Noun Phrases - Extra Practice

- **Translate the following lists of noun phrases.**

Exercise 1

1. circuit board……
2. storage controllers …..……
3. electronic components……..……
4. semiconductor devices……..…..……..……
5. high speed.....……..……
6. inkjet printers……..……..……
7. field attributes……..……
8. *mouse sensitivity ……..*……..……
9. peripheral interfaces……..……
10. physical and environmental events…….……
11. hardware and software inventory……
12. the user's particular needs…..……..……
13. two main advantages……...……..……
14. digital memory chips……...……
15. random access memory…….……
16. computer bus controllers……..……
17. a single output operation……..……
18. application program functions……..……
19. memory access models……
20. machine language instructions……..……
21. dynamic memory allocation……..……
22. a procedural programming paradigm……
23. source code file inclusion…….……..……
24. electrical, electronic, or electro-mechanical device……
25. your computer platform, operating system, programming skills, and application type ……
    ……
26. variables, arrays and complex arithmetic or boolean expressions……..……
    ……

Exercise 2

1. the movement of the pointer on the screen ……
2. the first letter in the first word of the paragraph ……
3. a summary of the basic mouse techniques……..……
4. a circular area 5 inches in diameter.……

5. motherboard or system board with slots for expansion cards……
6. the transfer of business data via intranets……
7. the differences between compilers and interpreters……
8. languages for data analysis and statistics..……
9. the load on very busy processors..……..
10. a physical location on the screen.....……..
11. external components of a computer system……..……
12. the abstractions of functions, variables and expression evaluation…….
…..…….....
13. rudimentary support for modular programming……
14. slots for expansion cards and holding parts……
15. spreadsheets with additional functions……
16. the major difference between the two products……
17. a great influence on many other popular languages……
18. a wide class of software and hardware implementations……
19. extensions of the underlying virtual memory architecture……
20. an interesting demonstration of the remarkable interchangeability of pointers and arrays……
…..…….....

Exercise 3

1. long-term storage…….....
2. medium-term storage……
3. dial-up Internet access……
4. non-physical item..…….....
5. a byte-code format……..
6. in-depth knowledge ……..
7. non-sequential language ……
8. run-time support……
9. non-volatile storage……
10. flat-panel displays……..
11. fourth-generation languages ….……..
12. first-time programmers..……
13. Basic Input-Output System (BIOS) ……
14. read-only memory (ROM) ……
15. high-level programming language……
16. a general-purpose, procedural, imperative computer programming language..……
……

Exercise 4

1. compiled languages...……..
2. Derived types…….
3. designated initializers……
4. a monolithic integrated circuit……...
5. printed circuit board……....
6. miniaturized electronic circuit……...
7. the shared memory region ……..
8. distributed shared memory (DSM)……
9. the uncompressed storage capacity of any medium……
10. four interrelated technologies……
11. a few pre-defined tasks……..
12. specialized systems for routine analyses……
13. objects of unknown type……
14. large blocks of data known as datastreams……
15. shared parts distributed among nodes and main memory……
16. the prototypes of the functions contained within the library……
17. any program written only in Standard C……
18. mainframe-based applications……..
19. object-oriented language features..……
20. the rubber-coated ball ..……..……..……..
21. a graphics-based program…….……
22. mass-produced consumer embedded systems……
23. an implementation-defined search strategy……
24. *the instructions provided in Chapters 1 through 3 in this guide.* ……..……..
…..……....
25. problem-oriented languages..……..
26. windows-based systems……..……
27. built-in types for integers of various sizes……...
28. applications specifically targeted for Unix and Unix-like systems……..
29. any connected device added to the three base components.....……...
……..……..
30. any device attached to a computer in order to expand its functionality…….
……..

Exercise 5

1. quicker text input……..
2. more practical uses …….
3. more graphically oriented interfaces…….
4. higher-level languages ……..……..
5. the most common type of removable media…….……
6. . the most productive and efficient interface…….
7. the most widely used programming languages…….
8. the earliest forms of non-volatile read-only memory…….

Exercise 6

1. a blinking box…….……
2. rotating heads……
3. a cooling fan……
4. string handling routines ……
5. several warning messages ……
6. floating-point numbers……
7. debugging purposes to preserve the application program screen contents……
……..
8. the resulting multidimensional array……
9. computer training services ……..…
10. links to a no-longer existing executable file……
11. separate heads for recording and playback..……
12. the cost of designing and developing a complex integrated circuit……
……..…
13. the value of evaluating the main function ……
14. facilities for managing memory…….
15. a program for controlling, blocking and restricting internet & network access ……
……..…
16. an exit code indicating successful execution…..……
……..
17. expressions including pointers……..
18. new types using keywords……..
19. automated source code checking and auditing……
……..…
20. a thin membrane producing some proportional electrical signal ……..
……

21. a user working at a remote location……
22. processing numerical data……
23. organizing large programmes……
24. *"Using the mouse" Tutorial* ……
25. copying of arrays or strings ……
26. using network resources through a logical segmentation of a single physical network.

……

27. The problem-solving skills and tactics involved in writing or debugging software programs and applications

……

28. Inexpensive C development packages resulting from advances in incremental compiling

……

Exercise 7

1. a section of a program that performs a specific task

……

2. cards that are fast and built to last

……

3. examples of specific features that might be needed

……

4. specific cost data that will change over time

……

5. an acoustic to electric transducer that converts sound into an electrical signal

……

6. a self-contained entity that consists of both data and procedures

……

7. software that can run on computers with a new architecture

……

8. applications that you have already deleted or uninstalled

……

9. requirements that would make the machine competitive in that market

……

10. more than just the electronic components that make up the computer itself

……

11. users who do not have a lot of experience with the computer

……

12. the types of operations that can be applied to the data structure

……

13. a highly educated and well trained staff that is dedicated to the computer market

……

14. A form of cathodoluminescent display that can operate at low voltages

……

15. management tools which are able to dynamically assign and efficiently manage workloads

……

16. a modem that accesses a private wireless data network or a wireless telephone system

……

17. the ways that software and technology in the cloud are accessed by digital media

……

18. Any board that plugs into one of the computer's expansion slots.

……