GCE 2005 January Series



Mark Scheme

Computing Specification

CPT1 Computer Systems, Programming and Networking Concepts

Mark schemes are prepared by the Principal Examiner and considered, together with the relevant questions, by a panel of subject teachers. This mark scheme includes any amendments made at the standardisation meeting attended by all examiners and is the scheme which was used by them in this examination. The standardisation meeting ensures that the mark scheme covers the candidates' responses to questions and that every examiner understands and applies it in the same correct way. As preparation for the standardisation meeting each examiner analyses a number of candidates' scripts: alternative answers not already covered by the mark scheme are discussed at the meeting and legislated for. If, after this meeting, examiners encounter unusual answers which have not been discussed at the meeting they are required to refer these to the Principal Examiner.

It must be stressed that a mark scheme is a working document, in many cases further developed and expanded on the basis of candidates' reactions to a particular paper. Assumptions about future mark schemes on the basis of one year's document should be avoided; whilst the guiding principles of assessment remain constant, details will change, depending on the content of a particular examination paper.

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Mark Scheme GCE – Computing

Computing: Unit CPT1

The following no	otation	is used	in the	mark	scheme
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- ; means a single mark;
- / means alternative word or sub-phrase;
- // means alternative answer
- A means acceptable creditworthy answer;
- R means reject answer as not creditworthy;
- I means ignore.
- **1.** (a) bus;

R line

(b) star;

(c) (i) (Advantage:) (Reason:)

lower cost// reduced cabling//

more flexible; easy to add/remove stations;

A advantage and reason swapped round

A cheaper

R Easier to set up 2

(ii) (Advantage:) (Reason:)

if one <u>cable/wire</u> fails it affects only one as each computer is directly computer//

simple to isolate faults// as messages are sent directly

different computers can transmit at different to central computer;

speeds// system more secure//

A each computer has its own line;

network does not degrade when highly loaded;

R collision free unless explained

R easy to add / remove computers R reliability R faster

R computer/node failure

A advantage and reason swapped round

Reason mark not dependent on gaining advantage mark

Total 6

2

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2.	(a)	(i)	layer of software which enables users to operate computer;	
			interface between user and computer;	
			software which allows user to communicate with / manage hardware;	
			software to run applications/hardware/programs/computer/packages;	
			R system on its own as n.e.	
			software to make computer/hardware work / used to maintain hardware;	
			R platform R software used to run the system / it (n.e.)	1
		(ii)	operating system;	
			utility programs (or any example of one) /library programs/compilers/ assembler/	
			interpreter / translator / driver / Graphical User Interface/bootstrap loader;	
			A BIOS;	
			A antivirus/firewall software;	
			R any programming language	1
	(b)	(i)	program to perform end <u>user</u> task;	
			A real world task/ program produced by end user/ you instead of user;	1
		(ii)	any suitable example e.g. word processor /spreadsheet/Database/payroll /	
			Accounts/etc;	
			A browser	1
	(c)		Software specially written/tailor-made for an End user/them/company/	
			organisation;	
			A custom-made; R customised	
			I for a task/ purpose	1
			Total	5

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3.	(a)	1	Clock;				
		2	Processor;				
		3	read only memory; A ROM;				
		4	random access memory; A RAM;				
		5	data bus;				
		6	address bus		6		
	(b)	Addres		1			
	(c)	Data E	Data Bus; A 5 if correct in (a)				
				Total	8		
4.	(a)	integer	er; R long integer		1		
		whole	numbers only // cannot have fractions // discrete number;				
		R not	a decimal number		1		
	(b)	text / s	string / alphanumeric; R numeric		1		
		need a	a string as number would lose leading zero // not for calculations	7			
		becaus	se telephone numbers can contain <u>non-digit</u> characters;		1		
	(c)	boolean // yes-no // logical // subrange with 2 possible values only;					
		R tick	a box R string[1] R character		1		
		only tv	wo possible values; it's a yes/no answer;		1		
	(d)	real //	single // floating point // float // fixed point; ${\bf R}$ double ${\bf R}$ decimal		1		
		averag	ge may be a fractional number // need decimal point / places;				
		R deci	imal/decimal number on its own (n.e.)				
		A answ	wer may not be an integer/integral/whole number		1		
		Reason	on marks independent of data types				
				Total	8		

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5.	(a)	(i)	52;	1
		(ii)	34;	1
	(b)		quicker / easier (for humans) to <u>convert/decode/translate</u> than pure binary// easier to construct electronic displays e.g. calculators;	
			R easier to calculate R easier for humans to understand/ read	1
	(c)	(i)	'4' // 4 ;	1
		(ii)	UNICODE // EBCDIC // EBCD // extended binary coded decimal // extended binary coded decimal interchange code;	
			A minor misspelling of EBCDIC	1
	(d)	(i)	each pixel stored in several bits/one byte/one word; each colour represented by a different value;	2
		(ii)	endpoints // a pair of / two (x,y) co-ordinates // start point, direction and length; type of object / shape; thickness of shape / line; colour of shape/line;	
			A Properties of shape/line on its own;	3

Total

10

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6. (a) (i) Var S: String // Var Count: Integer // Var Size: Integer;

1

(ii) If Size > 0 // If Size > 0 Then // If Size > 0 Then EndIf;

1

(iii) S := "fred" // Size := Length(S);

1

(iv) For Count := 1 to Size Do // For Count := 1 to Size Do EndFor;

1

(b) (i)

1

Subroutine	Procedure	Function
Length		~
ToUpper	>	

2

(ii) function returns a value // function has a (data) type //
function appears in an expression //
function appears on the RHS of an assignment statement;
procedure does not <a href="https://have.to.network.networ

2

7. (a)

 $x \leftarrow 5$ $y \leftarrow 3$ Result $\leftarrow 1$ REPEAT Result \leftarrow Result * $x \leftarrow 1$

REPEAT
Result \leftarrow Result * x
y \leftarrow y - 1
UNTIL y=0

X	y	Result
5	3	1
5	2	5
5	1	25
5	0	125

1 mark for each entry in column Y (max 3)

1 mark for each entry in column Result (max 3)

1 mark for not changing value of x (max 1)

7

(b) calculate 5³// calculate 5x5x5 // calculate x³// calculate x^y// multiply x by itself y times;

1

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8.	(a)		Cables are cheaper // uses fewer wires; Data does not get skewed // out of line/sync; Simpler/cheaper/easier to boost signals;		
			R Cheaper on its own (n.e)		2
	(b)	(i)	baud is the number of signal / pulses / voltage changes per second; A rate at which signals / pulses are sent; A rate at which voltage changes;		1
		(ii)	number of bits per second / bits per unit of time; bit rate = baud rate * number of bits per signal change; R rate at which bits are sent		1
		(iii)	range of frequencies that can be transmitted;		1
	(c)		greater bandwidth allows greater bit rate;		1
				Total	6
9.		(i)	hypertext transfer protocal//protocal (used) // set of rules (used); R http format		1
		(ii)	www means it is a web site / web page / is on the web / on a web server; R Internet R world wide web on its own (n.e.)		1
		(iii)	(org means it is) an organisation/non-profit making; A the type of organisation		1
		(iv)	the country of origin//based/registered in the UK; A site in the UK R country on its own (n.e.)		1
		(v)	the folder name//the subdirectory; A the directory;		1
		(vi)	the file name//the page to be viewed; A the document name		1
				Total	6

Grand Total 65

END OF CPT1 MARK SCHEME