

Year 8 Term 2 Computing test

Topic 2: Data on the web



Name: _____

Class: _____ Date: _____

- 1 Mr Agarwal is putting together some notes for a student revision guide on data storage.

- a) Complete the table below.

Unit of storage	Equivalent units of storage
1 kibibyte (KiB)	
	1024 kibibytes
	1024 mebibytes

- b) The International Electrotechnical Commission units of storage are base-2 units.

What units are used for data transfer? Tick **one** box.

- | | | |
|---|---------|--------------------------|
| A | base-10 | <input type="checkbox"/> |
| B | base-2 | <input type="checkbox"/> |
| C | base-32 | <input type="checkbox"/> |
| D | base-8 | <input type="checkbox"/> |

3

1

2 Mira is organising her files into folders.

She has found four types of file: photo, document, video, music.

- a) List the four types of file in order of typical file size. Put the **smallest** first.

- b) One word-processed document is 8,000,000 bits in size.

How many bytes is this? Tick **one** box.

- | | | |
|---|-----------|--------------------------|
| A | 640,000 | <input type="checkbox"/> |
| B | 1,000,000 | <input type="checkbox"/> |
| C | 8000 | <input type="checkbox"/> |
| D | 102,400 | <input type="checkbox"/> |

- c) Some of the video files that Mira has found are billions of bits in size.

What would be the most appropriate unit of storage?



3 When you are creating graphics for a smartphone game, it is important to keep file sizes small. A programmer is using RLE to do this.

a) What does RLE stand for? Tick **one** box.

A Real Level Enhancement

☐

B Robust Letter Encoder

☐

C Run Length Encoding

☐

D Risk Limitation Encoder

☐

b) Convert these Black (B) and White (W) image sequences using RLE.

(i) WWWBWBWWBBB

(ii) BBBBWWBWWWWBBB

4 Sometimes programmers need to keep a file in its original state and not lose any information by using compression.

Describe **two** situations when you should **not** use lossy files.

1

2

1

2

2



Total for test: 12 marks

My score: marks



What went well

How to improve