1   When designing computer systems, it is important to consider the security, integrity and privacy of the data.

Draw **one** line from each measure to indicate whether it keeps data secure or protects the integrity of data.

Measure
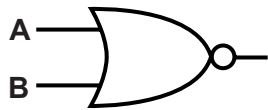
| Firewall |

| Double entry |

| Presence check |

| Access rights |

| Password |

| Data Security |

| Data Integrity |

[2]

2 **(a)** Complete the truth table for each of the following two logic gates.

A	B	Output
0	0	
0	1	
1	0	
1	1	
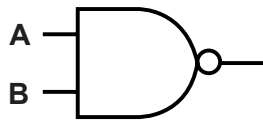
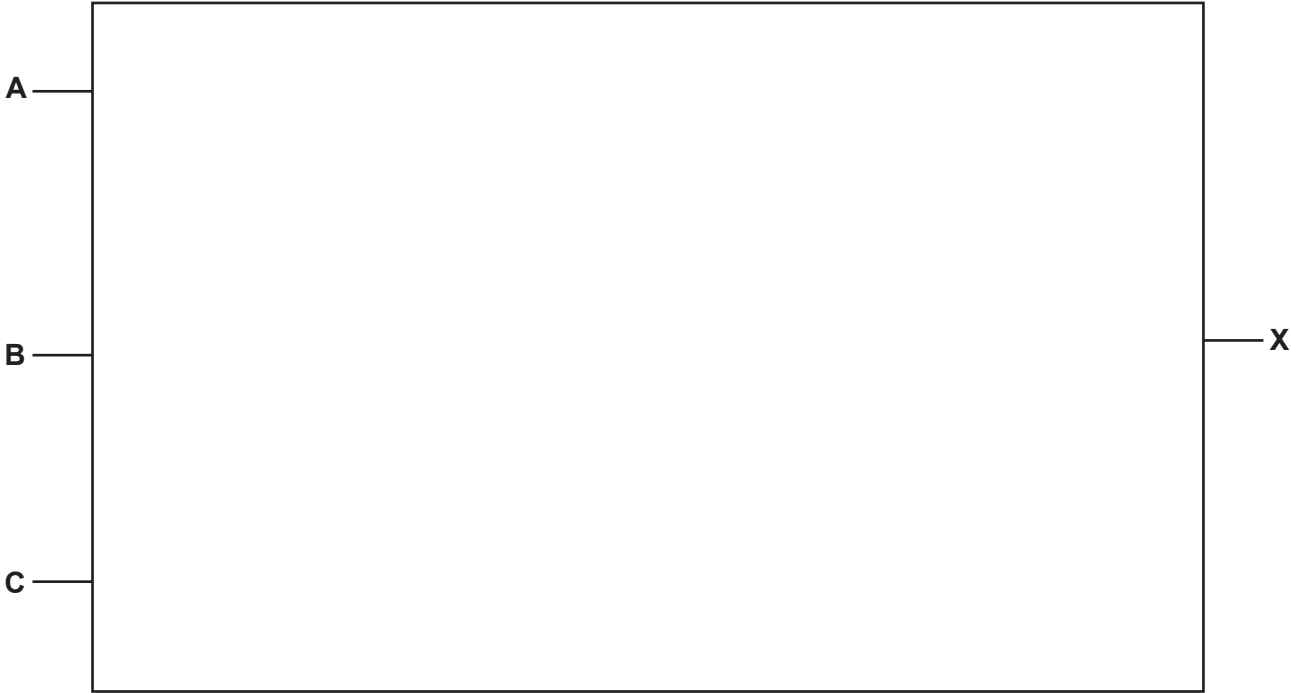| A	B	Output
0	0	
0	1	
1	0	
1	1	

[2]

(b) Draw a logic circuit for the following logic expression.

$$X = NOT(NOT(A \text{ AND } B) \text{ AND } C)$$

A

B ———X

C

[2]

3 Andy likes to play computer games.

(a) Andy uses several input devices to play the games. These include a keyboard and a microphone.

Describe the principal operation of a microphone.

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....

....

....

....

.... [3]

(b) Andy plays some of the computer games over the internet. He has several devices that connect wirelessly to the router in his house.

(i) Identify the topology of Andy's home network. Justify your choice.

Topology ....

Justification ....

....
[2]

(ii) The router has a wireless access point (WAP) to allow the devices to connect wirelessly.

Identify **three** functions of the router in Andy's network.

1 ....

....

2 ....

....

3 ....

....
[3]

4 A register stores the following binary number:

1	1	0	0	1	1	0	1

(a) The binary value in the register represents an unsigned binary integer.

Convert the unsigned binary integer into denary.

.... [1]

(b) The binary value in the register represents a two's complement binary integer.

Convert the two's complement binary integer into denary.

.... [1]

(c) The binary value in the register represents a hexadecimal number.

Convert the binary number into hexadecimal.

.... [1]

(d) State why the value in the register cannot be interpreted as a Binary Coded Decimal (BCD).

....

.... [1]

(e) The binary contents of **two** registers are:

Register 1	0	0	1	1	1	1	0	1
Register 2	0	0	1	0	1	1	0	1

(i) Add the contents of **Register 1** and **Register 2**. Show your working.

Answer ....

[2]

(ii) Subtract the contents of **Register 2** from the contents of **Register 1**. Show your working.

Answer ....

[2]

5 Riya has created the following logo as a vector graphic.
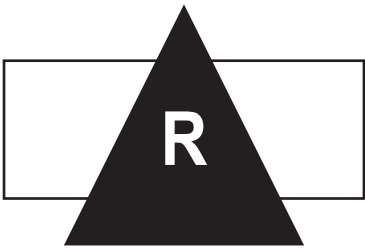
(a) Complete the table by writing a description of each vector graphic term **and** give an example for this logo.

Term	Description	Example from logo
Property		
Drawing list		

[4]

(b) Riya takes a photograph using a digital camera. The photograph is stored as a bitmap image.

(i) Describe **two** differences between a vector graphic and a bitmap image.

1 ....

....

....

....

2 ....

....

....

....

[4]

(ii) Riya needs to email the photograph. She compresses the photograph before sending it using an email.

Describe **two** lossy methods that Riya can use to compress the image.

Method 1 ....

....

....

....

Method 2 ....

....

....

....

[4]

6 A shop sells plants to customers. The shop manager has a relational database to keep track of the sales.

The database, PLANTSALES, has the following structure:

PLANT(<u>PlantName</u>, QuantityInStock, Cost)

CUSTOMER(<u>CustomerID</u>, FirstName, LastName, Address, Email)

PURCHASE(<u>PurchaseID</u>, CustomerID)

PURCHASE_ITEM(<u>PurchaseID</u>, <u>PlantName</u>, Quantity)

(a) The database is normalised.

(i) The table lists the following three stages of normalisation:

- The first stage is from a database that is not normalised (0NF) to First Normal Form (1NF).
- The second stage is from 1NF to Second Normal Form (2NF).
- The third stage is from 2NF to Third Normal Form (3NF).

Tick (✓) **one** box in each row to identify the appropriate stage for each task.

Task	Normalisation stage		
	0NF to 1NF	**1NF to 2NF**	**2NF to 3NF**
Remove any partial key dependencies			
Remove any repeating groups of attributes			
Remove any non-key dependencies			

[2]

(ii) Draw an entity-relationship (E-R) diagram for the database PLANTSALES.

```
┌─────────────────────┐          ┌─────────────────────┐
│       PLANT         │          │      CUSTOMER       │
└─────────────────────┘          └─────────────────────┘



┌─────────────────────┐          ┌─────────────────────┐
│   PURCHASE_ITEM     │          │      PURCHASE       │
└─────────────────────┘          └─────────────────────┘
```

[3]

(b) The shop manager uses a Database Management System (DBMS).

Describe the purpose **and** contents of the data dictionary in the DBMS.

....

....

....

....

....

.... [3]

(c) The shop manager uses both Data Definition Language (DDL) and Data Manipulation Language (DML) statements to create and search the database.

(i) Complete the DML statements to return the total number of items purchased with the purchase ID of 3011A.

```
SELECT SUM(.................................................)

FROM ...............................................

WHERE ............................................... = ...............................................;
```
[4]

(ii) Write DDL statements to include a field in the table PURCHASE to store the date of the order.

....

....

....

.... [3]

7 A computer has system software.

(a) The Operating System handles interrupts.

Tick (✓) **one** box in each row to identify whether each event is an example of a hardware interrupt or a software interrupt.

Event	Hardware interrupt	Software interrupt
Buffer full		
Printer is out of paper		
User has pressed a key on the keyboard		
Division by zero		
Power failure		
Stack overflow		

[3]

(b) Describe the file management tasks that an Operating System performs.

....

....

....

....

....

....

....

.... [4]

(c) Identify **two** utility programs that can be used to improve the performance of a computer **and** state how they improve the performance.

1 ....

....

....

....

2 ....

....

....

....
[4]

8 The Von Neumann model for a computer system uses registers.

(a) Describe the role of the following special purpose registers in the fetch-execute (F-E) cycle.

(i) Memory Address Register (MAR) ....

....

....

....

Memory Data Register (MDR) ....

....

....

....

[4]

(ii) Another special purpose register is the Index Register.

Identify **one other** special purpose register used in the Von Neumann model for a computer system.

....

.... [1]

(b) The following table shows part of the instruction set for a processor. The processor has one general purpose register, the Accumulator (ACC), and an Index Register (IX).

Instruction		Explanation
Opcode	**Operand**	
LDM	#n	Immediate addressing. Load the number n to ACC
LDD	<address>	Direct addressing. Load the contents of the location at the given address to ACC
STO	<address>	Store the contents of ACC at the given address
INC	<register>	Add 1 to the contents of the register (ACC or IX)
CMP	<address>	Compare the contents of ACC with the contents of <address>
JPN	<address>	Following a compare instruction, jump to <address> if the compare was False
JMP	<address>	Jump to the given address
IN		Key in a character and store its ASCII value in ACC
OUT		Output to the screen the character whose ASCII value is stored in ACC
END		Return control to the operating system
XOR	#n	Bitwise XOR operation of the contents of ACC with the operand
XOR	<address>	Bitwise XOR operation of the contents of ACC with the contents of <address>
OR	#n	Bitwise OR operation of the contents of ACC with the operand
OR	<address>	Bitwise OR operation of the contents of ACC with the contents of <address>
AND	#n	Bitwise AND operation of the contents of ACC with the operand
AND	<address>	Bitwise AND operation of the contents of ACC with the contents of <address>
LSL	#n	Bits in ACC are shifted logically n places to the left. Zeros are introduced on the right hand end
LSR	#n	Bits in ACC are shifted logically n places to the right. Zeros are introduced on the left hand end

<address> can be an absolute or symbolic address
# denotes a denary number, e.g. #123

The current contents of main memory are shown:

Address	Data
100	01010101
101	11110000
102	00001111
103	00000000
104	11111111

(i) In the following table, each row shows the current contents of the ACC in binary and the instruction that will be performed on those contents.

Complete the table by writing the new contents of the ACC after the execution of each instruction.

Current contents of the ACC	Instruction	New contents of the ACC
01010101	XOR 101	
11110000	AND 104	
00001111	LSL #4	
11111111	OR 102	

[4]

(ii) The following table contains five assembly language instruction groups.

Write an appropriate assembly language instruction for each instruction group, using the given instruction set. The first one has been completed for you.

Instruction Group	Instruction
Data movement	LDM #2
Input and output of data	
Arithmetic operations	
Unconditional and conditional instructions	
Compare instructions	

[4]

(iii) The opcode `LDM` uses immediate addressing. The opcode `LDD` uses direct addressing.

Identify **and** describe **one additional** mode of addressing.

Mode of addressing ....

Description ....

....

....
[2]