

UNIVERSITE DES SCIENCES ET TECHNOLOGIES DE LILLE
SUP – Maison des Langues

Licence d'Info – Semestre 5
Epreuve écrite d'anglais – 2^{ème} session

Durée : 1h30

N° de place :

VOUS N'ÉCRIVEZ RIEN SUR LA COPIE.
VOUS COMPOSEZ SUR LA LIASSE PHOTOCOPIEE.

I- Vocabulary : 7 points

stage 21 : niveau 10 - II

All the verbs in the box relate to computing matters. Use them to complete the sentences. The first question has been done for you as an example.

configure	disconnect	expand	generate	halt	install	paste	process	purge
recover	run	save	simplify	simulate	undo			

1. If you want to hold so much data you will have to ...**expand**.... the disk capacity.
2. Hitting CTRL-S will the program.
3. We will the new data.
4. Each month, I the disk of all the old email messages.
5. You've just deleted the paragraph, but you can it from the option in the Edit menu.
6. You only have to the PC once - when you first buy it.
7. Don't forget to the file before switching off.
8. It is possible to the data but it can take a long time.
9. We can an image from digitally recorded data.
10. This software is able to the action of an aircraft.
11. Function keys program operation.
12. The new package will on my PC.
13. The system is easy to and simple to use.
14. Now that I have cut this paragraph from the end of the document, I can it in here.
15. Do not forget to the cable before moving the printer.

II- Use of English : 15 points

"E-MAIL OR SNAIL MAIL ?"

For questions **1–15**, read the text below and decide which answer **A**, **B**, **C** or **D** best fits each space. There is an example at the beginning (**O**).

Example:

O A gone **B** brought **C** taken **D** come

E-MAIL OR SNAIL MAIL?

Modern technology has (**O**) about enormous improvements in communications and yet many people are still very worried (**1**) using the latest computer technology. I am often (**2**) to meet colleagues who still don't know what the 'e' in e-mail stands for and they are too (**3**) to ask. They assume you have to be skilled (**4**) computers to send a message via e-mail but in fact it is (**5**) thing in the world. It is also (**6**) to send an e-mail message (**7**) to send an ordinary letter or a 'snail' message which also takes (**8**) longer. An e-mail message is only (**9**) more expensive than a local telephone call to send; on top of the call itself you also have to pay a fee to your 'server'. If you send a letter by (**10**) mail it will take a couple of days to get there whereas an e-mail will not take (**11**) than a few seconds. Once you become (**12**) to using the system you will be (**13**) at how much more (**14**) it is than other means of communication. Of course, before you have access to e-mail, you will need a fairly (**15**) computer, which can be quite expensive.

- | | | | |
|-------------------------|--------------------------|----------------------|-----------------------|
| 1 A for | B about | C at | D with as |
| 2 A surprising | B irritating | C surprised | D irritated |
| 3 A embarrassing | B embarrassed | C tired | D tiring |
| 4 A about | B into | C to | D in |
| 5 A simplest | B the more simple | C simpler | D the simplest |
| 6 A cheaper | B more cheaper | C cheapest | D the cheaper |
| 7 A as | B than | C that | D from |
| 8 A much | B more | C as | D lot |
| 9 A little | B slightly | C less | D least |
| 10 A second-hand | B low-paid | C part-time | D first-class |
| 11 A more long | B longest | C as long | D longer |
| 12 A capable | B accustomed | C clever | D good |
| 13 A amazed | B puzzled | C experienced | D pleased |
| 14 A confident | B certain | C efficient | D skilful |
| 15 A strong | B great | C powerful | D large |

III- Grammar :

A- Correct the mistakes in the following sentences. 10 points

1- The part what I liked best was the ending.

⇒

2- The main character is an old man who he has never left his home town.

⇒

3- It was a such good book that I couldn't stop reading it.

⇒

4- During the police look for the main suspect, Holmes makes other enquiries.

⇒

5- It is set in a town where there are a lot of factories in.

⇒

6- It can be helpful to see the film before to read the book in English.

⇒

7- If you will like science fiction, you'll probably like this book.

⇒

8- It is a good story despite the main character is not very realistic.

⇒

9- The police are called in for investigate the theft of a painting.

⇒

10- I didn't like the ending because of I thought it was disappointing.

⇒

B- Word Formation. 10 points

| Use the word given in capitals at the end of each line to form a word that fits in the space in the same line.

WHERE DO COMPUTERS GO WHEN THEY DIE?

Every year around one million (1) computers are thrown away. There are now a number of (2) to help those trying to get rid of their old computers. Some recyclers will remove (3) metals and strip machines of (4) parts, although the bulk of the machine still remains. Another (5) is to give them to charities who will gladly make use of them.

Companies simply wipe clean the hard disk to avoid the (6) of secret (7) falling into the wrong hands. But this leaves the recipients with an (8) machine unless some new software is introduced.

There is even one US firm which (9) in recycling the little polystyrene 'peanuts' used for (10) in the computer packaging!

PERSON

ORGANISE

VALUE

USE

SOLVE

POSSIBLE

INFORM

WANT

SPECIAL

PROTECT



Robots to help out blind shoppers

Geoff Adams-Spink
Disability affairs correspondent, BBC News website

Computer scientists in the US have developed a robot that could help blind people to shop or find their way around large buildings.

It uses radio frequency identification tags to locate items and a laser range finder to avoid collisions.

It was created by professor Vladimir Kulyukin at Utah State University and shop floor trials have already begun.

Prof Kulyukin and his colleagues are in negotiations with a large supermarket chain to conduct more extensive trials.

"We refer to it as a robotic shopping assistant," he told the BBC News website.

The idea is that you simply come to the grocery store, grab the shopping assistant and it leads you to the different products. When you leave the store you leave it behind

Professor Vladimir Kulyukin

"People think we're trying to replace guide dogs, but we're not."

The idea came to Prof Kulyukin after several visually impaired people told him that they had difficulty shopping independently.

"The idea is that you simply come to the grocery store, grab the shopping assistant and it leads you to the different products. When you leave the store you leave it behind."

The shopping robot has been tried out at a local grocery store - Lees Marketplace - in Logan, Utah.

"I'm a graduate of Utah State University so I like to help them in anything they do," said owner, Lee Badger.

"We worked out some times when we weren't open and they tested the robot early in the morning."

"As a grocer you want to attract as many people as you can, and if some day this robot could help blind people come to the shop, I want to be part of that."

Professor Kulyukin is now in talks with a supermarket chain about getting access to a larger shop for longer periods of time.

"We need to test it in a 24/7 environment," he said.

Until now, the radio tags have been placed on particular shelves in order to locate specified products, but not on everything in the shop.

The next stage will be to tag the shelves with generic categories - toothpaste or cat food for example - and then to fit the robot with a bar code reader so that it can identify every product in the shop.

First impressions

A number of visually impaired testers have given enthusiastic feedback, but not all of them were Braille users so were unable to use the Braille interface to find items.

The development team is now adding a synthetic speech option to the robot's directory.

Further work is also planned to improve the robot's motion - one woman with a back injury complained that the device accelerated too fast for her.

Although the cost of the prototype is around £8,000, Prof Kulyukin believes it could be mass produced for a third of this.

"It's still got a long way to go but it's a very useable prototype," said blind assistive technology specialist, Sachin Pavithran.

Mr Pavithran - who also works at Utah State University - has tested the robot in a number of different environments and thinks it offers the possibility of greater independence.

He says such a device would be of particular benefit to him in airports while waiting for connecting flights.

"Normally I just wait at the gate," he said.

"With a device like this I'd have the option to go to a restaurant or explore the shops."

Prof Kulyukin and his team hope that with the right investment their robot could be available to blind shoppers or travellers in a year or two's time.

Story from BBC NEWS:
<http://news.bbc.co.uk/go/pr/fr/-/2/hi/technology/4509403.stm>

Published: 2005/05/04 08:47:06 GMT

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IV- Reading : 18 points

A- “ROBOTS TO HELP OUT BLIND SHOPPERS”. 10 points True or False. Justify your answers.

	T	F
1- In the text, RFID tags are used to track shoppers' purchasing habits.		
2- The project is still in its R&D stage.		
3- The idea behind this robot is to get rid of guide dogs.		
4- The robot can help blind people find their way home as well.		
5- For the grocer, the robot is just another marketing tool that will encourage new customers to come to his shop.		
6- The grocer studied at Utah State University.		
7- RFIDs are placed on every item that can be bought in the shop.		
8- The blind person will have to use a Braille interface to find items.		
9- In 1 or 2 years' time, grocers will be able to get shopping robots for £2,500 or so.		
10- In airports, blind people are not allowed in the shops. They have to wait at the gate.		



Computer games could aid hearing

Children with hearing problems could soon be using computer games to help treat their condition.

The role of computers will be explored as part of a £12m research programme to improve hearing ability in both children and adults.

The Medical Research Council (MRC) project will focus on youngsters who have hearing problems but where tests find nothing wrong. It will also target adults with age-related deafness.

Research has found that some youngsters have problems hearing in the classroom and other noisy places, however, when given an auditory test there is no sign of deafness.

Experts refer to it as an auditory processing disorder (APD) or "brain hearing" problem which means they hear sounds correctly, but their brain has difficulty distinguishing and making sense of them.

We are looking at developing an alternative to drug treatment

Professor David Moore, Medical Research Council

ADP is usually associated with attention deficit disorder and children with the condition often fall behind in their studies.

The extent of the condition is unknown but it is thought that children who have dyslexia and other language problems could also be suffering from APD.

The team at the MRC's Institute of Hearing Research in Nottingham is breaking new ground by using computer games.

They already know that repetition is the key to improving brain processing skills and are designing computer games to exploit this.

Director of the MRC's Institute of Hearing Research Professor David Moore said: "There isn't a treatment at the moment for APD, although Ritalin is used in some countries."

"What we are doing is approaching the problem scientifically.

"We are looking at developing an alternative to drug treatment.

"My long-term goal is to produce treatments that will be effective in alleviating brain hearing problems and improve the quality of life for the young and the elderly."

The Royal National Institute for the Deaf (RNID) believes the project could lead to a breakthrough in the understanding and treatment of this condition.

RNID senior audiologist specialist Angela King said: "The RNID welcomes the fact that the

Medical Research Council now plans to focus attention on discovering more about this condition and devise practical ways to help.

"If your child finds it difficult to hear and follow what you say but you are told that there is nothing wrong with their ears, you are left not knowing what can be done to help them and you may also worry about how this will affect their school life and development."

The auditory brain study will develop computer games to improve hearing in adults with surgical and cochlear implants.

It will focus on teaching people how to improve their lip reading skills and how to distinguish and differentiate between sounds.

Scientists already have computer game prototypes. They are now looking for industry experts to transform them into products that will be more entertaining and fun.

Story from BBC NEWS:
<http://news.bbc.co.uk/go/pr/fr/-/2/hi/health/3590003.stm>

Published: 2004/04/01 23:06:56 GMT

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B- “COMPUTER GAMES COULD AID HEARING” – 8 points

1- Answer the following questions : 7 points

1- Why do children with ADP get bad results in their studies ? (3 pts)

2- What is RITALIN ? (1 pt)

3- What do people suffering from ADP have to learn to improve their condition ? (2 pts)

4- To what extent can computer games help achieve this goal ? (1 pt)

2- Find words IN THE TEXT corresponding to the following definitions : 1 pt

1- incapacity to hear - loss of hearing :

2- to innovate – to (be a) pioneer :

3- to relieve – to ease :

4- an essential discovery :