

OXFORD CAMBRIDGE AND RSA EXAMINATIONS
Advanced Subsidiary GCE

COMPUTING

2506

Introductory Computer Systems, Communications and Software

Thursday **13 JANUARY 2005** Afternoon 1 hour 30 minutes

Candidate Name	Centre Number	Candidate Number												
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TIME 1 hour 30 minutes

INSTRUCTIONS TO CANDIDATES

- Write your name in the space above.
- Write your centre number and candidate number in the boxes above.
- Answer **all** the questions.
- Read each question carefully and make sure you know what you have to do before starting your answer.
- If you run out of space for an answer, continue on the spare pages at the back of the booklet.
- If you use these spare pages, you must write the question number next to your answer. You can also use the spare pages for rough work.

FOR EXAMINER'S USE	
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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 90 (86 + 4 for the quality of written communication).
- You will be awarded marks for the quality of written communication where an answer requires a piece of extended writing.
- No marks will be awarded for using brand names of software packages or hardware.

This question paper consists of 11 printed pages, 3 lined pages and 2 blank pages.

Answer **all** questions.

- 1 (a) State what is meant by the term *human-computer interface* (HCI).

_____ [1]

- (b) Two types of HCI are *command line* and *menus*.

State what is meant by each of these types of HCI and give an example of a situation where it would be used.

Command line _____
_____ [1]

Situation _____
_____ [1]

Menus _____
_____ [1]

Situation _____
_____ [1]

2 (a) Utility programs are part of the operating system designed to carry out common tasks.

Explain the purpose of the following types of utility program.

(i) File handling utilities _____

_____ [3]

(ii) An automatic back-up _____

_____ [3]

(b) Describe **one** other example of a utility program.

_____ [2]

3 A file, containing records of seats available in a theatre, stores information about each seat for a six month period. Each record contains the following fields.

- Seat identification which is a letter followed by two digits (e.g. A21)
- Date of the performance (e.g. 01/02/05)
- Price of the seat (e.g. £20.00)
- Whether or not the seat has been sold (e.g. Y)

(a) Complete the following table to estimate the size of a record.

Field	Data type	Size of field (bytes)	
Seat identification	_____	_____	
Date	_____	_____	
Price	_____	_____	
Sold or not	_____	_____	
	Total	_____	[6]

(b) During a six month booking period, the theatre will have 100,000 seats to sell. Estimate the size of the file, showing your working.

[4]

- 4 A bank offers customers access to computer controlled automatic teller machines (ATMs) from which they can withdraw money or ask for a statement to be sent to their home address.

- (a) When a customer attempts to withdraw money the ATM is on-line to the bank computer and operates in real-time.

Explain the meaning of the terms *on-line* and *real-time* and give **one** reason why they would be necessary in this example.

On-line _____
[1]

Real-time _____
[1]

Reason _____
[1]

- (b) When a customer requests a statement to be mailed to their home address, the statement is produced in batch mode and later printed on a printer which is off-line.

Explain the meaning of the terms *batch mode* and *off-line* and give **one** reason why they would be used in this example.

Batch mode _____
[1]

Off-line _____
[1]

Reason _____
[1]

5 (a) State what is meant by serial and parallel types of data transmission.

Serial _____
_____ [1]

Parallel _____
_____ [1]

(b) A file is sent from a computer to a printer so that it can be printed out.

(i) Explain why half duplex would be a suitable mode of data transmission in this case.

_____ [2]

(ii) State what is meant by the terms *buffer* and *interrupt* and explain how they are used in transferring the file from the computer to the printer.

Buffer _____
_____ [1]

Interrupt _____
_____ [1]

Explanation of how they are used _____

_____ [3]

6 (a) Explain what is meant by the following types of programming error and give an example of each.

(i) Syntax error _____

_____ [1]

Example _____

_____ [1]

(ii) Logic error _____

_____ [1]

Example _____

_____ [1]

(iii) Arithmetic error _____

_____ [1]

Example _____

_____ [1]

(b) State **three** methods that can be used to detect errors in a program.

Method 1 _____

_____ [1]

Method 2 _____

_____ [1]

Method 3 _____

_____ [1]

7 (a) Records of students are held in a linked list in alphabetic order of student surname.

By drawing a diagram, show how the following records would be stored.

ROGERS, ASTRIDGE, FALLIS, GREIG

[4]

(b) The alphabetic linked list in part (a) is actually storing print jobs to be carried out on a single network printer.

The jobs are created by the user sending a job for printing from their computer. The jobs are identified by the log-on name of the person sending the job.

Discuss the suitability of the structure described and suggest changes that could be made to improve the procedure for storing print jobs.

[4]

- 8 State **three** types of repetition construct available in high level languages, giving a characteristic of each.

Type 1 _____

_____ [1]

Characteristic _____

_____ [1]

Type 2 _____

_____ [1]

Characteristic _____

_____ [1]

Type 3 _____

_____ [1]

Characteristic _____

_____ [1]

- 9 A program has been written which is intended to accept the ages of the five members of a secondary school chess team and to output the average (mean) age. Each age is input in digits as a whole number of years. State **three** different sets of test data that could be used as part of a test plan to test this program, giving a reason for each set of data.

First set of test data _____

_____ [1]

Reason for choice _____

_____ [1]

Second set of test data _____

_____ [1]

Reason for choice _____

_____ [1]

Third set of test data _____

_____ [1]

Reason for choice _____

_____ [1]

10 (a) Draw and label diagrams to show the topologies of the following types of network.

(i) A bus network.

(ii) A star network.

[5]

(b) Data can be sent over a wide area network (WAN) by either circuit switching or packet switching.

Explain what is meant by the terms:

- circuit switching;
- packet switching.

Give an advantage and a disadvantage of each.

(i) Circuit switching _____
_____ [1]

Advantage _____
_____ [1]

Disadvantage _____
_____ [1]

(ii) Packet switching _____
_____ [1]

Advantage _____
_____ [1]

Disadvantage _____
_____ [1]

- 11 (a) Express the denary number 81 as an eight-bit binary number.

_____ [1]

- (b) Write the following denary numbers in two's complement form using eight-bit bytes.

(i) -81 _____ [2]

(ii) -60 _____ [2]

- (c) (i) Using your answers to (b), add together the two's complement forms of -81 and -60 giving your answer as an eight-bit byte.

$(-81) + (-60)$ _____ [1]

(ii) Explain your result _____ [2]

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