Subject: English.
Professor: Sandro Luis de Sousa.
Student's name: _____ .
Date: _____/_____/_____. Course: _____.

Lesson 01: READING IN ENGLISH

(Adapted by Sandro Sousa)

I. PART 01.

Task 1. Give an appropriate title to the text below.

Title: _____ .

Python **is** one of **the** world's most used **and** most popular programming languages. **It**'s powerful, versatile, **and** easy **to** learn. Python **is** widely used **in** various applications, some notable ones:

- ✓ Web development
- ✓ *Data Science*
- ✓ Data analysis
- ✓ Machine learning
- ✓ Artificial Intelligence (AI)

Many people say **that** Python comes with batteries included. **It**'s **a** fun way **to** state **that it** includes **a** comprehensive base library. **In** addition **to** this, because so many people use Python, hundreds **of** thousands **of** high-quality libraries **and** frameworks exist **to** get things done quickly **and** without *hassle*. You can do **a** lot with **a** little bit **of** Python code!

Learning Python **is a** *no-brainer*, **and I** promise you will be up **and** running quickly with this Python *tutorial*. Regardless **of** your future **in** IT, **it** will be **a** helpful tool **to** have **in** your toolbox!

Why *this* free Python tutorial?

This free Python tutorial **is** written **in** easy-**to**-read, plain English. **It**'s written by **an** experienced writer **and** tutor who puts great care into **the** learning material **and the** order **in** which **it is** presented.

This tutorial contains interactive example code you can edit **and** run. **It's** great fun **and** helps **you to** learn concepts much faster.

This tutorial **is** practical. While focusing on *getting stuff done **in** the real world*, **I** also explain how **and** why things work instead **of** teaching you tricks.

It provides carefully vetted (verified) links on most pages **to** deepen your knowledge.

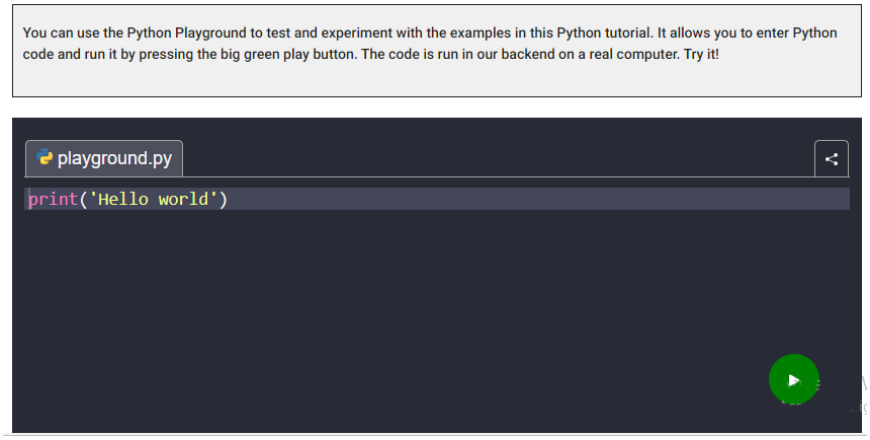
Python history

Let's start by defining more precisely what Python **is.** Python **is a** computer *programming language*. Or, **in** other words, **a** vocabulary **and** set **of** grammatical rules **for i**nstructing **a** computer **to** perform tasks. Its original creator, Guido van Rossum, named **it** after **the** BBC television show 'Monty Python's Flying Circus.' Hence, you'll find **that** Python books, code examples, **and** documentation sometimes contain references **to** this television show.

In 1987, Guido worked on a large distributed operating system at **the** CWI (*Centrum Wiskunde & Informatica*), **a** national research institute **for** mathematics **and** computer science **in** the Netherlands. Within **that** project, he had some freedom **to** work on side projects. Armed with **the** knowledge **and** experience he had built up **in** the years before, working on **a** computer language called ABC, he started writing **the** Python programming language.

Run Your First Python Program

Let's dive **in** directly! We'll run the Python code from your browser **to** get started quickly (https://python.land/python-tutorial).



Hello World!

There's **a** tradition **in** which programming tutorials, books, **and** courses start with **a** so-called *Hello World* program. A Hello World program simply prints **the** words "Hello world" **to the** screen. **The** Python playground above does precisely this, using **the** print() function.

The print() function takes anything you put between **the** parentheses **and** prints **it to the** screen. But we must feed **it the** correct type **of** data **for it to** work. For example, text **in** Python **is** always put between quotes. **In the** world **of** computer programming, we call this **a** *string*.

Quotes around strings are essential because they precisely mark **the** start **and** end **of a** string. This way, **a** string **is** easy **to** recognize **for** Python. Here are **a** few more examples **of** valid strings:

```
'Hello world'
'My name is Eric'
'This one is a bit longer.'
```

Finally, you can print these strings or **a** string **of** your choosing **in the** Python playground above, **and I** encourage you **to** do so! Like most things **in** life, programming requires practice **to** *master* **it**.

(Source: https://python.land/python-tutorial).

II. Part 02: short common words in English

12 short words make up around a quarter of all words we read.

the	of	and	to	a	in
that	it	is	was	I	for

Task 01. Find words in the text above that, along with *WAS* (past tense of *be*), comprise the 12 most common words in English.

1. Was, _____, _____, _____ , _____ , _____ , _____, _____ , _____ , _____ , _____ , _____ .

Task 2. Find in the text you have just read ten examples of **cognate words**. Cognate words have the same origin, or are related and in some way similar *(Cambridge Dictionary)*.

1. _____ .
2. _____ .
3. _____ .
4. _____ .
5. _____ .
6. _____ .
7. _____ .
8. _____ .
9. _____ .
10. _____.

Task 03. Read the text again, and decide if these statements are **TRUE OR FALSE**.

a. ( ) Python is a programming language difficult to learn.

b. ( ) Python language was named after a snake.

c. ( ) Guido van Rossum is the creator of Python.

d. ( ) In 1987, Guido worked for a national research institute for mathematics and computer science in the United Kingdom.

e. ( ) Programming tutorials, books, and courses usually start lessons with the so-called *Hello World* program.

f. ( ) A Hello World program simply prints the words “Hello world” to the screen.

Task 04. Vocabulary. Match the columns.

a. no-brainer	( ) interdisciplinary field that uses algorithms, procedures, and processes to examine large amounts of data.
b. hassle	( ) a series of characters you put between parentheses, and usually using quotes.
c. programming language	( ) to rule or control; to become thoroughly proficient in.
d. master	( ) problem; difficulty.
e. string	( ) a vocabulary and set of grammatical rules for instructing a computer to perform tasks.
f. data science	( ) a text, book or class that provides instruction in a particular area.
g. tutorial	( ) something easy or simple to understand or do.

Technical Note:

()	Parentheses
;	Semicolon
{ }	Curly braces
[ ]	Square braces
‘ ’	Single quotes
“ ”	Double quotes
=	Equals
==	Is equal to
!=	Is not equal to..
>	Greater than
<	Less than
...	Ellipsis
Symbols used in e-mail addresses and websites	
@	at
_	Underscore
~	Tilde
/	Forward slash
.	dot

III. Part 03: useful tools for understanding a text in English

a. CONTEXTUAL GUESSING

It refers to the reading strategy used to guess the meaning of vocabularies with the help of surrounding words or sentences in the co-text without any translation (SAMIYAN; KHORASANI, 2014).

Task 05. When you are reading a text and find a word whose meaning you don't know, what do you do?

a. ( ) Salto a palavra e volto a ela mais tarde.
b. ( ) Tento adivinhar o significado da palavra e vou em frente.
c. ( ) Tento adivinhar o significado da palavra e releio a sentença.
d. ( ) Procuro a palavra no dicionário ou glossário e releio a sentença.

→ Qual dos procedimentos acima você considera o mais eficaz? Por quê?

b. Reflexão sobre a habilidade de leitura em língua estrangeira

A leitura é um **processo interativo**, portanto dinâmico, que envolve uma série de componentes essenciais: o próprio texto é o primeiro deles. Contudo, o bom leitor geralmente vai muito além do texto quando está processando a compreensão do que está lendo. Ele faz uso de um conjunto de estratégias para criar, recuperar, e intercambiar significados e informações muitas vezes apenas implícitas dentro do texto.

Assim, usar apenas o que está explícito no texto não basta. É preciso ir além e utilizar o nosso conhecimento de mundo, das coisas que nos cercam e, mais especificamente, o **conhecimento prévio** que temos sobre o assunto tratado; usar o **contexto** também é garantia de que estamos fazendo deduções corretas (**guessing**). É mais ou menos o trabalho de um detetive que busca indícios, pistas, detalhes, informações para diminuir o leque de incertezas e chegar ao verdadeiro "culpado".

Podemos ainda comparar com o trabalho executado pelo computador, que busca em sua memória principal conhecimentos/informações relevantes que possam ajudar na resolução de um problema. Quanto mais rápido você puder recuperar informações passadas, **associá-las** e **aplicá-las** à situação atual, mais facilidade você terá de ver a questão resolvida.

É claro que quanto mais trabalhamos em determinado campo de atividade, ou estudamos, experimentamos e solucionamos problemas, mais chances teremos de acumular **informações confiáveis** e acuradas para a resolução ou entendimento de uma questão. Entender uma língua estrangeira é um processo semelhante.

A leitura é, pois, um processo **inferencial** em que a compreensão final do texto é o resultado final da interação do que está sendo explicitado com o que previamente já sabemos sobre o assunto, sobre os personagens envolvidos, o cenário, o autor, o momento histórico-cultural em que o texto foi escrito, etc. Às vezes, é buscar informação nas linhas e também nas entrelinhas!

Task 06. Explicite o que o leitor(a) precisa saber a fim de interpretar, adequadamente, o pequeno texto abaixo:

An Apple for the teacher (but a PC is just as good). *The Times*.