

IGCSE Computer Science 0478/0984 Answer Key

Course	Cambridge IGCSE Computer Science
Topic	Chapter 1 : Data Representation
Paper Code	0478 (9 - 1) / 0984 (A* - G)

To be used by students who are taking 0478 (9-1) IGCSE, the 0984 (A*-G) IGCSE Computer Science, and the 2210 O Level for examination in 2023 onwards.

Students of other boards may also find this useful



Question				An	swer					Marks
1(a)	97 1 0 0 1 0 1 1 1									
			1 ma	ark		1 mark				
	5C	0	1	0	1	1	1	0	0	
			1 m	ark		1 mark				
	E1	1	1	1	0	0	0	0	1	
			1 ma	ark			1 ma	Y ark		
1(b)	Four from: Media Access Contro Used to identify a det It is a unique (addres It is a static address It is set by the manuf The first part is the m The second part is the	vice ss) // It does not acturer anufacturer	ID/numbe	er/identifie	es the ma	anufactur	er			
1(c)	Two from e.g.: Colour codes // Colou Error messages Locations in memory Memory dump // debu IP address ASCII // Unicode Assembly language URL		css							2

Question	Answer	Marks
5	Five from: • A (compression) algorithm is used • No data is removed in the process // original file can be restored • Repeated words (are identified) // Patterns in the data (are identified) • and are indexed/put into a table // by example • and are replaced with their index // by example • and their positions are stored (in the table) // by example • and the number of times the word/pattern appears is stored (in the table) // by example NOTE: Other valid methods of lossless compression can be awarded marks	



4(b)(i)	2 marks for any two correct stages of working, 1 mark for correct answer. – 500 * 300 * 10 // 150 000 *10	3
	- *8 then ÷8 (anywhere in the process)	
	- 1500 000 ÷ 1024 ÷ 1024 // 1500 000 ÷ 1 048 576	
	- 1300000 + 1024 + 1024 // 1300000 + 1046370	
	- = 1.43 MB	
	= - 1.40 MB	1

Question									-	Answe	r		Marks
1(a)													
	1	1	0	1	0	0	1	0	1	1	1	0	
			γ				γ				γ		
	1 mark					1 mark				1 mark			
	0	0	1	1	1	1	1	1	0	1	0	1	
					_		γ_				Υ		
		1 m	nark			1 n	nark			1 r	nark		

Question		Answer	Marks
2(a)	One mark for each correct	denary value	3
	Binary		
	0001001110	78	
	0110110111	439	
	100000001	513	
2(b)	Two from:	97A) TO 3 TO	
2(c)	One mark for each correct 2 B 5	hexadecimal value in correct order	

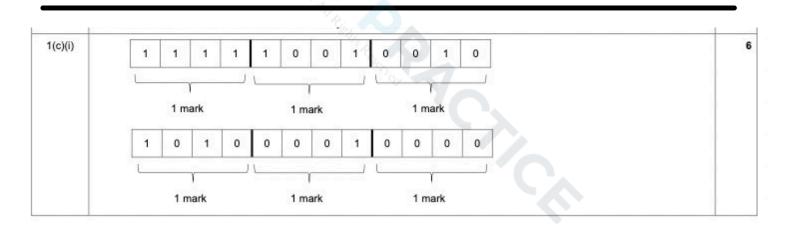
Question	Answer	Marks
6(d)(i)	Two from: ∞ File size is reduced ∞ so it uses less storage space ∞ so faster transmission ∞ so quicker to download	2
6(d)(ii)	∝ Lossless	1



Question			
1	One mark for each correct tick		
	Statement	True (✔)	False (✔)
	25 kB is larger than 100 MB		1
	999 MB is larger than 50 GB		1
	3500 kB is smaller than 2 GB	1	
	2350 bytes is smaller than 2 kB		1

Question									Answer	
4(a)	œ	52								
4(b)	_									
, ,		1	1	0	1	0	0	0	0	
									<u> </u>	
4(c)	00	It is	multiplied	by 4						

Question	Answer	Marks
5(a)	Four from: A compression algorithm is used Discards any unnecessary sounds using perceptual musical shaping such as removing background noise / sounds humans can't hear // or other suitable example Reduces sample size / resolution // by example Reduces sample rate // by example Sound is clipped The data is permanently removed	4
5(b)(i)	One from: ∞ The file size will be smaller than lossless ∞ Requires less storage space ∞ Requires less time to transmit	1
5(b)(ii)	One from: ∞ The quality of the sound will be reduced ∞ The original file cannot be restored	1





Question	Answer	Marks							
1(c)(ii)	ne mark for identification: Compression hree from e.g.:								
	■ Best compression would be lossy Use compression algorithm This would remove all the unnecessary data from the file // removes detail/sound that the human eye/ear may not see/hear Reduce colour palette so each pixel requires fewer bits Reduce resolution Only store what changes between frames // temporal redundancy								





Question	Answer	Mark
3(d)	Any two from: Uses a compression algorithm Does not permanently remove any data Repeated patterns of notes are identified and are grouped, with an index NOTE: Other possible methods of lossless compression of sound can be credited	2

Question			Answer	Mark					
5(a)	Any two from: Computer consist of trans that can only store/pro	2							
5(b)	1 mark per each correct 8-bit l	binary value:		2					
		Denary Value	8-bit binary register						
		129	10000001						
		56	00111000						
Question			Answer	Mari					
5(c)	1 mark per each correct conve	ersion:		3					
	0 0 1 1	1 0 1 0	1 0 0 1						
	1 mark	1 mark 1 mark 1 mark							
5(d)	Any two from: Represent colours in HTM MAC address Assembly Language Error messages IP address	ML // HTML colour codes		2					
5(d)	Represent colours in HTM MAC address Assembly Language Error messages	/IL // HTML colour codes		2					



Question			Answer	Marks
7(a)(i)	-	12	(ignore leading zeros)	•
7(a)(ii)	-	198	(ignore leading zeros)	1
7(a)(iii)	-	1217		
7(b)		ark per 0E9	each correct hex value in correct order	:

Question	Answer	Marks
1(a)	- 21 - 258 - 169	3
1(b)	1 mark for each correct hex value - 50 - 3D	4

Question	Answer								
2(a)	One mark for each correct binary conversion One mark for each correct denary conversion								
	Hexadecimal ticket number	12-bit binary value	Denary value						
	028	0000 0010 1000	40						
	1A9	0001 1010 1001	425						
	20C	0010 0000 1100	524						

(b)(ii)	One mark per each nibble:												
	43	0	1	0	0	0	0	1	1				
	В7	1	0	1	1	0	1	1	1				
	F0	1	1	1	1	0	0	0	0				



Question	Answer	Marks
1(c)(ii)	One from: Lossy (compression) Any three from: A (compression) algorithm is used Removes redundant/unnecessary data from the file Removes sounds that cannot be heard by the human ear/background noise Reduces sample rate Reduces sample resolution Data is permanently removed // original file cannot be re-instated Perceptual music shaping is used NOTE: If lossless given, marks can be awarded for a correct description of lossless as follow through. Any three from (lossless): A (compression) algorithm is used Repeating patterns are identified are replaced with a value and indexed No data is permanently removed // original file can be re-instated Suitable example of a lossless algorithm	4
1(c)(iii)	Any two from: - Quicker for her to upload - Quicker for users to download - Won't slow website down as much when loading - Takes up less storage space	2

Question	Answer											
3(a)	One mark	One mark per each correct row:										
	Denary	Binary Conversion	Correct (✓)	Incorrect (*)								
	145	10010001	~									
	179	10110101		✓								
	11	00010011	ac _{lic}	~								
	100	01100010	1 d	✓								
	- C - 4 - 0											



Question	Answer												
1(a)	1 mark each												
		Denary Value		8-bit binary									
		46	0	0	1	0	1	1	1	0			
		171	1	0	1	0	1	0	1	1			
1(b)	- 25	5									1		
1(c)	- 11										1		

Question	An	swer	Mark
2(a)	 Reduce the range of colours used 	ge resolution removes data that will not	;
2(b)	1 mark for 1 line, 2 marks for 3 lines Term	Details	:
	IP address	192.168.0.255	
	MAC address	https://www.cambridgeinternational.org	
	URL	00:15:E9:2B:99:3C	



Question							Answ	/er
1(a)	One r	nark p	er ea	ch cor	rect re	egiste		
	1	0	1	0	0	1	1	1
	1	1	0	1	0	1	1	0

Question	Answer	Marks
7(a)(i)	Four from: - (Compression) algorithm is used - No data will be removed // original file can be restored - Example of type of algorithm that would be used e.g. RLE - Repeated patterns in the music are identified and indexed NOTE: If another lossless method is described, marks can be awarded.	4
7(a)(ii)	Any one from: - To provide the highest quality of music file (that compression will allow) - The user is able to listen to the original sound file - No loss of quality for the sound file provided	1
7(a)(iii)	Any one from: - Allow for quicker streaming speed - Would not require as much bandwidth (to stream) - Does not need as much RAM - Smoother listening experience // less lag - Will not use as much of data allowance	1

7(a)(iv)	Two from:	2
	 Streaming speed may be slower 	
	 and may affect listening experience // buffering may occur 	
	 User may need more bandwidth to stream 	
	that could be more expensive	
	It would be a larger file size	
	so may take longer to upload	
	so will take up more storage space	
	on webserver	



Question			Answer	N	Marks
1(a)	· ·	per each correct beer each correct h			6
	Denary	Hexadecimal	8-bit binary		
	49	31	00110001		
	123	7B	01111011		
	200	C8	11001000		
1(b)	Easier/Takes	om: quicker to read/w quicker to identify up less screen/di nance of making a	errors/debug splay space		2
1(c)	Error cIP addrLocation	ddress bly language odes // error mess	sages		3

Question	Answer	Marks
1(a)(i)	- manufacturer	1
1(a)(ii)	One mark per each correct binary value. - 00010100 - 10100000 - 11001001	3
1a(iii)	One mark per each correct denary value. - 41 - 200	2



Question	Answer	Marks
2(a)	Any three from:	3
. ,	A compression algorithm is used	
	Redundant data is removed	
	Reduce colour depth	
	Reduce image resolution	
	Reduce sample rate	
	Reduce sample resolution	
	Reduce frame rate	
	Use perceptual music shaping	
	Data is permanently removed	
2(b)	Any two from:	2
,	Lossy decreases the file size more	
	 Take up less storage space on webserver/users' computer 	
	Quicker to upload/download	
	 May not need to be high quality 	
	Website will load faster for users	
	 Less lag/buffering when watching 	
	Takes up less bandwidth to download/upload	
	- Uses less data allowance	



Question	Answer	Marks
1(a)	- Base-2	1
1(b)	- 9 - 16 - 40 - 161	4

marks for any two correct workings and one mark for the correct er. ing: $00 \times 50 = 5000$ bits $0000 \times 8 = 40,000$ bits $0,000 / 8 = 5,000$ bytes $0,000 \times 10 = 50,000$ bytes $00,000 / 1024$ ver:	3
$00 \times 50 = 5000 \text{ bits}$ $5000 \times 8 = 40,000 \text{ bits}$ 50,000 / 8 = 5,000 bytes $50,000 \times 10 = 50,000 \text{ bytes}$ 50,000 / 1024	
$6000 \times 8 = 40,000 \text{ bits}$ 60,000 / 8 = 5,000 bytes $60,000 \times 10 = 50,000 \text{ bytes}$ 60,000 / 1024	
50,000 / 8 = 5,000 bytes $5,000 \times 10 = 50,000 \text{ bytes}$ 50,000 / 1024	
5,000 × 10 = 50,000 bytes 50,000 / 1024	
ver:	
3 kB // 49 kB	
E. Alternative correct methods of working can be credited. Answer can	
mark per correct method, two marks per justification.	3
ossless	
lata permanently // File could be restored to original that could affect the quality (lossy) // to maintain the quality	
	E: Alternative correct methods of working can be credited. Answer can ven to any number of dp. mark per correct method, two marks per justification. cossless cossy would remove data permanently // lossless would not remove any data permanently // File could be restored to original that could affect the quality (lossy) // to maintain the quality lossless)



Question	Answer	Marks
1(a)	- Base-10	
1(b)	- 5 - 32 - 26 - 171	•
1(c)(i)	- 00100101	
1(c)(ii)	- 00011011	•
1(d)(i)	Any one from: - To represent HTML colour codes - In error messages	,
1(d)(ii)	Any one from: - Assembly code/language - Memory address locations - In error messages - Memory dump	
5(b)(i)	Any three from: - A compression algorithm is used - The resolution could be reduced - Colour depth could be reduced // bits per pixel reduced - Sounds not heard by human ear could be removed // Perceptual music shaping can be used - Repeating frames could be removed	
5(b)(ii)	Any one from: - Quality may be reduced - Data is lost // original file cannot be reconstructed	
5(c)(i)	Any one from: - Maintains quality // quality better than lossy - Original file is retained // Data is not permanently lost	

Question	Answer	Marks
5(c)(ii)	Any two from: - Takes more time to transmit file // Takes more time to upload to web server // Takes more time to download to customer // Web page will load slower - Takes up more storage space - Data usage would be increased - Uses more bandwidth	2

A significant reduction in file size is not required

Question		Answer	Marks
1(a)	One mark for the correct	ick	1
	File Size	Tick (✓)	
	999 kB		
	1 MB	✓	
	850 000 bytes		
1(b)	One mark for the correct	ick	1
	File Size	Tick (✓)	
	4000 MB		
	2 GB	✓	
	2 500 000 kB		

Question	Answer	Marks
2(a)	One mark for correct binary value, one mark for leading zeros 00000000 01000111	2
2(b)	One mark for leading zeros, one mark for correct binary value 00000001 00000001	2
2(c)	- 0516	1

7(b)(i)	Any three from:	3
	Compression algorithm used	
	, e.g. RLE	
	 Repeating frames/pixels are identified 	
	and are collated/indexed	
	No data is permanently removed	
	It just records the changes between frames/pixels	
7(b)(ii)	Any one from:	1
(// /	Maintains quality // quality better than lossy	
	 Original file is retained // Data is not permanently lost 	
	A significant reduction in file size is not required	



.

Question	Answer	Marks
1(a)	85	1
1(b)	СО	1
1(c)	26	1
1(d)	16	1

Question	Answer	Marks
2(a)	e.g. JPEG	1
2(b)	Any three from: Image is made of pixels Each pixel stores one colour Image has a set number of pixels wide by pixels high Each colour has a unique binary value // Each colour has a unique colour code The colour/binary value of each pixel is stored in sequence File contains metadata to identify how the file should be displayed metadata can be the colour depth / resolution	
2(c)(i)	Reducing the file size	
2(c)(ii)	Any two from: reduces the storage/memory space taken on email server // reduces the storage space taken on her friend's computer when downloaded sending/receiving email accounts may have restricted file size for attachments reduces the time taken to transmit/upload/download to destination reduces amount of bandwidth needed to transmit/download file will mean less data usage is taken (for mobile clients)	

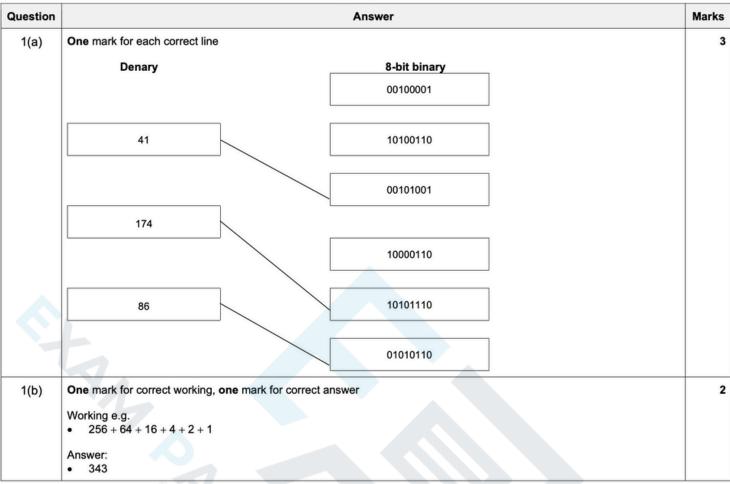


Question		Answer	Marks	
1(a)(i)	•	Sound	1	
1(a)(ii)	•	Lossy compressed file	1	

Question	Answer	Marks
4(a)	 Computer consist of transistors / logic circuits/gates that can only store/process data in two states / high-low / on-off / 1 and 0 	2
4(b)	010000000110010111110010	3
4(c)	 0100 (1 mark) 0010 (1 mark) 1100 (1 mark) 1110 (1 mark) 	4

Question	Answer	Marks
5	Two marks for two correct stages of working, one mark for correct final answer $ 100 \times 150 \\ 15000 \times 16//\ 15000 \times 2 \\ 240000/\ 8 $ $ 30000\ \text{bytes} $	3





Question								Answer			Marks
2(a)	Two	marks	each corr	rect conv	ersion (or	e mark fo	r the first	four bits,	one mark for the second fo	ur bits)	6
	2F	0	0	1	0	1	1	1	1		
	15	0	0	0	1	0	1	0	1		
	D6	1	1	0	1	0	1	1	0		
2(b)	• II	Assemb JRL // v Memory		age // low ess	-level lanç	guage		vey -	70		



Question	Answer	Marks
2(a)	Per each binary conversion, one mark for 2 correct character conversions, two marks for three correct character conversions	
	• 0000 0101 1010 • 0001 1000 1100 • 0010 1001 1111	
2(c)	Per each hex conversion, one mark for 2 correct character conversions, two marks for three correct character conversions • 40D • 07F	4

Question	Answer	Marks
6(a)	• Image	1
6(b)	Lossy compressed file	1
18		D 2
6(d)	Lossless compression	1



Question	Answer	Marks
3(a)	One mark each: 8 bytes = 16 nibbles 512 KiB = 0.5 MiB 4 GiB = 4096 MiB 1 EiB = 1024 PiB	4
AM (20 10)		

Question	Answer	Marks
4(a)	One mark each:	2
	Pixel: One square/circle of one colour // the smallest component of the image Resolution: The number of pixels per set area/cm/inch // the number of pixels wide by the number of pixels high // number of pixels in an image	
4(b)	One mark for answer: • 2 000 000 bytes One mark for working from: • 1000 × 1000 (= 1 000 000) • 1 000 000 * 2 (= 2 000 000)	2
4(d)	Any one from: Reduce the file size Increase transmission speed // Reduce transmission time Reduce storage space required Less bandwidth required for transmission	1

Question	Answer								
6(a)	One mark each								
	Movement	Binary	Denary	Hexadecimal					
	forward 1 step	00011111	31	1F					
	back 1 step	10001100	140	8C					
	turn right	01011010	90	5A					
	turn left	(0)1111000	120	78					



Question	Answer	Marks
1(a)	• B	1
1(b)	One mark per each correct conversion • 00110010 • 01100110 • 11011101	3
1(c)	One mark for full method of working e.g. conversion to binary then flipping and adding 1 One mark for correct answer 10110010	2
1(d)	One marks per each correct nibble One mark for correct working in binary (showing 4 correct carries) 1	3
1(e)	 Two from: The result of the calculation is greater than 255 // The value generated is larger than can be stored in the register The result of the calculation would require more than 8 bits to be represented // A register has a predetermined number of bits and there are too many bits for it 	2

Question	Answer	Marks
2(a)	One mark for each correct definition: The sample rate is the number of samples taken in a second/per time unit The sample resolution is the number of bits per sample	2
2(b)	Lossy compression	1



Question	Answer	Marks
2(a)	One mark per each correct character in the correct order: 9 0 D	4
2(b)(i)	• 00001111	1
2(b)(ii)	Any one from: The value becomes incorrect/inaccurate as the right most bits are lost It is divided by 8	1
2(c)	Any two from: Easier/quicker to understand/read/write Easier/quicker to debug Less likely to make a mistake Shorter representation // Takes up less screen space	2
2(d)	One mark for two correct characters, two marks for three correct characters in the correct order: 1 2 D	2

Question	Answer	Marks
3(a)	Any three from: A character set is used In such as Unicode/ASCII Each character has a unique binary value	
3(b)(i)	It reduces the file size	1
3(b)(ii)	Any four from: • A compression algorithm is used • such as RLE/run length encoding • Repeating words/characters/phrases are identified // Patterns are identified • and indexed • with number of occurrences • with their position	
3(b)(iii)	Any two from: e.g. To save storage space To make it quicker to transmit To make it small enough to attach to an email To reduce the bandwidth needed to transmit	2



Question	Answer	Marks
1(a)	• 174	1
1(b)	• A • E	2
1(c)(i)	• 01110000	. 1
1(c)(ii)	• B	1
1(d)	One mark for each correct nibble One mark for correct carries (or other correct working method) One mark for identification of overflow error 1 1 1 0001 1111	4
1(e)	• 9	1
1(f)	• 12	1



Question	Answer	Marks
2(a)	One mark for each correct part of the fee, in the correct order: - 17 - 70 (Correct fee \$17.70)	2
2(b)	One mark for each correct binary value: Register 1 - 00001110 Register 2 - 01100010	2

Question	Answer	Marks
2(c)	One mark for each correct hexadecimal value, in the correct order. - A - 0 - 3 - D (Ticket number A03D)	4
2(d)	Two from: - It contains logic gates/switches that process the values 1 and 0 // have two states	2
2(e)	Any four from: Compares the ticket number received to stored data that is a database/file of ticket numbers checks the ticket number is listed as paid If the data matches/cost is paid it sends a signal to raise the barrier If the data does not match/cost is not paid, the barrier remains down	4

Question	Answer	Marks
5(a)	Any five from: (The analogue sound is) recorded using a microphone The sound wave is sampled measuring the height/amplitude Each amplitude has a unique binary value The sample rate is set that is the number of samples taken per second The sample resolution is set that is the number of bits used for each sample Each sample taken is converted to binary	
5(b)	Two from: - Increase the sample rate - Increase the sample resolution	2
5(c)	Any three from: They want to be able to edit the original sound file They want the highest sound quality for the file // They want the sound to be closest to the original recording using lossy would reduce the sound quality using lossy will permanently remove some of the data // no data will be permanently removed with lossless	:
5(d)	Any four from (MAX 3 for ASCII/Unicode alone): ASCII has limited/fewer characters // Unicode has a more characters ASCII covers a limited set of languages/fewer languages Unicode includes many/more languages/emojis ASCII requires 7/8 bits per character Unicode requires up to 16/32 bits per character ASCII has 128/256 characters Unicode has 65 536/4 294 967 296 characters // approx. 60/70 thousand/4 billion characters	4



Question	Answer	Marks
2(a)	- 227	1
2(b)	One mark for each correct character in the correct order: – E3	2
2(c)	1 0 0 0 1 1 0 0	1
2(d)	One mark for suitable working method e.g. flip and add 1 One mark for correct answer - 10011101	2
2(e)	One mark for each correct nibble (max 2) One mark for correct working e.g. correct carry One mark for showing overflow bit 1 1 1 1 0 0 0 1 1 + 0 1 0 0 1 1 0 0 1 0 0 1 0 1 1 1	4

Question	Answer	Marks
5(a)	Any one from: - The recording of the song is more accurate/closer to original	1
5(b)	Any one from: - The file size will be increased - The file will require more storage space	1
5(c)	Any two from: - The number of <u>bits</u> that are used per sample that provides the variation in amplitude that can be stored for each sample // defines the number of different amplitudes that can be recorded that determines how quiet/loud the sounds are that can be recorded - Example e.g. 16-bit	2
5(d)	- Lossless	1



1(c)(i)	- 8	1
1(c)(ii)	- 1024	1

Question	Answer	Marks
2(a)	Any two from: - It has a base of 2 - It only uses two values that are 1 and 0	2
2(b)	- (0000)1110 - (00)111011 - 11101010	3
2(c)	- 9 - 1A - 41	3
2(d)	One mark for suitable working method e.g. conversion to binary One mark for correct answer - 01111011	2

Question	Answer	Marks
2(e)	One mark for each correct nibble (max 2) One mark for correct working e.g. correct carries 1 1 1 0 0 1 1 0 0 1 1 + 0 1 1 1 1 0 0 0 1 0 1 0 1 1	3

Question	Answer	Marks
7(a)	The dimensions of an image // Number of pixels wide by number of pixels high	1
7(b)	The number of bits used to represent each/a colour	1
7(c)	Any one from: - A greater range of colours can be seen/used - Image will be closer to the actual content of the image/real life - The image will have more detail	1
7(d)	- Lossy	1
7(e)	Any two from: - Quicker to transmit/upload/download - Not as much bandwidth needed to transmit file - To fit in limitation of file size on e.g. email	2