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AS & A Level

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Cambridge International Advanced Subsidiary and Advanced Level

COMPUTER SCIENCE

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Paper 3 Written Paper

October/November 2017

MARK SCHEME

Maximum Mark: 75

Published

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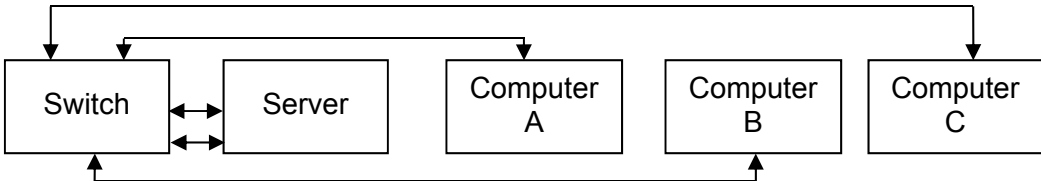
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This document consists of **8** printed pages.

Question	Answer	Marks															
1(a)	 Three lines with arrows – one from each device to switch	1															
1(b)	<table><thead><tr><th>Statement</th><th>True</th><th>False</th></tr></thead><tbody><tr><td>The server can send packets to Computer B and Computer C at the same time.</td><td>✓</td><td></td></tr><tr><td>The network software on each computer needs to include collision detection and avoidance.</td><td></td><td>✓</td></tr><tr><td>Computer B can read the packet sent from the server to Computer C.</td><td></td><td>✓</td></tr><tr><td>Computer A can send a packet to Computer B and at the same time the server can be sending a packet to Computer C.</td><td>✓</td><td></td></tr></tbody></table>	Statement	True	False	The server can send packets to Computer B and Computer C at the same time.	✓		The network software on each computer needs to include collision detection and avoidance.		✓	Computer B can read the packet sent from the server to Computer C.		✓	Computer A can send a packet to Computer B and at the same time the server can be sending a packet to Computer C.	✓		4
Statement	True	False															
The server can send packets to Computer B and Computer C at the same time.	✓																
The network software on each computer needs to include collision detection and avoidance.		✓															
Computer B can read the packet sent from the server to Computer C.		✓															
Computer A can send a packet to Computer B and at the same time the server can be sending a packet to Computer C.	✓																
1(c)(i)	Device: Server1 The server can provide a (software) firewall // The server can check all internet traffic // Server acts as proxy1 Device: Switch1 Internet traffic by passes the server // Server not overloaded with internet traffic // connected to all computers1 1 mark for device, 1 mark for suitable reason	2															
1(c)(ii)	Router acts as gateway Router acts as a firewall The LAN and the Internet are two different networks (may) operate on different protocols Router forwards packets between networks Router has a public IP address Router holds a list of local addresses Router translates local addresses to Internet (IP) addresses (and vice versa) 1 mark for each point, max 2	2															
1(c)(iii)	Each packet has the IP address of the web server / destination address The routers use routing tables Routers on the Internet forward packets towards destination Packets can take different routes from source to destination Packets are reassembled in order at the web server 1 mark for each point, max 3	3															

Question	Answer	Marks
2(a)	Description Most parallel computer systems use this architecture. Widely used to process 3D graphics in video games. A microprocessor is used to control a washing machine. There are a number of processing units. Each processing unit executes the same instruction but on different data Computer architecture SIMD MIMD MISD SISD 1 mark for each correct line	4
2(b)	Only one (separate) processor / not many separate processors (is not massively parallel) 1 Quad core computer system // processing units share the same bus 1 1 mark for each point, max 2	2
2(c)	Split into blocks of code that can be processed simultaneously instead of sequentially Each block is processed by a different processor which allows each of the many processors to simultaneously process the different blocks of code independently Requires both parallelism and co-ordination 1 mark for each point, max 2	2
2(d)	1 mark for identification of hardware issue, for example: Communication between the different processors is the issue 1 mark for further explanation from: Each processor needs a link to every other processor Many processors require many of these links Challenging topology	2

Question	Answer	Marks
3(a)(i)	There should be a colon before the '=' sign	1
3(a)(ii)	The second operand should be an unsigned integer and not a variable	1
3(a)(iii)	A32 is not a variable, as a variable should be a letter followed by a single digit	1
3(b)	<assignment_statement> ::= <variable> := <variable> <operator> <unsigned_integer> <variable> ::= <letter> <digit> <unsigned_integer> ::= <digit> <digit> <unsigned_integer> <letter> ::= A B C <operator> ::= + - * ^	1 1 1 1 1 1
3(c)	Variable Syntax diagram shows one or two letters Syntax diagram shows zero, one or two digits	2 1 1
3(d)	<assignment_statement> ::= <variable> := <variable> <operator> <real> <real> ::= <unsigned_integer> . <unsigned_integer>	2 1 1

Question	Answer	Marks
4(a)(i)	A (known) set of rules Agreed/standard method for data transmission // governs how two devices communicate	1 2
4(a)(ii)	Max 2 marks for purpose: Purpose of TLS is to provide for secure communication (over a network) maintain data integrity additional layer of security Max 2 marks for further explanation from: TLS provides improved security over SSL TLS is composed of two layers / record protocol and handshake protocol TLS protects this information by using encryption Also allows for authentication of servers and clients	Max 3
4(b)	The client validates (the server's) TLS Certificate The client sends its digital certificate (to the server if requested) Client sends an encrypted message to the server using the server's public key The server can use its private key to decrypt the message and get data needed for generating symmetric key Both server and client compute symmetric key (to be used for encrypting messages) // session key established The client sends back a digitally signed acknowledgement to start an encrypted session The server sends back a digitally signed acknowledgement to start an encrypted session 1 mark for each point, max 3 points	3
4(c)	Applications, for example: online banking private email online shopping online messaging etc. 1 mark for each point, Max 2	2

Question	Answer	Marks															
5(a)(i)	<table border="1"> <thead> <tr> <th>A</th><th>B</th><th>X</th></tr> </thead> <tbody> <tr> <td>0</td><td>0</td><td>1</td></tr> <tr> <td>0</td><td>1</td><td>1</td></tr> <tr> <td>1</td><td>0</td><td>1</td></tr> <tr> <td>1</td><td>1</td><td>0</td></tr> </tbody> </table>	A	B	X	0	0	1	0	1	1	1	0	1	1	1	0	1
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5(b)(ii)	Q and $\overline{Q}$ have same value Q and $\overline{Q}$ should be complements of each other Flip-flop becomes unstable 1 mark for each point, max 2	2																																																																												
5(c)(i)	<table><tr><th rowspan="2">J</th><th rowspan="2">K</th><th rowspan="2">Clock</th><th rowspan="2">Working space</th><th colspan="2">Initial values</th><th colspan="2">Final values</th></tr><tr><th>Q</th><th>$\overline{Q}$</th><th>Q</th><th>$\overline{Q}$</th></tr><tr><td>0</td><td>0</td><td>1</td><td></td><td>1</td><td>0</td><td>1</td><td>0</td></tr><tr><td>0</td><td>0</td><td>1</td><td></td><td>0</td><td>1</td><td>0</td><td>1</td></tr><tr><td>0</td><td>1</td><td>1</td><td></td><td>1</td><td>0</td><td>0</td><td>1</td></tr><tr><td>0</td><td>1</td><td>1</td><td></td><td>0</td><td>1</td><td>0</td><td>1</td></tr><tr><td>1</td><td>0</td><td>1</td><td></td><td>1</td><td>0</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>1</td><td></td><td>0</td><td>1</td><td>1</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td><td></td><td>1</td><td>0</td><td>0</td><td>1</td></tr><tr><td>1</td><td>1</td><td>1</td><td></td><td>0</td><td>1</td><td>1</td><td>0</td></tr></table> 1 mark per shaded row	J	K	Clock	Working space	Initial values		Final values		Q	$\overline{Q}$	Q	$\overline{Q}$	0	0	1		1	0	1	0	0	0	1		0	1	0	1	0	1	1		1	0	0	1	0	1	1		0	1	0	1	1	0	1		1	0	1	0	1	0	1		0	1	1	0	1	1	1		1	0	0	1	1	1	1		0	1	1	0	4
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5(c)(ii)	S-R flip-flop has an invalid combination of S and R // The S_R flip flop allows both Q and $\overline{Q}$ to have the same value // S-R flip-flop inputs may arrive at different times 1 The J-K flip-flop does not allow for Q and $\overline{Q}$ to have the same value // All four combination of values for J and K are valid // J-K flip-flop incorporates a clock pulse for synchronisation 1	2																																																																												

Question	Answer	Marks
5(d)	A flip-flop can store either a 0 or a 1 Computers use bits to store data Flip-flops can therefore be used to store bits (of data) Memory can be created from flip-flops 1 mark for valid point, max 2	2

Question	Answer	Marks																																																																																
6(a)(i)	Control system	1																																																																																
6(a)(ii)	System is controlling devices // turns heaters on and off // use of actuators maintain the environment // makes use of feedback	1																																																																																
6(b)	Computer/microprocessor ... to process the sensor readings Analogue to digital convertor ... <u>Sensor</u> produces analogue signal but processor requires digital data Digital to analogue convertor ... <u>Processor</u> produces digital signal but actuator may require analogue sign Actuator ... May be required to turn heater on or off 1 mark for device, 1 mark for justification, max 2 devices	4																																																																																
6(c)(i)	One mark per column excluding LOWTEMP <table><tr><th>LOWTEMP</th><th>LOWREG</th><th>COUNTER</th><th>ACC</th><th>IX</th></tr><tr><td>15</td><td>B00000000</td><td>1</td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td>0</td></tr><tr><td></td><td></td><td></td><td>17</td><td></td></tr><tr><td></td><td></td><td></td><td>1</td><td></td></tr><tr><td></td><td></td><td></td><td>2</td><td></td></tr><tr><td></td><td></td><td>2</td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td>1</td></tr><tr><td></td><td></td><td></td><td>14</td><td></td></tr><tr><td></td><td></td><td></td><td>B00000000</td><td></td></tr><tr><td></td><td>B00000010</td><td></td><td>B00000010</td><td></td></tr><tr><td></td><td></td><td></td><td>2</td><td></td></tr><tr><td></td><td></td><td></td><td>4</td><td></td></tr><tr><td></td><td></td><td>4</td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td>2</td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr></table>	LOWTEMP	LOWREG	COUNTER	ACC	IX	15	B00000000	1							0				17					1					2				2							1				14					B00000000			B00000010		B00000010					2					4				4							2						4
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6(c)(ii)	COUNTER has an initial value of 1 Test for final value is before COUNTER updated COUNTER is doubled in value each time around loop six sensors values/bits to check COUNTER is doubled in value 6 times // 2 ⁵ Values of COUNTER at test will therefore be 1 – 2 – 4 – 8 – 16 – 32 1 mark for valid point, max 2	2																																																																																

Question	Answer	Marks
6(c)(iii)	Load the contents of LOWREG into ACC Check bit position in LOWREG For each of the least significant 6 bits Use AND operation / mask to isolate a bit Jump to code corresponding to bit being looked at if value of bit is 1 Send signal to appropriate actuator to turn on the heater 1 mark for valid point, max 3	3