

Cambridge
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AS & A Level

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Cambridge International Advanced Subsidiary and Advanced Level

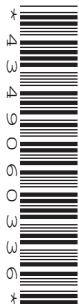
CANDIDATE
NAME

CENTRE
NUMBER

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CANDIDATE
NUMBER

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INFORMATION TECHNOLOGY

9626/31

Paper 3 Advanced Theory

May/June 2019

1 hour 45 minutes

Candidates answer on the Question Paper.

No Additional Materials are required.

READ THESE INSTRUCTIONS FIRST

Write your centre number, candidate number and name in the spaces at the top of this page.

Write in dark blue or black pen.

You may use an HB pencil for any diagrams, graphs or rough working.

Do not use staples, paper clips, glue or correction fluid.

DO **NOT** WRITE IN ANY BARCODES.

Answer **all** questions.

Calculators must not be used on this paper.

At the end of the examination, fasten all your work securely together.

The number of marks is given in brackets [] at the end of each question or part question.

Any businesses described in this paper are entirely fictitious.

This document consists of **15** printed pages and **1** blank page.

- 3 An online retailer uses a simple form on its website to enable customers to contact its After Sales department by email. The form looks like this:

Send an email to aftersales@mycompany.com:

Your Name:

Your email address:

Comment:

Some of the code that created the form is shown.

Note that the lines have been numbered only for your convenience and reference.

```
1 <html>
2 <body>
3
4 <h2>Send an email to aftersales@mycompany.com:</h2>
5
6 <form action="mailto: aftersales@mycompany.com" method="post"
  enctype="text/plain">
7
8 Your Name:<br>
9
10 Your email address:<br>
11
12 Comment:<br>
13
14
15
16 </form>
17 </body>
18 </html>
19
20
```


(c) Write down the code that would allow:

- the comment to be entered
- the form to be submitted
- the form to be reset.

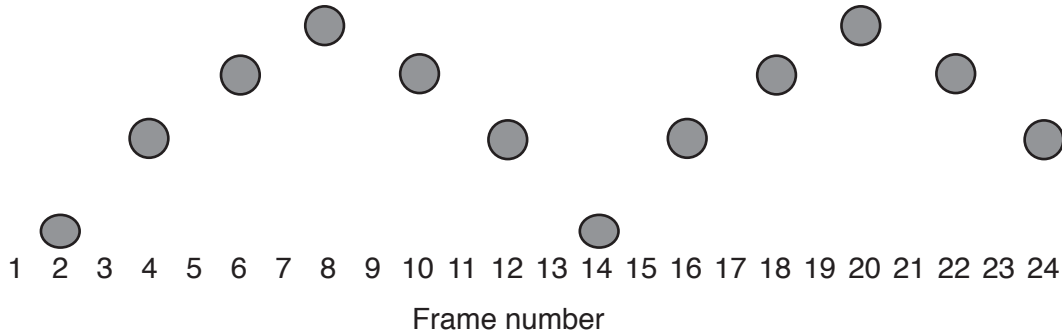
Indicate which line numbers the codes would appear on.

Line number	Code

[6]

10 A typical animation has 24 frames for every second of running time (24 fps).

A bouncing ball drawn on 'twos' is shown on this timeline:



(a) Explain why the ball is drawn on 'twos'.

..... [4]

(b) Suggest **one** reason why the animator might choose to draw the animation on 'ones' instead of 'twos'.

..... [1]

(c) Describe the effect of drawing the ball in this animation on 'fours' instead of 'twos'.

..... [1]

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