Department of Education – Western Province
Information and Communication Technology
Year End Evaluation - 2019
Marking Scheme
Grade 11

Paper 1

Question Number	Answer	Question Number	Answer	Question Number	Answer	Question Number	Answer
1	3	11	2	21	2	31	4
2	2	12	1	22	2	32	1
3	4	13	4	23	3	33	4
4	1	14	3	24	1	34	2
5	3	15	3	25	3	35	4
6	2	16	2	26	1	36	4
7	1	17	3	27	3	37	3
8	3	18	3	28	4	38	4
9	4	19	4	29	2	39	1
10	3	20	**2**	30	2	40	3

(1 x 40 = 40 marks)

Paper 2

1.

(i) (a) 1000001_____*(1 mark)*

(b) C→1000011 _____ *(0.5 marks)*
D→1000100_____ *(0.5 marks)*
or
CD→1000011 1000100_____*(1 mark)*

(2 marks)

(ii) (a) ① NOT Gate _____ *(0.5 marks)*
② OR Gate_____ *(0.5 marks)*

(b) A,B,C,D,F,G,H →0 all correct _____ *(0.5 marks)*
E→1_____ *(0.5 marks)*
Note : no partial marks

(2 marks)

(iii) (a) P → Domain Name
Q → Upload

(0.5x 2 =1 mark)

(b)

1. It is appropriate to give a certain identification about the institute the website belongs to or the objective of preparing the website through the domain name. This makes the users easier to find the website through search engines.
2. According to the nature of the website, top level domain names such as ".com", ".edu", ".org",".lk" can be attached.
3. If the domain name is short, it is easy for the user to remember it as well as to type it accurately.
4. It is not appropriate to include numbers, lines, in domain name. The reason for this is when the web address is read orally, it may not be communicated correctly to the listener.

(

(1 mark)

(2 marks)

(iv) 1 → Bar Code Reader
2 → MICR
3 → OCR
4 → OMR

(0.5 x 4 =2 marks)

(v) (a) A/B -→ GUI/CLI

(0.5x 2 =1 mark)

(b) Windows
Icons
Menu
Pointer

(0.25x 4=1 mark)

(2 marks)

(vi) Change Font face, Italic(I), Underline(U)

(all correct 2 marks,
2 correct 1.5 marks,
1 correct 1 mark)

(vii) Ⓟ → Star Topology
Ⓠ → Bus Topology
Ⓡ → Ring Topology
Ⓢ → Tree Topology

(0.5 x 4 =2 marks)

(viii) $2^3 = 8$

(2 marks)

(ix) (a) Cource_ID

(1 mark)

(b) Course Table

Cinematography	C004	

Institution Table

Moratuwa	D1	C004

(0.5 x 2 =1 mark)

(2 marks)

(x) (a) ⓐ → 0
ⓑ → 5

(0.5 x 2 =1 mark)

(b) no output

(1 mark)

(2 marks)

(2 x 10 = 20 marks)

2.

(i) (a) The distance between the computer screen and the eye
Not keeping the back straight against the back of the chair
Not keeping legs vertical to the ground.

(1 x 3 =3 marks)

(b) The distance between the computer screen and the eye to be 18 – 28 inches (45 – 70 cm)
Keeping the user's back straight against the back of the chair and keeping the shoulders relaxed.
Keeping legs vertical to the ground with the soles flat on the surface

(1 x 3 =3 marks)

(c) Musculoskeletal problem
Computer Vision Syndrome
Headache
Stress

(all three correct 2 marks
2 correct 1.5 marks,
1 correct 1 mark)

(ii) (a) x
(b) √
(c) x
(d) √

(0.5 x 4 =2 marks)

(10 marks)

3. (i)

1	-	title
2	-	u
3	-	marquee
4/5	-	width/height
6	-	br
7	-	i
8	-	justify
9	-	ol
10	-	a

(0.5 x 10 =5 marks)

(ii) (a) Dynamic websites , Static websites

(0.5 x 2 =1 mark)

(b) P → W
Q → T
R→ V
S → U

(1 x 4=4 marks)

(10 marks)

4. (i)
(a) True
(b) False
(c) True

(1 x 3=3 marks)

(ii) (a) = B4 + B5
(b) = D4 + D5
(c) = MAX(B4 : D5)

(1 x 3=3 marks)

(d) = SUM(B6:D6,B9)
= SUM(B6,C6,D6,B9)

(1 x 2=2 marks)

(e) (B10)/4

(1 mark)

(f) Can Use
Reson: *(0.5 x 2=1 mark)*

(10 marks)

5.

(i) (a) Identification of Requirements *(0.5 marks)*

(b) Identification of dependency of each sub system
Designing infrastructure for software, databases, user interfaces
Planning of Tests.
Deciding on the required hardware and software to run the system
(0.5 marks)

(c) Unit Testing
Integration Testing
System Testing
Acceptance testing
(0.25x4= 1 marks)

(d) Deployment the system, install software to the computer, train the user
(*2 marks)*

(e) Waterfall / iterative increment /prototype and reason
(*2 marks)*

(ii) (a) √
(b) √
(c) x
(d) √
(1 x4 = 4 marks)

(10 marks)

6.

(i) Woker table → Worker_No
Worker_Type table - Type
(1x 2=2 marks)

(ii) Woker table – Type_of_Worker / Overtime Table – Worker_No
(1mark)

Connection of two tables.
(1mark)

(iii) (a) Overtime Table
(1 mark)

(b)

E453	1	2019/07/23

(1 mark)

(iv)

(a) Woker Table ,OverTime Table *(all correct - 1 mark)*

(b) Woker Table

E455	Sudeshan Nadaraja		3

(0.5 marks)

OverTime Table

E455	3	2019/07/25

(0.5 marks)

(v) One to many

(1 mark)

(vi) Woker Table ,Worker Type table ,OverTime Table

(–all correct 1mark)

(10 marks)

7. (i)

A. 21
B. <=40
C. yes
D. no
E. hours - 40
F. Display weeklysalary

(0.5 x 6 =3 marks)

(iii)

```
begin
noofwokers =1                                   (0.5 marks)
While noofwokers <21                            (0.5 marks)
        Enter hours                             (0.5 marks)
        If hours <=40 then
                weeklysalary = hours x 250      (0.5 marks)
        else
                weeklysalary = (40 x 250) +(hours - 40 )x 350   (0.5 marks)
        end if
        Display weeklysalary                    (0.5 marks)
        noofwokers = noofwokers +1              (0.5 marks)
end while                                       (0.5 marks)
end
```

(0.5 x 7=3.5 marks)

(iv)

Question

```
program print  Odd numbers (input,output);
    var A: integer;
begin
 A=1;
 while A =10  ....
 ....
  writeln(A)..
  A..=A+1 ;
  .....
 readln();
end.
```

Answer

```
program printOddnumbers (input,output);
    var A: integer;
begin
 A:=1;
 while A <10  do
 begin
  writeln(A);
  A:=A+2 ;
  end;
 readln();
end.
```

printOddnumbers *(0.5 marks)*
var A: integer; *(0.5 marks)*
A : = 1; *(0.5 marks)*
A <10 do *(0.5 marks)*

begin ..... end; *(0.5 marks)*
writeln(A); *(0.5 marks)*
A:=A+2 ; *(0.5 marks)*

(0.5 x 7=3.5 marks)

(10 marks)