

5 Tenses:

* Simple Tenses: Habits / Repeated action / States

Present Simple: ~~Subject~~ + base Verb / base Verb + s/es

Past Simple: ~~Subject~~ + past simple Verb } Single action

Future Simple: ~~Subject~~ + will + Verb

* Continuous Tenses: Temporary

Present Continuous: ~~Subject~~ am/are/is + Verb (ing)

Past Continuous: ~~Subject~~ was/were + Verb (ing)

Future Continuous: ~~Subject~~ will be + Verb (ing)

* Perfect Tenses: Completed action before something else

Present Perfect: ~~Subject~~ Have/Has + Past Participle

Past Perfect: ~~Subject~~ Had + Past Participle

Future Perfect: ~~Subject~~ will Have + Past Participle

* Perfect Continuous Tenses: action continues up to

Present: ~~Subject~~ + Have / Has + been + Verb (ing)

Past: ~~Subject~~ + Had + been + Verb (ing)

Future: ~~Subject~~ + will have + been + Verb (ing)

6/ Active and Passive Voice:

Active: $S_1 + V + S_2$

Passive: $S_2 + \cancel{(be)} + V(P.P) + by + S_1$

Rules:

- $S_1 \leftrightarrow S_2$

- by

- $V \rightarrow V'$: Verb \rightarrow Verb (Participle)

- (be): Il faut conjuguer au même "Temps que l'active"



<u>Present Simple</u>	am/is/are + Past Participle
<u>Past Simple</u>	Was/Were + PP
<u>Future Simple</u>	will be + PP
<u>Present Continuous</u>	am/is/are being + PP
<u>Past Continuous</u>	Was/Were being + PP
<u>Future Continuous</u>	will be being + PP
<u>Present perfect</u>	Have/Has been + PP
<u>Past Perfect</u>	Had been + PP
<u>Future Perfect</u>	will Have been + PP
<u>Present Perfect Continuous</u>	Have/Has been being + PP
<u>Past Perfect Continuous</u>	Had been being + PP
<u>Future Perfect Continuous</u>	will Have been being + PP
<u>Tenses</u>	rules in The Passive

8/ Expressing Condition: "IF" = "provided that" = "as long as"
= when

* Type 0: General Truth (Fact):

IF + Present Simple → Present Simple

If I wake up early, I go jogging.

* Type 1: Condition/Consequence:

IF + Present Simple, future Simple

If I have enough time, I'll watch the football match.

* Type 2: Imagination/Impossible:

IF + Past, could + Verb (stem)

If I were a millionaire, I would buy a castle.

⑨

* Type 3: hypothèses sur ce qui aurait pu se passer.

If + Past Perfect, would have + past participle

- If I had studied harder, I would have passed the exam.

Internet: is a global network of interconnected computers and servers that allows the exchange of information, communication, and access to various services and resources.

The World Wide Web (WWW): is a system of interlinked hypertext documents and multimedia content accessed via the internet using web browsers.

LAN (Local Area Network): A Network that covers a small geographical area, such as home, office, or building, connecting computers and devices within a limited area.

WAN (Wide Area Network): A Network that spans a large geographical area, often covering cities, countries, or even continents, connecting multiple LANs (Local Area Network).

ISDN (Integrated Services Digital Network): A set of communication standards for transmitting voice, video, and data over digital telephone lines, offering faster and more reliable connections than traditional analog lines.

ADSL (Asymmetric Digital Subscriber Line): A Type of broadband internet connection that uses existing telephone lines to transmit data, offering faster download speeds than upload speeds.

FDDI (Fiber Distributed Data Interface): A high-speed LAN technology that uses fiber-optic cables to transmit data, typically used for connecting different LANs within a building or campus.

Fiber Optic: A technology that uses light to transmit data through thin strands of glass or plastic fibers, providing high-speed internet connections with minimal signal degradation over long distances.

Satellite: A communication technology that uses satellites in orbit around the earth to provide internet, television, and radio services, often used in remote or rural areas where other forms of connectivity are not available.

Telecommunications: The transmission of information over long distances through electronic means, such as telephony, internet, radio, and television.

Mobile Communications: Wireless communication technology that allows users to communicate via devices like smartphones and tablets over cellular networks.

Wearable Computers: Small, wearable electronic devices with computing capabilities, such as smartwatches or fitness trackers.

Pay Multimedia: A term encompassing paid digital services like video-on-demand, pay-per-view content or subscription-based media platforms.

Digital TV: Television broadcasting technology that transmits video and audio digitally offering higher quality and more channels than analog TV.

DMB (Digital Multimedia Broadcasting): A technology for transmitting multimedia content such as TV and radio, to mobile devices over digital networks.

Set-Top Box: A device that connects to a television to receive and decode digital signals from cable, satellite, or internet sources.

DVB-H (Digital Video Broadcasting-Handheld): A standard for broadcasting digital television to mobile and handheld devices.

DAB (Digital Audio Broadcasting): A digital radio broadcasting standard that provides high-quality audio and additional features like program guides.

FAX (Facsimile): A method of transmitting scanned documents over a telephone network.

Telemarketing: The practice of marketing and selling products or services over the phone.

Teleworking: working remotely, often from home, using telecommunications technologies like email, video calls, and online collaboration tools.

Call center: A centralized office where customer service or telemarketing calls are made and received, often supporting business communication needs.

GPS (Global Positioning System): is a satellite-based system that provides precise location, navigation, and timing information globally.

Protocols: are standardized rules and procedures that govern how data is transmitted, received, and interpreted between devices in a network.

HTTP (HyperText Transfer Protocol): Protocol for transferring web pages over the Internet.

HTTPS (HyperText Transfer Protocol Secure): Secure version of HTTP with encryption.

FTP (File Transfer Protocol): Protocol for transferring files between computers.

API (Application Programming Interface): Interface for two applications to communicate.

DNS (Domain Name System): System that translates domain names into IP addresses.

IOT (Internet of Things): Network of connected devices sharing data.

SSL (Secure Sockets Layer): Protocol for securing communication on the internet.

VPN (Virtual Private Network): Private Network for secure online navigation

GUI (Graphical User Interface): Graphical interface for interacting with a system.

URL (Uniform Resource Locator): Unique address to locate a web resource.

RAM (Random Access Memory): Fast Memory used by running programs.

ROM (Read Only Memory): Non-modifiable memory with fixed instructions.

CPU (Central Processing Unit): Main processor executing instructions.

GPU (Graphics Processing Unit): Processor for rendering graphics and videos.

XML (Extensible Markup Language): Language for structuring and exchanging data.

JSON (JavaScript Object Notation): Light-weight format for data exchange in text.

AI (Artificial Intelligence): Simulation of human intelligence by machines.

ML (Machine Learning): AI field where machines learn on their own.

IP (Internet Protocol): Unique address identifying a device on a network.

OS (Operating System): Software managing hardware and applications.

MAC (Media Access Control): Unique address identifying a network device.

Bios (Basic Input/Output System): Program initializing a computer at startup.

SEO (Search Engine Optimization): Methods to improve website visibility.