Cambridge
International
AS \& A Level

## Cambridge International Examinations

Cambridge International Advanced Subsidiary and Advanced Level

## MAXIMUM MARK: 110

| Task | Answer | Marks |
| :---: | :--- | ---: |
| 1 | Light blue larger circle with dark blue smaller circle inside with a suitable space left <br> for company name | $\mathbf{1}$ |
|  | Circles are concentric | $\mathbf{1}$ |
|  | White outline of 3 mountains inside smaller inner circle | $\mathbf{1}$ |
|  | International Ski Tours fit to the path between circles | $\mathbf{1}$ |
|  | Wraps approximately half of circles | $\mathbf{1}$ |
|  | Text is clearly visible (1) and has an outline and a shadow (1) | $\mathbf{2}$ |
|  | Two skis are present, crossed and do not overlap the larger circle | $\mathbf{1}$ |
|  | Skis are layered over inner circle | $\mathbf{1}$ |
|  | Skis are layered under mountains and text | $\mathbf{1}$ |
|  | Resize the image to 150 pixel $\times 150$ pixel | $\mathbf{1}$ |
|  | Save the logo as a .jpg file with the file name IST_logo_followed by Centre <br> number_candidate number | $\mathbf{1}$ |


| Task | Answer |  | Marks |
| :---: | :---: | :---: | :---: |
| 2 | Pixels (of different colours) | Objects (with properties) | 2 |
|  | Larger - or Vector smaller (colour and position of each pixel stored) | Only properties of objects stored | 2 |
|  | Lose quality/definition (blocky/ pixelated) | No loss of quality/definition | 2 |
|  | .bmp (only) | .svg (only) | 2 |
|  | .dib, .jpeg, .gif, .tiff, .png | .cgm, .odg, .eps, .xml (not program files .psd, .cdr, .ai etc.) | 2 |


| Task | Answer | Marks |
| :---: | :--- | ---: |
| 3 | Logo used created above and correct frame size set | $\mathbf{1}$ |
|  | Animation of logo - small to large | $\mathbf{1}$ |
|  | Smooth gradual growth of logo size | $\mathbf{1}$ |
|  | All three images have been used | $\mathbf{1}$ |
|  | Correct text on each image in bottom right-hand corner | $\mathbf{1}$ |
|  | Text on each image is clearly visible | $\mathbf{1}$ |
|  | Each image is displayed for a suitable length of time | $\mathbf{1}$ |
|  | Opacity of each image has been changed to create fading effects | $\mathbf{1}$ |
|  | Fading of each image is suitably timed | $\mathbf{1}$ |
|  | Opacity of text on each image has been changed to create fading effect | $\mathbf{1}$ |
|  | Text on each image fades in time with image | $\mathbf{1}$ |
|  | Animation is smooth | $\mathbf{1}$ |
|  | Animation is set to play continuously (loops) | $\mathbf{1}$ |
|  | File exported | $\mathbf{1}$ |
|  | Suitable file format for website used with correct file name, e.g. .mp4, .flv, .fla, | $\mathbf{1}$ |
|  | mov |  |


| Task | Answer | Marks |
| :---: | :--- | ---: |
| 4 | Creates the motion between two objects or images | $\mathbf{1}$ |
|  | Gives the animation a smooth appearance | $\mathbf{1}$ |


| Task | Answer | Marks |
| :---: | :---: | :---: |
| 5 | Customer_details.csv has been imported | 1 |
|  | Customer_id set as Primary key | 1 |
|  | Customer age field set as number data type | 1 |
|  | Instructor_details.csv has been imported | 1 |
|  | Instructor_id set as Primary key | 1 |
|  | Adult and Child prices set as currency data type | 1 |
|  | Adult and Child prices formatted as Euro | 1 |
|  | A bookings table has been created | 1 |
|  | Booking_id set as Primary key | 1 |
|  | [Bookings]][Customer_id] set as lookup - Customer details appear for selection | 1 |
|  | [Bookings]![Instructor_id] set as lookup - Instructor details appear for selection | 1 |
|  | [Bookings]!Lesson_Time set as lookup or Booking_Times table created | 1 |
|  | Customer, Instructor, Lesson_Times selection limited to list | 1 |
|  | Correct times listed | 1 |
|  | Lesson_Date set as Date/Time data type | 1 |
|  | Lesson_Date Date/Time data type in short date format | 1 |
|  | [Customer_Details]![Customer_id] to [Bookings]![Customer_id]relationship | 1 |
|  | [Instructor_Details]![Instructor_id] to [Bookings]![Instructor_id]relationship | 1 |
|  | A form has been created to make bookings | 1 |
|  | The form has a place to select a customer | 1 |
|  | Customer details appear for selection | 1 |
|  | The form has a place to select an instructor | 1 |
|  | Instructor details appear for selection | 1 |
|  | The instructor choice is limited to the same ability as that of the customer | 1 |
|  | A query for the record source has been used | 1 |
|  | Query fields limited to required fields | 1 |
|  | The customer names automatically display when selected | 1 |
|  | The customer age automatically displays when selected | 1 |
|  | The customer level automatically displays when selected | 1 |
|  | The instructor name automatically displays when selected | 1 |
|  | The instructor level automatically displays when selected | 1 |
|  | The form has a place to enter a date | 1 |
|  | The form has a list to select a booking time | 1 |
|  | The booking times are limited to the times available | 1 |
|  | The lesson price matching the customer age is displayed automatically | 2 |
|  | The company logo is displayed on the form | 1 |


| Task | Answer | Marks |
| :---: | :--- | ---: |
| 5 | Navigation buttons are displayed on the form | $\mathbf{1}$ |
|  | Next/Previous and First/Last record buttons are displayed | $\mathbf{1}$ |
|  | New and delete record buttons are displayed | $\mathbf{1}$ |


| Task | Answer | Marks |
| :---: | :--- | ---: |
| 6 | Logo and candidate details inserted | $\mathbf{1}$ |
|  | Alert shows | $\mathbf{1}$ |
|  | Alert displays count | $\mathbf{1}$ |
|  | Alert displays the correct count | $\mathbf{1}$ |
|  | Alert has a suitable message and spacing | $\mathbf{1}$ |
|  | Count box displays results | $\mathbf{1}$ |
|  | Count matches Alert display | $\mathbf{1}$ |
|  | Correct count displayed | $\mathbf{1}$ |
|  | A "Well done...." message is displayed when 3 correct answers | $\mathbf{1}$ |
|  | The correct message is displayed | $\mathbf{1}$ |
|  | The message is at the response placeholder | $\mathbf{1}$ |
|  | The text Enter Draw is displayed | $\mathbf{1}$ |
|  | The text Enter Draw appears at the Enter placeholder | $\mathbf{1}$ |
|  | The text Enter Draw only appears if 3 correct answers | $\mathbf{1}$ |
|  | "Click here..." message is displayed when <3 correct answers | $\mathbf{1}$ |
|  | The correct message is displayed | $\mathbf{1}$ |
|  | A hyperlink is visible | $\mathbf{1}$ |
|  | The text "here" is used as the hyperlink | $\mathbf{1}$ |
|  | The hyperlink reloads the page | $\mathbf{1}$ |
|  | Repeated submissions do not increment the count | $\mathbf{1}$ |
|  | Comment - setting count to 0 | $\mathbf{1}$ |
|  | Comment - declaring variables | $\mathbf{1}$ |
|  | Comment - checking answers - incrementing count - blanking wrong answers | $\mathbf{1}$ |
|  | Comment - Alert to display results - count entered on page | $\mathbf{1}$ |
|  | Comment - Test count - display response | $\mathbf{1}$ |


| Task | Answer |  | Marks |
| :---: | :--- | :--- | ---: |
| 7 | 3 valid data types listed with valid example of each |  | 6 |
|  | Data type |  | Example |
|  | Number - Integer or Floating point | $4,27,655354.2,27.4,5.63$ |  |
|  | String - Character | abc, hello world a, F, 3, \$ |  |
|  | Boolean | True/false Y/N 1/0-1/0 |  |
|  | Also Allow |  |  |
|  | Array | GameScores $=(124,99,121,105,132)$ |  |

Here are some examples of the tasks being worked.

## Task 1



Task 3

Task 3 is marked from the playback of the animation.

EXAMPLES (WHEN USING Adobe Flash)


## Task 5



## Task 5 continued



## Task 5 continued



## Task 6

```
Solution for information only - task is marked from outcomes on the webpage.
<SCRIPT LANGUAGE="JavaScript">
// set count to zero
var c=0;
//declare function
function myFunction() {
// declare and initialise answer variables
var first=Number(Answer1.value);
var second=Number(Answer2.value);
var third=Number(Answer3.value);
//declare and initialise hyperlink variable
var str = "here";
var result = str.link("IST.html");
//test answers
if(first=="2"){c++} else {Answer1.value=""}
if(second=="3") {c++} else {Answer2.value =""}
if (third=="2") {c++} else {Answer3.value=""}
//Display Alert with count of correct answers
window.alert (c + " "+"correct answers");
//Display number of correct answers on page
count.value=c;
//Test Results
if (c==3)
// Display Conditional message and hyperlink
    {
    document.getElementById("response").innerHTML = "Well done.";}
    else
    {document.getElementById("response").innerHTML = "Click "+ result + " to try
    again";
    }
if (c==3)
    {
    //Display Final text
    document.getElementById("Enter").innerHTML =
    "Enter Draw";
    }
c=0
}
</SCRIPT>
```


## Task 6 continued



Number of correct answers

Click here to try again

| JavaScript Alert |  |
| :---: | :---: |
| 3 correct answers |  |
|  | OK |

Number of correct answers

Well done

## Prize Draw Quick Quiz <br> Enter Draw <br> Enter your choices 1,2,or 3 in the answer boxes

