

# Pre-Leaving Certificate Examination, 2022

## Computer Science Sections A & B Higher Level

Time: 1 hour, 30 minutes

115 marks

Name:
School:
Address:
Class:
Teacher:

## Instructions

There are **three** sections in this examination. Section A and B appear in this booklet. Section C is in a separate booklet that will be provided for the computer-based element.

<b>Section A</b>	Short Answer Questions	Attempt any nine questions All questions carry equal marks	45 marks
<b>Section B</b>	Long Questions	Attempt any two questions All questions carry equal marks	70 marks
<b>Section C</b>	Programming	One question Answer all question parts	80 marks

Calculators may **not** be used during this section.

Write your answers for Section A and Section B in the spaces provided in this booklet. There is space for extra work at the end of the booklet. Label any such extra work clearly with the question number and part.

**Section A****Short Answer Questions****45 marks**

Answer any nine questions.

**Question 1**

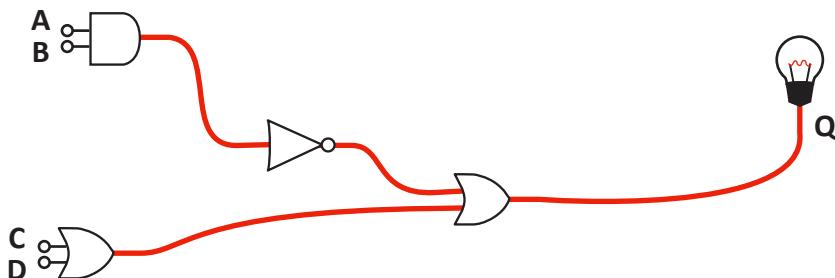
Sketch the Von Neumann architecture of the Central Processing Unit and separate memory area in the space provided below. Include and label the following components:

- The Arithmetic Logic Unit (ALU)
- Memory Unit
- The Control Unit
- Registers
- Input devices and output devices

Include arrows in your diagram to show the movement of data from one area to another.

## Question 2

Simple logic gates can be combined to make more complex circuitry. An example of such a circuitry is shown below:



The inputs are A, B, C and D. The output is Q. Fill in the table below to find the output value for Q.

A	B	C	D	Q
1	0	1	1	
1	0	0	1	
1	1	0	1	
0	1	0	1	
1	0	1	0	

## Question 3

People are often surprised to hear that the Internet and the World Wide Web are two different things. The Internet was invented in 1983 using TCP/IP. The World Wide Web was invented in 1989 by Tim Berners-Lee.

Explain the underlined terms in the passage above.

(i) Internet:

(ii) TCP/IP:

(iii) World Wide Web:

#### Question 4

The Python code below shows a while loop. Examine the code carefully and answer the questions below.

```
1 x = 7
2 while x > 1:
3     print("The value of x is: ", x)
4     x = x -1
5     if x == 3:
6         break
7
8 print("End of program")
```

- (a) What is the function of the `x = 7` in line 1?

- (b) What is the function of the `==` in line 5?

- (c) What is the value of x in the second iteration of the while loop?

- (d) What is the significance of the `print("The value of x is: ", x)` command being inside the while loop?

- (e) Write the expected output for the block of code in the space below.

**Question 5**

- (a) Convert the following hexadecimal number into decimal:

**5DC<sub>16</sub>**

Please show all your workings.

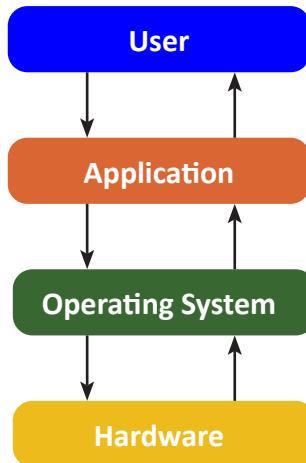
- (b) Convert the following binary number into decimal:

**10010011<sub>2</sub>**

Please show all your workings.

## Question 6

This diagram depicts how the various components of a computer interact with each other.



- (a) Describe **one** function of an Operating System.


- (b) Describe why the user needs computer applications.


- (c) The motherboard is an example of a piece of computer hardware. What is the function of a motherboard?


- (d) Identify **one** difference between ROM and RAM.

ROM:
RAM:

- (e) Explain, giving an example of why it is important for computer applications to be user friendly.


### Question 7

Video-sharing websites such as YouTube use databases to store their information and allow their users to query them efficiently. Every video in the YouTube database has a Primary Key.

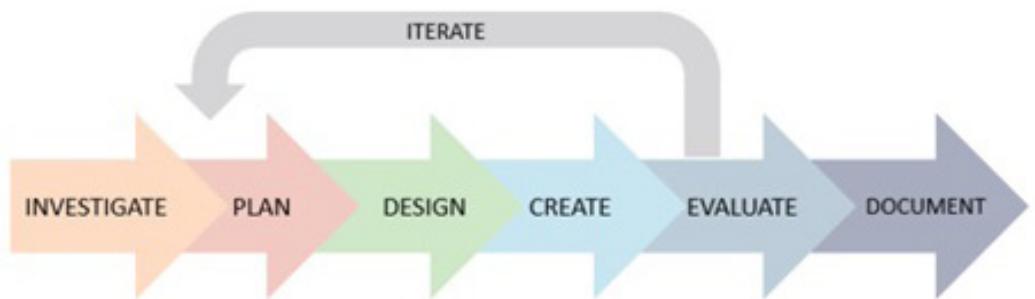
- (a) Define the underlined term in the above passage.


- (b) Attributes describe characteristics that define all members of a column in a database. An example of an attribute in terms of YouTube videos would be genre of video (e.g., comedy, instructional or fitness).

As seen in the table below, genre would be represented using a CHAR variable. Fill in the blanks for the other attributes with the type of data best suited to describe them (INT, FLOAT, CHAR, DATE, BOOLEAN)

	Genre	Video Length	Date uploaded	Under parental lock?
Data Type:	CHAR			

## Question 8



The diagram above identifies some of the main stages of a **software development design process**. Describe briefly what happens at the following stages of the design process:

- (a) Investigate stage**

- (b) Create stage**

### **Question 9**

Machine Learning and Artificial Intelligence are becoming rapidly expanding fields in computer science.

- (a) Explain what is meant by 'machine learning'.


- (b) Give an example of how machine learning can be used in business.


### **Question 10**

Prior to mobile phones becoming common in Ireland, if you needed the telephone number of a person you had to look in a physical phonebook where the names were sorted in alphabetical order according to the first name of the person.

Today, we store the telephone numbers of our contacts in a digital phonebook on our mobile devices. Mobile phones store digital contacts in alphabetical order (A to Z) based on the first name of the contact.

A person wishes to search their digital contacts.

- (a) Why is a binary search appropriate for this type of computational task?


- (b) Implement a binary search to find all first names beginning with the letter "D". Use the alphabet below to show your workings. Make sure you identify the midpoints at each step of the search

A B C D E F G H I K L M N O P Q R S T U V W Y X Z

## Question 11

Examine the following poster and answer the questions that follow.

### TIPS & ADVICE

#### Risks of Using Public Wi-Fi

Today many, if not most, people carry some form of Internet-enabled device with them, whether it is a phone, laptop, tablet or some other technology. To get online, and avoid extra expenses by using a cellular connection, many opt to use free Wi-Fi Internet connections which are often widely available.

However, there are many potential risks involved in using public Wi-Fi. Users are often not aware of exactly whose network they are joining, what data they are sharing or how they may be subject to a cyber attack.

The infographic consists of four panels arranged around a central question mark icon. The top-left panel is titled 'Whose network you are joining?' and discusses the risk of rogue hotspots. The top-right panel is titled 'Which networks are safe?' and advises that no public Wi-Fi is secure. The bottom-left panel is titled 'What are you agreeing to?' and cautions against accepting terms and conditions without reading. The bottom-right panel is titled 'What data are you sharing?' and explains that data can be monitored and collected. Each panel contains a small blue user icon.

### Risks and Attacks

The infographic lists five types of attacks:

- ROGUE WI-FI NETWORKS.** An attacker sets up a honeypot in the form of a free Wi-Fi hotspot in order to harvest valuable data. The attacker's hotspot becomes the conduit for all data exchanged over the network. (Icon: Wi-Fi signal)
- MAN-IN-THE-MIDDLE (MITM) ATTACKS.** An attacker compromises a Wi-Fi hotspot in order to insert himself into the communications between the victim and the hotspot, to intercept and modify the data in transit. (Icon: Two monitors)
- PACKET SNIFFING.** An attacker monitors and intercepts unencrypted data as it travels across an unprotected network. (Icon: Computer monitor with a key icon)
- ANYONE CAN BE AN ATTACKER.** The tools required to carry out such an attack can often be easily obtained, therefore an attacker requires little technical experience or skill to carry out his criminal activities. (Icon: Person wearing a mask)
- DATA IS A VALUABLE COMMODITY.** Attackers can monetise many types of stolen data and therefore they seek information such as online banking credentials, Bitcoin wallets and other sensitive data that can be used in identity fraud. (Icon: Credit card)

- (a) Suggest **two** ways in which you can protect your data from the risks of using public Wi-Fi.

1.

2.

- (b) Outline **one** issue that could arise if your data was stolen from a public Wi-Fi network.


## Question 12

Pattern recognition and abstraction are two of the four cornerstones of computational thinking.

- (a) Define the underlined terms in the context of computational thinking.

(i) Pattern Recognition:


(ii) Abstraction:


- (b) Why is abstraction important when designing computational artifacts for the public to use?


**Section B****Long Questions****70 marks**

Answer any two questions.

**Question 13**

- (a) (i) What is meant if a function is said to be ‘recursive’?


- (ii) The Python code below shows some code for the Fibonacci sequence; each number is the sum of the two preceding ones, starting from 0 and 1.

The beginning of the sequence is: 0, 1, 1, 2, 3, 5, 8, 13, 21, 34, ...

For example:

$$0+1 = 1$$

$$1+1 = 2$$

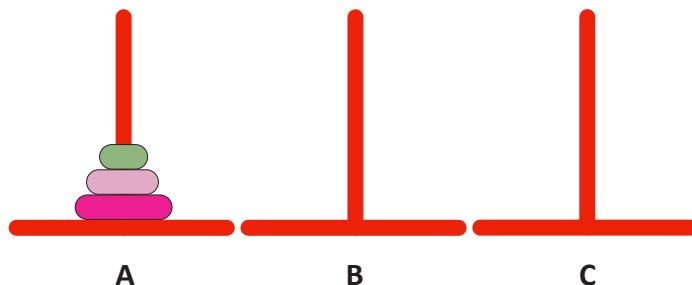
```
1  number = 14
2
3  def fibonacci (number)
4  v      if number == 0:
5      v          return 0
6  v      if number == 1:
7      v          return 1
8  v      else:
9  v          result = fibonacci(number-1) + fibonacci(number-2)
10 v      return result
11 print("The ", number, "th Fibonacci number is: ", fibonacci (number))
```

The 14 th Fibonacci number is:377
-----------------------------------

Is the function shown above an example of a recursive function?

Explain your answer.

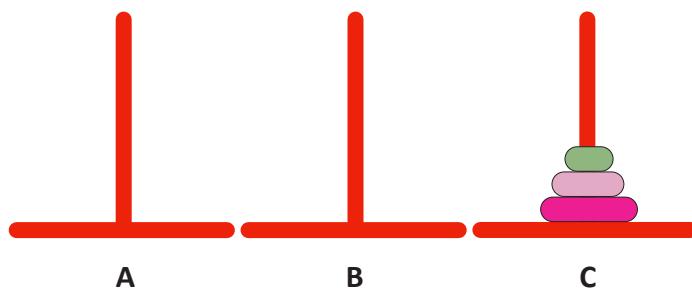

- (b) The Towers of Hanoi is a famous Computer Science problem that uses recursion to be solved. The Tower of Hanoi consists of three towers with three disks placed one over the other on Tower A (as seen below).



The objective of the puzzle is to move the stack all the disks from Tower A to Tower C following these rules:

- Only one disk can be moved at a time.
- No disk can be placed on top of a smaller disk.

A solution for the above puzzle is seen below:



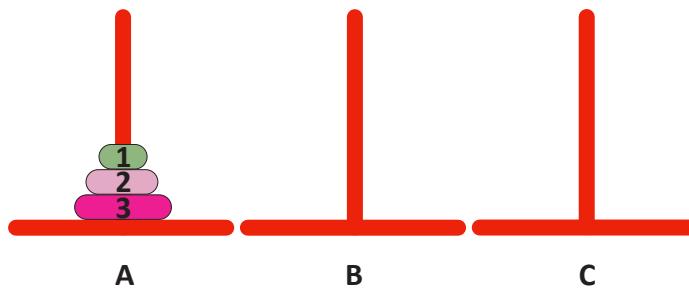
- (i) If  $n$  represents the number of disks on Tower A at the start of the game, one can represent the minimum number of moves to solve the puzzle with the following formula:

$$2^n - 1$$

Using the above formula, fill in the table below to find the minimum number of moves to solve the Towers of Hanoi for each number of disks on Tower A at start of Game.

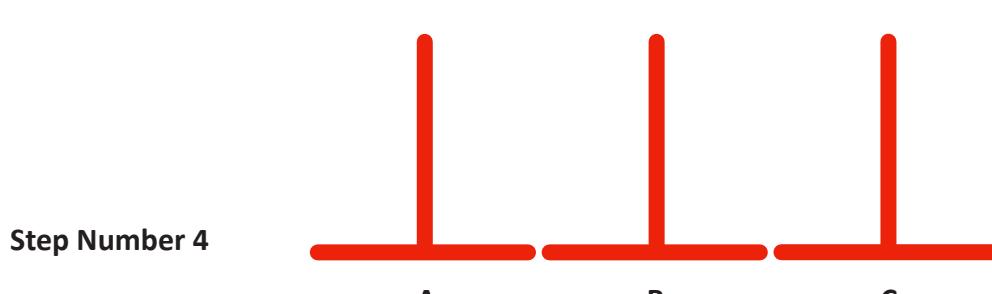
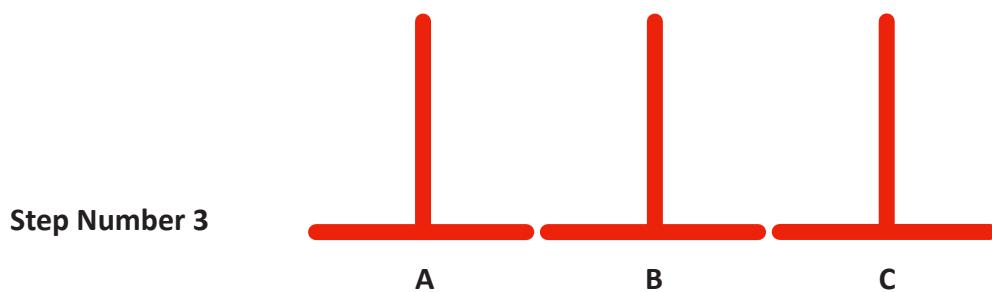
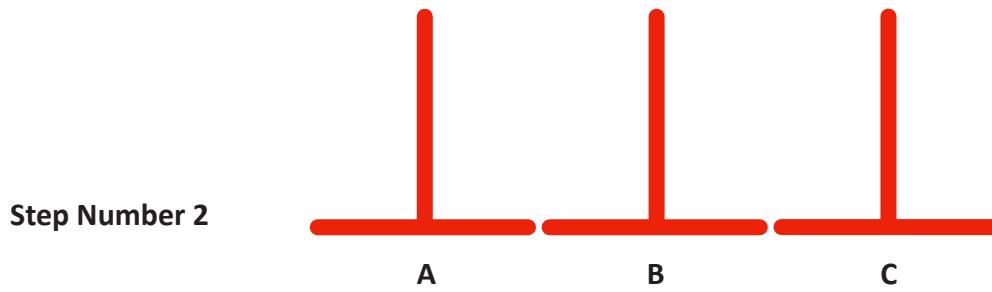
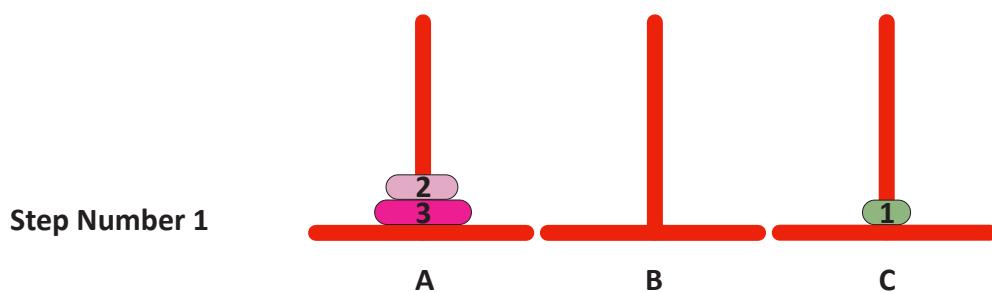
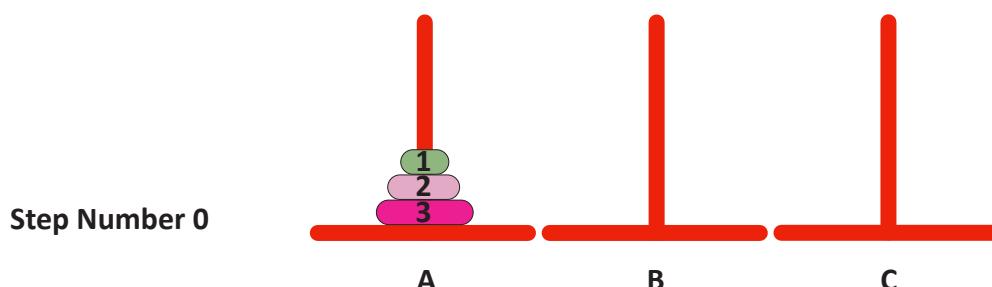
Number of Disks on Tower A at start of Game	Minimum number of moves to solve.
3	
4	
5	
6	
7	

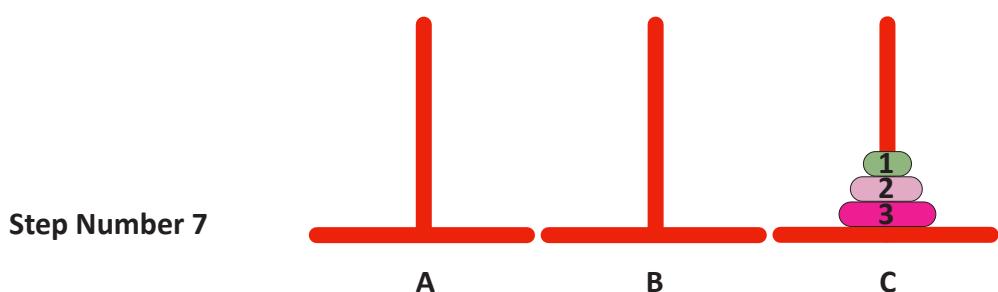
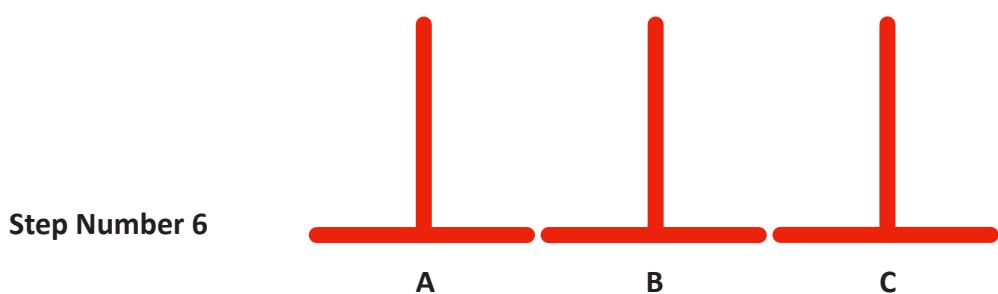
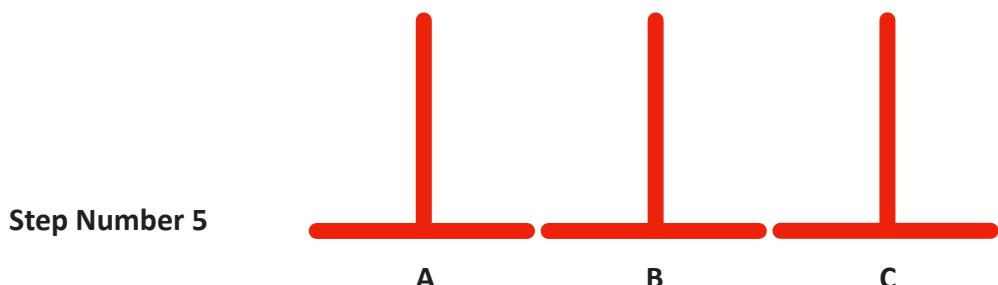
- (ii) Each of the disks on Tower A has been labelled with a number.



Solve the Tower of Hanoi puzzle above by filling in the table below to record the movements of the disks. Some of it has been completed already for you. 0 represents no disk at that position on the Tower. Use the diagrams of the Towers next to each row for rough work.

Step Number	Tower A	Tower B	Tower C
0	1	0	0
	2	0	0
	3	0	0
1	0	0	0
	2	0	0
	3	0	1
2			
3			
4			
5			
6			
7	0	0	1
	0	0	2
	0	0	3





(c) Quick sorting is another example of a recursive algorithm.

- (i) Using 51 as an initial pivot value, perform a quicksort on the following list of integers.  
In your answer you should show the state of the list after each pass.

63, 89, 30, 51, 10, 87, 95, 19

63	89	30	51	10	87	95	19
----	----	----	----	----	----	----	----

New pivot value =

--	--	--	--	--	--	--	--

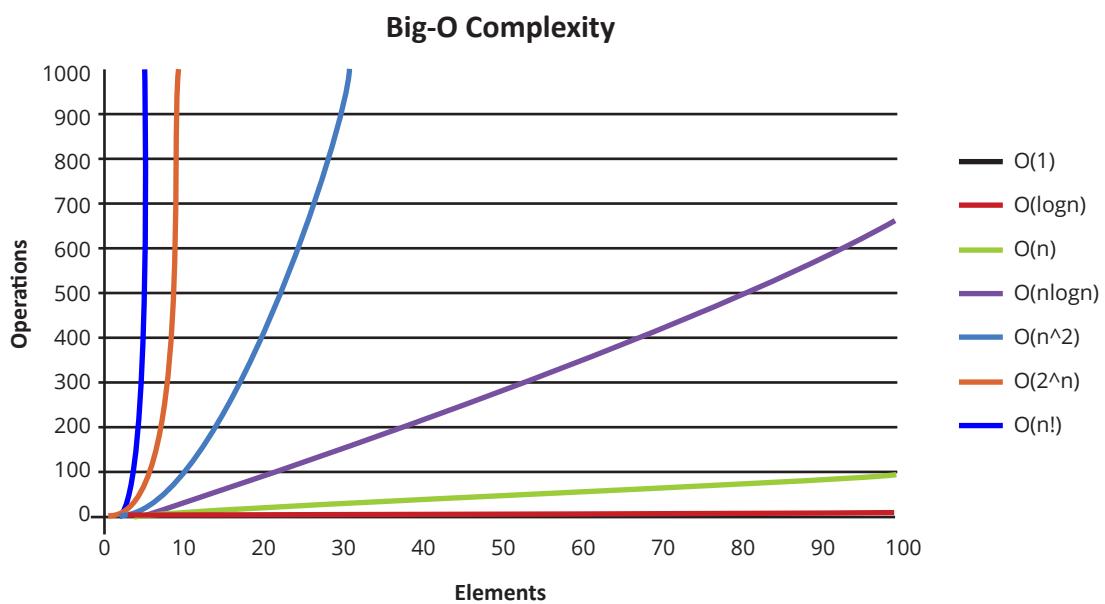
New pivot value =

--	--	--	--	--	--	--	--

--	--	--	--	--	--	--	--

- (ii) What is the significance of using 51 as the initial pivot value?


- (iii) Which of the following graphs represents the worst-case time complexity for the quicksort?




## Question 14

- (a) Both hardware and software can be adapted to help people with additional needs use computing technologies.

Give a specific example of hardware and software that can be used for people with additional needs.

Hardware example:

Software example:

- (b) The table below shows the ASCII character set. Examine the table and answer the questions that follow.

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	NUL	SOH	STX	ETX	EOT	ENQ	ACQ	BEL	BS	HT	LF	VT	FF	CR	SO	SI
1	DLE	DC1	DC2	DC3	DC4	NAK	SYN	ETB	CAN	EM	SUB	ESC	FS	GS	RS	US
2	SPC	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
3	Ø	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
4	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
5	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
6	'	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
7	p	q	r	s	t	u	v	w	x	y	z	{		}	~	DEL

- (i) How many bits of data are needed for encoding each ASCII character?


- (ii) Give **one** limitation of using the ASCII character set as shown above.


- (iii) UNICODE was developed after ASCII, what is an advantage of UNICODE over ASCII?


- (iv) UTF-8 is an encoding system for UNICODE. What is an advantage of using UTF-8 for encoding characters?


- (c) Discuss **two** ethical considerations of a software designer building an app such as the COVID Tracker app used by the Health Service Executive during the COVID-19 outbreak.  
According to the HSE:

*"The COVID Tracker is a free and easy-to-use mobile phone app that will:*

- Alert you if you have been in close contact with someone who has tested positive for COVID-19 (coronavirus)*
- Keep other app users safe by alerting them if you test positive for COVID-19.*
- Give you advice on what to do if you have symptoms".*


### Question 15

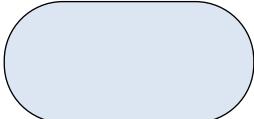
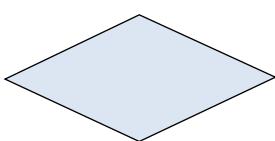
Modules are an important concept in computer programming. A module is a file containing Python definitions and statements that can be imported into another Python script.

- (a) (i) Name **one** advantage of using modules when creating a software.


- (ii) Give **two** examples of pre-defined modules you have used in the Python programming in your course.

1.
2.

- (b) Flowcharts and pseudocode are useful tools to visualise how computer programs operate.

Symbol	Name	Function
	Start/end	An oval represents a start or end point
	Arrows	A line is a connector that shows relationships between the representative shapes
	Input/Output	A parallelogram represents input or output
	Process	A rectangle represents a process
	Decision	A diamond indicates a decision

- (i) A software engineer wishes to create a program that will play a game of “Snap” with the user. Using the flowchart symbols above create a flowchart for the following task.
- It will generate a random number between 1 and 10.
  - It will then ask the user to take a guess what that number is.
  - If the user guesses correctly, it will display an appropriate message and end the program.
  - If the user guesses incorrectly, it will display an appropriate message; ask the user to guess again and repeat.
  - The user has a total of 3 attempts to guess the correct number. After the 3 incorrect guesses, the program should end.

- (c) Modelling and simulation are important aspects of computer programming.

- (i) Discuss **one** way that models and simulations are useful and **one** way that models and simulation are imitated in computer programming.



- (ii) The Python code below shows code for a coin flipping simulation however, there are eight mistakes in the code that will cause an error to appear when the code is run. Examine the code carefully and re-write the code error free.

```
1 import random
2
3 results = []
4
5
6 for throws in range(1000)
7     ran num = random.ranint(1,10)
8     if ran_num >= 1 and <= 5:
9         result.append("H")
10    elif ran_num > 5 and ran_num <= 10
11        results.append("T")
12 print("The number of heads thrown was: ", results.count("h"))
13 print("The number of tails thrown was: ", results.count("T"))
```

- (iii) What change in the output would you expect to see if the number of iterations of the for loop was decreased to 10?

- (iv) What change in the output would you expect to see if the number of iterations of the for loop was increased to 10000?

## Acknowledgements

Q2. Source: <https://logic.ly/>

Q6. Source: <https://www.javatpoint.com/history-of-operating-system>

Q11. Source: <https://www.europol.europa.eu/activities-services/public-awareness-and-prevention-guides/risks-of-using-public-wi-fi>

Q13. Source: <https://www.hackerearth.com/practice/notes/sorting-and-searching-algorithms-time-complexities-cheat-sheet/>

Q14. Source: [http://www.stat.ucla.edu/~dinov/courses\\_students.dir/PIC10B\\_CPP\\_Summer01.dir/PIC10B\\_CPP\\_Summer01.dir/ASCII\\_table.htm](http://www.stat.ucla.edu/~dinov/courses_students.dir/PIC10B_CPP_Summer01.dir/PIC10B_CPP_Summer01.dir/ASCII_table.htm)