

CAMBRIDGE INTERNATIONAL EXAMINATIONS

Cambridge International Advanced Level

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MARK SCHEME for the October/November 2014 series

9691 COMPUTING

9691/33

Paper 3 (Written Paper), maximum raw mark 90

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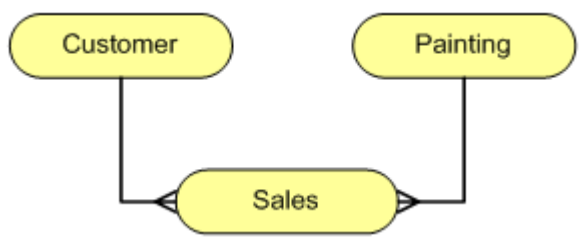
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(c) Mark as follows...

B – D – F – A	Scores full 4	
or...		
C and E are excluded	1	
B	1	
D	1	
F	1	
A each in the correct position	1	[max 4]

3 (a) (i) Sales(SalesID, CustomerID, PaintingID, PurchaseDate) [2]

(ii)



2 X correct relationship [2]

(iii) A customer can never purchase more than one painting on the same date [1]

(b) (i) Not in 2NF... – Sales 1

CustomerName is known from only CustomerID //
 CustomerName will be known by only knowing part of the primary key 1

Sales(CustomerID, PurchaseDate, PaintingID) 1 [3]

(ii) Not in 3NF... – Painting 1

There are non-key attributes which are dependent.
 Or by example...
 DateBorn/DateDied/Nationality are all dependant on ArtistName 1

Painting(PaintingID, Description, PaintingDate,
 ArtistName, Price)

Artist(ArtistName, ArtistDateBorn, ArtistDateDied,
 ArtistNationality)

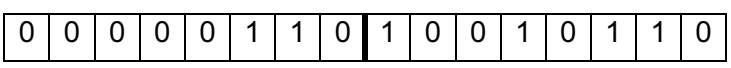
Mark as follows:
 All except ArtistName removed from table Painting 1
 New table Artist 1
 Artist contains at least three of the correct attributes 1 [5]

(c) UPDATE Customer 1
 SET TelNo = "0123 456789" 1

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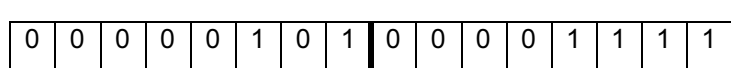
WHERE CustomerID = "065"

- 4 (a) (i) ACC = 77
 Show contents of 203 copied to ACC [2]
- (ii) ACC = 65
 Show 150 used as a forwarding address
 Contents of 200 copied to ACC [3]
- (b) (i) 256 different instructions [1]
- (ii) Store the ACC contents
 at address 65 // 01000001 [2]
- (iii) Fewer digits to write // less chance of an error in writing the code // easy conversion to/from binary code [1]
- (iv) 1041 hex [1]
- (v) LDI 150



Opcode 1
 Operand 1 [2]

(vi) LDV 15



Opcode 1
 Operand 1 [2]

(vii) True
 OUTCH / IN // END or using a good explanation (only) of either [2]

(c)

ACC	Location 150	OUTPUT
65		A
200		
201	201	
76		L
201		
202	202	
65		A
202		
203	203	
77		M
203		
204	204	

Mark as shown [5]

- 5 (a) a single processor
- program consists of a sequence of stored instructions 1
 - instructions + data make up a 'program' 1
 - are stored in a continuous block of main memory 1
 - instructions are executed in sequence 1 [max 2]

- (b)
1. The (contents of) the program counter/PC are copied to the Memory Address Register
 2. The contents of the Program Counter are incremented
 3. Identify the address in the Memory Address Register. Go to this address and copy its contents to the Memory Data Register
 4. The (contents of) the Memory Data Register are copied to the Current Instruction Register [4]

(c) (i) Control bus [1]

- (ii)
- read/write
 - interrupt
 - reset
 - clock signal
 - bus request/bus grant [max 1]

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	(d) (i) Case 1	1	
	The operand number is already held in the CIR	1	
	(ii) Case 2	1	
	The instruction is for directed addressing		
	The address bus is loaded with address 35	1	[2]
6	(a) (i) All the keywords which make up the syntax of the language	1	
	A token for each keyword	1	[2]
	(ii) DECLARE, CONSTANT, CALL, REPEAT (any three)		[1]
	(iii) A list of all the identifiers used by the program	1	
	A pointer to where their value is stored in memory	1	[2]
	(iv) <code>i, Customer, Address, DiscountRate, InitialiseCustomerData</code> (any three...)		[1]
	(v) <i>Lexical analysis</i>		
	remove any whitespace from the source file	1	
	remove any comment statements	1	
	check for obvious errors in the use of identifiers (names) e.g. they do not exceed 64 characters	1	
	replace all language keywords with their token (by searching for the appropriate keyword in the keyword table)	1	
	place an identifier names in the symbol table	1	
	search for the appropriate identifier in the symbol table – the identifier name is replaced in the source code by a pointer value	1	[5]
	(b) (i) <i>Code optimisation</i>		
	the process of taking the final executable code produced by the compiler and changing it in some way	1	
	in order that it will use fewer resources // less memory	1	
	Refuse: reduced in size		
	it will execute faster	1	
	removes redundant code	1	[max 2]
	(ii) 203		[1]

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- 7 (a) 3 (days)
- (b) Error
- (c) 2 (months) [1]
- (d) Error [1]
- (e) Error [1]
- (f) Built-in functions are those provided (as a part of the programming language) // 1
accept by example 1
User defined functions are designed and coded by the programmer 1 [2]