0 1	A sound engineer is recording a singer.
0 1 . 1	Describe why the sound must be converted to a digital format before it can be stored on a computer system.  [2 marks]
0 1 . 2	The sound engineer is using a sampling rate of 2000 Hz and a sample resolution of 4 bits. What is the minimum file size of a 5 second recording? Your answer should be given in <b>bytes</b> .
	You should show your working.  [4 marks]
	Answer:

0 1 . 3	The sound engineer currently uses a sample resolution of 4 bits which ena sample to be stored as one of 16 different bit patterns. She wants to interpret the number of bit patterns available from 16 to 32. Shade <b>one</b> lozenge we show the <b>minimum</b> sample resolution (in bits) she can choose that will a her to do this.			
		[1 mark]		
	A 3 bits	0		
	B 5 bits	0		
	C 8 bits	0		
	<b>D</b> 16 bits	0		
0 1 . 4	Shade <b>one</b> lozenge to show which of the following correctly states the of increasing the sampling rate.	effects [1 mark]		
	A Decreases both the quality of the recording and the file size	0		
	<b>B</b> Has no effect on the quality of the recording or the file size	0		
	C Improves the quality of the recording and has no effect on file size	0		
	<b>D</b> Improves the quality of the recording and increases the file size	0		

Turn over for the next question

0 2 . 1 The size of a sound file is calculated using the following formula:

## size (in bits) = sampling rate \* sample resolution \* seconds

To calculate the size in bytes, the number is divided by 8

The algorithm in **Figure 12**, represented using pseudo-code, should output the size of a sound file in **bytes** that has been sampled 100 times per second, with a sample resolution of 16 bits and a recording length of 60 seconds.

A subroutine called getSize has been developed as part of the algorithm.

Complete Figure 12 by filling in the gaps using the items in Figure 11.

You will not need to use all the items in Figure 11.

[6 marks]

Figure 11

bit	byte	getSize	OUTPUT
rate	res	RETURN	sampRate
seconds	size	size + 8	size * 8
size / 8	size MOD 8	SUBROUTINE	USERINPUT

## Figure 12

SUBROUTINE getSize(		.′		seconds)
	← sampRate	* res *	seconds	
size <b>←</b>				
	size			
ENDSUBROUTINE				
OUTPUT	(100, 16,	60)		

0 3.1	Explain how a sound wave is converted so that it can be stored in a compute	er. [3 marks]
0 3.2	A student has recorded a 30 second digital sound track using a sample rate of 44 000Hz. 8 bits have been used to store each sample taken.	
	Calculate the file size <b>in kilobytes</b> of the digital sound track.	
	You should show your working.	[2 marks]
	Answer	kB

Turn over for the next question

Answer\_\_\_\_\_ megabytes

0 5.1	When a sound wave is converted to a digital form it is sampled. The sampling rate is measured in hertz (Hz).
	Define the term hertz. [1 mark]
0 5 . 2	A sampling rate of 20 000 Hz and a sample resolution of four bits is used to make a digital recording of a sound that lasts 50 seconds.
	What is the minimum file size of the recording in megabytes (MB)?
	You should show your working.  [3 marks]
	Answer

0 6	A sound engineer is recording a singer.
0 6.1	Describe why the sound must be converted to a digital format before it can be stored on a computer system.
	[2 marks]
0 6.2	The sound engineer is using a sampling rate of 2000 Hz and a sample resolution of 4 bits. What is the minimum file size of a 5-second recording? Your answer should be given in <b>bytes</b> .
	You should show your working.  [4 marks]

0 6 . 3	sam num	sound engineer currently uses a sample resolution of 4 bits whi ple to be stored as one of 16 different bit patterns. She wants to ber of bit patterns available from 16 to 32. Shade <b>one</b> lozenge imum sample resolution (in bits) she can choose that will allow	o increase which she	e the ows the
	A	3 bits	0	
	В	5 bits	0	
	С	8 bits	0	
	D	16 bits	0	
0 6.4		de <b>one</b> lozenge to show which of the following correctly states the sampling rate.	he effects	of <b>[1 mark</b> ]
	Α	Decreases both the quality of the recording and the file size		0
	В	Has no effect on the quality of the recording or the file size		0
	С	Improves the quality of the recording and has no effect on the	file size	0
	D	Improves the quality of the recording and increases the file size	œ	0