## Pearson Edexcel

# Mark Scheme (Pre-Standardisation) 

November 2020

Pearson Edexcel International GCSE In Computer Science (4CP0/01)
Paper 1: Principles of Computer Science

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## General Marking Guidance

- All candidates must receive the same treatment. Examiners must mark the first candidate in exactly the same way as they mark the last.
- Mark schemes should be applied positively. Candidates must be rewarded for what they have shown they can do rather than penalised for omissions.
- Examiners should mark according to the mark scheme not according to their perception of where the grade boundaries may lie.
- There is no ceiling on achievement. All marks on the mark scheme should be used appropriately.
- All the marks on the mark scheme are designed to be awarded. Examiners should always award full marks if deserved, i.e. if the answer matches the mark scheme. Examiners should also be prepared to award zero marks if the candidate's response is not worthy of credit according to the mark scheme.
- Where some judgement is required, mark schemes will provide the principles by which marks will be awarded and exemplification may be limited.
- When examiners are in doubt regarding the application of the mark scheme to a candidate's response, the team leader must be consulted.
- Crossed out work should be marked UNLESS the candidate has replaced it with an alternative response.

| Question Number | Answer | Additional Guidance | Mark |
| :---: | :---: | :---: | :---: |
| 1(a) | Any two from: <br> - (Share) access to the Internet/WWW/broadband connection <br> (1) <br> - (Internal) communication (using email/instant messaging/calendars) <br> (1) <br> - Share files/data (1) <br> - Share peripherals/printers / hardware (1) <br> - Increases the amount of storage (since network storage devices can be attached) (1) <br> - Saves money on licences (since network site licences for software are usually cheaper than buying a standalone licence for every machine) (1) <br> - Centralised backup (1) <br> - Centralised security (1) | - Award examples if mapped to a bullet point <br> - Do not award the same bullet more than once <br> - Do not award for install updates (in the stem) |  |


| Question <br> Number | Answer | Additional <br> Guidance | Mark |
| :--- | :--- | :--- | :--- |
| 1(b) (i) | Any two from: | Accept <br> reverse <br> arguments for <br> disadvantages <br> of wireless. |  |
|  | Faster (data transfer)(1) Not really true, <br> its Greater bandwidth / more bits per <br> second (1) | The connection does not get worse the <br> further you are from the router / more <br> reliable (1) <br> Connection does not get obstructed by <br> walls, ceilings, and furniture (1) | More secure (1) |


| Question Number | Answer | Additional Guidance | Mark |
| :---: | :---: | :---: | :---: |
| 1(b) (ii) | Any two from: <br> - Installation/maintenance is more complex (1) <br> - Devices need to be physically connected (1) <br> - Less portable / limited by length of cable (1) <br> - Limited number of devices can be connected (1) <br> - Some digital devices cannot use a wired connection (1) <br> - Trip hazard (1) | Accept reverse arguments for advantages of wireless. | 2 |
| Question Number | Answer | Additional Guidance | Mark |
| 1(c) | Award two marks for a linked description that addresses the individual mark points: <br> The internet is a (global) network of networks/ connected devices (1) whereas the www is the collection of web pages/service accessed using the internet (1) / the www is resources located via URLs/domain names (1) <br> The internet is the infrastructure (1) and the www is a service that runs on that infrastructure (1) |  | 2 |
| Question Number | Answer | Additional Guidance | Mark |


| 1(d) | Award two marks for a linked explanation such as: |  |  |
| :--- | :--- | :--- | :--- |
|  | Running out of IPv4 addresses/the number of <br> (internet) connected devices has grown (1) <br> IPv6 addresses are long/longer than IPv4 / the <br> number of possible addresses is large/will last <br> much longer (1) | Additional <br> Guidance | Mark |
| Question <br> Number Answer  <br> 1(e)(i) Star 1 |  |  |  |


| Question <br> Number | Answer | Additional <br> Guidance | Mark |
| :--- | :--- | :--- | :--- |
| 1(e) (ii) | Any one from: |  |  |
|  | - easy to connect/remove new nodes (1) <br> - failure of one node/link does not affect the <br> rest of the network (1) <br> easy to detect the failure of one node/link <br> $(1)$ |  | 1 |


| Question <br> Number | Answer | Additional <br> Guidance | Mark |
| :--- | :--- | :--- | :--- |
| 1(e) (iii) | Any one from: |  |  |
| - if central switch/hub fails then the whole <br> network fails (1) | performance and number of nodes that can <br> be added depends on capacity of central <br> switch/hub (1) | can require more cable than some of the <br> other topologies (1) | 1 |


| Question <br> Number | Answer | Additional <br> Guidance | Mark |
| :--- | :--- | :--- | :--- |


| 1(f)(i) | Any two from: |  |  |
| :--- | :--- | :--- | :--- |
|  | •SMTP (1) |  |  |
|  | $\bullet$ IMAP (1) |  |  |
|  | $\bullet$ POP/POP3 (1) |  | 2 |


| Question <br> Number | Answer | Additional Guidance | Mark |
| :---: | :---: | :---: | :---: |
| 1(f)(ii) | Any two from: <br> - passes the (reassembled) packets to the application layer (1) <br> - check if all packets have arrived (1) <br> - determine whether the contents are correct (1) <br> - requests resending of lost or damaged packets (1) <br> - reassembles packets in correct order/ into an email (1) | Do not accept receives from network layer (stem) | 2 |


| Question <br> Number | Answer | Additional <br> Guidance | Mark |
| :--- | :--- | :--- | :--- |
| 2(a)(i) | 11011110  <br> Award one mark for:  <br> $\bullet$ MSB $=1(1)$  <br> $\bullet \quad$ Rest of pattern correct (1)  |  |  |


| Question <br> Number | Answer | Additional <br> Guidance | Mark |
| :--- | :--- | :--- | :--- |
| 2(a)(ii) | $-(1)$ |  | 2 |


| Question <br> Number | Answer | Additional <br> Guidance | Mark |
| :--- | :--- | :--- | :--- |
| 2(b) | B 16 |  | 1 |


| Question <br> Number | Answer | Additional <br> Guidance | Mark |
| :--- | :--- | :--- | :--- |
| 2(c)(i) | 128 | Allow the range <br> $0-127$ | 1 |


| Question <br> Number | Answer | Additional <br> Guidance | Mark |
| :--- | :--- | :--- | :--- |
| 2(c)(ii) | C |  | 1 |


| Question <br> Number | Answer | Additional <br> Guidance | Mark |
| :--- | :--- | :--- | :--- |


| 2(c)(iii) | Award two marks for a linked explanation such as: |
| :--- | :--- | :--- |
| (Before Unicode existed) there are hundreds of |  |
| different encoding systems (1) and no single |  |
| encoding system could contain enough characters |  |
| to represent all major languages (1) |  |
| Standard ASCII only provides 128 different |  |
| patterns (1) can't represent all major |  |
| languages/symbols/characters (1) |  |$\quad$| Unicode uses a minimum of 16 bits (1) so can |
| :--- |
| represent at least 2 ${ }^{16}$ characters (1) |
| Unicode has very large number of characters (1) <br> can represent all languages/ASCII was developed <br> (just) for English (1) |


| Question Number | Answer | Additional Guidance | Mark |
| :---: | :---: | :---: | :---: |
| 3(a) | - Address bus labelled correctly (1) <br> - Data bus labelled correctly (1) <br> - Control bus labelled correctly (1) <br> - Arrow from address bus to RAM (1) <br> - Bi-Directional arrows from control bus to keyboard controller (1) <br> - Arrow points from display controller to display (1) |  |  |


| Question <br> Number | Answer | Additional <br> Guidance | Mark |
| :--- | :--- | :--- | :--- |
| 3(b) | Award two marks for a linked explanation <br> such as: | The cache stores frequently used <br> data/instructions (1) so the processor does <br> not have to wait because cache is checked <br> before main memory / because RAM is <br> further away from the processor (1). | It speeds up processing (1) because cache is a <br> faster type of memory (1). |


| Question <br> Number | Answer | Additional <br> Guidance | Mark |
| :--- | :---: | :---: | :--- | :--- |
| 3(c) | CPU1 CPU2 The second row <br> expressions can <br> be in either <br> column <br> $5 * 2=10$ $4 * 3=12(1)$ $22-6=16$ <br> May appear in <br> either CPU in <br> the final row <br> $10+12=22(1)$ $24 / 4=6(1)$ 4 <br> $22-6=16(1)$  4 |  |  |



| Question <br> Number | Answer | Additional Guidance | Mark |
| :--- | :--- | :--- | :--- |
| 4(a)(i) | Digital (signal) / converted analogue (signal) <br> $(1)$ |  | 1 |


| Question <br> Number | Answer | Additional Guidance |  |
| :--- | :--- | :--- | :--- |
| 4(a)(ii) | Analogue (signal) / analogue (sound wave) (1) |  | 1 |


| Question <br> Number | Answer | Additional Guidance |  |
| :--- | :--- | :--- | :--- |
| 4(a)(iii) | 2 Hertz / hertz /Hz (1) | - Do not <br> penalise <br> spelling |  |
|  |  | Accept 2 <br> samples/cycles <br> per second | 1 |


| Question <br> Number | Answer | Additional Guidance | Mark |
| :--- | :--- | :--- | :--- |
| 4(a)(iv) | Any one mark for: |  |  |
|  | - The (analogue sound) wave will be <br> represented more accurately / the <br> fidelity/quality of the recording is <br> improved (1) |  |  |
| - The file size will increase / more data |  |  |  |
| stored (as each sample takes up disk |  |  |  |
| space)(1) |  |  |  |$\quad$| ( |
| :--- |


| Question <br> Number | Answer | Additional Guidance | Mark |
| :--- | :--- | :--- | :--- |
| 4(a)(v) | - 3(1) <br> - The range of sampled sound is from 0- <br> 6. To store 7 distinct values, you need 3 <br> bits (111 binary $=7$ denary) (1) <br> OR graph shows 8 possible <br> values, 3 bits can store $0-7 / 8$ <br> values (1) |  |  |


| Question <br> Number | Answer | Additional Guidance |  |
| :--- | :--- | :--- | :--- |


| $4(\mathrm{a})(\mathrm{vi})$ | Correct binary value $101(1)$ | Ignore leading zeros |  |
| :--- | :--- | :--- | :--- |


| Question <br> Number | Answer | Additional <br> Guidance | Mark |
| :--- | :--- | :--- | :--- |
| $4(\mathrm{~b})$ | 819 seconds * 8 bytes * 47,000 hertz <br> $819 \times 8 \times 47000$ <br> 819 seconds * $64 \div 8$ bytes * 47,000 hertz <br> $\frac{818 \times 64 \times 47000}{8}$ <br>  <br> $819(1)$ <br> 8 or $64 \div 8(1)$ <br> $47,000(1)$ <br> Fully correct expression (1)Award <br> equivalent <br> expressions |  |  |


| Question <br> Number | Answer | Additional <br> Guidance | Mark |
| :--- | :--- | :--- | :--- |
| 4(c) | Any one from: <br> • The sound quality may be poorer/lower (for <br> some people) (1) |  |  |
| (Cannot get the original back after compression <br> (1) |  | 1 |  |


| Question <br> Number | Answer |  |  |  |  |  | Additional Guidance | Mark |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 5(a) |  | P | Q | R | Q OR R | P AND (Q OR <br> R) | Allow follow through for incorrect mark point 2. | 3 |
|  |  | 0 | 0 | 0 | 0 | 0 |  |  |
|  |  | 0 | 0 | 1 | 1 | 0 |  |  |
|  |  | 0 | 1 | 0 | 1 | 0 |  |  |
|  |  | 0 | 1 | 1 | 1 | 0 |  |  |
|  |  | 1 | 0 | 0 | 0 | 0 |  |  |
|  |  | 1 | 0 | 1 | 1 | 1 |  |  |
|  |  | 1 | 1 | 0 | 1 | 1 |  |  |
|  |  | 1 | 1 | 1 | 1 | 1 |  |  |
|  | Award one mark for each of: <br> - All possible combinations in columns P, Q and R (1) <br> - Correct values in Q or R (1) <br> - Correct values in final column (1) |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |


| Question <br> Number | Answer | Additional <br> Guidance | Mark |
| :--- | :--- | :--- | :--- |
| 5(b) | B AND S AND NOT L <br> Award one mark for each of: <br> NOT L or B AND S (1) <br> Fully correct (1) | • Any order and <br> ignore <br> brackets |  |


| Question <br> Number | Answer | Additional <br> Guidance | Mark |
| :--- | :--- | :--- | :--- |
| 5(c) | Any two of: <br> - Remove code vulnerabilities in programming <br> languages (1). <br> - Eliminate bad programming practices (1). |  |  |


| Question <br> Number | Answer | Additional <br> Guidance | Mark |
| :--- | :--- | :--- | :--- |
| 5(d) | Award one mark each for any of: <br> - Copyright (1) <br> - Patent (1) <br> - Licensing (1) <br> - Trademark (1) |  |  |


| Question <br> Number | Answer | Additional <br> Guidance | Mark |
| :--- | :--- | :--- | :--- |
| 6(a) | Indicative content provided <br> Other solutions do exist and should be awarded |  | 6 |


| Aspect of <br> Solution | Marks |  |  |  |
| :--- | :--- | :--- | :--- | :--- |
|  | $\mathbf{0}$ | $\mathbf{1}$ | $\mathbf{2}$ | $\mathbf{3}$ |
| Functionality | No <br> awardable <br> content | There are <br> significant errors <br> in logic, leading <br> to an overall <br> solution that is <br> non-functional | There are <br> minor errors in <br> logic, leading to <br> an overall <br> solution that is <br> not completely <br> functional | There are no <br> errors in logic, <br> leading to an <br> overall solution <br> that is fully <br> functional |
| Accuracy of <br> Notation | No <br> awardable <br> content | Notation follows <br> a broadly <br> unrecognisable <br> convention that <br> is applied <br> inconsistently, <br> although aspects <br> of it are <br> discernible | Notation <br> follows a <br> recognisable <br> convention <br> which is <br> broadly <br> discernible but <br> is applied <br> inconsistently | Notation follows <br> a recognisable <br> convention and <br> is applied <br> consistently <br> throughout |

There are a maximum of 3 marks for functionality.
There are a maximum of 3 marks for accuracy of notation.
The marks for functionality and accuracy are awarded independently.


| Question <br> Number | Answer | Additional <br> Guidance | Mark |
| :--- | :--- | :--- | :--- |
| 6(b)(i) | - papaya needs changing (1) <br> $\bullet$ | lychee needs ordering (1) |  |


| Question <br> Number | Answer | Additional <br> Guidance | Mark |
| :--- | :--- | :--- | :--- |
| $6(\mathrm{~b})(\mathrm{ii})$ | $7(1)$ |  | 1 |


| Question <br> Number | Answer | Additional <br> Guidance | Mark |
| :--- | :--- | :--- | :--- |
| 6(b)(iii) | Replace 8 with LENGTH(flavours)/LENGTH(volume) (1) <br> or <br> A new line 7: <br> WHILE i < LENGTH(flavours) DO (1) <br> or <br> WHILE i < LENGTH(volume) DO (1) | Ignore case <br> If new line <br> is given <br> award <br> mark if <br> logic is <br> clear | 1 |


| 6(c) | Indicative content: <br> Compiler <br> - One line of a compiled language maps to multiple executable instructions <br> - Reads in a whole file and translates it at once <br> - Produces an executable file <br> - Executable file is portable between machines with the same architecture and operating systems <br> - End-user cannot see the programming source code <br> - Does not need an additional environment/software to run the code <br> Interpreter <br> - One line of a compiled language maps to multiple executable instructions <br> - Reads, translates, and executes one line at a time <br> - A special environment is needed to be installed on the user's machine to run the code; this is machine specific <br> - Source code is portable to any machine with an interpreter which can run on it <br> - End-user can see the programming source code <br> Similarities <br> - One line of a compiled language maps to multiple executable instructions/one to many relationship to machine code <br> - Both are used to interpret high level programming languages <br> - Both produce machine code from human-readable programming code <br> Differences <br> - Compiler reads in a whole file and translates it at once. Interpreter reads, translates and executes one line at a time <br> - Compiler produces an executable file, interpreter does not <br> - Executable files produced by a compiler will only execute on machines with the same architecture and operating systems. Source code produced by an interpreter is portable to any machine with an interpreter which can run on it <br> - Compiled code does not require any additional software |  |
| :---: | :---: | :---: |

to execute the code. An interpreter needs a special environment to be installed on the user's machine to run the code; this is machine specific

| Level | Mark | Descriptor |
| :--- | :--- | :--- |
|  | 0 | No rewardable content. |
| Level 1 | $1-2$ | Basic, independent points are made showing elements of knowledge and <br> understanding of key concepts/principles of computer science. <br> The discussion will contain basic information with little linkage between <br> points made. |
| Level 2 | $3-4$ | Demonstrates adequate knowledge and understanding of key <br> concepts/principles of computer science. <br> The discussion shows some linkages and lines of reasoning with some <br> structure. |
| Level 3 | $5-6$ | Demonstrates comprehensive knowledge and understanding by selecting <br> relevant knowledge and understanding of key concepts/principles of <br> computer science to support the discussion being presented. <br> The discussion shows a well-developed, sustained line of reasoning which |

