

<https://www.humanbenchmark.com/tests/reactiontime>

Gap-filling exercise 1: *Human benchmark*

One website measures how fast **the user** reacts to **a visual signal**.

The user **has to** click **when a red box turns green**. Response time ***is measured*** in milliseconds. This is on **a website** called *Human benchmark* **which provides** four cognitive tests **to get your "brain score"**.

When **you** load **the page**, **a blue screen *is displayed***. **It** prompts **you** to click on **its frame to start the test**. **The** screen **then** turns to red and asks **you** to wait for **it** to turn green **before clicking** again. The time between the moment **the screen turns green** and **the moment you click *is recorded***.

This may be saved **should you sign up** on **the website**.

What is interesting is that you **can see by scrolling down the page** several rankings and statistics ***based on*** the reaction times of former players **who** tried **this** before. **You **may** thus compare** your score and **see whether** you are below or above the average.

To understand how time ***is handled*** by the website, **you **must** display** the source code of the page. **This is done by pressing** simultaneously **keys Ctrl, Shift and I** (capital i).

You **will then see** snippets of code ***enclosed*** by the keyword <script>. **These** are mainly JavaScript code. **Once *executed* on your machine** when **your browser loads** the page, **it** does whatever it takes **to manage** time.

You **may not understand** how **this code works**, what is certain is that without **it**, **the page **would be** static**. **It **would** only display** colours, texts and other things **without being able to** interact with **the user**. Without **this code**, **it would be unable to do** any processing **that **would** manage** time.

One website measures how fast the user reacts to **1...** visual signal. The user has to click when a red box **2.** green.

Response time **3....** in milliseconds. This is on a website called Human benchmark **4.....** provides four cognitive tests to get your "brain score".

When **5.....** load the page, a blue screen is displayed. It prompts you to click on its frame **6.....** the test.

The screen then turns to red and asks you to wait for it to turn green before **7.** again. The time between the moment the screen **8.....** green and the moment you click is recorded and may be saved should you sign up on the website.

What is interesting is that you can see by **9** down the page several rankings and statistics based on the reaction times of former players who tried this before.

You may thus compare your score and see **10...** you are below or above the average.

11 understand how time is handled by the website, you must display the source code of the page. This is done by **12...** simultaneously keys Ctrl, Shift and I (capital i).

You **13...** snippets of code enclosed by the keyword <script>. **14 ...** are mainly JavaScript code. This is executed on **15 ...** machine when your browser loads the page. JavaScript then does whatever it takes **16...** manage time. You may not understand how **17...** code works. What is certain is that without **18.....**, the page would be static. It would only display colours, texts and other things without **19.....** to interact with the user. Without this code, it would **20.....** do any processing that would manage time.

- | | | | |
|-----------------|---------------|---------------|--------------|
| 1. the | a | some | any |
| 2. turn | will turn | turns | is turning |
| 3. measures | is measuring | is measured | measure |
| 4. who | which | what | that |
| 5. we | I | it | you |
| 6. for start | for starting | to start | for to start |
| 7. click | to click | clicking | by click |
| 8. will turn | turns | is turning | turn |
| 9. scroll | to scroll | scrolling | scrolls |
| 10. if | whether | either | that |
| 11. for | for to | before | to |
| 12. press | to press | pressing | pressed |
| 13. then notice | see then | will then see | can see then |
| 14. it | that | this | these |
| 15. this | your | a | the |
| 16. for | to | for to | after |
| 17. this | that | your | a |
| 18. that | it | this | them |
| 19. be able to | to be able to | being able to | can |
| 20. cannot | not allow to | not enable to | be unable to |

Pronunciation task

JavaScript

JavaScript (/d ɑ:v skr pt/) is a high-level, interpreted **programming language**. It is characterised as dynamic, weakly typed, prototype-based and multi-paradigm. Alongside HTML and CSS, JavaScript is one of the three **core technologies** of the World Wide Web.

JavaScript enables interactive **web pages** and is thus an essential part of **web applications**. The vast majority of **web**sites use it and all major **web browsers** have a dedicated **JavaScript engine** to execute it.

As a multi-paradigm language, JavaScript supports event-driven, functional, and imperative (including object-oriented and prototype-based) **programming styles**.

It has APIs for working with text, arrays, dates, regular expressions, and the DOM but the language itself does not include any I/O, such as networking, storage, or **graphics facilities**. It relies for these upon the **host environment** in which it is embedded.

Initially **JavaScript engines** were only implemented client-side in **web browsers**. But these engines are now embedded in many other types of **host software**. This includes server-side in **web servers** and databases, and in **non-web programmes** such as **word processors** and **PDF software**, and also in **runtime environments** that make JavaScript available for writing mobile and **desktop applications**, including **desktop widgets**. Although there are similarities between JavaScript and Java, including **language name**, syntax, and respective standard libraries, the two languages are distint and differ greatly in design. JavaScript was influenced by **programming languages** such as Self and Scheme.

How many syllables are there in each word?

date database databases prototype-based

displayed engine execute embedded

language languages programme

measure networking characterised

implemented includes influenced

react storage typed

Choose the correct **syllable stress** in each word.

displayed design

enables engine environment execute

distinct dynamic

essential initially majority measure

similarities facilities processors

libraries arrays relies

applications standard