

**ЧАСТНОЕ ОБРАЗОВАТЕЛЬНОЕ УЧРЕЖДЕНИЕ  
ПРОФЕССИОНАЛЬНОГО ОБРАЗОВАНИЯ  
«СТАВРОПОЛЬСКИЙ МНОГОПРОФИЛЬНЫЙ КОЛЛЕДЖ»**

**РАССМОТРЕНО**

на заседании методического объединения  
«Социально-гуманитарных и естественно-  
научных дисциплин, БЖД»  
Протокол №6 от «25» мая 2022 г.

УТВЕРЖДАЮ Директор  
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**РЕКОМЕНДОВАНО**

Методическим советом СМК  
Протокол № 6 от «26» мая 2022 г.

**КОНТРОЛЬНО-ИЗМЕРИТЕЛЬНЫЕ МАТЕРИАЛЫ К  
ПРОМЕЖУТОЧНОЙ АТТЕСТАЦИИ**

**ФОРМА ПРОВЕДЕНИЯ – ЭКЗАМЕН**

Дисциплина: «Иностранный язык в профессиональной деятельности»

Форма обучения: очная

Для студентов по специальности 09.02.07 «Информационные системы и  
программирование»

Курс: 4

Преподаватель Гаранжа С.Б.

Ставрополь, 2022

## 1. Общие положения

Контрольно-измерительные материалы предназначены для контроля и оценки образовательных достижений обучающихся, освоивших программу учебной дисциплины «Иностранный язык в профессиональной деятельности»

КИМ включают контрольные материалы для проведения промежуточной аттестации в форме экзамена.

## 2. Результаты освоения дисциплины, подлежащие проверке

<i>Код ОК, ПК, ЛР</i>	<i>Освоенные умения</i>	<i>Усвоенные знания</i>
ОК 1 ОК 4 ОК 6 ОК 10 ЛР 8 ЛР 13	<ul style="list-style-type: none"><li>– понимать общий смысл четко произнесенных высказываний на известные темы (профессиональные и бытовые),</li><li>– понимать тексты на базовые профессиональные темы,</li><li>– участвовать в диалогах на знакомые общие и профессиональные темы,</li><li>– строить простые высказывания о себе и о своей профессиональной деятельности,</li><li>– кратко обосновывать и объяснить свои действия (текущие и планируемые),</li><li>– писать простые связные сообщения на знакомые или интересующие профессиональные темы</li></ul>	<ul style="list-style-type: none"><li>– правила построения простых и сложных предложений на профессиональные темы,</li><li>– основные общеупотребительные глаголы (бытовая и профессиональная лексика),</li><li>– лексический минимум, относящийся к описанию предметов, средств и процессов профессиональной деятельности,</li><li>– особенности произношения,</li><li>– правила чтения текстов профессиональной направленности</li></ul>

### **3. Измерительные материалы для оценивания результатов освоения учебной дисциплины**

#### **3.1. Задания для проведения экзамена**

1. Наличие конспектов всех практических занятий и контрольных работ.

Форма экзамена: устный

- чтение и перевод незнакомого текста (со словарем);
- беседа с преподавателем на английском языке по одной из изученных тем;
- выполнение грамматического задания

#### **Условия выполнения задания:**

1. Место (время) выполнения задания: Кабинет иностранного языка (лингафонный); основ латинского языка с медицинской терминологией. Мультимедийная лаборатория иностранных языков. Лингафонная лаборатория.

2. Максимальное время выполнения задания: 30 мин

3. Источники информации, разрешенные к использованию на зачёте, оборудование: канцелярские принадлежности (ручка, карандаши), англо-русский словарь.

#### **Перечень теоретических вопросов**

1. Иностранные языки в жизни современного человека (Foreign Language in the Life of a Modern Man)
2. Значение компьютерной грамотности (The Importance of Computer Literacy)
3. История возникновения компьютеров (History of Computation)
4. Электроника (Electronics)
5. Компьютерная система (Computer System)
6. Компьютерная информационная система (Computer-Based Information System)
7. Информационные коммуникационные технологии (Information Communication Technologies)
8. Основы информационных систем (Fundamentals of Information Systems)
9. Что такое программирование? (Programming)
10. Языки программирования (Programming Languages)
11. Классификация языков программирования (Types of Programming Languages)
12. Классификация компьютеров (Classification of Computers)
13. Интернет в современном мире (Internet)
14. Типы информационных систем (Types of Information Systems)
15. История возникновения языков программирования.

## **Перечень практических заданий:**

1. Чтение и перевод текста со словарём.

### **Текст №1**

#### ***What is a Computer?***

A computer is a machine with an intricate network of electronic circuits that operate switches or magnetize tiny metal cores. The switches, like the cores, are capable of being in one of two possible states, that is, on or off; magnetized.

The machine is capable of storing and manipulating numbers, letters and characters.

The basic idea of a computer is that we can make the machine do what we want by inputting signals that turn certain switches on and turn others off, or that magnetize or do not magnetize the cores.

The basic job of computers is the processing of information. For this reason, computers can be defined as devices which accept information in the form of instructions called a program and characters called data performing mathematical and logical operations on the information, and then supply results of these operations.

### **Текст №2**

The program or a part of it, which tells the computers what to do and the data, which provide the information needed to solve the problem, are kept inside the computer in a place called memory.

Computers are thought to have many remarkable powers. Most computers, whether large or small have three basic capabilities.

First, computers have circuits for performing arithmetical operations, such as: addition, subtraction, division, multiplication and exponentiation. Second, computers have means of communicating with the user. If we couldn't feed information in and get results back these machine wouldn't be of much use.

However, certain computers (commonly minicomputers and microcomputers) are used to control directly things such as robots, aircraft navigation systems, medical instruments, etc. Some of the most common methods of inputting information are to use terminals, diskettes, disks and magnetic tapes.

### **Текст №3**

The computer's input device (which might be a disk drive depending on the medium used in inputting information) reads the information into the computer. For outputting information, two common devices are used a printer which prints the new information on paper, or a cathode-raytube (CRT) display screen which shows the results on a TV-like a screen. Third, computers have circuits which can make decisions. The kinds of decisions which computer circuits can make are not of the type: 'Who would win a war between two countries?' or 'Who is the richest person in the world?' Unfortunately, the computer can only decide three things, namely: 'Is

one number use more often than another? ‘Are two numbers equal?’ and, ‘Is one number greater than another?’

#### **Текст №4**

A computer can solve a series of problems and make hundreds even thousands of logical operations without becoming tired or bored. It can find the solution to a problem in a fraction that it takes a human being to do the job. A computer can replace people in dull routine, but it has no originality, it works according to the instructions given to it and cannot exercise value judgements.

There are times when a computer seems to operate like a mechanical «brain», but its achievement are limited by the minds of human beings. A computer cannot do anything unless a person tells it what to do and gives the appropriate information, but because of electric pulses can move at the speed of light, a computer can carry out vast numbers of arithmetical-logical operations almost instantaneously.

A person can do the same, but in many cases that person would be deal long before the job was finished.

#### **Текст №5**

##### **Computer Applications**

Many people have or will have had some experience of ‘conversing’ with computers. They may have their own micro-computer, they may use a terminal from the main company at work or they may have a television set with a view data facility. Those who do not have this experience may observe the staff at, for example, an airline check-in or a local bank branch office sitting at their desks, pressing keys on a typewriter like a keyboard and reading information presented on a television type screen. In such a situation the check-in clerk or the branch cashier is using the computer to obtain information (e.g. to find out if a seat is booked) or to amend information (e.g. to change a customer’s name and address).

The word computer conjures up different images and thoughts in people’s mind depending upon their experiences. Some view computers as powerful, intelligent machines that can maintain a ‘big brother’ watch over everyone. Others are staggered and fascinated by the marvels achieved by the space programs of the superpowers, where computers play an important part.

#### **Текст №6**

Numerous factories use computers to control machines that make products. A computer turns the machines on and off and adjusts their operations when necessary. Without computers, it would be impossible for engineers to perform the enormous number of calculations needed to solve many advanced technological problems. Computers help in the building of spacecraft, and they assist flight engineers in launching, controlling and tracking the vehicles. Computers also are used to develop equipment for exploring the moon and planets. They enable architectural and civil engineers to design complicated bridges and other structures with relative ease.

Computers have been of tremendous help to researchers in the biological, physical and social sciences. Chemists and physicists rely on computers to control and check sensitive laboratory instruments and to analyze experimental data. Astronomers use computers to guide telescopes and to process photographic images of planets and other objects in space.

### **Текст №7**

Computers can be used to compose music, write poems and produce drawings and paintings. A work generated by a computer may resemble that of a certain artist in style and form, or it may appear abstract or random. Computers are also used in the study of the fine arts, particularly, literature. They have also been programmed to help scholars identify paintings and sculptures from ancient civilizations.

But computers do not have intelligence in the way humans do. They cannot think for themselves. What they are good at is carrying out arithmetical operations and making logical decisions at phenomenally fast speed. But they only do what humans program gives them to do.

Apart from the speed at which computers execute instructions, two developments in particular have contributed to the growth in the use of computers – efficient storage of large amounts of data and diminishing cost. Today, computers can store huge amounts of information on magnetic media and any item of this information can be obtained in a few milliseconds and displayed or printed for the user.

### **Текст №8**

#### **Input and Output Devices**

A peripheral is a device that performs input, output or storage functions and is connected to the CPU. In order for the computer to be of use to us, there must be some types of mechanism for entering data into the computer for processing. Devices which allow the task of data entry to be performed are called input devices.

Input is used to perform the two basic computational tasks: data entry and issuing commands. The most widely used input device is the keyboard, which was adapted from the typewriter. The keyboard is the standard means for the user to input data into the computer. Unfortunately, it is not a very satisfactory means of input because most people have little or no knowledge of the layout of a typewriter keyboard.

The keyboard itself doesn't contain any mechanism for creating printed pages. Each time a key on the keyboard is pressed, an electronic signal is sent to the system unit indicating which key was pressed. The system unit and the software interpret this signal and take the appropriate action.

### **Текст №9**

Some keys are added to terminal keyboards to fulfill special functions. The most important of these is the RETURN or ENTRY key. This is pressed by the user to indicate to the computer, by the sending of a special code, that the typed line is

complete and that the computer can now analyze it. Other keys that may be present include a delete key which when pressed deletes the character just typed, special function keys that can be used for special purpose by different programs and one marked CONTROL or CTRL which also has a particular function when used with other keys. Some keyboards may also have a numeric keypad to the right of the typewriter keyboard. This may be of help when entering numeric data.

There are three keyboard layouts. The first is the standard IBM-PC keyboard. The central portion of the keyboard consists of the alphanumeric keys, that there are ten function keys (labeled F1 – F10) on the top side of the keyboard, and there is a numeric keypad, much like that found on a calculator, on the right side of the keyboard.

The function keys are keys which send special signals to the system unit. The effect of pressing a given function key will depend on the software which is currently in use.

### **Текст №10**

The numeric keypad is useful when numeric data must be entered into the computer. The numeric keypad serves two roles. The 1st role is the digits, decimal points and addition and subtraction signs are active. The 2nd role is the key of the keypad are used to control the small blinking box or line on the screen which shows the user where the next typed character will be displayed. This line is known as the cursor. The cursor control keys are the arrows (left, right, up and down), PgUp, PgDn, Insert and Delete. But there are several types of pointing device that are used to move the cursor and usually work in conjunction with the keyboard. The most common pointing device is the mouse, so called because it slides over the desktop and has a wire or 'tail' attached to the computer.

So a mouse is a hand-held device with a small rotating ball embedded in the bottom. The mouse is an opto-mechanical input device. It has three or two buttons which control the cursor movement across the screen. Each software program uses those buttons differently. The Mouse's primary functions are to help users to draw, point and select images on the computer display by moving the mouse across the screen. In general software programs require to press one or more buttons, sometimes keeping them depressed or double-click them to issue changed in commands and to draw or to erase images.

### **Текст №11**

The Mouse slopes gently towards the front, so fingers rest comfortably on the three (or two) buttons which respond easily, and click when pressed. Especially this feature is helpful when user must «double-click» the buttons to activate commands. Hardware installation is required to utilize the mouse.

Another pointing device is a trackball, which performs like a stationary upside-down mouse. A joystick is another pointing device, one that is usually associated with playing computer games. A light-pen is used to draw, write or issue commands when it touches the specially designed monitor or screen. It is a pen-shaped device connected by a cable to the terminal and a thin beam of light shines from the end.

When the pen is pressed on the screen, the co-ordinates of the point are fed to the computer.

A scanner permits entering text into a computer. There are flat-bed scanners and hand-held scanners.

### **Текст №12**

Perhaps the easiest way to enter data into a computer is by speaking, called Voice Recognition. Source data input refers to data fed directly into the computer without human intervention.

If the result of the processing is to be any use to us, the system unit must somehow convey these results to us. Devices which are used for this purpose are called output devices. Today, most outputs are visual in nature, produced by two devices: a video display screen monitor or a printer. Most computer outputs come in two forms: text and graphics. A monitor may be referred to as a cathode Ray Tube (CRT) – a vacuum tube such as the picture tube on a television set – that is used to generate the display on most monitors. Portable computers usually rely on other, less bulky, technologies, such as liquid crystal diode (LCD) or gas plasma displays. Each monitor has either a color or a monochrome display and has varying degrees of picture sharpness. The sharpness or resolution of a video display is often stated in term of the number individual dots which can be displayed on the screen. These individual dots are called pixels (picture elements). The typical display will allow 25 rows and 80 columns of textual material.

### **Текст №13**

Printers are output devices which produce hardcopy. Printers come in all kinds of shapes and sizes, with varying capabilities and mechanisms for printing. The important thing is the user must be sure that the printer is appropriate to the type of output that he wishes to produce. There are three main types of printers: a dot-matrix printer, a letter quality printer and a laser printer.

A dot-matrix printer produced output by having small pins strike a ribbon, producing a pattern of dots on the paper. A letter quality printer uses the same technology as a typewriter, with type holding the reserved images of fully formed characters striking the ribbon. Dot matrix printers can also produce both characters and graphics by building a pattern of dots.

A laser printer provides high-quality non-impact printing and offers the highest quality texts and graphics printing for the desktop. A laser printer is like a dot-matrix printer is produced by generating patterns of dots; this is done electronically, so that the pattern can be extremely fine, making the individual dots indistinguishable to the naked eye.

### **Текст №14**

A letter quality printer is unable to produce both characters and graphics by building a pattern of dots, because a dot pattern is not used to produce characters. A letter quality printer allows the production of documents with a high quality of printing at a relatively low cost.

There are another types of printers. Inkjet printers transfer characters and images to paper by spraying a fine jet of ink. Like lasers, they are able to print many different types of fonts and graphics.

Other printers include plotters, that use colored pens for scientific and engineering drawing and thermal printers that use heat to form a nonimpact image on paper.

Computer output can also be sent to another machine, device or computer. Computer output task involved micrographics. Micrographics is a way to store output on a film. Output is sent to a special machine that reduces its size and records it 10 to 20 times faster than printing.

There are two methods of storing and accessing instructions or data in auxiliary storage. One is direct access and the other is sequential access.

### **Текст №15**

Direct access, called random access, means the data is stored in a particular memory location. Direct access storage devices or DASD are magnetic disk drives use for auxiliary storage. There are two types of DASD: floppy disks and hard disks. Floppy disks are divided into two sizes of portable magnetic disks, which are commonly in use. The first of these is the 5.25 floppy disk. The second of these is the 3.5 floppy disk. Both these disks are called diskettes, because the disk material itself is a strong, flexible (floppy) plastic. The 5.25 disk has a heavy, but flexible, plastic envelope that protects the actual disk. The 3.5 disk has a rigid plastic casing to protect the disk.

The capacity of disks is determined by the density with which the metallic particles are placed on the disk; so the capacity of a disk is expressed in terms of this density. A 5.25 double density disk can hold approximately 360K bytes, a 5.25 high density disk can hold 1.2 megabytes. A 3.5 double density disk can hold 720K bytes, a 3.5 high density disk can hold 1.44 megabytes.

### **Текст №16**

Hard disks operate in a similar fashion to floppy disks, but the disk itself is made from a rigid material – often aluminum. In most personal computers the hard disk and the hard disk drive are single unit that is permanently installed. The hard disk is a sealed unit manufactured to fine tolerance, it can operate at higher speed and store more data and information than floppy disk systems. A common size for a hard disk is 40 megabytes, which can hold as much data as over double density 5.25 floppies.

On disk type storage, data is magnetically laid out in tracks and sectors. Tracks are concentric circles on which data is recorded. Sectors are pie-shaped wedges that compartmentalize the data into the addresses for the head to locate. Multiple head

disks drives organize tracks into cylinders, a vertical stack of tracks that make it easier for the head to locate the data.

Выполнение задания по грамматике.

**Перечень заданий по грамматике:**

**Упражнение №1. Ask 2 different questions to the sentence**

1. We learn two foreign languages in college. (How many?)
2. Students attend seminars regularly. (How?)
3. Our boss communicates with our partners in their local language. (Who with?)
4. Our regular partners often send us e-mails (How often?)
5. They intend to improve their skills (Whose?)

**Упражнение 2. Переведите предложения на английский язык, употребляя сложное дополнение.**

1. Я видел, как дети играют во дворе.
2. Мы слышали, как она открыла дверь и вошла в дом.
3. Я хочу, чтобы ты сделал это сегодня.
4. Учитель рассчитывал, что они придут вовремя.
5. Я не хочу, чтобы она приходила на вечеринку.

**Упражнение 3. Соедините два предложения в одно при помощи следующих слов (используйте каждое слово 1 раз).**

*What, that, who, which, because, that's why (вот почему), when, where, whether, though (хотя).*

1. I met the girl...works in our restaurant.
2. He can't go to work today...he is ill.
3. She says ...her mother cooks very well.
4. My sister always does...she wants.
5. I don't now...she works in the shop or at the salon.

**Упражнение 4. Употребите глагол в скобках в нужной форме (Present Simple или Future Simple).**

1. I'll give this book to you when I (to finish) reading it.
2. We don't know when she (to come).
3. If I don't feel well tomorrow, I (to stay) at home.
4. We'll go to the party if they (to invite) us.
5. Do you mind if I (to close) the window.



1. Novgorod the Great, a small town by Russian standards (200, 000 people), (Present Perfect Passive: *put*) on the World Heritage List because it has an impressive array of historical monuments.
2. The Novgorod churches which heavily (Past Simple Passive: *damage*) during the World War II (Present Perfect Passive: *restore*).
3. In 1920, the monastery (Past Simple Passive: *shut*) and three years later became a labor camp mainly for political prisoners.
4. The cold water in Lake Baikal is so clear that it is possible to see a depth of 40 meters, and so clean that it can (Simple Passive Infinitive: *drink*) like distilled water.

**Упражнение №11. Вставьте модальные глаголы *may, must* или *need*.**

1. ...we do it all today? – No, you...not, you...do it tomorrow.
2. You...come and see me any time you like.
3. ...we go home now, we have done everything? – Yes, you... .
4. ...I go right now? – No, you...not.
5. ...I have the menu-card?

**Упражнение 12. Выберите подходящее местоимение.**

a) *something*      b) *anything*      c) *nothing*      d) *everything*

1. Is there ...interesting in the programme of the concert?
2. I could see... . It was quite dark.
3. I don't know ...about your town.
4. I love her so much. She is ...for me.
5. Tell me...about your town.

**Упражнение 13. Вставьте предлоги *on, in, at*, где необходимо.**

1. The school year begins...September.
2. If I sleep...the afternoon I can't sleep...night.
3. We meet with him...Monday morning.
4. She is not...home...the moment.
5. They decided to have lunch together...noon.

**Упражнение №14. Report the statements given below making the necessary changes.**

1. He complained, " My salary is low."
2. He said, " We are paying all the taxes."
3. He said, "I have just got a promotion."
4. He added, "We were working night shifts."
5. He mentioned, " They will go out of business."

**Упражнение №15. Fill in the gaps using the appropriate forms of adjectives**

### **given in brackets.**

1. Children of the future are going to be (tall), ) (intelligent), and they won't need glasses.
2. Maintaining proper diet is (important) thing a teenager can do in order to stay fit.
3. You want to get fit? But what's the (good) way to get visible results in a short space of time?
4. Kids who take part in organized activities at school tend to be (healthy) that their classmates.
5. Take family walks and engage in (many) outdoor activities during the weekend.

### **Критерии оценивания обучающегося:**

- оценка **«отлично»** - глубокие исчерпывающие знания и творческие способности в понимании, изложении и использовании учебно-программного материала; умение свободно решать практические задания (задачи, конкретные ситуации, расчеты и т.п.); логически последовательные, содержательные, полные, правильные и конкретные ответы на все поставленные вопросы и дополнительные вопросы преподавателя; свободное владение основной и дополнительной литературой, другими информационными источниками, рекомендованными учебной программой;

- оценка **«хорошо»** - твердые и достаточно полные знания всего программного материала, правильное понимание сущности и взаимосвязи рассматриваемых процессов и явлений; последовательные, правильные, конкретные ответы на все поставленные вопросы при свободном устранении замечаний по отдельным вопросам; стабильный характер знаний и умений и способность к их самостоятельному применению и обновлению в ходе последующего обучения и практической деятельности, достаточное владение информационными источниками, литературой, рекомендованной учебной программой;

- оценка **«удовлетворительно»** - стабильные знания и понимание основного программного материала в объеме, необходимом для последующего обучения и предстоящей практической деятельности; правильные, без грубых ошибок ответы на поставленные вопросы при устранении неточностей и несущественных ошибок в освещении отдельных положений при наводящих вопросах преподавателя; недостаточное владение информационными источниками, рекомендованной учебной программой;

- оценка **«неудовлетворительно»** - неправильные ответы на основные вопросы, грубые ошибки в ответах, непонимание сущности излагаемых вопросов; существенные пробелы в знании основного программного

материала, принципиальные ошибки при применении теоретических знаний, которые не позволят студенту продолжить обучение или приступить к практической деятельности без дополнительной подготовки по данному курсу; неуверенные и неточные ответы на дополнительные вопросы.

### **Источники информации для подготовки к экзамену**

#### **Основные источники:**

1. Смирнова И.Б., Голубев А.П., Жук А.Д. Английский язык для всех специальностей (СПО) -М.: ООО «КноРус», 2019.  
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#### **Интернет – ресурсы:**

- 1.<http://znanium.com>
- 2.<https://book.ru>