

6(a)	1 mark for identification 1 mark for matching description e.g. • ASCII • 7/8 bits per character // represents 128/256 characters // represents all characters from Latin alphabet • UNICODE • 8/16/32 bits per character // represents 256/65536+ characters // represents all characters in all languages
6(b)(i)	1 mark for: 256 // 2^8
6(b)(ii)	1 mark for: Increased file size
6(b)(iii)	1 mark for each bullet point (max 2) e.g. • The change may not be noticeable // Data removed is usually not noticed by the human eye • ... for example, changes in shade/detail • It produces a larger decrease in file size compared to lossless // Lossy decreases file size considerably
6(c)(i)	1 mark for each bullet point (max 2) • Value/magnitude/size of the analogue sound wave is measured a set number of times each second/time / at set intervals • Each sample/reading/measurement is given the binary number and stored in sequence
6(c)(ii)	1 mark for each correct point and 1 mark for matching expansion e.g. • Decrease sample rate • ... fewer samples/readings/measurements stored per second // fewer bits per second stored • Decrease sample resolution • ... fewer bits per sample/reading/measurement // each sample has fewer bits • Sound outside of set/human hearing range is removed • ... fewer measurements are stored / decreases the number of possible binary values so fewer bits are stored