



高职高专教育“十二五”规划教材

计算机专业英语

主 编 郭 敏
副主编 徐 莹 杨 阳



中国水利水电出版社
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内 容 提 要

本书贯彻教育部高教司高职处与全国高职高专大学英语教育指导委员会以“应用为目的,以够用为度,以实用为主”的方针,旨在培养高职高专院校计算机各专业学生实际使用英语进行交际的能力,培养学生逐步具备以英语为工具进行专业学科交流、在职业范围内运用英语的能力。

本书面向高职高专计算机及相关专业英语课程,全面介绍了计算机专业的必备英语知识,内容涉及计算机发展史、计算机硬件、操作系统、计算机软件、软件开发、数据结构、互联网和多媒体应用等主题。

全书共8个单元,每单元分为情景对话、课文、重点技巧和阅读材料四部分,提高学生在学习和职场环境下的英语会话水平,从篇章、词汇、句法和结构等方面入手,加强学生专业文献读、译和写方面的基本应用技巧,并补充计算机小知识阅读材料,培养学生用英文解决计算机相关问题的能力。

本书适合国内各类高职高专院校信息技术、计算机应用、计算机信息管理、软件技术、网络管理等专业教学使用,也可作为IT行业技术人员和计算机爱好者的参考用书。

本书配有电子教案,读者可以到中国水利水电出版社网站或万水书苑免费下载,网址:
<http://www.waterpub.com.cn/softdown/>或 <http://www.wsbookshow.com>。

图书在版编目(CIP)数据

计算机专业英语 / 郭敏主编. — 北京: 中国水利水电出版社, 2011.1
高职高专教育“十二五”规划教材
ISBN 978-7-5084-8081-7

I. ①计… II. ①郭… III. ①电子计算机—英语—高等学校: 技术学校—教材 IV. ①H31

中国版本图书馆CIP数据核字(2010)第225195号

策划编辑: 雷顺加 责任编辑: 杨元泓 加工编辑: 陈洁 封面设计: 李佳

书 名	高职高专教育“十二五”规划教材 计算机专业英语
作 者	主 编 郭 敏 副主编 徐 莹 杨 阳
出版发行	中国水利水电出版社 (北京市海淀区玉渊潭南路1号D座 100038) 网址: www.waterpub.com.cn E-mail: mchannel@263.net (万水) sales@waterpub.com.cn 电话: (010) 68367658 (营销中心)、82562819 (万水)
经 售	全国各地新华书店和相关出版物销售网点
排 版	北京万水电子信息有限公司
印 刷	北京蓝空印刷厂
规 格	184mm×260mm 16开本 15.75印张 385千字
版 次	2011年1月第1版 2011年1月第1次印刷
印 数	0001—4000册
定 价	26.80元

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前 言

进入二十一世纪以来,计算机越来越成为人们常用的一种工具。计算机英语作为用户与计算机交互的主要语言,已成为用户需要学习和掌握的知识中一个重要的方面。计算机专业英语属于专门用途英语,是计算机及计算机相关专业的专业基础课。教育部高教司高职处与全国高职高专大学英语教育指导委员会明确规定,专门用途英语在教学中必须强调以应用能力为主线的思想,以“应用为目的,以够用为度,以实用为主”,重视培养实际使用英语进行交际的能力。在此精神的指导下编写了这本《计算机专业英语》教材,以满足高职高专院校计算机及相关专业的学生专业英语教学需求。

本书的主要特色如下:

(1) 切合学生实际,内容形式活泼,在编写过程中注重学生的接受能力,主要体现在篇幅和语言表达上,而不是过分强调“高、精、尖”。

(2) 内容覆盖面尽可能广,由于计算机涵盖不同的专业,本教材可使学生在学习英语的同时了解计算机一些应用领域的基础知识;选材来自英文教程、杂志或网站等,包括知识概述、应用、专业分析、科技新闻、问题解决、心得交流等。

(3) 在组织形式上,每单元引入相关的情景对话,培养学生在学习和工作中运用英语进行专业交际的能力;加强计算机专业英语基本的读、译、写能力,目的是让学生在掌握基本必备知识的前提下学会举一反三、自主学习。

本书作者来自一线项目研发人员及一线教师,在结合自身教学经验和学生反馈信息的基础上,对内容构成进行了精心组织。全书共8个单元,内容围绕计算机发展史、计算机硬件、操作系统、计算机软件、软件开发、数据结构、互联网和多媒体应用等方面展开。全书由8篇情景对话、16篇课文、24篇阅读材料和8篇计算机小知识组成。另外,本书还从篇章、词汇、句法和结构等方面入手,编写了计算机专业文献读、译和写的基本应用技巧。为方便教学,本书还附有参考译文和练习答案。

本书适合国内各类高职高专院校的软件技术、信息技术、计算机应用、计算机信息管理、网络管理等专业教学使用,也可作为IT行业技术人员和计算机爱好者的参考用书。

本书由郭敏任主编,徐莹,杨阳任副主编,在本书写作的过程中,非常感谢卜锡滨和李云松等老师提出的良好建议,感谢我的同事张芸、朱兰芳、孟龙梅、吴昌雨、邹军国、王浩和张德树等,他们都参与了本书大纲讨论、资料收集等工作,还要感谢中国水利水电出版社为本书的编写及出版提供的大力支持。

由于编者水平有限,书中难免有不足和欠妥之处,恳请广大读者批评指正。

编 者

2010年10月

目 录

前言

Unit One Introduction to Computers	1	Passage A: Categories of Operating System	43
Section One: Situational Dialog	1	Passage B: Comparison between Linux and	
Computer Festival	1	Windows	48
Section Two: Passages	2	Section Three: Skill in Focus	51
Passage A: Evolution of Computers	2	Computer English Reading, Part 3	51
Categories of Computers	2	Section Four: Extended Reading	53
Development of Computers	3	Some Changes in Windows 7 Taskbar	53
Passage B: Computers and Our Life	7	Tips for common PC problems	59
Section Three: Skill in Focus	11	Unit Four Application Software	60
Computer English Reading, Part 1	11	Section One: Situational Dialog	60
Section Four: Extended Reading	16	My Computer Has Been Attacked by Viruses	60
Getting More Comfortable with Computers	16	Section Two: Passages	61
Part I of Commencement Speech at		Passage A: Software Categories	61
Stanford Given by Steve Jobs	18	Passage B: Computer Security	65
Part II of Commencement Speech at		Section Three: Skill in Focus	69
Stanford Given by Steve Jobs	20	Computer English Translation, Part 1	69
Tips for common PC problems	22	Section Four: Extended Reading	72
Unit Two Computer Hardware	23	An Introduction to Microsoft Office	72
Section One: Situational Dialog	23	Tips for common PC problems	77
Shopping for a Computer	23	Unit Five Programming Language	79
Section Two: Passages	24	Section One: Situational Dialog	79
Passage A: A Guide on the Main Components		Requirements Analysis	79
in a PC	24	Section Two: Passages	80
Passage B: Introducing Common Peripherals	29	Passage A: Introduction to Programming	
Section Three: Skill in Focus	32	Language	80
Computer English Reading, Part 2	32	Passage B: Object-oriented Programming	84
Section Four: Extended Reading	35	Section Three: Skill in Focus	87
Part III of Commencement Speech at		Computer English Translation, Part 2	87
Stanford Given by Steve Jobs	35	Section Four: Extended Reading	91
Tips for common PC problems	40	Passage A: Software Engineering	91
Unit Three Operation Systems	42	Tips for common PC problems	97
Section One: Situational Dialog	42	Unit Six Data Structure	98
System Crash	42	Section One: Situational Dialog	98
Section Two: Passages	43	ACM/ICPC	98

Section Two: Passages	99	RATs	137
Passage A: Data Structure	99	Tips for common PC problems	139
Passage B: Linear Table	102	Unit Eight Multimedia	141
Section Three: Skill in Focus	105	Section One: Situational Dialog	141
Computer English Writing, Part 1	105	The Concept of Multimedia	141
Section Four: Extended Reading	109	Section Two: Passages	142
Tree	109	Passage A: What Is Multimedia?	142
The Queue ADT	111	Passage B: Multimedia Applications for the	
Data Warehouse	113	Classroom	147
Tips for common PC problems	116	Section Three: Skill in Focus	151
Unit Seven Internet	117	Computer English Writing, Part 3	151
Section One: Situational Dialog	117	Section Four: Extended Reading	156
Internet Shopping	117	Army Experiments with Multimedia-enabled	
Section Two: Passages	119	Helmet Technology	156
Passage A: A Brief Introduction to the		Edit and Save Photos and Videos with Nero	
Internet	119	Multimedia Suite 10	160
Passage B: Regulating the Internet	123	Tips for common PC problems	162
Section Three: Skill in Focus	126	附录 1 计算机英语术语词汇表	166
Computer English Writing, Part 2	126	附录 2 项目可行性报告及建议范文	179
Section Four: Extended Reading	133	附录 3 参考答案	182
Safe Shopping on EBay	133	附录 4 参考译文	186
New Safari Browser Succeeds At Speed	135	参考文献	243

Unit One Introduction to Computers

Section 1 Situational Dialog

Computer Festival

Section 2 Passages

Passage A. Evolution of Computers

Passage B. Computers and Our Life

Section 3 Skill in Focus

Reading Skills, Part I—Characteristics of Computer English Text

Section 4 Extended Reading

Getting More Comfortable with Computers

Part I of Commencement Speech at Stanford Given by Steve Jobs

Part II of Commencement Speech at Stanford Given by Steve Jobs

Tips: A Desktop, Netbook, or Laptop?

Section One: Situational Dialog

Computer Festival

Zhang Ning and Li Bin are student leaders from the Computer Society of Chuzhou Vocational College. They are discussing the coming College Computer Festival.

Zhang Ning: The slogan for this year's Computer Festival has been decided at the meeting. We agreed on "I'm crazy about computers". Discussions about the planning are drawing to a close. Have you got any further suggestions?

Li Bin: Well, we can do more voluntary work. I mean the computer festival is not just to promote computers and peripheral digital products of our sponsors. We can also set up an inquiry desk to promote computer knowledge and help solve problems for our schoolmates.

Zhang Ning: I totally agree with you. We may even establish a voluntary team for computer service to help them in their dorms.





Li Bin: Good idea! There are still problems with the sites for our Webpage Design Contest, Computer Assembly and Maintenance Contest and Computer Quiz. We should settle these quickly so as to begin publicizing our computer festival.

Zhang Ning: All right. Let's consult Miss Yang for site arrangement after class this afternoon, and maybe show her our complete planning book. Is 4 o'clock alright for you?

Li Bin: Sure! I'll be here at 4 o'clock. See you then.

Zhang Ning: See you!

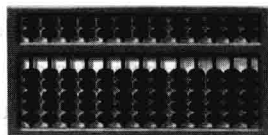
Words and Expressions

1. slogan ['sləʊɡən] n. 标语, 口号
2. crazy ['kreɪzi] adj. 疯狂的, 荒唐的
3. draw to a close 结束 (告终)
4. voluntary ['vɒləntəri] adj. 自愿的, 志愿的
5. peripheral [pə'rɪərəl] adj. 不重要的, 外围的 n. 外围设备
6. assembly [ə'sembli] n. 装配, 汇编
7. maintenance ['meɪntɪnəns] n. 维护, 保持, 维修
8. consult [kən'sʌlt] v. 商讨, 向……请教, 查阅

Section Two: Passages

Passage A: Evolution of Computers

The term computer originally meant a person capable of performing numerical calculations with the help of a mechanical computing device. Its history may date back about 2000 years ago, at the birth of the abacus, a device, usually of wood (plastic, in recent times), having a frame that holds rods with freely-sliding beads mounted on them. When these beads are moved around, according to programming rules memorized by the user, all regular arithmetic problems can be done.

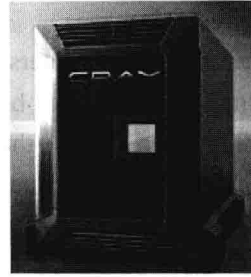


Categories of Computers

Computers can be categorized according to their processing speed and power into the following types:

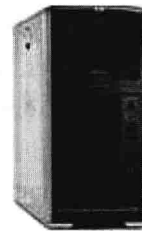
Supercomputers: the fastest, most powerful, and most expensive computers used for applications that require complex and sophisticated mathematical calculations.

Minisupercomputers: supercomputers a quarter to a half as fast in vector processing as the most powerful supercomputers.



Mainframe Computers: large, expensive, but powerful computers that can handle hundreds or thousands of connected users at the same time.

Workstation Computers: computers with more computing capacity in its CPU than a typical personal computer. Typical users of workstations include architects, engineers, and graphics designers, since the processors can handle the huge amounts of data associated with graphic files.



Minicomputers: mid-sized computers, usually fitting within a single cabinet about the size of a refrigerator, having less memory than a mainframe.

Micro Computers: also called personal computers, computers that can perform all of its input, process, output, and storage activities by itself.



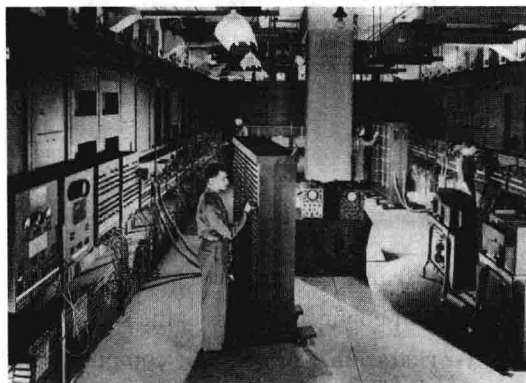
Development of Computers

Modern development in computers was started in Cambridge, England, by Charles Babbage, a mathematics professor. He began to design an automatic mechanical calculating machine called a difference engine, but in 1833 he lost interest because he thought he had a better idea -- the construction of a fully program-controlled, automatic mechanical digital computer. Babbage called this idea an Analytical Engine. The ideas of this design showed a lot of foresight, although this couldn't be appreciated until a full century later.



The First Generation:

The first generation of computers is generally considered to include machines built between 1946 and 1959, of which the ENIAC (the Electronic Numerical Integrator and Computer) was the prototype. ENIAC was built by two professors at the University of Pennsylvania in 1946. It included 18,000 vacuum tubes, weighed more than 30 tons, occupied 15,000 square feet of floor space, and consumed about 180,000 watts of electrical power. The ENIAC could perform 5,000 additions or 500 multiplications per minute.

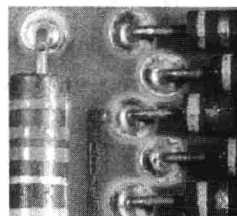


In the early 1950s, the first mass-produced machines became available. The IBM 650, introduced in 1954, was the first commercially successful computer.

The first generation of computers was characterized by the use of vacuum tubes and regenerative capacitor memories. These expensive and bulky computers used machine language for computing and could solve just one problem at a time. They did not support multitasking.

The Second Generation:

The second generation computers employed a new technological innovation: the transistor. In 1956, transistors were first used in the building of computers. In the 1960s, transistor-based computers replaced vacuum tubes. Transistors had numerous advantages over vacuum tubes: they were smaller, cheaper, and gave off less heat. The second generation computers used magnetic cores as their primary memory. They used punched cards for input and assembly language. These computers gave users a significant increase in available memory (about 20x). Calculation speeds also increased.



IBM dominated the market of the second generation. Two of IBM's product lines were especially successful: the large 7000-series, and the small 1400-series.

The Third Generation:

On April 7, 1964 IBM released its System/360 line of computers. The System/360 release marked the beginning of the third generation of computers. The System/360 computers used integrated circuits rather than individual transistors. This increased the speed and efficiency of computers. Operating systems were the human interface to computing operations and keyboards and monitors became the input-output devices. Magnetic core memory was replaced with semiconductor memories. The notion of upward compatibility was introduced during the third generation. (This means that applications made for a given computer/system will work with the



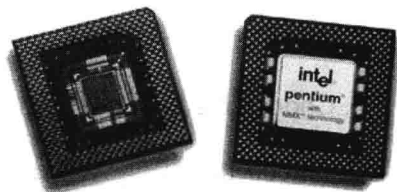


next model, just like an Excel 97 spreadsheet will work with Excel 2000.) Sophisticated operating systems were introduced, giving users unprecedented control over the computer.

IBM's System/360 and System/370 dominated the third generation computer market through the 1970s.

The Fourth Generation:

Changes after the IBM System/360 were evolutionary, building on existing technology rather than completely replacing existing technology. Introduction of microprocessors (thousands of integrated circuits placed onto a silicon chip) was the hallmark of fourth generation computers. In the 1980's, very large scale integration (VLSI), in which hundreds of thousands of transistors were placed on a single chip, became more and more common. Many companies, some new to the computer field, introduced in the 1970s programmable minicomputers supplied with software packages. The "shrinking" trend continued with the introduction of personal computers (PCs), which are programmable machines small enough and inexpensive enough to be purchased and used by individuals.



One significant innovation of the fourth generation is the placement of multiple processors on a single machine. Other significant innovations include communications between terminals and computers, and communications over extended networks.

The computer field continues to experience huge growth. Advances in technologies continue to produce cheaper and more powerful computers offering the promise that in the near future, computers or terminals will reside in most, if not all homes, offices, and schools.

Words and Expressions

1. numerical [nju:'merikəl] adj. 数字的, 用数字表示的
2. abacus ['æbəkəs] n. 算盘, 圆柱顶板
3. vector ['vektə] n. 向量, 矢量
4. foresight ['fɔ:sait] n. 远见, 深谋远虑
5. prototype ['prəutətaip] n. 原型, 雏形
6. vacuum tube n. 真空管, 电子管
7. regenerative [ri'dʒenəreitiv] adj. 再生的, 更新的, 倾向于再生的
8. capacitor [kə'pəsitə] n. 电容器
9. punch [pʌntʃ] vt. 以拳重击, 开洞, 按(键)
10. transistor [træn'zistə] n. 晶体管
11. interface ['intəfeis] n. 界面, 接口
12. magnetic [mæg'netik] adj. 有磁性的, 有吸引力的
13. semiconductor [ˌsemikən'dʌktə] n. 半导体
14. compatibility [kəm.pætə'biliti] n. 兼容



15. spreadsheet ['spred. ʃi:t] n. 电子表格, 数据表
16. unprecedented [ʌn'presɪdəntɪd] adj. 空前的, 前所未有的
17. microprocessor [maɪkrəʊ'prəʊ'prəʊsesə] n. 微处理器
18. hallmark ['hɔ:lma:k] n. 标记, 标志, 特征
19. shrink [frɪŋk] vi. 收缩, 退缩, 萎缩

Exercises

I. Choose the best answers according to the passage.

1. Introduction of _____ was the hallmark of fourth generation computers.
 - A. IC chips
 - B. semi-conductors
 - C. microprocessors
 - D. transistors
2. Charles Babbage began to design an automatic mechanical calculating machine called _____ in 1833.
 - A. a difference engine
 - B. the ENIAC
 - C. an Analytical Engine
 - D. a microprocessor
3. The second generation computers used _____ as their primary memory.
 - A. magnetic cores
 - B. semiconductor memories
 - C. integrated circuits
 - D. regenerative capacitor memories
4. The _____ generation computers used punched cards for input and assembly language.
 - A. first
 - B. second
 - C. third
 - D. fourth

II. Match the items in Column A with the translated versions in Column B.

A

1. Algorithmic Language
2. Basis of Software Technique
3. Communication Fundamentals
4. Computer Interface Technology
5. Computer Architecture



6. Digital Signal Processing
7. Experiment of Microcomputer
8. Digital Image Processing
9. Microcomputer Control Technology
10. Software Engineering

B

- () a. 计算机接口技术
- () b. 数字信号处理
- () c. 软件工程
- () d. 计算机系统结构
- () e. 软件技术基础
- () f. 算法语言
- () g. 微机控制技术
- () h. 通信原理
- () i. 数字图像处理
- () j. 微机实验

III. Complete the paragraph with the right words or expressions given in the box.

assembly computing computer introduction programming development

The age of computers saw its biggest change ever in 1953 with the 1._____ of International Business Machines known today as IBM. The company has always been a key player in the development of new systems. This was the first real competition to be seen in the world of 2._____ and helped to encourage faster 3._____ of better computers. The first contribution of IBM was the IBM 701 EDPM Computer. A year after this the first high level programming language was brought to the centre stage. This was a 4._____ language that had not been written in “5._____” or binary languages and was called FORTRAN which was written to enable more people to be able to program computers. In the year 1955 Bank of America, Stanford Research Institute and General Electric joined hands to introduce the very first 6._____ for use in banks.

Passage B: Computers and Our Life

The Computer Era glows before us with the promise of new and improved ways of thinking, living and working. The amount of information in the world is said to be doubling every six to seven years. The only way to keep up with these increased amounts of data and information is to understand how computers work and the ability to control them for a particular purpose.

The computer has literally revolutionized the way one person does his job or an organization operates their businesses. For this reason and many more, computers are considered more than just an essential piece of fancy equipment. Whether or not people know anything about it, they invoke



computers in almost every aspect of their lives. Today, millions of people are purchasing fully functional personal computers for individual reasons, to keep track of bank accounts, communicate with friends and associates, access knowledge, purchase goods and many other countless tasks.

Computers are very productive, efficient and make our personal and professional lives more rewarding. These “magical” machines can do just about anything imaginable, moreover they really excel in certain areas. Below are some of the principal applications of the computer systems:

1. Businesses. Businessmen make bar graphs and pie charts from tedious figures to convey information with far more impact than numbers alone can convey. Furthermore, computers help businesses to predict their future sales, profits, costs etc. making companies more accurate in their accounts. Computers may also play a vital role in aiding thousands of organizations to make judgmental and hard-provoking decisions concerning financial problems and prospective trends.

2. Buildings. Architects use computer animated graphics to experiment with possible exteriors and to give clients a visual walk-through of their proposed buildings. The computers provide architects a numerous number of facilities to create different buildings with greater accuracy, better designing and editing tools, and work done at the fastest speed possible. Finally, a new kind of artist has emerged, one who uses computers to express his or her creativity.

3. Education. Most good schools in the world have computers available for use in the classroom. It has been proved that learning with computers is more successful, for this enhances the knowledge of the student at a much faster pace than the old traditional methods. Likewise, colleges and various universities have extended the use of computers as many educators prefer the “learning by doing” method - an approach uniquely suited to the computer.

4. Retailing. Products from meats to magazines are packed with zebra-striped bar codes that can be read by the computer scanners at supermarket checkout stands to determine prices and help manage inventory. Thus, a detailed receipt of the groceries can be made, which is useful for both the customer and the retail store, especially for the stock control system. This is referred to as POS (Point of Sale) transaction where a precise account of all the stocks available is recorded and manipulated.

5. Law Enforcement. Recent innovations in computerized law enforcement include national fingerprint files, a national file on the mode of operation of serial killers, and computer modeling of DNA, which can be used to match traces from an alleged criminal's body, such as blood at a crime scene. In addition, computers also contain a complete database of all the names, pictures and information of such people who choose to break the law.

6. Transportation. Computers are used in cars to monitor fluid levels, temperatures and electrical systems. Computers are also used to help run rapid transit systems, load containerships and track railroads cars across the country. An important part is the air control traffic systems, where computers are used to control the flow of traffic between airplanes which needs a lot of precision and accuracy to be dealt with.

7. Money. Computers speed up record keeping and allow banks to offer same-day services and even do-it-yourself banking over the phone and internet. Computers have helped fuel the cashless economy, enabling the widespread use of credit cards, debit cards and instantaneous credit checks by



banks and retailers. There is also a level of greater security when computers are involved in money transactions as there is a better chance of detecting forged cheques and using credit/debit cards illegally etc.

8. Health and Medicine. Computers are helping immensely to monitor the extremely ill in the intensive care unit and provide cross-sectional views of the body. This eliminates the need for hired nurses to watch the patient twenty-four hours a day, which is greatly tiring and error prone. Doctors use computers to assist them in diagnosing certain diseases of the sort. This type of computer is called the Expert System, which is basically a collection of accumulated expertise in a specific area of field. Computers are now able to map, in exquisite detail, the structure of the human cold virus - the first step towards the common cold. Furthermore, computers are used greatly in managing patients, doctors, wards and medicine records, as well as deal with making appointments, scheduling surgeries and other likes.

9. Scientific Research. This is very important for mankind and with the development of computers; scientific research has propelled towards the better a great deal. Because of high-speed characteristics of computer systems, researchers can simulate environments, emulate physical characteristics and allow scientists proof of their theories in a cost-effective manner. Also many test lab animals are spared since computers have taken over their roles in extensive research.

10. Communication with the World. The computers are most popular for their uses to connect with others on the World Wide Web. Therefore, communication between two or more parties is possible which is relatively cheap considering the old fashioned methods. Emailing, teleconferencing and the use of voice messages are very fast, effective and surprisingly cheaper as well. When connected to the Internet, people can gain various amounts of knowledge, and know about world events as they occur. Purchasing on the Internet is also becoming very popular, and has numerous advantages over the traditional shopping methods.

There are so many applications of computers that it is impractical to mention all of them. Computers are all around us and we interact with them in our daily lives. This is the Computer Age and these machines are sure to affect our lives in more and more ways.



Words and Expressions

1. literally ['lɪərəli] adv. 逐字地, 不夸张地
2. bar graph 条形图
3. pie chart 饼形图, 圆形分格统计图表
4. tedious ['ti:diəs] adj. 沉闷的, 单调乏味的
5. retail ['ri:teɪl] vt. 零售
6. bar code 条形码
7. POS 出售点 (=Point Of Sale)



8. alleged [ə'lɛdʒd] adj. 被说成的, 声称的, 有嫌疑的
9. transit ['trænsɪt] n. 经过, 运输
10. instantaneous [ɪnstən'teɪniəs] adj. 瞬间的, 即刻的
11. accumulate [ə'kju:mjuleɪt] vt. vi. 积聚, 累加, 堆积
12. surgery ['sə:dʒəri] n. 外科, 外科手术, 诊所
13. emulate ['emjuleɪt] vt. 效法, 仿真
14. extensive [ɪks'tensɪv] adj. 广泛的, 广阔的, 广大的
15. cost-effective adj. 有成本效益的, 划算的
16. teleconference ['telə.kɒnfərəns] n. (通过电话、电视等的) 电讯会议

Exercises

I. Tell whether the following statements are true (T) or false (F).

1. () The amount of information in the world is doubling each year.
2. () Computers are considered just a piece of fancy equipment.
3. () Computers can help businesses to predict their future sales, profits, and costs.
4. () It has been proved that learning with computers is more successful.
5. () Expert System can be used to match traces from an alleged criminal's body.
6. () The traditional shopping method has numerous advantages over purchasing over purchasing on the Internet.

II. Fill in the blanks with the information from the passage.

1. Businessmen make _____ from tedious figures to convey information with far more impact than numbers alone can convey.
2. The computers help architects create different buildings with greater _____, better _____, and work done at _____.
3. Products are packed with bar codes that can be read by _____ at supermarket checkout stands to determine prices and help manage inventory.
4. The computer doctors use to assist them in diagnosing certain diseases is called _____.
5. Because of high-speed characteristics of computer systems, researchers can _____ and allow scientists to proof of their theories in a cost-effective manner.
6. The computes are most popular for their uses to connect with others on _____.
7. _____ is also becoming very popular, and has numerous advantages over the traditional shopping methods.
8. Computers are used to control the flow of traffic between airplanes which needs a lot of _____ to be dealt with.