



Mark Scheme

Specimen Set 1

Pearson Edexcel GCSE In Computer Science
(1CP2)
Paper 01: Principles of Computer Science

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Paper 1 Mark Scheme

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|---|---------------------|----------|
| 1(a) | Any two from: <ul style="list-style-type: none"> • Copyright • Patents • Trademarks • Licensing • Non-disclosure agreement • Limit access to sensitive information • Awareness training for employees | | 2 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|---|---------------------|----------|
| 1(b) | B Algorithmic bias <i>A is not correct because AUPs are not an ethical issue associated with the use of artificial intelligence</i> <i>C is not correct because logic errors are not an ethical issue associated with the use of artificial intelligence</i> <i>D is not correct because unpatched software is not an ethical issue associated with the use of artificial intelligence</i> | | 1 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|--|---------------------|----------|
| 1(c) | Any one from: <ul style="list-style-type: none"> • Reduce use • Responsible Disposal (to prevent leaking chemicals) • Recycling • Reuse • Replace devices less frequently • Use power-saving options (such as black screen) | | 1 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|---|---------------------|----------|
| 1(d) | An explanation to include two from: It increases the risk to data / reduces cybersecurity (1) because the sender could be using social engineering techniques / the link could lead to a malicious website / could download malware (1) | | 2 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|---|---------------------|----------|
| 2(a)i | <p>Fetch (1)</p> <p>Execute</p> <p>Decode (1)</p> | | 2 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|--|---------------------|----------|
| 2(a)ii | C Data bus <i>A is not correct because binary shift is not a hardware component. B is not correct because the control unit does not carry instructions from memory to the CPU D is not correct because registers do not carry instructions from memory to the CPU</i> | | 1 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|-----------------------------|---------------------|----------|
| 2(a)iii | Arithmetic logic unit / ALU | | 1 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|--|---------------------|----------|
| 2(a)iv | More instructions can be carried out each second | | 1 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|---------------|---------------------|----------|
| 2(a)v | Address (bus) | | 1 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|--|---------------------|----------|
| 2(b) | Any two from: There is a magnetic/chemical coating on surface of the media (1) The magnetic state/polarity of the chemical can be changed (1) to represent a 0 or 1 (1) | | 2 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|---------|---------------------|----------|
| 2(c) | Optical | | 1 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|---|---------------------|----------|
| 2(d) | Converting (human readable) code to binary/machine code | | 1 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|--|---|----------|
| 2(e) | <p>Two linked descriptions from:</p> <ul style="list-style-type: none"> • A compiler carries out translation once prior to execution (1) whereas an interpreter carries out translation every time the program executes (1) • A compiler produces a stand-alone executable file (1) whereas an interpreter is required each time the code is run (1) • A compiler reports errors after translation is complete (1) whereas an interpreter reports errors as they occur (1) | Both items in the question must be addressed in each response | 4 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|--|---------------------|----------|
| 2(f) | <p>Two linked descriptions from:</p> <ul style="list-style-type: none"> • Uses paging / allocates addresses/sections [of RAM] (1) to share memory between processes (1) • Extends main memory (1) by using part of secondary storage (1) (as virtual memory) • The memory of inactive processes (1) is stored in virtual memory and swapped back when the process becomes active (1) • Uses scheduling algorithm (1) to share processing time between competing processes (1) | | 4 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|--|---------------------|----------|
| 2(g) | A description to include two from: If set pressure levels / moisture levels are reached (1) a switch could be turned on/off / windscreen wipers could be turned on/off/ / (wiper) motor speed altered (1). | | 2 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|---|---------------------|----------|
| 3(a) | Breaking down a problem/solution/system/algorithm | | 1 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|--|---------------------|----------|
| 3(b) | The target item is not in the list / is at end of the list | | 1 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|--------|---------------------|----------|
| 3(c)i | 5 | | 1 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|--------|---------------------|----------|
| 3(c)ii | 0 | | 1 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|----------|--|----------|
| 3(c)iii | Variable | Accept words that describe a use of variable in this case, e.g. flag | 1 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|--------|---------------------|----------|
| 3(c)iv | 1 | | 1 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|---|---------------------|----------|
| 3(c)v | Looping over every item in a data structure | | 1 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|--|---------------------|----------|
| 3(d) | <p>An explanation to include two from:</p> <ul style="list-style-type: none"> • The subprogram may be used more than once in a program (1) so that writing, debugging, testing will save time (1) • The subprogram performs one specific/contained task (1) so it can be moved away from the main program code (1) • Subprograms for common tasks can be stored in libraries and reused in other programs (1) so that they don't have to be re-written (1) | | 2 |

| Question Number | Answer | Additional Guidance | Mark | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-----------------|---|---------------------|-----------|---------|----------------------|---------|----------------------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----------------------|----------|
| 3(e) | <p>One mark for each correct column</p> <table border="1" data-bbox="405 389 1444 1134"> <thead> <tr> <th>A</th> <th>B</th> <th>C</th> <th>(A AND B)</th> <th>(NOT C)</th> <th>(A AND B) OR (NOT C)</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>1</td> <td>1</td> </tr> <tr> <td>0</td> <td>0</td> <td>1</td> <td>0</td> <td>0</td> <td>0</td> </tr> <tr> <td>0</td> <td>1</td> <td>0</td> <td>0</td> <td>1</td> <td>1</td> </tr> <tr> <td>0</td> <td>1</td> <td>1</td> <td>0</td> <td>0</td> <td>0</td> </tr> <tr> <td>1</td> <td>0</td> <td>0</td> <td>0</td> <td>1</td> <td>1</td> </tr> <tr> <td>1</td> <td>0</td> <td>1</td> <td>0</td> <td>0</td> <td>0</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> <td>1</td> <td>1</td> <td>1</td> </tr> <tr> <td>1</td> <td>1</td> <td>1</td> <td>1</td> <td>0</td> <td>1</td> </tr> </tbody> </table> | A | B | C | (A AND B) | (NOT C) | (A AND B) OR (NOT C) | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 1 | 1 | 0 | 1 | 0 | 0 | 0 | 1 | 1 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 1 | Allow follow through | 3 |
| A | B | C | (A AND B) | (NOT C) | (A AND B) OR (NOT C) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 0 | 0 | 1 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 1 | 0 | 0 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | 0 | 0 | 1 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | 1 | 0 | 0 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 0 | 0 | 1 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 1 | 0 | 0 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | 0 | 1 | 1 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | 1 | 1 | 0 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|--|---------------------|----------|
| 3(f) | <p>An explanation to include two from: An integer is returned with // (1) because</p> <ul style="list-style-type: none"> • <code>len(plants)</code> could be an odd number (1) • the value for position has to be an integer / not a decimal (1) <p>e.g. If the length of the array is an odd number, normal division will return a real number (1) (which is not acceptable because) index values are integers (1)</p> | | 2 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|---|---|----------|
| 3(g) | <p>Any two from:</p> <ul style="list-style-type: none"> • Number of legs • Number of antennae • Length / width / size • Number of wings • Size of head • Shape of body • Number of eyes • Size of mouth • Habitat | <p>Accept any appropriate feature. Award two marks from the same bullet point for the identification of two different features e.g. number of legs (1), legs jointed/unjointed (1)</p> | 2 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|--|---------------------|----------|
| 4(a) | C Multiplication <i>A is not correct because addition does not result from a single logical shift left</i> <i>B is not correct because division does not result from a single logical shift left</i> <i>D is not correct because subtraction does not result from a single logical shift left</i> | | 1 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|-------------------------------------|---------------------|----------|
| 4(b) | 1 mark for each nibble 1101 1111 | | 2 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|-------------------------------------|---------------------|----------|
| 4(c) | 1 mark for each nibble 1110 0111 | | 2 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|-------------------------------------|---------------------|----------|
| 4(d) | 1 mark for each nibble 0010 1010 | | 2 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|--|---------------------|----------|
| 4(e)i | The smallest single point of colour in an image / picture element / the smallest element of a bit-mapped image | | 1 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|--|---------------------|----------|
| 4(e)ii | <p>A description to include two from:</p> <p>Increasing the number of bits used for each pixel (1) allows more colours to be represented in each pixel (1)</p> <p>OR</p> <p>increasing the number of bits allows more pixels to be used (1) providing a greater level of resolution (1)</p> <p>OR</p> <p>Decreasing the number of bits used for each pixel (1) allows fewer colours to be represented in each pixel (1)</p> <p>OR</p> <p>Decreasing the number of bits allows fewer pixels to be used (1) providing a reduced level of resolution (1)</p> | | 2 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|-----------|---------------------|----------|
| 4(f)i | Amplitude | | 1 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|---|-------------------------------------|----------|
| 4(f)ii | <p>One mark for the benefit:</p> <ul style="list-style-type: none"> Increases the accuracy of the representation (1) <p>One mark for a drawback from:</p> <ul style="list-style-type: none"> Increases the amount of storage required (1) Increases the time it takes to download the audio file (1) | Do not accept increases the quality | 2 |

| Question Number | Indicative content |
|-----------------|--|
| 4(g) | <ul style="list-style-type: none"> • Compression reduces data used to represent the original sound • Both types require encoding and decoding • Lossy compression reduces the accuracy of the representation • (Lossless - Reverse) • Lossy compression increases the reduction in file size. • (Lossless - Reverse) • Lossy better for online transmission of sound, e.g. streaming technologies as it takes less time to download / can facilitate access by users with low-speed connections. • Lossy better for cases where limited storage available, e.g. embedded systems (toys/cards) • Lossless better for physical media (CDs), since it supports high quality audio. • Lossy audio removes data representing frequencies that humans cannot hear (or are masked) so they cannot tell the difference • Lossy compression can be variable so that different amounts of compression can be offered depending on a user's bandwidth. |

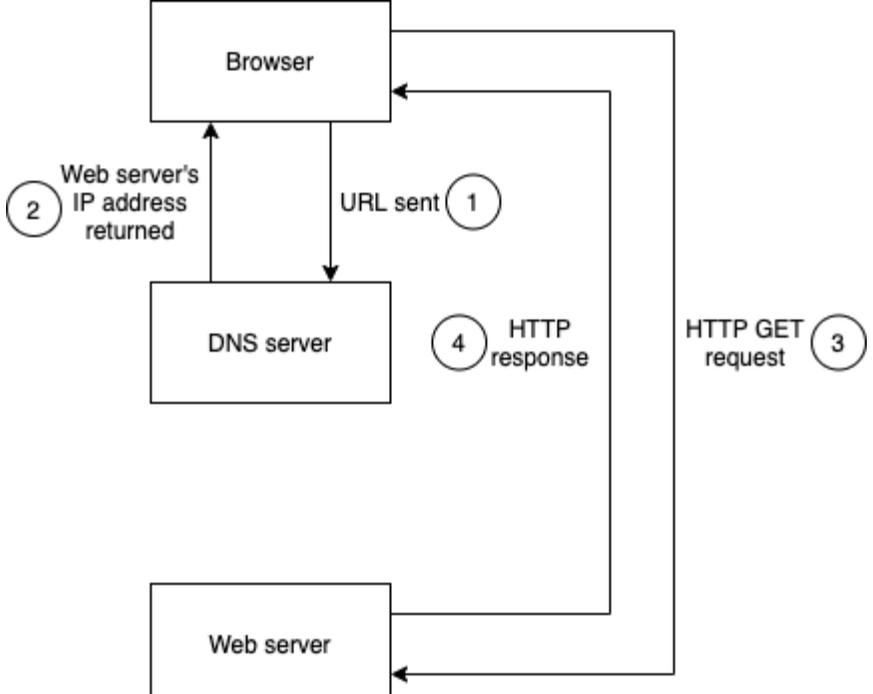
| Level | Mark | Descriptor |
|---------|------|--|
| | 0 | No rewardable content. |
| Level 1 | 1-2 | <p>Basic, independent points are made, showing elements of understanding of key concepts/principles of computer science. (AO1)</p> <p>The discussion will contain basic information with little linkage between points made or application to the context. (AO2)</p> |
| Level 2 | 3-4 | <p>Demonstrates adequate understanding of key concepts/principles of computer science. (AO1)</p> <p>The discussion shows some linkages and lines of reasoning with some structure and application to the context. (AO2)</p> |
| Level 3 | 5-6 | <p>Demonstrates comprehensive understanding of key concepts/principles of computer science to support the discussion being presented. (AO1)</p> <p>The discussion is well developed, with sustained lines of reasoning that are coherent and logically structured, and which clearly apply to the context. (AO2)</p> |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|---|---------------------|----------|
| 5(a) | <p>B Identifies devices on a network</p> <p><i>A is not correct because unique IP addresses do not enable a firewall to protect devices</i></p> <p><i>C is not correct because unique IP addresses do not increase the speed of transmission</i></p> <p><i>D is not correct because unique IP addresses do not reduce the reliance on the transport layer</i></p> | | 1 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|---|---------------------|----------|
| 5(b) | <p>If the main cable fails / is damaged (1) the whole network will fail (1)</p> <p>If more computers are connected (1) the transmission time is increased / increased chance of data collisions (1)</p> <p>Every computer receives all of the data on the network (1) causing a security risk (1)</p> | | 2 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|--|---------------------|----------|
| 5(c) | <p>An explanation to include one mark for a type of access and one mark for a linked reason, such as:</p> <ul style="list-style-type: none"> • To recommend read only (1) because the student cannot accidentally change/delete the data / because the student cannot share the data (1) • No access (1) because the student cannot see any sensitive/irrelevant information (1) | | 2 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|--|--|----------|
| 5(d) | <p>Total number of bits:</p> <ul style="list-style-type: none"> • 250 x 1024 x 1024 (1) • x 8 (1) <p>3600 as denominator (1)</p> <p>Award all marks for the correct answer (582,542bps)</p> <p>Example expression:</p> $(250 \times 1024 \times 1024 \times 8) / 3600$ | <p>Ignore conversion to Mbps etc.</p> <p>Award equivalent expressions.</p> | 3 |

| Question Number | Answer | Additional Guidance | Mark |
|-----------------|---|---------------------|----------|
| 5(e) | <p>A drawing to include six from:</p> <ul style="list-style-type: none"> • Label showing IP address being returned to browser • Arrow from Browser to Web server • HTTP GET request labelled • Arrow from Web server to Browser • HTTP response labelled • Correct order shown  <pre> graph TD Browser[Browser] -- "URL sent (1)" --> DNS[DNS server] DNS -- "Web server's IP address returned (2)" --> Browser Browser -- "HTTP GET request (3)" --> Web[Web server] Web -- "HTTP response (4)" --> Browser </pre> | | 6 |