



**higher education
& training**

Department:
Higher Education and Training
REPUBLIC OF SOUTH AFRICA

MARKING GUIDELINE

**NATIONAL CERTIFICATE
COMPUTER PRACTICE N4**

3 November 2022

This marking guideline consists of 17 pages.

SECTION A: THEORETICAL COMPONENTS**60 MARKS****QUESTION 1: COMPUTING CONCEPTS AND APPLICATION SKILLS MARKS: 15**

1.1	1.1.1	B		
	1.1.2	C		
	1.1.3	B		
	1.1.4	C		
	1.1.5	B		
			(5 × 2)	(10)
1.2	1.2.1	D		
	1.2.2	A		
	1.2.3	F		
	1.2.4	H		
	1.2.5	B		
			(5 × 1)	(5)
				[15]

QUESTION 2

2.1	2.1.1	Ethernet NIC		
	2.1.2	Router		
	2.1.3	Network software		
	2.1.4	Modem		
	2.1.5	Wireless access point		
			(5 × 1)	(5)
2.1	2.2.1	Personal area network		
	2.2.2	Local area network		
	2.2.3	Wide area network		
	2.2.4	Metropolitan area network		
	2.2.5	Network interface card		
			(5 × 1)	(5)
				[10]

QUESTION 3

3.1	Lenovo/Lenovo Legion 16 GB/16 GB RAM			(2)
3.2	Razer Blade Pro/Razer 17.3"/inch			(2)
3.3	Intel Core i5/Intel Core i5 10300H			(1)
3.4	Lenovo/Lenovo Legion			(1)

- 3.5 Razer Blade Pro/Razer Windows 10 Professional 64 (2)
- 3.6 ASUS TUF Gaming F15/ASUS Razer Blade Pro/Razer (2)
- 3.7 Because one can access and share files from anywhere in the world and from any other internet-enabled device.

OR

- One can share big files that one usually can't share in an email. (2)
- 3.8
- Saves time
 - Better communication
 - It is cost saving
 - Meetings can be arranged easier
- (Any ONE) (1)
- 3.9
- A blog can be defined as an online journal of posting personal thoughts and ideas on a specific subject and allowing other people to comment on the post.
 - A regularly updated website or web page, typically one run by an individual or small group that is written in an informal or conversational style.
 - A regular feature appearing as part of an online publication that typically relates to a particular topic and consists of articles and personal commentary by one or more authors.
- (Any ONE) (2)
- [15]**

QUESTION 4

- 4.1 URL
- 4.2 MWEB
- 4.3 Google
- 4.4 ISP
- 4.5 Takealot
- 4.6 IPv4
- 4.7 Internet
- 4.8 Internet protocol
- 4.9 Web browser
- 4.10 World wide web
- (10 × 1) **[10]**