



COMPUTER SCIENCE STANDARD LEVEL PAPER 1

Tuesday 16 November 2010 (afternoon)

1 hour 30 minutes

INSTRUCTIONS TO CANDIDATES

- Do not open this examination paper until instructed to do so.
- Section A: answer all the questions.
- Section B: answer all the questions.

SECTION A

Answer **all** the questions.

1.	(a)	Outline the purpose of the <i>systems life cycle</i> model.	[2 marks]		
	(b)	Identify the stage of the systems life cycle in which a feasibility report is prepared.	[1 mark]		
2.	Custo A sto an ap				
	Cons	struct a systems flowchart representing the process described above.	[5 marks]		
3.	Draw a labelled diagram representing the basic structure of the <i>central processing unit</i> (CPU).				
4.	Outli	ine one example of <i>online processing</i> .	[2 marks]		
5.	(a)	Convert, showing your working, the decimal number 205 into binary.	[2 marks]		
	(b)	Convert the binary number 1010 1001 into hexadecimal.	[1 mark]		
6.	Desc	ribe the <i>phased introduction</i> method of implementing a new system.	[2 marks]		
7.		Data is collected by groups of students on a field trip, and later transferred to a central computer.			
	(a)	Identify one method of <i>data capture</i> .	[1 mark]		
	(b)	Identify one method of transferring data from the field to the central computer.	[1 mark]		
	(c)	There have been concerns about the accuracy of the data. Outline how <i>verification</i> and <i>validation</i> can be used to ensure it is as accurate as possible.	[4 marks]		
8.	State	the nature of the Boolean data type.	[1 mark]		
9.	Define the terms local area network (LAN) and wide area network (WAN).				
10.	State two types of <i>utility software</i> . [2 max				

SECTION B

Answer all the questions.

11. Consider the following method.

```
static void calc(int d, int q)
{
  int r = 0, p = 0;
  while (q >= d * p)
  {
    p = p + 1;
  }
  p = p - 1;
  r = q - (d * p);
  output("p = " + p);
  output("r = " + r);
}
```

(a) Construct the trace table, started below, for the method call calc(8, 37). [5 marks]

	d	q	р	r	q >= d * p	output
Ì						

(b) In the method, identify

(i) the parameters; [2 marks]

(ii) the local variables. [2 marks]

(c) Assuming that the arguments are both positive, state the operation performed by this method. [1 mark]

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A digital music player stores a song as a file of numbers (each of which is called

	a sample) that are converted to a signal for the audio speaker or headphones.						
	(a)	Define the term <i>analog data</i> .					
	(b)	Define the term <i>digital data</i> .					
	(c)	Identify one example of analog data and one example of digital data in a digital music player.					
	(d)	A CD-quality recording requires 44100 samples for every second of time and each sample is a 16-bit integer (2 bytes).					
		(i) Outline how the number of kilobytes required for a CD-quality recording of a 3-minute song would be calculated.	[2 marks]				
		(ii) State the type of software that could be used to reduce the size of the recording.	[1 mark]				
	(e)	Discuss one ethical issue created by the availability of digital music recordings on a computer network.	[3 marks]				
13.		hool has a <i>local area network</i> (LAN) used by students, teachers and administrators. LAN is not connected to the Internet.					
	(a)	Student marks are stored on a server that is connected to the network. Identify ways in which the data could be protected so that only teachers can change the marks.	[2 marks]				
	It is suggested that all students be given internal e-mail accounts on the system.						
	(b)	Identify two possible technical issues that might result from providing e-mail access to the students.	[2 marks]				
	(c)	Discuss two possible social/ethical issues that might result from providing e-mail access to the students.	[6 marks]				
14.	A particular computer is designed to work with non-volatile memory in place of a disk drive.						
	(a)	Draw a block diagram of the computer showing the CPU, cache, primary memory and non-volatile memory.	[4 marks]				
	(b)	Outline the function of cache memory.	[2 marks]				
	(c)	Explain reasons for having both volatile and non-volatile memory in a computer.	[4 marks]				

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