Hong Kong Examinations and Assessment Authority
Hong Kong Certificate of Education Examination 2005
Computer and Information Technology Paper 3 (Coursework)

Module A: Algorithm and Programming
Module B: Organisation of Computer
Module C: Data Communications and Networking
Module D: Multimedia Production and Web Authoring

Module	Coursework Title	Description
A	Crossword-type Puzzle Game	■ Candidates are required to write a computer program for a crossword-type puzzle game, where in each game set the user has to solve a puzzle generated by the computer. ■ Candidates should describe the game rules clearly. They may design their own game rules. The program should determine when the game ends accordingly and should show the result or score. ■ In the project report, candidates should justify the use of any data structures and algorithms in the implementation.
B	Upgrading computers in a computer laboratory	■ Candidates are required to write an upgrading plan with a detailed budget for the computers in a computer laboratory to support up-to-date multimedia applications. ■ Candidates should investigate and compare relevant technologies and devices to justify the proposed solution in terms of technical and cost performance. ■ The project report should contain a test plan for evaluating the performance of the upgraded computers.
C	SOHO (Small Office Home Office) Network System	■ Candidates are required to design a SOHO network system. ■ The design should at least be able to provide general functions such as printing, file sharing and Internet access to a number of desktop and notebook computers within the SOHO environment. ■ Candidates should investigate and compare relevant networking technologies and devices in terms of technical and cost performance. ■ Candidates should propose a complete SOHO network system design and specify its functions.
D	Electronic Book (eBook)	■ Candidates are required to develop an eBook that can be read by users with a common PC system. ■ Candidates should design and develop the eBook, which must include a cover page and at least 4 content pages. ■ The eBook should contain multimedia information presented in a logical way with user friendly access mechanisms such as hyperlinks. ■ The eBook should contain features that add fun to the reading or facilitate learning.

END OF PAPER