

6-A-Day – Computer Science GCSE (p1.2-2016)

Q1	<p>Four characteristics from:</p> <ul style="list-style-type: none"> • Capacity/size • Speed • Portability • Durability • Reliability • Cost 	<p>4 (AO1 1b)</p>	<p>1 mark is to be awarded for each correct characteristic to a maximum of 4 marks.</p>												
Q2	<table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr> <th style="width: 40%;"></th> <th style="width: 20%;">RAM</th> <th style="width: 20%;">ROM</th> </tr> </thead> <tbody> <tr> <td>Stores the boot up sequence of the Sat Nav.</td> <td></td> <td>✓</td> </tr> <tr> <td>The contents are lost when the Sat Nav is turned off.</td> <td>✓</td> <td></td> </tr> <tr> <td>Holds copies of open maps and routes.</td> <td>✓</td> <td></td> </tr> </tbody> </table>		RAM	ROM	Stores the boot up sequence of the Sat Nav.		✓	The contents are lost when the Sat Nav is turned off.	✓		Holds copies of open maps and routes.	✓		<p>3 (AO2 1a)</p>	<p>Award 1 mark for each correct tick.</p> <p>No marks should be awarded if ticks are in both boxes in a given row.</p>
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Q3	<ul style="list-style-type: none"> • A computer system that is built into another device 	<p>1 (AO1 1a)</p>													
Q4	<p>Three devices from:</p> <ul style="list-style-type: none"> • Dishwasher • MP3 player • Washing machine • Mobile phone • Manufacturing equipment 	<p>3 (AO1 1a)</p>	<p>1 mark to be awarded for each correct example identified to a maximum of 3 marks.</p> <p>There are many other examples of devices with embedded systems which may be acceptable.</p>												
Q5	<p>Sending;</p> <ul style="list-style-type: none"> • Bill's computer splits data into equal sizes packets (1) • Each packet is given the address of Ben's computer (1) • Each packet is given a number (1) • Each packet is given error checking data (1) • The packets are sent across the network (1) <p>Receiving;</p> <ul style="list-style-type: none"> • Ben's computer checks if all packets have been received? (1) • If No... • ...Check again (1) • ...Increment timer (1) • ...If timer > max wait (1) • ...Send timeout to Bill's computer (1) • If Yes... • ...Reorder packets based on their number (1) • ...Display the document (1) • ...Send receipt confirmation (1) • ...Each packet is checked for errors (1)... • ... if corrupt a message is sent back to sender (1) 	<p>6 (AO3 2b)</p>	<p>Answers must be a recognisable algorithm. Candidates can use a flow chart or any form of pseudocode.</p> <p>Candidates can only be awarded a maximum of 4 marks for sending or receiving.</p>												
Q6	<ul style="list-style-type: none"> • A network protocol defines rules for data transmission • A network protocol defines standards for data transmission 	<p>1 (AO1 1a)</p>	<p>1 mark only to be awarded for a correct definition.</p>												