AQA AS Level Computer Science

Specification at a glance

Paper 1

On-screen exam: 1 hours 45 minutes

50% of AS

What's assessed:

This paper tests a student's ability to program, as well as their theoretical knowledge of Computer Science from subject content 1-4 below.

Questions:

Students answer a series of short questions and write/adapt/extend programs in an Electronic Answer Document provided by AQA.

AQA will issue Preliminary Material, a Skeleton Program (available in each of the Programming Languages) and, where appropriate, test data, for use in the exam.

- 1 Fundamentals of programming
 - Programming
 - Data types
 - Programming concepts
 - Arithmetic operations in a programming language
 - Relational operations in a programming language
 - Boolean operations in a programming language
 - Constants and variables in a programming language
 - String-handling operations in a programming language
 - Random number generation in a programming language
 - Exception handling
 - Subroutines (procedures/functions)
 - Parameters of subroutines
 - Returning a value/values from a subroutine
 - Local variables in subroutines
 - Global variables in a programming language
 - Procedural-oriented programming
 - Structured programming
- 2 Fundamentals of data structures
 - Data structures and abstract data types
 - Single- and multi-dimensional arrays (or equivalent)
 - Fields, records and files
- 3 Systematic approach to problem solving
 - Aspects of software development
 - Analysis
 - Design
 - Implementation
 - Testing
 - Evaluation

- 4 Theory of computation
 - Abstraction and automation
 - Problem-solving
 - Following and writing algorithms
 - Abstraction
 - Information hiding
 - Procedural abstraction
 - Functional abstraction
 - Data abstraction
 - Problem abstraction/reduction
 - Decomposition
 - Composition
 - Automation
 - o Finite state machines (FSMs) without output

Paper 2

Written exam: 1 hours 30 minutes

50% of AS

What's assessed:

This paper tests a student's ability to answer questions from subject content 5-9 below.

Questions:

Compulsory short-answer and extended-answer questions.

- 5 Fundamentals of data representation
 - Number systems
 - Number bases
 - Units of information
 - Binary number system
 - Information coding systems
 - Representing images, sound and other data
- 6 Fundamentals of computer systems
 - Hardware and software
 - Relationship between hardware and software
 - Classification of software
 - System software
 - Role of an operating system (OS)
 - Classification of programming languages
 - Types of program translator
 - Logic gates
 - o Boolean algebra
- 7 Fundamentals of computer organisation and architecture
 - o Internal hardware components of a computer
 - The stored program concept
 - Structure and role of the processor and its components
 - The processor and its components
 - The Fetch-Execute cycle and the role of registers within it
 - The processor instruction set
 - Addressing modes
 - Machine-code/assembly language operations
 - Interrupts

- Factors affecting processor performance
- External hardware devices
 - Input and output devices
 - Secondary storage devices
- 8 Consequences of uses of computing
 - o Individual (moral), social (ethical), legal and cultural issues and opportunities
- 9 Fundamentals of communication and networking
 - Communication methods
 - Communication basics
 - Network topology
 - Types of networking between hostsWireless networking

Full Specification PDF:

http://filestore.aga.org.uk/resources/computing/specifications/AQA-7516-7517-SP-2015.PDF

In order to improve your Python skills consider buying

"Learning to Program in Python" book. Here is the link:

https://amzn.to/2Ktt0PW

You should also practice some Python exercises. Here are a couple of good websites.

http://www.practicepython.org/

https://snakify.org/

https://www.tutorialspoint.com/python/index.htm

PG Online AQA AS and A Level Computer Science textbook

https://amzn.to/2yNJv4X