6-A-Day – Computer Science GCSE (24)

Q1	e.g Touch screen respond to fingers / stylus on specified icons for example a software keyboard eg converts handwriting to text Hardware buttons a small number around the edge of the tablet for most common commands eg bring up menu / next / previous / play / paus etc Microphone captures user's speech and analyses it to matknown patterns for commands or speech recognition for typing documents can be made to learn new commands / macros	ch
	Camera used to capture user's image / for webcam applications used to capture user's movement eg as input to games used to capture text for processing by OCR	Not Keyboard or onscreen keyboard Not mouse (but accept an in-built pointer device e.g. touchpad)
Q2	e.g. Controls access to the network / verify passentered on any computer Provides files to the other computers on the Installs software on workstations Make the printer accessible to the other controls the access of computers to the Inseach other Stores, delivers and sends emails for all us the network	e network emputers ternet/to
Q3	The state of the s	are manufacturer's site on the) sions of programs which are installs the software

Q4	Clock Speed: The higher the clock speed the faster the CPU will run Represents the number of fetch execute cycles / instructions the CPU can process in a given time
Q5	So that computers can be based on logic circuits. (each part of the circuit) can be in one of two states 0 and 1/true or false Mention of 0/1 without the right context is too vague for a mark.
Q6	 The instruction consists of an operator/op code and an operand both stored as bit patterns (op code) from a given instruction set Each op code has a unique bit pattern