6-A-Day – Computer Science GCSE (40)

Q1	- Binary produces long strings/ Hex is shorter … Binary is difficult to work with/Hex easier to work with - Hex can be easily converted to/from binary / 1 hex digit per nibble - Hex is less susceptible to error	3	
Q2	- A value that does not change (while the program is running) - eg Noise	2	For the example do not accept the whole line of code; candidate should show that they know where the constant is. Note that "A constant is a variable which does not change" is a contradictory answer (because by definition variables change) and when candidates give a contradictory answer award no marks.
Q3	- A location in memory to store / a value that may change (as the program is running) - eg Wins/ Losses/ Net/Goals	2	

Q4	- Net = 5 which is less than Noise - Goals = 0	2	1 mark for the subtraction **and** result of the comparison 1 mark for correct result
Q5	- Net = 15 which is greater than Noise - Runs Loop once {Goals = Goals + 1, Net = Net – Noise}... . Goals = 1	3	1 mark for the subtraction and result of the comparison 1 mark for clearly indicating that the loop is executed once 1 mark for correct result
Q6	A (persistent) organised store of data	1	Accept answers that imply that the data is organised – e.g. data stored in tables/records