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Name:

Class:

CHAPTER TEST

Chapter 5 Approaches to problem solving

Section	Number of questions	Number of questions to be answered	Number of marks	Marks achieved
А	15	15	15	
В	5	5	25	
Total			40	
Grade: Scale:				

A+ 36-40 A 32-35 B 28-31 C 24-27 D 20-23 E 11-19 UG 0-10
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INSTRUCTIONS

Write your name and class in the space provided above. All written responses must be in English.

MATERIALS

- Question book of 9 pages.
- Students are permitted to bring into the examination room: pens, pencils, highlighters, erasers, sharpeners and rulers.
- Students are **NOT** permitted to bring into the examination room: blank sheets of paper and/or white out liquid/tape.
- Calculators are **NOT** permitted in this examination.
- Students are **NOT** permitted to bring mobile phones and/or any other unauthorised electronic devices into the examination room.



Section A

Multiple-choice questions

INSTRUCTIONS FOR SECTION A

- Circle the correct answer in pencil for multiple-choice questions.
- Choose the response that is **correct** or that **best answers** the question.
- A correct answer scores 1 and an incorrect answer scores 0.
- Marks will **not** be deducted for incorrect answers.
- No marks will be given if more than one answer is given for a question.
- 1 You can tell a project from a normal daily task because it:
 - **A** requires several people to work together.
 - **B** has a finite lifetime.
 - **c** must be finished on time.
 - **D** must be managed.
- **2** A milestone in a project is:
 - A any task that takes little time.
 - **B** a very important task.
 - **c** a point of major progress.
 - **D** a task that depends on another task to finish first.
- **3** The type of chart used to plan projects in Computing is a:
 - A Entity–relationship diagram
 - **B** Gantt chart.
 - **C** User-flow diagram
 - **D** Flowchart
- 4 In a project, what is 'slack time'?
 - A Holidays
 - **B** Coffee breaks and lunch times
 - **C** When workers are being lazy
 - **D** The amount of time a task can run overtime before affecting later tasks
- 5 In a project, what is 'lag time'?
 - A An enforced delay before a task can begin
 - **B** When a task begins late
 - **C** How long a task runs overtime
 - **D** The time it takes for a task to get underway



- 6 In a project, what is the 'critical path'?
 - A The most important tasks in the project
 - **B** The series of tasks from beginning to end with no slack in them
 - **C** A list of tasks that cannot be allowed to fail
 - **D** Tasks that people have criticised
- **7** What is a 'contingency plan'?
 - A Pre-planned responses to problems and disasters
 - **B** The plan for how to carry out a task
 - **C** An evacuation plan
 - **D** What to do if a task runs overtime

Use the figure below to answer Questions 8–10.



- 8 How much slack does the 'CEO's Report' task have?
 - A None
 - **B** 1 day
 - **c** 2 days
 - **D** 3 days
- 9 What do the symbols after days 7, 10 and 15 represent?
 - A Problems in the project
 - **B** Rest periods
 - **C** Meeting times
 - **D** Milestones

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10 The arrows in the diagram mean that:

- A the task at the start of the arrow is dependent on the task at the end of the arrow.
- **B** the task at the end of the arrow is dependent on the task at the start of the arrow.
- **c** the two tasks are related.
- **D** the project moves in the direction of the arrow.
- **11** Keeping track of file versions is important so that:
 - **A** a team can tell which version of a document is the latest.
 - **B** people can work on outdated information.
 - **C** users can tell which files are spreadsheets and which are databases.
 - **D** the *Privacy Act 1988* is obeyed.

12 An ethical dilemma occurs when:

- **A** a law is broken.
- **B** someone must make a tough decision.
- **C** you have doubts about which is the best, most morally appropriate course of action.
- **D** someone feels guilty about their actions.
- **13** A website's architecture may be designed using:
 - **A** a layout diagram.
 - **B** a site map.
 - **c** a flowchart.
 - **D** an IPO chart.
- **14** A possible problem of using icons in webpages is that:
 - A they are slow to download.
 - **B** they are slower to interpret than text.
 - **C** they make a webpage look old and out of date.
 - **D** their meaning may be unclear to users.
- **15** An example of consistency in a website is:
 - A putting a link to the homepage in the same place on every page.
 - **B** running a spell-check on every page.
 - **C** putting the same content on every page.
 - **D** using a variety of formatting on each page to keep it interesting.



Section **B**

Short-answer questions

INSTRUCTIONS FOR SECTION B

Answer all questions in the spaces provided.



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1 Referring to the screenshot on page 5, identify five examples of the use of navigation.

(5 marks)



- Financial Institutions
- Financial Institutions products and services
- Rural banking



2 a Identify one way the webpage above protects the information of users.

(1 mark)

b Comment on the appropriateness of the choice of graphics used for the sections for 'Businesses', 'Corporates', 'Large Corporates' and 'Based outside Australia'.

(2 marks)

c Identify two facilities on the page that are not promotional, but provide helpful services so visitors can use the site more effectively.

(2 marks)



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(3 marks)

Websites are now the norm for a business of any size. 3

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a Explain three ways that having a public website makes a business more efficient.

b Explain two ways that having a public website makes a business more effective.

(3 marks)

(3 marks)

a Identify three factors that web and app designers must consider when producing websites that may be 4 viewed on mobile devices such as smartphones or tablets.



5 a Distinguish between using checkboxes (tickboxes) and radio buttons for data entry.

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(2 marks)

(2 marks)

b In a database, you want users to enter their date of birth. Suggest an efficient way of getting a valid date.
Justify your choice.

(3 marks)