

|                     |  |  |  |  |  |                  |  |  |  |  |
|---------------------|--|--|--|--|--|------------------|--|--|--|--|
| Centre Number       |  |  |  |  |  | Candidate Number |  |  |  |  |
| Surname             |  |  |  |  |  |                  |  |  |  |  |
| Other Names         |  |  |  |  |  |                  |  |  |  |  |
| Candidate Signature |  |  |  |  |  |                  |  |  |  |  |

Leave blank



General Certificate in Secondary Education  
Accredited Specimen Written Paper

## Computer Science

code

### Component 2 Computing fundamentals

**You will need no other materials.**

**Time allowed**

- 1 hour 30 minutes

**Instructions**

- Use black ink or black ball-point pen. Use pencil only for drawing.
- Answer **all** questions.
- Questions 13 and 14 should be answered in continuous prose. In these questions you will be marked on your ability to:
  - use good English
  - organise information clearly
  - use specialist vocabulary where appropriate.
- You must answer the questions in the spaces provided. Do not write outside the box around each page or on blank pages.
- Do all rough work in this book. Cross through any work you do not want to be marked.

**Information**

- The marks for questions are shown in brackets.
- The maximum mark for this paper is 84.
- You are reminded of the need for good English and clear presentation in your answers.

| For Examiner's Use  |      |        |      |
|---------------------|------|--------|------|
| Number              | Mark | Number | Mark |
| 1                   |      | 10     |      |
| 2                   |      | 11     |      |
| 3                   |      | 12     |      |
| 4                   |      | 13     |      |
| 5                   |      | 14     |      |
| 6                   |      |        |      |
| 7                   |      |        |      |
| 8                   |      |        |      |
| 9                   |      |        |      |
| Total (Column 1)    |      | →      |      |
| Total (Column 2)    |      | →      |      |
| <b>TOTAL</b>        |      |        |      |
| Examiner's Initials |      |        |      |

Answer **all** questions in the spaces provided.

- 1 (a) Give **one** reason why we use binary to represent data in computers.

.....  
(1 mark)

- 1 (b) State the binary representation of the denary number 91.

.....  
(1 mark)

- 1 (c) State the denary representation of the hexadecimal number A7. Show your working.

.....  
 .....  
 .....  
 .....  
 (2 marks)

- 1 (d) Which **three** of the following are common data types that most programming languages provide?

|           | Tick <b>three</b> boxes  |
|-----------|--------------------------|
| Boolean   | <input type="checkbox"/> |
| Except    | <input type="checkbox"/> |
| Length    | <input type="checkbox"/> |
| Integer   | <input type="checkbox"/> |
| While     | <input type="checkbox"/> |
| Character | <input type="checkbox"/> |
| Maximum   | <input type="checkbox"/> |

(3 marks)

|   |
|---|
|   |
| 7 |

2 This is an example of a popular smart phone.



2 (a) For each feature of this phone listed in the table below, show whether it is an input method, an output method or both. Tick **one** box in each row.

|             | Feature         | Input | Output | Both |
|-------------|-----------------|-------|--------|------|
| 2 (a) (i)   | Vibration alert |       |        |      |
| 2 (a) (ii)  | Touch screen    |       |        |      |
| 2 (a) (iii) | Microphone      |       |        |      |
| 2 (a) (iv)  | Speaker         |       |        |      |

(4 marks)

2 (b) Give **three** developments in hardware that have made smart phones like the one above possible in the last 10 years.

.....

.....

.....

.....

.....

.....

(3 marks)

3 Two personal computers (PCs) are advertised with different hardware specifications.

PC A has a quad-core processor with a clock speed of 2GHz.

PC B has a single core processor with a clock speed of 4.1GHz.

3 (a) Explain which processor **you think** is likely to run instructions more quickly.

.....

.....

.....

.....

.....

.....

(3 marks)

3 (b) Why is it important for both of these personal computers to have a sufficient amount of RAM?

.....

.....

.....

.....

(2 marks)

|   |
|---|
|   |
| 5 |

4 The following is a function:

```
FUNCTION IsPrefix (name, value)
  IF name[1] = value
    RETURN true
  ELSE
    RETURN false
  ENDIF
ENDFUNCTION
```

4 (a)(i) Give the name of **one** parameter used by this function.

.....  
(1 mark)

4 (a)(ii) State the data type of **name**.

.....  
(1 mark)

4 (a)(iii) State the data type of the return value.

.....  
(1 mark)

4 (b) Give **three** reasons why programmers use functions.

.....  
.....  
.....  
.....  
.....  
.....  
.....  
(3 marks)

Turn over for the next question

- 5 (a) Explain, with reasons, **two** disadvantages of using the ring topology in a computer network.

.....

.....

.....

.....

(4 marks)

- 5 (b) Some network terms have been labelled **A** to **F** in the table below.

| Label | Network term        |
|-------|---------------------|
| A     | Protocol            |
| B     | Client              |
| C     | Server              |
| D     | Handshaking process |
| E     | Web application     |
| F     | Topology            |

Write the correct label for each description in the table below.

|             | Description  | Label |
|-------------|--|-------|
| 5 (b) (i)   | An agreed method of communication                              |       |
| 5 (b) (ii)  | The machine that mostly requests information                   |       |
| 5 (b) (iii) | Software that is accessed over a network, such as the Internet |       |

(3 marks)

- 5 (c) For each of the following events state whether it would typically occur at the client end, the server end, or at both. Tick **one** box in each row.

|             | Event                          | Client | Server | Both |
|-------------|--------------------------------|--------|--------|------|
| 5 (c) (i)   | Updating a database            |        |        |      |
| 5 (c) (ii)  | Validation of user fields      |        |        |      |
| 5 (c) (iii) | Checking username and password |        |        |      |

(3 marks)

- 6 **Figure 1** below shows a program that is supposed to add together all the elements of an array to give a total. The total is stored in the variable called `tot`. The program contains a run-time error and a logical error. Line numbers have been added to the program.

**Figure 1**

```

line 1:      tot ← 0
line 2:      arr ← [3, 19, 2, 8]
line 3:      FOR i ← 1 to LEN(arr) + 1
line 4:          tot ← arr[i]
line 5:      ENDFOR

```

- 6 (a) What is a syntax error?

.....  
 .....  
 (1 mark)

- 6 (b)(i) What is the final value of the variable `i` in **Figure 1** above?

.....  
 .....  
 (1 mark)

- 6 (b)(ii) Why might a run-time error occur on **line 4** in **Figure 1** above?

.....  
 .....  
 (1 mark)

- 6 (c)(i) Why are logical errors often the most difficult to find?

.....  
 .....  
 (1 mark)

- 6 (c)(ii) State the line number where the logical error occurs in **Figure 1** above and give the correct version of this line of code.

.....  
 .....  
 .....  
 .....  
 (2 marks)

**7 (a)**

Write a program for a game (using either **pseudocode** or a **flowchart**) that does the following:

- assigns the value "mobile" to a variable called `answer`
- then assigns user input to another variable called `guess`
- if the user enters the value "mobile" then the program outputs "winner", otherwise it allows the user to have another guess
- allows the game to continue until the user guesses correctly.

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

(6 marks)



- 7 (b) The programmer is going to make a simple improvement to the game by including a variable to keep track of the number of guesses made.

State **two** other simple improvements that could be made to the program.

.....

.....

.....

.....

*(2 marks)*

|   |
|---|
|   |
| 8 |

**Turn over for the next question**

8 The two tables **Product** and **Supplier** form a relational database used by a shoe shop.

**Product**

| ProductCode | Name             | Cost  | SupplierCode | Quantity |
|-------------|------------------|-------|--------------|----------|
| 101AA       | SandySole        | 21.50 | 32           | 105      |
| 321FD       | Flipperty-Flop   | 5.80  | 51           | 19       |
| 423FF       | RunFasterStripes | 19.99 | 32           | 87       |
| 321FD       | ComfyLoafers     | 38.99 | 51           | 43       |
| 431ED       | SharpSpats       | 20.00 | 51           | 9        |
| 454CB       | ArmyBoot         | 25.00 | 51           | 47       |

**Supplier**

| SupplierCode | Name          | PostCode |
|--------------|---------------|----------|
| 32           | BillsBigBoots | CG4 6UP  |
| 51           | Trainers4Us   | RC23 5XA |

8 (a) State the primary key of the **Supplier** table and justify your choice.

.....

.....

(2 marks)

8 (b) List the results of executing the following SQL query on the database above.

```
SELECT Product.Name, Product.Quantity, Supplier.PostCode
FROM Product, Supplier
WHERE Product.Quantity > 40 AND Supplier.Name = 'Trainers4Us'
      AND Product.SupplierCode = Supplier.SupplierCode
```

.....

.....

.....

.....

(4 marks)

8 (c) Write an SQL statement to **add** the following data to the **Product** table.

|       |          |      |    |     |
|-------|----------|------|----|-----|
| 444AA | Slippers | 6.99 | 32 | 100 |
|-------|----------|------|----|-----|

.....  
.....  
.....

(3 marks)

|   |
|---|
|   |
| 9 |

9 Explain what an algorithm is.

.....  
.....  
.....  
.....

(2 marks)

|   |
|---|
|   |
| 2 |

10 A programmer is developing a computer game. She has to decide between using a text file and a relational database to store some data that is needed for the game.

State **two** possible situations when a text file would be a better choice than a relational database.

.....  
.....  
.....  
.....

(2 marks)

|   |
|---|
|   |
| 2 |

Turn over for the next question

11 A programmer is developing a website for an online shopping company. He is using some code from an external source to create the input fields on a form.

11 (a) Give **two** reasons why the programmer might want to use an external source of code for his website.

.....  
.....  
.....  
.....

(2 marks)

11 (b) Give **two** potential problems of using an external source of code for his website.

.....  
.....  
.....  
.....

(2 marks)

|   |
|---|
| 4 |
|---|

12 Explain the possible limitations of using the ASCII character set for global communication.

.....

.....

.....

.....

.....

.....

.....

.....

(4 marks)

|   |
|---|
|   |
| 4 |

**Turn over for the next question**

- 13** Social networking websites have very recently been used by large groups of people around the world to organise protests against their governments.

Discuss **three** technical reasons why social networking sites may have been used for this purpose.

In this question you will be marked on your ability to use good English, to organise information clearly and to use specialist vocabulary where appropriate.

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

*(6 marks)*

|   |
|---|
|   |
| 6 |

14 A programmer wants to develop a large piece of software.

Discuss **two** possible software development lifecycle models she could use. In your answer compare the advantages and the disadvantages of both models.

In this question you will be marked on your ability to use good English, to organise information clearly and to use specialist vocabulary where appropriate.

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

*(8 marks)*

|          |
|----------|
|          |
| <b>8</b> |

**END OF QUESTIONS**