![Cambridge Assessment International Education]

Cambridge International AS & A Level

INFORMATION TECHNOLOGY **9626/04**

Paper 4 Advanced Practical **May/June 2020**

MARK SCHEME

Maximum Mark: 110

Published

This document consists of **10** printed pages.

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.
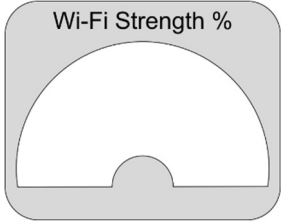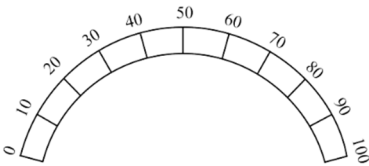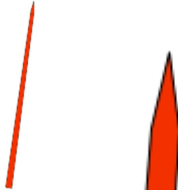

GENERIC MARKING PRINCIPLE 5:

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).
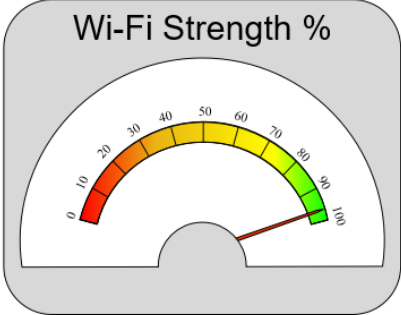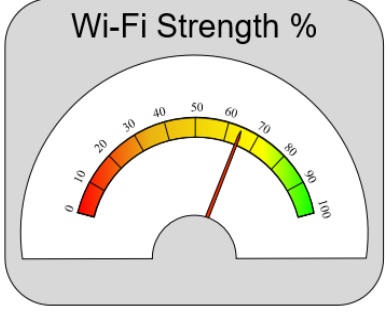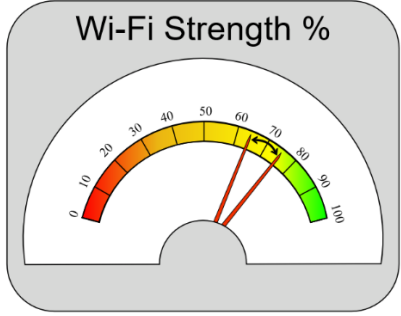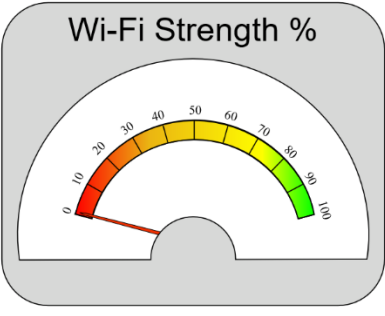

GENERIC MARKING PRINCIPLE 6:

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.
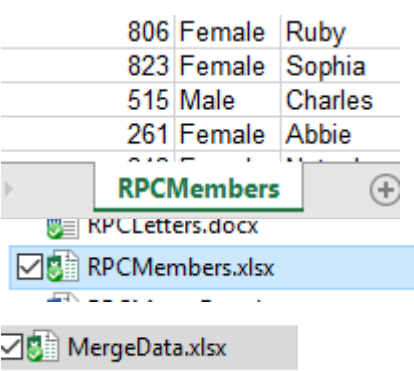

Task 1

Surround is transparent	1
Surround saved png and svg	1
Rounded corners correct	1
Small Semi-circle drawn	1
Centre aligned	1
Shapes Combined	1
Correct Proportions	1
Large Semi-circle drawn	1
Correct Proportions	1
Centre aligned	1
Text accurate	1
Sans-serif Font correct	1
Text proportions correct	1

Scale is transparent	1
Scale saved png and svg	1
Correct arc	1
Correct Width	1
10 divisions created	1
Divisions are equally spaced	1
Divisions are Centre aligned	1
Numbers are displayed	1
Numbers are aligned with divisions	1
Numbers are angled with divisions	1
Correct Proportions	1

Needle is transparent	1
Needle saved png and svg	1
Needle Tapers	1
Correct tip shape	1
needle is Red	1
Needle has Hairline outline	1

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Needle set at approx 52%	1	
Meter1 – svg – transparent	1	
Meter1 – saved as bitmap 600px wide	1	

Scale2 is transparent	1
Scale2 saved png and svg	1
The original scale used	1
Single gradient fill used	1
Red – yellow – green gradient	1
Proportions of the scale preserved	1

Composite image proportions preserved	1
Alignments preserved	1
Meter2 saved svg	1
Meter2 saved as a non-transparent bitmap 600px wide	1

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Task 2

Wi-Fi Strength %	Wi-Fi Strength %

The Meter fills the frame	1		The needle takes 1 second to return	1	
Needle rotates from centre of the semi-circle	1		The needle returns to 65%	1	
The needle rotates smoothly	1				
The sweep is Consistent	1				
The 1st sweep takes 2 seconds	1				
The needle reaches 97% max	1				

Wi-Fi Strength %	Wi-Fi Strength %

The needle swings as required	1		The needle returns to 0%	1	
The needle swings between 65-75%	1		The needle takes 1 second to return	1	
The swing is repeated	1		There is a 2 second pause	1	
The swings take 1 second	1		The animation Restarts	1	
			The animation is saved as gif or swf	1	
			[17]		

Task 3

Worksheet named RPCMembers	1
Workbook Named RPCMembers	1
Workbook saved as MergeData	1

Age Field added	1
Datedif or valid method	1
Based on 31/07/2020	1

Years recorded	1
Month (Numeric) field added	1
Month (Text) field added	1
Email Domain extracted	1
Domain only	1
[11]	

Member No: { MERGEFIELD Member_Number }

{ MERGEFIELD GivenName } { MERGEFIELD Surname }

{ MERGEFIELD StreetAddress }

{ MERGEFIELD TownCity }

{ MERGEFIELD ZipCode }

{ SKIPIF { MERGEFIELD Month_number } < 6 }{ SKIPIF { MERGEFIELD AgeJuly2020 } < 40 }

{ DATE \@ "dd MMMM yyyy" * MERGEFORMAT }

Dear { MERGEFIELD GivenName }

{ IF { MERGEFIELD Email_Domain } = "pookmail.com" "As you know, you are required to register a working email address. Unfortunately, it seems your email provider { MERGEFIELD Email_Domain } is no longer operational.

Please acknowledge this letter with your new email address.

" "{ IF { MERGEFIELD Email_Domain } = "dodgit.com" "As you know, you are required to register a working email address. Unfortunately, it seems your email provider { MERGEFIELD Email_Domain } is no longer operational.

Please acknowledge this letter with your new email address." "" }" }

Our records show that you will turn 40 years of age in { MERGEFIELD Month_of_Birthday } of this year.

Member No	1		RPCLetters file	1
GivenName Surname and space	1		Correct 6 recipients	1
All Address fields 1 per line	1		Correct 2 no added text	1
Date field in dd MMMM yyyy format	1		Correct 4 with added text	1
Salutation Givenname	1		Consistent format	1
Space	1		Proofed and ffp	1
Month of Birthday text	1			
Conditional field for pookmail	1			
Nested Email Domain	1			
Correct text	1			
Nested Dodgit conditional field	1			
Nested Email Domain	1			
Correct text	1			

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Task 4

| Task 4 Programming for the web JavaScript — Upload progress simulation — Click the button to start the display — [Upload] | Task 4 Programming for the web JavaScript — Upload progress simulation — Click the button to start the display — [Upload] — 38% | Task 4 Programming for the web JavaScript — Upload progress simulation — Click the button to start the display — [Upload] — 63% | Task 4 Programming for the web JavaScript — Upload progress simulation — Click the button to start the display — [Upload] — 100% |

Page Styles preserved	1	Bar 1 loads	1	Bar 4loads	1	Bar 7 loads	1
Page positions preserved	1	Bar 2 loads	1	Bar 5 loads	1	Bar 8 loads	1
Button click produces result (any)	1	Bar 3 loads	1	Bar 6 loads	1	Percentages match	1
						Percentages rounded	1
						Sequence terminates	1

```
</style>
<script>
function Countdown()
{
var count=-1;
var pause=setInterval(Timer, 500); //This will call the Timer function every 1 second

function Timer()// The timer function code is completed by adding conditional statements to display the images
 {
  count=count+1;
  if (count >8)
   {
   clearInterval(pause); //This will stop the Interval timer calling the Timer function when the count variable==9
    return;
   }
    //The conditional statement(s) should be inserted here
switch (count) //The switch statement will select the block corresponding to the number of the count variable
 {
case 0:
document.getElementById("display").src='Bar0.png';//These blocks will display .src images in the html with element id="display"
document.getElementById("percent").innerHTML=Math.round(count*12.5)+"%";break;
case 1:
document.getElementById("display").src='Bar1.png';//These blocks will display .src images in the html with element id="display"
document.getElementById("percent").innerHTML=Math.round(count*12.5)+"%";break;
case 2:
document.getElementById("display").src='Bar2.png';//These blocks will display .src images in the html with element id="display"
document.getElementById("percent").innerHTML=Math.round(count*12.5)+"%";break;
case 3:
document.getElementById("display").src='Bar3.png';//These blocks will display .src images in the html with element id="display"
document.getElementById("percent").innerHTML=Math.round(count*12.5)+"%";break;
case 4:
document.getElementById("display").src='Bar4.png';
document.getElementById("percent").innerHTML=Math.round(count*12.5)+"%";break;
break;
case 5:
document.getElementById("display").src='Bar5.png';
document.getElementById("percent").innerHTML=Math.round(count*12.5)+"%";break;
case 6:
document.getElementById("display").src='Bar6.png';
document.getElementById("percent").innerHTML=Math.round(count*12.5)+"%";break;
case 7:
document.getElementById("display").src='Bar7.png';
document.getElementById("percent").innerHTML=Math.round(count*12.5)+"%";break;
case 8:
document.getElementById("display").src='bar8.png';
document.getElementById("percent").innerHTML=count*12.5+"%";
 }
 }//Closure of function Timer()
}//Closure of function Coundown()
</script>
</head>
```

<script> </script> tags preserved in place	1
Conditional loop attempted	1
Conditional loop valid	1
Switch statement used.	1
Correct // comment syntax	1
Appropriate comments	1

[20]