



## BAHAGIAN B

26 a) mana-mana 2

1. Starting a computer / *Memulakan komputer*[1m]
2. Providing a user interface / *Menyediakan antaramuka pengguna*[1m]
3. Managing data and programs / *Menguruskan data dan program*[1m]
4. Managing memory / *Menguruskan Memori*[1m]
5. Configuring devices / *Menyelaras/menguruskan perkakasan/peranti*[1m]

b) 1. Offer supports if software fail and malfunctions [1m]

*Menyediakan sistem sokongan jika perisian rosak atau tidak berfungsi*2. Has warranty / *Ada jaminan* [1m]

27 a) Customer ID, Invoice No OR

Invoice No, Amount Paid

(Invoice No wajib ada) [2m]

b) - Primary Key : Receipt No [1m]

- Foreign Key : Customer ID @ Invoice No @ Staff ID [1m]

28 a) mana-mana 2

1. More secure connection as data is sent directly between nodes. [1m]

*Sambungan data lebih selamat , dihantar terus di antara nod*[1m]

2. Easy to add new nodes without any disruption[1m]

*Senang untuk menambah nod tanpa gangguan*[1m]

3. Faster speed in transmit data[1m]

*Kelajuan lebih cepat transmisi data* [1m]

b) - Data can transmit to other nodes. [1m]

*Data boleh dihantar kepada nod lain* [1m]

- Cable or node failure only affects that node and not for whole networks. [1m]

*Kabel atau nod yang gagal hanya terkesan terhadap nod itu dan tidak kepada**seluruh rangkaian* [1m]

29 a)

A - Secondary storage / *storan sekunder* [1m]B - Primary storage / *storan primer*[1m]

b)

Differences between storage A and storage B

Storage A [ Secondary storage]	Storage B [ primary storage]
It is an external storage	It is an internal storage
Data can accessed directly by the processor	Data can accessed when according to user need
Main memory of computer	Alternative storage in a computer
Has three types optical disc, magnetic disk, flash memory	Has two types RAM and ROM

(mana-mana 2)

30. a) Problem Analysis Phase, [1m]

the programmer will interview the client to find out what the client's needs are. [1m]

Fasa analisis masalah. [1m]

Pengaturcara menemuduga pelanggan untuk mengetahui keperluan pelanggan. [1m]

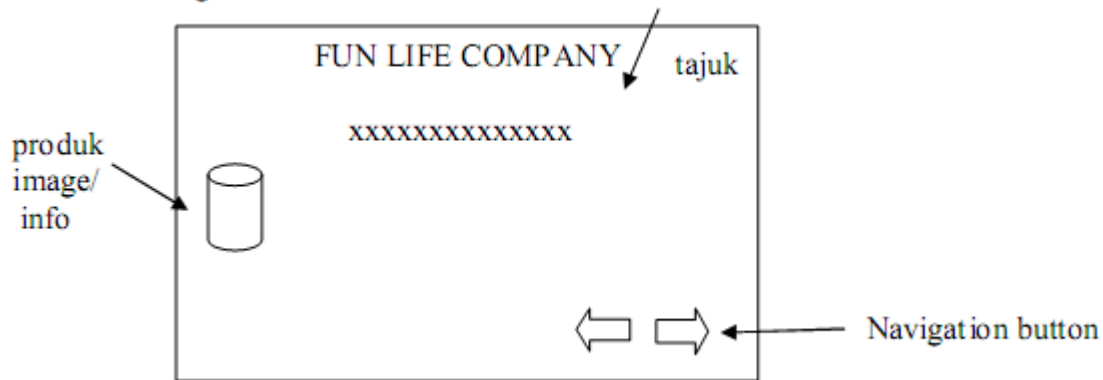
$$3 - \frac{2}{3}$$

b)  $2\frac{3}{3} - \frac{2}{3}$  [2m]

$$2\frac{1}{3}$$

31

Screen design must have :



{ 3 markah)

b) mana-mana 2. 1m prinsip + 1m description

User interface principles :

- 1. Consistency
  - 2. Clarity
  - 3. Context
  - 4. Navigation
  - 5. Search
  - 6. Personalisation
  - 7. Learnability
  - 8. Flexibility
- } description

OR

- CASPER Principle
- 1. Contrast
  - 2. Alignment
  - 3. Simplicity
  - 4. Proximity
  - 5. Emphases
  - 6. Repetation
- } description

\*\*Mana-mana 2

32. (a) Primary key for Employee table: *Employee\_ID* [1M]  
 Primary key for Leave table: *ID\_Leave* [1M]

(b)

EMPLOYEE'S LEAVE REPORT				
Employee_ID	Name	ID_Leave	Type_of_Leave	Number_of_Leaves
E098342	Puan Nina Bt Hamzah	L003	Annual Leave	4
E098342	Puan Nina Bt Hamzah	L005	Medical Leave	3
E098342	Puan Nina Bt Hamzah	L006	Emergency Leave	4

Title : 1 mark

Complete Fields : 1 mark

Complete result of query : 3 marks

33

- a)- i) input = number of books order  
 ii) output = total price

(2 markah)

If number of books  $\geq$  1000 ,  
 total price = number of books order \* RM1.20  
 Else IF number of book  $\geq$  500  
 total price = number of books order \* RM1.30  
 Else  
 total price = number of books order \* RM1.40

(2 markah)

(b)

