

C	Centr	e Nu	mber
Can	didat	e Nu	mber
Can	didat	e Nu	mber

General Certificate of Secondary Education

Digital Technology

Unit 4

Digital Development Concepts



GDG41

[GDG41]

Assessment

Assessment Level of Control:

Tick the relevant box (✓)

Controlled Conditions	
Other	

TIME

1 hour 30 minutes.

INSTRUCTIONS TO CANDIDATES

Write your Centre Number and Candidate Number in the spaces provided at the top of this page.

You must answer the questions in the spaces provided.

Do not write outside the boxed area on each page or on blank pages.

Complete in black ink only. Do not write with a gel pen.

Answer all ten questions.

INFORMATION FOR CANDIDATES

The total mark for this paper is 120.

Figures in brackets printed down the right-hand side of pages indicate the marks awarded to each question or part question.

Quality of written communication will be assessed in Question 7.



- 1 (a) Select the statement that is true about data validation:
 - A Data validation involves entering data twice to check for errors.
 - **B** Data validation ensures that data entered is complete and falls within specified boundaries.
 - **C** Data validation can eliminate erroneous data completely.
 - **D** Data validation aims to increase the amount of erroneous data accepted by the program.

Answer	[1	1]	
		-	

93

93

93

g Learning

- **(b)** Select the statement that is true about programming paradigms:
 - **A** Object-oriented programming uses objects and methods whereas procedural programming uses classes and top-down design.
 - **B** Object-oriented programming uses classes and methods whereas procedural programming uses procedures and objects.
 - **C** Object-oriented programming uses classes and objects whereas procedural programming uses methods and inheritance.
 - **D** Object-oriented programming uses classes and inheritance whereas procedural programming uses procedures and top-down design.

Answer	 [1]

(c) Complete the truth table below.

Α	В	C = A OR B	D = NOT(B AND C)
0	0	0	[1]
0	1	1	[1]
1	0	1	[1]
1	1	1	[1]



(d) Match the key terms in the list below with the correct definition. (Not all words will be used.)

Decomposition Computational Thinking Pattern Recognition

Abstraction Flowchart

Definition	Key term
Observing key characteristics and trends in the data being considered	[1]
Removing specific details from a problem which are not required to solve it	[1]
Breaking large complex problems into smaller problems	[1]

- (e) Select the statement which correctly describes a dry run.
 - A dry run is a diagram of the logic of a program and the user goes through the solution step by step.
 - **B** A dry run is a paper-based list of the program code.
 - **C** A dry run is a paper-based exercise and the programmer goes through the solution step by step.
 - **D** A dry run is carried out by the user to test the program.

[Turn over



(a) vvi	nat is a software development environment?	
_		
Progra	n source code must be translated before being executed.	
(b) (i)	Why must program source code be translated?	
	Describe what happens during the translation process.	
(ii)		

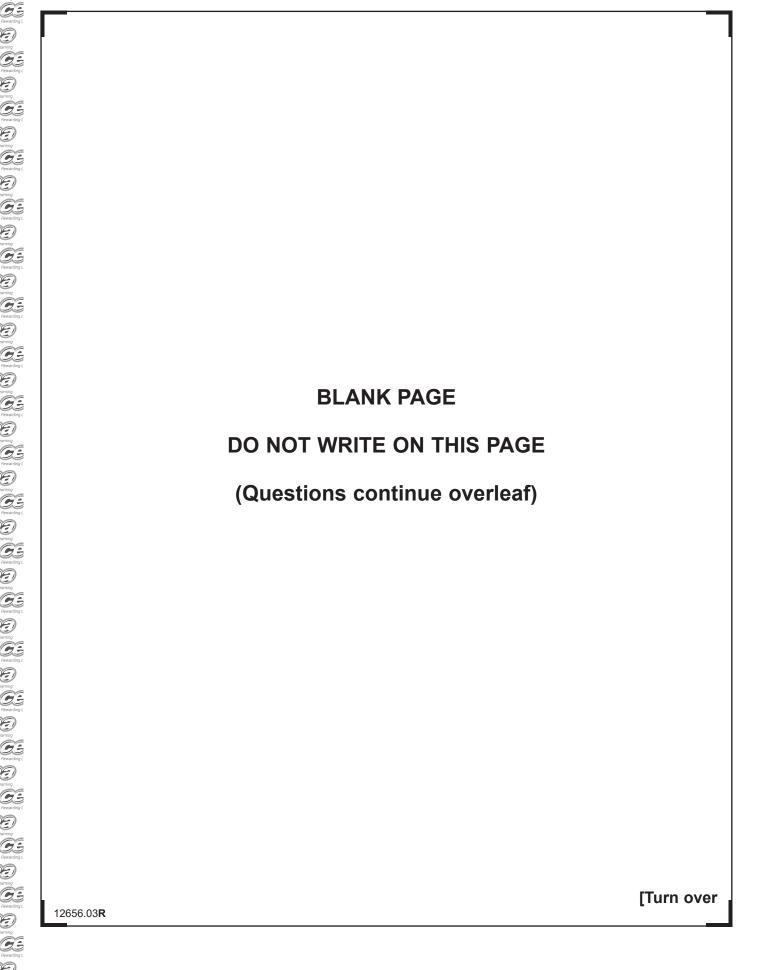
g Learning

The software development environment can help detect errors.

(c) In the table below, circle the error type which matches the error description.

Error Description	Error Type		
A keyword has been spelt incorrectly	Syntax	Execution	Logic [1]
A calculation includes a division by zero	Syntax	Execution	Logic [1]
An incorrect result is output from a program	Syntax	Execution	Logic [1]







3 A program is required to grade game players, based on their high score, as outlined in the table below.

g Learning

GG

Rewardin

E

93

93

93

93

96)

)

93

93

20

93

96)

20

)

20

g Learning

Rewarding g Learning

93

High Score	Grade
>10000	X
5000 – 10000 inclusive	M
3000 – 4999 inclusive	L
<3000	N

(X=Expert, M=Middle, L=Lower and N=Novice)

(a) (i) Suggest the most suitable data type for the following variables to be used in the program.

Variable	Data Type
highScore	[1]
grade	[1]



(ii)	Complete the algorithm below so that:
	 the player grade is set correctly a suitable message indicating the player's grade is output on screen
	OUTPUT "Enter high score" INPUT highScore If highScore > 10000
	program is to be improved by including user-defined functions to perform following tasks:
	T PLAYER highScore Γ PLAYER grade
Exp	lain two advantages of making use of user-defined functions in a program.
1	
2	
	[4]
	[Turn over

Rewarding L

)

Learning

DED Learning

Learning

Rewarding L.

Rewarding Learning

DED Learning

GE Bewarding L

Rewarding L.

Rewarding L

93)

12656.03**R**

(b)



4	Sam is writing a program to store and process a collection of temperature readings
	taken over a period of seven days. The data is as follows:

23.9 22.8 20.7 19.0 18.3 22.7 25.0	23.9	22.8	20.7	19.0	18.3	22.7	25.0
--	------	------	------	------	------	------	------

He wants to store these data items in an array or list called temperatures.

(a) (i) Suggest an appropriate data type for temperatures.

_____ [1]

93

PE

96)

93

)

20

E

(ii) Describe how a single value stored in *temperatures* could be accessed.

[2]

(iii) Explain **one** advantage of using an array or list, to store the temperatures, instead of seven individual variables.



(b) Sam will create a solution to the problem using a flowchart.

Label each of the following flowchart symbols using the words provided in the list below.

	START/END	INPUT/OU	TPUT	PROCESS	DECISION	
					>	
(i)			(ii)			
(iii)			(iv)		[2	4]

[Turn over

12656.03**R**

PE)

Rewarding L

Rewarding L.

Learning

Rewarding L.

Learning

Rewarding L

Learning

Rewarding L

Rewarding L

Learning

Rewarding L

Rewarding L

Learning

Rewarding L.

Rewarding L

Learning

Rewarding

Learning

93)



(c) Sam wants to find the average temperature recorded during the seven days. Draw the flowchart, showing how the average temperature would be calculated and output.

Use the following information:

- The seven values have already been input to temperatures
- The flowchart must contain a loop to read through the seven values in temperatures
- A variable called *total* should be used to store the sum of the temperatures
- A variable called average should be used to store the average temperature calculated

[9]

93

PE

96)

)(1)

Rewarding

93

93

)(1)

E

93

)(1)

93

)

93

93

93

)(1)

93

DED to Learning

DE g Learning

93



		23.9	22.8	20.7	19.0	18.3	22.7	25.0
							<u> </u>	

Rewarding L.

)(1)

PE)

DED Learning

Learning

Rewarding L.

Rewarding
Learning

E Rewarding L.

DED Learning

GE Bewarding L

Rewarding L.

Rewarding L

Rewarding L

)E)

12656.03**R**

[Turn over



5	Linear and	binary	searches	can be	carried	out on	data.
•	Lincar and	Dillially	ocal of ico	ouri bc	ourned	out on	auto

(a) In the table below, state whether each statement about search algorithms is **true** or **false**.

g Learning

Statement	True/False
When searching through large amounts of data the binary search algorithm is less efficient than the linear search algorithm	[1]
The binary search algorithm requires data to be sorted	[1]
The binary search algorithm examines all data items in a list until the target value is found or until there are no more data items to examine	[1]
The binary search algorithm starts by finding the mid- location in a list of data items	[1]

(b) Programming languages provide functions for file handling.

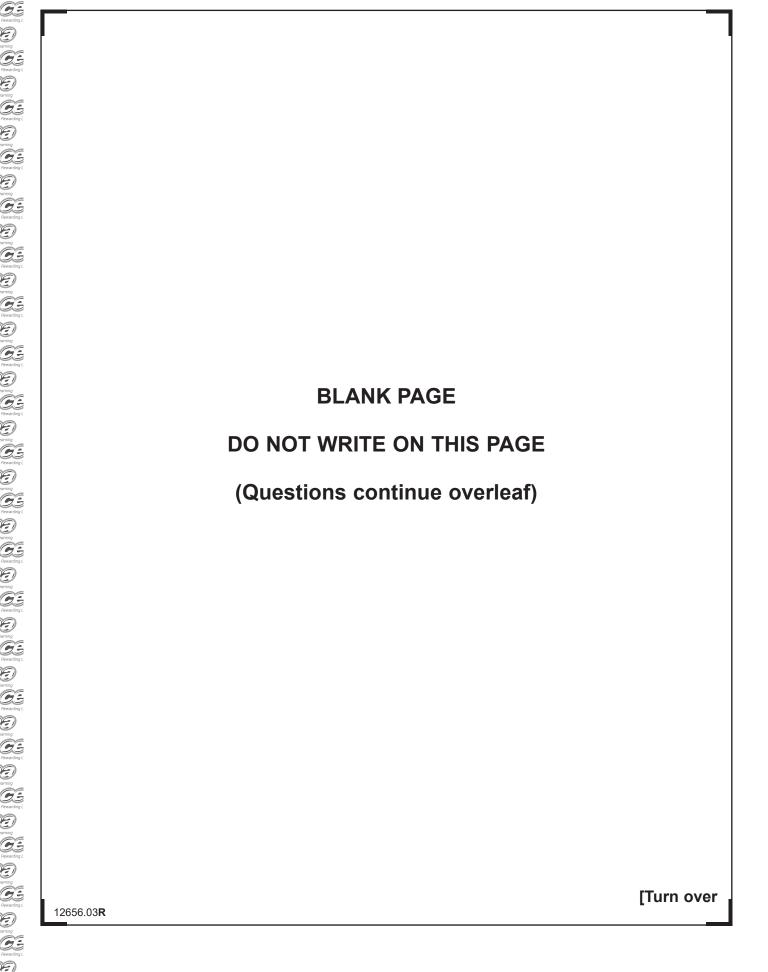
Describe two functions commonly used for file handling.

1.	

2.			

[A	41
- •	-







6	(a)	Convert the denary number 41 to a binary number. (Working out must be clearly shown.)
		Answer [2]
	(b)	Convert the binary number 11111011 to a denary number. (Working out must be clearly shown.)
		Answer [3]
		Aliswei [5]
56.0	3 R	

g Learning

Rewarding

g Learning

g Learning

g Learning

g Learning

Rewarding

g Learning

g Learning

g Learning

g Learning

Rewarding g Learning

Rewarding
Deligible
Geographic
Reparable
Reparable

g Learning Rewarding g Learning Rewarding Rewarding g Learning Rewarding DED g Learning @ Sewardin Hewardin, Rewardin, Pewarding g Learning) G. Hewarding DED g Learning Rewarding DED g Learning G. Rewarding DED g Learning Rewarding g Learning

Rewarding

G. Rewarding

G. Rewarding

g. Learning

G:



	Answer	
(d) Convert the denary (Working out must	number 52 to a hexadecimal number. be clearly shown.)	
(d) Convert the denary (Working out must	number 52 to a hexadecimal number. be clearly shown.)	
(d) Convert the denary (Working out must	number 52 to a hexadecimal number. be clearly shown.)	
(d) Convert the denary (Working out must	number 52 to a hexadecimal number. be clearly shown.)	
(d) Convert the denary (Working out must	number 52 to a hexadecimal number. be clearly shown.)	
(d) Convert the denary (Working out must	number 52 to a hexadecimal number. be clearly shown.)	
(d) Convert the denary (Working out must	number 52 to a hexadecimal number. be clearly shown.)	
(d) Convert the denary (Working out must	number 52 to a hexadecimal number. be clearly shown.)	
(d) Convert the denary (Working out must	number 52 to a hexadecimal number. be clearly shown.)	
(d) Convert the denary (Working out must	number 52 to a hexadecimal number. be clearly shown.)	

Learning

Rewarding L

Rewarding
Learning

Rewarding L

Learning
Rewarding L

DED Learning

Rewarding L.

Learning

Rewarding L

Rewarding L

Rewarding L

According to

DED Learning

DED Learning

Rewarding L

Rewarding L.

DED Learning

Rewarding L

Rewarding L.

Rewarding L.

Learning

Rewarding L.

E



(<i>G)</i>	(i)	Expla syste		erm ov	verflow	as rela	ted to r	number	repres	sentation	in comp	uter
	(ii)	Add t	he follo	owing b	oytes to	gether.	Circle	any ove	erflow i	in the res	sult.	[2]
	` '		1	1	1			_		1		
		+	0	0		0 1	0 1	1	1	1		
(f)										entation s will be u	using the used)	[3]
(f)						(Not al				s will be u		
(f)	wor	ds and	d numb	ers pro	ovided. 256	(Not al	Il words	and nu	umbers BINA	s will be t	used)	ODE
(f)	64 The	ds and	d numb	ers pro	ovided. 256 ould rep	(Not al	ASCII	and nu	umbers BINA	RY aracters	UNIC	ODE
(f)	64 The 8-bi	ds and 7-bit /	d numb 128 ASCII t	able co	256 Duld represe	(Not al	ASCII	and no	BINA ch	RY aracters	used) UNIC	ODE

g Learning

Rewarding

g Learning

g Learning

g Learning

Rewarding
g Learning
Rewarding
g Learning
g Learning

Rewarding g Learning

Rewarding

Page Learning

Rewarding

Rewarding

Rewarding g Learning Rewarding Rewarding

Beginning

g Learning Hewardin, g Learning Rewardin Hewardin, Rewardin, Hewarding DED g Learning) g Learning Rewarding DEJ g Learning

Rewarding g Learning

Rewarding g Learning

Rewarding

g Learning

Rewarding

g Learning

C.



•	ogram.			
				-
				[6]

Rewarding L

Rewarding L.

Learning

Rewarding L.

Rewarding L.

Rewarding L

A Learning

Rewarding L

A Learning L

Learning

Rewarding L

Rewarding L

Rewarding L

Rewarding L

Rewarding L

Learning

Rewarding L

Learning

Rewarding L

Rewarding L

Rewarding L

Rewarding L

Company

Rewarding L

Company

Rewarding L

Company

Rewarding L

Company

Rewarding L

Learning

Rewarding L

Rewarding L.

Learning

Rewarding L.

E



	ThermoHeat System
	Input four letter System Code: GHJK
	Input required temperature (18–24°C): <u>22</u> Use quick heat? <u>Y</u>
(a) (i)	Suggest an appropriate data type to store input from the question "Use quick heat?".
	[
(ii)	State why you have chosen the data type in (a)(i) above.
(ii)	

g Learning

Rewarding
g Learning
Rewardin

Rewarding g Learning

Rewarding
g Learning
Rewarding
g Learning
g Learning

Rewarding g Learning

Rewarding

Page Learning

Rewarding

Rewarding

Revearding

y Learning

y Learning

y Learning

y Learning

y Learning

y Learning

Revearding

y Learning

Revarding
Description
Provided Provided

Rewarding g Learning

Rewarding

10 g Learning

C.



(b)	Write an algorithm which will ensure that a valid value for the required temperature is input by the user. The algorithm should output a suitable error message if an invalid value is entered.
	Assume the required temperature is stored as an integer called <i>requiredTemp</i> and the temperature must be between 18°C and 24°C.
	[8]
(c)	The system code is stored as a string called <i>systemCode</i> . List two string functions and explain how these could be used to ensure a valid system code is entered.
	[4]
12656.03 R	[Turn over

Learning

Rewarding L

Rewarding L

Carring

Rewarding L

Rewarding L

Rewarding L

Rewarding L

Learning

Rewarding L

DED Learning

Rewarding L

Rewarding L

Rewarding L

Rewarding L

Rewarding L

Rewarding L

DED I Learning

DED Learning

Rewarding L

Learning Lea

Learning

Rewarding L

Rewarding L

GE

Rewarding L

93



(a)	What do developers mean by taking an iterative approach to testing?		
		_ [2	
(b)	Explain the following approaches to testing.		
	(i) Unit Testing		
		_ [2	
	(ii) System Testing		
		[2	
	(iii) Integration Testing		
		[2	
(c)	Identify two types of test data a developer should use when testing a coded solution to a problem.		
	1		
	2	_ [2	

g Learning

Rewarding

g Learning

g Learning

g Learning

Revarding

y Learning

Reveateding Planning Planning

Revarding
Page
Provided Provid

Rewarding g Learning

Rewarding

Pag Learning

Hewarding g Learning

g Learning



	Wh	at is the purpose of evaluation when developing a new system?			
			_ [2		
(b)	Explain why John should evaluate the software application continuously during development.				
			_ [2		
(c)	(i)	State one way in which John can ensure that the solution meets the original design criteria.	ginal		
			_ [1		
	(ii)	Describe how John can ensure that the solution is a robust solution.			
			_ [2		

12656.03**R**

Learning

Rewarding L

Rewarding
Learning

E

Learning

DED Learning

DED Learning

Rewarding L

Rewarding
Learning

Learning
Rewarding L

DED I Learning

DED Learning

Rewarding L

Rewarding L.

Learning

Rewarding L

Rewarding L

Rewarding L

93





g Learning

Rewarding

g Learning

Generaling

Rewarding

g Learnina

g Learning

Rewarding

Rewarding g Learning

Revarding

Q Learning

Revarding

g Learning

Rewarding

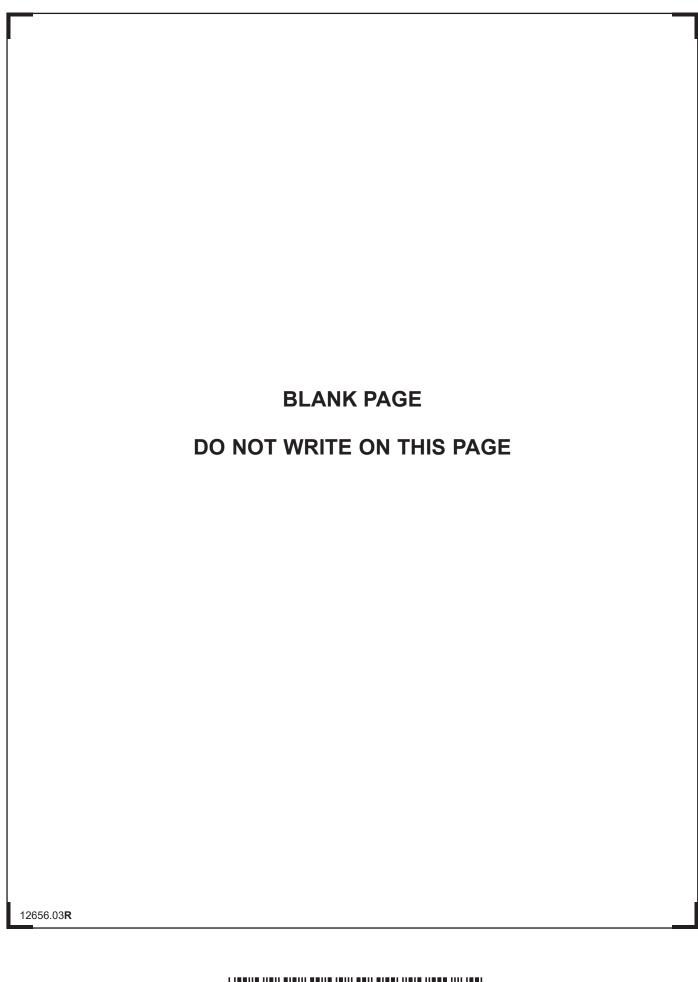
g Learning

Rewarding g Learning

g Learning

earning G







DO NOT WRITE ON THIS PAGE

For Examiner's use only		
Question Number	Marks	
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

g Learning

Rewarding

g Learning

Hewardin,

g Learning

20

20

93

PE

)

)

9 Learning

93

DED IN LOCATION

)

P

Rewardin, DEJ g Learning

Hewarding DE g Learning

De Learning

Total Marks

Examiner Number

Permission to reproduce all copyright material has been applied for. In some cases, efforts to contact copyright holders may have been unsuccessful and CCEA will be happy to rectify any omissions of acknowledgement in future if notified.

254455

