The answers on this worksheet have been taken from the OCR GCSE Computer Science Specimen Paper 2

6-A-Day - Computer Science GCSE (p2.2-2016)

Q1	Taking a number as input Using HEX subroutine correctly Calculating Digit 1 Calculating Digit 2 INPUT decimal digit1 = decimal DIV 16 IF digit1>=10 THEN digit1=HEX(digit1) digit2 = decimal – (digit1*16) IF digit2>=10 THEN digit2=HEX(digit2)	(AO3 2b) 1 mark for each bullet. There are no marks associated with data types or conversions of data types. If used, a flowchart should represent the bulleted steps in the answer column.
Q2	0000 0000	2 Correct Answer Only (AO1 1b) 1 mark per nibble
Q3	overflow	1 (AO1 1b) Correct Answer Only
Q4	00110010	1 (AO1 1b) Correct Answer Only
Q5	The number is divided by 4 Loss of accuracy the bits on the right are removed	(AO2 1b) 1 mark per bullet to a maximum of 2.
Q6	A B P TRUE TRUE	2 (AO1 1b) 1 mark for each correct answer in table.