

Name: _____

Teacher: _____

Mark: /25

National 5 Computer Systems Revision Questions

Question 1 – 2 marks

The value 765.2 would be stored in a computer system using 'floating-point representation' as shown below.

$$0.7652 \times 10^3$$

Identify the mantissa and exponent in the above floating-point representation.

Mantissa _____

Exponent _____

Question 2 – 1 marks

STOW RUGBY CLUB		
HOME	72:53	VISITOR
54	2ND HALF	3
8	TRY	0
7	CONVERSION	0
0	PENALTY	1
0	DROP GOAL	0

The computer system stores the time and scores as binary numbers and the text using extended ASCII code.

- (i) In the box below, show how the value 54 would be stored as an 8-bit binary number.

Question 3 – 3 marks

The scoreboard highlights some of the information it displays using coloured objects. These are stored as vector graphics.

- (i) State the name of the object.

- (ii) State two attributes of this object.

Attribute 1 _____

Attribute 2 _____

Question 4 – 1 marks

Describe a feature or function of the computer system that could be used to reduce the amount of energy it uses.

Question 5 – 2 marks

Convert the following numbers to decimal. You must show your working.

a) 11001101

b) 11110000

Question 6 – 2 marks

Convert the following numbers to binary. You must show your working.

a) 125

b) 87

Question 7 – 3 marks

Explain each of the part of the processor do.

ALU

CONTROL UNIT

REGISTERS

Question 8 – 1 mark

Describe the difference between ASCII and Extended ASCII.

Question 9 – 1 marks

State the number of bits required to store the word below using extended ASCII.

COMPUTING

Question 10 – 4 marks

Describe how a bit mapped and vector graphic are stored in a computer systems memory.

Bitmapped

Vector

Question 11 – 3 marks

State the part of the processor that will carry out the following tasks:

Compare password to the password the user has entered

Ensures instructions are carried out in the correct order

Question 12 – 2 marks

Below is a simple company logo. State one of the objects used to create the logo and name an attribute of this object.



Object:

Attribute: