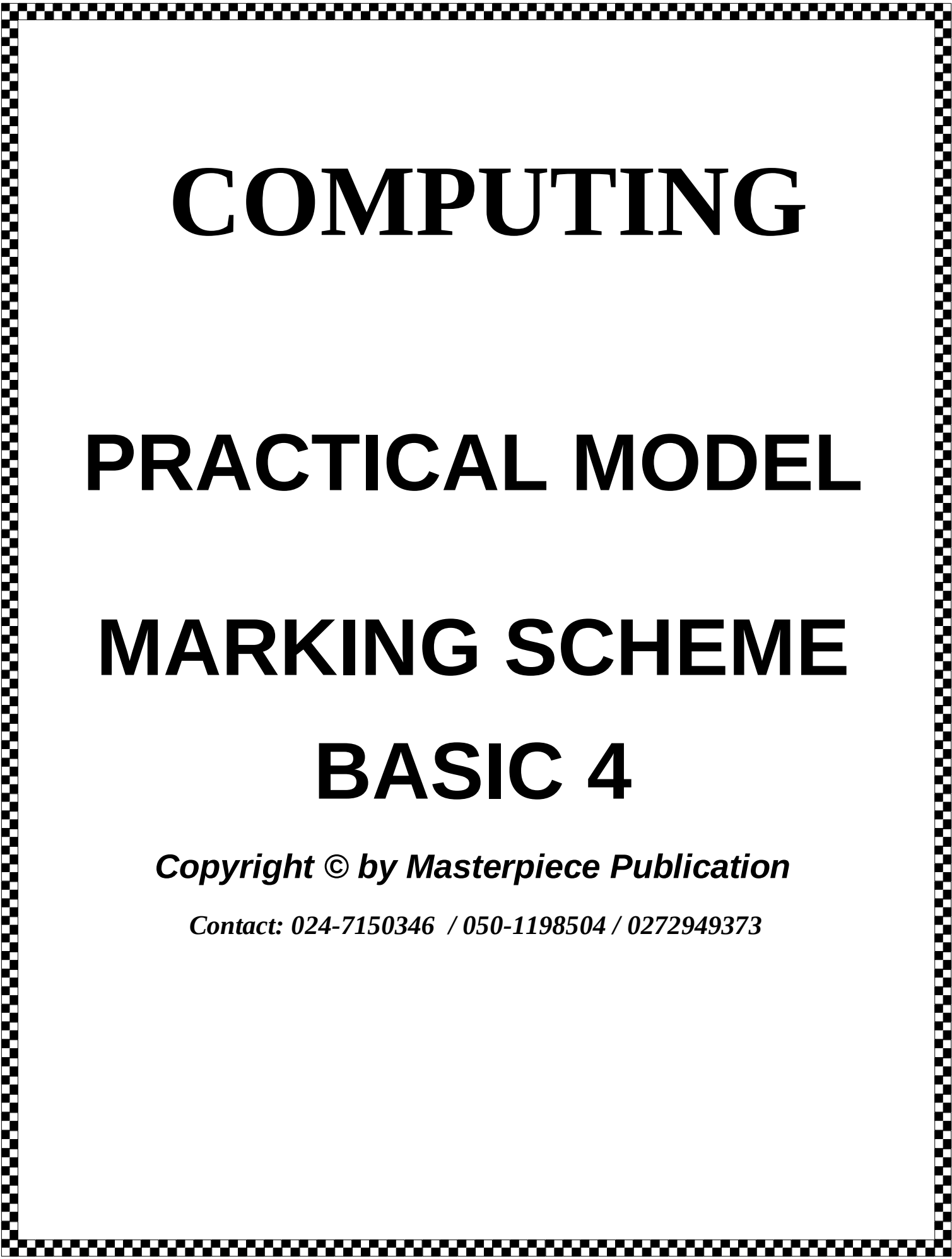


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COMPUTING

PRACTICAL MODEL

MARKING SCHEME

BASIC 4

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QUESTION 1

- a) I – System unit II – Mouse III – Keyboard IV – Monitor
- b) i – speaker or headset ii – printer iii – joystick
- c) * microprocessor * power supply * heatsink * hard disk * motherboard
 * random access memory * read only memory * CMOS battery * sound card * VGA card

QUESTION 2

- a) A - Desktop system unit
- b) B - Tower system unit
- c) i. USB port ii. PS/2 port iii. Ethernet port iv. VGA port v. Power port
- d) Hard drive/Hard disk drive/Hard disk / Solid state drive
- e) It is used to protect the sensitive electronic parts from the outside elements.

QUESTION 3

- a) Power button
- b) * Television * Radio * Laptop * Fax machine * Printer * Projector
 * Speaker * Smartphones * Monitor * System unit * DVD players etc
- c) * The television cable may not be plugged into the socket
 * The main socket may have been turned off
 * The power button may be damaged
 * There may be low current voltage

QUESTION 4

- a) A – System unit B – Monitor / Visual Display Unit C – Mouse D – Keyboard
- b) The part labelled C or D
- c) The part labelled B
- d) * Clicking / Left-clicking * Double clicking * Right clicking * Scrolling * Pointing or Hovering

QUESTION 5

A – Cooling fan B – Central Processing Unit C – Power supply unit
D – CMOS batter E – Motherboard F – Hard disk

QUESTION 6

Hardware	User or Function
1. Heatsink	It is used to cool the microprocessor and keep it from overheating.
2. Microprocessor	It is used to process instructions given to the computer.
3. Fan	It is used for cooling the system unit.
4. Power supply	It is used to supply electric power to a computer system
5. CMOS battery	It is used to power the system clock and date.

QUESTION 7

A – Gamepad B – Microphone C – Keyboard
D – Joystick E – Light pen F - Scanner

QUESTION 8

Device	Name	use
		It is used to control movement of the cursor on the computer screen.
		It is used to control electronic video games
		It is used to input text, characters, and other commands into a computer.
		It is used to read or scan printed barcodes and send it to a computer.
		It is used to capture images from printed photographs into the computer.