

Cambridge Assessment International Education

Cambridge International Advanced Subsidiary and Advanced Level

| CANDIDATE NAME | | | | |
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| CENTRE NUMBER | | CANDIDATE NUMBER | | |

103110292

COMPUTER SCIENCE

9608/11

Paper 1 Theory Fundamentals

May/June 2019

1 hour 30 minutes

Candidates answer on the Question Paper.

No Additional Materials are required.

No calculators allowed.

READ THESE INSTRUCTIONS FIRST

Write your centre number, candidate number and name in the spaces at the top of this page.

Write in dark blue or black pen.

You may use an HB pencil for any diagrams, graphs or rough working.

Do not use staples, paper clips, glue or correction fluid.

DO NOT WRITE IN ANY BARCODES.

Answer **all** questions.

No marks will be awarded for using brand names of software packages or hardware.

At the end of the examination, fasten all your work securely together.

The number of marks is given in brackets [] at the end of each question or part question.

The maximum number of marks is 75.



This document consists of 13 printed pages and 3 blank pages.

Devices connected to the Internet have IP (Internet Protocol) addresses.

1

| (a) | Three IPv4 addresses are given. | | |
|-----|--|-------------------------|--|
| | Circle either Valid or Invalid to indicate whether each address is valid or invalid. Explain you decision. | | |
| | Address 1: | 3A.21.2H.1 | Valid / Invalid |
| | Explanation . | | |
| | | | |
| | Address 2: | 299.53.2.2 | Valid / Invalid |
| | Explanation . | | |
| | | | |
| | Address 3: | 192.2.1.0 | Valid / Invalid |
| | Explanation . | | |
| | | | [0] |
| | | | [3] |
| (b) | A website ca address. | in be accessed using | either the Uniform Resource Locator (URL) or the IP |
| | Describe how | a URL is converted in | to its matching IP address. |
| | | | |
| | | | |
| | | | |
| | | | |
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| | | | [3] |
| (c) | People use th | ne Internet to stream m | edia. |
| | Complete the streaming. | e following statements | by filling in the names of the missing methods of bit |
| | that are curre | | treaming is used when watching a live stream of events event is captured live with a video camera connected to a or rewound. |
| | place in the | | reaming is used when watching an event that has taken re encoded to bit streaming format and uploaded to a id. |

| (d) | A recording of a concert is stored as a file. The file is compressed using lossy compression before it is streamed to users. | | |
|-----|--|--|--|
| | (i) | State why this file needs to be compressed. | |
| | | [1] | |
| | (ii) | Define the term lossy compression. | |
| | | [41] | |
| | | [1] | |
| | (iii) | The file could be compressed using lossless compression. | |
| | | Explain why lossy compression is a more appropriate compression technique than lossless for this file. | |
| | | | |
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| | | | |
| | | rol | |
| | | [3] | |

A software company produces software and distributes it under different software licences.

2

| (a) | Four descriptions of software licences are given. |
|-----|---|
| | Write the type of software licence that best fits each description. Use a different type of licence for each description. |
| | 1. The software can be legally used, only after a fee has been paid. |
| | Licence type |
| | 2. The source code comes with the software. If the software is modified, the edited source code must be released under the same conditions as the original software. |
| | Licence type |
| | 3. The software is free for a trial period and then a fee is requested, or expected, if the user wants to continue to use the software. |
| | Licence type |
| | 4. The source code comes with the software. The software is free to be downloaded, edited, and distributed, possibly without restriction. |
| | Licence type |
| | [4] |
| (b) | The software company stores information about customers and the software licences they have purchased. The company considers a file-based approach for the storage and retrieval of data. |
| | (i) Give three limitations of a file-based approach to store the data. |
| | 1 |
| | |
| | 2 |
| | |
| | 3 |
| | |
| | [3] |

| (ii) | The software company decides to use a database to overcome the limitations of a file-based system. Some of these limitations are addressed through the logical schema. |
|------|--|
| | Name and describe two levels of the schema of a database. |
| | Name 1 |
| | Description |
| | |
| | Name 2 |
| | Description |
| | |
| | [4] |

(c) The database has the following tables:

CUSTOMER(CustomerID, CompanyName)

| SOI | TTWARE(<u>SoftwareID</u> , SoftwareName, OperatingSystem, Description) |
|-------|---|
| LIC | CENCE(<u>LicenceID</u> , CustomerID, SoftwareID, DateOfPurchase, LicenceType, Cost, ExpiryDate) |
| (i) | Identify the type of relationship that exists between the tables ${\tt CUSTOMER}$ and ${\tt LICENCE}.$ |
| | |
| | [1] |
| (ii) | Describe how the relationship is created between the tables CUSTOMER and LICENCE. |
| | |
| | |
| | |
| | [2] |
| (iii) | The company needs a list of all software licences that have an expiry date on or before 31/12/2019. |
| | Write an SQL query to return the fields <code>CustomerID</code> , <code>SoftwareID</code> , <code>LicenceType</code> , <code>Cost</code> and <code>ExpiryDate</code> for all licences that expire on, or before 31/12/2019. Group the output by <code>CustomerID</code> , and in ascending order of cost. |
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| | [5] |

Kimmy has written a program in a high-level language.

3

| (a) | Kim | Kimmy has used library routines in the program. | | |
|-----|------|---|-----|--|
| | (i) | Describe two advantages of using library routines in the program. | | |
| | | 1 | | |
| | | | | |
| | | | | |
| | | 2 | | |
| | | | | |
| | | | | |
| | | [| 4 | |
| | (ii) | Describe what is meant by a Dynamic Link Library (DLL). | | |
| | | | | |
| | | | | |
| | | [| | |
| (b) | Thre | ee translators are compilers, interpreters, and assemblers. | | |
| | (i) | State one benefit of Kimmy using an interpreter during the development of the program | n. | |
| | | | | |
| | (ii) | State three benefits of Kimmy using a compiler when the program is complete. | ' ' | |
| | | 1 | | |
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| | | 2 | | |
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| | |] | 3 | |

- 4 A software developer works in a team for a large software development company.
 - (a) Two principles of the ACM/IEEE Software Engineering Code of Ethics are:
 - developers must act consistently with the public interest
 - developers must act in the best interest of their client and employer.

| Name and describe three other principles in the ACM/IEEE Software Engineering Code of Ethics. |
|---|
| Principle 1 |
| Description |
| |
| |
| Principle 2 |
| Description |
| |
| |
| Principle 3 |
| Description |
| |
| [6] |
| The software development company uses data backup and disk-mirroring to keep their data secure. |
| Explain how data backup and disk-mirroring allow the company to recover from data loss. |
| Data backup |
| |
| |
| |
| Disk-mirroring |
| |
| |

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(b)

- **5** A simple program written in assembly language is translated using a two-pass assembler.
 - (a) The table contains some of the tasks performed by a two-pass assembler.

Tick (\checkmark) one box in each row to indicate whether the task is performed at the first or second pass. The first row has been completed for you.

| Task | First pass | Second pass |
|---------------------------|------------|-------------|
| Creation of symbol table | 1 | |
| Expansion of macros | | |
| Generation of object code | | |
| Removal of comments | | |

[2]

| (b) | The processor's instruction set can be grouped according to their function. For example, one group is modes of addressing. |
|-----|--|
| | Identify two other groups of instructions. |
| | 1 |
| | |
| | 2 |
| | [2] |

(c) The table shows assembly language instructions for a processor which has one general purpose register, the Accumulator (ACC), and an Index Register (IX).

| Instruction | | Evalenation | |
|-----------------|-----------------------|--|--|
| Op code Operand | | Explanation | |
| LDM | #n | Immediate addressing. Load the denary number n to ACC. | |
| LDD | <address></address> | Direct addressing. Load the contents of the location at the given address to ACC. | |
| LDX | <address></address> | Indexed addressing. Form the address from <address> + the contents of the Index Register. Copy the contents of this calculated address to ACC.</address> | |
| LDR | #n | Immediate addressing. Load the denary number n to IX. | |
| STO | <address></address> | Store contents of ACC at the given address. | |
| ADD | <address></address> | Add the contents of the given address to ACC. | |
| INC | <register></register> | Add 1 to the contents of the register (ACC or IX). | |
| CMP | #n | Compare contents of ACC with denary number n. | |
| JPE | <address></address> | Following a compare instruction, jump to <address> if the compare was True.</address> | |
| JPN | <address></address> | Following a compare instruction, jump to <address> if the compare was False.</address> | |
| JMP | <address></address> | Jump to the given address. | |
| OUT | | Output to screen the character whose ASCII value is stored in ACC. | |
| END | | Return control to the operating system. | |

The current contents of the main memory, Index Register (IX) and selected values from the ASCII character set are:

| Address | Instruction |
|---------|-------------|
| 20 | LDM #0 |
| 21 | STO 300 |
| 22 | CMP #0 |
| 23 | JPE 28 |
| 24 | LDX 100 |
| 25 | ADD 301 |
| 26 | OUT |
| 27 | JMP 30 |
| 28 | LDX 100 |
| 29 | OUT |
| 30 | LDD 300 |
| 31 | INC ACC |
| 32 | STO 300 |
| 33 | INC IX |
| 34 | CMP #2 |
| 35 | JPN 22 |
| 36 | END |
| | |
| 100 | 65 |
| 101 | 67 |
| 102 | 69 |
| 103 | 69 |
| 104 | 68 |
| | |
| 300 | |
| 301 | 33 |
| IX | 0 |

| ASCII code table | (Selected | codes | only) |
|------------------|-----------|-------|-------|
|------------------|-----------|-------|-------|

| ASCII Code | Character |
|------------|-----------|
| 65 | Α |
| 66 | В |
| 67 | С |
| 68 | D |
| 69 | E |
| 97 | a |
| 98 | b |
| 99 | С |
| 100 | d |
| 101 | е |

Trace the program currently in memory using the following trace table. The first instruction has been completed for you.

| Instruction | ACC | Memory address | | | | | | IV | QUEDUT | |
|-------------|-----|----------------|-----|-----|-----|-----|-----|-----|--------|--------|
| address | | 100 | 101 | 102 | 103 | 104 | 300 | 301 | IX | OUTPUT |
| | | 65 | 67 | 69 | 69 | 68 | | 33 | 0 | |
| 20 | 0 | | | | | | | | | |
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6

| (a) | The recording uses interlaced encoding. | | | | | |
|-----|--|-----|--|--|--|--|
| | Describe interlaced encoding. | | | | | |
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| (b) | State one benefit of using interlaced encoding compared to progressive encoding | | | | | |
| | | | | | | |
| | | [1 | | | | |
| (c) | A video can be compressed using spatial redundancy or temporal redundancy. | | | | | |
| | | | | | | |
| | Explain how temporal redundancy compresses a video. | | | | | |
| | Explain how temporal redundancy compresses a video. | | | | | |
| | Explain how temporal redundancy compresses a video. | | | | | |
| | Explain how temporal redundancy compresses a video. | | | | | |
| | Explain how temporal redundancy compresses a video. | | | | | |
| | Explain how temporal redundancy compresses a video. | | | | | |
| | Explain how temporal redundancy compresses a video. | [2 | | | | |
| (d) | | [2 | | | | |
| (d) | A sound track is recorded for the video. | [2 | | | | |
| (d) | | [2 | | | | |
| (d) | A sound track is recorded for the video. | [2 | | | | |
| (d) | A sound track is recorded for the video. | [2 | | | | |
| (d) | A sound track is recorded for the video. | [2 | | | | |
| (d) | A sound track is recorded for the video. | [2 | | | | |
| (d) | A sound track is recorded for the video. | [2] | | | | |

| (ii) | Explain how the sampling rate and sampling resolution affect the file size of the s track. | ound |
|------|--|------|
| | Sampling rate | |
| | Sampling resolution | |
| | | [2] |

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