

21. (A) be (B) to be (C) being (D) to being

22. (A) target (B) passion (C) reward (D) concept

23. (A) makes fun of (B) looks forward to (C) stands for (D) comes up with

24. (A) were started (B) had started (C) starting (D) have started

25. (A) Another (B) Other (C) The others (D) The other

When it comes to paying for your purchases, you can choose to pay with electronic money or pay in cash. Nowadays it is becoming more and more popular to pay with electronic money, 26 is also called “e-money.” It can be in the form of smart cards, debit cards, credit cards, etc. 27 is the advantage of convenience which makes people depend on e-money so much. 28, people can collect points or get a discount by paying with e-money. As the use of e-money gets widespread, some countries in Europe are doing a(n) 29 to see whether they can use no cash at all. Nevertheless, a few people are not that 30 practices like this. They are more used to paying in cash.

26. (A) who (B) what (C) that (D) which

27. (A) What (B) It (C) That (D) This

28. (A) Instead (B) Therefore (C) Besides (D) In fact

29. (A) experiment (B) community (C) connection (D) advertisement

30. (A) trying out (B) setting an example of (C) in favor of (D) in spite of

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A lot of students like playing video games, and now a few universities are offering degrees in the field. It may seem strange to get a degree in something which is often considered entertainment-and, to lots of people, a waste of time.

A degree in e-sports is not just about playing games, though. The companies which create these video games are part of a billion-dollar market, and they need professionals to work for them. Furthermore, just like regular sports, there is a need for those who know how to run and organize e-sports tournaments.

A business degree is probably the closest to a degree in e-sports, but the latter focuses on the video game industry. For those who want such a degree, they must understand it comes with a risk- it does not guarantee a job for graduates. Nonetheless, very few degrees do, and the video game industry is growing year after year.

31. What is the passage mainly about?

(A) Strengths and weaknesses of e-sports. (B) The focus of the video game industry.

(C) E-sports and its biggest companies. (D) Majoring in e-sports in college.

32. According to the passage, how do people usually think of playing video games?

(A) It is risky. (B) It is professional. (C) It is an ideal job. (D) It is simply fun.

33. According to the passage, who are offering the degrees in e-sports?

(A) The governments. (B) Professionals on the market. (C) Universities. (D) Organizers of e-sports games.

34. According to the passage, which of the following can not be learned from a degree in e-sports?

(A) Playing video games. (B) The difference between regular business and e-sports.

(C) Methods of putting together e-sports games. (D) The video game industry.

35. What is suggested for people who are interested in getting a degree in e-sports?

(A) They should take risks by putting billions of dollars into the market. (B) They should also play regular sports. (C) They should learn to create their own video games. (D) They should know the degree cannot promise them a job.

If you go online, you can easily find rude comments people have written. People write these comments because they are angry about something, or perhaps they have a different view about a topic. Either way, they say things which hurt others.

If you are writing a comment online, always take some time to calm down first. Then, think about what your goal is. Are you just trying to give your side of an argument, or are you trying to change people's minds? Remember words have meaning, and they may be understood in different ways. Sometimes even if you do not want to do any harm, the language you use can actually mean something very different to other people. Moreover, if you “like” someone else’s words online, it is almost as bad as writing those words yourself.

36. What is the passage mostly about?

(A) The meanings of online comments. (B) Ways to be polite online.

(C) Achieving your goals with online comments. (D) What you mean and what people get.

37. According to the passage, which of the following is a reason why people make rude comments online?

(A) To show they are unhappy. (B) To get attention.

(C) To calm themselves down. (D) To remember their opinions.

38. According to the passage, which of the following may result from being rude to people online?

(A) Giving people something to think about. (B) Answering people's questions.

(C) Making people talk about their views. (D) Hurting people's feelings.

39. According to the passage, what is the first thing to do when you begin making a comment online?

(A) To make sure your grammar is correct. (B) To check the meanings of your words.

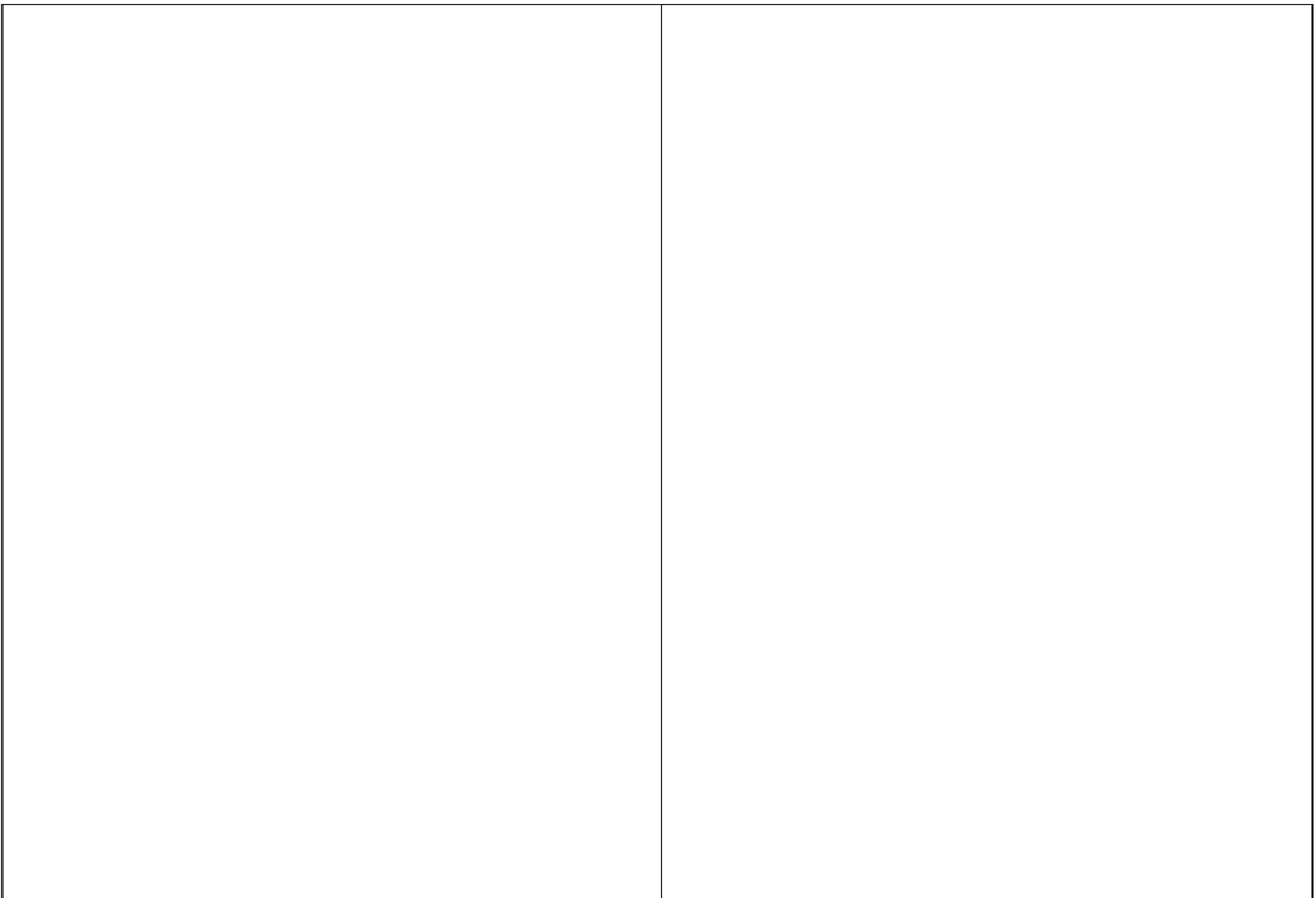
(C) To cool yourself down and think. (D) To change your way of looking at things.

40. What is not true according to the passage?

(A) You can copy the words that you like online in your comments. (B) People may understand things that you say online differently. (C) Be careful with the way you “talk” online. (D) A few people try to make an argument in their comments.

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