**UNIVERSIDAD NACIONAL DE QUILMES**

**PROGRAMACIÓN INFORMÁTICA – DESARROLLO DE SOFTWARE**

**PARCIAL INGLES 2**

**Nombre:..................................................... Mail:…................................................ Fecha:........................**

1. **Read the text and complete with the words from the box ()**

properties - monsters -because –creator – advanced - control–manipulated - execute – representing -actions

1. **Write a summary in Spanish with the most important information about the text (10 lines)()**

Many teachers indicate that it is difficult for students to understand object-oriented programming. This is somewhat surprising ………………………….object-oriented design is very natural. In real-life we think in terms of objects with certain ………………………..and behavior.

In a computer game, everything is an object: the…………………….., wall segments, coins, bonuses, power-ups, and the guns and bullets. Thinking about creating games means thinking about objects and how they react to one another and to the player's input. So the game …………………….naturally thinks in an object-oriented way.

To create a game using Game Maker, the designer creates objects.Some objects have a visual representation, such as an animated sprite. Others, like those that ……………………….game flow or maintain the score, might lack this feature. Multiple instances of the same object can appear in the game at the same moment.

Instances have properties. Some are built-in, like the speed with which the instance moves and the sprite used to represent it.Others can be defined, …………………………, and checked using actions or code. The user must define each object's behavior. While some objects, like wall segments, will have no behavior, others, like the avatar ……………………………the player, will most likely have complicated behavior.

Game Maker defines behavior in event-driven terms. Events occur for objects, and the designer specifies ……………………that the game must ………………………when these events occur. Typical events include object creation or destruction, user input, collisions between instances, alarm clocks, and events that happen at each step.

Game Maker has more than 100 built-in actions, ranging from moving the object in a particular direction to playing a sound or displaying a high-score list. For more ……………………….tasks, the designer uses a code action to type in pieces of code that are executed when the event occurs. Within this code are close to 1,000 possible functions that can control all aspects of the game.

1. **Listen to the audio and complete the following activities. Then write the last paragraph in appropriate Spanish.**
2. **What is the topic of the audio?.....................................................................................................**
3. **Which comparisons does the speaker present? Explain……………………………………………………………**

**……………………………………………………………………………………………………………………………………………..**

**……………………………………………………………………………………………………………………………………………..**

1. **How are rules created?...............................................................................................................**

**…………………………………………………………………………………………………………………………………………….**

1. **Complete the blanks:**

*As a player, you see a game into screen. As a game ………………………………, you image that game into screen and all its …………………………………….. What happens when you hit the ……………………………..button? What about the game's ……………………………… button? We turn these decisions, these rules, into game design ……………………………………..,which then turn into prototypes, which then turn into games, sometimes with the help of a …………………………………….... If you're new to game design, don't feel …………………………………… We'll cover all this and much, much more step-by-step in this …………………………………..*

*Ultimately, we create games and play games because we want to enjoy or convey a particular …………………………................ Whether that's to survive a zombie apocalypse, save the castle and defend the kingdom, or teach children through …………………………………………..games, game designers dream up those worlds.*

1. **You have received the following mail. Write an appropriate response to it. Keep the register ()**

