## Paper 1 mark scheme

| Question <br> number | Answer | Mark |
| :--- | :--- | :--- | :--- |
| $\mathbf{1 ( a )}$ | A bit | B is not correct because a bit is smaller than a byte |
| $\boldsymbol{C}$ is not correct because a bit is smaller than a kibibyte |  |  |
| $\boldsymbol{D}$ is not correct because a bit is smaller than a nibble |  |  |


| Question <br> number | Answer | Additional guidance |
| :--- | :--- | :--- | :--- |
| $\mathbf{1 ( b )}$ | D 32 | Mark |
|  | A is not correct because 5 bits can represent 32 values |  |
| B is not correct because 5 bits can represent 32 values |  |  |
| C is not correct because 5 bits can represent 32 values |  |  |


| Question number | Answer | Additional guidance | Mark |
| :---: | :---: | :---: | :---: |
| 1(c)(i) | C Unsigned integers store more positive values <br> $\boldsymbol{A}$ is not correct because unsigned integers are not more accurate <br> $\boldsymbol{B}$ is not correct because overflow errors can still occur with unsigned integers <br> $\mathbf{D}$ is not correct because the use of a parity bit is not relevant to the scenario |  | (1) |


| Question <br> number | Answer | Additional guidance |
| :--- | :--- | :--- | :--- |
| $\mathbf{1 ( c ) ( i i )}$ | $6 \times 1024^{4}$ | Mark |
|  | Award $\mathbf{1}$ mark for sight of 1024 <br> Award $\mathbf{1}$ mark for sight of 4 (applied only to 1024) <br> Award $\mathbf{1}$ mark for sight of $\times 6$ <br> Award all marks if the result of the calculation is given: 6,597,069,766,656 (bytes). <br> N.B. This is not needed or expected. | Equivalent expressions are <br> awarded. |


| Question number | Answer | Additional guidance | Mark |
| :---: | :---: | :---: | :---: |
| 1(d) | A 1001+1000 <br> B is not correct because it will result in 1100 <br> $\boldsymbol{C}$ is not correct because it will result in 1110 <br> D is not correct because it will result in 1111 |  | (1) |


| Question <br> number | Answer | Additional guidance |
| :--- | :--- | :--- | :--- |
| $\mathbf{1 ( e )}$ | 01010010 | Award 1 mark for each <br> nibble in the correct <br> location. |


| Question <br> number | Answer | Additional guidance | Mark |
| :--- | :--- | :--- | :--- |
| $\mathbf{1 ( f ) ( \mathbf { i } )}$ | 3D | Award 1 mark for each <br> nibble in the correct <br> location. | (2) |


| Question <br> number | Answer | Additional guidance | Mark |
| :--- | :--- | :--- | :--- |
| $\mathbf{1 ( f ) ( i i )}$ | Award 1 mark for the identification of the reason (1) with a linked <br> justification/exemplification (1), up to a maximum of $\mathbf{2}$ marks. <br> Hexadecimal is used as shorthand for binary / uses fewer digits/characters (1), <br> so humans make fewer mistakes / find it easier to <br> read/understand/remember/manipulate (1). | Do not accept answers <br> suggesting that fewer <br> digits save <br> storage/memory. | (2) |


| Question <br> number | Answer | Additional guidance | Mark |
| :--- | :--- | :--- | :--- |
| $\mathbf{1 ( g )}$ | X axis correctly labelled (1) <br> Y axis correctly labelled (1) <br> Sample interval indicated (1) <br> Do not award marks if wavelength is labelled rather than sample interval. <br> Accept for sample interval if two points given that are shorter than the wavelength. | Accept a unit of time for <br> the X axis. <br> Accept signal strength <br> for the Y axis. | (3) |


| Question <br> number | Answer | Additional guidance | Mark |
| :--- | :--- | :--- | :--- |
| $\mathbf{1 ( h )}$ | Award $\mathbf{1}$ mark for: <br> Sight of: $64 \times 48 \times 12$ <br> Award $\mathbf{1}$ mark for: <br> Sight of: $1024 \times 8$ <br> Award $\mathbf{1}$ mark for: <br> Sight of: $(1024) \times(1024)$ OR $(1024)^{2}$ <br> Award $\mathbf{1}$ mark for correct numerator/denominator orientation. <br> Examples of expressions that gains full marks: <br> $\frac{64 \times 48 \times 12}{1024 \times 1024 \times 8}$ | Accept any other equivalent <br> mathematical expression. | (4) |


| Question <br> number | Answer | Additional guidance | Mark |
| :--- | :--- | :--- | :--- |
| $\mathbf{2 ( a )}$ | WAN/Wide Area Network |  | (1) |


| Question number | Answer | Additional guidance | Mark |
| :---: | :---: | :---: | :---: |
| 2(b) | - $\mathbf{1}$ mark for at least two connections to each device. <br> - $\mathbf{2}$ marks for three connections to each device. |  | (2) |


| Question number | Answer | Additional guidance | Mark |
| :---: | :---: | :---: | :---: |
| 2(c) | Any two items from: <br> - Destination address (1) <br> - Source address (1) <br> - Error checking field / check sum (1) <br> - Time stamp (1) <br> - Sequence number (1). <br> Accept any other appropriate response. |  | (2) |


| Question <br> number | Answer | Additional guidance | Mark |
| :--- | :--- | :--- | :--- |
| $\mathbf{2 ( d )}$ | A linked description that makes reference to the following points: |  |  |
| Each packet has a sequence number (added at the sending end) (1) <br> The packets are put back into (sequence) order (at the destination) (1). | (2) |  |  |


| Question number | Answer | Additional guidance | Mark |
| :---: | :---: | :---: | :---: |
| 2(e) | ```Total number of bits to transfer: 1 mark for \(20 \times 1024^{2}\) 1 mark for \(\times 8\) Speed in bits per second: 1 mark for \(2 \times 1000000\) Numerator/denominator: 1 mark for bits to transfer bits per second e.g.: \(\frac{20 \times 1024 \times 1024 \times 8}{2 \times 1000000}\)``` | Any equivalent expression to be awarded. | (4) |


| Question <br> number | Answer | Additional guidance | Mark |
| :--- | :--- | :--- | :--- |
| $\mathbf{3 ( a )}$ | Any two issues from: |  | (2) |
|  | • Waste materials end in landfill (1) |  |  |
|  | D Dangerous toxins are released into the ground/water (1) |  |  |
| Waste is transported overseas (carbon emissions)(1). |  |  |  |


| Question <br> number | Answer | Additional guidance | Mark |
| :--- | :--- | :--- | :--- |
| $\mathbf{3 ( b ) ( \mathbf { i } )}$ | Ransomware |  | (1) |


| Question <br> number | Answer | Additional guidance | Mark |
| :--- | :--- | :--- | :--- |
| $\mathbf{3 ( b ) ( i i ) ~}$ | Award $\mathbf{1}$ mark for the identification of a way (1) with a linked <br> justification/exemplification (1), up to a maximum of $\mathbf{2}$ marks. <br> • Software may contain security bugs (1) because it is unpatched (1). <br> Anti-malware may not identify an attack (1) because the virus definitions are out <br> of date (1). <br> Accept any other appropriate response. | (2) |  |


| Question <br> number | Answer | Additional guidance | Mark |
| :--- | :--- | :--- | :--- |
| $\mathbf{3 ( c )}$ | Award $\mathbf{1}$ mark for the identification of an ethical concern (1) with a linked <br> justification/exemplification (1), up to a maximum of $\mathbf{2}$ marks. |  | (2) |
|  | Q The data may no longer be private (1) because companies may share it (1). <br> People may not realise their data is analysed (1) because it is unclear who owns <br> the data (1). <br> People are willing to sacrifice (some) privacy (1) in return for access to services <br> (1). <br> Accept any other appropriate response. |  |  |


| Question <br> number | Answer | Additional guidance | Mark |
| :--- | :--- | :--- | :--- |
| $\mathbf{3 ( d )}$ | Award $\mathbf{1}$ mark for the identification of a way (1) with a linked <br> justification/exemplification (1), up to a maximum of $\mathbf{2}$ marks. |  | (2) |
|  | Students are deterred from unsafe practices (1) because consequences are <br> clarified (1). <br> People follow safe/good practices (1) because permitted activities are defined/set <br> out (1). <br> Accept any other appropriate response. |  |  |


| Question number | Answer | Additional guidance | Mark |
| :---: | :---: | :---: | :---: |
| 4(a) | Any two functions from: <br> - Repairing files (1) <br> - Compression (1) <br> - Defragmentation (1) <br> - Back-up (1) <br> - Firewall (1) <br> - Managing application updates (1) <br> - Formatting disks/drives (1) <br> - System analysis tools (1). |  | (2) |


| Question <br> number | Answer | Additional guidance | Mark |
| :--- | :--- | :--- | :--- |
| 4(b) | Any one way from: | Do not accept 'Checking <br> for errors' if not qualified <br> with 'not picked up in <br> testing'. | (1) |
|  | By identifying bad programming practices (1) <br> By identifying vulnerabilities in the code (1) <br> By checking for efficiency of code (1). |  |  |


| Question <br> number | Answer | Additional guidance | Mark |
| :--- | :--- | :--- | :--- |
| 4(c) | A linked description that makes reference to the four following points: |  | (4) |
|  | - The address of memory (holding instruction) is placed on the address bus (1). <br> Q The control unit sends a signal (1) on the control bus (to start a read operation) <br> (1). |  |  |


| Question number | Answer | Additional guidance | Mark |
| :---: | :---: | :---: | :---: |
| 4(d) | A linked description that makes reference to any four of the following points: <br> - All processes are held in a queue (1) <br> - Processes are prioritised (1) <br> - Processes are allocated time slices (1) <br> - Length of time slice depends on priority (1) <br> - (and) processes are switched (at the end of their time slice) (1) <br> - Unfinished processes are put to the back of the queue (1) <br> - During the time slice the process has exclusive use of the processor (1). |  | (4) |


| Question number | Indicative content | Mark |
| :---: | :---: | :---: |
| 4(e) | Advantages of high-level languages: <br> - High-level languages come with libraries of ready-made graphical user interface components (buttons, icons and menus), which the team can use to reduce the amount of code they have to write from scratch. <br> - High-level languages have a range of integrated development tools, editors and syntax checkers, which will enable the team to develop the interface code more efficiently. <br> - Portability is a real consideration: should the company decide to use a different chipset in the future, programs written in a high-level language won't need to be rewritten. They can be recompiled to run on new architecture relatively quickly. <br> - High-level languages use keywords, which will enable team members to read and understand the code for the user interface more easily. <br> - There are lots of people who can program in a high-level language, making it relatively easy to recruit experienced programmers to the user interface team. <br> - As high-level language translators exist for a range of operating systems, each member of the user interface team can develop code in their preferred environment. <br> Advantages of low-level languages: <br> - Code written in assembly language normally executes more quickly and takes up less memory than code written in a high-level language. This may be crucial to enable the control unit for the alarm system to function effectively. <br> - There may be no high-level language for the microprocessor chip inside the control unit, so an assembly language would have to be used for it. <br> - Code written in assembly language allows the programmer to directly control system hardware. | (6) |


| Level | Mark | Descriptor |
| :--- | :--- | :--- |
|  | 0 | Level 1 |
| Leve rewardable content. |  |  |
| L | $3-4$ | Basic, independent points are made, showing elements of understanding of key concepts/principles of computer <br> science. (AO1) <br> The discussion will contain basic information with little linkage between points made or application to the context. <br> (AO2) |
| Level 3 | $5-6$ | Demonstrates adequate understanding of key concepts/principles of computer science. (AO1) <br> The discussion shows some linkages and lines of reasoning with some structure and application to the context. <br> (AO2) |
| Demonstrates comprehensive understanding of key concepts/principles of computer science to support the <br> discussion being presented. (AO1) <br> The discussion is well developed, with sustained lines of reasoning that are coherent and logically structured, and <br> which clearly apply to the context. (AO2) |  |  |



| Question <br> number | Answer | Additional guidance | Mark |
| :--- | :--- | :--- | :--- |
| $\mathbf{5 ( c )}$ | Award $\mathbf{1}$ mark for the identification of a reason (1) with a linked <br> justification/exemplification (1), up to a maximum of $\mathbf{2}$ marks. <br> -Constants (shown in all capitals) are less likely to be changed by accident or <br> error (1), so algorithms that use them should be more robust (1). <br> If the value of a constant does have to be altered (1), only one change is <br> required (on the line where it is created and set) (1). <br> Constants allow values to be replaced with a name/identifier (1), so code is <br> easier to read/maintain (1). |  | (2) |


| Question number | Answer |  |  |  |  | Additional guidance | Mark |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 5(d) | $\mathbf{1}$ mark for initialising all variables and $\mathbf{1}$ mark for each correct pass through the loop. |  |  |  |  | - Award alternative versions of the trace table if correct. For example, copying of values that do not change. <br> - Passes are incorrect if display is indicated. <br> - Display must be after the final pass (on a separate line in the table). | (6) |
|  | num | x | y | Display | Marks |  |  |
|  | 0 | 999 | 0 |  | (1) |  |  |
|  | 355 | 355 | 355 |  | (1) |  |  |
|  | 554 |  | 554 |  | (1) |  |  |
|  | 199 | 199 |  |  | (1) |  |  |
|  | 409 |  |  |  | (1) |  |  |
|  |  |  |  | 199554 | (1) |  |  |


| Question number | Answer | Additional guidance | Mark |
| :---: | :---: | :---: | :---: |
| 5(e) | - Correct message in output box acting as a prompt for the user (1). <br> - Correct diamond symbol for decision (1). <br> - Correct test 'Choice $==$ cookies?' for decision (1). <br> - Correct label 'Yes' on right arrow AND Correct label 'No' on bottom arrow (1). <br> - Correct output symbol with suitable message (1). <br> - Correct ellipse symbol and 'stop' for terminator (1). | - Symbol and contents are awarded independently. <br> - Award 'End', 'Stop', 'Start' and 'Begin' as text for terminator symbols. <br> - Award '==' and '=' used for equivalence inside decision symbol, but not in process symbol. <br> - Accept 'Input choice' as an alternative response in the top process symbol | (6) |

