A-Level Computer Science

Syllabus Checklist · 大纲自查表

Tick one box per statement: ☐ not yet ☐ nearly ☐ confident. 每条打一个勾：尚未掌握 / 快会了 / 有把握。

1. Information representation 信息表示

1.1 Data Representation 数据表示

- ☐☐☐ Show understanding of binary magnitudes and the difference between binary prefixes and decimal prefixes
- ☐☐☐ Show understanding of different number systems
- ☐☐☐ Perform binary addition and subtraction
- ☐☐☐ Describe practical applications where **Binary Coded Decimal** (**BCD**) and **Hexadecimal** are used
- ☐☐☐ Show understanding of and be able to represent character data in its internal binary form, depending on the character set used

1.2 Multimedia 多媒体

- ☐☐☐ Show understanding of how data for a **bitmapped image** are encoded
- ☐☐☐ Perform calculations to estimate the file size for a **bitmap image**
- ☐☐☐ Show understanding of the effects of changing elements of a **bitmap image** on the image quality and file size
- ☐☐☐ Show understanding of how data for a **vector graphic** are encoded
- ☐☐☐ Justify the use of a **bitmap image** or a **vector graphic** for a given task
- ☐☐☐ Show understanding of how sound is represented and encoded
- ☐☐☐ Show understanding of the impact of changing the **sampling rate** and **resolution**

1.3 Compression 压缩

- ☐☐☐ Show understanding of the need for and examples of the use of **compression**
- ☐☐☐ Show understanding of **lossy** and **lossless** compression and justify the use of a method in a given situation
- ☐☐☐ Show understanding of how a text file, **bitmap image**, **vector graphic** and sound file can be compressed

2. Communication 通信

2.1 Networks including the internet 网络（含互联网）

- ☐☐☐ Show understanding of the purpose and benefits of networking devices
- ☐☐☐ Show understanding of the characteristics of a **LAN** (local area network) and a **WAN** (wide area network)
- ☐☐☐ Explain the **client-server** and **peer-to-peer** models of networked computers
- ☐☐☐ Show understanding of **thin-client** and **thick-client** and the differences between them
- ☐☐☐ Show understanding of the **bus**, **star**, **mesh** and **hybrid** topologies
- ☐☐☐ Show understanding of **cloud computing**
- ☐☐☐ Show understanding of the differences between and implications of the use of wireless and wired networks

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- ☐☐☐ Describe the hardware that is used to support a **LAN**
- ☐☐☐ Describe the role and function of a **router** in a network
- ☐☐☐ Show understanding of **Ethernet** and how collisions are detected and avoided
- ☐☐☐ Show understanding of **bit streaming**
- ☐☐☐ Show understanding of the differences between the World Wide Web (WWW) and the internet
- ☐☐☐ Describe the hardware that is used to support the internet
- ☐☐☐ Explain the use of **IP addresses** in the transmission of data over the internet
- ☐☐☐ Explain how a **Uniform Resource Locator** (**URL**) is used to locate a resource on the **World Wide Web** (**WWW**) and the role of the **Domain Name Service** (**DNS**)

3. Hardware 硬件

3.1 Computers and their components 计算机及其部件

- ☐☐☐ Show understanding of the need for **input**, **output**, **primary memory** and **secondary** (including removable) **storage**
- ☐☐☐ Show understanding of **embedded systems**
- ☐☐☐ Describe the principal operations of hardware devices
- ☐☐☐ Show understanding of the use of **buffers**
- ☐☐☐ Explain the differences between **Random Access Memory** (**RAM**) and **Read Only Memory** (**ROM**)
- ☐☐☐ Explain the differences between **Static RAM** (**SRAM**) and **Dynamic RAM** (**DRAM**)
- ☐☐☐ Explain the difference between **Programmable ROM** (**PROM**), **Erasable Programmable ROM** (**EPROM**) and **Electrically Erasable Programmable ROM** (**EEPROM**)
- ☐☐☐ Show an understanding of **monitoring** and **control systems**

3.2 Logic Gates and Logic Circuits 逻辑门与逻辑电路

- ☐☐☐ Use the following logic gate symbols: [NOT, AND, OR, NAND, NOR, XOR]
- ☐☐☐ Understand and define the functions of: **NOT**, **AND**, **OR**, **NAND**, **NOR** and **XOR** (**EOR**) gates
- ☐☐☐ Construct the **truth table** for each of the logic gates above
- ☐☐☐ Construct a **logic circuit**
- ☐☐☐ Construct a **truth table**
- ☐☐☐ Construct a **logic expression**

4. Processor Fundamentals 处理器基础

4.1 Central Processing Unit (CPU) Architecture 中央处理器（CPU）体系结构

- ☐☐☐ Show understanding of the basic **Von Neumann** model for a computer system and the **stored program concept**
- ☐☐☐ Show understanding of the purpose and role of **registers**, including the difference between **general purpose** and **special purpose registers**
- ☐☐☐ Show understanding of the purpose and roles of the **Arithmetic and Logic Unit** (ALU), **Control Unit** (CU) and **system clock**, **Immediate Access Store** (IAS)
- ☐☐☐ Show understanding of how data are transferred between various components of the computer system using the **address bus**, **data bus** and **control bus**
- ☐☐☐ Show understanding of how factors contribute to the performance of the computer system

☐☐☐ Understand how different **ports** provide connection to peripheral devices

☐☐☐ Describe the stages of the **Fetch-Execute** (F-E) cycle

☐☐☐ Show understanding of the purpose of **interrupts**

4.2 Assembly Language 汇编语言

☐☐☐ Show understanding of the relationship between **assembly language** and **machine code**

☐☐☐ Describe the different stages of the assembly process for a **two-pass assembler**

☐☐☐ Trace a given simple assembly language program

☐☐☐ Show understanding that a set of instructions are grouped

☐☐☐ Show understanding of and be able to use different **modes of addressing**

4.3 Bit manipulation 位操作

☐☐☐ Show understanding of and perform **binary shifts**

☐☐☐ Show understanding of how **bit manipulation** can be used to monitor/control a device

☐☐☐ Instruction Label \

☐☐☐ AND #n / Bn / &n

☐☐☐ AND <address>

☐☐☐ XOR #n / Bn / &n

☐☐☐ XOR <address>

☐☐☐ OR #n / Bn / &n

☐☐☐ OR <address>

☐☐☐ LSL #n

☐☐☐ LSR #n

☐☐☐ <label>: <opcode> <operand>

☐☐☐ <label>: <data>

☐☐☐ All questions will assume there is only one general purpose register available (Accumulator) ACC denotes Accumulator IX denotes Index Register <address> can be an absolute or symbolic address # denotes a denary number, e.g. #123 B denotes a binary number, e.g. B01001010 & denotes a hexadecimal number, e.g. &4A

5. System Software 系统软件

5.1 Operating Systems 操作系统

☐☐☐ Explain why a computer system requires an **Operating System** (OS)

☐☐☐ Explain the key management tasks carried out by the Operating System

☐☐☐ Show understanding of the need for typical **utility software** provided with an Operating System

☐☐☐ Show understanding of **program libraries**

5.2 Language Translators 语言翻译程序

☐☐☐ Show understanding of the need for: • **assembler** software for the translation of an **assembly language** program • a **compiler** for the translation of a high-level language program • an **interpreter** for translation and execution of a high-level language program

☐☐☐ Explain the benefits and drawbacks of using either a compiler or interpreter and justify the use of each

☐☐☐ Show awareness that high-level language programs may be partially compiled and partially interpreted, such as Java (console mode)

☐☐☐ Describe features found in a typical **Integrated Development Environment** (IDE)

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6. Security, privacy and data integrity 安全、隐私与数据完整性

6.1 Data Security 数据安全

☐☐☐ Explain the difference between the terms **security**, **privacy** and **integrity** of data

☐☐☐ Show appreciation of the need for both the **security of data** and the **security of the computer system**

☐☐☐ Describe **security measures** designed to protect computer systems, ranging from the stand-alone PC to a network of computers

☐☐☐ Show understanding of the **threats** to computer and data security posed by networks and the internet

☐☐☐ Describe methods that can be used to restrict the risks posed by threats

☐☐☐ Describe security methods designed to protect the security of data

6.2 Data Integrity 数据完整性

☐☐☐ Describe how **data validation** and **data verification** help protect the **integrity** of data

☐☐☐ Describe and use methods of **data validation**

☐☐☐ Describe and use methods of **data verification** during data entry and data transfer

7. Ethics and Ownership 伦理与所有权

7.1 Ethics and Ownership 伦理与所有权

☐☐☐ Show understanding of the need for and purpose of **ethics** as a computing professional

☐☐☐ Show understanding of the need to act ethically and the impact of acting ethically or unethically for a given situation

☐☐☐ Show understanding of the need for **copyright** legislation

☐☐☐ Show understanding of the different types of **software licencing** and justify the use of a licence for a given situation

☐☐☐ Show understanding of **Artificial Intelligence** (AI)

8. Databases 数据库

8.1 Database Concepts 数据库概念

☐☐☐ Show understanding of the limitations of using a **file-based approach** for the storage and retrieval of data

☐☐☐ Describe the features of a **relational database** that address the limitations of a file-based approach

☐☐☐ Show understanding of and use the terminology associated with a relational database model

☐☐☐ Use an **entity-relationship** (E-R) diagram to document a database design

☐☐☐ Show understanding of the **normalisation** process

☐☐☐ Explain why a given set of database tables are, or are not, in 3NF

☐☐☐ Produce a normalised database design for a description of a database, a given set of data, or a given set of tables

8.2 Database Management Systems (DBMS) 数据库管理系统（DBMS）

- ☐☐☐ Show understanding of the features provided by a **Database Management System** (**DBMS**) that address the issues of a file based approach
- ☐☐☐ Show understanding of how software tools found within a **DBMS** are used in practice

8.3 Data Definition Language (DDL) and Data Manipulation Language (DML) 数据定义语言（DDL）与数据操纵语言（DML）

- ☐☐☐ Show understanding that the **DBMS** carries out all creation/modification of the database structure using its **Data Definition Language** (**DDL**)
- ☐☐☐ Show understanding that the **DBMS** carries out all queries and maintenance of data using its **DML**
- ☐☐☐ Show understanding that the industry standard for both **DDL** and **DML** is **Structured Query Language** (**SQL**)
- ☐☐☐ Understand given **SQL** (**DDL**) statements and be able to write simple **SQL** (**DDL**) statements using a sub-set of statements
- ☐☐☐ Write an **SQL** script to query or modify data (**DML**) which are stored in (at most two) database tables

9. Algorithm Design and Problem-solving 算法设计与问题求解

9.1 Computational Thinking Skills 计算思维技能

- ☐☐☐ Show an understanding of **abstraction**
- ☐☐☐ Describe and use **decomposition**

9.2 Algorithms 算法

- ☐☐☐ Show understanding that an **algorithm** is a solution to a problem expressed as a sequence of defined steps
- ☐☐☐ Use suitable identifier names for the representation of data used by a problem and represent these using an **identifier table**
- ☐☐☐ Write **pseudocode** that contains input, process and output
- ☐☐☐ Write **pseudocode** using the three basic constructs of **sequence**, **selection** and **iteration** (repetition)
- ☐☐☐ Document a simple **algorithm** using a structured English description, a **flowchart** or **pseudocode**
- ☐☐☐ Write **pseudocode** from: • a structured English description • a **flowchart**
- ☐☐☐ Draw a **flowchart** from: • a structured English description • **pseudocode**
- ☐☐☐ Describe and use the process of **stepwise refinement** to express an algorithm to a level of detail from which the task may be programmed
- ☐☐☐ Use logic statements to define parts of an algorithm solution

10. Data Types and Structures 数据类型与数据结构

10.1 Data Types and Records 数据类型与记录

- ☐☐☐ Select and use appropriate **data types** for a problem solution
- ☐☐☐ Show understanding of the purpose of a **record structure** to hold a set of data of different data types under one identifier

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10.2 Arrays 数组

- ☐☐☐ Use the technical terms associated with **arrays**
- ☐☐☐ Select a suitable data structure (**1D** or **2D array**) to use for a given task
- ☐☐☐ Write pseudocode for 1D and 2D arrays
- ☐☐☐ Write pseudocode to process array data

10.3 Files 文件

- ☐☐☐ Show understanding of why **files** are needed
- ☐☐☐ Write pseudocode to handle **text files** that consist of one or more lines

10.4 Introduction to Abstract Data Types (ADT) 抽象数据类型（ADT）导论

- ☐☐☐ Show understanding that an **ADT** is a collection of data and a set of operations on those data
- ☐☐☐ Show understanding that a **stack**, **queue** and **linked list** are examples of **ADTs**
- ☐☐☐ Use a **stack**, **queue** and **linked list** to store data
- ☐☐☐ Describe how a **queue**, **stack** and **linked list** can be implemented using **arrays**

11. Programming 程序设计

11.1 Programming Basics 编程基础

- ☐☐☐ Implement and write **pseudocode** from a given design presented as either a **program flowchart** or **structured English**
- ☐☐☐ Write **pseudocode** statements for: • the declaration and initialisation of **constants** • the declaration of **variables** • the assignment of values to **variables** • expressions involving any of the arithmetic or logical operators input from the keyboard and output to the console
- ☐☐☐ Use built-in functions and library routines

11.2 Constructs 程序结构

- ☐☐☐ Use **pseudocode** to write: • an 'IF' statement including the 'ELSE' clause and nested IF statements • a 'CASE' structure • a 'count-controlled' loop: • a 'post-condition' loop • a 'pre-condition' loop
- ☐☐☐ Justify why one loop structure may be better suited to solve a problem than the others

11.3 Structured Programming 结构化编程

- ☐☐☐ Define and use a **procedure**
- ☐☐☐ Explain where in the construction of an algorithm it would be appropriate to use a **procedure**
- ☐☐☐ Use **parameters**
- ☐☐☐ Define and use a **function**
- ☐☐☐ Explain where in the construction of an algorithm it is appropriate to use a **function**
- ☐☐☐ Use the terminology associated with **procedures** and **functions**
- ☐☐☐ Write efficient **pseudocode**

12. Software Development 软件开发

12.1 Program Development Life cycle 程序开发生命周期

- ☐☐☐ Show understanding of the purpose of a **development life cycle**
- ☐☐☐ Show understanding of the need for different **development life cycles** depending on the program being developed
- ☐☐☐ Describe the principles, benefits and drawbacks of each type of **life cycle**
- ☐☐☐ Show understanding of the **analysis**, **design**, **coding**, **testing** and **maintenance** stages in the **program development life cycle**

12.2 Program Design 程序设计

- ☐☐☐ Use a **structure chart** to decompose a problem into sub-tasks and express the **parameters** passed between the various modules/procedures/functions which are part of the algorithm design
- ☐☐☐ Show understanding of the purpose of **state-transition diagrams** to document an algorithm

12.3 Program Testing and Maintenance 程序测试与维护

- ☐☐☐ Show understanding of ways of exposing and avoiding faults in programs
- ☐☐☐ Locate and identify the different types of errors
- ☐☐☐ Correct identified errors
- ☐☐☐ Show understanding of the methods of testing available and select appropriate data for a given method
- ☐☐☐ Show understanding of the need for a test strategy and test plan and their likely contents
- ☐☐☐ Choose appropriate test data for a test plan
- ☐☐☐ Show understanding of the need for continuing maintenance of a system and the differences between each type of maintenance
- ☐☐☐ Analyse an existing program and make amendments to enhance functionality

13. Data Representation 数据表示

13.1 User-defined data types 用户自定义数据类型

- ☐☐☐ Show understanding of why **user-defined types** are necessary
- ☐☐☐ Define and use **non-composite types**
- ☐☐☐ Define and use **composite data types**
- ☐☐☐ Choose and design an appropriate **user-defined data type** for a given problem

13.2 File organisation and access 文件组织与访问

- ☐☐☐ Show understanding of the methods of **file organisation** and select an appropriate method of file organisation and **file access** for a given problem
- ☐☐☐ Show understanding of methods of **file access**
- ☐☐☐ Show understanding of **hashing algorithms**

13.3 Floating-point numbers, representation and manipulation 浮点数的表示与运算

- ☐☐☐ Describe the format of **binary floating-point** real numbers
- ☐☐☐ Convert **binary floating-point** real numbers into **denary** and vice versa
- ☐☐☐ Normalise **floating-point** numbers

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- ☐☐☐ Show understanding of the consequences of a **binary** representation only being an approximation to the real number it represents (in certain cases)
- ☐☐☐ Show understanding that **binary** representations can give rise to **rounding errors**

14. Communication and internet technologies 通信与互联网技术

14.1 Protocols 协议

- ☐☐☐ Show understanding of why a **protocol** is essential for communication between computers
- ☐☐☐ Show understanding of how **protocol** implementation can be viewed as a **stack**, where each layer has its own functionality
- ☐☐☐ Show understanding of the **TCP/IP protocol** suite
- ☐☐☐ Show understanding of **protocols** (**HTTP**, **FTP**, **POP3**, **IMAP**, **SMTP**, **BitTorrent**) and their purposes

14.2 Circuit switching, packet switching 电路交换与分组交换

- ☐☐☐ Show understanding of **circuit switching**
- ☐☐☐ Show understanding of **packet switching**

15. Hardware and Virtual Machines 硬件与虚拟机

15.1 Processors, Parallel Processing and Virtual Machines 处理器、并行处理与虚拟机

- ☐☐☐ Show understanding of **Reduced Instruction Set Computers** (**RISC**) and **Complex Instruction Set Computers** (**CISC**) processors
- ☐☐☐ Show understanding of the importance/use of **pipelining** and registers in **RISC** processors
- ☐☐☐ Show understanding of the four basic computer architectures
- ☐☐☐ Show understanding of the characteristics of **massively parallel computers**
- ☐☐☐ Show understanding of the concept of a **virtual machine**

15.2 Boolean Algebra and Logic Circuits 布尔代数与逻辑电路

- ☐☐☐ Produce **truth tables** for logic circuits including **half adders** and **full adders**
- ☐☐☐ Show understanding of a **flip-flop** (**SR**, **JK**)
- ☐☐☐ Show understanding of **Boolean algebra**
- ☐☐☐ Show understanding of **Karnaugh maps** (**K-map**)

16. System Software 系统软件

16.1 Purposes of an Operating System (OS) 操作系统（OS）的功能

- ☐☐☐ Show understanding of how an **OS** can maximise the use of resources
- ☐☐☐ Describe the ways in which the **user interface** hides the complexities of the hardware from the user
- ☐☐☐ Show understanding of **process management**
- ☐☐☐ Show understanding of **virtual memory**, **paging** and **segmentation** for memory management

16.2 Translation Software 翻译软件

- ☐☐☐ Show understanding of how an **interpreter** can execute programs without producing a

translated version

☐☐☐ Show understanding of the various stages in the **compilation** of a program

☐☐☐ Show understanding of how the grammar of a language can be expressed using **syntax diagrams** or **Backus-Naur Form (BNF)** notation

☐☐☐ Show understanding of how **Reverse Polish Notation (RPN)** can be used to carry out the evaluation of expressions

17. Security 安全

17.1 Encryption, Encryption Protocols and Digital Certificates 加密、加密协议与数字证书

☐☐☐ Show understanding of how **encryption** works

☐☐☐ Show awareness of the **Secure Socket Layer (SSL) / Transport Layer Security (TLS)**

☐☐☐ Show understanding of **digital certification**

18. Artificial Intelligence (AI) 人工智能（AI）

18.1 Artificial Intelligence (AI) 人工智能（AI）

☐☐☐ Show understanding of how **graphs** can be used to aid **Artificial Intelligence (AI)**

☐☐☐ Show understanding of how **artificial neural networks** have helped with **machine learning**

☐☐☐ Show understanding of **Deep Learning**, **Machine Learning** and **Reinforcement Learning** and the reasons for using these methods.

☐☐☐ Show understanding of **back propagation of errors** and **regression methods** in machine learning

19. Computational thinking and Problem-solving 计算思维与问题求解

19.1 Algorithms 算法

☐☐☐ Show understanding of **linear search** and **binary search** methods

☐☐☐ Show understanding of **insertion sort** and **bubble sort** methods

☐☐☐ Show understanding of and use **Abstract Data Types** (**ADT**)

☐☐☐ Show how it is possible for **ADTs** to be implemented from another **ADT**

☐☐☐ Show understanding that different algorithms which perform the same task can be compared by using criteria (e.g. time taken to complete the task and memory used)

19.2 Recursion 递归

☐☐☐ Show understanding of **recursion**

☐☐☐ Show awareness of what a compiler has to do to translate **recursive** programming code

20. Further Programming 进阶程序设计

20.1 Programming Paradigms 编程范式

☐☐☐ Understanding what is meant by a **programming paradigm**

☐☐☐ Show understanding of the characteristics of a number of **programming paradigms**:

☐☐☐ • **Low-level**

☐☐☐ • **Imperative** (**Procedural**)

☐☐☐ • **Object Oriented**

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☐☐☐ • **Declarative**

20.2 File Processing and Exception Handling 文件处理与异常处理

☐☐☐ Write code to perform **file-processing** operations

☐☐☐ Show understanding of an **exception** and the importance of **exception handling**