



# Cambridge International AS & A Level

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**COMPUTER SCIENCE****9618/33**

Paper 33 Advanced Theory

**May/June 2022**

MARK SCHEME

Maximum Mark: 75

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**Published**

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.

Cambridge International will not enter into discussions about these mark schemes.

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This document consists of **11** printed pages.

**PUBLISHED****Generic Marking Principles**

These general marking principles must be applied by all examiners when marking candidate answers. They should be applied alongside the specific content of the mark scheme or generic level descriptors for a question. Each question paper and mark scheme will also comply with these marking principles.

**GENERIC MARKING PRINCIPLE 1:**

Marks must be awarded in line with:

- the specific content of the mark scheme or the generic level descriptors for the question
- the specific skills defined in the mark scheme or in the generic level descriptors for the question
- the standard of response required by a candidate as exemplified by the standardisation scripts.

**GENERIC MARKING PRINCIPLE 2:**

Marks awarded are always **whole marks** (not half marks, or other fractions).

**GENERIC MARKING PRINCIPLE 3:**

Marks must be awarded **positively**:

- marks are awarded for correct/valid answers, as defined in the mark scheme. However, credit is given for valid answers which go beyond the scope of the syllabus and mark scheme, referring to your Team Leader as appropriate
- marks are awarded when candidates clearly demonstrate what they know and can do
- marks are not deducted for errors
- marks are not deducted for omissions
- answers should only be judged on the quality of spelling, punctuation and grammar when these features are specifically assessed by the question as indicated by the mark scheme. The meaning, however, should be unambiguous.

**GENERIC MARKING PRINCIPLE 4:**

Rules must be applied consistently, e.g. in situations where candidates have not followed instructions or in the application of generic level descriptors.

**PUBLISHED****GENERIC MARKING PRINCIPLE 5:**

Marks should be awarded using the full range of marks defined in the mark scheme for the question (however; the use of the full mark range may be limited according to the quality of the candidate responses seen).

**GENERIC MARKING PRINCIPLE 6:**

Marks awarded are based solely on the requirements as defined in the mark scheme. Marks should not be awarded with grade thresholds or grade descriptors in mind.

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Question	Answer	Marks
1(a)	LibraryBook.Title ← "A Level Computer Science" LibraryBook.Fiction ← FALSE	2
1(b)(i)	DECLARE NumberOfCopies : 1 .. 10	1
1(b)(ii)	<u>DECLARE AccessionNumber : ARRAY[1:NumberOfCopies] OF INTEGER</u>	2
1(c)	Any <b>two</b> from <ul style="list-style-type: none"> <li>• A data type constructed by a <b>programmer</b> // not a primitive data type</li> <li>• A data type that references at least one other data type...</li> <li>• ... the data types can be primitive, or user defined</li> </ul> <p><b>One</b> mark for an example</p> <ul style="list-style-type: none"> <li>• Class / object / set</li> </ul>	3

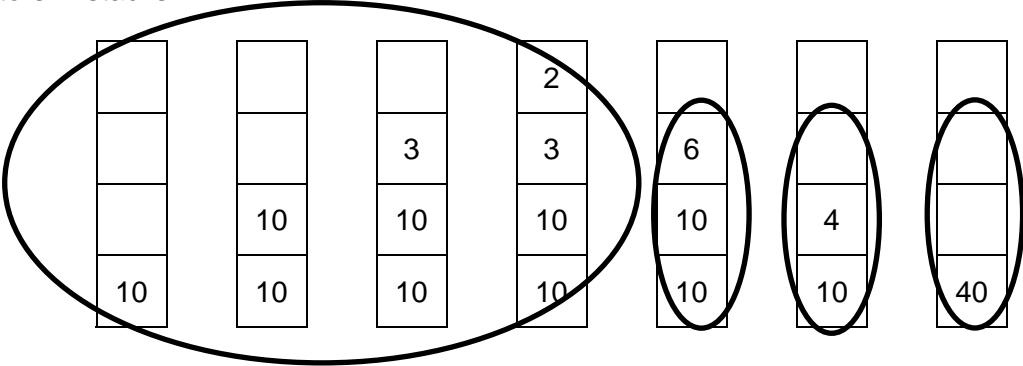
Question	Answer	Marks
2(a)	type(caracal, wild). hair(caracal, short).	2
2(b)	persian	1
2(c)(i)	type(Pet, domestic).	1
2(c)(ii)	spots(WildSpotty, yes) ,type(WildSpotty, wild).	2

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<b>Question</b>	<b>Answer</b>	<b>Marks</b>
3	<p>Circuit switching max <b>four</b> marks Any <b>two</b> from</p> <ul style="list-style-type: none"> <li>• a dedicated circuit</li> <li>• circuit is established before transmission starts // circuit is released after transmission ends</li> <li>• data is transferred using the whole bandwidth</li> <li>• all data is transferred over the same route</li> </ul> <p><b>Two</b> from</p> <ul style="list-style-type: none"> <li>• Advantage – data /frames arrive in order and do not need to be reassembled</li> <li>• Disadvantage – nobody else can use the same circuit even if it is idle //less secure as only one route used</li> </ul> <p>Packet switching max <b>four</b> marks Any <b>two</b> from</p> <ul style="list-style-type: none"> <li>• data is split into packets</li> <li>• each packet is given its own route</li> <li>• the routing for a packet depends on the congestion</li> <li>• packets may not arrive in the order sent</li> </ul> <p><b>Two</b> from</p> <ul style="list-style-type: none"> <li>• Advantage – packets can be rerouted if there are problems// more secure as harder to intercept messages</li> <li>• Disadvantage – time taken to reassemble packets at the destination</li> </ul>	<b>8</b>

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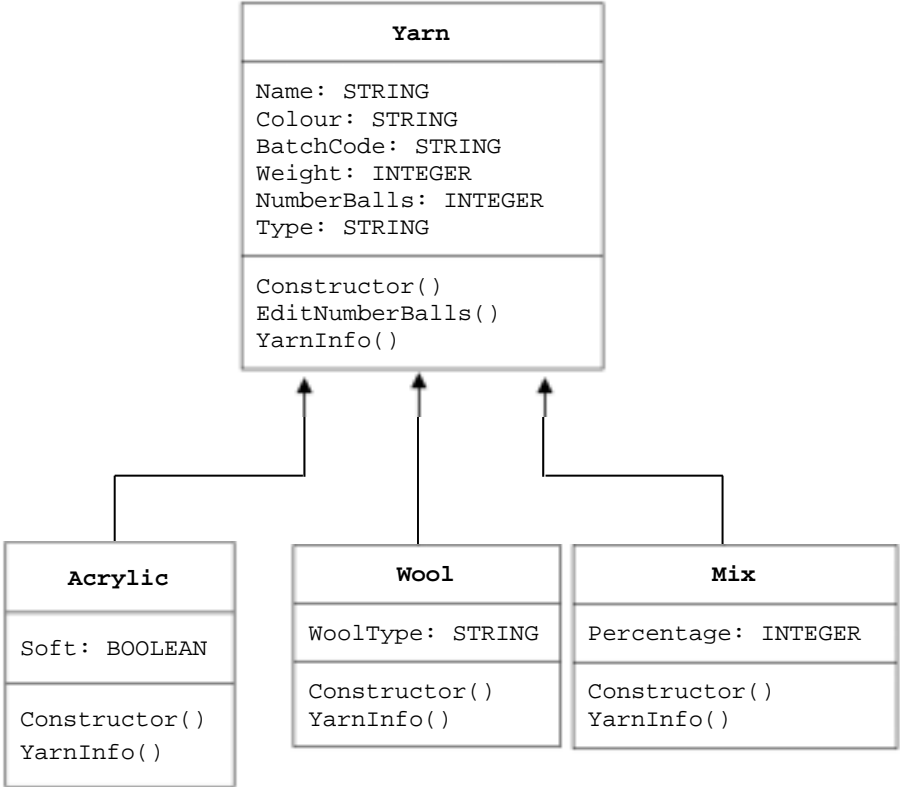
Question	Answer	Marks
4(a)	<p>RISC <b>max 2</b> any <b>two</b> from:</p> <ul style="list-style-type: none"> <li>• Uses simple instructions</li> <li>• Uses fixed length instructions</li> <li>• Instructions only require one clock cycle</li> <li>• Uses many registers</li> <li>• Makes use of pipelining</li> <li>• Hardwired CU</li> </ul> <p>CISC <b>max 2</b> any <b>two</b> from:</p> <ul style="list-style-type: none"> <li>• Uses many <b>instruction formats</b></li> <li>• Uses variable length instructions</li> <li>• Makes use of different addressing modes</li> <li>• Uses few registers</li> <li>• Has a large instruction set</li> <li>• Requires <b>complex circuits</b></li> <li>• Frequently uses cache</li> <li>• Instructions (converted to sub-instructions that) may require many clock cycles</li> <li>• Programmable CU</li> </ul>	<b>4</b>
4(b)	<p><b>One mark</b> for each difference <b>max 2</b> from:</p> <ul style="list-style-type: none"> <li>• RISC has fewer instructions // CISC has more instructions</li> <li>• RISC has many registers // CISC has few registers</li> <li>• RISC's instructions are simpler // CISC's instructions are more complex</li> <li>• RISC has a few instruction formats / CISC has many instruction formats</li> <li>• RISC usually uses single-cycle instructions// CISC uses multi-cycle instructions</li> <li>• RISC uses fixed-length instructions // CISC uses variable-length instructions</li> <li>• RISC has better pipelineability // CISC has poorer pipelineability</li> <li>• RISC requires less complex circuits// CISC requires more complex circuits</li> <li>• RISC has fewer addressing modes // CISC has more addressing modes</li> <li>• RISC makes more use of RAM// CISC makes more use of cache/less use of RAM</li> <li>• RISC has a hard-wired control unit // CISC has a programmable control unit</li> <li>• RISC only uses load and store instructions to address memory // CISC has many types of instructions to address memory</li> </ul>	<b>2</b>

Question	Answer	Marks
5(a)	<p><b>One mark</b> for each in order <math>jk+jk- /</math>  <math>jk+</math>  <math>jk- /</math></p>	<b>2</b>
5(b)(i)	<p><b>1 mark</b> per ring  Do not allow operators in stacks</p> 	<b>4</b>
5(b)(ii)	<p>Any <b>four</b> from <b>Max 4</b>  <b>Max 3</b> generic answer only</p> <ul style="list-style-type: none"> <li>• Working from left to right in the expression</li> <li>• PUSH 10/m onto the stack</li> <li>• PUSH the following numbers (10/m, 3/j, 2/k) onto the stack</li> <li>• When the first operator, *, is reached</li> <li>• ... POP the top two numbers, 2/k and 3/j</li> <li>• ... apply the operation</li> <li>• PUSH result back onto stack</li> <li>• Continue to the end of the expression</li> </ul>	<b>4</b>
5(c)	<p>Any <b>two</b> from</p> <ul style="list-style-type: none"> <li>• recursion</li> <li>• implementation of ADTs e.g. linked lists</li> <li>• procedure calls</li> <li>• interrupt handling (storing contents of registers etc)</li> </ul>	<b>2</b>

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Question	Answer	Marks
6	<p><b>Two</b> marks each benefit description <b>max 4</b></p> <p>New system can be tried on different virtual hardware (1) without need to purchase the hardware (1)</p> <p>Easier to recover if software emulating the new computer causes system crash (1) as VM provides protection to other software (1)</p> <p>Emulate programs for the new computer system that are not compatible with the host computer / operating system (1) by using the guest operating system on the old computer (1)</p> <p>More than one new computer system can be emulated (1) this allows multiple operating systems to coexist on a single computer(1)</p> <p><b>Two</b> marks each limitation description <b>max 2</b> from:</p> <p>Virtual machines may not be able to emulate the new hardware (1) because this hardware may have been developed since the virtual machine was developed (1)</p> <p>Using virtual machine means execution of extra code // A virtual machine might not be as efficient // resources e.g. memory or processor time are shared (1) processing time increased // performance degrades (1)</p> <p>Use of a virtual machine increases the maintenance overheads (1) because both host system and the virtual machine must be maintained (1)</p>	<b>6</b>



Question	Answer	Marks
7(a)	<p><b>1 mark per point</b>            Acrylic has attribute Soft of type BOOLEAN            Wool has attribute WoolType with suitable data type            Acrylic <b>and</b> Wool have method YarnInfo()            Acrylic, Wool and Mix <b>at least one</b> inherit (one arrow correct) from Yarn ...            ... Acrylic, Wool and Mix <b>all</b> inherit (all arrows correct) from Yarn</p>  <pre> classDiagram     class Yarn {         Name: STRING         Colour: STRING         BatchCode: STRING         Weight: INTEGER         NumberBalls: INTEGER         Type: STRING         Constructor()         EditNumberBalls()         YarnInfo()     }     class Acrylic {         Soft: BOOLEAN         Constructor()         YarnInfo()     }     class Wool {         WoolType: STRING         Constructor()         YarnInfo()     }     class Mix {         Percentage: INTEGER         Constructor()         YarnInfo()     }     Yarn &lt; -- Acrylic     Yarn &lt; -- Wool     Yarn &lt; -- Mix           </pre>	5

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Question	Answer	Marks
7(b)	Properties <b>max 2</b> : <ul style="list-style-type: none"> <li>• the data items / attributes</li> <li>• the data types // characteristics</li> <li>• defined in a class</li> </ul> Methods <b>max 2</b> : <ul style="list-style-type: none"> <li>• the procedures/ functions / programmed instructions in a class / super class / base class</li> <li>• ... implementing the behaviours</li> <li>• ... that act on the properties / attributes</li> </ul> Inheritance <b>max 2</b> : <ul style="list-style-type: none"> <li>• Methods and properties / attributes contained in one class/ super class / base class</li> <li>• Are made available to / reused by another class/ derived class</li> </ul>	<b>6</b>

Question	Answer	Marks
8(a)(i)	Any <b>two</b> from <ul style="list-style-type: none"> <li>• To ensure the message is authentic // came from a trusted source</li> <li>• To ensure that only the intended receiver is able to <b>understand</b> the message</li> <li>• To ensure the message has not been altered <b>during transmission</b></li> <li>• Non-repudiation, neither the sender or receiver can deny the transmission occurred</li> </ul>	<b>2</b>
8(a)(ii)	Symmetric Asymmetric	<b>2</b>
8(b)(i)	Any <b>two</b> from <ul style="list-style-type: none"> <li>• Any eavesdropping can be identified (as the state will be changed)</li> <li>• Integrity of the key once transferred can be guaranteed (cannot be copied and decrypted at a later date)</li> <li>• Longer/more secure keys can be exchanged</li> </ul>	<b>2</b>
8(b)(ii)	Any <b>two</b> from <ul style="list-style-type: none"> <li>• Limited range</li> <li>• requires dedicated fibre (optic) line and specialist hardware</li> <li>• cost of dedicated fibre (optic) line and specialist hardware is expensive</li> <li>• polarisation of light may be altered whilst travelling down fibre optic cables</li> </ul>	<b>2</b>

Question	Answer	Marks																													
9(a)	LDM #500: Immediate 500 LDD 500: Direct 100 LDI 500: Indirect 20	3																													
9(b)	<table border="1" data-bbox="342 355 891 1007"> <thead> <tr> <th data-bbox="342 355 510 488" rowspan="2">Label</th> <th colspan="2" data-bbox="510 355 891 421">Instruction</th> </tr> <tr> <th data-bbox="510 421 685 488">Opcode</th> <th data-bbox="685 421 891 488">Operand</th> </tr> </thead> <tbody> <tr> <td data-bbox="342 488 510 553"></td> <td data-bbox="510 488 685 553">LDM</td> <td data-bbox="685 488 891 553">#20</td> </tr> <tr> <td data-bbox="342 553 510 619"></td> <td data-bbox="510 553 685 619">STO</td> <td data-bbox="685 553 891 619">Twenty</td> </tr> <tr> <td data-bbox="342 619 510 684"></td> <td data-bbox="510 619 685 684">LDI</td> <td data-bbox="685 619 891 684">Y</td> </tr> <tr> <td data-bbox="342 684 510 750"></td> <td data-bbox="510 684 685 750">ADD</td> <td data-bbox="685 684 891 750">Twenty</td> </tr> <tr> <td data-bbox="342 750 510 815"></td> <td data-bbox="510 750 685 815">STO</td> <td data-bbox="685 750 891 815">Z</td> </tr> <tr> <td data-bbox="342 815 510 880">Twenty:</td> <td data-bbox="510 815 685 880">#20</td> <td data-bbox="685 815 891 880"></td> </tr> <tr> <td data-bbox="342 880 510 946">Y:</td> <td data-bbox="510 880 685 946"></td> <td data-bbox="685 880 891 946"></td> </tr> <tr> <td data-bbox="342 946 510 1007">Z:</td> <td data-bbox="510 946 685 1007"></td> <td data-bbox="685 946 891 1007"></td> </tr> </tbody> </table> <p data-bbox="342 1043 1361 1294"> <b>One</b> mark for LDM #20 seen  <b>One</b> mark for storing 20 at any address  <b>One</b> mark for labelling that address e.g. <i>Twenty</i> away from the program code  <b>One</b> mark for labelling addresses away from the program code as Y and Z  <b>One</b> mark for correct use of LDI Y  <b>One</b> mark for correct use of STO Z  <b>One</b> mark for correct use of ADD with labelled address         </p>	Label	Instruction		Opcode	Operand		LDM	#20		STO	Twenty		LDI	Y		ADD	Twenty		STO	Z	Twenty:	#20		Y:			Z:			7
Label	Instruction																														
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