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**COMPUTER SCIENCE**

**2210/11**

Paper 1

**May/June 2018**

MARK SCHEME

Maximum Mark: 75

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**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.

Cambridge International will not enter into discussions about these mark schemes.

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This document consists of **12** printed pages.

**PUBLISHED****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.

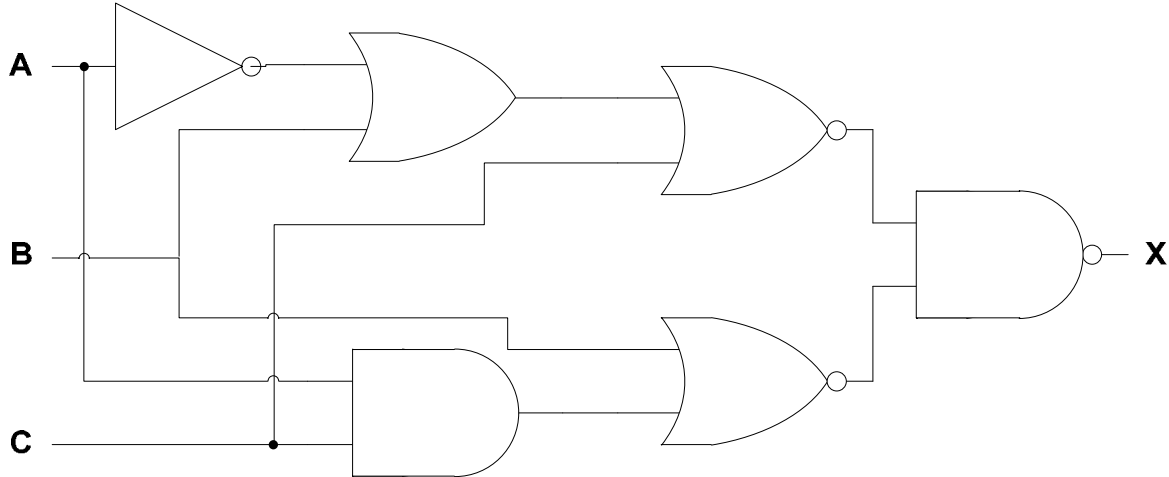
Question	Answer	Marks
1	1 mark for each correct answer, in the given order:  <ul style="list-style-type: none"> <li>– analogue</li> <li>– digital</li> <li>– denary</li> <li>– 10</li> <li>– binary</li> <li>– 2</li> </ul>	<b>6</b>

Question	Answer	Marks
2	1 mark for each correct conversion:  <ul style="list-style-type: none"> <li>– 42</li> <li>– 257</li> <li>– 542</li> </ul>	<b>3</b>

Question	Answer	Marks
3	1 mark for correct register, 3 marks for reason:  <ul style="list-style-type: none"> <li>– Register C</li> </ul> <p>Any <b>three</b> from:</p> <ul style="list-style-type: none"> <li>– Count the number of 1/0 bits (in each byte/register)</li> <li>– Two bytes/registers have an odd number of 1/0 bits // Two use odd parity</li> <li>– Odd parity must be the parity used</li> <li>– One byte/register has an even number of 1/0 bits // One uses even parity</li> <li>– One with an even number of one bits/even parity is incorrect // Register C should have odd parity</li> </ul>	<b>4</b>

Question	Answer	Marks
4(a)	1 mark for each correct answer:  Lossy (compression) Lossless (compression)	<b>2</b>
4(b)	1 mark for correct compression, 3 marks for description:  – Lossless (compression)  Any <b>three</b> from: – The file can be restored/decompressed to the exact same state it was before compression/ to original – (It is a computer program so) no data can be lost // Lossy would remove data – Will not run correctly (with any other compression) – (Lossless) will give repeating words/sections of word a value// RLE is used // Other valid examples of methods of lossless compression – Value is recorded in an index	<b>4</b>

Question	Answer	Marks														
5	<p>1 mark for each correct line, up to a maximum of 5 marks:</p> <table border="0" style="width: 100%;"> <thead> <tr> <th style="text-align: left; width: 40%;"><b>Component</b></th> <th style="text-align: left;"><b>Description</b></th> </tr> </thead> <tbody> <tr> <td style="border: 1px solid black; padding: 5px;">Immediate access store (IAS)</td> <td style="border: 1px solid black; padding: 5px;">Holds data and instructions when they are loaded from main memory and are waiting to be processed.</td> </tr> <tr> <td style="border: 1px solid black; padding: 5px;">Register</td> <td style="border: 1px solid black; padding: 5px;">Holds data temporarily that is currently being used in a calculation.</td> </tr> <tr> <td style="border: 1px solid black; padding: 5px;">Control unit (CU)</td> <td style="border: 1px solid black; padding: 5px;">Holds data or instructions temporarily when they are being processed.</td> </tr> <tr> <td style="border: 1px solid black; padding: 5px;">Accumulator (ACC)</td> <td style="border: 1px solid black; padding: 5px;">Manages the flow of data and interaction between the components of the processor.</td> </tr> <tr> <td style="border: 1px solid black; padding: 5px;">Arithmetic logic unit (ALU)</td> <td style="border: 1px solid black; padding: 5px;">Carries out the calculations on data.</td> </tr> <tr> <td style="border: 1px solid black; padding: 5px;">Bus</td> <td style="border: 1px solid black; padding: 5px;">Pathway for transmitting data and instructions.</td> </tr> </tbody> </table>	<b>Component</b>	<b>Description</b>	Immediate access store (IAS)	Holds data and instructions when they are loaded from main memory and are waiting to be processed.	Register	Holds data temporarily that is currently being used in a calculation.	Control unit (CU)	Holds data or instructions temporarily when they are being processed.	Accumulator (ACC)	Manages the flow of data and interaction between the components of the processor.	Arithmetic logic unit (ALU)	Carries out the calculations on data.	Bus	Pathway for transmitting data and instructions.	<b>5</b>
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Question	Answer	Marks
6(a)	<p>1 mark for each correct logic gate (with the correct direction of input(s))</p> 	6

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6(b)	<p>4 marks for 8 correct outputs                      3 marks for 6 or 7 correct outputs                      2 marks for 4 or 5 correct outputs                      1 mark for 2 or 3 correct outputs</p> <table border="1" data-bbox="340 384 1359 839"> <thead> <tr> <th data-bbox="340 384 421 432">A</th> <th data-bbox="421 384 495 432">B</th> <th data-bbox="495 384 568 432">C</th> <th data-bbox="568 384 1285 432">Working space</th> <th data-bbox="1285 384 1359 432">X</th> </tr> </thead> <tbody> <tr> <td data-bbox="340 432 421 485">0</td> <td data-bbox="421 432 495 485">0</td> <td data-bbox="495 432 568 485">0</td> <td data-bbox="568 432 1285 485"></td> <td data-bbox="1285 432 1359 485">1</td> </tr> <tr> <td data-bbox="340 485 421 537">0</td> <td data-bbox="421 485 495 537">0</td> <td data-bbox="495 485 568 537">1</td> <td data-bbox="568 485 1285 537"></td> <td data-bbox="1285 485 1359 537">1</td> </tr> <tr> <td data-bbox="340 537 421 590">0</td> <td data-bbox="421 537 495 590">1</td> <td data-bbox="495 537 568 590">0</td> <td data-bbox="568 537 1285 590"></td> <td data-bbox="1285 537 1359 590">1</td> </tr> <tr> <td data-bbox="340 590 421 643">0</td> <td data-bbox="421 590 495 643">1</td> <td data-bbox="495 590 568 643">1</td> <td data-bbox="568 590 1285 643"></td> <td data-bbox="1285 590 1359 643">1</td> </tr> <tr> <td data-bbox="340 643 421 695">1</td> <td data-bbox="421 643 495 695">0</td> <td data-bbox="495 643 568 695">0</td> <td data-bbox="568 643 1285 695"></td> <td data-bbox="1285 643 1359 695">0</td> </tr> <tr> <td data-bbox="340 695 421 748">1</td> <td data-bbox="421 695 495 748">0</td> <td data-bbox="495 695 568 748">1</td> <td data-bbox="568 695 1285 748"></td> <td data-bbox="1285 695 1359 748">1</td> </tr> <tr> <td data-bbox="340 748 421 801">1</td> <td data-bbox="421 748 495 801">1</td> <td data-bbox="495 748 568 801">0</td> <td data-bbox="568 748 1285 801"></td> <td data-bbox="1285 748 1359 801">1</td> </tr> <tr> <td data-bbox="340 801 421 839">1</td> <td data-bbox="421 801 495 839">1</td> <td data-bbox="495 801 568 839">1</td> <td data-bbox="568 801 1285 839"></td> <td data-bbox="1285 801 1359 839">1</td> </tr> </tbody> </table>	A	B	C	Working space	X	0	0	0		1	0	0	1		1	0	1	0		1	0	1	1		1	1	0	0		0	1	0	1		1	1	1	0		1	1	1	1		1	<b>4</b>
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7	<p>Compiler</p> <p>Any <b>three</b> from:</p> <ul style="list-style-type: none"> <li>– Translates high-level language into <b>machine code/low level language</b></li> <li>– Translates (the source code) all in one go/all at once</li> <li>– Produces an executable file</li> <li>– Produces an error report</li> </ul> <p>Interpreter</p> <p>Any <b>three</b> from:</p> <ul style="list-style-type: none"> <li>– Translates high-level language into <b>machine code/low level language</b></li> <li>– Translates (the source code) line by line/statement by statement</li> <li>– Stops if it finds an error</li> <li>– Will only continue when error is fixed</li> </ul>	<b>6</b>

Question	Answer	Marks
8(a)	<p>Any <b>four</b> from:</p> <ul style="list-style-type: none"> <li>– Shines light / (red) laser at barcode</li> <li>– Light is called an illuminator</li> <li>– Light is reflected back // White lines reflect light // Black lines reflect less light/absorbs light</li> <li>– Sensors / photoelectric cells detect the light</li> <li>– Different reflections / bars will give different binary values / digital values // pattern converted to digital values</li> <li>– A microprocessor interprets the data</li> </ul>	<b>4</b>
8(b)	<p>Any <b>three</b> from:</p> <ul style="list-style-type: none"> <li>– barcode identifies a (unique) product</li> <li>– barcode can be used to look up product (in a database)</li> <li>– data about stock levels can be stored on a system</li> <li>– stock can be automatically deducted from the system</li> <li>– can check stock is below a certain level // check stock level</li> <li>– automatic re-order // Alerts when stock is low</li> <li>– automatically update new stock level</li> <li>– to locate if an item of stock is available in another location</li> </ul>	<b>3</b>

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Question	Answer	Marks
8(c)	Any <b>four</b> from: <ul style="list-style-type: none"> <li>– (Infrared) rays are sent across screen (from the edges)</li> <li>– Has sensors around edge // Sensors capture beams</li> <li>– (Infrared) rays form a grid across the screen</li> <li>– (Infrared) ray is broken (by a finger blocking a beam)</li> <li>– <b>Calculation</b> is made (on where beam is broken) to locate the 'touch' // Co-ordinates are used to locate the touch</li> </ul>	<b>4</b>
8(d)	Secondary Storage – any <b>two</b> from: <ul style="list-style-type: none"> <li>– Not directly accessed by the CPU</li> <li>– Non-volatile storage</li> <li>– Secondary is internal to the computer/device</li> <li>– An example of secondary storage would be HDD/SSD</li> </ul> Off-line storage – any <b>two</b> from: <ul style="list-style-type: none"> <li>– Non-volatile storage</li> <li>– Off-line storage is storage that is removable from a computer/device // not internal // portable</li> <li>– An example of off-line storage would be CD/DVD/USB stick/SD card/magnetic tape/ external HDD/SSD</li> </ul>	<b>4</b>

Question	Answer	Marks
9	Any <b>six</b> from: <ul style="list-style-type: none"> <li>– Suitable biometric device, such as fingerprint scanner/retina/eye/iris scanner/face recognition/voice recognition/palm scanner // description of use e.g. use fingerprint on device</li> <li>– Sensor (in biometric device) captures/takes data/readings (of user)</li> <li>– Data/readings are converted from analogue to <b>digital</b> (using ADC)</li> <li>– Data/reading sent to the microprocessor</li> <li>– Data/readings compared to stored values/data ...</li> <li>– ... if data/readings <b>match</b> user can enter</li> <li>– ... if data/readings <b>do not match</b> user is declined entry // user asked to try again ...</li> <li>– ... alert may be sent to security // alarm may sound</li> </ul>	<b>6</b>

Question	Answer	Marks
10(a)	Any <b>four</b> from: <ul style="list-style-type: none"> <li>– Structure <b>and</b> presentation are defined using (mark-up) tags</li> <li>– Structure <b>and</b> presentation dictate the appearance of the website</li> <li>– Structure is used for layout</li> <li>– Example of structure</li> <li>– Presentation is used for formatting / style</li> <li>– Example of formatting</li> <li>– Separate file / CSS can be used for presentation content</li> </ul>	<b>4</b>
10(b)(i)	1 mark for each correct part <ul style="list-style-type: none"> <li>– domain (name)</li> <li>– file name/webpage name</li> </ul>	<b>2</b>
10(b)(ii)	Any <b>two</b> from: <ul style="list-style-type: none"> <li>– Hypertext Transfer Protocol Secure // it is the access protocol // It is a protocol</li> <li>– It means the website uses SSL/TLS</li> <li>– It means data sent (to and from the webserver) is encrypted</li> </ul>	<b>2</b>
10(c)	Any <b>two</b> from e.g. : <ul style="list-style-type: none"> <li>– To store items that a customer has added to an online shopping basket</li> <li>– To store a customer's credit card details</li> <li>– To store log-in details</li> <li>– To track what product a customer browses // Track music preferences</li> <li>– Targeted advertising // making recommendations</li> <li>– Personalises/customises the experience</li> <li>– Shows who are new and returning customers</li> <li>– To speed up log-in times</li> <li>– To speed up/allow single click purchases</li> <li>– Improves the experience</li> </ul>	<b>2</b>

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<b>Question</b>	<b>Answer</b>	<b>Marks</b>
10(d)	Any <b>four</b> from: <ul style="list-style-type: none"><li>– Prevents direct access to the <b>webserver</b> // Sits between <b>user</b> and <b>webserver</b></li><li>– If an attack is launched it hits the proxy server instead // can be used to help prevent DDOS // help prevent hacking of <b>webserver</b></li><li>– Used to direct invalid traffic away from the webserver</li><li>– Traffic is examined by the proxy server // Filters traffic</li><li>– If traffic is valid the data from the webserver will be obtained by the user</li><li>– If traffic is invalid the request to obtain data is declined</li><li>– Can block requests from certain IP addresses</li></ul>	<b>4</b>