UNIVERSITY OF CAMBRIDGE INTERNATIONAL EXAMINATIONS International General Certificate of Secondary Education

## www.papacambridge.com MARK SCHEME for the May/June 2010 question paper

## for the guidance of teachers

## 0420 COMPUTER STUDIES

0420/12

Paper 12, maximum raw mark 100

This mark scheme is published as an aid to teachers and candidates, to indicate the requirements of the examination. It shows the basis on which Examiners were instructed to award marks. It does not indicate the details of the discussions that took place at an Examiners' meeting before marking began, which would have considered the acceptability of alternative answers.

Mark schemes must be read in conjunction with the question papers and the report on the examination.

CIE will not enter into discussions or correspondence in connection with these mark schemes.

CIE is publishing the mark schemes for the May/June 2010 question papers for most IGCSE, GCE Advanced Level and Advanced Subsidiary Level syllabuses and some Ordinary Level syllabuses.

Pa	ge 2	Mark Scheme: Teachers' version Syllabus	N. C.
		IGCSE – May/June 2010 0420	20
(a)	- tem s - com	points from: porary torage/memory pensates for the difference in speed of peripherals and CPU printer (buffer)	Da Cambridg [2]
(b)	Any <b>two</b> – proc – JCL – no n – proc – done	rocessing points from: cessing doesn't start until <b>all</b> data is collected (any <i>reference to Job Control Language</i> ) need for user interaction cessed all in one go e at "quiet" times billing, payroll, cheque processing	[2]
(c)	<ul> <li>elec</li> <li>buyi</li> <li></li> <li>refe</li> <li>or B</li> </ul>	nerce points from: stronic commerce ing and selling products/services using the internet/computer networks rence to B2B (business to business) 2C (business to consumer/customer) on-line shopping, commodity exchanges, Internet/online banking	[2]
(d)	<ul> <li>stud</li> <li>by u</li> <li>resu</li> <li>e.g.</li> </ul>	ion points from: lying the behaviour of a system using a model/mathematical representation ults can be predicted flight (or other) simulator, modelling hazardous chemical processes 10-pin bowling computer game	[2]
(e)	<ul> <li>elec</li> <li>send</li> <li>worl</li> <li>can</li> </ul>	points from: tronic mail ding messages from one device to another using computer networks/Interr d wide form of electronic communication send file attachments sending a letter without use of traditional mail service	net [2]





				Syllabus 0420
Page	5	Mark Scheme: Teachers' vers	sion	Syllabus
		IGCSE – May/June 2010		0420
<b>(a)</b> Ar	ny <b>four</b> in	nprovements from:		
() -		ext) boxes for		
	<u> </u>	names		
	_	addresses		
	_	sex		
	_	date of birth		
	_	subjects		
	_	grades		
-	- separa	te fields into separate entry items		
	-	name into first name and last name	9	
	-	address into street, city etc		
-	<ul> <li>drop d</li> </ul>	own list/combo box for		
	-	date of birth		
	-	sex		
	_	subjects		
	. –	grades		
-	- calend	ar object for		
	— Madia In	date of birth		
-		outtons for		
	– byporti	Sex		
-	- hyperli	NEXT		
	_	BACK		
	—	BACK		
(b) (i		ne point from:		
-		on input for errors by double entry		
		een checking		
-	- check	input is same as source		
(ii	) – na	ime		
(	,	ldress		
(-) (		into fue and		
<b>(a)</b> Ar		bints from:		
_		le is scanned/keyed in		
_		le is validated (by check digit)	latabaaa	
_		n looks up barcode in <u>computer files/d</u>	lalabase	
_	retriev	es (and returns) price		
(b)	if stor	ck level < minimum stock level	2	
			3 5	
	repor	t printed out for manager	5	

if stock level <u>&lt;</u> minimum stock level	3
report printed out for manager	5
stock level reduced by 1	1
new stock value written back to file	2
more items are ordered automatically	4

1 mark for each correct answer up to max of 4.

4 marks for all 5 correct

3 marks for **any** 3 or 4 correct 2 marks for **any** 2 correct 1 mark for **any** 1 correct

[4]



Page 7         Mark Scheme: Teachers' version           IGCSE – May/June 2010		Syllabus 0420		
(a)	Awa	rd marks as shown (each block		Syllabus 0420 ost (\$)
-		D	E	91
	1 Total cost (\$)		Average co per month	ost V
	2	(\$) = B2 * C2	= D2 / 5	( <b>ə</b> )
	3	= B3 * C3	= D3 / 5	
	4	= B4 * C4	= D4 / 5	
	5	= B5 * C5	= D5 / 5	
	6	= B6 * C6	= D6 / 5	
	7	= B7 * C7	= D7 / 5	
	8	<pre>= AVERAGE (D2 : D7) Alternative answers: = SUM(D2:D7)/6 = (D2+D3+D4+D5+D6+D7)/6</pre>	= AVERAGE (E Alternative answers = SUM(E2:E7)/6 = (E2+E3+E4+E5+E = D8/5	;; ;;
				[4
(b)	(ii)	(A1 : A7) and (C1 : C7) (1 mark) (1 mark) Any <b>one</b> point from: – add an extra column and s – draw a line at value 2.08 of – add a trend/average line us	on the graph	[2
	(ii)	<ul> <li>(1 mark) (1 mark)</li> <li>Any one point from:</li> <li>add an extra column and s</li> <li>draw a line at value 2.08 or</li> </ul>	n the graph sing spreadsheet softwa	[2
	(ii)	<ul> <li>(1 mark) (1 mark)</li> <li>Any <b>one</b> point from: <ul> <li>add an extra column and s</li> <li>draw a line at value 2.08 of</li> <li>add a trend/average line us</li> </ul> </li> </ul>	n the graph sing spreadsheet softwa	[2 are [1
(c)	(ii)	<ul> <li>(1 mark) (1 mark)</li> <li>Any one point from: <ul> <li>add an extra column and s</li> <li>draw a line at value 2.08 of</li> <li>add a trend/average line us</li> </ul> </li> <li>E6, C8, D8, E8 (-1 mark for each</li> </ul>	n the graph sing spreadsheet softwa ch error or omission) C <b>O₂ (g/km)</b> > 150) mark) → gine (litres) > 1.8)	[2 are [1 [2

	ge 8	Mark Scheme: Teachers' version Syllabus	· · · ·
		IGCSE – May/June 2010 0420	Ann, Papa Cambridge [2]
(-)	A	items from:	12
(a)	•	o items from: ocams/ <u>digital</u> video camera	104.
		rophones	9
		adband modem	
		vorking hardware e.g. cabling/router	
	– loud	l speakers/headphones	[2]
(b)		items from:	
•	– com	imunications software	
		DEC/compression software	
		rnet access software	
		er software (for the hardware in part <b>(a)</b> ) o cancellation software	[2]
	- 5010	J Cancellation Software	[4]
(c)		problems from:	
		r reception (poor sound, jerky screen images)/network failure	
		ore than 2 conference locations, can be difficult controlling meeting	
		juage difficulties	
		ver failure	[2]
	·		
Exp	ected out	tput:	
1 2			
2 Erro	hr.		[3]
	//		[~]
(a)	Any <b>one</b>		
(a)	Any <b>one</b> – infra	a-red	
(a)	Any <b>one</b> – infra – light	a-red	
(a)	Any <b>one</b> – infra – light – rada	a-red t ar	[1]
(a)	Any <b>one</b> – infra – light – rada	a-red	[1]
	Any <b>one</b> – infra – light – rada – ultra Any <b>four</b>	a-red t ar asonic / proximity <b>r</b> points from:	[1]
	Any <b>one</b> – infra – light – rada – ultra Any <b>four</b> – sign	a-red t ar asonic / proximity <b>r</b> points from: aal sent out from vehicle <b>A</b>	[1]
	Any <b>one</b> – infra – light – rada – ultra Any <b>four</b> – sign – sens	a-red t ar asonic / proximity r points from: al sent out from vehicle <b>A</b> sors pick up reflected beam	[1]
	Any one – infra – light – rada – ultra Any four – sign – sign	a-red t ar asonic / proximity r points from: al sent out from vehicle <b>A</b> sors pick up reflected beam al converted to digital by ADC	[1]
	Any <b>one</b> – infra – light – rada – ultra Any <b>four</b> – sign – sign – sign – com	a-red t ar asonic / proximity r points from: hal sent out from vehicle <b>A</b> sors pick up reflected beam hal converted to digital by ADC oputer uses data to calculate how close vehicle <b>B</b> is	[1]
	Any one – infra – light – rada – ultra Any four – sign – sens – sign – com – com	a-red t ar asonic / proximity r points from: al sent out from vehicle <b>A</b> sors pick up reflected beam al converted to digital by ADC puter uses data to calculate how close vehicle <b>B</b> is aputer uses speed of vehicle <b>A</b>	[1]
	Any one – infra – light – rada – ultra Any four – sign – sens – sign – com – com	a-red t ar asonic / proximity r points from: hal sent out from vehicle <b>A</b> sors pick up reflected beam hal converted to digital by ADC puter uses data to calculate how close vehicle <b>B</b> is puter uses speed of vehicle <b>A</b> to determine the <b>safe distance</b>	[1]
	Any one – infra – light – rada – ultra Any four – sign – sens – sign – com – com –	a-red t ar asonic / proximity r points from: al sent out from vehicle <b>A</b> sors pick up reflected beam al converted to digital by ADC puter uses data to calculate how close vehicle <b>B</b> is aputer uses speed of vehicle <b>A</b>	[1]
	Any one – infra – light – rada – ultra Any four – sign – sens – sign – com – com – com – if the –	a-red t ar asonic / proximity r points from: hal sent out from vehicle <b>A</b> sors pick up reflected beam hal converted to digital by ADC oputer uses data to calculate how close vehicle <b>B</b> is oputer uses speed of vehicle <b>A</b> to determine the <i>safe distance</i> e <i>safe distance</i> > distance between the two vehicles then the driver is warned	[1]
	Any one – infra – light – rada – ultra Any four – sign – sens – sign – com – com – if the – senc – senc – senc – senc	a-red t ar asonic / proximity r points from: hal sent out from vehicle A sors pick up reflected beam hal converted to digital by ADC hputer uses data to calculate how close vehicle B is hputer uses speed of vehicle A to determine the <i>safe distance</i> to determine the <i>safe distance</i> then the driver is warned ds <u>signal</u> to (actuators) apply brakes <i>rence to need for DAC</i>	[1]
	Any one – infra – light – rada – ultra Any four – sign – sens – com – com – com – if the – sens – sens – sens – sens – mon	a-red t ar asonic / proximity r points from: hal sent out from vehicle <b>A</b> sors pick up reflected beam hal converted to digital by ADC hputer uses data to calculate how close vehicle <b>B</b> is hputer uses speed of vehicle <b>A</b> to determine the <i>safe distance</i> the <i>safe distance</i> > distance between the two vehicles then the driver is warned ds <u>signal</u> to (actuators) apply brakes <i>rence to need for DAC</i> hitoring continues endlessly unless system deactivated	[1]
	Any one – infra – light – rada – ultra Any four – sign – sens – sign – com – com – com – if the – sens – sens – sign – sens – sign – com – com – refer – mon * no	a-red ar asonic / proximity r points from: nal sent out from vehicle <b>A</b> sors pick up reflected beam nal converted to digital by ADC nputer uses data to calculate how close vehicle <b>B</b> is nputer uses speed of vehicle <b>A</b> to determine the <i>safe distance</i> e <i>safe distance</i> > distance between the two vehicles then the driver is warned ds <u>signal</u> to (actuators) apply brakes <i>rence to need for DAC</i> nitoring continues endlessly unless system deactivated <i>marks for computer applies the brakes</i>	[1]
	Any one – infra – light – rada – ultra Any four – sign – sens – sign – com – com – com – if the – sens – sens – sign – sens – sens – sign – sens – sign – sens – sens	a-red t ar asonic / proximity r points from: hal sent out from vehicle <b>A</b> sors pick up reflected beam hal converted to digital by ADC hputer uses data to calculate how close vehicle <b>B</b> is hputer uses speed of vehicle <b>A</b> to determine the <i>safe distance</i> the <i>safe distance</i> > distance between the two vehicles then the driver is warned ds <u>signal</u> to (actuators) apply brakes <i>rence to need for DAC</i> hitoring continues endlessly unless system deactivated	[1]

Page 9	Mark Scheme: Teachers	' version	Syllabus	
-	IGCSE – May/June 2	2010	0420	
<ul> <li>– syster</li> <li>– over-r</li> <li>– only w</li> </ul>	oints from: roads are busy, constantly braki n may not take road conditions i eliance on system by the driver rorks properly if vehicle has an a rs don't work if obstructed/dirty/r	nto consideration utomatic gearbox	Syllabus 0420	
LEFT 90 PENDOWN FORWARD 10 RIGHT 90	FORWARD RIGHT 90 FORWARD RIGHT 90	-	20 RIGHT 90/PENUP FORWARD 10 PENDOWN	
FORWARD 10	FORWARD	20	FORWARD 10 RIGHT 90	
PENUP FORWARD 10 PENDOWN	LEFT 90 FORWARD	LEFT 90 FORWARD 20 PENUP / RIGHT 90		
FORWARI RIGHT 90 ENDREPE FORWARI It is also possit REPEAT 3 FORWARI RIGHT 90 ENDREPE	AT D 20 De to write: B D 20			
followed by L	EFT 180 or RIGHT 180 instead o	of LEFT 90)		
(a) total = 0 for x = 1 to	(1 mark) 50 (1 mark)	initialisatio correct loc		
input	number (1 mark)	correct inp	correct input <b>and</b> output	
if num	ber > 100 <b>then</b> total = total + 1	(1 mark)		
		count num	bers>100	
next x				
	al			
output tot	ai			

- (1 mark for initialising total)
  (1 mark for correct loop accept **repeat** loop or a **while** loop)
  (1 mark for correct input (within loop) **and** output (after the loop))
  (1 mark for counting how many input numbers were > 100)

[3]

Page 10		Mark Scheme: Teachers' version		Syllabus Syllabus	
		IGCS	E – May/June 2	010	0420 230
<b>(b)</b> to	total = 0		(1 mark)	initialise to	Syllabus 0420 otal op out rs
f	f <b>or</b> x = 1	<b>to</b> 100	(1 mark)	correct loo	op V
	inpu	<b>t</b> number	(1 mark) corre	ect input <b>and</b> outp	out
	total	= total + number	(1 mark) findir	ng sum of numbe	rs
n	n <b>ext</b> x				
а	average :	= total/100	(1 mark) <i>calcu</i>	ılate average	
c	output a	verage			
Ì	(1 mark f	or initialising total) or correct loop – a or correct input (in:	ccept <b>repeat</b> loc	•	

(1 mark for calculating total)(1 mark for calculating the average outside the loop)

[3]