A Level Computer Science Y12 Exam Revision Timetable

Student Name:

We will be asking you to revise different topics each week using weekly revision activities via a Showbie class to be completed as homework and during revision lessons. <u>Ask your teacher for the class code</u>.

Resources

- Diagnostic Questions Online, Seneca Assignments, Craig n Dave Online Videos (YouTube), Isaac Computing web site.
- Quizlet https://quizlet.com/join/6mPgbfnVY

Exam

You will have 2 exam papers to do. They will each be 1 hour 30 minutes in length and will take place in your Computer Science classroom.

Date	Unit 1	Revised & Tested?
Week 1 19 th Feb	 Structure and function of the processor ALU, CU, Registers, Buses, data, address and control and how they relate to assembly language. FDE Cycle and its effects on the registers. CPU performance, pipelining and architectures. 	
Week 2 26 th Feb Week 3 4 th March	 Programming techniques Variables vs Constants Programming Constructs (Selection, Sequence, Iteration) Scope of variables (Local vs Global) Data types Modularity (Function vs Procedure) Passing by value vs passing by reference Arrays Files IDE Tools Type of errors and suitable test data Programming Standards and maintainability Types of Processors CISC and RSIC, GPUs and Multicore and Parallel systems	
Week 4	Input, output and Storage	
II''' March	 Different types of devices, Magnetic, flash and opfical storage, RAM and ROM, Virtual Storage 	
Week 5 18 th March	 Algorithms 2.3.1 Algorithms Analysis and design of algorithms for a given situation. Bubble Sort insertion sort merge sort quick sort Binary search and linear search. 	

Week 6	Systems Software	
25th	Operating Systems Types	
March	 Real time 	
Easter Hols	 Distributed 	
	 Embedded 	
	 Multi-tasking 	
	 Multi-user 	
	Memory Management	
Week 7 1st	Elements of computational thinking	
April	Thinking abstractly	
Easter Hols	Thinking ahead	
	Thinking procedurally	
	Thinking logically	
	Thinking concurrently	
Week 8	Systems Software	
8 th April	Interrupts	
	Scheduling	
	BIOS	
	Device Drivers	
	Virtual Machines.	
Week 9	Data Types	
15 th April	Binary calculations	
	sign and magnitude	
	two's complement	
	Hexadecimal	
	Character Sets (ASCII AND UNICODE CHARACTER SETS)	
	Addition and subtraction of binary	
Week 10	Boolean Algebra	
22 nd April	Login gates	
	Karnaugh maps	
Week 11	Types of Programming Language	
29 th April	Need for and characteristics of a variety of	
	programming paradigms.	
	Procedural, Assembly, Object-oriented languages.	
	• LMC	
	Modes of address memory	
Week 12	Data types	
6 ^m May	Floating point numbers	
	Normalisation	
Week 13	Programming techniques	
13 ^m May	Procedural vs OO programming	
	Class, objects, attributes, constructor method,	
	getter/setter methods encapsulation, inneritance,	
	polymorphism Cofficience Device and reactive data size	
	Somware Development methodologies	
2011 May	Wateriali liecycle, aglie methodologies, exireme	
	programming, the spiral model and rapid application	
	Morite and drawbacks of each methodology	
Wook 15	Mems and ardwodcks of each memodology	
27th May	Aguining sucks a Queues	
Holiday	data structures	

	 Algorithms for stack push and pop Algorithms for queues dequeue and enqueue for both linear and circular queues Use of pointers 	
Week 16 3 rd June	 Applications Generation Application software Utilities Open source vs closed source. Translators: Interpreters, compilers and assemblers. 	
Week 17 10 th June	Mock Exam	
Week 18 17 th June	Mock Exam	