NAME: BILAL PHMED KHAN

ROLL NO: 20K-0183 PROGRAM: BE(CS)

SEC. B

QUESTION NO.01

De societal roin is swifzerland ate is that, a person's status is often judged by their material possessions. For example, people in swifzerland pefer to have posh and expensive caus to show their wealth. Swiss people also like for spend their boxfune an expensive clothing. This apetite for branded clothes usually starts in school when chidnen see their closmates using branded accessories. By observing the current situation, are can predict that, the love of expensive clothes is hele to stay but we may see a negative frend in the scales of expensive caus because caus are normally harmful for the envoixonment and the increase of awarness among people about the issue of global warning may be the primary season behind it

DESTROM DE TIME
SECESTATION SIGNA
De sou con Concept, Belley
i) Flomeless parole.
i) Flomelers people:
anoth. Conomy, since they don't contribute
anything positive towards the development of the
Society. Society.
ii) A part time job:
la la students often start
College students often start working part-time to bear their expenses. But they are often exploited by shop swrets.
they are often exploited by shop shop surely
J P states.
iii) Rudeness:
Rudeness:
Rudeness is closely interlinked with arrogance. Normally a person behaves rudely when he consiclers himself better from others.
a person behaves rudely when he
minself beller from others,
(1 D)
) Effective written lopic sentence:
iv) The first public schools in Amelica were
founded to meet certain practical needs.
The state of the s
.) Too broad topic sentence:
ii) Public schools are los clowded.

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	.) 700 nallow topic sentence	on the religion of the contract of the contrac
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	ii) Amelican public schools were fist established	myar a marka a
	in Philadelphia in 1779	
	·	
	c)	
	i) College athet athletes should be paid.	
	J	
	oi) To provide incentive to them for working	
	hard.	
	skills nother warrying about expenses.	
	skills nather warrying about expenses.	
	ii) E-games glamorize voilence.	
	on) The graphic visuals used in e-games are loo intense and voilent for children.	_
	too intense and voilent for whildren.	
	02) In most of the e-games, the player has	
***	to kill the other participant to win.	
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