

|   |   |   |   |
|---|---|---|---|
| 0 | 1 | . | 1 |
|---|---|---|---|

What is the largest decimal number that can be represented using 5 bits?

**[1 mark]**

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|   |   |   |   |
|---|---|---|---|
| 0 | 1 | . | 2 |
|---|---|---|---|

How many bits are there in 3 MB?

Show your working.

**[2 marks]**

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Answer 

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|   |   |   |   |
|---|---|---|---|
| 0 | 2 | . | 1 |
|---|---|---|---|

What is the largest decimal number that can be represented using 6 bits?

**[1 mark]**

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|   |   |   |   |
|---|---|---|---|
| 0 | 2 | . | 2 |
|---|---|---|---|

How many bits are there in 5 kB?

You should show your working.

**[2 marks]**

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Answer 

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**0 3 . 1** The number base 2 is called **binary**.

Shade **one** lozenge to show which number base is called **hexadecimal**.

**[1 mark]**

**A** 6 ☐

**B** 8 ☐

**C** 10 ☐

**D** 16 ☐

**0 3 . 2** Shade **two** lozenges to show the statements that are true about hexadecimal.

**[2 marks]**

**A** Hexadecimal can represent a greater range of numbers than binary. ☐

**B** Hexadecimal is easier for people to read than binary. ☐

**C** Hexadecimal is faster for a computer to process than binary. ☐

**D** Hexadecimal is more accurate than binary. ☐

**E** Hexadecimal takes less space in RAM than binary. ☐

**F** Hexadecimal takes less time to type than binary. ☐

|   |   |
|---|---|
| 0 | 4 |
|---|---|

A bit pattern is shown in **Figure 1**.

**Figure 1**

01001110

|   |   |   |   |
|---|---|---|---|
| 0 | 4 | . | 1 |
|---|---|---|---|

Convert the bit pattern shown in **Figure 1** into decimal.

[1 mark]

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|   |   |   |   |
|---|---|---|---|
| 0 | 4 | . | 2 |
|---|---|---|---|

Convert the bit pattern shown in **Figure 1** into hexadecimal.

[2 marks]

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Answer: \_\_\_\_\_

**0 4 . 3**

A student's answer to the question "Why is hexadecimal often used instead of binary?" is shown in **Figure 2**.

**Figure 2**

Because it uses fewer digits it will take up less space in a computer's memory.

Explain why the student's answer is incorrect.

**[2 marks]**

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**0 4 . 4**

Explain how a binary number can be multiplied by 8 by shifting bits.

**[2 marks]**

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ASCII (American Standard Code for Information Interchange) is a coding system that can be used to represent characters. In ASCII the character **A** is represented by the numeric code 65.

**0 4 . 5**

Shade **one** lozenge to indicate which character is represented by the numeric code 70.

**[1 mark]**

**A** E

☐

**B** F

☐

**C** f

☐

**D** 6

☐

**E** e

☐

|   |   |   |   |
|---|---|---|---|
| 0 | 4 | . | 6 |
|---|---|---|---|

Unicode is an alternative to the ASCII coding system.

State **two** advantages of using Unicode to represent characters instead of using ASCII.

**[2 marks]**

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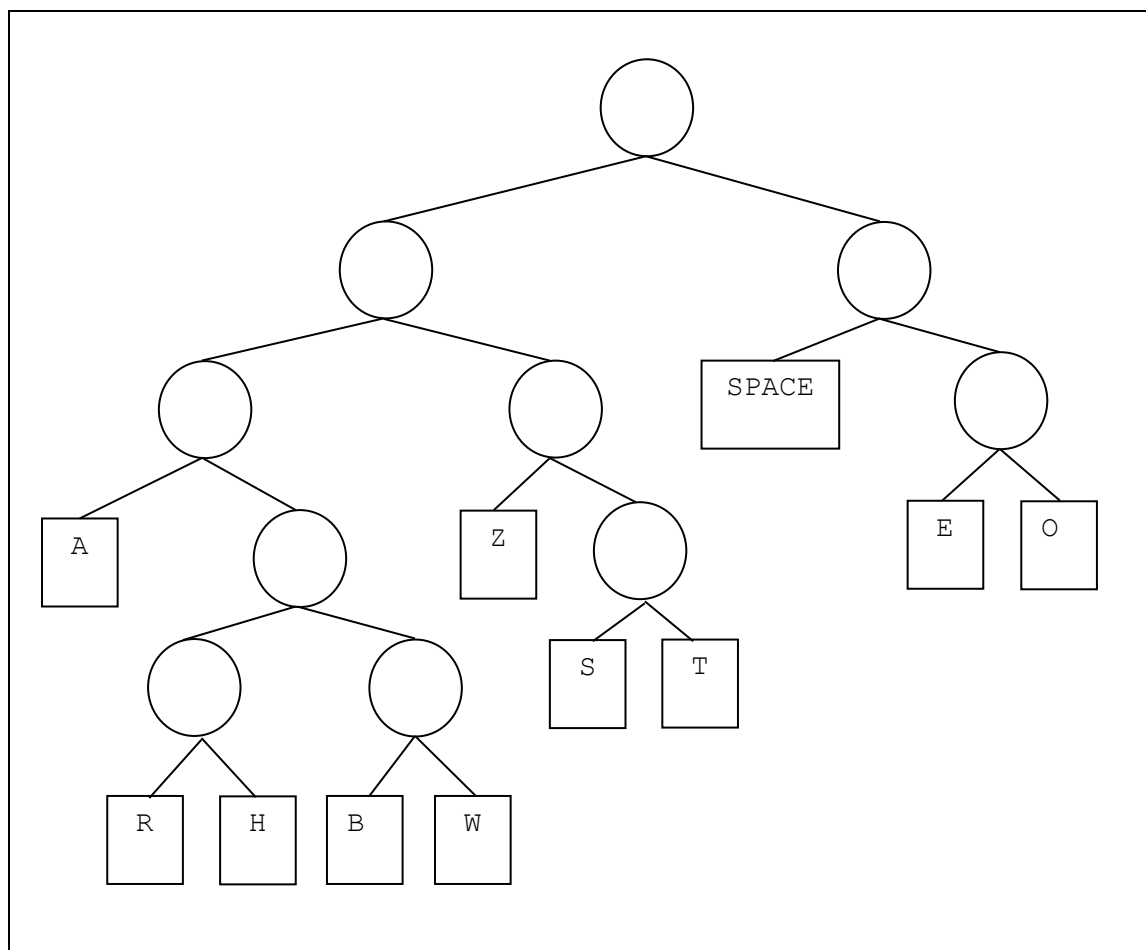
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When data is stored in a computer it is often compressed. One method that can be used to compress text data is Huffman coding. To produce a Huffman code each character in a piece of text is placed in a tree, with its position in the tree determined by how often the character was used in the piece of text.

A Huffman tree for the text ZOE SAW A ZEBRA AT THE ZOO is shown in **Figure 3**.

### Figure 3



Using this Huffman tree, the Huffman coding for the character E would be the bit pattern 110 because from the top of the tree E is to the right, then right again and then left.

The character Z is represented by the bit pattern 010 because from the top of the tree Z is to the left, then right and then left.

0

4

7

Using the Huffman code in **Figure 3**, complete the table to show the Huffman coding for the characters O, SPACE and B. **[3 marks]**

| Character | Huffman coding |
|-----------|----------------|
| O         |                |
| SPACE     |                |
| B         |                |

0

4

8

Using Huffman coding, the text ZOE SAW A ZEBRA AT THE ZOO can be stored in 83 bits.

Calculate how many additional bits are needed to store the same piece of text using ASCII. Show your working. **[3 marks]**

|   |   |
|---|---|
| 0 | 5 |
|---|---|

Which statement best describes what computers represent using binary?

Shade **one** lozenge.

**[1 mark]**

**A** All data are represented using binary.

☐

**B** All data and instructions are represented using binary.

☐

**C** Some data and instructions are represented using binary.

☐

**D** Some instructions are represented using binary.

☐