**Units 1-3**

**1.**

1.1

1. screen reader
2. head-mounted display
3. interactive whiteboard
4. GPS, DVD recorder

1.2

1. virtual reality
2. assistive technology
3. wireless network

1.3

1. technological dependence
2. computer addiction
3. electronic waste
4. loss of privacy
5. cybercrime

1.4

*Publishing*: design online newspaper, publish e-books

*Home*: surf the Web, download files, retouch photos

*Banks*: make calculations, store information

*Offices*: write letters and faxes, send emails.

**Text.**

On work I use computer mainly to code programs. In addition, I check emails and meet with colleagues. In free time I use PC to relax, play videogames and surf the Web.

**2.**

2.1

1. CPU
2. Mouse
3. Monitor
4. Printer
5. Webcam
6. Keyboard

2.2

1. C
2. B
3. D
4. A

2.3

* Computer system
  + Software
  + Hardware
    - CPU
    - Main memory
      * RAM
      * ROM
    - Peripherals
      * Input devices
      * Output devices
      * Storage devices

2.4

1. Output
2. Processing
3. Storage
4. Input

**3.**

3.1

1. PDA
2. Desktop PC
3. Mainframe
4. Wearable computer
5. Laptop
6. Tablet PC

3.2

1. Laptop
2. TFT screen
3. Touchpad
4. USB ports
5. Lithium-ion battery pack

3.3

1. Hand-held
2. Stylus
3. Touch screen
4. Voice recognition
5. Handwriting recognition
6. Wireless

**Text.**

*Benefits of PDA:*

Can easily be carried

Provide access to internet in any place

*Limitations:*

Not powerful enough for many applications

May loose charge quickly

*Benefits of laptops for business:*

Also can easily be carried, but require more space

Can be powerful as desktop PC to run high demand applications

Allow use workspace in any place.

*Using tablet PCs in classroom:*

Digitize and sort data, so students can easier navigate through it.

Can record lectures for future use

Can access internet for more assistance int studies.