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KCSE Past Papers Computer Studies 2013. 4.9.1 Computer Studies Paper 1 (451/1) SECTION A (40 marks) Answer all the questions in this section in the spaces provided. 1. Write each of the following acronyms in full as used in computing. (a) CAD (b) DVD (c) WORM (d) POS. 2. A school keeps student records in a database. The data is coded before ...

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1. Computer systems are built from three types of physical components: processors, memories and 1/O devices. a) State two tasks of a processor (2 mks) b) State function of 1/O devices (1 mk) 2. Threats to the safety of computer systems take many forms such as: white-collar crime, natural disasters, vandalism and careless ness.

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Computer Studies Paper 1. SECTION A (40 Marks) Answer ALL the questions in SECTION. 1. State one function for each of the following elements of a computer system: (a) hardware; (1 mark) (b) software; (1 mark) (c) liveware. (1 mark) 3 marks. 2. Explain two health issues that could arise from the use of an unsuitable computer desk.

As a result of the incorporation of computer software into countless commercial and industrial products, the patentability of software has become a vital issue in intellectual property law. This indispensable book provides an overview on the current status of computer-implemented inventions in patent law across Europe and major jurisdictions worldwide. A hugely practical field research tool with guidance based on case law, it examines the major hurdles in each particular country and describes the best practice to be adopted. Clearly showing how enforceable software patent applications can be competitively drafted and how a patent portfolio for computer-implemented inventions can be established in several countries without spending money unnecessarily on problematic examination proceedings, this book covers such issues and topics as the following: • claim categories for patent applications; • sufficient level of abstraction/breadth of the claimed invention; • fundamental terms of computing and terminological traps; • probability for patents dependent on software application areas; and • patents in core areas of computing. With separate chapters for the key countries, Germany, the United Kingdom, France, the United States, China, Korea, Japan, India, and the European Patent Office the legal situation for computer-implemented inventions in each country or region, this book includes guidance on prosecution under national law, analyses of relevant court decisions, practice checklists, and an outlook on future developments.. The authors describe claim formulation based on actual cases and on principles of computer science in order to show what might be or might not be patentable in each jurisdiction. With this incomparable resource, patent attorneys and patent professionals in companies will get a basis for making decisions about the most appropriate jurisdictions in which to file patent applications. This book will also be of great value to computer professionals who are affected by the protection of software or who are actively involved in the protection of software by patent law.

This book situates Massive Open Online Courses and open learning within a broader educational, economic and social context. It raises questions regarding whether Massive Open Online Courses effectively address demands to open up access to education by triggering a new education order, or merely represent reactionary and unimaginative responses to those demands. It offers a fresh perspective on how we conceptualise learners and learning, teachers and teaching, accreditation and quality, and how these dimensions fit within the emerging landscape of new forms of open learning.

This book offers a selection of papers from the 2016 International Conference on Software Process Improvement (CIMPS ' 16), held between the 12th and 14th of October 2016 in Aguascalientes, Aguascalientes, M é xico. The CIMPS ' 16 is a global forum for researchers and practitioners to present and discuss the most recent innovations, trends, results, experiences and concerns in the different aspects of software engineering with a focus on, but not limited to, software processes, security in information and communication technology, and big data. The main topics covered include: organizational models, standards and methodologies, knowledge management, software systems, applications and tools, information and communication technologies and processes in non-software domains (mining, automotive, aerospace, business, health care, manufacturing, etc.) with a clear focus on software process challenges.

This book constitutes the thoroughly refereed post-proceedings of the 12th International Workshop on Coalgebraic Methods in Computer Science, CMCS 2014, colocated with ETAPS 2014, held in Grenoble, France, in April 2014. The 10 revised full papers were carefully reviewed and selected from 20 submissions. Also included are three invited talks. The papers cover a wide range of topics in the theory, logics and applications of coalgebras.

This book constitutes the refereed proceedings of the 9th International Conference on Informatics in Schools: Situation, Evolution, and Perspectives, ISSEP 2016, held in M ü nster, Germany, in October 2015. The 17 full papers presented together with 1 invited talk were carefully reviewed and selected from 50 submissions. The focus of the conference was on following topics: sustainable education in informatics for pupils of all ages; connecting informatics lessons to the students ' everyday lives; teacher education in informatics or computer science; and research on informatics or computer science in schools (empirical/qualitative/quantitative/theory building/research methods/comparative studies/transferability of methods and results from other disciplines).

Coding as a Playground, Second Edition focuses on how young children (aged 7 and under) can engage in computational thinking and be taught to become computer programmers, a process that can increase both their cognitive and social-emotional skills. Learn how coding can engage children as producers—and not merely consumers—of technology in a playful way. You will come away from this groundbreaking work with an understanding of how coding promotes developmentally appropriate experiences such as problem-solving, imagination, cognitive challenges, social interactions, motor skills development, emotional exploration, and making different choices. Featuring all-new case studies, vignettes, and projects, as well as an expanded focus on teaching coding as a new literacy, this second edition helps you learn how to integrate coding into different curricular areas to promote literacy, math, science, engineering, and the arts through a project-based approach and a positive attitude to learning.

The 6th FTRA International Conference on Computer Science and its Applications (CSA-14) will be held in Guam, USA, Dec. 17 - 19, 2014. CSA-14 presents a comprehensive conference focused on the various aspects of advances in engineering systems in computer science, and applications, including ubiquitous computing, U-Health care system, Big Data, UI/UX for human-centric computing, Computing Service, Bioinformatics and Bio-Inspired Computing and will show recent advances on various aspects of computing technology, Ubiquitous Computing Services and its application.

<http://gateinstructors.in> Solved Papers GATE: Computer Science and Information Technology 10 Years' Solved Papers GATE: Computer Science and Information Technology, a product for The GATE. The book offers the students an opportunity to familiarise themselves with the nature and level of complexity of questions asked in GATE and helps them in topic-wise preparation for the examination. Solutions to most of the questions and answer keys have been provided at the end of each Papers.

The book is a collection of high-quality peer-reviewed research papers presented at the Fifth International Conference on Innovations in Computer Science and Engineering (ICICSE 2017) held at Guru Nanak Institutions, Hyderabad, India during

18-19 August 2017. The book discusses a wide variety of industrial, engineering and scientific applications of the engineering techniques. Researchers from academic and industry present their original work and exchange ideas, information, techniques and applications in the field of Communication, Computing and Data Science and Analytics.

The International Conference on Communications, Management, and Information Technology (ICCMIT ' 16) provides a discussion forum for scientists, engineers, educators and students about the latest discoveries and realizations in the foundations, theory, models and applications of systems inspired on nature, using computational intelligence methodologies, as well as in emerging areas related to the three tracks of the conference: Communication Engineering, Knowledge, and Information Technology. The best 25 papers to be included in the book will be carefully reviewed and selected from numerous submissions, then revised and expanded to provide deeper insight into trends shaping future ICT.

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