

Cambridge International AS & A Level

INFORMATION TECHNOLOGY

Paper 4 Advanced Practical

9626/04

October/November 2021

2 hours 30 minutes

You will need: Candidate source files (listed on page 2)

INSTRUCTIONS

- Carry out every instruction in each task.
- Save your work using the file names given in the task as and when instructed.
- You must **not** have access to the internet or any email system during this examination.
- You must save your work in the correct file format as stated in the tasks. If you save work in an incorrect file format, you will **not** receive marks for that task.

INFORMATION

- The total mark for this paper is 110.
- The number of marks for each task or part task is shown in brackets [].



Background1.png Background2.png Supplies.csv ItemCounterTask.html

Create a folder called **Examination**. You must save all your work in this folder. Copy these files into this folder. Do **not** delete these files when submitting your work.

You must use the most efficient methods to solve each task. All work produced must be of a professional standard and contain your candidate details.

Task 1

Use **Background1.png** to recreate this image. The height of the whole image should be 500 pixels.



Save the image as a **bitmap** named **Lens_** followed by your centre number_candidate number e.g. Lens_ZZ999_9999

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Task 2

Use a suitable vector graphics application to create images of clouds and a lightning bolt.

 clear, sharp edges a light grey fill a darker grey shading to the bottom edges a transparent background.

Save the image in a **scalable vector graphics** (svg) format as **Cloud_** followed by your centre number_candidate number

e.g. Cloud_ZZ999_9999



The lightning bolt image must have:

- a thin black outline
- a gradient fill from red to yellow as shown
- a transparent background.

Save the image in a **scalable vector graphics** (svg) format as **Bolt_** followed by your centre number_ candidate number e.g. Bolt ZZ999 9999

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Create an animation as follows:

Set the frame or stage size to 500 pixels wide by 400 pixels high.

Use **Background1.png** and **Background2.png** as backgrounds for the animation. The images should alternate every 0.5 seconds, starting with *Background1.png*.

Insert your <i>Cloud</i> image in the top left corner. The <i>Cloud</i> image should be partially visible, as shown.	At 0.5 seconds the text Malware must fade in and rise up from the bottom right of the frame and a copy of the <i>Bolt_</i> image must be partially visible from behind your <i>Cloud_</i> image.	At 1 second the text <i>Malware</i> must be fully visible and a copy of the bolt image must be moving towards it from the top left of the frame.			
3c4:4a0d:4e00:7562:60c9:b10c: bcc:dde:0:7562:60c9:b10c:fb0 rade:22c4:4a0d:4e00:d96e:250b:adb7: 2a00:22c4:4a0d:4e00:d96e:250b:adb7: 2a00:22c4:4a0d:4e00:r0a6:dbc4:b015: 2a00:22c4:4a0d:4e00:r0a6:dbc4:b015: 2a00:22c4:4a0d:4e00:r61c6:f507:1759: 2a00:22c4:4a0d:4e00:f61e:c162r1;62r61: 2a00:22c4:4a0d:4e00:fc1e:ef8c:a83a; fda:bbc::dde:0:196e:250b:adb7:382; fda:bbc::dde:0:r60;64:b015:be2 fda:bbc::dde:0:r60;64:b015:be2 fda:bbc::dde:0:r60;55b:fda:bbc:15b fda:bbc::dde:0:fc1e:ef8c:a89a;2ef	144:4400:4400:196e:250b:adb7: 144:4400:4400:4dd5:5990:1173: 2400:324:4400:4400:7046:4bc4:b015: 2400:234:4400:4400:7046:4bc4:b015: 2400:234:4400:4400:7040:8871:2277:8ecb: 2400:234:4400:4400:6051:2277:8ecb: 2400:234:4400:4400:6051:2277:8ecb: 2400:234:4400:4400:6051:2277:8ecb: 2400:234:4400:4400:5050:4db7:382 fdaa:bbcc:ddee:0:196e:2500:adb7:382 fdaa:bbcc:ddee:0:7046:4b4:b015:be2 fdaa:bbcc:ddee:0:7046:4b4:b015:b2 fdaa:bbcc:ddee:0:871:277:8ecb:55b fdaa:bbcc:ddee:0:8071:277:8ecb:55b fdaa:bbcc:ddee:0:90871:277:8ecb:55b fdaa:bbcc:ddee:0:90871:2277:8ecb:55b fdaa:bbcc:ddee:0:90871:2277:8ecb:55b fdaa:bbcc:ddee:0:90871:2277:8ecb:55b	3c4:4a0d:4e00:7562:60c9:b10c: bcc:ddee:0:7562:60c9:b10c:fb0 23c4:4a0d:4e00:196e:2500:adb7 2a00:23c4:4a0d:4e00:4d5:f90d:1f7a: 2a00:23c4:4a0d:4e00:70a5:4bc4:b015: 2a00:23c4:4a0d:4e00:70a5:4bc4:b015: 2a00:23c4:4a0d:4e00:f0b5:8c1:62fd:1 2a00:23c4:40d:4e00:f0b5:8c1:62fd:1 2a00:23c4:40d:4e00:f0b5:8c1:62fd:1 2a00:23c4:40d:4e00:f0b9:8c1:62fd:1 2a00:23c4:40d:4e00:f0b9:8c1:62fd:1 2a00:23c4:40d:4e00:f0b9:8c1:62fd:1 2a00:23c4:40d:4e00:f0b9:8c1:62fd:1 2a00:23c4:40d:4e00:f0b9:5c1:505;15b5 fdaa:bbcc:ddee:0:765:400;15b2 fdaa:bbcc:ddee:0:765:400;155b5 fdaa:bbcc:ddee:0:765:400;1560;155b5 fdaa:bbcc:ddee:0:765:400;1560;155b5 fdaa:bbcc:ddee:0:765:400;1560;1560;1560;1560;1560;1560;1560;1600;160			
At 1.5 seconds the tip of the bolt image must reach the <i>Malware</i> text, which must appear to explode.	At 2 seconds the text must have grown to double size and must start to fade out.	At 2.5 seconds the text must have disappeared and the bolt image must have left the frame.			
1c4:4a0d:4e00:196e:250b:adb7: 1c4:4a0d:4e00:4dd5:F99d:1f7a: 2a00:23c4:4a0d:4e00:7c015607:1759: 2a00:23c4:4a0d:4e00:7c015607:1759: 2a00:23c4:4a0d:4e00:F615607:1759: 2a00:23c4:4a0d:4e00:F616:162fd:1 2a00:23c4:4a0d:4e00:F616:162fd:1 2a00:23c4:4a0d:4e00:F616:162fd:1 2a00:23c4:4a0d:4e00:F616:162fd:1 2a00:23c4:4a0d:4e00:F616:162fd:1 2a00:23c4:4a0d:4e00:F616:162fd:162fd:1 2a00:23c4:4a0d:4e00:F616:162fd:162fd:162fd:1 2a00:23c4:4a0d:4e00:F616:162fd:162fd:1 2a00:23c4:4a0d:4e00:F616:162fd:162fd:162fd:1 2a00:23c4:4a0d:4e00:F616:162fd:162f	3:4:4a00:4600:7562:6009:b100: 5:c::ddee:0:7562:6009:b100::Fb0 2:a00:2:4:4a00:4000:1060:2:50b:a007: 2:a00:2:3:4:4a00:4000:70a0:4b04:b15: 2:a00:2:3:4:4a00:4000:70a1:5007:1759: 2:a00:2:3:4:4a00:4000:70a1:5007:1759: 2:a00:2:3:4:4a00:4000:f001:5007:1759: 2:a00:2:3:4:4a00:4000:f001:5007:1759: 2:a00:2:3:4:4a00:4000:f001:5007:1759: 2:a00:2:3:4:4a00:4000:f001:5007:1759: 2:a00:2:3:4:4a00:4000:f001:5007:1759: 2:a00:2:3:4:4a00:4000:f001:5007:1759: 2:a00:2:3:4:4a00:4000:f001:5007:1507:1507: 1:a00:2:3:4:4a00:4000:f001:5007:1507:1507: 1:a00:2:3:4:4a00:4000:f001:5007:1507:1507: 1:a00:2:3:4:4a00:4000:f001:5007:1507:1507: 1:a00:2:3:4:4a00:4000:f001:5007:1507:1507: 1:a00:2:3:4:4a00:4000:f001:5007:1507:1507: 1:a00:2:3:4:4a00:4000:f001:5007:1507:1507: 1:a00:2:3:4:4a00:4000:f001:5007:1507:1507:1507: 1:a00:2:3:4:4a00:400:f001:5007:1507:1507:1507: 1:a00:2:3:4:4a00:400:f001:5007:1507:1507:1507: 1:a00:2:3:4:4a00:400:0:1000:1000; 1:a00:2:3:4:4a00:4000:f001:5007:1507:1507:1507:1507:1507:1507:1	1c4:4a0d:4e00:196e:250b:adb7: 2c4:4a0d:4e00:4dd5:f99d:1f7a: 2a00:23c4:4a0d:4e00:70a6:4bc4:b015: 2a00:23c4:4a0d:4e00:70a6:15697:1759: 2a00:23c4:4a0d:4e00:6b871:2c7f:8ecb: 2a00:23c4:4a0d:4e00:f90b:8c1:62fd:1 2a00:23c4:4a0d:4e00:f09b:8c1:62fd:1 2a00:23c4:4a0d:4e00:f09b:8c1:62fd:1 2a00:23c4:4a0d:4e00:f09b:8c1:52fd:1 2a00:23c4:4a0d:4e00:f09b:8c1:52fd:1 2a00:23c4:4a0d:4e00:f09b:8c1:52fd:1 2a00:23c4:4a0d:4e00:f09b:8c1:52fd:1 2a00:23c4:4a0d:4e00:f09b:8c1:62fd:1 fdaa:bbc:ddee:0:f09b:8c1:62fd:1a21 fdaa:bbc:ddee:0:f09b:8c1:62fd:1a21 fdaa:bbc:ddee:0:fc1e:ef8c:a89a:2ef			
After 3 seconds the animation must start again and loop continuously.					

Save the animation as an **animated gif** or a **.swf** file named **MalwareZap_** followed by your centre number_candidate number e.g. MalwareZap_ZZ999_9999

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Task 4

Create a game of Noughts and Crosses, sometimes called Tic-Tac-Toe, in a spreadsheet application.

The game is for two players identified as X and 0, who take turns marking the spaces in a 3×3 grid. The player who succeeds in placing three of their marks in a horizontal, vertical, or diagonal line wins the game.

Create this grid.



Make sure that:

- cells accept entries of only uppercase X or 0 (zero)
- entries are displayed in a 72pt red font
- the cell fill changes to yellow if an X is entered
- the cell fill changes to grey if a zero is entered.



If all entries in a line or a diagonal are the same, either the text **X wins** or **0 wins** must be displayed in an adjacent cell as shown. This text should be displayed in a 24pt black sans-serif font. The straight lines showing the winning row, column or diagonal do **not** need to be shown.

Save the spreadsheet as **TTT_1_** followed by your centre number_candidate number e.g. TTT_1_ZZ999_9999

Improve your solution so the winner is displayed in the merged cells above the grid.

The text should be in a 72pt black sans-serif font.

The text in the adjacent cells should no longer be displayed.

0	wir	าร		X wins		0 wins				
0	0	Х		0		Х	 Х	0	Х	
0	Х				Х		 0	0	0	
0		Х	_	Х		0	Х	Х		

Save the spreadsheet as **TTT_2** followed by your centre number_candidate number e.g. TTT_2_ZZ999_9999

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Task 5

The **Supplies.csv** file contains details of medical supplies. Use this list to create a data source for a mail merge.

Save the data source as **SuppliesData_** followed by your centre number_candidate number e.g. SuppliesData_ZZ999_9999

Use the data source to mail merge labels for storage boxes for sterile bandages.

Create an Evidence Document to include screenshots of your selection methods that are not obvious from the files you create. Save the document as **Evidence_** followed by your centre number_candidate number

e.g. Evidence_ZZ999_9999

The labels must:

- be custom sized on a landscape A4 page
- contain 15 per page
- be evenly spaced in a 3 × 5 grid
- be approximately 9 cm wide and 3.5 cm high
- display borders.

Merge only the labels for sterile bandages. They must look like this:

Code: SKU#Bu411571

Lite Bandages 1.5cm Sterile

Units per case: 96

All text must be 14pt.

Code: and Units per case: must be bold.

The description must be displayed in a box.

Labels for sterile bandages with more than 100 units per case must also display the text **Split Case** which must be bold and red.

Code: SKU#Su411834
Conforming Bandages- 1.75cm Sterile
Units per case: 800 Split Case

Save the merge document as **SuppliesMergeDoc_** followed by your centre number_candidate number e.g. SuppliesMergeDoc_ZZ999_9999

Merge the labels and save the file as **SuppliesLabels_** followed by your centre number_candidate number

e.g. SuppliesLabels_ZZ999_9999

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Please turn over for Task 6.

Task 6

Open ItemCounterTask.html in a browser.

This webpage must operate as a counter that displays a total by clicking the Inspection Complete button after an item has been inspected.

Tawara Information Solutions (UK) Tawara Information Solutions (UK) (Trial) Item counter

Please click for each item inspected

Please click for each item inspected

(Trial) Item counter

Inspection Complete



Open ItemCounterTask.html in a text editor and add Javascript code to display the number of items and the text Items Inspected as shown.

Save the completed file as ItemCounter_1_ followed by your centre number_candidate number e.g. ItemCounter 1 ZZ999 9999

Amend the code to display the correct text to match the number of items counted e.g. 1 Item Inspected, 2 Items Inspected, 3 Items Inspected etc.

Tawara Information Solutions (UK) Tawara Information Solutions (UK) (Trial) Item counter (Trial) Item counter

Please click for each item inspected

Please click for each item inspected

Inspection Complete

1 Item Inspected

Inspection Complete **2** Items Inspected

Save the completed file as ItemCounter_2_ followed by your centre number_candidate number e.g. ItemCounter 2 ZZ999 9999

[10]

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