

1.6 System security	<ul style="list-style-type: none"> • Network threats • Forms of attack • Identifying and preventing vulnerabilities 	57-68
1.7 Systems software	<ul style="list-style-type: none"> • Role and purpose of an operating system • Utility software 	80-98
1.8 Ethical, legal, cultural and environmental concerns	<ul style="list-style-type: none"> • Computer systems I eth modern world • Ethical, cultural and environmental issues • Legislation and privacy 	185-198
2.1 Algorithms	<ul style="list-style-type: none"> • Computational thinking • Standard searching algorithms (binary search, linear search) • Standard sorting algorithms (bubble sort, merge sort, insertion sort) • Developing algorithms using flow-diagrams and pseudocode • Interpret, correct or complete algorithms 	99-115
2.2 Programming techniques	<ul style="list-style-type: none"> • Output and input • Basic constructs (sequence, selection, iteration) • Data types • Calculations • Working with strings • File handling • SQL • Arrays and lists • Procedures and functions • Records and files 	116-135
2.3 Producing robust programs	<ul style="list-style-type: none"> • Defensive design • Maintainability • Purpose and types of testing • Syntax errors • Logic errors 	136-167
2.4 Computational logic	<ul style="list-style-type: none"> • Logic diagrams and truth tables • NOT gate • AND gate • OR gate • Boolean algebra • Logic in programming 	168-173
2.5 Translators and facilities of languages	<ul style="list-style-type: none"> • Characteristics of different languages • Features of an IDE 	174-184
2.6 Data representation	<ul style="list-style-type: none"> • Units • Numbers • Adding binary numbers • Binary shifts • Hexadecimal • Check digits • Characters 	146-167

	<ul style="list-style-type: none">• Images• Estimating the size of an image• Sound• Estimating the size of a sound file• Compression (lossy and lossless)	
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