

Revision Sheet 复习练习卷

A-Level Computer Science · Unit 1 Information representation

20 vocabulary items · 45 marks of exam questions (7 questions)

Part 1 · Vocabulary review answer key. Section A wants the exact English spelling.

Question	Answer	Marks
1	number system	1
2	binary	1
3	hexadecimal	1
4	BCD	1
5	character set	1
6	bitmap	1
7	file header	1
8	image resolution	1
9	screen resolution	1
10	vector graphic	1
11	analogue data	1
12	digital data	1
13	sampling	1
14	sampling rate	1
15	sampling resolution	1
16	compression	1
17	lossless	1
18	lossy	1
19	sample resolution	1
20	frame rate	1

2(a)(i)	−106
2(a)(ii)	96
2(a)(iii)	1 mark for each bullet point: 149 decimal 0001 0100 1001
2(b)	1101 0010

1(a)	1 mark for: one tebibyte is 1024 gibibytes and one terabyte is 1000 gigabytes
1(b)	1001 1100
1(c)	1 mark for working e.g. Dividing by 16 // converting to binary (11111011) 1 mark for answer FB
1(d)	1000 1110

3(a)	1 mark for: Either - kibibyte = 1,024 bytes // 2^{10} bytes and megabyte = 1000 kilobytes // 1 000 000 bytes // 10^3 kilobytes // 10^6 bytes Or - kibi is binary prefix and mega is denary prefix
3(b)(i)	1111 0011 1100
3(b)(ii)	865
3(b)(iii)	470
3(c)	1 mark for a correct application 1 mark for a corresponding justification - An application that performs financial / banking calculations ... because it is difficult to represent decimal values exactly in normal binary and financial transactions use only two decimal places and must be accurate, no accumulating errors Or - Electronic displays, e.g. calculators, digital clocks ... because visual displays only need to show individual digits ... because conversion between denary and BCD is easier Or - The storage of the date and time in the BIOS of a PC ... because conversion with denary is easier

6(a)	1 mark for each correct answer ASCII = $128 // 2^7$ Extended ASCII = $256 // 2^8$
6(b)	1 mark per bullet point to max 2 - Each character has its own unique code - Each character in the word is replaced by its code - The codes are stored in the order in the word
6(c)(i)	31
6(c)(ii)	53

1(a)	1 mark for one or two correct ticks, 2 marks for three correct ticks. <table><tr><th>Action</th><th>Accuracy increases</th><th>Accuracy decreases</th><th>Accuracy does not change</th></tr><tr><td>Change the sampling rate from 40 kHz to 60 kHz.</td><td>✓</td><td></td><td></td></tr><tr><td>Change the duration of the recording from 20 minutes to 40 minutes.</td><td></td><td></td><td>✓</td></tr><tr><td>Change the sampling resolution from 24 bits to 16 bits.</td><td></td><td>✓</td><td></td></tr></table>	Action	Accuracy increases	Accuracy decreases	Accuracy does not change	Change the sampling rate from 40 kHz to 60 kHz.	✓			Change the duration of the recording from 20 minutes to 40 minutes.			✓	Change the sampling resolution from 24 bits to 16 bits.		✓	
Action	Accuracy increases	Accuracy decreases	Accuracy does not change														
Change the sampling rate from 40 kHz to 60 kHz.	✓																
Change the duration of the recording from 20 minutes to 40 minutes.			✓														
Change the sampling resolution from 24 bits to 16 bits.		✓															
1(b)	1 mark for answer; 1 mark for working. Working: Size = 50KHz * (20 × 60) * 16 bits = 50 000 * 1200 * 16 bits // 50 000 *1200 * 2 bytes = 960 000 000 bits = 120 000 000 bytes = 120 000 kilobytes = 120 megabytes Answer = 120 megabytes																
1(c)	1 mark for purpose (max 2): Purpose: • to act as temporary storage // to store (downloaded) data • ... before it is used by the receiving device • ... to allow processes / devices to operate at different speeds // independently of each other 1 mark for each example (max 1): Examples: • printer buffer used when data is transferred from a computer to a printer • video buffer when streaming videos • keyboard buffer when performing data entry																

8(a)	1 mark one or two correct row(s). 2 marks for all three correct rows. <table><tr><th>Action</th><th>Increases the file size</th><th>Decreases the file size</th><th>No change to the file size</th></tr><tr><td>Change the colour depth of the image file to 16 bits per pixel.</td><td></td><td>✓</td><td></td></tr><tr><td>Change the screen resolution to 1366 × 768 pixels.</td><td></td><td></td><td>✓</td></tr><tr><td>Change the colour of the rectangle from black to red.</td><td></td><td></td><td>✓</td></tr></table>	Action	Increases the file size	Decreases the file size	No change to the file size	Change the colour depth of the image file to 16 bits per pixel.		✓		Change the screen resolution to 1366 × 768 pixels.			✓	Change the colour of the rectangle from black to red.			✓
Action	Increases the file size	Decreases the file size	No change to the file size														
Change the colour depth of the image file to 16 bits per pixel.		✓															
Change the screen resolution to 1366 × 768 pixels.			✓														
Change the colour of the rectangle from black to red.			✓														
8(b)	1 mark for each bullet point (max 2). For example: - can be enlarged without pixelation / loss of quality - individual components of the image can be edited - generally a smaller file size																
8(c)(i)	1 mark for each correct underlined part: <table><tr><th>Uncompressed sound</th><th>RLE compressed sound</th></tr><tr><td>EA F1 F1 F2 F2 F2 EA</td><td>1EA 2F1 3F2 1EA</td></tr><tr><td><u>AB AB FF FF 1D 67</u></td><td>2AB 2FF 11D 167</td></tr><tr><td>32 32 80 81 81</td><td><u>232 180 281</u></td></tr></table>	Uncompressed sound	RLE compressed sound	EA F1 F1 F2 F2 F2 EA	1EA 2F1 3F2 1EA	<u>AB AB FF FF 1D 67</u>	2AB 2FF 11D 167	32 32 80 81 81	<u>232 180 281</u>								
Uncompressed sound	RLE compressed sound																
EA F1 F1 F2 F2 F2 EA	1EA 2F1 3F2 1EA																
<u>AB AB FF FF 1D 67</u>	2AB 2FF 11D 167																
32 32 80 81 81	<u>232 180 281</u>																
8(c)(ii)	1 mark for each bullet point: - all the data is required // no data can be lost ... otherwise text file will be corrupted / not make sense																

7(a)(i)	1 mark per bullet point - Smaller time gaps between the samples - Makes the digital sound wave more accurate - Smaller quantisation errors
7(a)(ii)	1 mark per bullet point - More samples/data are taken/recorded ... so more bits are stored altogether
7(b)(i)	1 mark per bullet point - Reduces the file size - Faster to transmit/download - Original file is too large for email storage/attachment
7(b)(ii)	1 mark per bullet point to max 2 e.g. - Reduce amplitude to only the range used ... limited amplitudes mean fewer bits per sample - Run-length-encoding ... Where consecutive sounds are the same record the binary value of the sound and number of times it repeats - Record the changes instead of the actual sounds