

Answers

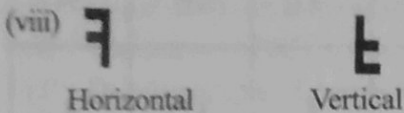
Answers - December 2008 Paper 1

01.	4	09.	3	17.	3	25.	1	33.	3
02.	3	10.	3	18.	4	26.	1	34.	3
03.	4	11.	3	19.	4	27.	1	35.	2
04.	3	12.	4	20.	4	28.	1	36.	2
05.	4	13.	1	21.	2	29.	4	37.	4
06.	1	14.	4	22.	2	30.	3	38.	4
07.	1	15.	1	23.	1	31.	1	39.	3
08.	2	16.	3	24.	4	32.	3	40.	1

Information & Communication Technology (ICT)

Paper II

Answers - December 2008 Paper 2

1.
 - (i) By processing raw data (raw facts and figures) meaningful data which is known as information is obtained.
 - (ii) Digital Camera, MP3 player.
 - (iii) When it is pressed no character is entered, only a space is added.
 - (iv) Twisted pair, Coaxial cables, untwisted pair.
 - (v) Because it is noisy and slow in operation.
 - (vi) Other than the audio information, a video component also has video images that needs to be stored as well in the form of between 10 - 30 frames per second, resulting in larger space than an audio file.
 - (vii) RAM
 - (viii) 
Horizontal Vertical
 - (ix) Telephone Router.
 - (x) $999 \text{ MOD } 1000 = 999$
 $1000 \text{ MOD } 999 = 1$
2.
 - (i) Data - Location / Address of patient
Information - Distance between the patient and ambulance.
 - (ii) Level of intensity of the patient. Details of treatments served before admitted to hospital. Whether the patient is admitted or not admitted to hospital. State of the patients after treatments.
 - (iii) Easy maintenance of patient records (No need of filing, filing cabinets).
Automatic and fast estimation of invoice using Software packages.
Ability of accessing the systems by multiple users.
3.
 - (i) $= D12 * D13$
 - (ii) $= \text{Sum} (B3 : B6)$
 - (iii) $= \text{Sum} (D3 : D9)$
 - (iv) $= B11 - B12$
 - (v) $= \text{ROUND}(100*B13)/B11,1)$

4. (i) 1, 3, 5 - first three
97, 99 - last two

(ii) Start

$x = 1$

While $x < 100$

Display X

$X = X + X$

end loop

end

(iii) instead of $x = 1$ modify to $x = 2$

5. (i) Encouraging customers to buy online, check the availability of products.
Advertising of new products and goods.

(ii) Price list of goods. Availability of a certain item. Contact details, location of shop.

(iii) If a customer needs to check a product, images can be displayed to clarify. Video tutorial links to instruct customers how to use the website to purchase items.

(iv) Email advertising about e-mart. Distribution of handouts with site link.

6. (i) Younger generation is more literate about ICT. They can use internet (email, chatting, video chatting) to communicate with their peer groups. They can be aware of modern trends, fashion and latest news. Once can communicate with another person in very small time no matter where the other person is. Internet can be used to aid in education as there are thousands of free tutorials online.

(ii) People get addicted to games as it provides an alternative to real life where they are able to drive vehicles, use machine guns and do other things which are almost impossible in real life. When a person is addicted to a game, disadvantage is that education time is limited and then results in the child not putting effort school work. With long hours of play, eye strain, headaches are also a disadvantage. There are also games where one can play for money and this again could become an addiction and is ill advised.

(iii) Mobile phones use electromagnetic radiation as the transmission media. When people talk long hours they are exposed to these waves and there poses a threat. These health effects will not arise at present but they are likely occur in the future.

(iv) Farmers can be instructed regarding the modern agriculture techniques, new equipments and concepts (Gene Technology for food) Even though they are not having a good science education, using computers and the internet they can be educated easily and more interestingly. Communication gap is also reduced because of the internet. Therefore at any time a farmer at any place can be connected to share information with supporting centres.