

Task 3

English class



Grammar practice:

1. Where _____ does she work _____ (she/work)?
2. She _____ doesn't go _____ (not/go) to the cinema
3. He _____ hates _____ (hate) cold weather.
4. You _____ read _____ (read) a lot of books.
5. When _____ does he go _____ (he/go) home?
6. How _____ do they arrive _____ (they/arrive) so early?
7. _____ Do they want _____ (they/want) a drink?
8. _____ Does he _____ (he/go) swimming often?
9. He _____ doesn't pay _____ (not/pay) for the flat.
10. I _____ don't study _____ (not/study) Japanese.
11. She _____ washes _____ (wash) the clothes.
12. She _____ flies _____ (fly) to Australia next week.
13. My brother _____ teaches _____ (teach) grammar.
14. Luke _____ misses _____ (miss) the bus every week.
15. He _____ tries _____ (try) to eat healthy food.
16. She _____ says _____ (say) that she is hungry.
17. Where _____ do you live _____ (you/live)?



Reading comprehension:

A Day in the Life of a Software Developer

As a software developer, my day typically begins around 7:00 a.m. I wake up, grab a quick breakfast—usually coffee and a sandwich—and get ready to dive into work. By 8:30 a.m., I'm at my desk, either in my home office or at the company, depending on the day. My first task is to check emails and project updates on tools like Jira or Slack. This helps me catch up on any changes to the project or feedback from my team.

By 9:00 a.m., we usually have our daily stand-up meeting. It's a quick 15-20 minute video call where the team discusses what we worked on yesterday, what we're working on today, and any roadblocks we might be facing. This helps everyone stay aligned and focused.

After the meeting, it's time to start coding. This is my favorite part of the day—I work on developing new features, writing clean code, or debugging issues in the software. I try to get into a flow state, focusing for long periods to make progress. Around noon, I take a break for lunch, usually something quick and light, like a salad or leftovers from the night before.

After lunch, it's back to coding. Some days I work on individual tasks, while other days involve pair programming with a colleague. In the afternoon, I might review code that's been submitted by other developers on the team or submit my own code for review. It's a collaborative effort to ensure the software is solid.

By 5:30 or 6:00 p.m., I start wrapping up my work for the day. Sometimes, I work a bit later if I'm deep into a task, but I try to maintain a healthy work-life balance. After work, I often relax by playing video games, reading a book, or going for a walk to clear my head before the next coding adventure begins tomorrow.



1. Answer the following questions about the text:

- What does the developer do first after waking up?

grab a quick breakfast and get ready to dive into work

- What tools does the developer use to check project updates and communicate with the team?

Jira or Slack

- What is the purpose of the daily stand-up meeting?

the team discusses what we worked on yesterday, what we're working on today, and any roadblocks we might be facing

- What is pair programming?

review code that's been submitted by other developers on the team or submit my own code for review

- What is the developer's favorite part of the day and why?

when he starts coding, because he develops new features, writes clean code, or debugs issues



Listening comprehension:

You will hear an interview. First, we are going to read the possible answers to give context (in case there are doubts about vocabulary) and then, we will listen to it 2 or 3 times. You must mark the correct answer by putting an X next to it.

1. What is the focus of the listening?

a) The history of computer programming.

b) The impact of coding on daily life.

c) Programming languages.

d) Smartphone technology.

2. How many years of experience does Sarah have in the field?

a) She's been working in the field for two years now.

b) She has just started working as a software engineer.

c) She has been a software engineer for over a decade.

d) She's only a software engineer.

3. What is the primary reason why coding is described as the backbone of technology?

a) It makes devices look attractive.

b) It enables devices to work efficiently.

c) It doesn't impact technology.

d) It's only used for smartphones.

4. According to the guest, Sarah, what is the primary role of coding in a smartphone weather app?

a) Sending text messages.

b) Processing data and displaying weather information.

c) Playing games.

d) Taking photos.



5. Which of the following is NOT mentioned as a necessary skill for proficient coding?

- a) Logical thinking.
- b) Attention to detail.
- c) Knowledge of multiple foreign languages.**
- d) Problem-solving skills.

6. What advice does Sarah offer to those interested in pursuing a career in programming?

- a) Start with complex coding projects.
- b) Avoid online resources and coding bootcamps.
- c) Embrace challenges and never stop learning.**
- d) Focus only on one programming language.

7. Which programming languages are mentioned in the listening as examples?

- a) Python, Java, and C++.**
- b) French, German, and Spanish.
- c) HTML, CSS, and JavaScript.
- d) Physics, Chemistry, and Biology.