



JABATAN PELAJARAN NEGERI TERENGGANU

**PEPERIKSAAN PERCUBAAN
SIJIL PELAJARAN MALAYSIA 2009**

3765/1

INFORMATION AND COMMUNICATION TECHNOLOGY

SKEMA JAWAPAN

NO. KAD PENGENALAN

ANGKA GILIRAN

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Answer Sheet

Question No. <i>No. Soalan</i>		Candidate's Answer <i>Jawapan Calon</i>	Marks <i>Markah</i>
1		ICT	1
2	i	TRUE	2
	ii	FALSE	3
3	i	TRUE	4
	ii	FALSE	5
4		Computer Security	6
5		A	7
6	i	C	8
	ii	D	9
7	i	Video	10
	ii	Audio	11
8		Information	12
9		TCP/IP	13
10		D	14
11		A	15
12	i	TRUE	16
	ii	FALSE	17
13		A	18
14		Multimedia	19
15	i	Medicine	20
	ii	Source of reference	21
16	i	Q	22
	ii	P	23
17		B	24
18		Program	25
19	i	Third Generation Language	26
	ii	Fourth Generation Language	27
20		Structured approach	28
21	i	TRUE	29
	ii	FALSE	30
22		C	31
23	i	Hardware	32
	ii	Procedure	33
24		D	34
25	i	Bit	35
	ii	Report	36

Section B

- 26 a) Computer fraud (1) is a deliberate misrepresentation which **causes another person to suffer damages, usually monetary losses, through the use of computers.** (1)
- b) Copyright infringement (1) occurs when **someone uses or distributes information without permission from the person or organization that owns the legal rights to the information.** (1)

- 27 a) - The software offers a stable system support if it fails or malfunction.
 - The software is safe and guaranteed to be safe from threats like programming bugs and viruses.
 - The software is easier to install and used as the production is planned and extensive research is carried out to ensure users purchase only the best.
 - Free updates and latest information on the software are usually provided to the user.
 (Any 2 – 2 marks)
- b) - The source code are available to users and they have the rights to modify them.
 - This will allow improvements to the software without having to invest large sum of money in research and development.
 - The modified and improved source codes can be freely redistributed.
 - Low cost and no license fee.
 (Any 2 – 2 marks)

- 28 a) Customer : Cust No (1)
 Salesperson : Sales ID (1)
- b) Foreign key : Sales ID in Customer table (1)
 It is a primary key in Salesperson table. (1) OR
 It is used to link Customer table and Salesperson table. (1)

- 29 a) LAN (1), WAN (1)

b)

LAN	WAN	Marks
Faster in data transfer rate	Slower in data transfer rate	2 or
Uses Twisted Pair for transmission media	Uses optical fibre, radio wave and satellite for transmission media	2 or
Small in network size Eg: Computer school laboratory	Large in network size Eg: A world	2

- 30 a) X – CD (1), Y – Web (1)

b)

Web- based	CD-based	Marks
Limited in picture size and low resolution video	Can store high end multimedia elements such as video	2 or
Can be changed, damaged or deleted by irresponsible individuals	Can be permanently stored and are not changeable	2 or
Information for multimedia can be updated easily and is cheaper	Information on a multimedia can be quickly outdated	2

Section C

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- a) input : 2 numbers **OR** num1 and num2 [1]
process : determine whether the first number is smaller of bigger [1]
output : a message [1]
- b) input 2 numbers[1]
if the difference in less than 0 then the first number is smaller [1]
else the first number is bigger [1]
display the output message [1]

eg. 1

input num1 and num2 [1]
if (num1 – num2) < 0 then num1 is smaller than num2 [1]
else num1 is bigger than num2 [1]
display the message [1]

eg. 2

input num1 and num2 [1]
if (num1 – num2) < 0 then display “num1 is smaller than num2” [1]
else display “num1 is bigger than num2” [1] + [1] (for the word “display”)

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- a) X or Y : Procedures is **a set of instructions indicating all the above components in order to process information** and generate the expected outcome [2 marks]

X or Y : Software is **a set of computer programs that provide step-by-step instruction** to the hardware to process data [2 marks]

- b) **People use hardware** such as keyboard, mouse and scanner **to collect or input the data** into the system. [3 marks]

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- a) Analysis Phase 1 mark
Design Phase 1 mark

Activities in Analysis Phase

Identify the :

- ◆ project title,
 - ◆ project problem,
 - ◆ project objective
 - ◆ project target users
- (1 mark each, Maxima 1 mark)

Or

Activities in Design Phase

Design :

◆ **Flow Chart**

◆ **Storyboard.**

(1 mark each, Maxima 1 mark)

b)

<p>(M) Implementation (1 mark)</p>	<p>In the Implementation, the multimedia developers will convert a design plan such as Storyboard into a multimedia project (multimedia program). The tasks involved in this phase are:</p> <ul style="list-style-type: none">- creating text- inserting graphics- inserting animation- inserting audio- inserting video <p style="text-align: right;">(1 mark)</p>
<p>(P) Testing (1 mark)</p>	<p>The purpose of testing is to ensure that the program runs correctly without errors Multimedia developers are involved in the testing of multimedia programs. A Checklist is used in testing multimedia program. (1 mark)</p>