

MARKING SCHEME FORM FOUR

QN 1

ROMAN	i	ii	iii	iv	v	vi	vii	viii	ix	x
ANSWER	B	C	A	A	A	B	D	E	C	E

QN 2

ROMAN	i	ii	iii	iv	v	vi
ANSWER	C	E	A	F	H	G

QN 3

(a) (i) Networking

is the way of exchanging data between nodes or computers over a shared medium in an information system.

(ii) Disadvantages of Computer Networking

- It lacks independence.
- It allows for more presence of computer
- It poses security difficulties. viruses and malware.
- It lacks robustness.
- Its light policing usage promotes negative acts. .
- It requires an efficient handler.
- It requires an expensive set-up

(iii) Job displacement is an involuntary job loss due to economic factors such as economic downturns or structural change WHILE job replacement occurred during the unskilled workers may be replaced with the skilled ones

(b) (i) Computer Engineering

(ii) Computer Architecture

(iii) Computer Science

(iv) Computer Programming

(v) Data Analyst

(c) (i) Advantages of using Cards

Minimizes Transactions Cost

Provide Convenience to Customer

Offer 24×7 Service

(ii) Automated Teller Machine (ATM) is an electronic banking outlet for completing basic

transactions without the aid of a branch representative or teller.

QN 4

- (a) Charles Babbage is regarded as the father of computer in this world because of his research into machines that could calculate and he is the first man to originate the concept of a digital programmable computer.

(b) First Generations Characteristics

- Used vacuum tube
- Very slow processor
- Consumed a lot of power
- Large in size

Third Generations Characteristics

- Used integrated circuits
- Consumed less power
- Smaller in size than 2nd generation
- Emitted less heat

- (c) How computers are applied in the following fields

In communication,

Telecommuting, Teleconference, E-mail, Fax-mile, Online meeting, Internet, Telephone line.

In Financial Institution

Electronic fund transfer, Customer Transaction Processing,

Inventory Management.

Entertainment Playing games, listening songs, Streaming and watching videos, Editing Movies

- (d) Tower System Unit is placed lying on its side WHILE Desktop System Unit is placed lying on its Base

QN 5

- (a) Internet is a global network of computers through the world WHEREAS E-mail is the act of sending and receiving messages or mails from one system to another through Internet.

OR

The Internet is a network that gives access to a user to get connected with the world WHILE E-mail is a way of sending messages electronically.

- (b) (i) URL stands for Uniform Resources Locator.

(ii) The main parts of URL are three, these are

- Protocol ---> Is a set of rules or procedures for transmitting data between electronic devices, such as computers in order to exchange information.

- Host Name ---> Is a label that is assigned to a device connected to a computer network and that is used to identify the device forms of electronic communication, such as the in various World Wide Web (WWW). .
- Domain Name ---> Is a string of text or the name of a website that maps to a numeric IP address, used to access a website from client software.

(iii) HTML (Hyper Text Markup Language) is a Language or codes used for writing webpages WHILE HTTP (Hypertext Transfer Protocol) is a protocol for transferring the hypertext pages from Web Server to Web Browser.

(c) A router interconnects different networks and directs the transfer of data packets from source to destination WHILE a Brouter is a communication device that combines the functionality of a bridge and router.

QN 6

(a) RAM and ROM

(b) They said to be an internal storage, because they are primary storages that accessed directly from the brain of computer

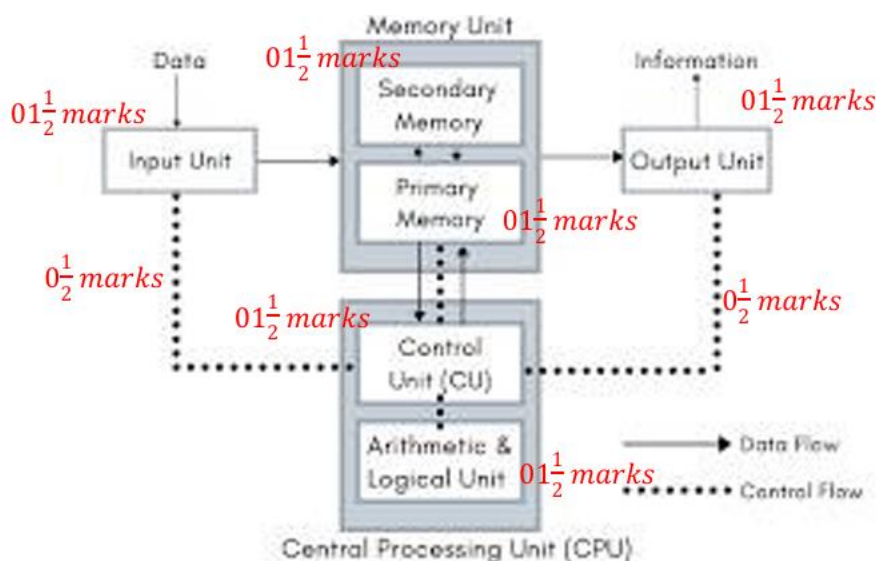
(c) Most of people prefer to save their data on external storage device and not on the internal device, because the external storage allows to save data for long time or permanently.

(d) Characteristics of RAM (any two characteristics)

- RAM is a volatile storage.
- RAM has limited storage capacity.
- Data can be read, written and retrieve in it.
- RAM stores data temporary.

QN 7

Computer block diagram



QN 8

(a) Multimedia is a combination of sound, graphics animation and video

The elements of graphics are

- Graphics
- Animations
- Sounds
- Videos
- Audio

(b) Differences between

- (i) Linear Multimedia presents content in a fixed, sequential order like movies **while** Non Linear Multimedia allows users to interact and navigate content freely like video games
- (ii) Hypertext refers to the text with links to other texts **while** Hypermedia extends this by incorporating links to various media types like images, audio and video creating a richer interactive experience

(c) Four characteristics of a multimedia system

- They rely on computers to store, process and present information
- They handle information in a digital format
- It provides users with interactive elements allowing engagement and control over the presentation
- They have a fast response time
- They require large storage spaces to accommodate various media objects like video, audio, animation and images.
- They rely on network connectivity for sharing and accessing content
- Multimedia is flexible

QN 9

(a) Network topology is the physical or logical arrangement of devices and connections in a network.

(b) Explaining the following network topologies

(i) Mesh Topology

Is a type of topology where devices connect directly to multiple other devices, forming a decentralized network with redundant paths for data transmission.

(ii) Tree Topology

Is a network topology where devices are connected hierarchically

(iii) Ring Topology

Is type of network topology where devices are arranged in a circular manner, forming a closed loop

SECTION C

10. Merits of E Learning

- People can access the contents any time and any where
- It enhances collaboration among learners in different parts of the world
- It reduces learning expenses
- It can accommodate large amount of people at the same time
- It provides interactive elements such as videos, quizzes

11. NEGATIVE