CAMBRIDGE INTERNATIONAL EXAMINATIONS

GCE Advanced Level

MARK SCHEME for the May/June 2014 series

9691 COMPUTING

9691/32

Paper 3 (Written Paper), maximum raw mark 90

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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 should be read in conjunction with the question paper and the Principal Examiner Report for Teachers.

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			A 4/1

1 (a) The rule is defined in terms of itself A. 'calls' itself Rule 4

But a <Digit> is an <Integer>
So final expression is:

[1]

(ii) <ArraySubscript> must end with <RightBr>

(c) $\langle ZeroDigit \rangle ::= 0$ (1)

<NonZeroDigit> ::= 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 (1)

<Digit> ::= 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 (1)

2 marks MAX – for discriminating between original digits and non-zero

<Digit> ::= <ZeroDigit> | <NonZeroDigit> (1)

<Index> ::= <NonZeroDigit> | <Index><Digit> (1)

	4	The state of the s	
Page 3	Mark Scheme Syllabus	· A	er
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(a)	The table is not in First Normal Form The table has a repeated group of attributes/Registration and VehicleType is repeated (for each depot)	(1)	ambrio
(b) (i)	Depot Vehicle		[1]
(ii)	Vehicle ((RegistrationNo , VehicleType, Mileage, DepotTown	1)	
	Mark as follows Correct first three attributes RegistrationNo PK DepotTown present	(1) (1) (1)	
	Depot (<u>DepotTown</u> (or similar), DepotAddress) All correct	(1)	[4]
(c) (i)	Customer Makes Hire		[1]
(ii)	Primary key CustomerID in the Customer table links to foreign key (CustomerID or by implication) in the Hire table	(1) e (1)	[2]
(d)	Displays the registration number For all vehicles currently on a hireout	(1) (1)	[2]
(e)	<pre>SELECT DepotTown, RegistrationNo (/ or equivalent) FROM Vehicle (R.'DepotVehicle') WHERE VehicleType (/ or equivalent) = 'SC'</pre>	(1) (1) (1)	[3]
(f)	UPDATE Hire SET LicenceChecked = TRUE // "YES" // equivalent A. Any sensible attribute name + value	(1)	
	WHERE CustomerID = '085' AND		
	StartDate = #13/07/2014# // DateBooked = #05/04/2014#	(1)	[2]

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- 3 (a) (i) X = 15
 - (ii) Age = 12
 - (iii) Who = moira Who = imram
 - Who = jajid
 - Who = sarah
 - Who = sajid

NB Names only ...

A. wrong case

[1]

(1)

(iv) False // No // Invalid

[1]

- (b) team(seniorFemale).
 - teamGender(seniorFemale, f). (1)
 - ageLimit(seniorFemale, 99) (1)
 - player(azhar, f, 24). (1)
 - player(asmar, f, 31). (1)
 - Penalty –1 for wrong case used for either data or clause names
- [MAX 4]
- (c) (i) Checks that the player has a gender which matches the requirement for the stated team
- [1]
- (ii) $\frac{\text{ageLimit}(\text{TeamY, AgeY})}{1}$ and $\frac{\text{AgeX}}{1}$ = AgeY // AgeX < AgeY
 - (or description for 1 only) There must be a check on the age limit

[3]

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BEAR - CATERPILLAR (a) (i)

> (ii) 3 leaf nodes

(b) INTEGER

> (1) ARRAY[1 : 2000] ...

[3] (1) (OF) STRING / TEXT

(c) RootPtr 1

	LeftPtr	Data	RightPtr
1	4	ELEPHANT	2
2	5	LLAMA	3
3	(0)	SNAKE	7
4	(0)	BEAR	6
5	(0)	LION	(0)
6	(0)	CATERPILLAR	(0)
7	(0)	TIGER	0

Mark as follows:

(1) (1) Root = 1

Elephant pointers 4 and 2

Six names entered

(1) (1) Other pointers correct [4]

(d) (i) 3 [1]

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(ii)

//binary tree search INPUT SearchAnimal $\texttt{IsFound} \leftarrow \texttt{FALSE}$ Current ← RootPtr REPEAT IF SearchAnimal = Data[Current] //found OUTPUT 'Found' IsFound ← TRUE ELSE IF SearchAnimal > Data[Current] THEN // move right Current \(\infty \) RightPtr[Current] (A. =) ELSE Current ← LeftPtr[Current] ENDIF UNTIL IsFound(= TRUE) // SearchAnimal = Data[Current] OR Current = 0IF Current = 0 // IsFound = FALSE // NOT IsFound // IsFound = FALSE AND Current = 0 OUTPUT SearchAnimal ' Not Foundy ENDIF

[5]

		GCE A LEVEL – May/June 2014 9691	
5	(a)	97 -116 (1)	mbridge
	(b)	61 97 1 mark per byte	[2]
	(c)	6A F5 1 mark per byte	[2]
	(d) (i)	+6.5 give 3 marks If answer incorrect mark as follows: Exponent: +3 // move the pattern three places Mantissa: +13/16 // 0.1101 Answer: $13/16 \times 2^3$ // or equivalent	[3]
	(ii)	(Positive) The mantissa/byte 7 starts with a zero	[1]
	(e) (i)	(Normalised) The mantissa/byte 7 starts with 01/the first two bits are different	[1]
	(ii)	Mantissa Exponent 0 1 1 0 0 0 0 0 0 1 0 1 0 1 0	
		Mantissa Exponent	
			MAX 31

The precision/accuracy is increased, but ... The range of possible numbers is decreased

Mark Scheme

Syllabus

[2]

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(f)

	Page 8		Mark Scheme	Syllabus	er
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6	(a)	Ove	umber of computers which are <u>connected</u> er a small 'geographical' area / or by example – site / bu A. over a short distance	(1) uilding (1)	Cambridge
	(b) (i)		e of (user IDs with a) password e of biometrics/fingerprint/retina scanner		[1]
	(ii)	fing	nain controller // file server to authenticate log-ons erprint/retina scanner A. firewall		[1]
	(c)	Pos	ssible benefits		
			 data travels at the speed of light/provides for faste not affected by moisture/(electro-magnetic) interfe impossible for the data to be hacked high bandwidth possible 		
		Twi	sted pair: Iess chance of interference from magnetic forces iow cost easy to work with // flexible	n close proximity	
		Coa	 axial: difficult for the data to be hacked into screened to avoid (electro-magnetic) interference 		
		Mai	rk as: 2 × 3 marks per type		[6]
	(d)	Rou	uter		[1]
	(e)	Fire	ewall //proxy server		[1]
	(f)	Lar	rdware ge amount of hard-disk storage abase server		
		Dat	tware abase Management Software (A. DBMS) database		
		Sof	mputers must have some form of 'client software' to activate must be specially written to access the DBMS // bwed by some form of explanation		[Max 3]

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7	(a)	a model / program (A. software) of the real-world s (real-world system can be given by example) DO NOT accept 'imitate' instead of model.	ystem is produced	(1)	Cambridge
		to predict the likely behaviour (of a real-world syste	em)	(1)	[2]
	(b)	(Air) pressure sensor Wind speed/air flow sensor Humidity/moisture sensor			[MAX 2]
	(c)	The flight simulator is a <u>physical</u> entity // <u>by examp</u> specialist hardware will be needed Weather forecasting has to produce results faster to simulator operates in real-time	-		

Flight simulator requires continual user input to operate

[1]