

**Thursday 13 June 2013 – Afternoon**

**GCSE COMPUTING**

**A451/01** Computer Systems and Programming

Candidates answer on the Question Paper.

**OCR supplied materials:**

None

**Other materials required:**

None

**Duration:** 1 hour 30 minutes



Candidate forename		Candidate surname	
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Centre number						Candidate number				
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**INSTRUCTIONS TO CANDIDATES**

- Write your name, centre number and candidate number in the boxes above. Please write clearly and in capital letters.
- Use black ink. HB pencil may be used for graphs and diagrams only.
- Answer **all** the questions.
- Read each question carefully. Make sure you know what you have to do before starting your answer.
- Write your answer to each question in the space provided. Additional paper may be used if necessary but you must clearly show your candidate number, centre number and question number(s).
- Do **not** write in the bar codes.

**INFORMATION FOR CANDIDATES**

- The number of marks is given in brackets [ ] at the end of each question or part question.
- The total number of marks for this paper is **80**.
- The Quality of Written Communication is assessed in questions marked with an asterisk (\*).
- This document consists of **16** pages. Any blank pages are indicated.

- 1 Here are some statements about the CPU of a computer.  
Tick **one** box in each row to show whether each of the following statements is true or false.

Statement	True	False
CPU stands for Central Processing Unit.		
The CPU fetches and decodes instructions.		
The speed of a CPU is usually measured in GigaHertz (GHz).		
If a CPU has many cores, this slows down the computer.		
The hard disk drive is part of the CPU.		

[5]

- 2 Bob's computer has 512 kilobytes of ROM and 8 gigabytes of RAM.

- (a) State how many bytes are in a kilobyte and a gigabyte.

a kilobyte .....

.....

a gigabyte .....

.....

[2]

- (b) (i) Describe the purpose of the ROM in Bob's computer.

.....

.....

.....

.....

- (ii) Describe the purpose of the RAM in Bob's computer.

.....

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.....

[4]

- (c) State **one** difference between ROM and RAM, other than the size and the purpose.

.....

..... [1]

3\* A game console and a desktop computer are two different types of computer system.

Describe how a game console is similar to a desktop computer, with reference to input, output and storage.

The quality of written communication will be assessed in your answer to this question.

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..... [6]

4 (a) (i) State the purpose of an **input** device in a computer system.

.....  
..... [1]

(ii) State the purpose of an **output** device in a computer system.

.....  
..... [1]

(b) A railway company uses a computer terminal in the train station to sell train tickets.



Customers input their destination using a touch screen, pay by card and receive a printed ticket and receipt.

Describe **two** ways that the hardware in the computer terminal can be adapted so that blind customers can use it.

1 .....

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.....

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2 .....

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[4]

5 Numbers can be represented in denary, binary or hexadecimal.

(a) (i) Convert the binary number 01101001 to denary, showing your working.

.....  
.....  
.....  
..... [2]

(ii) Convert the denary number 154 to binary.

.....  
.....  
.....  
..... [2]

(b) The security code for an alarm system is a long binary number which begins

10001111100101111011 ...

The technicians prefer to use hexadecimal to enter the security code.

(i) When the number is converted into hexadecimal, the first two digits are 8F as shown below.

Complete the gaps to show the next three digits.

Binary:	1000	1111	1001	0111	1011
Hexadecimal:	8	F	.....	.....	.....

[3]

(ii) Explain why the technicians prefer to use hexadecimal.

.....  
.....  
.....  
..... [2]

6 An MP3 player contains a database of songs. This database has only one table.

A sample of the data in this table is shown below.

TrackNo	Artist	Song	Length	TimesPlayed	Protected
001	Dave Eade	Holidays	3.7	3	True
002	Tail	Seeing You	2.7	0	True
003	Dave Eade	Truly Cool	4	11	False
004	Aries	Love	1.9	0	True
005	MC Nail	Skit	0.4	0	False
006	The Flies	Skit	0.6	4	False
007	MC Nail	Game Over	2.7	1	True

(a) State the most appropriate data type for each of the fields shown below.

Field	Data type
Song	
Length	
TimesPlayed	
Protected	

[4]

(b) The mp3 player allows users to create playlists by using queries.

For example if the query used is

Artist = "Dave Eade"

the mp3 player will play tracks number 001 and 003.

(i) State the TrackNo of the songs that will be played using each of the following queries.

Length > 2

.....  
 .....

(Artist = "MC Nail") OR (Protected = False)

.....  
.....

(Song = "Skit") AND (TimesPlayed > 0)

.....  
.....

[3]

(ii) Write down the query that will select all songs over 2.5 minutes, which have never been played.

.....  
.....

.....

[3]

(c) The mp3 player can be connected to a computer from which songs can be added. The computer has a relational database with many tables.

Explain, using an example, what is meant by an entity and how entities relate to the tables.

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[4]

- 7 Julie is writing a computer game that simulates a 100 m race. Each time the space bar is pressed, the position of the player moves up by 1. When the position reaches 100, the player has won.

Here is Julie's algorithm for the program

```
CONST PlayerKey = " "  
Position = 0  
REPEAT  
  INPUT KeyPressed  
  If KeyPressed = PlayerKey THEN  
    Position = Position + 1  
  END IF  
UNTIL Position = 100
```

- (a) State an example of a constant and a variable in the algorithm above.

Constant .....

Variable .....

[2]

- (b) State what is meant by selection and iteration using examples from Julie's algorithm.

Selection .....

.....

Example .....

.....

Iteration .....

.....

Example .....

.....

[4]



- (c) To make the game more interesting, Julie changes the rules. Each time the spacebar is pressed, the position of the player will now move up by a random number.

State **two** changes that need to be made to include this new rule. Justify each change.

Change 1 .....

.....

Justification .....

.....

Change 2 .....

.....

Justification .....

.....

[4]

8 Files are often compressed before they are sent over the internet.

(a) State what is meant by compression.

.....  
..... [1]

State **one** advantage of compressing files before sending them over the internet.

.....  
..... [1]

(b) Two types of compression are lossy and lossless.

State which type of compression is most appropriate for each of the following and explain why it is appropriate.

(i) Downloading the source code of a large program

Type of compression .....

Explanation .....

.....  
.....  
..... [3]

(ii) Streaming a large video file

Type of compression .....

Explanation .....

.....  
.....  
..... [3]

11  
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PLEASE TURN OVER FOR QUESTION 9

9 A school uses off the shelf, proprietary software for managing pupils' attendance, and customised, open source software for managing pupils' examinations.

(a) Describe the difference between off the shelf and custom written software.

.....  
.....  
.....  
..... [2]

(b) Describe the difference between proprietary and open source software.

.....  
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..... [2]





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