**Шорин В.Д. 71-ПГ 02.05.2020 Задание на пару**

**«Грамматический анализ предложения»**

**Упражнение 2**

1. to go – инф.
2. playing to – гер. + пр.
3. best-regulated – прил.
4. the eager, the tired – прич.
5. penny – сущ.
6. sleeping – прич.
7. of invention. – сущ. + пр.
8. good – прил.
9. long – прил.
10. half – числ.
11. of education. – сущ.+пр.
12. of light, of liberty and of learning. – сущ. + пр.
13. best – прил.
14. more – прил.

**«Английский язык для специальных целей. Информационные и компьютерные технологии»**

**Упражнение 3**

At home, I use my computer to listen to music, watch videos and movies, play games, chat with friends, and of course do my homework. Also, I can use it to view various information about the item I'm going to buy and maybe even purchase it online. I also use my computer to browse my email and look at various self-development materials. At University, I use it to complete assignments in subjects.

**Упражнение 7**

1. Ubiquitous:

Basketball is ubiquitous in USA.

Developed countries are characterized by ubiquitous computing Pervasive:

1. Artificial:

Now artificial intelligence is gaining more and more popularity

1. Domestic:

This country has a developed domestic legal system

A domestic Bank was robbed today

1. Robust:

He is in robust health

1. Planar:

Any movement on a planar surface not dictated by physical necessity is a spatial form of self-assertion, whether it involves empire-building or tourism.

1. Contemporary:

Our city will host a contemporary music festival

Many contemporary inns provide water and fire only.

**Упражнение 8**

Engineer – engineering (инженер - инженерия)

Computer – computing (компьютер – вычисления)

Cloth – clothing (ткань - одежда)

Model – modeling (модель - моделирование)

Network – networking (сеть – создание сети, сетевой)

Position – positioning (положение - позиционирование)

**Упражнение 9**

Повсеместные вычисления, распределенные вычисления, системное моделирование, системная инженерия, контекстно-зависимые вычисления, мобильные вычисления, вычисление местоположения, мобильные сети, программная инженерия.

**Упражнение 11**

Сенсорные сети, защитники конфиденциальности, дизайн пользовательского интерфейса, взаимодействие человека и компьютера, радиочастотная идентификационная метка.

**Упражнение 13**

a) basic forms for unicomp system devices 6

b) unicomp related research topics 2

c) meaning of the term pervasive computing 1

d) the author of the term unicomp 5

e) examples of unicomp models 3

f) features of unicomp systems 3

g) negative and positive aspects of unicomp 3, 4, 8

h) unicomp model structure 3

i) unicomp challenges 4

j) additional forms for unicomp systems 7

k) definition of pervasive computing 1