6-A-Day – Computer Science GCSE (35)

Q1	e.g.	4
	Position = Position + 1 should be changed	
	so the increment is a random number	
	The random number should be relatively small	
	so the game remains interesting	
	The end condition of the loop should be changed to UNTIL Position >	
	100 / check if position > 100 and if so change to 100	
	 as the position may not reach exactly 100 due to the random number. 	
	seed/initialise random number generation	
	so that numbers generated appear random	
	Mark in pairs	
	The state of the s	
	Accept other suitable change and its justification	S
	Justification	
Q2		
	Transmits more quickly / uses less bandwidth	1
	Accept other valid advantages to do w	vith
	<u>sending</u> files, NOT <u>storage</u>	
Q3		
	Off the shelf software is available for anyone to acquire and use /	2
	commercially available	
	 Custom written software is made especially for the school/ for a specific user 	
	' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' '	'

Q4	Lossless compression The code has to be exactly as it was originally written or else it will not work.
	Explanation must follow from the type of compression given.
Q5	Lossy compression Achieves higher compression/ smaller file size / faster streaming than lossless Video can still be viewed at lower quality (from the data compressed).
Q6	Proprietary software cannot be copied/altered (without permission of the copyright owner) Open source software can be modified (provided it remains open source) Proprietary software is distributed only as a compiled program/source code not available Open source software is distributed with its source code. Mark in pairs Not cost/free