# Лабораторная работа № 1

## p. 63, ex. 1A

1. Windows, Linux (Ubuntu, Debian, Arch, etc.), macOS, Android, iOS, Windows Mobile, DOS, iPadOS, tvOS, Tizen, Android TV, Wear OS, watchOS.
2. The layer between hardware and user. OS is automatically controlling the settings of hardware.

## p. 63, ex. 1B

1. software
2. system software
3. application software
4. operating system

## p. 63, ex. 2A

1. A user-friendly OS should have a graphical interface with good UX, not a command-line interface.
2. Yes, most OS are user-friendly because the most popular OS (Windows, macOS, Android, iOS) have the graphical interface.

## p. 63, ex. 2B

user-friendly, accessible, intuitive, graphics-based

## p. 63, ex. 2C

1. In the early 80s was used text-based OS.
2. The contribution of Macintosh computers to the development of graphic environment is to facilitate interaction with the computer by using WIMP.
3. WIMP stands for windows, icons, menus, and pointer.
4. I run a program on a computer with a graphical interface by double-clicking a program icon.
5. Multitasking means you can run several programs — and do various tasks — at the same time.
6. On large, powerful computers are used Unix OS.
7. The benefit of using open-source software like Linux is that anybody can copy its source code, change it and distribute it.
8. The Windows Platform is used for pocket PCs, mobiles, and portable media centers.

## p. 64, ex. 2D

1. user interface (line 1) — пользовательский интерфейс
2. procedures (line 2) — процедуры, операции
3. commands (line 6) — команды
4. tools (line 16) — инструменты
5. desktop (line 21) — рабочий стол
6. nested folders (line 25) — вложенные папки
7. launch a program (line 26) — запустить программу
8. source code (line 45) — исходный код