

Cambridge International Examinations

Cambridge International Advanced Subsidiary and Advanced Level

CANDIDATE NAME					
CENTRE NUMBER			CANDIDATE NUMBER		

COMPUTER SCIENCE

9608/12

Paper 1 Theory Fundamentals

October/November 2015

1 hour 30 minutes

Candidates answer on the Question Paper.

No Additional Materials are required.

No calculators allowed.

READ THESE INSTRUCTIONS FIRST

Write your Centre number, candidate number and name in the spaces at the top of this page. Write in dark blue or black pen.

You may use an HB pencil for any diagrams, graphs or rough working.

Do not use staples, paper clips, glue or correction fluid.

DO NOT WRITE IN ANY BARCODES.

Answer all questions.

No marks will be awarded for using brand names of software packages or hardware.

At the end of the examination, fasten all your work securely together.

The number of marks is given in brackets [] at the end of each question or part question.

The maximum number of marks is 75.



(a)	Giv	e three differences between Dynamic RAM (DRAM) and Static RAM (SRAM).
		[2]
(b)	(i)	Examples of primary and secondary storage devices include:
(~)	(-)	hard disk
		DVD-RW flook moment.
		flash memory
		For each device, describe the type of media used.
		Hard disk
		DVD-RW
		Flash memory
		[3]
	(ii)	Describe the internal operation of the following devices:
		DVD-RW
		DVD-RAM
		[2]

2	(a)	Describe how a laser mouse operates.
		[3

(b) The following table shows a list of five statements which describe the stages when a page is printed using an inkjet printer.

Put each statement in the correct sequence by writing the numbers 1 to 5 in the right-hand column.

Statement	Sequence number
Paper feed stepper motor activated; sheet of paper fed from paper tray	
Printer driver translates data into a suitable format for the printer	
The print head moves across the page; ink is sprayed each time the print head pauses for a fraction of a second	
Paper feed stepper motor advances paper a fraction of a cm after each complete head pass	
Printer receives data from the computer and stores the data in the printer's buffer	

2	۸ ۵۰۰۰ م		+h =		001004:00		d
၁	A louch	screen nas	three squares	where a	Selection	can be	made.

S	Т	U

(a) The x-coordinate of the centre of the three squares is held in three memory locations:

S T

U

Address	Memory contents
40	0000 1011 0100
41	0010 0101 0100
42	0100 0110 1100

(i)	Give the hexadecimal value of the memory contents for U.	
(ii)	Convert the denary number 40 into binary.	
		[1]

(b)	Bitn	nap graphics are used to represent squares S, T and U.	
	The	ese can be saved in a number of different image resolutions.	
	(i)	Give the number of bits required to store each pixel for a black and white bitmap.	
			[1]
	(ii)	Identify how many bits are required to store each pixel for a 256-colour bitmap.	
		Explain your answer.	
			[2]
(c)	lma	ges can be compressed to reduce file size.	
	(i)	Describe how lossless compression techniques work.	
			[2]
	(ii)	Describe how lossy compression techniques work.	
			[2]

(a)	Sou	nd can be represented digitally in a computer.
	Ехр	lain the terms sampling resolution and sampling rate.
	San	npling resolution
	San	npling rate
		[4]
(b)	The	following information refers to a music track being recorded on a CD:
		 music is sampled 44100 times per second each sample is 16 bits each track requires sampling for left and right speakers
	(i)	Calculate the number of bytes required to store one second of sampled music. Show your working.
		[2]
	(ii)	A particular track is four minutes long.
		Describe how you would calculate the number of megabytes required to store this track.
		[2]

(c)	When storing music tracks in a computer, the MP3 format is often used. This reduces file size by about 90%.
	Explain how the music quality is apparently retained.
	[3]

5 Bobby is a senior programmer at a software house which produces intruder detection software. He also runs his own software company which develops and sells various computer applications.

The following table shows seven activities which Bobby carries out.

Put a tick (\checkmark) in the appropriate column to identify if the activity is ethical or unethical.

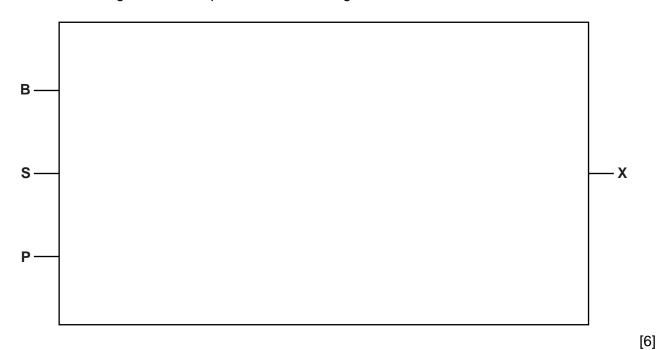
Activity	Ethical	Unethical
gives away passwords used in the intruder detection software		
uses source code developed at the software house for the software he develops for his own company		
insists that staff work to deadlines		
turns down training opportunities offered by his employer		
writes and sells software that reads confidential data from client computers		
fakes test results of safety-critical software		
has the software applications developed overseas for sale in his own country		

[7]

6 (a) A student wrote the following logic statement:

X is 1 if (B is NOT 1 AND S is NOT 1) OR (P is NOT 1 AND S is 1)

Draw a logic circuit to represent the above logic statement.



(b) Complete the truth table for this system.

			Working space	
В	s	P		X
0	0	0		
0	0	1		
0	1	0		
0	1	1		
1	0	0		
1	0	1		
1	1	0		
1	1	1		

[4]

7 (a) The string of characters, "BINARY CODE", was transmitted using 11 bytes of data. An additional byte, called the parity byte, was also transmitted.

Parity bytes can be used to identify exactly which bit has been transmitted incorrectly.

The table shows bit patterns for all 12 bytes after transmission. Even parity was used and the first bit is the parity bit.

	character	bit 1	bit 2	bit 3	bit 4	bit 5	bit 6	bit 7	bit 8
byte 1	В	0	1	0	0	0	0	1	0
byte 2	I	1	1	0	0	1	0	0	1
byte 3	N	0	1	0	0	1	1	1	0
byte 4	А	0	1	0	0	0	0	0	1
byte 5	R	1	1	0	1	0	0	1	0
byte 6	Y	0	1	1	1	1	0	0	1
byte 7		1	0	1	0	0	0	0	0
byte 8	С	1	1	0	0	0	0	1	1
byte 9	0	1	1	0	0	1	1	1	1
byte 10	D	0	1	0	0	0	1	0	0
byte 11	E	1	1	0	0	0	1	0	1
parity byte		0	0	1	0	0	0	1	0

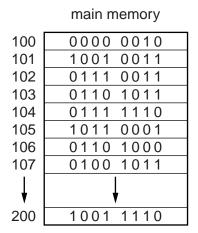
(i)	There is one error in the transmission.	
	Indicate the byte number and bit number of the bit which has been incorrectly transmi	tted
	Byte number	
	Bit number	[2
(ii)	Explain your answer to part (i).	
		[2

(b)	Verification and validation can be applied during data entry.
	Describe what is meant by these terms. For each method, explain why it is needed.
	Verification
	Validation
	r.

8 The table shows assembly language instructions for a processor which has one general purpose register – the Accumulator (ACC).

Instruction		Explanation			
Op code	Operand	Explanation			
LDD	<address></address>	Direct addressing. Load the contents of the given address to ACC			
LDX	<address></address>	Index addressing. Form the address from <address> + the contents of the index register. Copy the contents of this calculated address to ACC</address>			
LDI	<address></address>	Indirect addressing. The address to be used is at the given address. Load the contents of this second address to ACC			
STO	<address></address>	Store the contents of ACC at the given address			
INC	<register></register>	Add 1 to contents of the register (ACC or IX)			
ADD	<address></address>	Add the contents of the given address to the ACC			
END		Return control to the operating system			

The diagram shows the contents of the memory:



(a) (i) Show the contents of the Accumulator after execution of the instruction:

	LDD 102							
Accumulator:								

(ii) Show the contents of the Accumulator after execution of the instruction:

LDX 101

Index register:	0	0	0	0	0	1	0	0	
Accumulator:									
Explain how you	arrived	l at you	r answe	er.					
							•••••		
Show the conter	its of th	e Accu	 mulator	r after e	executio				 [3]
					103				
Accumulator:									
Explain how you	arrived	l at you	r answe	er.					
									 [4]

(iii)

(b) Trace the assembly language program using the trace table.

800	LDD	810
801	INC	
802	STO	812
803	LDD	811
804	ADD	812
805	STO	813
806	END	
810	28	
811	41	
812	0	
813	0	

Trace table:

Accumulator	Memory address							
Accumulator	810	811	812	813				
	28	41	0	0				

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