

Cambridge Assessment International Education Cambridge International Advanced Subsidiary and Advanced Level

COMPUTER SCIENCE

9608/12 May/June 2018

Paper 1 Written Paper MARK SCHEME Maximum Mark: 75

Published

This mark scheme is published as an aid to teachers and candidates, to indicate the requirements of the examination. It shows the basis on which Examiners were instructed to award marks. It does not indicate the details of the discussions that took place at an Examiners' meeting before marking began, which would have considered the acceptability of alternative answers.

Mark schemes should be read in conjunction with the question paper and the Principal Examiner Report for Teachers.

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Generic Marking Principles

These general marking principles must be applied by all examiners when marking candidate answers. They should be applied alongside the specific content of the mark scheme or generic level descriptors for a question. Each question paper and mark scheme will also comply with these marking principles.

GENERIC MARKING PRINCIPLE 1:

Marks must be awarded in line with:

the specific content of the mark scheme or the generic level descriptors for the question the specific skills defined in the mark scheme or in the generic level descriptors for the question the standard of response required by a candidate as exemplified by the standardisation scripts.

GENERIC MARKING PRINCIPLE 2:

Marks awarded are always whole marks (not half marks, or other fractions).

GENERIC MARKING PRINCIPLE 3:

Marks must be awarded **positively**:

marks are awarded for correct/valid answers, as defined in the mark scheme. However, credit is given for valid answers which go beyond the scope of the syllabus and mark scheme, referring to your Team Leader as appropriate

marks are awarded when candidates clearly demonstrate what they know and can do marks are not deducted for errors

marks are not deducted for omissions

answers should only be judged on the quality of spelling, punctuation and grammar when these features are specifically assessed by the question as indicated by the mark scheme. The meaning, however, should be unambiguous.

GENERIC MARKING PRINCIPLE 4:

Rules must be applied consistently e.g. in situations where candidates have not followed instructions or in the application of generic level descriptors.

GENERIC MARKING PRINCIPLE 5:

Marks should be awarded using the full range of marks defined in the mark scheme for the question (however; the use of the full mark range may be limited according to the quality of the candidate responses seen).

GENERIC MARKING PRINCIPLE 6:

Marks awarded are based solely on the requirements as defined in the mark scheme. Marks should not be awarded with grade thresholds or grade descriptors in mind.

Question	Ans	wer			Marks		
1(a)(i)	1 mark per bullet to max 3 Storage space divided into file allocation units Space allocated to particular files Maintains/creates directory structures Specifies the logical method of file storage (e.g. FAT or NTFS) Provides file naming conventions Controls access // implements access rights // implements password protection // Makes file sharing possible Specifies tasks that can be performed on a file (e.g. open, close, delete, copy, create, move etc.)						
1(a)(ii)	1 mark per bullet to max 3 Installs printer driver Sends data to the printer / buffer to print // sends documents to the print queue Sends commands to printer Receives and handles (error) messages/signals/interrupts from the printer						
1(b)(i)	1 mark for each correct box ticked.						
	Program	True	False]			
	Database		✓	_			
	Virus checker	\checkmark					
	Web browser		✓				
	Backup software	\checkmark					
1(b)(ii)	1 mark for each valid utility program to max 2 e.g. System clean up Automatic update Disk contents analysis / Disk checking / Disk repair File compression Disk formatter Firewall Disk Defragmenter						

Question	Answer					Marks		
2(a)	1 mark for each gate with the correct inputs. Final two gates must also have the correct output.						6	
	w ·		0	_				
2(b)	One mark for each pair of rows.						4	
		А	В	С	Working space	x		
		0	0	0		1		
		0	0	1		1		
		0	1	0		1		
		0	1	1		0		
		1	0	0		0		
		1	0	1		0		
		1	1	0		0		
		1	1	1		0		

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Question	Answer								Marks	
3(a)	1 mark for correct parity bit							1		
	Parity bit	t								
	0	0	1	0	0	0	0	0		
3(b)	1 mark fo	1 mark for the correct bit circled.							1	
		Parity bit				Data				
		1	0	1	0	1	1	1	1	
		0	1	1	0	0	1	1	0	
		1	1	0	0	0	0	0	0	
		0		0	0	0	0	0	0	
	Parity byte	0	0	0	0	1	0	0	1	
3(c)	1 mark p	er each c	orrect ro	w						5
		Mea	sure		Validati	on	Verifi	cation		
	(Checksun	n					✓		
	F	⁻ ormat ch	leck		\checkmark					
	F	Range ch	eck		\checkmark					
	1	Double en	ıtry					✓		
		Check dig	it		\checkmark					

Question	Answer	Marks
4(a)(i)	219	1
4(a)(ii)	DB	1
4(a)(iii)	-37	1
4(b)(i)	1 mark from:	1
	The <u>symbols</u> that the <u>computer</u> recognises/uses A list of <u>characters</u> recognised by the <u>computer</u> hardware and software	

Question	Answer	Marks
4(b)(ii)	1 mark per bullet to max 2	2
	UNICODE has greater range of characters than ASCII UNICODE represents most written languages in the world while ASCII does not ASCII used for English only ASCII uses 7 or 8 bits or one byte whereas UNICODE uses up to 4 bytes per character UNICODE is standardised while ASCII is not	
4(b)(iii)	1 mark for correct working, 1 mark for correct answer	2
	Working:	
	Code for Z = Code for A + 25_{10} Code for Z = $41_{16} + 25_{10}$ Code for Z = $41_{16} + 19_{16}$ Code for Z = $5A_{16}$	
	Answer: 5A ₁₆	

Question	Answer	Marks
5(a)	1 mark per bullet to max 3	3
	Amplitude (of the sound wave) measured At <u>set / regular</u> time intervals / per time unit / time period Value of the sample is recorded as a binary number	
5(b)	1 mark per bullet to max 2	2
	(Increasing the sampling resolution means) more bits per sample // larger range of values Larger file size More accurate representation of sound	
5(c)	1 mark per bullet to max 3	3
	Fewer samples (per unit time) File size will decrease Larger gaps / spaces between samples // Greater quantization errors Sound accuracy will reduce // not as close to original sound	

Question	Answer	Marks
5(d)	 1 mark for naming feature/tool, 1 mark for description. Max 2 features e.g. Fading Change the volume of a section of the sound for it get louder/quieter Removing sound / elements Delete sections of the sound wave, for example, background noise Copy Repeat elements of the sound wave 	4

Question	Answer	Marks
6(a)	1 mark each mark grade	2
6(b)	25	1
6(c)	1 mark per bullet Takes the value entered in the <u>text box / input field 'Mark'</u> Stores (it) in the variable <u>mark</u> // Assigns (it) to the variable <u>mark</u>	2
6(d)(i)	Client-side	1
6(d)(ii)	1 mark per bullet to max 3 Client-side (script) is run on the computer making the request when the (web page) data is received by the computer Server-side (script) is run on the <u>web</u> server The <u>results</u> are sent to the computer that made the request	3

Question	Answer					
7(a)(i)	1 mark per bullet <u>UserName</u> is the primary key in <u>USER</u> <u>UserName</u> is (included as) a foreign key in <u>PHOTO</u>					
7(a)(ii)	1 mark for each correct relationship PHOTO USER ТЕХТРОST	2				

Question	Answer	Marks
7(b)	 1 mark per bullet to max 2 for explanation Referential integrity is making sure tables do not try to reference data which does not exist // A value of one attribute of a table exists as a value of another attribute in a different table A primary key cannot be deleted unless all dependent records are already deleted Cascading delete A primary key cannot be updated unless all dependent records are already updated Cascading update / edit Every foreign key value has a matching value in the corresponding primary key The foreign keys must be the same data type as the corresponding primary key 1 mark for a suitable example 	
	e.g. A UserName cannot be deleted from the USER table if they have a related photo/textpost If UserName is updated in USER table, it must also be updated in PHOTO and TEXTPOST tables Cannot create/edit a record in TEXTPOST / PHOTO without a matching entry in USER table	
7(c)	Max 1 mark from each bulleted group	3
	1NF No repeated groups of attributes All attributes should be atomic No duplicate rows	
	2NF (in 1NF and) No partial dependencies	
	3NF (in 2NF and) No non-key dependencies No transitive dependencies	
7(d)(i)	<pre>1 mark per bullet CREATE TABLE USER and (); UserName, FirstName and SecondName as VARCHAR and commas DateOfBirth as DATE and comma PRIMARY KEY(UserName) An appropriate NOT NULL</pre>	5
	CREATE TABLE USER(UserName: varchar(15) NOT NULL, FirstName: varchar(25), SecondName: varchar(25), DateOfBirth: Date, PRIMARY KEY(UserName));	

Question	Answer	Marks
7(d)(ii)	1 mark per bullet ALTER TABLE USER ADD COUNTRY varchar; ALTER TABLE USER ADD Country varchar;	2