

# **Cambridge International Examinations**

Cambridge International Advanced Subsidiary and Advanced Level

### INFORMATION TECHNOLOGY

9626/04

Paper 4 Advanced Practical SPECIMEN MARK SCHEME

For Examination from 2017

2 hours 30 minutes

**MAXIMUM MARK: 110** 

This document consists of 12 printed pages.



[Turn over

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

Task	Ans	swer	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	1
	Animation of logo – small to large	1
	Smooth gradual growth of logo size	1
	All three images have been used	1
	Correct text on each image in bottom right-hand corner	1
	Text on each image is clearly visible	1
	Each image is displayed for a suitable length of time	1
	Opacity of each image has been changed to create fading effects	1
	Fading of each image is suitably timed	1
	Opacity of text on each image has been changed to create fading effect	1
	Text on each image fades in time with image	1
	Animation is smooth	1
	Animation is set to play continuously (loops)	1
	File exported	1
	Suitable file format for website used with correct file name, e.gmp4, .flv, .fla, .mov	1

Task	Answer	Marks
4	Creates the motion between two objects or images	1
	Gives the animation a smooth appearance	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	1
	Next/Previous and First/Last record buttons are displayed	1
	New and delete record buttons are displayed	1

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

Task		Answer	Marks
7	3 valid data types listed with valid ex	ample 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

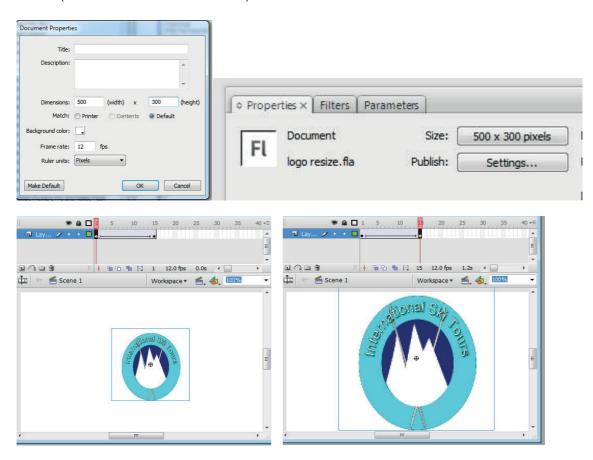




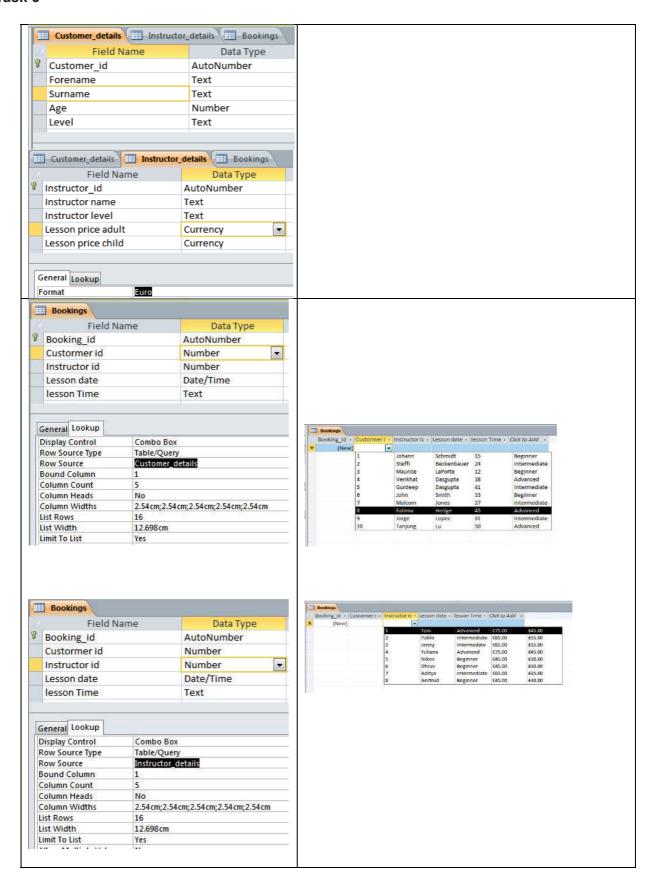
Task 3

### Task 3 is marked from the playback of the animation.

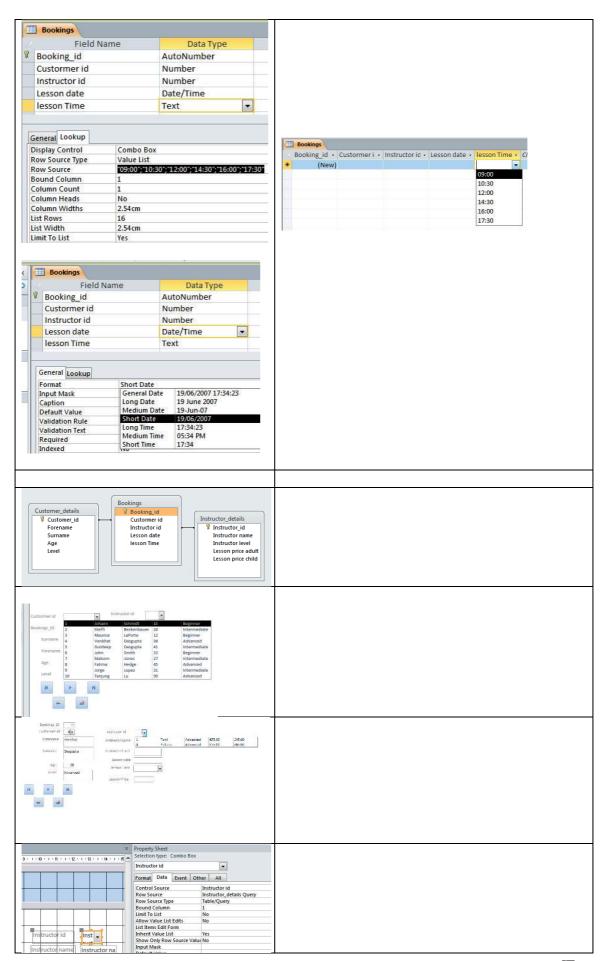
EXAMPLES (WHEN USING Adobe Flash)



#### Task 5



#### Task 5 continued



# Task 5 continued

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#### 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.";}
    {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

