

Panduan Pemarkahan
ICT ZON A SARAWAK 2011

Section A

Question		Answer	Score
1	(i)	B	1
	(ii)	D	2
2		B	3
3		Cipher text	4
4		A	5
5	(i)	Hertz	6
	(ii)	1024 or 10 ³	7
6	(i)	Processor slot / socket	8
	(ii)	PCI slot / Expansion slot	9
7		False (Storage)	10
8		False	11
9		TCP or TCP/IP	12
10	(i)	C	13
	(ii)	A	14
11		Network operating system	15
12	(i)	Q, O, N, M, P	16
	(ii)	Crimping tool / Crimper	17
13		True	18
14		business	19
15	(i)	Instructional Designer	20
	(ii)	Subject Matter Expert	21
16		C	22
17		programming language	23
18		C	24
19	(i)	consistency	25
	(ii)	navigation	26
20	(i)	A	27
	(ii)	B	28
21		information system	29
22		A	30
23	(i)	database	31
	(ii)	record	32
24	(i)	Receipt Number	33
	(ii)	RoomType	34
25	(i)	table	35
	(ii)	query	36

Answer:

26	<p>a. Keyword blocking The software blocks the website with the words such as naked in it.</p> <p>b. Exposure to pornography may incite children to act out sexually against other children Exposure to pornography may distract the students from their studies. (Any reasonable answers which are negative effects or pornography)</p>
27	<p>a. Input devices are any devices that enter data or instruction into the memory of a computer. Example keyboard, mouse, Joystick, scanner....</p> <p>b.</p> <div data-bbox="371 646 1145 934" style="border: 1px solid black; padding: 10px; text-align: center;"> <pre> graph LR B[B] --> A[A] A --> C[C] D[D] --> A A --> D </pre> </div>
28	<p>a. X – Modem. Communication device that enables a computer to transmit data over telephone line or cable line. OR Communication device that converts digital signal to analog signal and vice versa.</p> <p>b. Z – Hub / Switch. Communication device that is used for connecting wired computers or devices on a Local Area Network.</p>
29	<p>a. Phase S: Design Phase T: Evaluation Phase</p> <p>b. Analysis. Multimedia developers interview the clients to find out their needs and write the problem statement and a proposal. (Title of the multimedia, the objectives and the target audiences)</p>
30	<p>a.</p> <p>i) 14 ii) 20</p> <p>b. selection control structure. The program has a decision to be made.</p>

Question 31

(a)

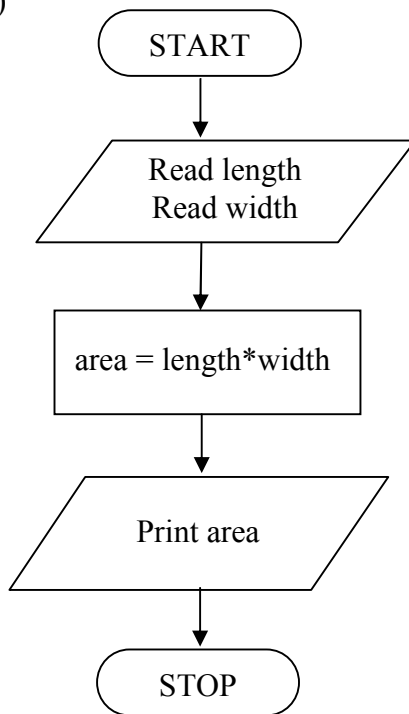
Check In ID	Room Number	Room Type	Floor	Status	Check In Date	Check Out Date
111-15	R130	Family	2	Available	18-Mar-10	19-Mar-10

(b)

KESUMA Resort Information System (KRIS)						
Check In ID	Room Number	Room Type	Floor	Status	Check In Date	Check Out Date
xxxx	xxxx	xxxx	x	xxxx	xxxx	xxxx
xxxx	xxxx	xxxx	x	xxxx	xxxx	xxxx
xxxx	xxxx	xxxx	x	xxxx	xxxx	xxxx

Question 32

a)



b)

Input		Output
length	width	
4	2	8
6	3	18

Question 33

(a.)

Figure 1 – Possessed object.

The user needs to have an ATM card in order to be able to do transaction at the ATM machine.

Figure 2 – User identification

The user needs to know the username and password to be able to have access to his / her financial account.

(b.)

Withdrawal of cash. On the ATM machine a user can withdraw cash whereas the user would not be withdraw cash on his / her computer.

(c.)

The user in (b.) can do the transaction anywhere as long as the user have access to a connected PC whereas the user in (a.) can only do the transaction at the location where the ATM machine is located such as in the bank.

Or

User in (b.) do not have to wait in line whereas the user in (a.) may have to wait for their turn to use the ATM machine.