

Sounds

Total Marks: 14

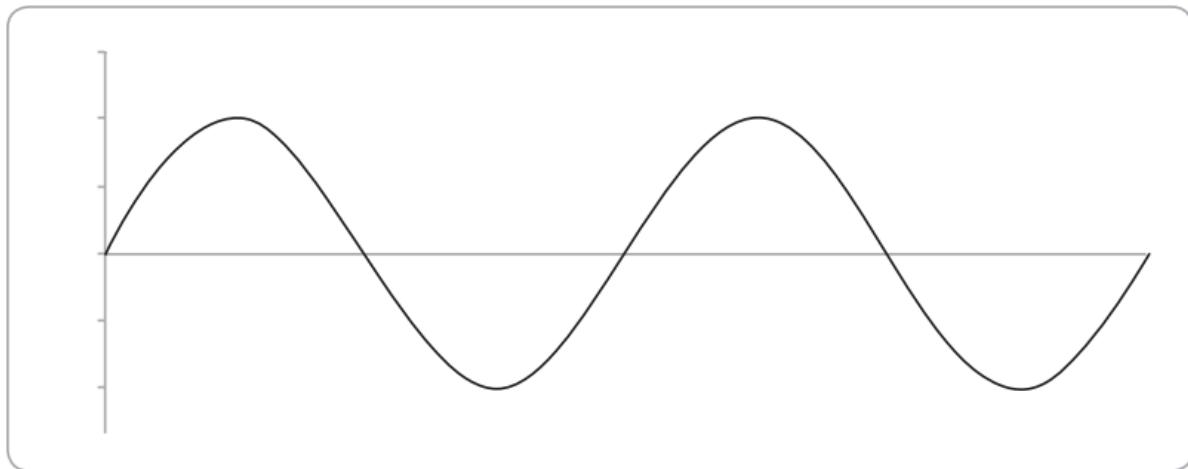
Question 1:

A baby monitor uses a microphone to record sound.

(a) An analogue to digital converter is used to change the sounds received by the microphone into a form that can be processed by a computer.

(i) Complete the diagram to show sampling frequency and label both axes.

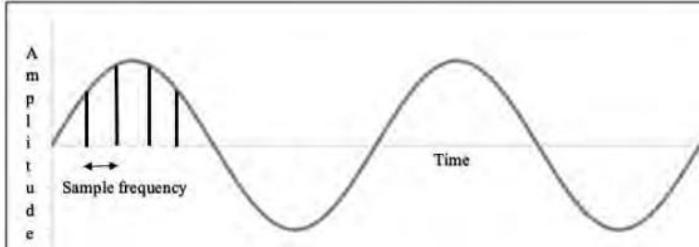
(3)



(ii) State the advantage of using a bit depth of 16 rather than a bit depth of 8.

(1)

Answer:

| | | |
|---------|--|----------|
| (a) (i) | <p>X axis correctly labelled (1) Y axis correctly labelled (1)</p> <p>Sample frequency indicated (1) Do not award marks if wavelength is labelled, rather than sample frequency. Accept for sample frequency if two points given that are shorter than the wavelength.</p>  | |
| | | 3 |

| Question number | Answer | Additional Guidance | Mark |
|-----------------|---|---------------------|----------|
| (a)(ii) | <p>The amplitude / original sound can be represented more accurately.</p> <p>Accept:</p> <ul style="list-style-type: none"> • Better (sound) quality • Higher fidelity • Clearer (sound) | | 1 |

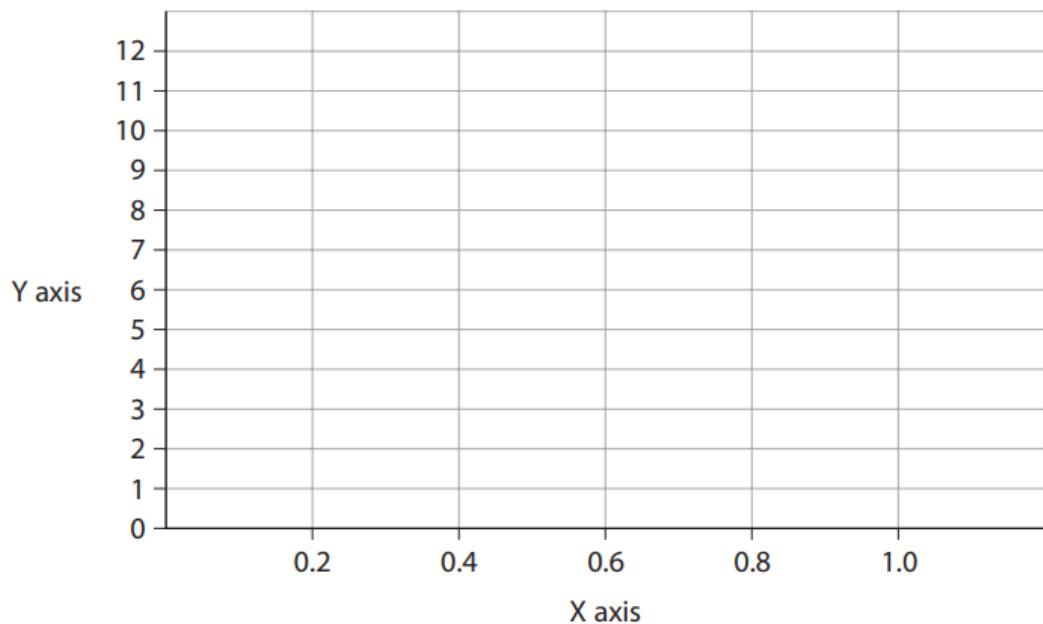
Question 2:

Alyssa is a music producer.

(a) **Figure 1** shows the denary values of five samples of an analogue sound using a sample interval of 0.2 seconds.

| Sample number | Denary value |
|---------------|--------------|
| 1 | 1 |
| 2 | 10 |
| 3 | 12 |
| 4 | 5 |
| 5 | 3 |

Figure 1



(i) Complete this graph using the sample information from **Figure 1** to show the digital sound wave.

(3)

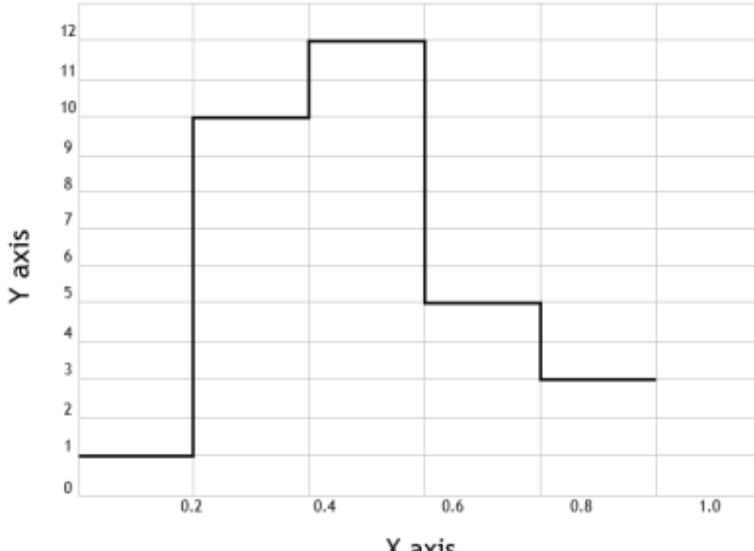
(ii) Give a suitable label for the X axis.

(1)

(iii) Give a suitable label for the Y axis.

(1)

Answer:

| (i) | <p>Award one mark for each of:</p> <ul style="list-style-type: none">• At least four conversions plotted at the correct amplitude (1)• Correct start point (1) 0 – 1 digital. 0 – 0 analogue• Digital sound wave drawn (1) using candidate's plots | MP1 does not have to start at 0.2 - 1 | | | | | | | | | | | | | |
|---------------|--|---------------------------------------|--------------|---|---|---|----|---|----|---|---|---|---|--|---|
| | <table border="1" data-bbox="541 579 854 862"><thead><tr><th>Sample number</th><th>Denary value</th></tr></thead><tbody><tr><td>1</td><td>1</td></tr><tr><td>2</td><td>10</td></tr><tr><td>3</td><td>12</td></tr><tr><td>4</td><td>5</td></tr><tr><td>5</td><td>3</td></tr></tbody></table>  | Sample number | Denary value | 1 | 1 | 2 | 10 | 3 | 12 | 4 | 5 | 5 | 3 | | 3 |
| Sample number | Denary value | | | | | | | | | | | | | | |
| 1 | 1 | | | | | | | | | | | | | | |
| 2 | 10 | | | | | | | | | | | | | | |
| 3 | 12 | | | | | | | | | | | | | | |
| 4 | 5 | | | | | | | | | | | | | | |
| 5 | 3 | | | | | | | | | | | | | | |

| | | | |
|-------|---|--|---|
| (ii) | Award one mark for: <ul style="list-style-type: none"> • Time (1) • Sample interval/period (1) • Seconds (1) | | |
| (iii) | Award one mark for: <ul style="list-style-type: none"> • Amplitude / sound level / volume (1) • Metres/centimetres/nanometres (1) • m/cm/nm (1) | | 1 |

Question 3:

A band is recording their new song. They need to consider the sample rate and sample resolution of their recording.

(a) Give **one** benefit of using a higher sample rate to record the song.

.....
.....

[1]

(b) Give **one** drawback of using a higher sample rate to record the song.

.....
.....

[1]

(c) Describe what is meant by sample resolution.

.....
.....
.....
.....

[2]

(d) The band wants to compress the sound file, but they do **not** want any data to be permanently removed.

Identify the compression method that should be used.

.....

[1]

Answer:

| | | |
|------|--|---|
| i(a) | Any one from: – The recording of the song is more accurate/closer to original | 1 |
| i(b) | Any one from: – The file size will be increased – The file will require more storage space | 1 |
| i(c) | Any two from: – The number of <u>bits</u> that are used per sample – ... that provides the variation in amplitude that can be stored for each sample // defines the number of different amplitudes that can be recorded – ... that determines how quiet/loud the sounds are that can be recorded – Example e.g. 16-bit | 2 |
| i(d) | – Lossless | 1 |