

Cambridge Assessment International Education

Cambridge International Advanced Subsidiary and Advanced Level

INFORMATION TECHNOLOGY

9626/04

Paper 4 Advanced Practical

October/November 2018

MARK SCHEME
Maximum Mark: 110

Published

This mark scheme is published as an aid to teachers and candidates, to indicate the requirements of the examination. It shows the basis on which Examiners were instructed to award marks. It does not indicate the details of the discussions that took place at an Examiners' meeting before marking began, which would have considered the acceptability of alternative answers.

Mark schemes should be read in conjunction with the question paper and the Principal Examiner Report for Teachers.

Cambridge International will not enter into discussions about these mark schemes.

Cambridge International is publishing the mark schemes for the October/November 2018 series for most Cambridge IGCSE™, Cambridge International A and AS Level components and some Cambridge O Level components.

Generic Marking Principles

These general marking principles must be applied by all examiners when marking candidate answers. They should be applied alongside the specific content of the mark scheme or generic level descriptors for a question. Each question paper and mark scheme will also comply with these marking principles.

GENERIC MARKING PRINCIPLE 1:

Marks must be awarded in line with:

- the specific content of the mark scheme or the generic level descriptors for the question
- the specific skills defined in the mark scheme or in the generic level descriptors for the question
- the standard of response required by a candidate as exemplified by the standardisation scripts.

GENERIC MARKING PRINCIPLE 2:

Marks awarded are always whole marks (not half marks, or other fractions).

GENERIC MARKING PRINCIPLE 3:

Marks must be awarded **positively**:

- marks are awarded for correct/valid answers, as defined in the mark scheme. However, credit
 is given for valid answers which go beyond the scope of the syllabus and mark scheme,
 referring to your Team Leader as appropriate
- marks are awarded when candidates clearly demonstrate what they know and can do
- marks are not deducted for errors
- marks are not deducted for omissions
- answers should only be judged on the quality of spelling, punctuation and grammar when these features are specifically assessed by the question as indicated by the mark scheme. The meaning, however, should be unambiguous.

GENERIC MARKING PRINCIPLE 4:

Rules must be applied consistently e.g. in situations where candidates have not followed instructions or in the application of generic level descriptors.

GENERIC MARKING PRINCIPLE 5:

Marks should be awarded using the full range of marks defined in the mark scheme for the question (however; the use of the full mark range may be limited according to the quality of the candidate responses seen).

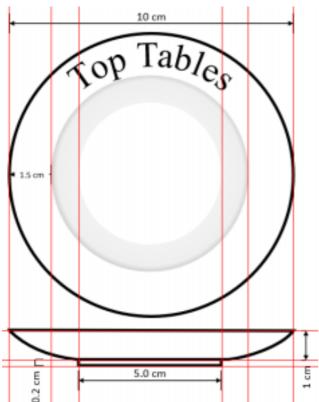
GENERIC MARKING PRINCIPLE 6:

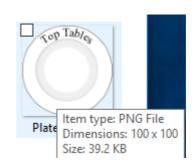
Marks awarded are based solely on the requirements as defined in the mark scheme. Marks should not be awarded with grade thresholds or grade descriptors in mind.

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Evidence Document

Task 1(i)
Place your screenshot of the PlateViews image below here.





100px × 100 Bitmap of PlateFace saved	1
100px × 13 Bitmap of PlateSide saved	1

Screenshot of 2 views	1
Guidelines shown in screenshot	1
Complete view saved as .svg	1
Large white circle created	1
3 pt outline used	1
Outline is black	1
Smaller inner circle created	1
Circles are concentric	1
Circles are in the correct proportions	1
Gradient fill to inner circle	1
White/grey shading as per QP	1
Effect as per QP – less than 1/4	1

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No additional inner boundary to shading	1
Correct text in correct position – top, evenly spaced in rim	1
Serif font used	1
Correct proportions (11–1 O'clock)	1
Plateside view is white with 3pt black outline	1
Image is symmetric	1
Distinct base shown	1
Body and base are in proportion	1
Images are aligned as per QP	1

Total [23]

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Evidence document

Task 1 Examine the images below.



The images contain both vector and bitmap elements.

Describe and explain a simple way for determining the type of element.

Enlarge the image and look for pixilation	Describes valid method e.g. Enlarge image	1
	Describes valid method e.g. Look for Pixilation	1

Name the type of each element and name the image type.

	Element type		Type of graphic image		
Image A	Bowls: Letter A:		1	Vector	1
Image B	Bowls: Letter B:		1	Hybrid, Meta	1
Image C	Bowls: Letter C:	•	1	Hybrid, Meta	1
Image D	Bowls: Letter D:	-	1	Bitmap	1

Total [10]

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Evidence document

Task 1

Describe and explain how to reduce the size of the shaded section of the plate by a half.

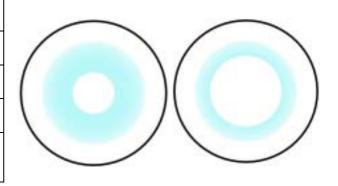
The radius of the inner circle is 40 px – to reduce the width of the shaded section we need to increase the radius of the inner circle.

The radius of the shaded section is 100 px - so the width of the shaded section is 100 - 40 = 60 px

Half of 60 px is 30 px so we need to increase the radius of the inner circle by 30px.

We increase the radius to 40 + 30 = 70 px

explain: alter elements – radius of smaller circle	1
determine that r= radius = 40	1
Increase radius to reduce shaded area	1
Show calculation	1
Correct Calculation (100–40)/2 (=30)	1
Add for new radius (40+30) 70	1
Image saved as .svg with shaded area reduces	1



PlateTemplate

NewPlate

Total [7]

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Task 2(i)



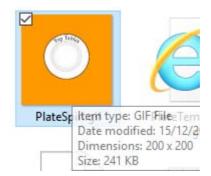








Animation is 200px × 200px	1
PlateFace image used	1
Initial image is 100px × 100px	1
Image spins	1
Image spins clockwise	1
Image grows	1
Image grows to 200px – fills frame	1
Growth takes 2 seconds	1
Image shrinks	1
Shrink takes 2 seconds	1
Animation is smooth	1
Animation is continuous – loops	1
Animation saved as .gif	1
Total	13



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Task 2(ii)



Animation is 200px × 200px	1
PlateSide image used	1
Initial image is 100px wide - half of frame	1
Initial image is centred	1
Animation of drop takes 2 seconds	1
A stack of 4 plates is created	1
Each drop is approx. 2 seconds, top dishes may be less	1
Stack has evenly space dishes – bases behind first image	1
Stack is centred	1
The text Top Tables appears after fourth dish	1
Text is red	1
Text is 36 pt – proportions shown as per QP	1
Text is in a serif font	1
Text remains for 2 seconds	1
Animation is smooth	1
Animation is continuous – loops	1
Animation saved as .gif	1
Total	17

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Task 3

Order_Id Delivery_date Delivery_time Collection_date Collection_time

Field	Name	Data Type		
Order_Id		Short Text		
Delivery_date		Date/Time		
Delivery_time		Date/Time		
Collection_dat	e	Date/Time		
Collection_tim	e	Date/Time		
Duration		Calculated	~	
Surcharge		Calculated		
				Field Properties
General Lookup				
Expression	(([Collection	_date]+[Collection_time])-([De	livery_	date]+[Delivery_time]))*24
Result Type	Double			
Format				
Decimal Places	Auto			
Caption				

Correct fields as given in csv file	1
Field named Duration added	1
as a calculated field	1
Collection component of calculation (Date+Time)	1
Delivery component of calculation (Date+Time)	1
Components are subtracted	1
Multiplication *24 included	1
() *24 correct use of brackets for calculation	1
Duration is set as an integer	1

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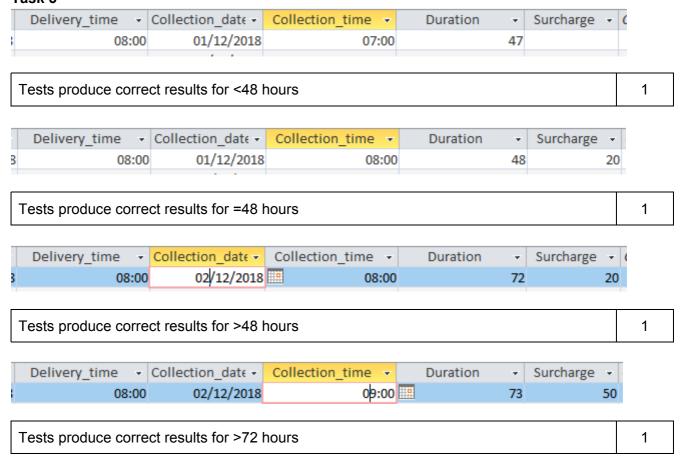
Duration	Calculated	
Surcharge	Calculated	~
eneral Lookun		
	lf([Duration]>72,50,llf([Duratio	n]>=48,20,Null))
Expression Result Type		n]>=48,20,Null))
Expression		n]>=48,20,Null))
xpression Result Type	Long Integer	n]>=48,20,Null

Field named Surcharge added	1
Surcharge as currency £/GBP	1
IIf(Duration) test applied	1
Ilf functions are nested	1
Correct logic <=48 =0 >48 =20 >72=50	1

Total [14]

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Task 3

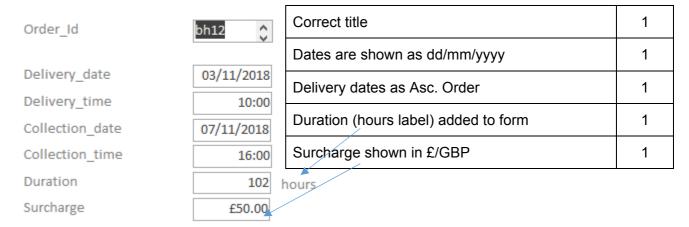


Total [4]

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Task 3

Top Tables Duration Surcharge Calculations



Delivery time highlighted if before 9am	1
Formatting is white on red	1



Total [7]

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Task 4

Simple password Simple password Simple password check script check script check script check script Please enter your new password here: Password: Pasaword Password. 12345 Please confirm your password here: Please confirm your password here Please confirm your password here 12345 Submit Submit Sybrit Submit Passwords do not match. Password is too short Password is too short Password Stored Password is too short Please re-enter your password Please re-enter your password Please re-enter your password

Page remains intact throughout testing – input boxes central	1
Submit produces "Password is too short" result with no input	1
Submit produces both results with unmatched short entries	1
Length check works with short entries <5 chrs	1
Length check works with short entries 5+ chrs	1
"Password is too short" message accurate and placement	1
"Please re-enter your password" text accurate for non-matched entries	1
"Please re-enter your password" text accurate for too short entries	1
"Password Stored" text accurate and only for both correct	1
Annotations included (3 separate)	1
Annotation noting mistake shown	1
.value omission corrected	1
Mistake clearly explained in comment	1
Length check set to pword1.(value).length >=5 (or <5)	1
All text displayed in correct place	1
Total	15

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