



- 2 -

## SECTION A

## ANSWER SHEET

Name			
IC No.		Class	
Index No.		Centre No.	
Question No.	Candidate's Answer		Marks
1			1
2			2
3			3
4			4
5	i		5
	ii		6
	iii		7
6			8
7			9
8			10
9			11
10	i		12
	ii		13
	iii		14
11			15
12			16
13			17
14	i		18
	ii		19
15	i		20
	ii		21
	iii		22
16			23
17			24
18			25
19			26
20			27
21			28
22	i		29
	ii		30
23	i		31
	ii		32
24			33
25	i		34
	ii		35
	iii		36
		<b>TOTAL MARKS</b>	

**SECTION A**  
*Bahagian A*  
**[ 36 Marks ]**  
**[ 36 Markah ]**

Answer **all** questions. Write your answers in the spaces provided in the Answer Sheet. Each answer carries **one** mark.

Jawab **semua** soalan. Tulis jawapan anda di ruang yang disediakan pada Helaian Jawapan. Setiap jawapan diperuntukkan **satu** markah.

1. What is the meaning of data?  
*Apa yang dimaksudkan dengan data?*
  - A. The facts of the information.  
*Fakta maklumat*
  - B. The collection of information  
*Koleksi maklumat*
  - C. The collection of raw unprocessed facts, figures and symbols.  
*Koleksi data-data, rajah-rajah dan simbol-simbol yang belum diproses.*
  - D. The information which had been processed as something meaningful.  
*Maklumat yang telah diproses dan menjadi bermakna.*
  
2. Information may come in various forms such as \_\_\_\_\_.  
*Maklumat diperoleh dari pelbagai bentuk seperti \_\_\_\_\_.*
  - I Reading / *Bacaan*
  - II Investigation / *Penyiasatan*
  - III Study / *Tinjauan*
  - IV Research / *Kajian*
  - A. I and II
  - B. II and III
  - C. II, III and IV
  - D. All the above
  
3. The term *computer literacy* refers to \_\_\_\_\_.  
*Istilah literasi computer merujuk kepada \_\_\_\_\_.*
  - A. Books stored in a library on computer related subjects.  
*Buku-buku tentang computer yang disimpan di perpustakaan.*
  - B. A basic knowledge of computers and their use.  
*Pengetahuan asas tentang computer dan kegunaannya.*
  - C. Technical research conducted by colleges and universities.  
*Kajian teknikal yang dijalankan oleh kolej dan universiti.*
  - D. User's guide that accompany applications software.  
*Panduan pengguna yang disertakan bersama perisian aplikasi.*

4. Sazali has copied a copyrighted article from the Internet to use in his assignment. However, he ignores the author's name in his assignment. Sazali is \_\_\_\_\_.

*Sazali telah menyalin satu artikel dari internet untuk digunakan sebagai bahan kerja kursus. Walaubagaimanapun, beliau tidak meletakkan nama pengarang tersebut dalam kerja kursusnya. Sazali telah\_\_\_\_\_.*

- A. committing a blue collar crime.  
*melakukan jenayah kolar biru.*
- B. taking advantage of the Internet facilities.  
*mengambil kesempatan terhadap kemudahan internet.*
- C. violating the rights secured by a copyright  
*melanggar peraturan hak cipta.*
- D denying the owner's rightful possession of the article  
*menafikan hak pengarang yang memiliki artikel tersebut.*
5. Choose the correct answer from the box.  
*Pilih jawapan yang tepat dari kotak di bawah.*

Internet Privacy Character	Copyright Computer crime	E-Commerce Downloaded	Malicious Binary codes
-------------------------------	-----------------------------	--------------------------	---------------------------

- i) A collection of 8 bits is called a \_\_\_\_\_.  
*Satu himpunan 8 bit dipanggil \_\_\_\_\_.*
- ii) A \_\_\_\_\_ is defined as any criminal activities that are related to use of computers.  
*\_\_\_\_\_ didefinisikan sebagai aktiviti jenayah yang dilakukan dengan menggunakan komputer.*
- iii) \_\_\_\_\_ plays an important role in the economic world.  
*\_\_\_\_\_ memainkan peranan penting dalam dunia ekonomi.*
6. State whether the following statements is **True** or **False**.  
*Nyatakan sama ada pernyataan berikut **Benar** atau **Palsu**.*

Database, spreadsheets and graphic software are examples of utility software.  
*Perisian pangkalan data, hamparan elektronik dan perisian grafik adalah contoh perisian utiliti.*

7. Write the word that would complete the following statement:  
*Tulis perkataan yang dapat melengkapkan pernyataan berikut.*
- \_\_\_\_\_ refers to a computer's ability to run more than one application at the same time.  
*\_\_\_\_\_ merujuk kepada keupayaan komputer melaksanakan lebih dari satu aplikasi pada masa yang sama.*

8. The examples of output device are \_\_\_\_\_.  
*Contoh peranti ouput adalah \_\_\_\_\_.*

- I Monitor / *Monitor*
- II Fax machine/ *Mesin Faks*
- III Plotter / *Pemplot*
- IV Printer/ *Pencetak*

- A. I, II, III
- B. I, II, IV
- C. II, III, IV
- D. I, II, III, IV

9.

Known as memory, volatile and stores data during and after processing.  
*Dikenali sebagai ingatan, meruap dan menyimpan data semasa dan selepas pemprosesan.*

Table 1  
*Jadual 1*

Based on Table1, write A, B, C or D to show what the statement refers to.  
*Berdasarkan Jadual 1, tulis A, B, C atau D untuk merujuk kepada pernyataan tersebut.*

- A. Control Processing Unit (CPU) / *Unit Pemprosesan Pusat*
- B. Hard disk / *Cakera keras*
- C. RAM / *RAM*
- D. ROM / *ROM*

10.

Hassan works as an officer in ICT company. He uses a keyboard to key-in all the company's data into the computer. He saves all data as a backup in **Device X**. At the end of every month, he will send a printed report to his company manager.

*Hassan bekerja sebagai pegawai di sebuah syarikat ICT. Ketika menggunakan komputer beliau menggunakan papan kekunci untuk memasukkan semua data berkenaan syarikatnya. Beliau membuat data sandaran ke dalam **peranti X**. Pada setiap hujung bulan beliau akan menghantar laporan bercetak kepada pengurus syarikatnya.*

Table 2  
*Jadual*

Based on the situation in Table 2, give example of:  
*Berdasarkan situasi dalam Jadual 2, berikan contoh bagi:*

- i) Input device / *Peranti input* : \_\_\_\_\_
- ii) Output device / *Peranti Output* : \_\_\_\_\_
- iii) Device X / *Peranti X* : \_\_\_\_\_

11. Figure 1 shows the basic operations of machine cycle.  
*Rajah 1 menunjukkan operasi asas kitaran mesin.*

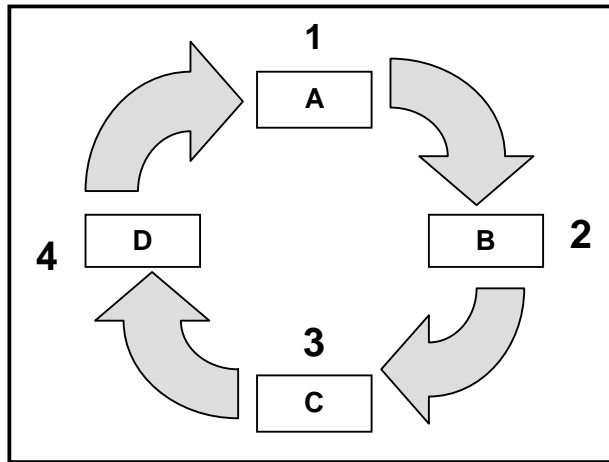


Figure 1  
*Rajah 1*

Based on Figure 1, choose **A, B, C** or **D** for the following operation.  
*Berdasarkan Rajah 1, pilih **A, B, C** atau **D** untuk operasi berikut.*

The process of translating a program instruction into signals that the computer can execute.  
*Proses menterjemah arahan aturcara kepada isyarat yang boleh difahami oleh komputer.*

12. The clock speed unit is measure in hertz.  
*Unit kelajuan jam diukur dalam hertz.*

**1 GHz = \_\_\_\_\_**

- A. 1 000 Megahertz (MHz)
  - B. 1 000 000 Megahertz (MHz)
  - C. 1 000 Hertz (Hz)
  - D. 1 000 000 Hertz (Hz)
13. Figure 2 below shows a(n) \_\_\_\_\_.  
*Rajah 2 di bawah menunjukkan \_\_\_\_\_.*



Figure 2  
*Rajah 2*

- A. Input device / Peranti input
- B. Output device / Peranti Output
- C. Processor / Pemproses
- D. Storage device / Peranti storan

14. Figure 3 shows the example of Network Operating System (NOS)  
Rajah 3 menunjukkan contoh Sistem Operasi Rangkaian.



Figure 3  
Rajah 3

Name **two** other Network Operating System that you know.  
Namakan **dua** lagi Sistem Operasi Rangkaian yang anda tahu.

- i) \_\_\_\_\_  
ii) \_\_\_\_\_

15. Fill in the blanks with the correct answers.  
Isi tempat kosong dengan jawapan yang betul.

- i) \_\_\_\_\_ topology consists of a single central cable to which all computers and devices are connected.  
*Topologi \_\_\_\_\_ ini terdiri daripada satu kabel tunggal yang menghubungkan semua komputer dan peranti.*
- ii) In \_\_\_\_\_ topology, all the computers and devices are connected to central device.  
*Dalam topologi \_\_\_\_\_, semua komputer dan peranti dihubungkan kepada peranti pusat.*
- iii) \_\_\_\_\_ consists of a single copper wire surrounded by at least three layers.  
*\_\_\_\_\_ wayar tembaga tunggal yang diliputi sekurang-kurangnya tiga lapisan.*

16. A peer-to-peer configuration \_\_\_\_\_ than its client/ server configuration.  
*Konfigurasi rakan ke rakan \_\_\_\_\_ daripada konfigurasi pelayan pelanggan.*

- I is more suitable for home networking  
II has higher security measures  
III has higher maintenance cost  
IV is cheaper to setup

- A. I and II                      B. II and III                      C. I and IV                      D. III and IV

17. High-quality interactive multimedia applications are the products of a production team. Besides defining the scope of the project, \_\_\_\_\_ also needs to coordinate the production team.  
*Aplikasi multimedia yang berkualiti tinggi merupakan hasil kerja satu pasukan produksi. Selain menentukan skop projek, \_\_\_\_\_ juga perlu mengkoordinasikan pasukan produksi.*

[Lihat sebelah  
SULIT

18.

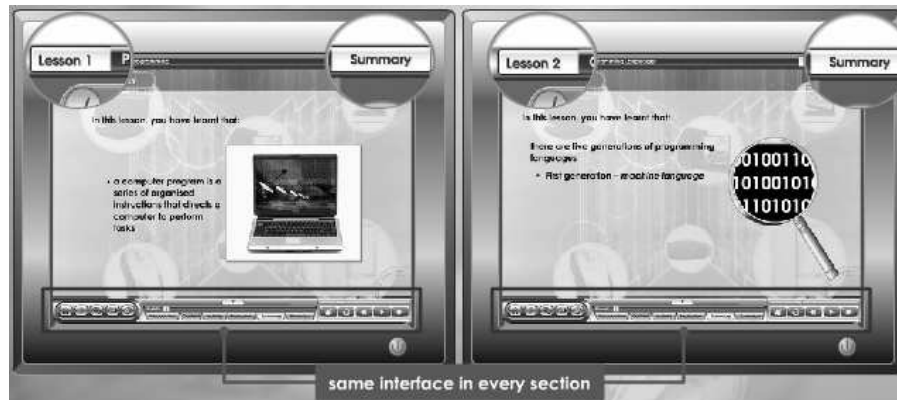


Figure 4  
Rajah 4

One of the user interface principles that had been applied in Figure 4 above is \_\_\_\_\_. It means that the interface design is in harmony and the same applies to all screens in a courseware.

Salah satu prinsip antaramuka pengguna yang digunakan dalam Rajah 4 di atas ialah \_\_\_\_\_. Ia memerlukan rekaan yang sama dan harmoni untuk semua skrin dalam perisian kursus tersebut.

19. Figure 5 shows element of multimedia  
Rajah 5 menunjukkan elemen multimedia.

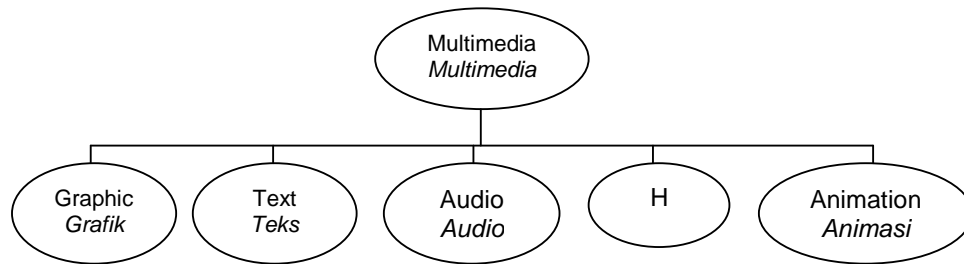


Figure 5  
Rajah 5

Element H represents \_\_\_\_\_.  
Elemen H mewakili \_\_\_\_\_.



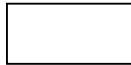
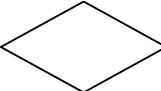


20. Arrange the programming languages given below from the earliest generation to the latest.  
*Susunkan bahasa pengaturcaraan yang diberi dari generasi awal hingga kini.*

I FORTRAN  
II Prolog  
III SQL

- A. I, II, III  
B. I, III, II  
C. II, I, III  
D. II, III, I

21. Which of the following symbols represents a decision in a selection control structure?  
*Manakah antara berikut mewakili simbol keputusan dalam struktur kawalan pilihan?*

- A. 
- B. 
- C. 
- D. 

22. Write the word that would complete the following statement:  
*Tulis perkataan yang dapat melengkapkan pernyataan berikut:*

- i) To convert an assembly language source code into machine language, programmer use a program called a(n) \_\_\_\_\_.  
*Untuk menukarkan aturcara sumber bahasa himpunan ke bahasa mesin, pengaturcara akan menggunakan satu program yang dipanggil \_\_\_\_\_.*
- ii) A(n) \_\_\_\_\_ translates and executes one statement at a time.  
*\_\_\_\_\_ menterjemahkan dan melaksanakan satu arahan pada satu masa.*

23. State whether the following statements is **True** or **False**.  
*Nyatakan sama ada pernyataan berikut **Benar** atau **Palsu**.*

- i) Structured programming usually uses top down design model.  
*Pengaturcaraan berstruktur biasanya menggunakan model rekabentuk atas bawah.*
- ii) An assembler translates and executes one statement at a time.  
*Penghimpun menterjemah dan melaksanakan satu pernyataan pada satu masa.*

24.

i.	analyze products, services and product prices <i>analisa produk, perkhidmatan dan harga produk</i>
ii.	see employee records <i>melihat rekod pekerja</i>

Table 3  
Jadual 3

Both activities above are the usage of Information System in \_\_\_\_\_.  
*Kedua-dua aktiviti di atas merupakan contoh kegunaan Sistem Maklumat dalam bidang \_\_\_\_\_.*

- A. Education / Pendidikan
- B. Medicine / Perubatan
- C. Management / Pengurusan
- D. Art / Kesenian

25. Table 3 below shows phases of system development.  
*Jadual 3 di bawah menunjukkan fasa dalam pembangunan sistem.*

A	Analysis
B	Implementation
C	Maintenance

Table 4  
Jadual 4

Based on Table 3 , write A, B or C for the following activities.  
*Berdasarkan Jadual 3, tulis A,B atau C untuk aktiviti berikut.*

- i) The phases where a system is created.  
*Sistem dibina pada fasa ini.*
- ii) Involves checking, changing and enhancing to improve its performance.  
*Melibatkan pemeriksaan, perubahan dan penambahbaikan untuk meningkatkan lagi mutu persembahan.*
- iii) Determine the user's wants, needs, and requirements.  
*Mengenalpasti kemahuan, kehendak dan pengguna.*

**Section B**  
**Bahagian B**

[ 20 marks ]  
[ 20 markah ]

This section consists of **five** questions. Answer **all** questions.  
*Bahagian ini mengandungi **lima** soalan. Jawab **semua** soalan.*

26.



The above logos are invention that represents TV stations which are operating in our country. These logos mean each TV stations are protected by a group of legal rights which called Intellectual Property Laws.

*Logo-logo di atas mewakili stesen-stesen TV yang beroperasi di negara kita. Logo-logo ini membawa maksud stesen-setesen TV ini dilindungi oleh Undang-undang Harta Intelek.*

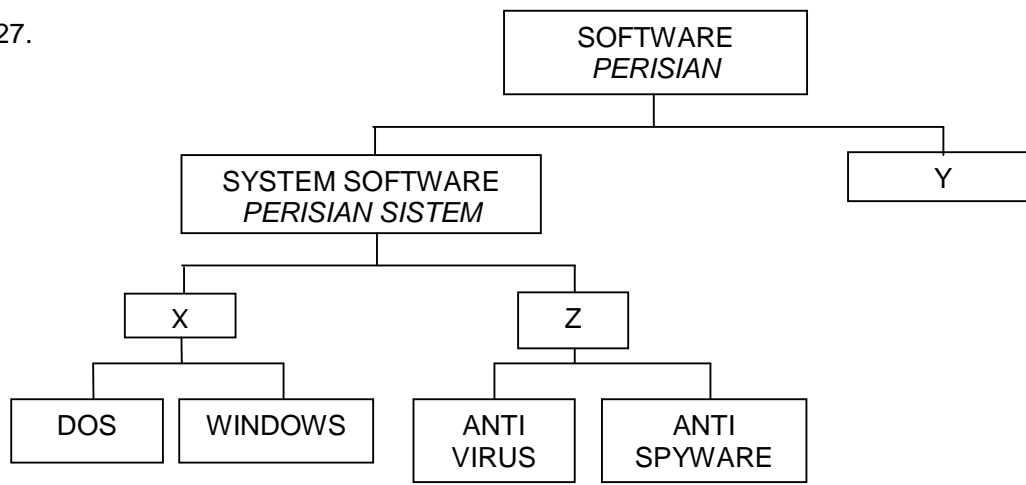
- a) What is the meaning of Intellectual Property Laws? ( 1 mark )

*Apakah yang dimaksudkan dengan Undang-Undang Harta Intelek?*

- b) Name the type of protection that covers these logos and give another **TWO** inventions that can be protected by laws. (3 marks)

*Namakan jenis perlindungan yang diberikan terhadap logo-logo tersebut dan berikan **DUA** ciptaan yang dilindungi dari segi undang-undang.*

27.



**Figure 6**  
*Rajah 6*

Based on Figure 6,  
*Berdasarkan Rajah 6*

- a) Identify software Z. Give one difference between both software in Z. (2 marks)  
*Kenalpasti perisian Z. Berikan satu perbezaan antara kedua-dua perisian dalam Z.*
- b) Name one type of software Y and its function. (2 marks)  
*Namakan satu jenis perisian Y berserta fungsinya.*

28. Figure 2 shows the link between computers through device M.  
*Rajah 2 menunjukkan perhubungan diantara peranti M dengan komputer*

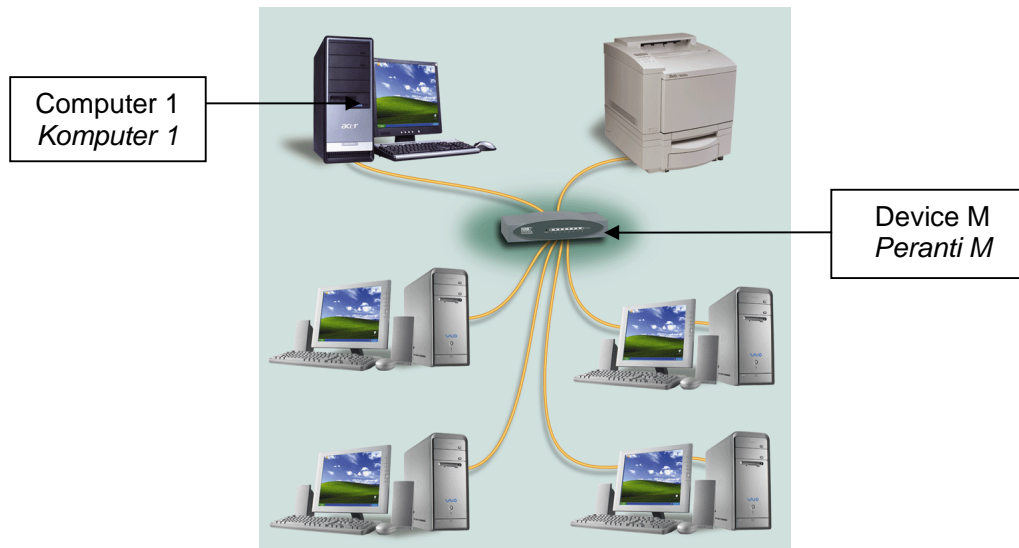


Figure 7  
*Rajah 7*

Based on Figure 7 above. Answer the following questions.  
*Jawab soalan berikut berdasarkan kepada rajah 7 di atas*

- Name Device M.  
*Namakan peranti M* (1 mark)
- State the function of M.  
*Nyatakan fungsi peranti M* (1 mark)
- To change this wired network to wireless network, name two possible device that need to be installed.  
*Untuk menukar rangkaian berwayar ke rangkaian tanpa wayar, namakan peranti yang perlu dimasukkan ke dalam setiap computer.* (2 Marks)
  - Personal computer  
*Komputer peribadi*
  - Laptop  
*Komputer riba*

29. Figure 10 shows two user interface of multimedia project developed by two students, student P and student Q.

*Rajah 10 menunjukkan dua rekabentuk antaramuka pengguna yang dibangunkan oleh dua pelajar iaitu Pelajar P dan Pelajar Q.*

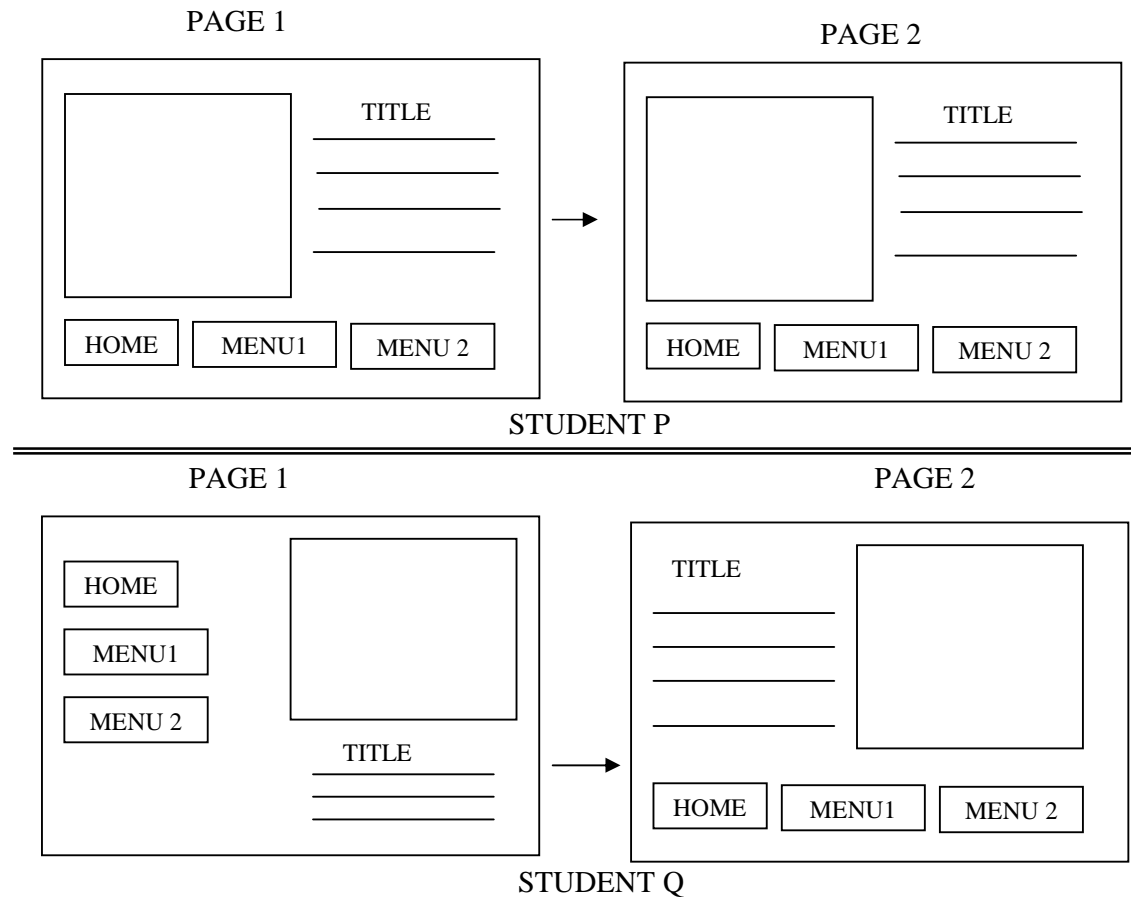
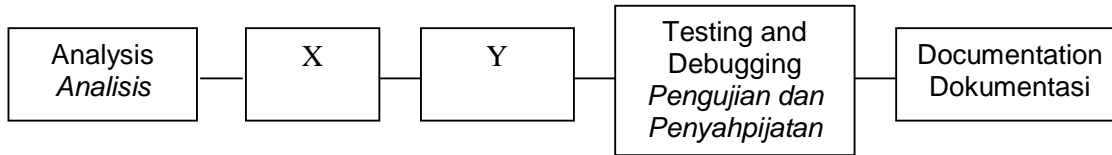


Figure 8  
Rajah 8

Based on Figure 8 :  
Berdasarkan Rajah 8 :

- a) State the tool used by both students during Phase 2 above. (1 Mark)  
*Nyatakan alat yang digunakan oleh kedua-dua pelajar pada fasa kedua di atas.*
- b) State one principle of user interface which was not applied by student Q when designing multimedia project. Describe the principle. (3 Marks)  
*Nyatakan satu prinsip antaramuka pengguna yang tidak diaplikasikan oleh Pelajar Q ketika merekabentuk projek multimediana. Jelaskan prinsip antaramuka tersebut.*

30. Figure 1 shows the phases in program development.  
*Rajah 1 menunjukkan fasa pembangunan aturcara.*



- a. Name phase X and phase Y. ( 2 Marks )  
*Namakan fasa X dan fasa Y.*

- b. State one tool that is used during phase X. (1 mark )  
*Nyatakan satu alat yang digunakan semasa fasa X.*

- c. 

```

Private sub Change_Click()
Dim C, F as Single
F = Val(txtTemp.Text)

'Change the temperature from Fahrenheit to Celcius ← Statement Z/ Pernyataan Z

C = (5/9) * (F - 32)
PicDisplay.Print C
End Sub

```

- Give the importance of the statement Z in the source code above. (1 Mark )  
*Berikan satu kepentingan Pernyataan Z dalam kod sumber di atas.*

Section C  
Bahagian C

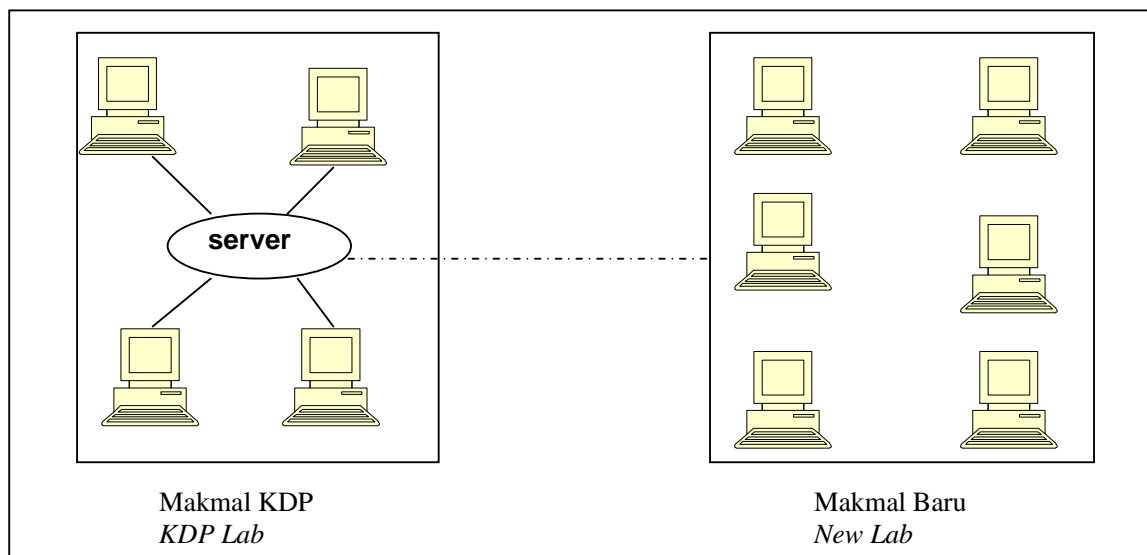
[ 14 marks ]  
[ 14 markah ]

This section consists of **three** questions.  
Answer **two** questions only.

Bahagian ini mengandungi **tiga** soalan.  
Jawab **dua** soalan saja

- ( i ) Question 31 is **compulsory** , and  
Soalan 31 adalah **wajib**, dan
- ( ii ) Choose either **Question 32** or **Question 33**  
Pilih sama ada **soalan 32** atau **soalan 33**.

31.



Plan Makmal  
Lab Plan

Cikgu Hashim is planning to setup a network system in his school. He wants to connect the School Server from the KDP lab to the new computer lab that have 20 computers.

*Cikgu Hashim merancang membina satu sistem rangkaian di sekolah. Beliau ingin menyambung Pelayan di Makmal KDP dengan Makmal baru yang ada 20 buah computer.*



Based on the situation given, answer the following question:  
 Berdasarkan situasi yang diberi, sila jawab soalan berikut :

- a) Name one equipments that are required to setup the Network System.  
 Namakan satu peralatan yang diperlukan untuk membentuk satu sistem rangkaian. ( 1 mark )
- b) Identify the type of network system between the two labs. Give two reasons for your answer.  
 Kenalpastikan jenis sistem rangkaian di antara dua makmal tersebut. Berikan dua alasan untuk jawapan anda. ( 3 marks )
- c) What type of topology that you want to choose for the new computer lab and state two advantages of choosing it.  
 Bentuk topologi yang mana anda akan pilih untuk makmal baru itu dan beri dua kelebihan untuk memilihnya.. ( 3 marks )

32.

Table 5 shows a problem statement which is to be written in Visual Basic 6.0.  
 Jadual 5 menunjukkan satu pernyataan masalah yang akan ditulis dalam Visual Basic 6.0.

This program calculates the volume of water to be filled in a cuboid aquarium. Given that the length and width of the aquarium is 150 cm and 50 cm respectively. The user will key in the height or level of water to be filled in the aquarium. Maximum level of water is 70 cm. The program will calculate and display the volume of water needed based on the water level entered by user.

Aturcara ini mengira isipadu air yang perlu diisi ke dalam akuarium berbentuk kuboid. Diberi panjang dan lebar akuarium ialah 150 cm dan 45 cm. Pengguna perlu memasukkan ketinggian atau aras air untuk diisi ke dalam akuarium. Aras air maksimum ialah 70 cm. Aturcara ini akan mengira dan memaparkan isipadu air yang diperlukan berdasarkan ketinggian air yang dimasukkan oleh pengguna..

Table 5  
 Jadual 5

- a) State the constant and variable to be used. Give the reasons to your answers.  
 Nyatakan pemalar dan pembolehubah yang digunakan. Berikan alasan kepada jawapan anda. (4 marks )
- b) Draw user interface for input and output of the program.  
 Lakar antaramuka input dan output bagi aturcara ini. ( 3 marks )

33. Table 6 shows two tables created in COCU Information System at SMK Dato' Setia.

Table 6 menunjukkan dua jadual yang dibina dalam Sistem Maklumat COCU di SMK Dato' Setia..

STUDENT		
Stu_ID	Name	Class
R001	Amin	4 A
R002	Gopal	4C
R003	Aishah	5A
R004	Ah Soon	5B

CO CURRICULUM			
Stu_ID	Cocu	Position	Grade
R001	Computer Club	Member	A
R002	Police Cadet	Member	B
R004	Police Cadet	President	A
R004	Computer Club	Secretary	C
R002	Computer Club	President	B
R003	Science Club	Member	A

Table 6 (a)  
Jadual 6 (a)

Figure 9 shows a Simple Query Wizard.

Rajah 9 menunjukkan Simple Query Wizard.

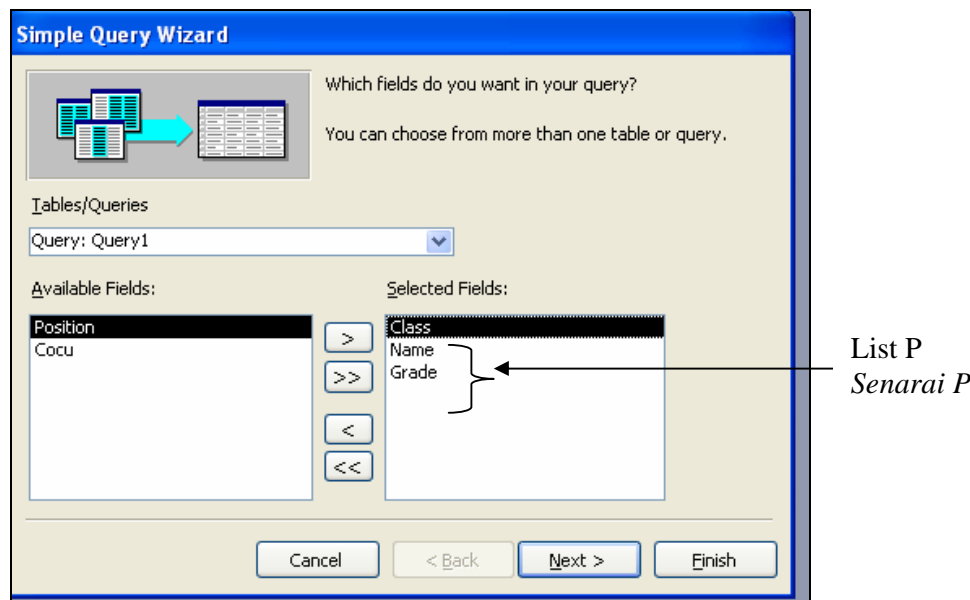


Figure 9  
Rajah 9

Figure 10, shows a query design to retrieve information based on a certain criterion.

Rajah 10 menunjukkan satu query design untuk mencapai semula maklumat berdasarkan kriteria tertentu.

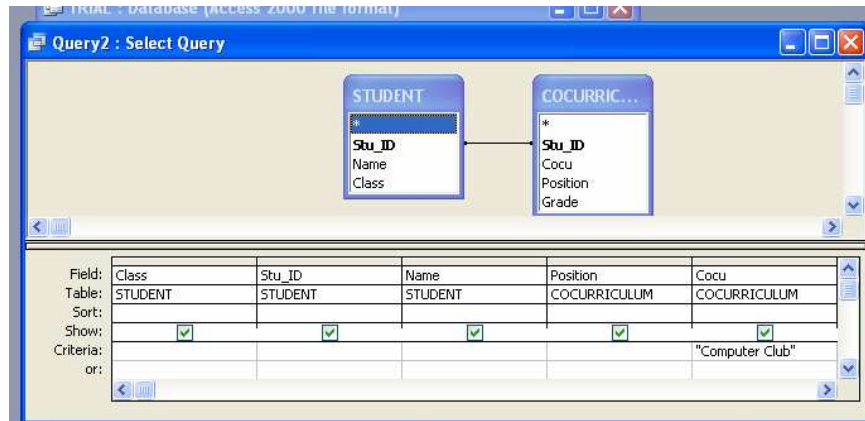


Figure 10  
Rajah 10

- (i) Based on Table 6 and Figure 9 , state one more field that should be moved to the list P in Figure 9 to view the grades of cocurriculum activities for each students.

Justify your answer.

( 2 marks )

Berdasarkan Jadual 6 dan Rajah 9), nyatakan satu medan tambahan yang perlu dipindahkan ke senarai P dalam Rajah9 , untuk memaparkan gred aktiviti kokurikulum untuk setiap pelajar.

Beri justifikasi jawapan anda.

- (ii) Based on the query design in Figure 10 , complete the query result below to show the information obtained.

Berdasarkan kepada query design dalam Rajah 10 , lengkapkan keputusan query di bawah untuk menunjukkan maklumat yang diperolehi.

Class	Stu_ID	Name	Position	Cocu

( 3 marks )

- (iii) Based on Table 6 , Figure 9 and Figure 10 , state the name of the phase in the system development. Justify your answer.

Berdasarkan Jadual 6 , Rajah 9 dan Rajah 10 , nyatakan nama fasa itu dalam pembangunan sistem. Beri justifikasi jawapan anda.

( 2 marks )

-----SELAMAT MENJAWAB-----

[Lihat sebelah  
SULIT