

A-LEVEL COMPUTER SCIENCE

Paper 1: Computer Systems

Candidate Name:	_____
Candidate Number:	_____
Centre Number:	_____
Date of Examination:	_____

Time Allowed: 1 hour 30 minutes

Total Marks: 40 marks

INSTRUCTIONS

- Answer **ALL** questions.
- Write your answers in the spaces provided.
- Use black ink or ball-point pen.
- Draw all diagrams in pencil.
- Show all your working.

INFORMATION

- The total number of marks for this paper is 40.
- The marks for each question are shown in brackets.
- You are reminded of the need for clear presentation in your answers.

GRADE BOUNDARIES

Grade	Raw Mark Boundary
A*	36-40
A	32-35
B	28-31
C	24-27

Section A: Software and Software Development

Question 1

[5 marks]

Explain the difference between system software and application software. Give two specific examples of each.

Question 2

[8 marks]

Describe the stages of the software development life cycle (SDLC). For each stage, explain its purpose and key activities.

Question 3

[7 marks]

Compare and contrast two different types of programming paradigms (e.g., object-oriented and procedural programming). Discuss their strengths and weaknesses.

Question 4

[10 marks]

- a) Explain the concept of abstraction in software development. [4 marks]
- b) Describe how abstraction is implemented in a high-level programming language. Provide a specific code example to illustrate your explanation. [6 marks]

Question 5

[10 marks]

Discuss the importance of testing in software development.

- Explain different types of software testing
- Describe the purpose of each testing method
- Provide an example of when each testing method would be most appropriate

END OF QUESTIONS