OXFORD CAMBRIDGE AND RSA EXAMINATIONS GCSE

A451/01 COMPUTING

Computer Systems and Programming

THURSDAY 13 JUNE 2013: Afternoon DURATION: 1 hour 30 minutes plus your additional time allowance

MODIFIED ENLARGED

| Candidate forename | | | Candidate surname | | |
|--------------------|--|--|-------------------|--|--|
| Centre number | | | Candidate number | | |

Candidates answer on the Question Paper.

OCR SUPPLIED MATERIALS:

None

OTHER MATERIALS REQUIRED:

None

READ INSTRUCTIONS OVERLEAF

INSTRUCTIONS TO CANDIDATES

- Write your name, centre number and candidate number in the boxes on the first page. Please write clearly and in capital letters.
- Use black ink. HB pencil may be used for graphs and diagrams only.
- Answer <u>ALL</u> the questions.
- Read each question carefully. Make sure you know what you have to do before starting your answer.
- Write your answer to each question in the space provided. Additional paper may be used if necessary but you must clearly show your candidate number, centre number and question number(s).

INFORMATION FOR CANDIDATES

- The number of marks is given in brackets [] at the end of each question or part question.
- The total number of marks for this paper is <u>80</u>.
- The Quality of Written Communication is assessed in questions marked with an asterisk (*).
- Any blank pages are indicated.

BLANK PAGE

Here are some statements about the CPU of a computer.
 Tick ONE box in each row to show whether each of the following statements is true or false.

| STATEMENT | TRUE | FALSE |
|--|------|-------|
| CPU stands for Central Processing Unit. | | |
| The CPU fetches and decodes instructions. | | |
| The speed of a CPU is usually measured in GigaHertz (GHz). | | |
| If a CPU has many cores, this slows down the computer. | | |
| The hard disk drive is part of the CPU. | | |

- 2 Bob's computer has 512 kilobytes of ROM and 8 gigabytes of RAM.
 - (a) State how many bytes are in a kilobyte and a gigabyte.

| a kilobyte | | | |
|--------------|------|------|--|
| a gigabyte _ | | | |

[2]

| (b) | (i) | Describe the purpose of the ROM in Bob's computer. | |
|-----|------|--|-----|
| | | | |
| | (ii) | Describe the purpose of the RAM in Bob's computer. | |
| (c) | | Ite ONE difference between ROM and RAM, ner than the size and the purpose. | [4] |
| | | | [1] |

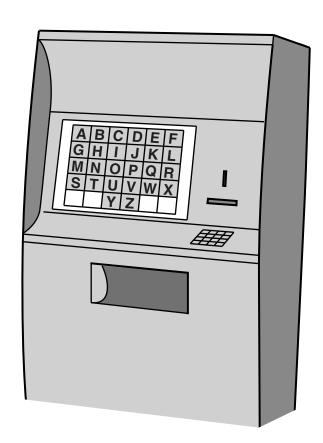
| Describe how a game console is similar to a desktop computer, with reference to input, output and storage |
|---|
| The quality of written communication will be assessed in your answer to this question. |
| |
| |
| |
| |
| |
| |
| |
| |
| |
| [6 |

3* A game console and a desktop computer are two different types of computer system.

| (a) (i) | State the purpose of an INPUT device in a computer system. |
|---------|--|
| (ii) | [1] State the purpose of an OUTPUT device in a |
| (") | computer system. |
| | |

(b) A railway company uses a computer terminal in the train station to sell train tickets.

[1]



Customers input their destination using a touch screen, pay by card and receive a printed ticket and receipt.

| Describe TWO ways that the hardware in the |
|--|
| computer terminal can be adapted so that blind |
| customers can use it. |

| [4 |
|----|
| |

| | | ers can be represented in denary, binary or ecimal. | |
|-----|------|---|--------------|
| (a) | (i) | Convert the binary number 01101001 to denary, showing your working. | |
| | (ii) | Convert the denary number 154 to binary. | [2] |
| | | | [2] |

(b) The security code for an alarm system is a long binary number which begins

10001111100101111011 ...

| | security code | | o use i | icxauc | ciiiai te |) enter |
|------|---|---------|---------|---------|-----------|---------|
| (i) | When the number hexadecimal, shown below. | | | | | 6 |
| | Complete the digits. | gaps t | o show | the ne | ext thre | е |
| | Binary: | 1000 | 1111 | 1001 | 0111 | 1011 |
| | Hexadecimal: | 8 | F | | | [3] |
| (ii) | Explain why the hexadecimal. | he tech | nician | s prefe | r to use | |
| | | | | | | [2] |

6 An MP3 player contains a database of songs. This database has only one table.

A sample of the data in this table is shown below.

| TrackNo Artist | Artist | Song | Length | Length TimesPlayed Protected | Protected |
|----------------|-----------|---------------|--------|------------------------------|-----------|
| 001 | Dave Eade | Holidays | 3.7 | 3 | True |
| 002 | Tail | Seeing You | 2.7 | 0 | True |
| 003 | Dave Eade | Truly Cool | 4 | 11 | False |
| 004 | Aries | Love | 1.9 | 0 | True |
| 005 | MC Nail | Skit | 0.4 | 0 | False |
| 900 | The Flies | Skit | 0.6 | 4 | False |
| 007 | MC Nail | Game Over 2.7 | 2.7 | 1 | True |

| FIELD | DATA TYPE | |
|---|-------------------------------------|---------------------|
| Song | | |
| Length | | |
| TimesPlayed | | |
| Protected | | |
| | <u> </u> | |
| | | |
| The MP3 player using queries. | allows users to | create playlists b |
| using queries. | allows users to he query used is | create playlists b |
| using queries. | he query used is | create playlists b |
| using queries. For example if t Artist = "Dave E | he query used is | create playlists b |
| using queries. For example if the Artist = "Dave Example the MP3 player 003. (i) State the Training of the MP3 player 1003. | he query used is | create playlists be |

| | (Artist = "MC Nail") OR (Protected = False) |
|------|---|
| | (Song = "Skit") AND (TimesPlayed > 0) |
| (ii) | Write down the query that will select all songs over 2.5 minutes, which have never been played. |
| | [3] |

| (c) | The MP3 player can be connected to a computer from which songs can be added. The computer has a relational database with many tables. | | | | | |
|-----|---|--|--|--|--|--|
| | Explain, using an example, what is meant by an entity and how entities relate to the tables. | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | [4] | | | | | |

Julie is writing a computer game that simulates a 100 m race. Each time the space bar is pressed, the position of the player moves up by 1. When the position reaches 100, the player has won.

Here is Julie's algorithm for the program

```
CONST PlayerKey = " "
Position = 0
REPEAT
  INPUT KeyPressed
  If KeyPressed = PlayerKey THEN
    Position = Position + 1
  END IF
UNTIL Position = 100
```

(a) State an example of a constant and a variable in the algorithm above.

| Constant | |
|----------|-----|
| Variable | |
| | [2] |

| (b) | State what is meant by selection and iteration using examples from Julie's algorithm. Selection | | | | |
|-----|--|-----|--|--|--|
| | | | | | |
| | Iteration | | | | |
| | Example | | | | |
| | | [4] | | | |

| (c) | To make the game more interesting, Julie changes the rules. Each time the spacebar is pressed, the position of the player will now move up by a random number. State TWO changes that need to be made to include this new rule. Justify each change. | | | | |
|-----|---|--|---------|--|--|
| | | | | | |
| | Justification | | | | |
| | Change 2 | | | | |
| | Justification | | | | |
| | | | [4] | | |

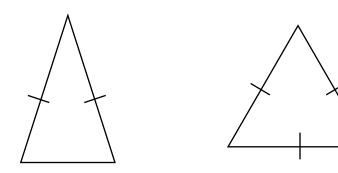
| 8 | Files are often compressed before they are sent over the internet. | | | |
|---|--|--|--|--|
| | (a) | State what is meant by compression. | | |
| | | [1] | | |
| | | State ONE advantage of compressing files before sending them over the internet. | | |
| | | [1] | | |
| | (b) | Two types of compression are lossy and lossless. | | |
| | | State which type of compression is most appropriate for each of the following and explain why it is appropriate. | | |
| | | (i) Downloading the source code of a large program | | |
| | | Type of compression | | |
| | | Explanation | | |
| | | | | |
| | | [3] | | |

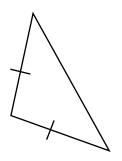
| (ii) | Streaming a large video file | | |
|------|------------------------------|--|--|
| | Type of compression | | |
| | Explanation | | |
| | | | |
| | | | |
| | L3. | | |

| ma | chool uses off the shelf, proprietary software for naging pupils' attendance, and customised, open urce software for managing pupils' examinations. |
|-----|---|
| (a) | Describe the difference between off the shelf and custom written software. |
| | |
| (b) | Describe the difference between proprietary and open source software. |
| | |
| | [2] |

| ;)* | Explain the legal issues that the school should consider when choosing the software for managing pupils' attendance and examinations. | | | | | |
|-----|---|--|--|--|--|--|
| | The quality of written communication will be assessed in your answer to this question. | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |

| 10 | An isosceles triangle is a triangle that has at least two equal sides. The diagram below shows examples of |
|----|--|
| | isosceles triangles. In each diagram the marked sides |
| | are equal. |





Write an algorithm for a computer program that determines whether a triangle is an isosceles triangle.

The user inputs the lengths of the three sides as Length1, Length2 and Length3

If any two sides have the same length the program outputs "Isosceles"

| Julei Wise | the program outputs | NOT ISOSCEIES | Ľ; |
|------------|---------------------|---------------|----|
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

| | |
|------|------|
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |

END OF QUESTION PAPER



Copyright Information

OCR is committed to seeking permission to reproduce all third-party content that it uses in its assessment materials. OCR has attempted to identify and contact all copyright holders whose work is used in this paper. To avoid the issue of disclosure of answer-related information to candidates, all copyright acknowledgements are reproduced in the OCR Copyright Acknowledgements Booklet. This is produced for each series of examinations and is freely available to download from our public website (www.ocr.org.uk) after the live examination series.

If OCR has unwittingly failed to correctly acknowledge or clear any third-party content in this assessment material, OCR will be happy to correct its mistake at the earliest possible opportunity.

For queries or further information please contact the Copyright Team, First Floor, 9 Hills Road, Cambridge CB2 1GE.

OCR is part of the Cambridge Assessment Group; Cambridge Assessment is the brand name of University of Cambridge Local Examinations Syndicate (UCLES), which is itself a department of the University of Cambridge.

