

Question	Answer	Marks								
1(a)	<p>1 mark for each correct answer:</p> <ul style="list-style-type: none">• binary• 3072• denary/decimal• 2000 <p>A kibibyte has a binary prefix. Three kibibytes is the same as 3072 bytes. A megabyte has a decimal/denary prefix. Two terabytes is the same as 2000 gigabytes.</p>	4								
1(b)	<p>1 mark for correct answer: F1</p>	1								
1(c)	<p>1 mark for a correct answer:</p> <p>The answer is too long to be represented in the same number of bits as the binary numbers being added</p>	1								
1(d)(i)	<p>1 mark for all 3 answers correct:</p> <table><tr><th>Character set</th><th>Number of bits</th></tr><tr><td>ASCII</td><td>7</td></tr><tr><td>extended ASCII</td><td>8</td></tr><tr><td>Unicode</td><td>16/32</td></tr></table>	Character set	Number of bits	ASCII	7	extended ASCII	8	Unicode	16/32	1
Character set	Number of bits									
ASCII	7									
extended ASCII	8									
Unicode	16/32									
1(d)(ii)	<p>1 mark each:</p> <ul style="list-style-type: none">• Each character has a unique binary code• The binary code for each character is stored in sequence	2								

Question	Answer	Marks
2(a)	<p>1 mark for working:</p> <ul style="list-style-type: none"> $4000 * 3000 * 4$ <p>1 mark for correct answer:</p> <ul style="list-style-type: none"> 48MB 	2
2(b)(i)	<p>1 mark each to max 3:</p> <ul style="list-style-type: none"> The file takes less storage space on the web server than if lossless compression was used The file is faster to upload/download to/from the server than if lossless compression was used The file uses less bandwidth to transmit than if lossless compression was used The file consumes less data allowance than if lossless compression was used 	3

Question	Answer	Marks
2(b)(ii)	1 mark each: <ul style="list-style-type: none"> Identifies consecutive repeating pixels of the same colour Stores the colour /pattern and the number of times it repeats 	2
2(c)	1 mark each to max 2: <ul style="list-style-type: none"> Colour/bit depth Image resolution 	2

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3(a)	1 mark for each correct answer: <table border="1"> <thead> <tr> <th>Program Number</th><th>Code</th><th>ACC Content</th></tr> </thead> <tbody> <tr> <td>1</td><td>LDM #50 INC ACC SUB #1</td><td>50</td></tr> <tr> <td>2</td><td>LDI 51 ADD 52</td><td>97</td></tr> <tr> <td>3</td><td>LDR #2 LDX 50 DEC ACC</td><td>48</td></tr> <tr> <td>4</td><td>LDD 52 SUB 54 INC ACC</td><td>44</td></tr> </tbody> </table>	Program Number	Code	ACC Content	1	LDM #50 INC ACC SUB #1	50	2	LDI 51 ADD 52	97	3	LDR #2 LDX 50 DEC ACC	48	4	LDD 52 SUB 54 INC ACC	44	4
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3(b)	1 mark for each correct answer: <table border="1"> <thead> <tr> <th>Instruction Number</th><th>Instruction</th><th>ACC Content</th></tr> </thead> <tbody> <tr> <td>1</td><td>LSL #2</td><td>1111 1100</td></tr> <tr> <td>2</td><td>XOR 100</td><td>1111 0010</td></tr> <tr> <td>3</td><td>AND 103</td><td>0011 0111</td></tr> </tbody> </table>	Instruction Number	Instruction	ACC Content	1	LSL #2	1111 1100	2	XOR 100	1111 0010	3	AND 103	0011 0111	3			
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4(a)	1 mark for: many to 1 // there are many performances of each show	1
4(b)	1 mark each for: <ul style="list-style-type: none"> • Creating table PERFORMANCE with opening and closing brackets • Setting all four attributes with appropriate data types • Setting PerformanceID as primary key • Setting ShowID as foreign key referencing SHOW table <p>Example:</p> <pre>CREATE TABLE PERFORMANCE (PerformanceID varchar NOT NULL, ShowID varchar, ShowDate Date, StartTime Time, PRIMARY KEY(PerformanceID), FOREIGN KEY(ShowID) REFERENCES SHOW(ShowID));</pre>	4
4(c)	1 mark each for: <ul style="list-style-type: none"> • Selecting COUNT of an attribute in PERFORMANCE table with suitable name • FROM clause • Joining tables • Grouping by the title and selecting the title <p>Example 1:</p> <pre>SELECT SHOW.Title, Count(PERFORMANCE.PerformanceID) AS NumberOfShowings FROM PERFORMANCE, SHOW WHERE PERFORMANCE.ShowID = SHOW.ShowID GROUP BY SHOW.Title;</pre> <p>Example 2:</p> <pre>SELECT SHOW.Title, Count(PERFORMANCE.PerformanceID) AS NumberOfShowings FROM PERFORMANCE INNER JOIN SHOW ON PERFORMANCE.ShowID = SHOW.ShowID GROUP BY SHOW.Title;</pre>	4

Question	Answer	Marks
4(d)	<p>1 mark each to max 5:</p> <p>e.g.</p> <ul style="list-style-type: none"> CUSTOMER table identified with suitable Primary Key and appropriate name ... and other suitable fields including name and email BOOKING TABLE identified with suitable Primary Key and appropriate name ... that stores the Primary Key of the CUSTOMER table as a Foreign Key to join with CUSTOMER table ... and stores the Primary Key of the PERFORMANCE table as a Foreign Key to join with PERFORMANCE table A linking table between Table 2 and SEAT with suitable Primary Key and appropriate name ... that includes the Primary Key of Table 2 as a Foreign Key to join with Table 2 ... that stores the SeatID. 	5

Question	Answer	Marks
5(a)(i)	<p>1 mark for:</p> <p>Dedicated/ bespoke services/storage on a remote server only available to company</p>	1
5(a)(ii)	<p>1 mark each to max 3:</p> <p>e.g.</p> <ul style="list-style-type: none"> Not reliant on a third party ... gives greater control over security/privacy ... gives greater control over backup Storage can be tailored/scalable to company requirements// an example e.g. the amount of storage accessible/ facilitating the sharing of files 	3
5(b)	<p>1 mark each:</p> <ul style="list-style-type: none"> Sending computer transmits packets directly to switch/router/central device Switch/router/central device checks destination address of packet and forwards directly to that device 	2
5(c)(i)	<p>1 mark each to max 2:</p> <ul style="list-style-type: none"> Jamming signal is transmitted by the sending device Transmission is aborted The sending device waits a random time before trying to send data again if further collisions occur the wait time is increased 	2

Question	Answer	Marks
5(c)(ii)	1 mark each to max 2: <ul style="list-style-type: none"> • Random time increased each time so can be infinite waiting • May be constant jamming signal so nothing ever sends • Certain nodes cannot be prioritised • High power consumption • Only suitable for short distance network // limited distance • Not scalable // more nodes means exponentially longer waiting times 	2
5(d)	1 mark for: Static means the IP for that device does not change and Private means it can only be accessed/seen/used within the LAN	1

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6	<p>1 mark for each correct line:</p> <div><div><p>Truth table</p><table><tr><th>A</th><th>B</th><th>C</th><th>X</th></tr><tr><td>0</td><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>0</td><td>1</td><td>1</td></tr><tr><td>0</td><td>1</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td><td>1</td></tr><tr><td>1</td><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td><td>0</td></tr></table></div><div><table><tr><th>A</th><th>B</th><th>C</th><th>X</th></tr><tr><td>0</td><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>0</td><td>1</td><td>1</td></tr><tr><td>0</td><td>1</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td><td>0</td></tr><tr><td>1</td><td>0</td><td>1</td><td>0</td></tr><tr><td>1</td><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td><td>1</td></tr></table></div><div><table><tr><th>A</th><th>B</th><th>C</th><th>X</th></tr><tr><td>0</td><td>0</td><td>0</td><td>1</td></tr><tr><td>0</td><td>0</td><td>1</td><td>1</td></tr><tr><td>0</td><td>1</td><td>0</td><td>1</td></tr><tr><td>0</td><td>1</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>0</td><td>1</td></tr><tr><td>1</td><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td><td>1</td></tr></table></div></div> <div><p>Logic expression</p><div>NOT (A XOR B) AND C</div><div>(A OR C) AND NOT B</div><div>A NAND B NAND C</div><div>(A NAND B) OR C</div><div>NOT (A AND B AND C)</div></div>	A	B	C	X	0	0	0	0	0	0	1	1	0	1	0	0	0	1	1	0	1	0	0	1	1	0	1	1	1	1	0	0	1	1	1	0	A	B	C	X	0	0	0	0	0	0	1	1	0	1	0	0	0	1	1	0	1	0	0	0	1	0	1	0	1	1	0	0	1	1	1	1	A	B	C	X	0	0	0	1	0	0	1	1	0	1	0	1	0	1	1	1	1	0	0	1	1	0	1	1	1	1	0	0	1	1	1	1	3
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7(b)	<p>1 mark each to max 3:</p> <p>e.g.</p> <ul style="list-style-type: none">• Voice/speech recognition is used• ... to identify if someone speaking• The sound is recorded and analysed• The audio recordings are compared to a database of words/sound waves• ... to identify the word that has the highest probability of being said• Natural language recognition is used• Words are combined and compared to known sentences• ... programmed action(s) for matching sentence(s) are performed	3								
7(c)	<p>1 mark each to max 2:</p> <ul style="list-style-type: none">• Feedback ensures that a system operates within set criteria / constraints• ... by enabling system output to affect subsequent system input• ... thus allowing conditions to be automatically adjusted	2								
7(d)	<p>1 mark each to max 4:</p> <ul style="list-style-type: none">• Resistive: The space between the conductive layers is removed/the layers touch and a circuit is completed• Capacitive: The electrical charge changes where the user pressed• The point of contact is identified• ... from the change in electrical field• The software/microprocessor calculates the coordinates	4								
7(e)(i)	<p>1 mark for:</p> <p>Pre-written code/functions/routines that can be imported/called in another program</p>	1								

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7(e)(ii)	<p>1 mark each to max 4:</p> <ul style="list-style-type: none">• Maintenance not needed to be done by the programmer• ... because the DLL is separate from program• The calling program does not need recompilation by the programmer when a DLL file changes• ... because the DLL file can be updated independently of the calling program• ... updates will apply to all programs that use the DLL file	4								
7(f)(i)	<p>1 mark for each correct method and 1 mark for corresponding description to max 4:</p> <table><tr><th>Method</th><th>Description</th></tr><tr><td>Parity byte</td><td>An additional bit is added to make the number of 1s in the byte odd or even to match the parity. If a byte with an odd number of 1 bits is received when even parity is used, there is an error.</td></tr><tr><td>Parity block</td><td>Parity is calculated horizontally and vertically. A parity byte is created from the bits produced by the vertical parity check. This is sent with the data. The parity is re-checked when received and the position of an incorrect bit can be determined.</td></tr><tr><td>Checksum</td><td>A calculation is made from the data and the result transmitted with the data. The receiver repeats the calculation and compares the result with the value received. If the two are different, there is an error.</td></tr></table>	Method	Description	Parity byte	An additional bit is added to make the number of 1s in the byte odd or even to match the parity. If a byte with an odd number of 1 bits is received when even parity is used, there is an error.	Parity block	Parity is calculated horizontally and vertically. A parity byte is created from the bits produced by the vertical parity check. This is sent with the data. The parity is re-checked when received and the position of an incorrect bit can be determined.	Checksum	A calculation is made from the data and the result transmitted with the data. The receiver repeats the calculation and compares the result with the value received. If the two are different, there is an error.	4
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7(f)(ii)	<p>1 mark each to max 2:</p> <ul style="list-style-type: none">• Encodes/scrambles data• ... so if it is intercepted it cannot be understood• Algorithm/key is required to decode the data	2								