# **Digital Solutions marking guide**

External assessment

#### **Combination response (72 marks)**

#### Assessment objectives

This assessment instrument is used to determine student achievement in the following objectives:

- 1. recognise and describe programming elements, components of exchange systems, privacy principles and data exchange processes
- 2. symbolise and explain programming ideas, data specifications, data exchange processes, and data flow within and between systems
- 3. analyse problems and information related to a digital problem
- 5. synthesise information and ideas to determine possible low-fidelity components of secure data exchange solutions
- 7. evaluate impacts, components and solutions against criteria to make refinements and justified recommendations.

Note: Objectives 4, 6 and 8 are not assessed in this instrument.





# Purpose

This document is an External assessment marking guide (EAMG). The EAMG:

- Provides a tool for calibrating external assessment markers to ensure reliability of results
- Indicates the correlation, for each question, between mark allocation and qualities at each level of the mark range
- Informs schools and students about how marks are matched to qualities in student responses.

# Mark allocation

Where a response does not meet any of the descriptors for a question or a criterion, a mark of '0' will be recorded. Where no response to a question has been made, a mark of 'N' will be recorded.

*Allow FT mark(s)* – refers to 'follow through', where an error in the prior section of working is used later in the response, a mark (or marks) for the rest of the response can still be awarded so long as it still demonstrates the correct conceptual understanding or skill in the rest of the response.

# External assessment marking guide

## **Multiple choice**

Question	Response
1	D
2	В
3	В
4	A
5	В
6	A
7	С
8	D
9	D
10	С

## Short response (41 marks)

Q	Sample response	The response:	м	The response:	М
11a)	The elements of visual	for elements of visual communication:		for principles of visual communication:	
	<ul> <li>this UI are:</li> <li>spacing is even and there is lots of clear space between elements to avoid clutter</li> <li>shapes are consistent with readings from other sources and are familiar to many users</li> <li>size of readings makes them easy to read.</li> <li>The principles of visual communication used in this UI are:</li> <li>contrast in dial needles and distance values with background — makes information clear and accessible</li> <li>readings are aligned on both sides and are mirrored</li> <li>repetition of shapes, spacing and alignment throughout allows ease of use and pleasing arrangement of information.</li> </ul>	<ul> <li>states 3 elements of visual communication and describes how these 3 elements have been used in the UI</li> </ul>	6	<ul> <li>states 3 principles of visual communication and describes how these 3 principles have been used in the UI</li> </ul>	6
		<ul> <li>states 3 elements of visual communication and describes how 2 of these elements have been used in the UI</li> </ul>	5	<ul> <li>states 3 principles of visual communication and describes how 2 of these principles have been used in the UI</li> </ul>	5
		<ul> <li>states 2 elements of visual communication and describes how these 2 elements have been used in the UI</li> </ul>	4	<ul> <li>states 2 principles of visual communication and describes how these 2 principles have been used in the UI</li> </ul>	4
		<ul> <li>states 2 elements of visual communication and describes how 1 of these elements has been used in the UI</li> </ul>	3	<ul> <li>states 2 principles of visual communication and describes how 1 of these principles has been used in the UI</li> </ul>	3
		<ul> <li>states 2 elements of visual communication</li> <li>OR</li> <li>states 1 element of visual communication and describes how this element has been used in the UI</li> </ul>	2	<ul> <li>states 2 principles of visual communication         OR     </li> <li>states 1 principle of visual communication and describes how this principle has been used in the UI</li> </ul>	2
		<ul> <li>states 1 element of visual communication</li> <li>OR</li> <li>describes how 1 element of visual communication has been used in the UI</li> </ul>	1	<ul> <li>states 1 principle of visual communication</li> <li>OR</li> <li>describes how 1 principle of visual communication has been used in the UI</li> </ul>	1
		<ul> <li>does not satisfy any of the descriptors above.</li> </ul>	0	<ul> <li>does not satisfy any of the descriptors above.</li> </ul>	0

Q	Sample response	The response:
11b)	HEADTURE NEADTURE S J E CONNESS A CONNESS	<ul> <li>for further development of the UI:</li> <li>symbolises a feature that accurately aligns with the existing interface [1 mark]</li> <li>symbolises a second feature that accurately aligns with the existing interface [1 mark]</li> <li>symbolises a third feature that accurately aligns with the existing interface [1 mark]</li> <li>symbolises a fourth feature that accurately aligns with the existing interface [1 mark]</li> <li>symbolises a fourth feature that accurately aligns with the existing interface [1 mark]</li> <li>symbolises a fifth feature that accurately aligns with the existing interface [1 mark]</li> </ul>

Q	Sample response	The response:
11c)	11c) <b>Note:</b> Responses are annotations on the diagram from	for the justification of features:
	<ul> <li>shape (consistent with readings from the existing interface and familiar to many users)</li> <li>repetition (repetition of shapes, spacing)</li> <li>alignment (readings are aligned on both sides and are mirrored)</li> <li>proximity (camera views are located close to the actual locations of cameras on the drone)</li> </ul>	<ul> <li>justifies the symbolised features using an element OR principle of visual communication [1 mark]</li> <li>justifies the symbolised features using a second element OR principle of visual communication [1 mark]</li> <li>justifies the symbolised features using a third element OR principle of visual communication [1 mark]</li> <li>justifies the symbolised features using a fourth element OR principle of visual communication [1 mark]</li> </ul>

Q	Sample response	The response:
12a)	Reliability: The data is unreliable as a log of fault events over time because the proposed data structure in the central store does not allow for date and time, so historical data is not stored and therefore provides no ongoing summary. Accuracy: The only logical threat to accuracy is the absence of date and time data in the solution. This is an issue as it would not meet the criteria of the quarterly report request.	<ul> <li>correctly evaluates the solution against a criterion [1 mark]</li> <li>correctly evaluates the solution against a second criterion [1 mark]</li> </ul>
12b)	Maintainability (self-determined criterion): The current data store is not maintainable as it requires human intervention to update the fault status once a marker is repaired. Security (self-determined criterion): Security would be an issue as there is no mention of	for self-determined criteria:
		<ul> <li>states a relevant self-determined criterion [1 mark]</li> <li>states a second relevant self-determined criterion [1 mark]</li> </ul>
		for evaluation:
	be securely stored and user authentication.	<ul> <li>correctly evaluates against a stated self-determined criterion [1 mark]</li> <li>correctly evaluates against a second stated self-determined criterion [1 mark]</li> </ul>
12c)	JSON is an effective method of exchange between the marine markers and the central database system because it is efficient and retains all of its human readability, so it's easy to interpret even from a non-coding perspective.	<ul> <li>justifies the use of JSON with a valid reason [1 mark]</li> <li>justifies the use of JSON with a second valid reason [1 mark]</li> </ul>

Q	Sample response	The response:	М
13a)	Response based on C#:	for the solution:	
	BEGIN	solves the problem without errors	4
	DECLARE string memberNames =	could have solved the problem except for 1 logic error	3
	{last_name, given_name}	OR	
	ORDER BY last_name	<ul> <li>could have solved the problem except for syntax errors</li> </ul>	
	OUTPUT memberNames	<ul> <li>could have solved the problem except for 2 logic errors</li> </ul>	2
	END	OR	
		<ul> <li>could have solved the problem except for 1 logic error and syntax errors</li> </ul>	
	Response based on SQL:	• could have solved the problem except for 2 logic errors	1
	SELECT given_name, last_name	• could have solved the problem except for 5 logic errors OR	
	FROM members	<ul> <li>could have solved the problem except for 2 logic errors and ountax errors</li> </ul>	
	ORDER BY last_name ASC		
		<ul> <li>does not satisfy any of the descriptors above.</li> </ul>	0

Q	Sample response	The response:	М
13b)	Response based on C#:	for the solution:	-
	BEGIN	solves the problem without errors	4
	DECLARE DateTime currentDate DECLARE DateTime joinDate	could have solved the problem except for 1 logic error     OR	3
	DECLARE int memberId	could have solved the problem except for syntax errors	
	DECLARE int membershipYears =	could have solved the problem except for 2 logic errors	2
	currentDate - joinDate	OR	
	FOR EACH int in memberId	<ul> <li>could have solved the problem except for 1 logic error and syntax errors</li> </ul>	
	IF membershipYears >= 10 years		1
		• could have solved the problem except for 3 logic errors OR	
	ORDER BY joinDate	<ul> <li>could have solved the problem except for 2 logic errors and</li> </ul>	
	OUTPUT joinDate, memberId	syntax errors	
	ENDIF	<ul> <li>does not satisfy any of the descriptors above.</li> </ul>	0
	ENDFOR		
	END		

Q	Sample response	The response:	М
13c)	Response based on C#:	for the solution:	
	BEGIN	solves the problem without errors	4
	<pre>DECLARE string memberDetails = {given_name, last_name, email} DECLARE string memberPhone</pre>	<ul> <li>could have solved the problem except for 1 logic error</li> <li>OR</li> <li>could have solved the problem except for syntax errors</li> </ul>	3
	DECLARE int pointsBalance FOR EACH int in pointsBalance IF pointsBalance > 3000	<ul> <li>could have solved the problem except for 2 logic errors </li> <li>OR </li> <li>could have solved the problem except for 1 logic error and syntax errors </li> </ul>	2
	OUPUT memberDetails, memberPhone ENDIF	<ul> <li>could have solved the problem except for 3 logic errors </li> <li>OR </li> <li>could have solved the problem except for 2 logic errors and syntax errors </li> </ul>	1
	END	<ul> <li>does not satisfy any of the descriptors above.</li> </ul>	0
	<pre>Response based on SQL: SELECT given_name, last_name, email, points_balance FROM members JOIN members_activity ON members.id = members_activity.id WHERE points_balance &gt; 3000;</pre>		

## Extended response — Question 14 (21 marks)

Q	Sample response	The response:	М
14a)	BEGIN	for the solution:	
	INPUT key;	<ul> <li>solves the problem without errors</li> </ul>	6
	IF key contains letter characters AND		_
	Length of key = 8 THEN	<ul> <li>could have solved the problem except for 1 logic error</li> <li>OR</li> </ul>	5
	<pre>MyKeySet = Blowfish_Initiate(key)</pre>	<ul> <li>could have solved the problem except for syntax errors</li> </ul>	
	INPUT user_text	a could have colved the problem execut for 2 logic errors	1
	SET cipher_text = ""	• could have solved the problem exception 2 logic errors OR	-
	IF Length of user_text $\geq$ 8 THEN	could have solved the problem except for 1 logic	
	IF Length of user_text MOD 8 > 0 THEN	error and syntax errors	
	FOR index = 1 TO Length of	• could have solved the problem except for 3 logic errors	3
	user_text MOD 8	OR	
	user_text = user_text + " "	<ul> <li>could have solved the problem except for 2 logic errors and syntax errors</li> </ul>	
	NEXT index		
	ENDIF	<ul> <li>could have solved the problem except for 4 logic errors</li> <li>OR</li> </ul>	2
	FOR EACH set of 8 character BlockSet	<ul> <li>could have solved the problem except for 3 logic</li> </ul>	
	in user_text	errors and syntax errors	
	cipher_text = Blowfish(BlockSet,	<ul> <li>could have solved the problem except for 5 logic errors</li> </ul>	1
	MyKeySet, 1)	OR	
	ENDFOR	<ul> <li>could have solved the problem except for 4 logic errors and surfax errors</li> </ul>	
	OUTPUT cipher_text		
	ENDIF		
	ENDIF	<ul> <li>does not satisfy any of the descriptors above.</li> </ul>	0
	END		
			1

Q	Sample response	The response:
Q 14b)	Sample response An important usability principle is utility. The web app user interface should be responsive as it needs to adjust to all viewport sizes (display device). As users will use various devices, such as mobile phones and laptops, to access the app, the solution needs to adjust appropriately to ensure it is practical and accessible. Responsiveness can be implemented by using breakpoints and a grid for the layout of interface elements. The solution also needs to be accessible. It should use suitable colours and font (typeface, size and style) to ensure it is accessible to all users, regardless of visual or physical disability. Accessibility can be implemented by checking the colours and fonts with an accessibility	The response:         for a useability principle:         • states a relevant useability principle [1 mark]         • describes the useability principle in relation to the solution [1 mark]         • justifies how to implement the useability principle [1 mark]         for a second useability principle:         • states a relevant useability principle [1 mark]         • describes the useability principle [1 mark]         • justifies how to implement the useability principle [1 mark]         • justifies how to implement the useability principle [1 mark]
	accessibility standards.	

Q	Sample response	The response:
14c)	14c) The method used is relatively secure as	<ul> <li>provides a valid conclusion about Blowfish [1 mark]</li> </ul>
	encryption. The method could be made more	for evaluating the steps used:
	secure with some recommendations to improve security. The strength of meeting in the same location is that they reduce the risk of a security breach by not using technology that could be digitally	<ul> <li>states a valid weakness [1 mark]</li> <li>states a second valid weakness [1 mark]</li> <li>states a valid strength [1 mark]</li> <li>states a second valid strength [1 mark]</li> </ul>
	intercepted. The weakness is that someone could overhear their conversation — this	for improving security:
	<ul> <li>depends on the security of the location.</li> <li>The strength of using different languages is that if one program is breached, it is contained, because the same method of breaching may not work for a program written in another language. A weakness may be the language used, as different languages have different levels of vulnerability.</li> <li>To improve security, it would be recommended to test the program that is written before using it to identify any issues prior to implementation. Another recommendation would be to consider the vulnerabilities of the range of programming languages and use the least vulnerable languages to optimise security.</li> </ul>	<ul> <li>provides a relevant recommendation [1 mark]</li> <li>justifies the provided recommendation [1 mark]</li> <li>provides a second relevant recommendation [1 mark]</li> <li>justifies the second provided recommendation [1 mark]</li> </ul>