**N5 COMPUTER PRACTICE**

**EXAMPLE EXAM PAPER 1**

**The files and a folder needed to answer all questions, are in the folder Exam Paper 1**

**The question paper consists of 26 pages**

**SECTION A: 13 pages**

**SECTION B: 13 pages**

|  |
| --- |
| **TIME: 3 HOURS**  **MARKS: 200** |

**INSTRUCTIONS AND INFORMATION**

1. This exam paper comprises of two sections, and you will receive the exam paper and the answer sheet in electronic form. Take note that the printed version of the paper differs from the electronic version as it may contain elements for typing and information snippets applicable to the question paper.

2. Answer ALL the questions, using the electronic documents provided to you and the appropriate software.

3. Note that you will not be allowed to leave the examination venue before the end of the examination period.

4. Save your work at regular intervals.

5. Read through each question before answering or solving the problem. Do not do more than is required by the question.

6. Note that printing is required, except where no printing is instructed.

7. During the examination you may make use of the help facilities of the programs which you are using. You may not use any other resource material.

8. Note that if data is derived from a previous question that you cannot answer, you should still proceed with the questions that follow.

9. Formulas and/or functions must be used for all calculations in questions involving spreadsheets unless specified otherwise – in other words do not manually calculate and type in the answers!

10. Read ALL the questions carefully.

Student Number:

Date:

Examination number:

**SECTION A [80]**

Open the document **Paper N5 Section A Theory.docx** and save this document as **SectionA yourexamnumber.docx** (1)

Answer all the questions in this section using the electronic version of the question paper that will also represent your answer sheet.

Print your answers OR save your answers and share the file with, or send the file to the lecturer.

**QUESTION 1 [4]**

Enter the following to this document at the top of the page:

1.1 Add your student number, the date, and your examination number details to the top section of this page. (2)

1.2 Format your examination number only to bold. (1)

**QUESTION 2 [13]**

**Instructions**:

1. Answer the multiple-choice questions: Type or choose the correct answer to the questions below;

"*Click or tap here to enter text"* or "*Choose an item*" in the space provided or choose correct answer from drop-down list.

2. Change the font colour to **red** when you enter the letter or text to complete the answers. Use the *Format Painter* to copy the colour to all answers.

3. Save the answer file as **SectionA yourexamnumber.docx**

**Examples:**

Click Choose an item. or Click or tap here to enter text. for answers to be typed in.

This document was created in MS Word. Click on *Choose an item* and click on your answer.

Answer: True

To shut down a computer means: Click on *Click or tap here to enter* text and type the answer.

Answer: To close all open programs and turn off the computer.

2.1 Software refers to those parts that can be touched. (1)

Answer: Choose an item.

2.2 The computer function to manipulate data into information is called programming. (1)

Answer: Choose an item.

2.3 The copy and paste command is used to move a file from one folder to another. (1)

Answer: Choose an item.

2.4 A client/server network is created when two or more computers are connected and share resources without going through a separate server computer. (1)

Answer: Choose an item.

2.5 When you do a search on the Internet using Google, advanced algorithms carefully considers the most probable outcome that you are looking for. (1)

Answer: Choose an item.

2.6 Network architecture is the complete design or layout of an organisation's computer network. (1)

Answer: Choose an item.

2.7 An algorithm is a series of instructions and rules that dictate how to perform a specific task.

(1)

Answer: Choose an item.

2.8 Decomposition means to identify similarities when solving a complex problem. (1)

Answer: Choose an item.

2.9 A botnet is a term used to describe a large group of computers, that are controlled from one or more remote locations by hackers, without the knowledge or consent of their owners. (1)

Answer: Choose an item.

2.10 A zombie is a computer that has been taken over by a hacker to be used as part of a botnet.

(1)

Answer: Choose an item.

2.11 Blogs are online diaries, journals, or editorials on the Internet. (1)

Answer: Choose an item.

2.12 The limited memory of the computer is called the RAM. (1)

Answer: Choose an item.

2.13 The Rename command changes the content of the file. (1)

Answer: Choose an item.

**QUESTION 3 [33]**

Various options are given as possible answers to the following questions. Choose the correct option, statement or sentence.

**Example:**

The acronym ICT is short for:

A. International Computer Technologies

B. Information and Communication Technology

C. Information Cable Transfer

D. Information and Communication Tools

Answer: B.

3.1 Communications media can be divided into two broad categories ….. (1)

A. Infrared and microwave

B. fiber optic and cable

C. packet switching and circuit switching

D. guided and wireless

Answer: Choose an item.

3.2 The following is an example of a plug-in application. (1)

A. Quick Time

B. Microsft Edge

C. Adobe Flash

D. A. and C.

E. None of the above

Answer: Choose an item.

3.3 Which one is NOT a cornerstone of computational thinking? (1)

A. Decomposition

B. Processing

C. Abstraction

D. Algorithms

Answer: Choose an item.

3.4 A network where all devices are connected through a single central hub node, is called a ….. (1)

A. Mesh network

B. Network topology

C. Star network

D. Bus network

Answer: Choose an item.

3.5 A time in which information has become a commodity that is quickly and widely disseminated and easily available especially through the use of computer technology. (1)

A. Industrial time

B. Mechanical age

C. Information age

D. Electro mechanical age.

Answer: Choose an item.

3.6 The following is an example of a social engineering attack. (1)

A. Spear phishing

B. Bing

C. Facebook

D. Twitter

Answer: Choose an item.

3.7 The size (capacity) of a USB Flash disk can be ….. (1)

A. 1 Terabyte (1TB)

B. 700 MB

C. 64 GB

D. 1000 Kilobyte

E. 1 Bit

Answer: Choose an item.

3.8 ….. indicates how the communications links and hardware devices of the network are arranged. (1)

A. Communications protocol

B. Transmission media

C. Network topology

D. None of the above

Answer: Choose an item.

3.9 A ….. is a Web address that specifies the exact location of a web page using letters and words that map to an IP address and the location on the host. (1)

A. Universal Resource Locator

B. Uniform Reference Locator

C. Universal Web address

D. Uniform Resource Locator

E. IP

Answer: Choose an item.

3.10 A ….. is someone who attacks a computer system or network for financial gain. (1)

A. hacker

B. cracker

C. malicious insider

D. cybercriminal

E. (a) and (c).

Answer: Choose an item.

3.11 Microsoft Edge is a new default ….. that is intended to replace Internet Explorer. (1)

A. Antivirus software

B. Start menu

C. Window management tool

D. Web browser

Answer: Choose an item.

3.12 An example of a wild card character. (1)

A. \* (asterisk)

B. & (ampersand)

C. $ (dollar sign)

D. = (equal sign)

Answer: Choose an item.

3.13 A type of file associated with graphics or pictures (1)

A. .xlsx

B. .docx

C. .jpg

D. .pptx

Answer: Choose an item.

3.14 ….. refers to physical appliances and objects that will be connected via networks and that can control and monitor remotely. (1)

A. Artificial Intelligence (AI)

B. Botnets

C. Internet of Things (IoT)

D. Interactive whiteboards

Answer: Choose an item.

3.15 Give four important precautions to help protect yourself against cybercrimes; type your answers below. (4)

1.

2.

3.

4.

3.16What does computational thinking involve? (1)

A. Thinking like a computer

B. Breaking a complex problem down into simple steps

C. Learning how to program

D. Learn how to work with Windows 10

Answer: Choose an item.

3.17What is a complex problem? (1)

A. A problem that can only be solved by using a computer

B. A problem that does not have an obvious, immediate solution

C. A problem that requires more than one computer to solve

D. None of the above

Answer: Choose an item.

3.18What is the difference between programming and computational thinking? (1)

A. Computational thinking tells a computer what to do. Programming allows us to work out what to tell the computer to do

B. Programming tells a computer what to do. Computational thinking allows us to work out what to tell the computer to do

C. Programming tells a computer what to do. Computational thinking allows us to write in a programming language

Answer: Choose an item.

3.19What is abstraction? (1)

A. The process of breaking down a complex problem into a series of more manageable problems

B. The creation of an algorithm to solve a problem

C. The process of filtering out the characteristics of problems that are not needed in order to concentrate on those that are needed

D. The same as algorithms

Answer: Choose an item.

3.20 Which of the following is an example of thinking computationally? (1)

A. Planning out your route when going to meet a friend

B. When going to meet a friend, wandering around until you find them

C. When going to meet a friend, asking a parent to plan your route for you

D. Letting the bossiest friend decide where you should all go

Answer: Choose an item.

3.21What is the name given to the process of breaking down a problem into smaller problems? (1)

A. Decomposition

B. Abstraction

C. Algorithm design

D. Patterns.

Answer: Choose an item.

3.22What is a transport map a good example of? (1)

A. Decomposition

B. Abstraction

C. Algorithm design

D. Pattern recognition

Answer: Choose an item.

3.23Working out how to complete a video game is an example of what? (1)

A. Decomposition

B. Abstraction

C. Algorithm design

D. Programming

Answer: Choose an item.

3.24Deciding what matters and what does not is an example of what? (1)

A. Decomposition

B. Abstraction

C. Algorithm design

D. Processing

Answer: Choose an item.

3.25Deciding which clothes to wear to a party is an example of what? (1)

A. Abstraction

B. Computational thinking

C. Decomposition

D. Pattern recognition

Answer: Choose an item.

3.26 Breaking a complex problem down into smaller problems and solving each one individually.

(1)

A. Decomposition

B. Abstraction

C. Programming

D. Algorithmic Thinking

Answer: Choose an item.

3.27 Picking out the important bits of information from the problem, ignoring the specific details that don't matter. (1)

A. Decomposition

B. Abstraction

C. Programming

D. Algorithmic Thinking

Answer: Choose an item.

3.28 A logical way of getting from the problem to the solution. If the steps you take to solve a problem follow an algorithm then they can be reused and adapted to solve similar problems in the future. (1)

A. Decomposition

B. Abstraction

C. Programming

D. Algorithmic Thinking

Answer: Choose an item.

3.29 Why do we need to think computationally? (1)

A. To help us program

B. To help us solve complex problems more easily

C. To help us to think like a computer

D. To prove the need to complete the task

Answer: Choose an item.

3.30 Which of the following is NOT a computational thinking technique? (1)

A. Decomposition

B. Abstraction

C. Coding

D. Algorithms

Answer: Choose an item.

**QUESTION 4 [19]**

Type the answers in the Answer table below the question. Type the number of each question in **Column A** with the capital letter in **Column B** that goes with it.

Example:

**Answers**

4.20 e-learning V.

4.21 digital citizenship W.

|  |  |
| --- | --- |
| **Column A** | **Column B** |
| 4.1 Ergonomics | 1. The method by which HTML files are transferred over the Web. |
| 4.2 HTML | 1. Aims to make global financial transactions and payments easier for consumers, for example MasterPass. |
| 4.3 GHz | 1. Used to plug a cable into the computer connection point. |
| 4.4 Port | 1. Underlined word or sentence (underlined in blue by default) or image on the WWW that is connected by hypertext coding to a different location. |
| 4.5 Connector | 1. Used to indicate the speed of the CPU. |
| 4.6 NFC | 1. A socket used to connect the computer to a peripheral device. |
| 4.7 Wearable device | 1. Tosetup the workstation in such a way that the user can optimise work and minimise physical stress. |
| 4.8 LTE | 1. A touch technology method for connecting peripherals; used for tap cards, passports and parking passes, where the distance between the two devices is very short. |
| 4.9 Digital wallets | 1. The standard markup language for documents designed to be displayed in a web browser. |
| 4.10 HTTP | 1. Smart technology devices worn on clothing or on the body as accessories or implants |
| 4.11 Hyperlink | 1. A 4G wireless broadband technology for wireless communication for mobile phones to make data speeds even faster; makes it reasonable to stream video to your phone. |

**Answer:**

|  |  |
| --- | --- |
| 4.1 Ergonomics |  |
| 4.2 HTML |  |
| 4.3 GHz |  |
| 4.4 Port |  |
| 4.5 Connector |  |
| 4.6 NFC |  |
| 4.7 Wearable device |  |
| 4.8 LTE |  |
| 4.9 Digital wallets |  |
| 4.10 HTTP |  |
| 4.11 Hyperlink |  |

**Example:**

**Answers**

4.20 V.

4.21 W.

|  |  |
| --- | --- |
| **Column A** | **Column B** |
| 4.12 Identify: | 1. Meeting, Cisco Webex |
| 4.13 Identify: | 1. Antivirus software |
| 4.14 Identify: | 1. Artificial intelligence |
| 4.15 What are they doing? | 1. QR Code |
| 4.16 Identify: what does this refer to? | 1. Network drive |
| 4.17 What is this? | 1. Search engine |
| 4.18 Identify: | 1. SSD drive |
| 4.19 Identify: | 1. Bus network |

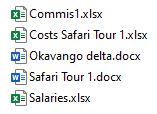
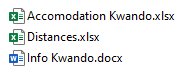
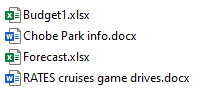
**Answer:**

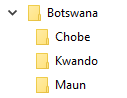
|  |  |
| --- | --- |
| 4.12 |  |
| 4.13 |  |
| 4.14 |  |
| 4.15 |  |
| 4.16 |  |
| 4.17 |  |
| 4.18 |  |
| 4.19 |  |

**QUESTION 5: File management [11]**

Study the drive, folder, subfolders and files in the folders. Then, answer the questions below.







4.1 Type the steps to add a new folder, **Tours**, below the Botswana folder. (3)

Step 1:

Step 2:

Step 3:

4.2 Move all files from the Maun folder to the Tours folder. Type the steps to do this. (5)

Step 1:

Step 2:

Step 3:

Step 4:

Step 5:

4.3 Type the pathname to the file **Distances.xlsx** in the Kwando subfolder. (3)

**TOTAL SECTION A**

**Section A: Theory Questions 80**

**SECTION B:** Open the **Paper1 Section B Practical.docx** file and answer all the practical questions.