

6-A-Day – Computer Science GCSE (31)

Q1	<ul style="list-style-type: none">• Avoids data repetition/redundancy/inconsistency...• ... with the personal details of the user• ... a user can have more than one picture/one to many• The primary key of the USER is stored in the PICTURE table• Where it is a foreign key.	4
Q2	<p>eg</p> <ul style="list-style-type: none">• Editor• Allows Jim to enter the program code• Colour coding keywords• Auto-completes code as you type. • Compiler• Transforms the written source code into machine code. • Debugging tools• Highlights errors in the code• Suggests possible solutions. <p>(2 marks per tool)</p>	4
Q3	<p>eg</p> <ul style="list-style-type: none">• ROM is non-volatile and RAM is volatile• RAM is easily expandable, ROM size is (usually) fixed for a given computer• Contents of RAM change frequently, contents of ROM never (hardly ever) change.	1

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Q4	<ul style="list-style-type: none"> • 50 • 250. 	2
Q5	<pre>eg INPUT TeddyBears INPUT Hours PerTeddyBear = 2 * TeddyBears PerHour = 5 * Hours IF PerTeddyBear > PerHour THEN OUTPUT PerTeddyBear ELSE OUTPUT PerHour END IF</pre> <p>Award marks for:</p> <ul style="list-style-type: none"> • Inputting teddybears and hours • 2 * number of teddy bears • 5 * hours • Comparing the two answers • Outputting the piece rate if it is greater • Outputting the hour rate if it is greater. 	6
Q6	<ul style="list-style-type: none"> • 64 + 32 + 8 + 1 • 105. 	2

If correctly calculated but not output give benefit of doubt once