



Oxford Cambridge and RSA

# A Level Computer Science

## H446/01 Computer systems

### Sample Question Paper

## Date – Morning/Afternoon

Time allowed: 2 hours 30 minutes



**Do not use:**

- a calculator



|                      |  |  |  |  |  |  |                         |  |  |  |  |
|----------------------|--|--|--|--|--|--|-------------------------|--|--|--|--|
| <b>First name</b>    |  |  |  |  |  |  |                         |  |  |  |  |
| <b>Last name</b>     |  |  |  |  |  |  |                         |  |  |  |  |
| <b>Centre number</b> |  |  |  |  |  |  | <b>Candidate number</b> |  |  |  |  |

### INSTRUCTIONS

- Use black ink.
- Complete the boxes above with your name, centre number and candidate number.
- Answer **all** the questions.
- Write your answer to each question in the space provided.
- Additional paper may be used if required but you must clearly show your candidate number, centre number and question number(s).
- Do **not** write in the bar codes.

### INFORMATION

- The total mark for this paper is **140**.
- The marks for each question are shown in brackets [ ].
- Quality of extended responses will be assessed in questions marked with an asterisk (\*).
- This document consists of **24** pages.

Answer **all** questions.

1 A software company decides to release a duplicate file finder which it has named “De-Duplicator”. Duplicate files are files that are exactly the same (bit for bit identical). Space is often wasted on computers by having multiple versions of the same file. Duplicate file finders are programs that find and identify duplicate files on a hard drive so that they can be removed.

(a) A duplicate file finder is an example of a utility. Describe what is meant by a utility.

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

(b) De-Duplicator creates a tree to represent directories and files on the system. It then traverses each directory and file represented in the tree. It does this using a depth-first traversal. State what order it will visit each of the **files** as shown in Fig.1 below.

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

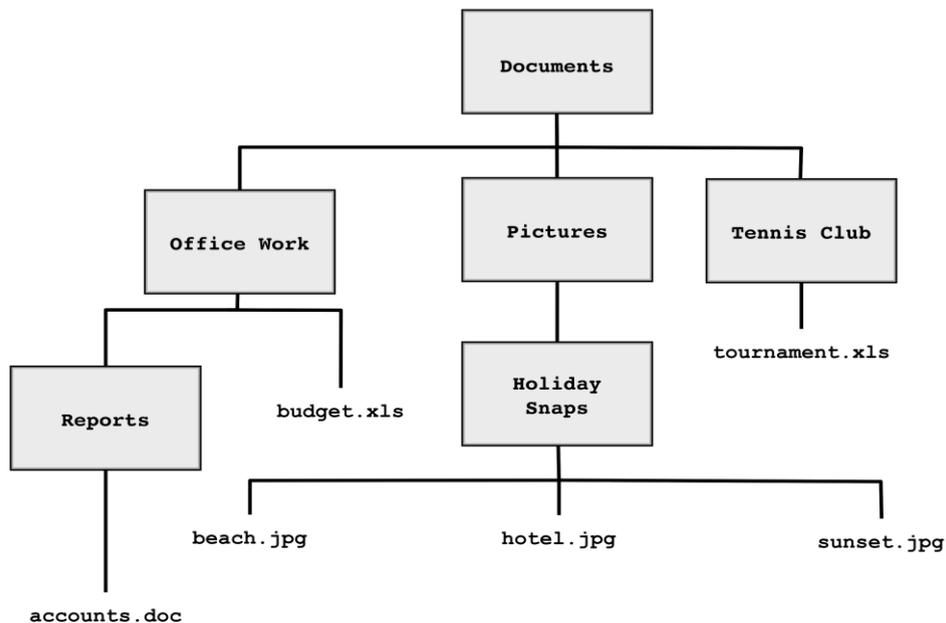


Fig.1

(c) Every time the program encounters a file it takes a hash of the file and checks it against a list. If the hash exists in the list, the file is marked to be deleted. If the hash does not exist it is added to the list.

(i) Explain **two** characteristics you would look for in a hashing algorithm for this purpose.

1.....

.....

.....

.....

2.....

.....

.....

.....[4]

(ii) After running the program a user finds that they still have apparent duplicates of some of their images. Explain why these apparent duplicates might still be present.

.....

.....

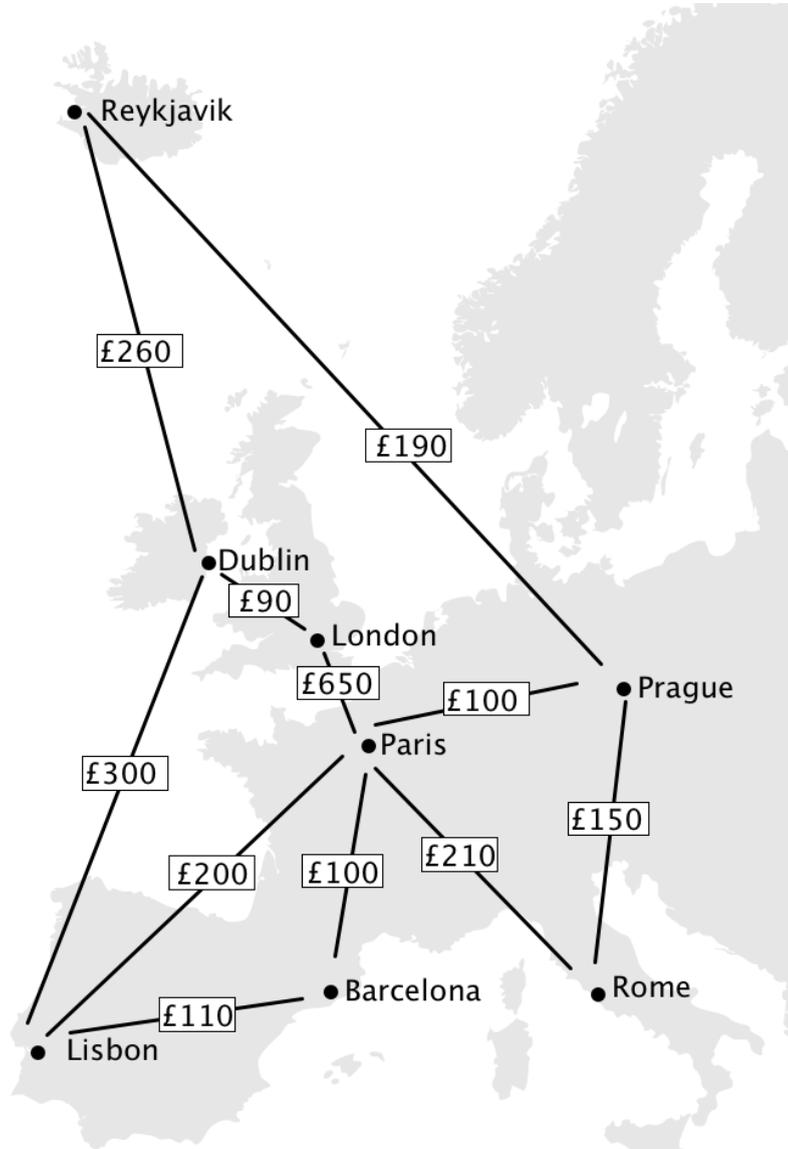
.....

.....

.....[2]



- 2 Atlas Airlines runs flights across cities in Europe. It stores the prices of different flights in its computer system.



- (a) State a data structure that would be suited to represent the data above.

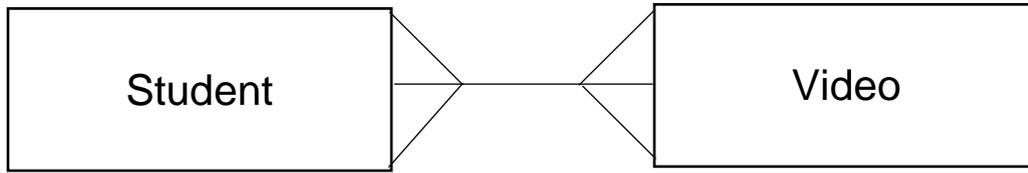
.....[1]







- (c) The exam board wants to use a database to keep track of which videos each student has viewed. The structure it plans to use is shown below:



- (i) Identify **one** reason why this structure would not be suitable.

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

- (ii) Draw a new version of the structure to solve this problem.

[3]

- (d) The video table consists of the following fields: VideoID, VideoName, Presenter, Topic.

- (i) Describe what is meant by the term *primary key*.

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

- (ii) Write an SQL query that finds the name and presenter of all videos on the Topic of "The CPU".

.....  
.....  
.....  
.....[4]

- 4 Livid Lizards is a computer game in which players get to fire lizards from a cannon to knock down walls. Players get to pick different types of lizards, each with qualities and special powers.

The game is coded using an object-oriented language. Below is the code for the lizard class:

```
class Lizard

    private speed
    private mass
    private size

    public procedure new(givenSpeed, givenMass, givenSize)
        speed=givenSpeed
        mass=givenMass
        size=givenSize
    endprocedure

    public function breakBlock(brick)
        if speed*mass>=brick.getStrength() then
            speed=((speed*mass)-brick.getStrength())/mass;
            return true
        else
            return false
        endif
    endfunction

    ...
    ...
    ...

endclass
```

- (a) Lizard is a class. Describe what is meant by a class.

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

- (b) Identify an attribute in the Lizard class.

.....[1]

- (c) (i) Describe what is meant by the term *inheritance*.

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

- (ii) Explain **one** way the game's developers might use inheritance for Livid Lizards.

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

- (d) The game uses a 2D graphics library. Explain why a linker would need to be used after compilation.

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

- 5 The program, as shown in Fig.2 below, is written in assembly code using the Little Man Computer instruction set. It is *supposed* to take in two numbers and output the higher.

```
INP
STA  NUMA
INP
STA  NUMB
SUB  NUMA
BRP  NOTA
LDA  NUMB
BRA  QUIT
NOTA LDA  NUMA
QUIT OUT
HLT

NUMA DAT
NUMB DAT
```

Fig.2

- (a) State what type of translator program would be needed to convert the code above into machine code.

.....[1]

- (b) The program does not work correctly. Describe what the program actually does, using the numbers 4 and 9 being entered as an example.

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

- (c) Explain how you would correct the program so it outputs the higher of the two numbers entered.

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



**6** People burn calories as they move around. 'FitFeet' trainers come with an attachable device. This device estimates the calories burnt by the user whilst wearing the trainers. Users can then upload this information to their computers.

**(a)** Describe a sensor that the device might include to help monitor calories burnt.

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

**(b)** The device stores its data on flash memory. Explain why flash storage would be more appropriate than a magnetic hard drive for this device.

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



7

- (a) Two equal (unsigned) integers, shown below, are added together. Calculate the result, showing your working.

$$\begin{array}{r}
 00010101 \\
 00010101 \quad + \\
 \hline
 \end{array}$$

[2]

- (b) State which bitwise manipulation on 00010101 would have achieved the same result as the calculation on part (a).

.....[1]

- (c) Convert the denary number -52 into an 8-bit binary number using two's complement.

.....

.....

.....[2]

- (d) Describe why two's complement may be preferable to sign and magnitude.

.....

.....

.....[2]

- (e) Using floating point representation with 4 bits for the exponent and 4 bits for the mantissa add together the following floating point binary numbers and write the answer as a normalised floating point number with 4 bits mantissa and 4 bit exponent.

0110 0010 and 0100 0011

.....

.....

.....[3]

- (f) Demonstrate subtraction in binary using 8-bit two's complement using the equivalent of the denary calculation 47-23. You must show all working.

.....

.....

.....

.....[4]

8 A gaming company decides to release a new video games console. The console will use a modified version of an operating system called Linux.

(a) Describe **two** functions an operating system might be expected to carry out on the console.

1.....  
.....  
.....  
2.....  
.....  
..... [4]

(b) Linux is open-source.

Explain how Linux being open-source would benefit the games company.

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

(c) As well as a CPU the console contains a GPU for 3D graphics. Explain why a GPU is more suitable than a CPU for this task.

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

(d) Explain **two** reasons why games designed for other companies' consoles may not work on this machine.

1.....

.....

.....

2.....

.....

.....

**[4]**



9 Zuhair wants to create a Local Area Network (LAN) for himself and his family, in his home.

(a) Describe what is meant by a LAN.

.....  
.....

**[2]**

(b) TCP/IP uses packet switching.

Explain what is meant by packet switching.

.....  
.....  
.....  
.....  
.....  
.....  
.....  
.....  
.....

**[4]**

10 The truth table below has two inputs, A and B, and two outputs, S and C.

| INPUTS |   | OUTPUTS |   |
|--------|---|---------|---|
| A      | B | S       | C |
| 0      | 0 | 0       | 0 |
| 0      | 1 | 1       | 0 |
| 1      | 0 | 1       | 0 |
| 1      | 1 | 0       | 1 |

(a)

(i) Write a logic expression for S in terms of A and B.

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

(ii) Write a logic expression for C in terms of A and B.

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

(iii) Use the expressions for S and C to draw a single logic circuit for the truth table.

[2]

- (b) Using the rules for manipulating Boolean expressions simplify the following:  
 $A \wedge B \vee A \wedge (B \vee C) \vee B \wedge (B \vee C)$

.....  
.....  
.....  
.....  
.....

[4]

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