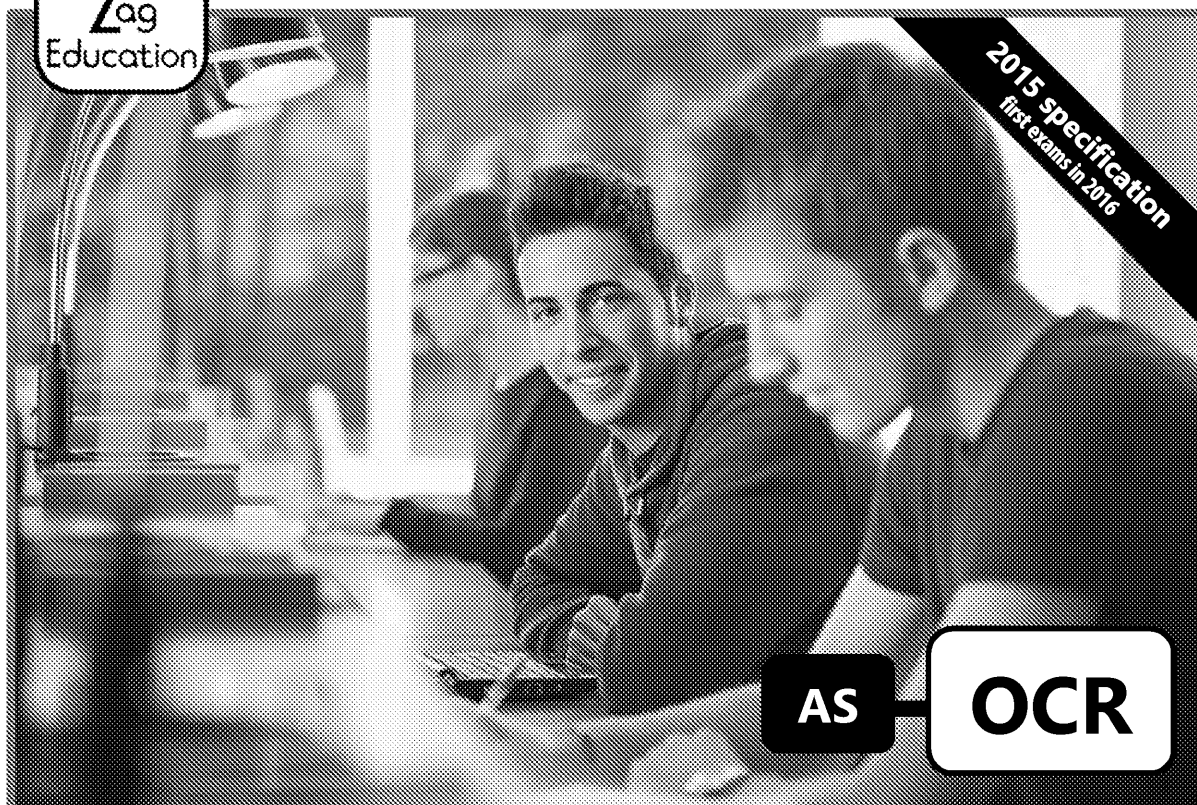
Who has given permission for the data to be taken in the first place?

Who can the data be passed/sold to?

What country is the data stored in? Implications of the Data Protection Act.

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# Topic Tests

*for AS OCR Computer Science*

## *Component 2*

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## Teacher's Introduction

This resource is designed to support teaching and learning of the AS OCR specification (for first teaching in September 2015; first exams from June 2016).

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 OCR 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.*

The tests cover the prescribed specification content for *Component 2* of the AS OCR specification – each provided in worksheet format (with answer lines) and a more photocopy-friendly format (without answer lines), to give you flexibility of use.

Each test is worth between 20–40 marks, and can be completed comfortably within a single one-hour lesson. 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.*

### Free Updates!

Register your email address to receive any future free updates\* made to this resource or other Computer Science resources your school has purchased, and details of any promotions for your subject.

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

Go to **zzed.uk/freeupdates**

## 2.1.1–5 Computational Thinking 1

1. You have been tasked with developing a library that contains a single function of floating-point values and returns a new array containing the same values sorted.

a) Identify the information about the input array that `fsort` would require.

.....

.....

b) Explain the benefit of placing `fsort` into a library rather than directly into your code.

.....

.....

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c) A platform that the library will be used on contains a processor with a floating-point unit for sorting floating-point numbers. Give two ways you could make a function to sort on this platform. Which method would you recommend and why?

1.....

.....

.....

2.....

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.....

2. A programmer has a problem. They want to log debug information to either the console or a file, depending on an option the user has set. This has led to their code containing a lot of repetition:

```
msg = "..."
if options.getPrintToScreen() then
 print(msg)
elseif options.getPrintToFile() then
 options.getFile().write(msg)
endif
```

a) Propose a way of reducing the amount of repetition in their code.

.....

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b) Explain how your proposal would make it easier to add new features such as adding a timestamp as a prefix to each message.

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3. Consider the following design brief for a new contactless ticketing system

*The customer will walk up to the screen in the cinema that is showing the movie. In front of the screen there will be a barrier, a touchscreen display, a receipt printer and a payment pad. The customer will use the touchscreen to select the number of tickets to buy. The customer will then tap their contactless card on the pad. If the payment is successful, the system will ask them to go to reception. If the payment succeeds a message will be sent to the screen telling it to let in the number of people tickets have just been bought.*

- a) Identify all the inputs of the ticketing system described.

.....

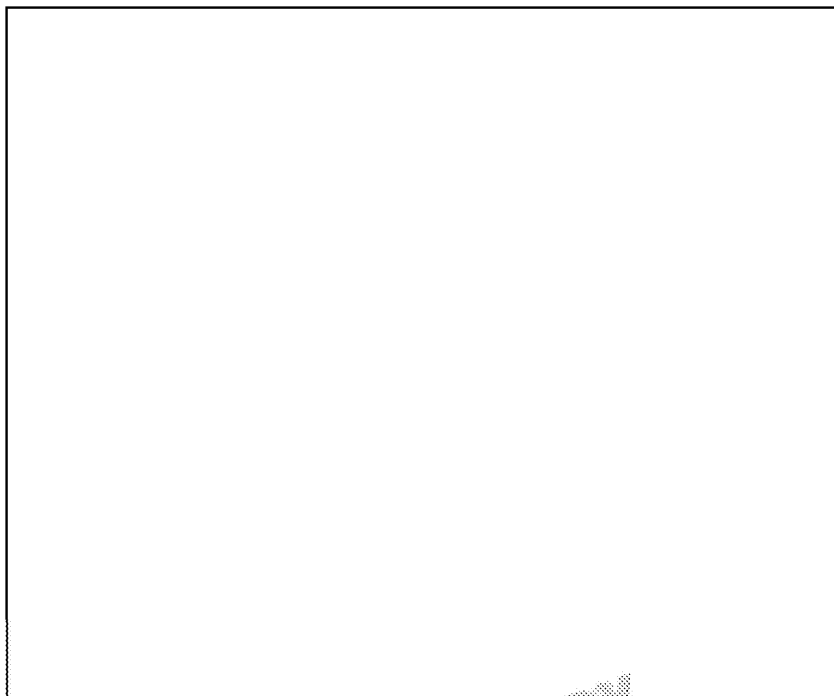
.....

- b) Identify all the outputs of the ticketing system described.

.....

.....

- c) Draw a flow chart representing the process described.



- d) Convert the process shown in the flow chart to pseudocode.



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- a) A model is an example of an abstraction. Explain what abstraction is and

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[illegible]

- .....
- .....
- .....
- .....

- TRANSMITTED OVER THE NETWORK

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- b) There are a number of different applications that need to receive data you could share the procedure you have written between them.

---

- c) Data that is sent over the network can be compressed. The bytes are compressed using the procedure `compress`. Use the procedure you wrote in part (a) to write a procedure that uncompresses a message. You may use the procedure `decompress` to decompress the message.

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3. People who have difficulty reading text on a website can make use of speech software that reads selected words on the screen aloud to them.

- a) Identify the inputs and outputs of screen-reading software.

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- b) It can be difficult for people who have difficulty seeing things on screen website that they are interested in to be read. Describe an approach to overcome this problem.

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## 2.2.1 Programming Techniques

1. Consider the following pseudocode:

```
var noOfTurns = input("Enter the number of turns: ") ←
if noOfTurns < 1 then ← B
 print("Error - must be at least 1")
else
 for x=1 to noOfTurns ← C
 print(x)
 ...
 next x
endif
```

Here is a list of statement types that can be used in programming language:

- Variable declaration
- Constant declaration
- Assignment
- Iteration

Identify the statement that best suits parts A, B and C of the pseudocode

A .....

B .....

C .....

2. a) Explain the difference between a constant and a variable.

.....  
.....

- b) Explain the difference between a global variable and a local variable.

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

- c) Explain how parameters can be used to avoid the use of global variables.

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- d) A colleague has decided that when they are programming they are going to use variables in the order they are used, i.e. x1, x2, x3, x4... and so on. What is the problem with this? Would you recommend they do instead?

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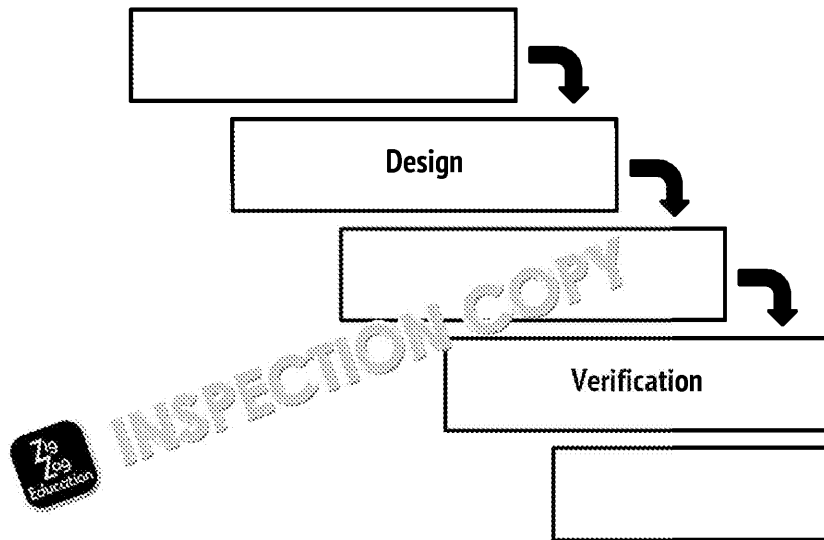






## 2.2.2 Software Development

1. a) Fill in the missing stages in the waterfall software development model.



- b) Explain the purpose of the Design phase in the waterfall model.

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- c) Some software development methodologies, such as rapid application development, place less emphasis on producing a detailed design than the waterfall model. Explain how the use of RAD reduces the need for a detailed specification.

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- d) Describe the strengths and weaknesses of the waterfall development model.

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2. a) For each of the following pairs of words circle the word that is given in software development methodology:

|               |    |                |
|---------------|----|----------------|
| COMMUNICATION | OR | MANAGEMENT     |
| SOFTWARE      | OR | DOCUMENTATION  |
| NEGOTIATION   | OR | COLLABORATION  |
| PLANNING      | OR | RESPONSIVENESS |

- b) Describe the agile approach to ensuring customer requirements are

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3. a) Explain the concept of Pair Programming and the advantages of using

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- b) A key phase in an extreme programming project is the Planning Game. Explain what the goals of the Planning Game are and how it works.

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4. Continuous integration testing is utilised extensively in projects following programmatic methodologies.

- a) Explain what a unit test is and how it relates to continuous integration

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- b) Explain how well-designed unit tests can help software developers w

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- c) Explain how continuous integration testing helps to enable the rapid in the agile and extreme programming methodologies.

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5. Modern development processes attempt to reduce the level of risk in a p the measures taken to reduce risk in the waterfall methodology, the extre methodology and the spiral model of software development.

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## 2.3.1 Algorithms

1. Consider the following array of sorted values:

|   |   |    |    |    |    |  |  |
|---|---|----|----|----|----|--|--|
| 3 | 8 | 12 | 16 | 18 | 21 |  |  |
|---|---|----|----|----|----|--|--|

Empty slots

- a) Describe how the value 17 would be inserted into this array using insertion sort.

.....

.....

.....

- b) Explain why the insertion sort is more suited for sorting small data sets.

.....

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2. Consider the following bubble sort algorithm:

```
procedure Sort(A : list of sortable items)
do
 swapped = false
 for each i in 1 to length(A) - 1 inclusive do
 if A[i-1] > A[i] then
 Temp = A[i-1]
 A[i-1] = A[i]
 A[i] = Temp
 swapped = true
 end if
 end for
 while swapped
end procedure
```

- a) Describe using words how this sorting technique works.

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- b) Explain a disadvantage of using the bubble sort approach.

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- c) Using the following data, complete a trace table for this sort algorithm

| height |    |
|--------|----|
| 1      | 90 |
| 2      | 7  |
| 3      | 99 |
| 4      | 63 |

| Swapped | Count | Length(A) | Temp |    |   |
|---------|-------|-----------|------|----|---|
| False   |       | 4         | null | 1  | 2 |
|         |       |           |      | 90 |   |
|         |       |           |      |    |   |
|         |       |           |      |    |   |
|         |       |           |      |    |   |
|         |       |           |      |    |   |
|         |       |           |      |    |   |
|         |       |           |      |    |   |
|         |       |           |      |    |   |
|         |       |           |      |    |   |
|         |       |           |      |    |   |
|         |       |           |      |    |   |

- d) Answer: .....

3. Consider the following array:

| Index | 1  | 2  | 3  | 4  | 5  | 6  | 7  |  |
|-------|----|----|----|----|----|----|----|--|
| Data  | 14 | 18 | 19 | 22 | 23 | 25 | 24 |  |

- a) Why can't a binary search be performed on this array in its current state?

.....

- b) Fix the array so that a binary search can be performed. Perform a binary search for 24. Explain each step of the algorithm.

| Index | 1 | 2 | 3 | 4 | 5 | 6 | 7 |  |
|-------|---|---|---|---|---|---|---|--|
| Data  |   |   |   |   |   |   |   |  |

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- c) Describe one advantage and one disadvantage of the binary search tree.

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- d) Explain why a binary search is more efficient than a linear search.

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4. a) Describe the difference between a stack and a queue.

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- b) Imagine a stack containing the following numbers:


89, 45, 22, 90 (90 is the top of the stack)

Rewrite the stack after the following operations have been performed:

```
Pop()
Pop()
Push(77)
Push(56)
```

- c) Write a function in pseudocode that will add up all the items in a stack.

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- d) A  contains the values 7, 6, 9 where 7 is the first value stored and 9 is the last value stored. Rearrange the queue after the following operations have been performed:

```
Pop()
Pop()
Push(12)
Push (16)
Pop()
Push(11)
```

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## 2.1.1–5 Computational Thinking 1

1. You have been tasked with developing a library that contains a single function of floating-point values and returns a new array containing the same values sorted.
  - a) Identify the information about the input array that `fsort` would require.
  - b) Explain the benefits of placing `fsort` into a library rather than directly into the program.
  - c) A platform that the library will be used on contains a processor with a special instruction for sorting floating-point numbers. Give two ways you could make a program use this instruction on this platform. Which method would you recommend and why?

2. A programmer has a problem. They want to log debug information to either a file or the screen depending on an option the user has set. This has led to their code containing the following code repeatedly:

```
msg = "Debug message"
if options.getPrintToScreen() then
 print(msg)
elseif options.getPrintToFile() then
 options.getFile().write(msg)
endif
```

- a) Propose a way of reducing the amount of repetition in their code.
  - b) Explain how your proposal would make it easier to add new features to the program, such as adding a timestamp as a prefix to each message.

3. Consider the following design brief for a new contactless ticketing system:

*The customer will walk up to the screen in the cinema that is showing the movie. At the screen there will be a barrier, a touchscreen display, a receipt printer and a payment pad. The customer will use the touchscreen to select the number of tickets to buy. The customer will then tap their contactless card on the pad. If the payment is successful, the system will ask them to go to reception. If the payment succeeds a message will be sent to the screen telling it to let in the number of people tickets have just been bought.*

- a) Identify all the inputs of the ticketing system described.
  - b) Identify all the outputs of the ticketing system described.
  - c) Draw a flow chart representing the process described.
  - d) Convert the process shown in the flow chart into pseudocode.

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## 2.1.1–5 Computational Thinking 2

1. Imagine you have been put in charge of developing an application that will help people evacuate a room in the event of a fire.
  - a) A model is an example of an abstraction. Explain what abstraction is and how it can be used in this context.
  - b) Identify four inputs that your model would need in order to calculate the time it would take for a room to be evacuated.
  - c) Explain why the speed of a real evacuation might differ from the speed of your model.
2. While reading ASCII-encoded text from a network, you run into the problem that the bytes are not in the right order. The order of every group of four bytes is reversed. So, for example, the message "TRANSMITTED OVER THE NETWORK" would be read as:  
NARTS DEE LLEVOEHT TEN KROW
  - a) Use pseudocode to write a procedure that unscrambles a complete message. Assume that the message length is a multiple of four bytes.
  - b) There are a number of different applications that need to receive data from the network. You could share the procedure you have written between them.
  - c) Data that is sent over the network can be compressed. The bytes are compressed in groups of four. Use the procedure you wrote in part (a) to write a procedure that unscrambles a compressed message. You may use the procedure `decompress` to decompress the message.
3. People who have difficulty reading text on a website can make use of speech-to-text software to read out selected words on the screen aloud to them.
  - a) Identify the inputs and outputs of screen-reading software.
  - b) It can be difficult for people who have difficulty seeing things on screen to find the words they are interested in to be read out. Describe an approach to overcome this problem.

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## 2.2.1 Programming Techniques

1. Consider the following pseudocode:

```
var noOfTurns = input("Enter the number of turns: ") ←
if noOfTurns < 1 then ← B
 print("Error - must be at least 1")
else
 for x=1 to noOfTurns ← C
 print(x)
 ...
 next x
endif
```

Here is a list of statement types that can be used in programming languages:

- Variable declaration
- Constant declaration
- Assignment
- Iteration

Identify the statement that best suits parts A, B and C of the pseudocode.

2. a) Explain the difference between a constant and a variable.  
b) Explain the difference between a global variable and a local variable.  
c) Explain how parameters can be used to avoid the use of global variables.  
d) A colleague has decided that when they are programming they are going to use variables in the order they are used, i.e. x1, x2, x3, x4... and so on. What is the problem with this? Would you recommend they do instead?
3. Programmers often use IDEs to improve their productivity.
- a) What does IDE stand for?
- b) IDEs often contain an auto-completion feature. Explain what an auto-completion feature is and how it can improve the productivity of a programmer.
- c) A debugger can help a programmer debug their project.
- i. Explain the role of a breakpoint in a debugger.
- ii. Explain why compiler optimisations might have to be disabled to use a debugger.
4. The factorial of a number ( $n!$ ) is defined as:

$$\begin{cases} 1 & \text{if } n = 0 \\ n \times (n-1)! & \text{if } n > 0 \end{cases}$$

For example:

$$6! = 6 \times 5 \times 4 \times 3 \times 2 \times 1 = 720$$

Write an iterative function called *factorial* that calculates the factorial of a number and returns the answer.

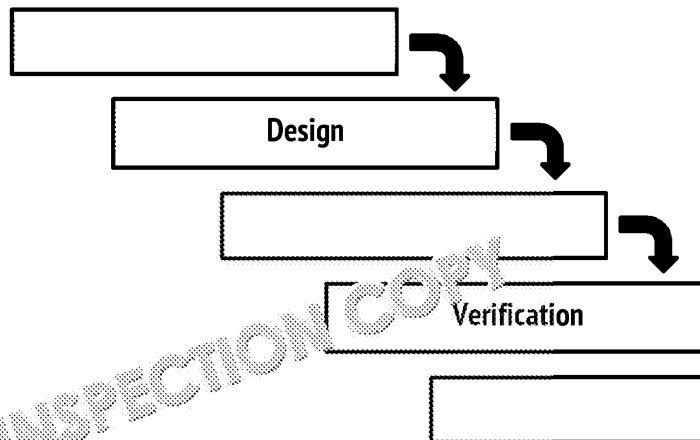
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## 2.2.2 Software Development

1. a) Copy the waterfall software development model below and fill in the



- b) Explain the purpose of the Design phase in the waterfall model.
- c) Some software development methodologies, such as rapid application development, place less emphasis on producing a detailed design than the waterfall model. Explain how the use of RAD reduces the need for a detailed specification.
- d) Describe the strengths and weaknesses of the waterfall development methodology.
2. a) For each of the following pairs of words circle the word that is given in the agile software development methodology:

|                      |    |                       |
|----------------------|----|-----------------------|
| <b>COMMUNICATION</b> | OR | <b>MANAGEMENT</b>     |
| <b>SOFTWARE</b>      | OR | <b>DOCUMENTATION</b>  |
| <b>NEGOTIATION</b>   | OR | <b>COLLABORATION</b>  |
| <b>PLANNING</b>      | OR | <b>RESPONSIVENESS</b> |

- b) Describe the agile approach to ensuring customer requirements are met.
3. a) Explain the concept of Pair Programming and the advantages of using it.
- b) A key phase in an extreme programming project is the Planning Game. Explain what the goals of the Planning Game are and how it works.
4. Continuous integration testing is utilised extensively in projects following agile programming methodologies.
- a) Explain what continuous integration is and how it relates to continuous integration testing.
- b) Explain how well-designed unit tests can help software developers with continuous integration testing.
- c) Explain how continuous integration testing helps to enable the rapid development of software in the agile and extreme programming methodologies.
5. Modern development processes attempt to reduce the level of risk in a project. Compare the measures taken to reduce risk in the waterfall methodology, the extreme programming methodology and the spiral model of software development.

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## 2.3.1 Algorithms

1. Consider the following array of sorted values:

|   |   |    |    |    |    |  |  |
|---|---|----|----|----|----|--|--|
| 3 | 8 | 12 | 16 | 18 | 21 |  |  |
|---|---|----|----|----|----|--|--|

Empty slots

- Describe how the value 17 would be inserted into this array using insertion sort.
  - Explain why the insertion sort is more suited for sorting small data sets.
2. Consider the following bubble sort algorithm:

```

procedure Sort(A: list of sortable items)
 do
 swapped := false
 for each i in 1 to length(A) - 1 inclusive do
 if A[i-1] > A[i] then
 Temp = A[i-1]
 A[i-1] = A[i]
 A[i] = Temp
 swapped = true
 end if
 end for
 while swapped
end procedure

```

- Describe using words how this sort technique works.
- Explain a disadvantage of using the bubble sort approach.
- Using the following data, complete a trace table for this sort algorithm.

| height |    |
|--------|----|
| 1      | 90 |
| 2      | 7  |
| 3      | 99 |
| 4      | 63 |

Construct the table in the following format:

| Swapped | Count | length(A) | Temp | height |   |
|---------|-------|-----------|------|--------|---|
|         |       |           |      | 1      | 2 |
|         |       | 4         | null | 90     | 7 |
|         |       |           |      |        |   |

- Answer:

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3. Consider the following array:

| Index | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
|-------|----|----|----|----|----|----|----|
| Data  | 14 | 18 | 19 | 22 | 23 | 25 | 24 |

- Why can't a binary search be performed on this array in its current state?
- Fix the array so that a binary search can be performed. Perform a binary search for the number 24. Explain each step of the algorithm.
- Describe one advantage and one disadvantage of the binary search technique.
- Explain why a binary search is more efficient than a linear search.

4. a) Describe the difference between a stack and a queue.

b) Imagine a stack containing the following numbers:

85, 90, 77, 56, 2, 90 (90 is the top of the stack)

Rewrite the stack after the following operations have been performed:

```
Pop ()
Pop ()
Push (77)
Push (56)
```

c) Write a function in pseudocode that will add up all the items in a stack.

d) A queue contains the values 7, 6, 9 where 7 is the first value stored and 9 is the last.

Rewrite the queue after the following operations have been performed:

```
Pop ()
Pop ()
Push (12)
Push (16)
Pop ()
Push (11)
```

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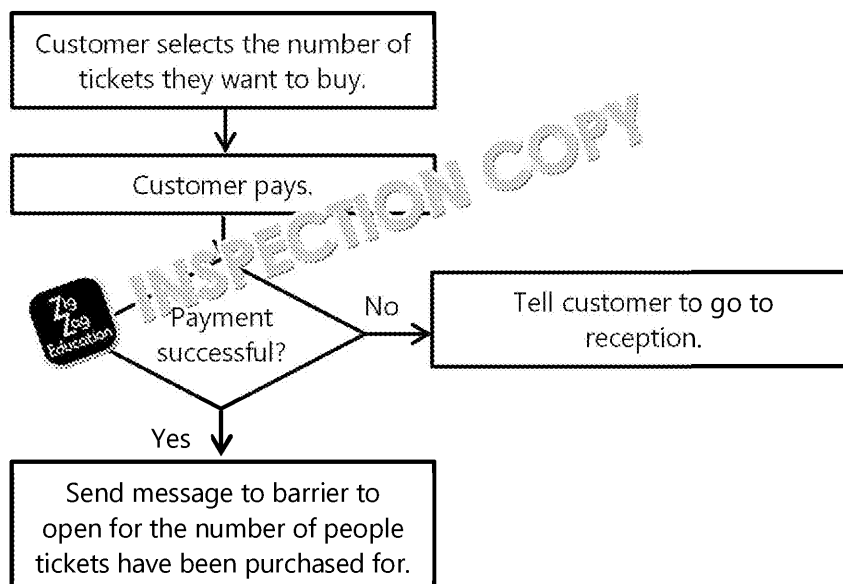
## 2.1.1–5 Computational Thinking 1

1. a) Start pointer and length OR an object encapsulating this information.
- b) The function can be used in other programs (1 mark) without having to recompile codebase (1 mark). This means that there is only one version of the function.
- c) The two possible ways are:
  - Place fsort into a dynamic library (so that the correct version is linked).
  - Use a conditional statement in the code to check the platform and then call the correct version (1 mark).

Either can be recommended. Give 1 mark per valid point raised up to 5 marks.

- Dynamic library:
  - + All machine code is specific to the target platform.
  - + Bugs can be fixed without updating the main binary.
  - + Can add new platform support without updating the main binary.
  - + Overhead for calling function pointer.
  - + Need to manage additional files.
  - – Can increase the complexity of compilation.
- Conditional:
  - + Easy to compile.
  - + No extra files to manage.
  - – Overhead for calling conditional statements.
  - – Changes require the main binary to be updated.
  - – Code might be more complex (need to detect platform, etc).

2. a) They could use a subroutine/procedure to encapsulate the repetitive function.
  - b) They would add the code for the new feature in only one place: the subroutine. If the code is in one place it becomes easier to test and changes will be consistent across the program (1 mark).
3. a) Subtract 1 mark for each missing input.  
Touchscreen display and contactless card reader.
  - b) Subtract 1 mark for each missing output to a minimum of 0.  
Barrier, receipt printer and touchscreen display.
  - c) 1 mark for decision box, 1 mark for the input stage and 1 mark correct output.  
Exact format of flowchart is not important.



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- d) Up to 3 marks for correct pseudocode. Example:

```
display("Please select number of tickets")
numTickets = input();
if charge(numTickets)
 printReceipt(numTickets)
 sendMessageToBarrier(numTickets)
else
 display("Payment unsuccessful. Please go to receipt")
endif
```

## 2.1.1–5 Computational Thinking 2

1. a) An abstraction hides or generalises details in order to simplify a problem. It makes it possible to quantify information about a potential evacuation without the need to understand/quantify every aspect of the real situation (1 mark).

- b) 1 mark per input up to a maximum of 4 marks. Some possible inputs:

- Location of exits
- Location of fire
- Size of room
- Number of people in the room
- Size of exits
- Locations of obstacles
- Details about people in room (age, mobility, etc.)
- Location of fire
- Speed fire spreads

- c) The model is an abstraction so there might be details/variables that have not been considered (1 mark), assumptions/variables may be incorrect (1 mark) and there are many possible real evacuations that cannot be predicted (1 mark).

2. a) 5 marks for a complete correct procedure. 3–4 marks for a procedure that has minor errors. 1–2 marks for a procedure that is somewhat correct but contains major errors.

```
procedure unscramble(message[0..N-1])
 for i=0 to N/4 - 1
 for j=0 to 1
 tmp = message[i*4+j]
 message[i*4+j] = message[i*4+3-j]
 message[i*4+3-j] = tmp
 next j
 next i
endprocedure
```

- b) Place the procedure into a library.

- c) 1 mark for the order of the operations and 1 mark for returning the result. (Decompression cannot be done in place as the result will be larger than the input.)

```
procedure unscramble(message[0..N-1])
 unscramble(message)
 return decompress(message)
endprocedure
```

4. a) The inputs of the system are a selection device (such as a mouse) and the output is provided directly by a program or parsed from the graphical output (1 mark). The system produces (1 mark).

- b) There are a number of possible approaches. Give up to 4 marks for an example.

Example: The screen reader could read the headings in the website aloud and the user could assign a key as it is read out. To read the subheadings/content under a heading, the user could press the appropriate key. They could use other predetermined keys to navigate to the next section and so on.

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## 2.2.1 Programming Techniques

1. A – Variable declaration (1 mark)  
B – Selection (1 mark)  
C – Iteration (1 mark)
2. a) The value of a constant cannot be changed during the course of a program and a variable represents a value that can be changed.  
b) A global variable is accessible to every subroutine/procedure/function in a program whereas a local variable is limited to the scope in which it was declared (1 mark).  
c) Parameters allow variables to be passed to and between functions/procedures so that global variables should not be needed as all the data required by functions/procedures can be passed through parameters (1 mark).  
d) It makes it very difficult to understand their code. They should use variables and functions. When using functions they are performing a task (1 mark).
3. a) Integrated Development Environment  
b) Autocompletion suggests ways that the text a programmer writes could be completed. It does not have to type an entire variable name, function name or other symbols. It makes programming easier for programmers because they do not need to remember the exact name of a variable or function. It is harder to make a mistake (1 mark).  
c. i. A breakpoint allows the programmer to stop the execution of a program at a specific line of source code (1 mark) so that the programmer can analyse the state of the program at that stage in its execution (1 mark).  
ii. Compiler optimisations might remove variables that the programmer does not use or change the logic of the program (for example removing a loop), making it harder for the programmer to understand what is going on (1 mark).
4. 

```
function factorial(n)
 result = 1
 for i = 2 to n
 result = result * i
 next i
 return result
endfunction
```

## 2.3.1 Algorithms

1. a) Up to 3 marks for a valid description of the process, e.g.
  - 17 would be placed in the first empty slot in the array.
  - It would then be compared with the value to the left of it (21) and swapped if it is smaller.
  - It would then be compared with the next value to the left of it (18) and swapped if it is smaller again.
  - It would then be compared with the next value to the left of it (16) and swapped if it is smaller than 16 so the array is now sorted.
- b) The insertion sort needs a large number of element shifts which is inefficient. As the number of elements is increased the performance of the program decreases.
2. a) Up to 2 marks for a valid description of the process, e.g.
  - Bubble sort steps through the list comparing each pair of items in the list.
  - And swapping them if they are in the wrong order.
  - The pass through the list is repeated until no swaps are needed.

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- b) Main disadvantage is that it can take a maximum of  $(N-1)$  scans to fully sort the list that needs to be sorted (1 mark); this is because an out-of-position (or swapped) one position per scan (1 mark).
- c) 1 mark for each of the three 'bubbles' (line 2, 4, 6) and 1 for overall accuracy (1 mark).

| Swapped | Count | Length(A) | Temp | height |    |    |    |    |
|---------|-------|-----------|------|--------|----|----|----|----|
|         |       |           |      | 1      | 2  | 3  | 4  |    |
| False   |       | 4         | null | 90     | 7  | 99 | 63 |    |
| True    | 1     |           | 90   | 7      | 90 |    |    |    |
|         | 2     |           |      |        |    |    |    |    |
| True    | 3     |           | 99   | 63     |    |    |    | 99 |
| False   | 1     |           |      |        |    |    |    |    |
| True    | 2     |           | 90   | 63     | 90 | 99 |    |    |
|         | 3     |           |      |        |    |    |    |    |
| False   |       |           |      |        |    |    |    |    |
|         | 3     |           |      |        |    |    |    |    |

- d) 1: 7, 2: 63, 3: 90, 4: 99
3. a) It is not sorted  
b) Array is sorted.  $10/1 = 5.5$  so midpoint is 5.

|    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|
| 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  |
| 14 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 |



Left



Mid

21 is less than 24 so mid and everything left of it is discarded.

|    |    |    |    |    |
|----|----|----|----|----|
| 6  | 7  | 8  | 9  | 10 |
| 22 | 23 | 24 | 25 | 27 |



Left



Mid



Right

Mid is now 24 so we have found the answer in two steps. Also accept a midpoint of 6, followed by 9 and then 8, solving the problem in three steps.

- c) Advantage: more efficient than the linear search, as elements can be found faster (1 mark). Disadvantage: the data needs to be sorted (1 mark).
- d) In a linear search, each element in the list is examined until the target value is found, which can take a considerable time for a large array (1 mark).  
In a binary search the number of elements being examined is halved for each step, making it much faster for large arrays (1 mark).

4. a) A queue is a first in first out (FIFO) data structure. (1 mark) A stack is first in last out (FILO) data structure. (1 mark) (2 marks)  
b) 84 (1 mark)  
c) 3 marks for a valid working algorithm; deduct marks for errors accordingly (2 marks)

```
FUNCTION add(stack) RETURNS INTEGER
 total = 0
 WHILE stack is not empty
 total = total + stack.pop()
 END WHILE
RETURN total
```

- d) 89,45,77,56