



1 (a) Consider the following pseudocode user-defined data type:

```

TYPE MyContactDetail
    DECLARE Name          : STRING
    DECLARE HouseNumber  : INTEGER
ENDTYPE
    
```

(i) Write a pseudocode statement to declare a variable, `NewFriend`, of type `MyContactDetail`.

.....[1]

(ii) Write a pseudocode statement that assigns 129 to the `HouseNumber` of `NewFriend`.

.....[1]

(b) The user-defined data type `MyContactDetail` needs to be modified by:

- adding a field called `Area` which can take three values, `uptown`, `downtown` or `midtown`
- amending the field `HouseNumber` so that house numbers can only be in the range 1 to 499.

Write the updated version of `MyContactDetail`.

.....

.....

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.....

.....

.....[3]

(c) A pointer is a variable that stores the address of a variable of a particular type.

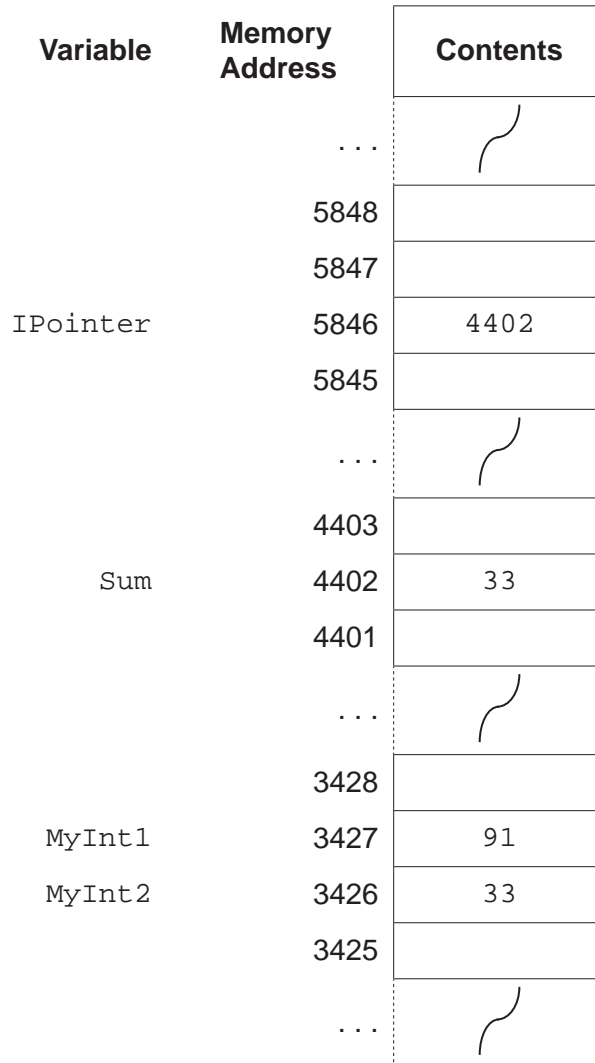
Consider the pseudocode on page 3, which uses the following identifiers:

Identifier	Data type	Description
<code>IPointer</code>	<code>^INTEGER</code>	pointer to an integer
<code>Sum</code>	<code>INTEGER</code>	an integer variable
<code>MyInt1</code>	<code>INTEGER</code>	an integer variable
<code>MyInt2</code>	<code>INTEGER</code>	an integer variable

```

Sum ← 91           // assigns the value 91 to the integer variable Sum
IPointer ← @Sum    // assigns to IPointer the address of the
                  // integer variable Sum
MyInt1 ← IPointer^ // assigns to variable MyInt1 the value at an
                  // address pointed at by IPointer
IPointer^ ← MyInt2 // assigns the value in the variable MyInt2 to
                  // the memory location pointed at by IPointer
    
```

The four assignment statements are executed. The diagram shows the memory contents after execution.



Use the diagram to state the current values of the following expressions:

- (i) IPointer .....[1]
- (ii) IPointer^ .....[1]
- (iii) @MyInt1 .....[1]
- (iv) IPointer^ = MyInt2 .....[1]

(d) Write pseudocode statements that will achieve the following:

(i) Place the address of `MyInt2` in `IPointer`.

.....[1]

(ii) Assign the value 33 to the variable `MyInt1`.

.....[1]

(iii) Copy the value in `MyInt2` into the memory location currently pointed at by `IPointer`.

.....[1]

2 The following incomplete table shows descriptions and terms relating to malware.

(a) Complete the table with appropriate description and terms.

	Description	Term	
(i)	Malicious code is installed on a personal computer so that the user is misdirected to a fraudulent web site without their knowledge.	.....	[1]
(ii)	An attempt to acquire sensitive information, often for malicious reasons, by trying to deceive the user through the contents of an email.	.....	[1]
(iii)	..... ..... ..... ..... ..... .....	Worm	[2]

(b) State **two** vulnerabilities that the malware in **part (a)(i)** or **part (a)(ii)** can exploit.

Vulnerability 1 .....

.....

Vulnerability 2 .....

.....

[2]





- 4 (a) Three file organisation methods and two file access methods are shown below.

Draw lines to link each file organisation method to its appropriate file access method(s).

File organisation method	File access method
random	sequential
serial	direct
sequential	

[4]

- (b) An energy company supplies electricity to a large number of customers. Each customer has a meter that records the amount of electricity used. Customers submit meter readings using their online account.

The company's computer system stores data about its customers.

This data includes:

- account number
- personal data (name, address, telephone number)
- meter readings
- username and encrypted password.

The computer system uses three files:

File	Content	Use
A	Account number and meter readings for the current month.	Each time a customer submits their reading, a new record is added to the file.
B	Customer's personal data.	At the end of the month to create a statement that shows the electricity supplied and the total cost.
C	Usernames and encrypted passwords.	When customers log in to their accounts to submit meter readings.



For each of the files A, B and C, state an appropriate file organisation method for the use given in the table.

All three file organisation methods must be different.

Justify your choice.

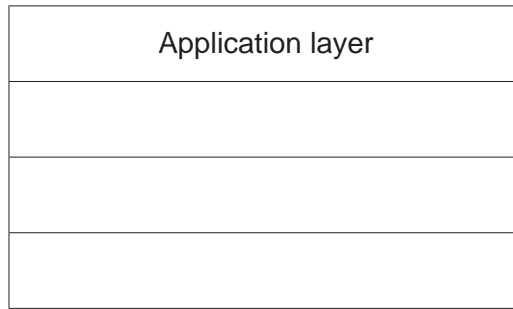
(i) File A organisation .....  
Justification .....  
.....  
.....  
.....[3]

(ii) File B organisation .....  
Justification .....  
.....  
.....  
.....[3]

(iii) File C organisation .....  
Justification .....  
.....  
.....  
.....[3]

5 The TCP/IP protocol suite can be viewed as a stack with four layers.

(a) Complete the stack by inserting the names of the three missing layers.



[3]

(b) BitTorrent is a protocol used at the Application layer for the exchange of data.

(i) State the network model used with this protocol.

.....[1]

(ii) State the use of BitTorrent.

.....[1]

(iii) Explain how the exchange of data is achieved using BitTorrent.

.....  
.....  
.....  
.....  
.....  
.....  
.....  
.....  
.....  
.....  
.....[4]

(c) State **two** additional protocols that are also used at the Application layer for the exchange of data.

For each protocol, give an example of an appropriate exchange of data.

Protocol 1 .....

Example .....

.....

Protocol 2 .....

Example .....

.....

[4]

- 6 A large office building has many floors. On each floor there are security sensors and security cameras. There is the same number of sensors on each floor. The building has a single security room.

The images from the security cameras are output on monitors (one monitor for each floor) placed in the security room.

The data from the sensors are read and processed by a computer system. Sensor readings and warning messages can be displayed on the monitors.

- (a) (i) State the name given to the type of system described.

.....[1]

- (ii) Explain your answer to **part (i)**.

.....  
 .....[1]

- (iii) State **two** sensors that could be used in this system.

Sensor 1 .....

Sensor 2 .....

[2]

- (b) A software routine:

- checks the readings from the sensors
- outputs readings and warning messages to the monitors
- loops continuously.

The routine uses the following pseudocode variables:

Identifier	Data type	Description
FloorCounter	INTEGER	Loop counter for number of floors
SensorCounter	INTEGER	Loop counter for number of sensors
NumberOfFloors	INTEGER	Stores the number of floors
NumberOfSensors	INTEGER	Stores the number of sensors
ForEver	BOOLEAN	Stores value that ensures continuous loop

(i) Complete the following pseudocode algorithm for the routine.

```
01 ForEver ← .....  
02 REPEAT  
03   FOR FloorCounter ← 1 TO NumberOfFloors  
04     FOR SensorCounter ← 1 TO .....  
05       READ Sensor(SensorCounter) on Floor(FloorCounter)  
06       IF Sensor value outside range  
07         THEN  
08           OUTPUT "Problem on Floor ", FloorCounter  
09         ENDIF  
10     ENDFOR  
11 ENDFOR  
12 //  
13 // Delay loop  
14 // Delay loop  
15 //  
16 UNTIL .....
```

[3]

(ii) A delay needs to be introduced before the loop is processed again.

Write a FOR loop, in pseudocode, to replace lines 13 and 14.

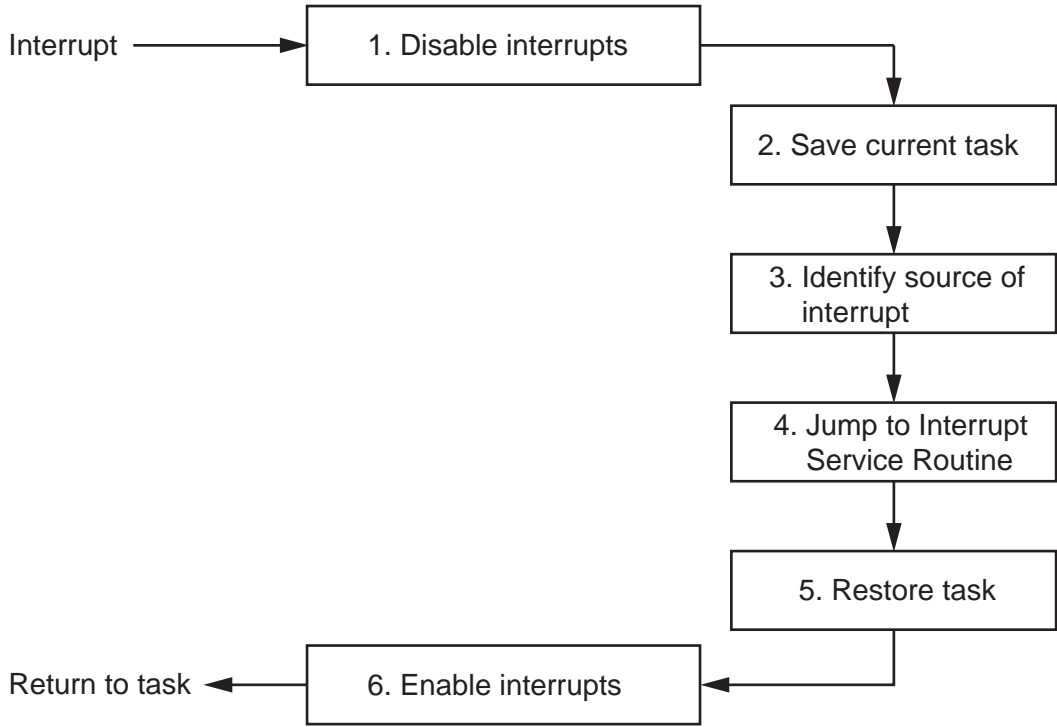
.....  
.....[1]

(iii) Give a reason for this delay in the system.

.....  
.....[1]

- (c) An alternative method of reading and processing sensor data is to use interrupts. Each sensor is connected so that it can send an interrupt signal to the processor if its value changes.

On receipt of an interrupt signal, the processor carries out a number of steps as shown in the following diagram.



(i) State the purpose of step 3.  
.....  
.....[1]

(ii) Explain what happens at step 4.  
.....  
.....  
.....  
.....[2]



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