UNIVERSIDAD NACIONAL DE QUILMES

PROGRAMACIÓN INFORMÁTICA – DESARROLLO DE SOFTWARE

INGLES 1 y 2 integrado EXAMEN Libre

Nombre:..../ Fecha:...../

1) Read the text and complete with the words from the box (0,20 x 8= 1,6p)
Object-oriented programming, or OOP, is an approach to problem solving where all computations <i>are carried out</i> using
objects. An object is a component of a program that knows how to perform certain actions and how to interact with
other elements of the program. Objects are the basic units of object-oriented programming. A simple example of an
object would be a person. Logically, <u>you</u> would expect a person to have a name. This <i>would be considered</i> a property of
the person. You could also expect a person to be able to do, such as walking or driving. <u>This</u> would
be considered a method of the person.
Code in object-oriented programming is organized around objects. Once you have your objects, $\underline{\textbf{they}}$ can interact with
each other to make something happen. Let's say you want to have a program where a person gets into a car and drives it
from A to B. You would start bythe objects, such as a person and car. That includes methods: a
person knows how to drive a car and a car knows what it is like to be driven. Once you have your objects, you bring
them together the person can get into the car and drive.
A class is a blueprint of an object. You can think of a class as a concept, and the object is the embodiment of that

concept. You need to have a classyou can create an object. So, let's say you want to use a person in

describing - create - programming - before - so - but - something - class -

..... the basic structure of what a person looks like is the same.

1. Answer $(0,50 \times 2 = 1p)$

- a. Provide a definition of the topic.
- b. What other notions are defined and how they relate to the main topic.
- 2. Analyze the references in bold type: you, this, they, it $(0.20 \times 4 = 1p)$
- 3. Explain the difference in the function of like in the text. How do they differ?(0,40p)

the subject that performs the actions in each case (0, 25 x 2 = 0,50p)
are carried out (line 1) would be considered (line 4)
2. Listen to the audio and complete the tasks bellow (3 x 1 = 3p):
a. What's the topic of the audio?
b. What are the differences among the two types mentioned?
c. What devices are mentioned? Why?
d. Complete the following paragraph from the audio $(10 \times 0.10 = 1p)$:
Each device that
Dear Mr Braithwaite
I'm writing to enquire about the monitors you informed us of last month (April). Please could you send us a brochure and price list?
We would also appreciate a visit from your rep in order to get more information about the products. Could you ask one of them to contact us, please?
Looking forward to your reply.
Yours sincerely
Euan Davis Purchasing Assistant

4. What structures are used in the examples below? Explain why the author decided to use them. Identify

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INGLES 2 EXAMEN Libre

<u>Nombre</u> :/	<u>Fecha</u> :

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1) Nead the text and complete with the words from the box (6,13 x 6- 1,20p)
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objects. An object is a component of a program that knows how to perform certain actions and how to interact with
other elements of the program. Objects are the basic units of object-oriented programming. A simple example of an
object would be a person. Logically, <u>you</u> would expect a person to have a name. This would be considered a property of
the person. You could also expect a person to be able to do, such as walking or driving. <u>This</u>
would be considered a method of the person.
Code in object-oriented programming is organized around objects. Once you have your objects, <u>they</u> can interact with
each other to make something happen. Let's say you want to have a program where a person gets into a car and drives it
from A to B. You would start bythe objects, such as a person and car. That includes methods: a
person knows how to drive a car and a car knows what it is like to be driven. Once you have your objects, you bring
them together the person can get into the car and drive.
A class is a blueprint of an object. You can think of a class as a concept, and the object is the embodiment of that
concept. You need to have a classyou can create an object. So, let's say you want to use a person in
your program. You want to be able to describe the person and have the person do something. A class called 'person'
would provide a blueprint for what a person looks like and what a person can do. To actually use a person in your
program you need to create an object. You use the person to create an object of the type 'person.'
Now you can describe this person and have <u>it</u> do something.
Classes are very useful in Consider the example of where you don't want to use just one person
but 100 people. Rather than describing each one in detail from scratch, you can use the same person class to
100 objects of the type 'person.' You still have to give each one a name and other properties,
the basic structure of what a person looks like is the same.
describing - create - programming - before - so - but - class - something

- a. Summaryze the main topic in Spanish (1,30p)
- b. Analyze the references in bold type: you, this, they, it (0,20 x 4 = 0,80p)
- c. <u>Identify in the text an expression of hypothesis, one of possibility and one of purpose. Translate them</u> in Spanish $(3 \times 0.40 = 1.20)$

a.	What's the topic of the audio?
b.	What are the differences among the two types mentioned?
c.	What devices are mentioned? Why?
d.	Complete the following paragraph from the audio $(10 \times 0.10 = 1p)$:
Eac	ch device that over the network is equipped with a wireless card or
Ma	my wireless LANs use WIFI, a wireless technology that uses radio waves to
cor	nmunication between devices in a limited area. This gives users and and
An	other popular technology is bluethooth used for short distances. The whole network is
to	the internet by a broad band modem. This modem is into a router or hub which splits
the	e internet connection into parts and all users to access emails and web resources.
Wi	th networking software users on the wireless LAN can files
and	d the printer located on the wire LAN.
	3. You have received the following mail. Write an appropriate response to it. Keep the register (1,50p)
	Dear Mr Braithwaite
	I'm writing to enquire about the monitors you informed us of last month (April). Please could you send us a brochure and price list?
	We would also appreciate a visit from your rep in order to get more information about the products. Could you ask one of them to contact us, please?
	Looking forward to your reply.
	Yours sincerely
	Euan Davis Purchasing Assistant

2. Listen to the audio and complete the tasks bellow (3 x 1 = 3p):