6-A-Day – Computer Science GCSE (34)

Q1		
	Answer: 9 7 B *(one mark per hex digit)*	3
Q2	• it is 4 bits per hex digit / straightforward to convert • shorter number to remember/quicker to enter/less susceptible to error.	2
Q3	eg • Braille keyboard/input device • As this is a familiar entry method for blind users • Braille print out of transaction • so that customer can review it. • Use loudspeakers • To provide audio feedback of actions taken (but not when entering card details). *(marks in pairs, max 2 pairs)*	4

Q4		
	• Length > 2.5 • AND • TimesPlayed = 0 / TimesPlayed < 1	3
Q5	• An entity is a <u>type</u> of real world object (about which data is to be stored) • e.g. Songs/albums/singers etc • In the relational database each entity is modelled as a table • Instances/examples/individuals of an entity are represented by records/rows of the table • Entities can have attributes • .. valid example of attributes e.g. length of song • Attributes of an entity are represented by fields/columns of the table Must include an example of an entity for full marks. The example does not need to be from the scenario in the question..	4
Q6	• Reduce the size of the file.	1