IT English Test #1

Available Grade: **100**/100

My Submissions | Test/Quiz

Вячеслав Бантыш **Submission 3**

LISTENING. Task #1

Fill in the gaps.

30/30 **Question 1**

Fill in the gaps.

NB! Some answers may include not 1, but 2 words.

I lost _ (1) at the age of 14 in a swimming pool accident. I was an active, independent teenager, and suddenly I became blind. The hardest thing for me was losing my independence. Things that until then seemed simple became almost impossible to do alone. For example, one of my _(2) was textbooks. Back then, there were no personal computers, no Internet, no smartphones. So I had to ask one of my two brothers to read me textbooks, and I had to create my own books in Braille. Can you imagine? Of course, my brothers were not happy about it, and later, I noticed they were not there whenever I needed them. I think they tried to stay away from me. I don't blame them. I really wanted to be freed from relying on someone. That became my _ (3) to ignite innovation.

I started developing _ (4) book technologies, such as a digital Braille editor, digital Braille dictionary and a digital Braille library network. Today, every student who is visually impaired can read textbooks, by using personal computers and mobile devices, in Braille or in voice. This may not surprise you, since everyone now has digital books in their tablets in 2015. But Braille went digital many years before digital books, already in the late 1980s, almost 30 years ago. Strong and specific needs of the blind peoplemade this opportunity to create digital books way back then. And this is actually not the first time this happened, because history shows us accessibility ignites innovation. The telephone was invented while developing a communication tool for hearing impaired people. Some _ (5) were also invented to help people with disabilities.

So now the fusions of technologies are ready to help me see the real world. We call this cognitive assistance. It understands our surrounding world and whispers to me _ (6) or sends a vibration to my fingers. Cognitive assistance will augment missing or weakened abilities -- in other words, our five senses. This technology is only in an _ (7), but eventually, I'll be able to find a classroom on campus, enjoy window shopping or find a nice restaurant while walking along a street. It will be amazing if I can find you on the street before you notice me. It will become my best buddy, and yours.

The _ (8) is the real world. The blind community is exploring this technical frontier and the pathfinder. I hope to work with you to explore the new _ (9), and the next time that I'm on this stage, through technology and innovation, I will be able to _ (10) here all by myself.

Fill in the gaps.

NB! Some answers may include not 1, but 2 words.

I lost my sight (1) at the age of 14 in a swimming pool accident. I was an active, independent teenager, and suddenly I became blind. The hardest thing for me was losing my independence. Things that until then seemed simple became almost impossible to do alone. For example, one of my challenges (2) was textbooks. Back then, there were no personal computers, no Internet, no smartphones. So I had to ask one of my two brothers to read me textbooks, and I had to create my own books in Braille. Can you imagine? Of course, my brothers were not happy about it, and later, I noticed they were not there whenever I needed them. I think they tried to stay away from me. I don't blame them. I really wanted to be freed from relying on someone. That became my strong desire (3) to ignite innovation.

I started developing digital (4) book technologies, such as a digital Braille editor, digital Braille dictionary and a digital Braille library network. Today, every student who is visually impaired can read textbooks, by using personal computers and mobile devices, in Braille or in voice. This may not surprise you, since everyone now has digital books in their tablets in 2015. But Braille went digital many years before digital books, already in the late 1980s, almost 30 years ago. Strong and specific needs of the blind peoplemade this opportunity to create digital books way back then. And this is actually not the first time this happened, because history shows us accessibility ignites

innovation. The telephone was invented while developing a communication tool for hearing impaired people. Some keyboards (5) were also invented to help people with disabilities.

So now the fusions of technologies are ready to help me see the real world. We call this cognitive assistance. It understands our surrounding world and whispers to me in voice (6) or sends a vibration to my fingers. Cognitive assistance will augment missing or weakened abilities -- in other words, our five senses. This technology is only in an early stage (7), but eventually, I'll be able to find a classroom on campus, enjoy window shopping or find a nice restaurant while walking along a street. It will be amazing if I can find you on the street before you notice me. It will become my best buddy, and yours.

The frontier (8) is the real world. The blind community is exploring this technical frontier and the pathfinder. I hope to work with you to explore the new era (9), and the next time that I'm on this stage, through technology and innovation, I will be able to walk up (10) here all by myself.

WRITING. Task #1

Fill the gaps in the text below with the correct form of the given verbs:

20/20

Question 2

to produce	to require	to be	to combine	to imply	to produce vary	to	to have	to involve	to belong	to offer

In hackathons, small teams (1)_ working software prototypes in a short time period. Hackathons are good for collaboration, experiments, and learning but they also (2)_ additional mechanisms, which (3)_ in place to commercialize their key results.

What's a hackathon? "Hackathon" (4)_ the terms "hacking" and "marathon" and (5)_ an intense, uninterrupted, period of programming. More specifically, a hackathon is a highly engaging, continuous event in which people in small groups (6)_ a working software prototype in a limited amount of time. Hackathons (7)_ wildly in their purpose and execution but generally have a common structure and characteristics.

Hackathon (8)_ a number of variants and names, such as "hackfest" or "code camp." Also gaining popularity is the conceptually similar event called a "jam." Unlike hackathons, jams don't always (9)_ coding (but sometimes they can) and often (10)_ to a certain discipline, such as game development or service design. Similar methods such as innovation games, challenges, and tournaments (11)_ fast-paced ideation and prototyping with social, fun, and competitive aspects.

to produce	to require	to be	to combine	to imply	to produce vary	to	to have	to involve	to belong	to offer

In hackathons, small teams (1) produce working software prototypes in a short time period. Hackathons are good for collaboration, experiments, and learning but they also (2) require additional mechanisms, which (3) are in place to commercialize their key results.

What's a hackathon? "Hackathon" (4) combines the terms "hacking" and "marathon" and (5) implies an intense, uninterrupted, period of programming. More specifically, a hackathon is a highly engaging, continuous event in which people in small groups (6) produce a working software prototype in a limited amount of time. Hackathons (7) vary wildly in their purpose and execution but generally have a common structure and characteristics.

Hackathon (8) has a number of variants and names, such as "hackfest" or "code camp." Also gaining popularity is the conceptually similar event called a "jam." Unlike hackathons, jams don't always (9) involve coding (but sometimes they can) and often (10) belong to a certain discipline, such as game development or service design. Similar methods such as innovation games, challenges, and tournaments (11) offer fast-paced ideation and prototyping with social, fun, and competitive aspects.

WRITING. Task #2

Put the suitable article if it's necessary to do.

40/40

Question 3

Most hackathons center on (1)_ common theme or technology, such as health and fitness or Android development. Many hackathons targeted at (2)_ third-party developers use (3)_ technology's APIs as (4)_ basis for development. (5)_ motivation for participating could be (6)_ prizes for (7)_ winning teams or simply (8)_ opportunity to meet (9)_ new people while learning and experimenting with technologies.

(10)_ hackathon can be (11)_ internal or external event. For instance, Facebook has become known for its (12)_ hackathon culture and constantly organizes internal hackathons. In contrast, (13)_ hackathons related to mobile-phone ecosystems, such as Windows Phone, engage external (14)_ developers. Hackathons can target a variety of internal or external groups, for different purposes. Many hackathons go beyond (15)_ basic goal of simply creating prototypes. For example, (16)_ Microsoft's International Women's Hackathon encourages more women to pursue (17)_ wild ideas in software engineering.

Most hackathons center on (1) a common theme or technology, such as health and fitness or Android development. Many hackathons targeted at (2) no article third-party developers use (3) the technology's APIs as (4) a basis for development. (5) the motivation for participating could be (6) no article prizes for (7) the

winning teams or simply (8) the opportunity to meet (9) no article new people while learning and experimenting with technologies.

(10) a hackathon can be (11) an internal or external event. For instance, Facebook has become known for its (12) no article hackathon culture and constantly organizes internal hackathons. In contrast, (13) no article hackathons related to mobile-phone ecosystems, such as Windows Phone, engage external (14) no article developers. Hackathons can target a variety of internal or external groups, for different purposes. Many hackathons go beyond (15) the basic goal of simply creating prototypes. For example, (16) no article Microsoft's International Women's Hackathon encourages more women to pursue (17) no article wild ideas in software engineering.

READING. Task #1

Match synonyms to the phrases from the text with its explanation basing on the information given

---

10/10

Question 4

Match synonyms to the phrases from the text with its explanation basing on the information given

1. To be implemented	c. to use
2. Straightforward method	d. sincere approach
3. To integrate hackathons	f. to blend hackathons
4. Innovative direction	a. ingenious order
5. Pre-existing and post-hackathon activities	b. previous and after-hachathon motion

---

Back to assessments