

No part of this product may be reproduced in any form or by any electronic or mechanical means, including information storage and retrieval systems, without written permission from the IB.

Additionally, the license tied with this product prohibits commercial use of any selected files or extracts from this product. Use by third parties, including but not limited to publishers, private teachers, tutoring or study services, preparatory schools, vendors operating curriculum mapping services or teacher resource digital platforms and app developers, is not permitted and is subject to the IB's prior written consent via a license. More information on how to request a license can be obtained from http://www.ibo.org/contact-the-ib/media-inquiries/for-publishers/guidance-for-third-party-publishers-and-providers/how-to-apply-for-a-license.

Aucune partie de ce produit ne peut être reproduite sous quelque forme ni par quelque moyen que ce soit, électronique ou mécanique, y compris des systèmes de stockage et de récupération d'informations, sans l'autorisation écrite de l'IB.

De plus, la licence associée à ce produit interdit toute utilisation commerciale de tout fichier ou extrait sélectionné dans ce produit. L'utilisation par des tiers, y compris, sans toutefois s'y limiter, des éditeurs, des professeurs particuliers, des services de tutorat ou d'aide aux études, des établissements de préparation à l'enseignement supérieur, des fournisseurs de services de planification des programmes d'études, des gestionnaires de plateformes pédagogiques en ligne, et des développeurs d'applications, n'est pas autorisée et est soumise au consentement écrit préalable de l'IB par l'intermédiaire d'une licence. Pour plus d'informations sur la procédure à suivre pour demander une licence, rendez-vous à l'adresse http://www.ibo.org/fr/contact-the-ib/media-inquiries/for-publishers/guidance-for-third-party-publishers-and-providers/how-to-apply-for-a-license.

No se podrá reproducir ninguna parte de este producto de ninguna forma ni por ningún medio electrónico o mecánico, incluidos los sistemas de almacenamiento y recuperación de información, sin que medie la autorización escrita del IB.

Además, la licencia vinculada a este producto prohíbe el uso con fines comerciales de todo archivo o fragmento seleccionado de este producto. El uso por parte de terceros —lo que incluye, a título enunciativo, editoriales, profesores particulares, servicios de apoyo académico o ayuda para el estudio, colegios preparatorios, desarrolladores de aplicaciones y entidades que presten servicios de planificación curricular u ofrezcan recursos para docentes mediante plataformas digitales— no está permitido y estará sujeto al otorgamiento previo de una licencia escrita por parte del IB. En este enlace encontrará más información sobre cómo solicitar una licencia: http://www.ibo.org/es/contact-the-ib/media-inquiries/for-publishers/guidance-for-third-party-publishers-and-providers/how-to-apply-for-a-license.





Computer science Higher level Paper 1

Friday 8 November 2019 (afternoon)

2 hours 10 minutes

Instructions to candidates

- Do not open this examination paper until instructed to do so.
- Section A: answer all questions.
- Section B: answer all questions.
- The maximum mark for this examination paper is [100 marks].

Section A

Answer **all** questions.

1. Describe **one** way offsite storage can be used to prevent data loss.

[2]

2. Explain the purpose of cache memory.

[3]

3. Colours are represented by a computer as a combination of the three primary colours: red, green and blue.

Numerical values are used to represent the different shades of each primary colour. These values range from 0 to 255 in decimal, or 00 to FF in hexadecimal.

(a) State why hexadecimal numbers are frequently used in computing.

[1]

(b) State the number of bits used to represent a non-primary colour, such as yellow.

[1]

- (c) State the maximum number of colours that can be represented in a computer pixel.
- [1]

4. Copy and complete the following truth table where:

 $X = A \times B$ $Y = A \times C$ $Z = X \times D \times D \times Y$

Α	В	С	X	Υ	Z
0	0	0			

[4]

5. Sketch a double linked list that holds the following sequence of names: Anne, Lana, Mary.

[3]

[3]

6. Explain why abstraction is required in the design of algorithms.

7. Outline what is meant by *virtual memory*.

[2]

8. Construct a trace table for the following algorithm.

```
K = 1
N = 1
M = 2
loop while K < 5
   output(N, M)
   K = K + 1
   N = N + 2
   M = M * 2
end loop</pre>
```

[5]

Section B

Answer all questions.

9.	An o	An organization is implementing a new computer system.					
	(a)	Identify two organizational issues related to the implementation of the new system.					
			gement considered phased conversion and direct changeover as methods entation.				
	(b)	Eval	uate these two methods of implementation.	[5]			
	(c)	(i)	State one type of testing that involves users.	[1]			
		(ii)	Identify three consequences of inadequate testing.	[3]			
	(d)		Discuss the social and ethical issues associated with the introduction of a new computer system.				
10.	(a)	Outli	ne two advantages of a school using a computer network.	[4]			
	(b)	Desc	cribe the purpose of the following hardware components of a network:				
		(i)	Router	[2]			
		(ii)	Network interface card (NIC)	[2]			
	(c)	Outline why protocols are necessary.					
	(d)	Defir	ne the term data encryption.	[1]			
	(e)	Evaluate the use of trusted media access control (MAC) addresses as one method of network security.					

- **11.** A washing machine manufacturer has created its website to be viewed on standard desktop computers as well as mobile devices. The mobile browsing experience differs from desktop browsing.
 - (a) (i) Define the term screen resolution.

[1]

(ii) Describe **two** issues resulting from the website being viewed on various devices, such as desktops and smartphones.

[4]

Different devices such as desktop computers and mobile devices have different operating systems.

(b) Explain the role of the operating system (OS) in terms of managing the hardware resources.

[4]

A washing machine uses a control system.

The microprocessor controls the washing machine and its actions. To complete the wash and rinse process the user selects the program, loads the washing machine and pushes the start button.

(c) Describe the interaction between the sensors, microprocessors and output transducers in this situation.

[6]

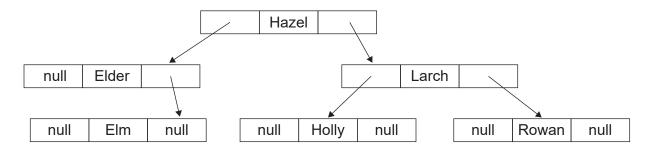
12. (a) State **two** applications of stacks.

- [2]
- (b) Explain the use of a one-dimensional array as a static stack. Your answer should include brief outlines of the push and pop operations and the tests for empty and full stacks.

[6]

Consider the following binary tree.

An inorder traversal of this binary tree will produce a list of names sorted in ascending order.



(c) (i) State the result of postorder traversal.

[1]

(ii) Draw the binary tree after deleting the root node.

[3]

(d) Compare the use of static and dynamic data structures.

[3]

13. The following matrix has non-zero elements on the diagonal, on the super-diagonal (the first diagonal above the main diagonal) and on the sub-diagonal (the first diagonal below the main diagonal). All the rest of the elements are zeros.

The following two-dimensional array named MAT of dimensions 6×6 is an example of such a matrix.

			MAT			
	[0]	[1]	[2]	[3]	[4]	[5]
[0]	7	7	0	0	0	0
[1]	1	2	1	0	0	0
[2]	0	9	-3	5	0	0
[3]	0	0	-5	6	4	0
[4]	0	0	0	7	7	2
[5]	0	0	0	0	5	1

(a) State the value of MAT[3][4].

[1]

Method isValidMatrix(N,A) accepts an integer N and a two-dimensional array A of dimensions NXN. It returns True if all elements below the subdiagonal and all elements above the superdiagonal are zeros and all elements on three diagonals are non-zeroes; otherwise it returns False.

For example, isValidMatrix (6, MAT) returns True for the matrix MAT given above.

(b) Construct an efficient algorithm for the method isValidMatrix().

[8]

Given the following recursive method mystery() with two formal parameters: A (a two-dimensional array) and R (an integer).

```
mystery(A,R)
  if R > 0 then
    return A[R][R-1] + mystery(A,R-1)
  else
    return 0
  end if
end mystery
```

(c) Determine the value of variable x after execution of the following method call:

```
X = mystery(MAT, 5)
```

where MAT is the two-dimensional array given. You must show your working.

[4]

(d) Deduce the purpose of the method mystery(A, R).

[2]