

Markscheme

May 2026

Computer science

Standard level

Paper 2

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Subject details: Computer science HL paper 2 markscheme

Mark allocation

Candidates are required to answer **all** questions in **one** Option. Total 65 marks.

General

A markscheme often has more specific points worthy of a mark than the total allows. This is intentional. Do not award more than the maximum marks allowed for that part of a question.

When deciding upon alternative answers by candidates to those given in the markscheme, consider the following points:

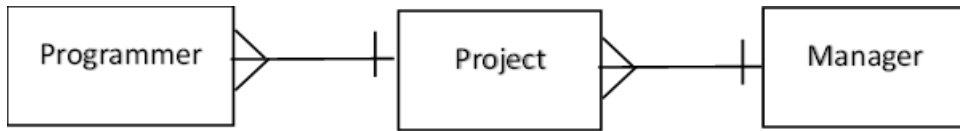
- Each statement worth one point has a separate line and the end is signified by means of a semi-colon (;).
- An alternative answer or wording is indicated in the markscheme by a “/”; either wording can be accepted.
- Words in (...) in the markscheme are not necessary to gain the mark.
- If the candidate’s answer has the same meaning or can be clearly interpreted as being the same as that in the markscheme then award the mark.
- Mark positively. Give candidates credit for what they have achieved and for what they have got correct, rather than penalizing them for what they have not achieved or what they have got wrong.
- Remember that many candidates are writing in a second language; be forgiving of minor linguistic slips. In this subject effective communication is more important than grammatical accuracy.
- Occasionally, a part of a question may require a calculation whose answer is required for subsequent parts. If an error is made in the first part then it should be penalized. However, if the incorrect answer is used correctly in subsequent parts then **follow through** marks should be awarded. Indicate this with “FT”.

General guidance

Issue	Guidance
Answering more than the quantity of responses prescribed in the questions	• In the case of an “identify” question, read all answers and mark positively up to the maximum marks. Disregard incorrect answers. • In the case of a “describe” question, which asks for a certain number of facts eg “describe two kinds”, mark the first two correct answers. This could include two descriptions, one description and one identification, or two identifications. • In the case of an “explain” question, which asks for a specified number of explanations eg “explain two reasons ...”, mark the first two correct answers. This could include two full explanations, one explanation, one partial explanation <i>etc.</i>

Option A — Databases

1. (a) *Award [2 max]*
Award [1] for the correct relationship between Programmer and Project entities.
Award [1] for the correct relationship between Project and Manager entities.



Note: Ignore any relationship between manager and programmer.

Note: Accept other notations for the relationships e.g., 1:M

- (b) *Award [2] max.*
Award [1] for each point.

Databases have high data integrity;
 All changes are consistently recorded/can be retrieved;

Databases provide version control (history of code modifications);
 Allowing for easy rollback to previous versions;

Provides a clear audit trail of who made the changes;
 Aiding in accountability and transparency;

Automatic backup/rollback;
 Code stored in the database can be restored.

Databases ensure concurrency control;
 Enabling multiple programmers to work on the same project simultaneously;

Databases have security features;
 So external parties cannot access the company's codes;

Note: Do not award marks across different clusters

- (c) *Award [2] max.*
Award [1] per point from either section.

Ensure that transactions are processed in the correct order;
 Preventing conflicts and reducing the likelihood of update anomalies;

Help in tracking the exact time each transaction occurs;
 Ensuring the database reflects the accurate sequence of operations.

They are used to reconstruct the database to a specific, consistent point in time;
 Allowing rollback in the correct order;

Help determine the last successful transaction;
 Ensuring incomplete/corrupted/failed updates can be rolled back or redone

Note: Do not award marks across different clusters

- (d) *Award [5] max.*
Award [1] for identifying the method;
Award [3] for expansion of the method;
Award [1] for reasoned argument;

Optimistic concurrency control(OCC);

Allows multiple users to access the unmodified version of data at the same time;

Uses read isolation;

... To prevent dirty reads (reading the uncommitted changes of the other programmer);

Uses write validation (on update request) / checks if the original data has been modified by the other programmer since it was initially read;

... To prevent lost update / overwriting the other programmer's update;

Multi-version concurrency control (MVCC);

Uses multiple versions of the code to allow both programmers to work simultaneously;

...This reduces the waiting caused by locks;

A new version of the code is created anytime an update occurs (and the old version is kept temporarily);

Transactions which start before the update see the old version, transactions which start after the update see the new version;

... Allowing each programmer to see a consistent snapshot of the database;

Pessimistic concurrency control (PCC)/single-phase locking/Locking;

When a code line is edited, the database locks that line;

... to prevent dirty reads (reading uncommitted changes) / lost update (overwriting the other programmer's update);

Changes to the locked edited line are committed to the database;

After committing the changes, the lock is released;

Conflicts are prevented before they occur.

Two-phase locking (2PL);

Locks are acquired incrementally (without releasing any until all needed locks are obtained);

Shared locks can be acquired for only reading code, but exclusive locks must be acquired to update code;

Changes are made and committed while holding exclusive (all required) locks;

... to prevent dirty reads / lost updates.

Locks are released only after the commit;

Conflicts are managed by preventing access to locked resources until they are released;

Distributed version control system (DVCS)

Each programmer has a local copy of the database;

Updates are made to the local database;

When the update is completed, the local database is merged back into the main database;

Conflicts are flagged and resolved by the programmers;

- (e) (i) *Award [2] max.*
Award [1] per point from any section.

A consistent database state is one where all data integrity constraints are satisfied;
 For example, unique primary keys, no hanging records, and validation/domain rules are obeyed;

A consistent database state is one where the data is accurate and free from contradictions, anomalies or errors;
 The data correctly represents the intended data model/real-world situation;

A consistent database state is one reached after transactions have completed correctly;
 No partial/failed/uncommitted transaction has left the database corrupted;

Note: *Do not award marks from different clusters*

- (ii) *Award [3] max from one section only.*
Award [1] per point from one section only.

Log recovery;
 When a crash occurs, the system consults the log files to determine the last committed transactions;
 The log files contain records of all transactions/database changes;
 The system reapplies the committed transactions from the logs to the database;
 Uncommitted in-progress transactions are rolled back using the log files.

Shadow paging;
 The database maintains two-page tables: the current page table and a shadow page table;
 When a transaction begins, the shadow page table is a copy of the current page table;
 Updates are made to the current page table while the shadow page table remains unchanged;
 If a crash occurs before the transaction commits, the system reverts to the shadow page table to restore the database to its consistent state;

Checkpointing;
 The system periodically creates checkpoints by saving the current state of the database and transaction logs;
 Checkpoints reduce recovery time by limiting the amount of log data that needs to be processed during recovery;
 During recovery, the system starts from the last checkpoint and applies only the transactions recorded after that point;
 Transactions committed before the checkpoint are considered stable and do not need to be redone;

Deferred update recovery;
 Transactions record their updates in a log file without altering the actual database until commit time;
 No undo needed for uncommitted transactions/If a crash occurs before a transaction commits, there is no need to roll back;
 Apply committed transactions upon recovery;

Immediate update recovery;
 Changes made by a transaction are written to the database before the transaction is committed;
 The system keeps a transaction log (containing old values and new values) to enable recovery;
 Rollback (undo) uncommitted transactions and redo the committed transactions during recovery;

2. (a) *Award [2] max.*
Award [2] for the correct answer

ProjectID / (accept a composite key that includes ProjectID);
 It is unique / the other fields could repeat;

- (b) *Award [2] max.*
Award [1] per line from any section.

BOOLEAN;
 0 for High, 1 for Low (or equivalent) / because there are only two values;

VARCHAR/TEXT/STRING;
 With validation to ensure only 'High' or 'Low' entered e.g. CHECK (Priority IN ('High', 'Low')) /
 because the data can describe the priority/it is a combination of characters;

ENUM;
 With predefined values of High and Low;

- (c) *Award [5] max.*
Award [1] for selecting correct fields (ClientName and ContactNumber)
Award [1] for joining CLIENT and PROJECT on ClientID
Award [1] for joining PROJECT and MANAGER on ManagerID
Award [1] for WHERE ManagerName = "Sehee Choi" // Award without quotes
Award [1] for AND Priority = "High" // Award without quotes

Example 1

```
SELECT CLIENT.ClientName, CLIENT.ContactNumber
FROM CLIENT, PROJECT, MANAGER
WHERE PROJECT.ClientID = CLIENT.ClientID
      AND PROJECT.ManagerID = MANAGER.ManagerID
      AND MANAGER.ManagerName = 'Sehee Choi'
      AND PROJECT.Priority = 'High';
```

Example 2

```
SELECT CLIENT.ClientName, CLIENT.ContactNumber FROM CLIENT
INNER JOIN PROJECT ON PROJECT.ClientID = CLIENT.ClientID
INNER JOIN MANAGER ON PROJECT.ManagerID = MANAGER.ManagerID
WHERE MANAGER.ManagerName = 'Sehee Choi'
      AND PROJECT.Priority = 'High';
```

Accept answers that aren't written in SQL. For example:

Select the ClientName and ContactNumber from the CLIENT table;
 Join the CLIENT table to the PROJECT table using ClientID;
 Join the MANAGER table to the PROJECT table using ManagerID;
 Filter the results when the ManagerName is 'Sehee Choi';
 and where the 'Priority is High.

- (d) **Award [5] max.**
Award [1] for identifying three tables with correct fields (without PK and FK)
Award [1] for PROGRAMMER table: PK and correct fields.
Award [1] for COURSE table: PK and correct fields /correct COMPANY and QUALIFICATION tables (example 3).
Award [1] for TRAINING table: PK and non-key fields (CourseDate, Complete, Cost).//ignore any other field included;
Award [1] for one foreign key in TRAINING
Award [1] for the remaining foreign key(s) in TRAINING

Example 1

```
PROGRAMMER(ProgrammerID, FirstName, LastName, Level)
COURSE(CourseID, Company, Qualification)
TRAINING(ProgrammerID*, CourseID*, CourseDate, Cost, Complete)
```

Example 2

```
PROGRAMMER(ProgrammerID, FirstName, LastName, Level)
COMPANY(CompanyID, CompanyName)
QUALIFICATION (QualificationID, QualificationName)
COURSE (CourseID, CompanyID*, QualificationID*)
TRAINING(ProgrammerID*, CourseID*, CourseDate, Cost, Complete)
```

Example 3

```
PROGRAMMER (ProgrammerID, FirstName, LastName, Level)
COMPANY (CompanyID, CompanyName)
QUALIFICATION (QualificationID, QualificationName)
TRAINING(ProgrammerID*, CompanyID*, QualificationID* CourseDate, Cost, Complete)
```

Notes:

1. Accept a surrogate key in TRAINING e.g., TrainingID
2. Accept ProgrammerName instead of FirstName, LastName
3. Accept **Cost** in COURSE table for example 1 and 2
4. Award the mark for FK if not explicitly indicated as long as the name matches the PK
5. Award marks from one example only.
6. The relation names do not matter; check the fields used

3. (a) Award **[2]** max.
Award **[1]** for identifying a valid role of the conceptual schema
Award **[1]** for a brief expansion/example.

A conceptual schema provides an overall or global view of the database;
It shows the main entities, attributes and relationships in the database;

A conceptual schema describes the organisation of the data at a high level;
It hides physical storage details such as file organisation, indexes, and storage location;

A conceptual schema acts as the basis for later logical and physical database design;
It guides how tables, keys, relationships and constraints will later be developed;

Note: Do not award marks across different clusters

- (b) Award **[2]** max.
Award **[1]** per point.

Ensures that data definitions are uniform across the database;
Promotes consistent use of terms and data types;

Provides clear documentation of the database schema/Provides metadata;
Aids understanding of the structure and relationships of the data;

Helps maintain data integrity;
By defining the properties and constraints of each data element;

Facilitates the planning, development, and maintenance of the database;
Serves as a centralised reference for all data elements.

Note: Do not award marks across different clusters

- (c) Award **[3]** max.
Award **[1]** per point.

DDL is used to define the schema of the database / it allows the definition of tables, keys, and fields;
Definition of constraints and validation rules to enforce data integrity / specification of keys and creation of relationships;
Enable the modification of database schema;
Helps document the database schema, making it easier to maintain;
Automate the setup of database structures, ensuring consistency;
Award a valid DDL command term e.g., CREATE, DROP, ALTER'

- (d) *Award [3] max.*
Award [1] per point.

Sets up access control/user accounts;
Assign roles, permissions and access rights;
Regularly monitors database activity/reviews audits logs;
Applies encryption to sensitive data;
Applies security patches and updates;
Backup and recovery planning;
Provides guidance on secure database access;

- (e) *Award [5] max.*
Award [4] marks from 2 clusters only;
Award [1] for reasoned argument;

It ensures compliance and legal protection;
Regulators can verify that the company is following labour laws (e.g., maximum working hours or mandatory break times);
This can reduce/prevent fines due to non-compliance;

Improves stakeholder/public trust/confidence in the company;
Allowing regulator access shows that the company is transparent/open and accountable;
Law enforcement officers are less likely to initiate disruptive audits/investigations;

It enhances the privacy of employee data;
Regulators can ensure the company is handling employee personal data according to frameworks like GDPR;
Which enhances the company's reputation;

It supports accurate reporting;
Regulators can verify records such as employee hours, contracts, tax details, or working conditions / Provides guidance for the company/help identify issues;
Thus ensuring the data is correct;

Regulator access motivates the company to maintain strong data access restrictions;
Regulators can also help identify (security) issues with the database;
And suggest strategies for improving/solving such issues;
Resulting in improved data security for the company;

Accept other reasonable expansion points.

Option B — Modelling and simulation

4. (a) (i) Award **[1]** max.

50 (%)

(ii) Award **[2]** max.

Award **[1]** for seeing $B2/40$ and $C2/60$;

Award **[1]** for correctly weighted sum;

Example answers:

= $B2/40*25 + C2/60*75$ // accept with any correct extra brackets

= $(0.25*B2/40 + 0.75*C2/60)*100$

= $B2/1.6 + C2/0.8$

Award a maximum of **[1]** for an unweighted mean or forgetting to change to %;

= $(B2/0.4 + C2/0.6)/2$

(b) Award **[3]** max.

Answer using `VLOOKUP`

Award **[1]** for using `VLOOKUP` on $D2$;

// do not accept `LOOKUP`

Award **[1]** for the correct range (with or without \$);

Award **[1]** for stating column 2;

// `TRUE` is optional

Example answers:

= `VLOOKUP(D2, $H$2:$I$6, 2, TRUE)`

= `VLOOKUP(D2, H2:I6, 2)`

Alternative answer using nested `IF`

Award **[1]** for using nested `IF`;

Award **[1]** for correctly calculating one grade;

Award **[1]** for correctly calculating all grades;

Example answers:

= `IF(D2>=85, "A",
IF(D2>=70, "B",
IF(D2>=60, "C",
IF(D2>=47, "D",
IF(D2>=35, "E", ""))))`

= `IF(D2<35, "",
IF(D2<47, "E",
IF(D2<60, "C",
IF(D2<70, "B",
IF(D2<85, "B", "A")))))`

- (c) **Award [2] max.**
Award [1] for not finding (the location of) a space;
Award [1] for identifying that no integer returns an error;

Example answer:

Because there is no space in A4, FIND cannot return an integer and an error is returned.

- (d) **Award [3] max.**
Award [1] for using an IF statement;
Award [1] for returning the space location i.e. FIND(" ", A4);
Award [1] for returning FALSE if there is no space;

Example answers for full marks:

```
= IF(ISNUMBER(FIND(A2," ")), FIND( A2," "), FALSE)
= IFERROR(FIND( A2," "), FALSE)
= IF(ISERROR(FIND(A2," ")), FALSE, FIND( A2," "))
```

Accept alternative answers if the same result is achieved.

Beware of circular definitions that define F2 in terms of F2.

- (e) **Method 1 – remove the first name and try to find a space in the remainder**
Award [4] max.
Award [1] for placing middle and surname in a new column / removing first name;
Award [1] for checking if there is a second space (using an IF statement);
Award [1] for handling a potential error (with ISNUMERIC or ISERROR);
Award [1] for extracting the last name (using MID) regardless of whether there is one name or two names;

Example answers:

Use LEFT or MID to remove the first (and place remaining text in an empty column).

Use an IF statement to check if there is another space (in the remaining text).

Use ISNUMERIC or ISERROR to handle a potential error.

Use MID or RIGHT to extract the last name.

For example, possible middle names and surnames have been placed in cell D4:

```
= IF(F2 = ISNUMBER(FIND(D4," ")),
    MID(A2,FIND( A2,"")+1,LEN(A2)),
    MID(MID(A2,FIND( A2,"")+1,LEN(A2)),
        FIND(" ",MID(A2,FIND( A2,"")+1,LEN(A2)))+1,
        LEN(D2)))
```

Method 2 – try to find two spaces

Award [4] max.

Award [2] for using IFERROR() to return two answers (equivalent to IF and ISERROR combined);

Award [1] for using RIGHT() up to the location of the space if there is no error;

Award [1] for correctly using FIND() twice to locate the second space when three names are present;

Example answers

Use IFERROR to return one of two answers;

and handle any potential error;

Use RIGHT with FIND to return the surname if only two names;

Use RIGHT with two FIND functions to return the surname if there are two names;

```
= IFERROR (RIGHT (A2, LEN (A2) - FIND (A2, " ") ,  
              FIND ( A2, " ") +1 ) ,  
              RIGHT (A2, LEN (A2) - FIND (A2, " ") ) )
```

Award full marks if any correct formula is given.

5. (a) Award **[2]** max.
Award **[1]** for showing some correct calculations;
Award **[1]** for correct answer;

Example answer:

KS = ((60 - 35) / (85 - 35)) * (91 - 40) + 40
KS = (25 / 50) * 51 + 40
KS = 0.5 * 51 + 40
KS = 25.5 + 40
KS = 65.5

- (b) Award **[3]** max.
Award **[1]** for using looping 5 times or specified number of students;
Award **[1]** for using the correct formula;
Award **[1]** for correctly rounding the result; // accept ROUND(MINISTRY[N])
Award **[1]** for correcting a score over 100 to 100;

Example answer:

```
loop N from 0 to 4
MINISTRY[N] = ((SCORES[N]-35) / (85-35)) * (91-40) + 40
    MINISTRY[N] = ROUND(MINISTRY[N],0)
    if MINISTRY[N] > 100 then
        MINISTRY[N] = 100
    end if
end loop
```

Note: Allow comparable versions of the formula like

MINISTRY[N] = (SCORES[N]-35)*(51/50) + 40

Note: The question is specific about the rounding, therefore other conversion functions like

INT(), CEIL(), TRUNC() are not correct.

- (c) *Award [3] max.*
Award [1] for validation check;
Award [2] for amplification statements;

Example answers:

Consistency checks / logical checks / relational checks;
 Comparing student data across different data entries/subjects;
 A student with a high overall grade and a low mark in a core subject might flag as an inconsistency;

Completeness checks;
 Ensure that all required fields, such as student names and marks have been entered for every subject;
 Missing score or student name in any subject would be flagged;

Length Consistency checks;
 Check that the two lists are the same length;
 Missing data would be flagged;

Duplication checks;
 Ensure the same student isn't listed multiple times (with different marks);
 This involves cross-referencing student IDs/names to detect duplicate entries;

Cross-validation with historical data/temporal consistency checks;
 Student data compared with previous years;
 A drastic change could trigger a review;

Statistical outlier detection;
 Advanced statistical techniques could detect outliers in the data;
 Machine learning algorithms/data mining might trigger a review;

Note: Do not award across clusters.

Note: Do not accept range check or type check – these are given in the stem

Note: Accept other correct answers.

- (d) *Award [4] max.*
Award [1] for initialising A_TOT to 0; *// or any other identifier*
Award [1] for using an if statement to check >=91; *// allow >90*
Award [1] for incrementing A_TOT;
Award [1] for correctly calculating the percentage;

```
A_TOT = 0
loop N from 0 TO 4
    if MINISTRY[N] >= 91 then                // accept SCORES[N]
        A_TOT = A_TOT + 1
    end if
end loop
A_PERCENT = A_TOT/5*100
```

6. (a) *Award [2] max.*
Award [1] for addressing real-time;
Award [1] for addressing simulation;

Example answers:

A system that responds to data inputs immediately/minimal delay.

An emulation / representation of a real-world process or system for analysis or training.

An emulation of a real-world process that immediately responds to data inputs.

Do not accept 'simulation' to define real-time simulation

- (b) *Award [3] max.*
Award [1] for each variable.

Example answers:

Academic scores;

School rating/resources;

School inclusion/selection policy;

Class sizes/student-teacher ratio;

Previous academic performance;

Language proficiency/percentage of EAL students;

Curriculum rigour;

Access to technology / internet;

School environment/policies on behaviour management;

Student health records;

Students' sleeping hours;

Socioeconomic status;

Teacher quality;

School location;

Parental engagement;

Extracurricular participation;

Do not accept:

School;

Day / date;

- (c) Award **[4]** max.
Award **[1]** for category/hardware type, and **[1]** for purpose.

Example answers:

Data storage servers/cloud-based infrastructure/SANs; // accept memory on BOD
To process and store large volumes of data in real-time;

Networking equipment/switches/routers/digital lines;
To transmit data to the ministry;

End-user/school computers/tablets;
Hardware used to record attendance / take the tests;

Data security hardware/firewalls;
To protect data during transmission and storage;

Real-time analytics engines/specialist hardware;
For running real-time analytics on incoming data streams;

Power supply systems/UPS;
To maintain system operation during power failures.

Do not accept categories that do not relate to the size of this simulation, like:

CPU;

RAM;

*Mark as **[2]** + **[2]***

- (d) Award **[5]** max.
Award **[2]** for discussing one positive aspect;
Award [2] for discussing one negative aspect;
Award **[1]** for a reasoned conclusion;

Example answers:

Cluster A - Effective versus Ineffective test-case based on representative school

Sufficiently large sample population / Small school population;

Diverse sample population (culture, gender, etc.) / Homogenous population;

Varied attendance patterns / Atypical attendance patterns;

Range of academic performance / Atypical academic performance;

Varied socio-economic status / abnormally high or low socio-economic status;

Conclusion: Effective if representative because it provides generalisation / limiting
generalisability if not representative;

Cluster B - Effective versus Ineffective based on data quality

Sufficiently large data population / Small data population;

Accurate attendance records / Inaccurate or incomplete attendance records;

Robust assessment procedures for attaining student scores / Inconsistent procedures
for assessing student performance;

Moderated student scores for accuracy / Lack of accuracy in student scores;

Recorded scores may not translate to Ministry normalised scores effectively;

Conclusion: Effective if high data quality and sample size / Ineffective if poor quality data
or limited data sample;

Cluster C - Effective versus Ineffective based on feedback mechanism:

School is committed to providing feedback data/School is not committed to supporting the ministry;

School is willing to change its approach to support model improvement / School is unwilling to change how it operates;

School inputs data promptly and timely / School fails to record attendance or student scores in a timely fashion;

Student scores have been moderated/standardised before submission / Student scores vary significantly between teachers;

Feedback from school is similar to previous years / Processes changed so data differs significantly from historical data;

Conclusion: Effective if feedback mechanisms improve the simulated model / Ineffective if feedback is not designed to support the model.

Note: Do not award across clusters.

Note: Accept a comparison of predicted data with real-life data for 2 marks max.

(e) **Award [4]**

Award [1] for stating a factor,

Award [1] for an amplification.

The number of data points;

More data points need more memory;

High resolution heatmaps;

Require more memory;

Colour depth (e.g. 8-bit, 16-bit, 24-bit) allows greater representation;

Higher colour depth requires more memory;

Matrix size (e.g. 1024 x 1024);

The higher the matrix the more memory;

The style of rendering impacts memory usage;

Some libraries use anti-aliasing or render optimisation;

The file type (raw bitmap/vector) affects memory;

Compression and format (e.g. jpg, png, svg).

Mark as [2] + [2].

Option C — Web science

7. (a) Award [1+1, max 2]

Resource location ;
host/host name,
domain,
sub domain,
Path,
parameters,
Query or query string,
Fragment.
protocol/scheme
top-level domain (TLD)
port number

(b) Award [1+1, max 2]

Navigation / access
provide navigation between web pages/resources;
retrieve/fetch web pages/resources;
provide access to internet/web services;

Communication / protocols
send HTTP/HTTPS requests and process responses;
apply protocols such as HTTP and HTTPS to enable communication;
resolve domain names using DNS;

Rendering / content support
display/render web pages;
interpret/render HTML, CSS, XML;
support active content such as JavaScript;
support multimedia content/plugins;

Security
provide authentication and encryption features;
check/verify SSL/TLS certificates;
block unsafe/malicious websites, scripts or downloads;

Standards / compatibility
support web standards to ensure compatibility across websites and devices.

The web browser manages cookies;
for example, it stores, sends, blocks, deletes, or controls cookies used by websites to remember user preferences, login sessions, or tracking information.

(c) Award [3 max].

Award [1] for identifying the importance/purpose of protocols.

Award [1] for explaining how protocols support communication/interoperability/reliability/security.

Award [1] for further development, illustration or example.

Responses should include explanation/reasoning, not simple identification.

Rules / standards

a set of rules/procedures that devices and systems must follow;

define how data is formatted, transmitted and received

standardize communication between systems/devices;

Communication / interoperability

allow two or more devices/elements of a communication system to exchange/transport information;

enable interoperability between different hardware, software and networks;

ensure systems can communicate correctly even if developed by different

manufacturers/vendors;

without protocols, systems/devices may not understand each other's messages or may interpret data incorrectly;

Reliability / data management

provide error detection and correction;

provide flow control;

help ensure accurate and reliable data transmission;

manage sequencing/order of transmitted data packets;

Security

support

secure communication/data transfer;

allow encrypted communication/authentication (eg HTTPS).

help ensure data integrity and security during communication.

(d) Award [**1+1, max 2**]

Structure / organization

separates data and presentation/layout;

organizes data hierarchically/tree structure using parent and child elements;

uses nested elements/tags;

Extensibility / flexibility

extensible;

users can create/define their own tags;

allows custom data structures/descriptions;

Compatibility / portability

platform independent;

software/hardware independent;

supports interoperability/data exchange between different systems/applications;

Readability / usability

human readable;

machine readable;

plain text based

(e) Award [2 max].

Award [1] for describing the XML–XSL connection.

Award [1] for describing how the XSL processes/transforms/displays XML data.

Connection to data source (XML)

XML Sheet contains the data and the XSL sheet formats the presentation of the data;
the browser processes the XML together with the XSL stylesheet to generate/display the
webpage/HTML table;

The XML sheet connections to the XSL page;

```
<?xml-stylesheet type="text/xsl" href="class_style.xsl"?>
```

XSL sheets sets rules for template matching;

XSL stylesheet acts as a template for transforming the XML data into an HTML
page;<xsl:template match="/">

XSL sheet Selects elements from XML file;

```
<xsl:for-each select="class/student">
  <tr>
    <td><xsl:value-of select="firstname"/></td>
    <td><xsl:value-of select="surname"/></td>
    <td><xsl:value-of select="classname"/></td>
  </tr>
</xsl:for-each>
```

The XSL sheet loops through the data in the selected elements;

```
<xsl:for-each select="class/student">
```

mark the start of the loop

```
</xsl:for-each
```

Marks the end of the loop

(f) *Award [1+1 +1, max 3]*

Location

implemented in the transport layer;

Reliability

reliable protocol;

uses acknowledgements to confirm receipt of packets;

retransmits lost/missing packets;

guarantees delivery of data;

performs error checking/error recovery;

uses checksums/error checking to detect corrupted data during transmission;

Connection-oriented communication

connection-oriented;

establishes a connection between sender and receiver before transmission;

maintains the connection during communication;

uses a handshake/three-way handshake to establish the connection;

supports full duplex communication;

Sequence / packet management

uses sequence numbers in packets/segments;

ensures packets are reassembled in the correct order;

resends missing/out-of-order packets.

Flow control

uses flow control to prevent the receiver being overwhelmed

Congestion control

uses congestion control to manage/reduce network congestion;

Data segmentation

breaks data/documents into smaller packets/segments;

reassembles packets/segments at the destination using sequence information

Process / application communication

uses port numbers to support process-to-process/application-to-application communication.

8. (a) *Award [1] for deep web and [1] for surface web comparison/difference.*

Accessibility;

surface web content is publicly accessible/searchable using standard search engines;

deep web content is not easily accessible/searchable through standard search engines;

Indexing;

surface web pages are indexed by search engines;

deep web content is typically not indexed/searchable by standard search engines;

deep web content may require specialized/internal search tools or direct access;

Composition/content;

surface web contains publicly available/static webpages such as blogs, news and public websites;

Deep web content may be behind authentication, forms, paywalls or databases, while surface web pages are publicly discoverable;

Access methods;

surface web is typically accessed using standard browsers/search engines;

deep web content may require authentication/login credentials and may sometimes require specialized tools/applications;

- (b) *Award [1]*

a computer program/bot/spider that automatically browses/crawls webpages to collect and index information for search engines.

- (c) *Award [1+1+1, max 3]*

Starting point / crawling

the crawler starts at a seed/designated starting page/URL;

the crawler downloads/accesses the webpage content;

Indexing / analysis

the crawler reviews/analyzes page content;

the crawler categorizes/indexes webpage information;

the crawler identifies keywords, metadata, links and other content;

indexed content is stored for retrieval/ranking by the search engine;

Link traversal

the crawler follows hyperlinks/URLs to other webpages;

the crawler recursively repeats the process on linked pages;

may use breadth-first or depth-first crawling approaches;

Restrictions / control

the crawler may follow rules defined in robots.txt;

robots.txt may restrict/prevent crawling/indexing of certain pages/directories.

(d) Award [2+2] per cluster/advantage: [**max 4**]

[1] for each identification of a valid advantage;
[1] for each description/development.

Distributed load;
Distributed processing / load distribution
workload is distributed among multiple crawlers/servers;
reduces the processing burden on a single crawler/system;
improves efficiency/performance;

Reduced latency / speed
reduced latency when crawlers are geographically distributed;
pages can be crawled closer to their source/server location;
simultaneous crawling increases crawling speed/throughput;

Scalability
can crawl/index very large portions of the web;
easier to scale by adding additional crawlers/resources;
improves time efficiency when handling large datasets/websites;

Resource management / load balancing
supports redistribution/balancing of crawling tasks/resources;
improves coverage and resource utilization;
prevents some crawlers/servers from becoming overloaded;

Fault tolerance / reliability
if one crawler fails, other crawlers can continue operating;
redundancy improves reliability/availability of the crawling system;

Cost efficiency / operational efficiency
parallel crawling can reduce operational/time/infrastructure costs by processing multiple pages simultaneously;
improved throughput may reduce the resources and time required for large-scale crawling;

(e) Award Max **[5]**.

Content quality / relevance

developing high-quality, relevant and valuable content/pages;
reducing duplicate/repeated/thin content;
maintaining accurate and up-to-date content;

Keywords / metadata

using appropriate keywords within page content/body text;
using appropriate keywords in meta tags/descriptions;
using meaningful meta descriptions;
avoiding excessive keyword stuffing;
using keyword-rich but relevant metadata;

Page structure / semantic HTML

developing suitable page structure/semantic HTML;
using heading tags appropriately (H1, H2, H3);
using alt tags for images/accessibility;

Links / authority

using high-quality incoming and outgoing links/backlinks;
links from authoritative sites may improve PageRank/HITS authority;
internal linking may improve navigation and indexing;

User experience / performance

optimizing user experience/navigation;
fast page load times;
optimized page settings/configuration;
reduced/compressed image sizes;
progressive/lazy image loading;

Responsive/mobile optimization

responsive page design;
mobile optimization/mobile-friendly pages;

Maintenance / indexing

regular updates of page content;
frequent/efficient search engine re-indexing/crawling;

Marks	Descriptor
0	The response does not reach a standard described by the descriptors below.
1	Identifies one basic white hat SEO technique with little or no development. Response may be vague, generic or partially accurate.
2	Identifies one valid white hat SEO technique and provides limited description or simple benefit. Limited understanding of SEO impact is demonstrated.
3	Describes two valid white hat SEO techniques OR develops one technique well. Some understanding of how the techniques improve search engine ranking/visibility is shown. Limited evaluation may be present.
4	Describes and evaluates two valid white hat SEO techniques. Response includes clear development, impact or effectiveness of the techniques. Terminology is generally accurate and examples/details may be included.
5	Provides a well-developed evaluation of two valid white hat SEO techniques. Demonstrates clear understanding of effectiveness, limitations, trade-offs or impact on ranking/user experience. Uses accurate technical terminology and relevant supporting detail/examples throughout.

9. (a) Award **[1]** for each reason stated and **[1]** for each amplification. Max **[4]**.

Device focus / integration

mobile computing focuses on the use of portable/mobile devices such as phones, tablets and laptops;

ubiquitous computing is integrated into the environment/everyday objects (eg IoT devices, smart homes, wearables, AR systems);

Visibility / interaction

mobile computing is typically user-visible and device-centered;

ubiquitous computing is often embedded/integrated/invisible to the user;

mobile computing typically involves direct user interaction through a device/screen;

ubiquitous computing is often proactive/context-aware, with the environment responding automatically to the user;

Connectivity / scope

mobile computing focuses primarily on an individual portable device operating anywhere/anytime;

ubiquitous computing emphasizes interconnected systems/devices embedded throughout the environment;

Context awareness / adaptation

ubiquitous computing is often context-aware and can adapt to the user/environment;

mobile computing does not necessarily require environmental/context awareness;

Mobility

mobile computing emphasizes portability and mobility;

ubiquitous computing emphasizes seamless integration into daily life/environment rather than portability alone.

(b) *Award [1] for reason stated and [1] for amplification. Max [2]*

Openness / transparency

open standards are publicly available and transparent;
access to the specifications is not restricted by a developer/company;
developers can implement the standard without needing proprietary permission;

Common standards / formats

open standards use common specifications, protocols, APIs and/or data formats;
common formats/APIs make data exchange possible without custom conversion;
systems can exchange files/data using shared formats;

Cross-platform compatibility / interoperability

different platforms, devices, software and services can communicate efficiently;
cross-platform compatibility is supported;
systems developed by different developers/companies can work together;

Ease of implementation / integration

open standards are easier to implement because specifications are accessible;
they support easier integration between systems/applications;
community support can assist implementation and compatibility;

Sustainability / development community

open standards may be maintained by a community;
a range of developers can develop compatible solutions;
community maintenance can support long-term interoperability;

Financial / cost

open standards can reduce costs because organizations may avoid proprietary formats, licences or custom conversion systems.

(c) Award Max **[6]**.

Reduced centralized control

no single entity/corporation has full control over user data or content;
reduced dependence on a central provider/platform;
reduced risk of censorship/control by a single organization;

Increased user autonomy:

User autonomy / privacy

users can choose which server/service/community to join;

users may have greater control over personal data; users may have greater control over privacy settings and online identity;

Portability / interoperability

open standards may allow users to move more easily between servers/services;

data portability increases user choice;

users are not locked to a single provider/platform;

services using common/open standards may support interoperability between networks;

Governance / communities

local governance of services/servers may be possible;

communities can form around shared interests, beliefs or principles;

different communities may create their own moderation/governance rules;

Security / resilience

distributed/decentralized systems may be more resilient because data/services are not centralized;

failure of a single server/node may not bring down the entire network;

reduced single point of failure;

Marks	Descriptor
0	The response does not reach a standard described by the descriptors below.
1–2	Identifies one or two basic characteristics/advantages of decentralized or distributed social networks. Response is limited, vague or partially accurate with little development.
3–4	Describes some relevant characteristics/advantages of decentralized or distributed social networks. Response demonstrates some understanding of concepts such as autonomy, interoperability, governance or resilience. Development is present but may be uneven or lacking detail.
5–6	Provides clear and well-developed descriptions of multiple relevant characteristics/advantages of decentralized or distributed social networks. Demonstrates good understanding of concepts such as reduced centralized control, portability/interoperability, governance, privacy/autonomy and resilience. Uses accurate terminology and supporting detail/examples where appropriate.

(d) Award Max **[4]**.

Lack central authority to enforce copyright and IP rules uniformly;

The different sites may have different policies and levels of checking;
Application of the rules and laws is inconsistent

Requirements to attribute work may vary from site to site;

Attribution and ownership tracking the original source of digital content becomes difficult leading to risk of unauthorised reuse or re-hosting without credit.

Requirements to seek permission to use works may vary;

Monitoring and moderation;
Site may be small, insufficient people to efficiently check and deal with copyright.
Volunteers for monitoring rather than paid employees or automated processes

Legal requirements of local/national laws;
Compliance with USA the Digital Millennium Copyright Act (DMCA) or the EU's Copyright directive.
Server/service may be in a different jurisdiction and there fore have different laws applied.

Tools and processes;
may be inconsistent
May lack common tools available to check copyright.

Marks	Descriptor
0	The response does not reach a standard described by the descriptors below.
1	Identifies a basic challenge related to intellectual property in distributed social networks. Response is limited, vague or partially accurate.
2	Describes one relevant intellectual property challenge OR identifies multiple basic challenges. Some understanding of distributed social networks is demonstrated.
3	Discusses relevant intellectual property challenges faced by distributed social networks. Response includes development/explanation of issues such as copyright enforcement, ownership of content, moderation difficulties or cross-jurisdictional/legal challenges.
4	Provides a clear and balanced discussion of multiple intellectual property challenges faced by distributed social networks. Demonstrates good understanding of issues such as copyright infringement, ownership/control of content, decentralized moderation, enforcement difficulties and legal/jurisdictional complexity. Uses accurate terminology and relevant supporting detail/examples where appropriate.

Option D — Object-oriented programming

10. (a) *Award [3 max]*

The (Rental) class acts as the blueprint or template for all rental objects/instances;
whereas an instance is a specific object of the (Rental) class created each time a car is rented;
a reference to Rental class; // MP3 can be awarded if Rental is referenced in MP1 or MP2

An instance of (Rental) class is allocated a memory to store instance variables;
whereas (Rental) class is allocated memory only for static variables;
a reference to Rental class; // MP3 can be awarded if Rental is referenced in MP1 or MP2

Instances of the (Rental) class are stored in heap;
whereas the (Rental) class is stored once elsewhere;
a reference to Rental class; // MP3 can be awarded if Rental is referenced in MP1 or MP2

Note: Award [2] max without a reference to the Rental class.

(b) (i) *Award [3 max]*

The methods have different parameters/signatures;
the compiler automatically identifies and executes the specific constructor;
based on parameters (number/type/order) passed into the method;

(ii) *Award [1 max]*

Polymorphism;
Or method overloading;

(c) *Award [2 max]*

Specialized Functionality;
the RentDate includes specific methods relevant to dates;

Code reusability;
the structure and methods could be reused in other packages/programs;

Ease of Maintenance;
changes in the RentDate class, are automatically reflected across all classes that depend on it;

Note: Do not allow mixing the points from different clusters.

(d) *Award [2 max]*

The `toString()` method returns/provides a formatted string/output;
Of the values of the instance variables in the object;

The `toString()` method returns/provides all of the data in the instance;
With one method call rather than many methods;

(e) **Award [4 max]**

Award [1] for calling `getDays()`;
Award [1] for using `costPerDay`;
Award [1] for correctly calculating the cost;
Award [1] correct return value;

Example 1:

```
public double getCost()  
{  
    double cost = 0;  
    int days = getDays();  
    cost = days * costPerDay; //accept getCostPerDay()  
    return cost;  
}
```

Example 2:

```
public double getCost()  
{  
    return getDay()*costPerDay; //accept getCostPerDay()  
}
```

11. (a) **Award [3 max]**

Award [1] for RentalShop and instance name in left side of assignment;

Award [1] for use of new and RentalShop in right side of assignment;

Award [1] for parameter ("Beach Side") inside parenthesis;

```
RentalShop newShop = new RentalShop("Beach Side");
```

(b) **Award [2 max]**

Award [1] for stating the use, [1] for expanding it;

Protected limits the access to the methods of RentalShop;
within the same class / same package;

The methods of the RentalShop can also be accessed by subclasses;
but not freely by unrelated external classes;

Note: Award [1] max for generic responses without a reference to the methods of RentalShop.

(c) **Award [6 max]**

Award [1] for creating a new array(list) of Rental type;

Award [1] for a loop to navigate through theRentals[];

Award [1] for correctly using noOfRentals to terminate the loop or checking for null if .length is used;

Award [1] for an attempt to compare the dates;

Award [1] using compareTo() correctly;

Award [1] for correctly adding the rental to the newly created array(list);

Award [1] for returning a (correctly-sized) result array of type Rental;

Example 1:

```
protected Rental [] getTodayRentals(RentDate today)
{
    Rental [] rentals = new Rental [noOfRentals];
    int j = 0;
    for (int i = 0; i < noOfRentals; i++)
    {
        if (theRentals[i].compareTo(today) == 0)
        {
            rentals[j] = theRentals[i];
            j++;
        }
    }
    return rentals;
}
```


Example 2:

```
protected Rental[] getTodaysRentals(RentDate today)
{
    int count = 0;
    for (int i = 0; i < noOfRentals; i++)
    {
        if (theRentals[i].compareTo(today) == 0)
        {
            count++;
        }
    }
    Rental[] rentals = new Rental[count];
    int index = 0;
    for (int i = 0; i < noOfRentals; i++)
    {
        if (theRentals[i].compareTo(today) == 0)
        {
            rentals[index] = theRentals[i];
            index++;
        }
    }
    return rentals;
}
```

Example 3:

```
protected Rental [] getTodaysRentals(RentDate today)
{
    ArrayList<Rental> rentals = new ArrayList<Rental >();
    for (int i = 0; i < noOfRentals; i++)
    {
        if (theRentals[i].compareTo(today) == 0)
        {
            rentals.add(theRentals[i]);
        }
    }
    return rentals.toArray(new Rental[0]);
}
```

(d) *Award [Max 4]*

The `int` variable (`customerID`) in the `Rental` class would need to be replaced with `Customer` class data type;

New accessor and mutator methods would need to be added to the `Rental` class to access the new `Customer` object;

the current accessor and mutator for `customerID` would need to be removed;
as calling them would now cause an error;

The `toString()` method would need to be modified;

Using the accessor method of the `Customer` class to get `customerID` / design another method inside the `Customer` class to return the customer's details;

Modify the constructors of the `Rental` class;

to accept a `Customer` object as a parameter instead of an `int`;

Note: Do not allow mixing points from different clusters.

12. (a) (i) *Award [1 max]*

Fjord view;

(ii) *Award [1 max]*

2920393;

(iii) *Award [1 max]*

20/04/2026 / 2026, 04, 20 / 2026/04/20;

Note: Accept any format as long as date is correct.

(b) *Award [2 max]*

Incorrect calculations / overcharging

Financial calculations determine the amount charged to users;
programmers should test thoroughly to ensure calculations are correct;

Financial data security

Financial data is sensitive and may be misused;
programmers should protect it using safeguards such as encryption and authentication;

Privacy of financial information

Financial data should not be unnecessarily linked to user identity;
programmers should limit the use of personally identifiable information;

Security breaches

Financial systems may be targeted by attackers;
programmers should use secure coding and protection measures to reduce misuse;

Accessibility / digital divide

Financial systems should not exclude users with limited access to technology;
programmers should design essential services to remain accessible;

Note: Do not allow mixing points from different clusters.

(c) **Award [5 max]**

Award [1] for declaring and initialising totalIncome to 0;
Award [1] for outer loop to navigate all shops[];
Award [1] for inner loop to navigate through theRentals[] for each shop
Award [1] for using getNoOfRentals() as limit or < 500 / .length with a null check ;
Award [1] for an attempt to get the cost;
Award [1] for correctly using the getCost();
Award [1] for correctly calculating and returning the totalIncome;

Example 1:

```
public double getTotalIncome() // accept shops[] as a parameter
{
    double totalIncome = 0.0;
    for (int i = 0; i < 3; i++) // accept shops.length
    {
        for (int j = 0; j < shops[i].getNoOfRentals(); j++)
        {
            totalIncome = totalIncome + shops[i].getRental(j).getCost();
        }
    }
    return totalIncome;
}
```

Example 2:

```
public double getTotalIncome()
{
    double totalIncome = 0.0;
    // Outer loop: iterates through the 3 shops in the global array
    for (int i = 0; i < 3; i++)
    {
        for (int j = 0; j < shops[i].getNoOfRentals(); j++)
        {
            //Access individual rentals via the public accessor getRental(x)
            Rental currentRental = shops[i].getRental(j);
            totalIncome = totalIncome + currentRental.getCost();
        }
    }
    return totalIncome;
}
```

Example answer 3:

```
public double getTotalIncome()
{
    double totalIncome = 0.0;
    // Outer loop iterates through the full length of the shops array
    for (int i = 0; i < shops.length; i++)
    {
        for (int j = 0; j < 500; j++)
        {
            //Retrieve the rental object at position j using the accessor
            Rental currentRental = shops[i].getRental(j);
            if (currentRental != null)
            {
                totalIncome = totalIncome + currentRental.getCost();
            }
        }
    }
    return totalIncome;
}
```

(d) *Award [3 max]*

Reduced complexity

Fewer dependencies make the program easier to understand;
because fewer classes rely on other classes to function;
this makes the code easier to maintain;

Reduced error risk

Fewer dependencies reduce the chance of changes in one class causing errors in other class;
because changes are less likely to affect linked classes;
so the rest of the program is less likely to break;

Easier testing/debugging

Fewer dependencies make classes easier to test independently;
because each class relies less on other classes;
making bugs easier to isolate and fix;

Improves code reusability

Classes with fewer dependencies can be reused in other projects more easily;
because they do not rely heavily on other linked classes;
so they can be adapted for new purposes with fewer changes;

Improves teamwork

Teams can develop separate classes at the same time;
because changes in one class are less likely to affect another team's code;
reducing merge conflicts and integration errors;

Note: Do not allow mixing points from different clusters.

(e) *Award [2 max]*

Saves time / speeds up development

Working as a team can speed up development;
because different programmers can work on different modules/classes simultaneously;

Improved problem solving

Working as a team can improve problem solving;
because different team members bring different expertise and can review each other's ideas;

Improved code quality

Working as a team can improve code quality;
because team members can test/review each other's code and identify errors earlier;

Supports specialization

Working as a team can support specialization;
because different programmers can work on areas where they have stronger skills;

Note: Do not allow mixing points from different clusters.