

# **Cambridge International Examinations**

Cambridge International Advanced Subsidiary and Advanced Level

### INFORMATION TECHNOLOGY

9626/04

Paper 4 Advanced Practical SPECIMEN MARK SCHEME

For Examination from 2017

2 hours 30 minutes

**MAXIMUM MARK: 110** 



Task	Answer	Marks
1	Light blue larger circle with dark blue smaller circle inside with a suitable space left for company name	1
	Circles are concentric	1
	White outline of 3 mountains inside smaller inner circle	1
	International Ski Tours fit to the path between circles	
	Wraps approximately half of circles	
	Text is clearly visible (1) and has an outline and a shadow (1)	
	Two skis are present, crossed and do not overlap the larger circle	
	Skis are layered over inner circle	
	Skis are layered under mountains and text	
	Resize the image to 150 pixel × 150 pixel	
	Save the logo as a .jpg file with the file name IST_logo_ followed by Centre number_candidate number	1

Task	Answer		Marks
2	Pixels (of different colours)  Objects (with properties)		2
	Larger – or Vector smaller (colour and position of each pixel stored)	Only properties of objects stored	2
	Lose quality/definition (blocky/ pixelated)	No loss of quality/definition	2
	.bmp (only)	.svg (only)	2
	.dib, .jpeg, .gif, .tiff, .png	.cgm, .odg, .eps, .xml (not program files .psd, .cdr, .ai etc.)	2

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Task	Answer	Marks	
3	Logo used created above and correct frame size set		
	Animation of logo – small to large	1	
	Smooth gradual growth of logo size	1	
	All three images have been used	1	
	Correct text on each image in bottom right-hand corner	1	
	Text on each image is clearly visible		
	Each image is displayed for a suitable length of time		
	Opacity of each image has been changed to create fading effects		
	Fading of each image is suitably timed	1	
	Opacity of text on each image has been changed to create fading effect	1	
	Text on each image fades in time with image	1	
	Animation is smooth	1	
	Animation is set to play continuously (loops)		
	File exported	1	
	Suitable file format for website used with correct file name, e.gmp4, .flv, .fla, .mov	1	

Task	Answer	Marks
4	Creates the motion between two objects or images	1
	Gives the animation a smooth appearance	1

Task	Answer	Marks
5	Customer_details.csv has been imported	1
	Customer_id set as Primary key	1
	Customer age field set as number data type	1
	Instructor_details.csv has been imported	1
	Instructor_id set as Primary key	1
	Adult and Child prices set as currency data type	1
	Adult and Child prices formatted as Euro	1
	A bookings table has been created	1
	Booking_id set as Primary key	1
	[Bookings]![Customer_id] set as lookup – Customer details appear for selection	1
	[Bookings]![Instructor_id] set as lookup – Instructor details appear for selection	1
	[Bookings]!Lesson_Time set as lookup or Booking_Times table created	1
	Customer, Instructor, Lesson_Times selection limited to list	1
	Correct times listed	1
	Lesson_Date set as Date/Time data type	1
	Lesson_Date Date/Time data type in short date format	1
	[Customer_Details]![Customer_id] to [Bookings]![Customer_id]relationship	1
	[Instructor_Details]![Instructor_id] to [Bookings]![Instructor_id]relationship	1
	A form has been created to make bookings	1
	The form has a place to select a customer	1
	Customer details appear for selection	1
	The form has a place to select an instructor	1
	Instructor details appear for selection	1
	The instructor choice is limited to the same ability as that of the customer	1
	A query for the record source has been used	1
	Query fields limited to required fields	1
	The customer names automatically display when selected	1
	The customer age automatically displays when selected	1
	The customer level automatically displays when selected	1
	The instructor name automatically displays when selected	1
	The instructor level automatically displays when selected	1
	The form has a place to enter a date	1
	The form has a list to select a booking time	1
	The booking times are limited to the times available	1
	The lesson price matching the customer age is displayed automatically	2
	The company logo is displayed on the form	1

Task	Answer	Marks
5	Navigation buttons are displayed on the form	
	Next/Previous and First/Last record buttons are displayed	1
	New and delete record buttons are displayed	1

Task	Answer	Marks
6	Logo and candidate details inserted	1
	Alert shows	1
	Alert displays count	1
	Alert displays the correct count	1
	Alert has a suitable message and spacing	1
	Count box displays results	1
	Count matches Alert display	1
	Correct count displayed	1
	A "Well done" message is displayed when 3 correct answers	1
	The correct message is displayed	1
	The message is at the response placeholder	1
	The text Enter Draw is displayed	1
	The text Enter Draw appears at the Enter placeholder	1
	The text Enter Draw only appears if 3 correct answers	1
	"Click here" message is displayed when <3 correct answers	1
	The correct message is displayed	1
	A hyperlink is visible	1
	The text "here" is used as the hyperlink	1
	The hyperlink reloads the page	1
	Repeated submissions do not increment the count	1
	Comment – setting count to 0	1
	Comment – declaring variables	1
	Comment – checking answers – incrementing count – blanking wrong answers	1
	Comment – Alert to display results – count entered on page	1
	Comment – Test count – display response	1

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Task	Answer		Marks
7	3 valid data types listed with valid example of each		
	Data type	Example	
	Number – Integer or Floating point	4, 27, 655354.2, 27.4, 5.63	
	String – Character	abc, hello world a, F, 3, \$	
	Boolean	True/false Y/N 1/0 –1/0	
	Also Allow		
	Array	GameScores = (124, 99, 121, 105, 132)	

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Here are some examples of the tasks being worked.

Task 1

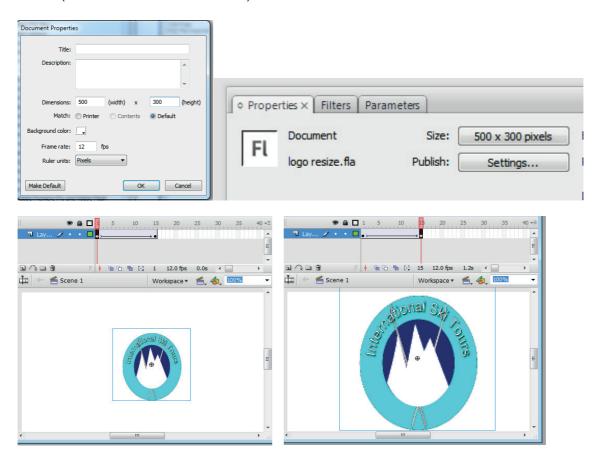




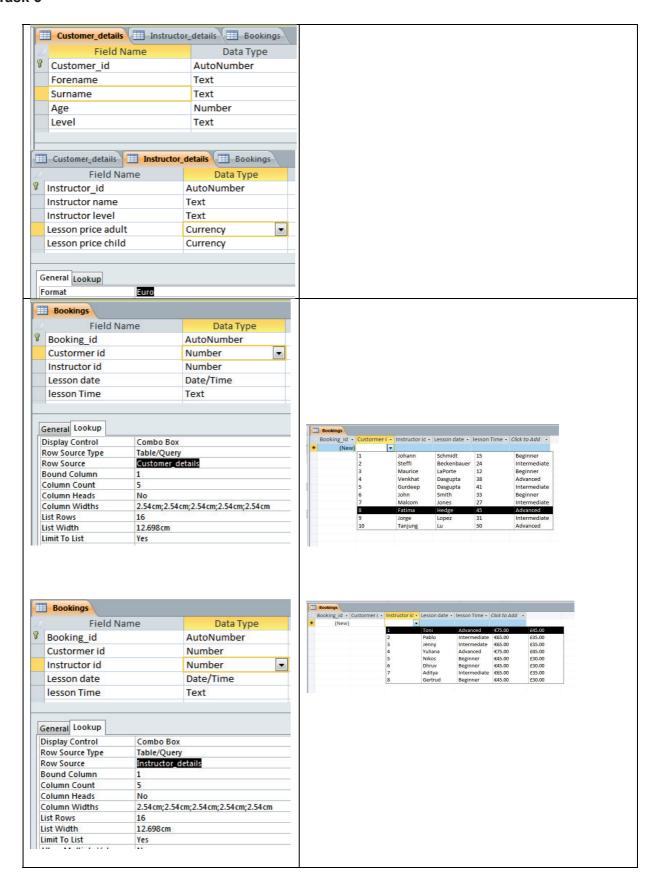
Task 3

### Task 3 is marked from the playback of the animation.

EXAMPLES (WHEN USING Adobe Flash)

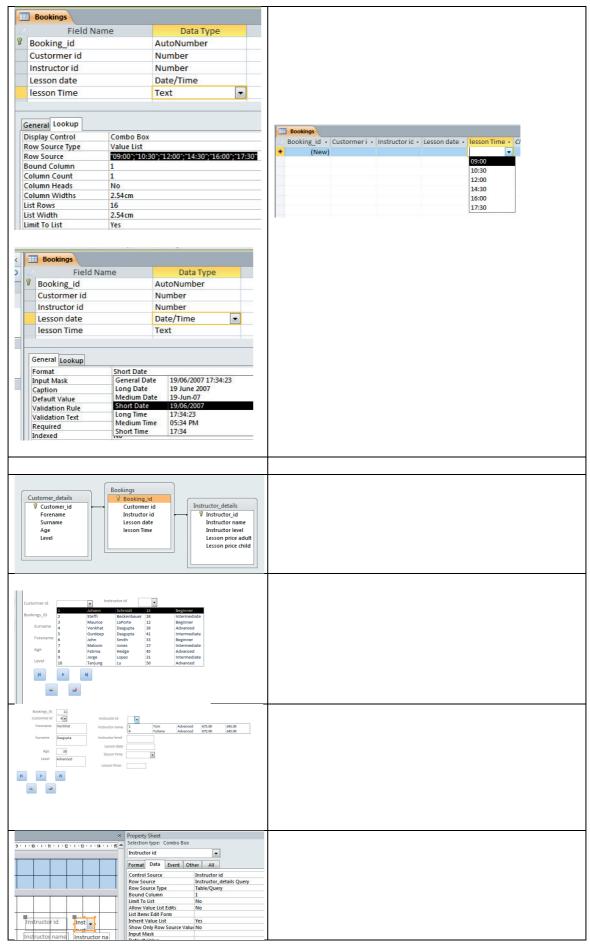


#### Task 5

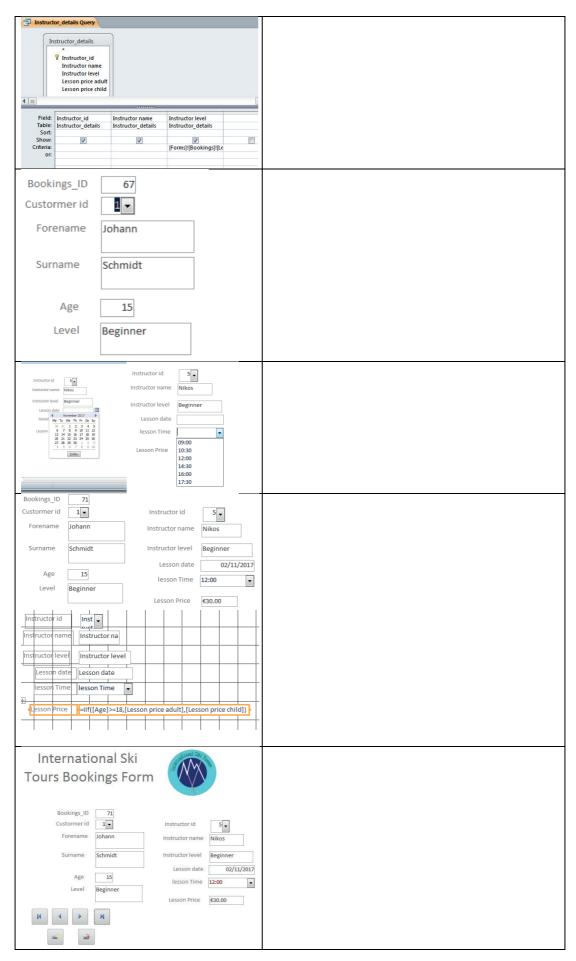


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#### Task 5 continued



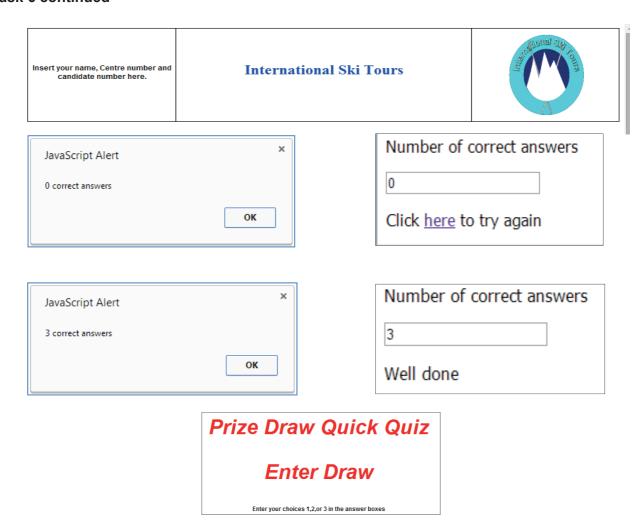
# Task 5 continued



#### Task 6

```
Solution for information only - task is marked from outcomes on the webpage.
<SCRIPT LANGUAGE="JavaScript">
// set count to zero
var c=0;
//declare function
function myFunction() {
// declare and initialise answer variables
var first=Number(Answer1.value);
var second=Number(Answer2.value);
var third=Number(Answer3.value);
//declare and initialise hyperlink variable
var str = "here";
var result = str.link("IST.html");
//test answers
if(first=="2"){c++} else {Answer1.value=""}
if(second=="3") {c++} else {Answer2.value =""}
if (third=="2") {c++} else {Answer3.value=""}
//Display Alert with count of correct answers
window.alert (c + " "+"correct answers");
//Display number of correct answers on page
count.value=c;
//Test Results
if (c==3)
// Display Conditional message and hyperlink
   document.getElementById("response").innerHTML = "Well done.";}
    {document.getElementById("response").innerHTML = "Click "+ result + " to try
   again";
if (c==3)
    //Display Final text
   document.getElementById("Enter").innerHTML =
    "Enter Draw";
c=0
}
</SCRIPT>
```

## Task 6 continued



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