

Pruebas para la obtención de títulos de Técnico y Técnico Superior

Convocatoria correspondiente al curso académico 2023-2024

DATOS DEL ASPIRANTE			FIRMA
APELLIDOS:			
Nombre:	D.N.I, N.I.E. o Pasaporte:	Fecha	
Código del ciclo:	ADMINISTRACIÓN DE SISTEMAS INFORMÁTICOS EN RED		
Clave o código del módulo:	INGLÉS TÉCNICO PARA GRADO SUPERIOR		
INSTRUCCIONES GENERALES PARA LA REALIZACIÓN DE LA PRUEBA			
<p>Pruebas de COMPREENSIÓN ORAL, VOCABULARIO, COMPREENSIÓN LECTORA y PRODUCCIÓN ESCRITA.</p> <ol style="list-style-type: none"> Material necesario: Bolígrafo azul o negro. Duración: Las 4 pruebas tendrán una duración total combinada de 1:30 horas como máximo. <p>Además:</p> <ul style="list-style-type: none"> Todos los aspirantes deben cumplimentar sus datos antes del examen y <u>firmar en todas las hojas</u> que se entreguen. Todos los aspirantes deben tener el DNI encima de la mesa y el móvil apagado. Las respuestas deben escribirse en el espacio habilitado para tal propósito. Si se ha de rectificar una respuesta, tachar con una línea horizontal. No utilizar líquido corrector (<i>Tippex</i>). - Utilizar solamente el papel facilitado por el centro examinador. 			
CRITERIOS DE CALIFICACIÓN Y VALORACIÓN			
<ul style="list-style-type: none"> El valor de cada respuesta viene indicado en cada enunciado. Es necesario obtener al menos un 4/10 en cada una de las pruebas para realizar la media con las otras pruebas. <p>VOCABULARIO:</p> <ul style="list-style-type: none"> Las respuestas deben escribirse en las tablas habilitadas para tal propósito. Sólo se corregirá lo plasmado en este espacio. <p>COMPREENSIÓN LECTORA:</p> <ul style="list-style-type: none"> Las respuestas deben escribirse en los espacios habilitados para tal propósito. Sólo se corregirá lo plasmado en este espacio. <p>PRODUCCIÓN ESCRITA:</p> <ul style="list-style-type: none"> El texto creado por el aspirante debe estar escrito íntegramente en lengua inglesa. Su extensión debe adaptarse a lo indicado en el enunciado. Para su corrección se tendrán en cuenta los siguientes criterios: gramática y vocabulario; apertura, cierre y estructura; frases y párrafos; ideas, coherencia y resolución general de la tarea; puntuación y capitalización. Se corregirá únicamente el texto producido en el <i>espacio para la versión definitiva de la producción escrita</i>. Cualquier texto producido en el <i>espacio para el borrador</i>, se considerará como tal y no como el texto definitivo a corregir. <p>COMPREENSIÓN ORAL</p> <ul style="list-style-type: none"> Las respuestas deben escribirse en los espacios habilitados para tal propósito. Sólo se corregirá lo plasmado en este espacio. 			
TOTAL PUNTOS A CONSEGUIR: 56			



LISTENING, VOCABULARY, READING, WRITING

LISTENING

- A. **Listen to an interview with Anne Simpson, an expert on voice input technology and TICK the features she mentions. Any wrong choice will be penalized with 0,25 points. 8 POINTS**

Speech recognition systems:

- ☐ need a good card and a microphone
- ☐ can take dictation with accuracy
- ☐ allow you to create and compile a computer program
- ☐ allow you to execute programs and navigate around menus using voice commands
- ☐ allow you to surf the Web by speaking
- ☐ allow you to design graphics

- B. **Listen again and answer these questions. 5 POINTS**

1. What do people usually use to communicate with a computer?
2. How do you get the best results from speech recognition software?
3. What rate of accuracy is possible with the software?
4. How can you train the software to be more accurate?
5. What kinds of words aren't on the software's dictionary?

VOCABULARY

1. Choose the correct answer. Write your answers in the space provided. 20 POINTS

1. **RAM is fast-access memory that allows the stored data to be accessed _____ .**
a) In any order b) in order of storing it c) the biggest data first
2. **A low-level programming language for a computer, or other programming device.**
a) Assembly Language b) Java c) Basic
3. **Any error or malfunction of a computer program is knowned as a _____ .**
a) bug b) virus c) debug
4. **A printed note placed below the text on a printed page is called _____ .**
a) Bottom note b) foot reference c) footer
5. **The main function of _____ is to serve documents stored in a web server to web browser .**
a) HTML b) FTP c) TELNET
6. **_____ is a sheet when it is represented electronically by computer software, used for financial planning .**
a) spreadsheet b) cache c) script
7. **The father of the WWW was _____ .**
a) Steve Wozniak b) Tim Berners-Lee c) Steve Jobs
8. **Which is NOT the IDE tool for JAVA?**
a) ECLIPSE b) NET BEANS c) CODE EDITOR
9. **Intentional stopping or pausing point in a program put in place for debugging purposes.**
a) watchpoint b) breakpoint c) debug
10. **Some broadband contracts limit the amount of _____ you can have each month .**
a) pages b) traffic c) use
11. **A collection of webpages is called _____ .**
a) website b) websites c) webmark
12. **Making changes to a text is called _____ .**
a) renewing b) altering c) reviewing
13. **_____ is ideal for pictures with many colours**
a) .jpg b) .gif c) .wav
14. **You can set your computer to _____ your log-in details, so you don't have to type them in each time.**
a) store b) remember c) recall

15. Software which blocks attempts by others to access your computer over the internet is called _____.

- a) firewall b) fire blanket c) fire engine

16. The _____ symbol means that a web page is secure.

- a) locker b) padlock c) lock

17. When you connect this to your computer, it will work immediately. It's _____.

- a) plug and go b) plug and play c) plug and use

18. Emails received by individuals are held in _____.

- a) inbox b) enter box c) unread mail

19. Times, Arial, Courier are types of _____.

- a) lettering b) character c) font

20. Software which has been illegally copied is _____.

- a) unreal b) pirated c) fake

WRITE YOUR ANSWERS HERE:

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

READING

Read the following text: 1) answer the questions and 2) complete the text with a correct word from the text. Each correct answer is 1p. 13 POINTS.

COMPUTER LANGUAGES

Unfortunately for us, computers can't understand spoken language or any other natural language. The only language they can understand directly is **machine code**, which consists of 1s and 0s (binary code). Machine code is too difficult to write. For this reason, we use symbolic languages to communicate instructions to the computer. For example, **assembly languages** use abbreviations such as ADD, SUB, MPY to represent instructions. The program is then translated into machine code by a piece of software called an **assembler**. Machine code and assembly languages are called **low-level languages** because they are closer to the hardware. They are quite complex and restricted to particular machines. To make the programs easier to write, and to overcome the problem of intercommunication between different types of computer, software developers designed **high – level languages**, which are closer to the English language. Here are some examples:

- **FORTAN** developed by IBM in 1954 and is still used for scientific and engineering applications.

- **COBOL** (**C**ommon **B**usiness **O**riented **L**anguage) was developed in 1959 and is mainly used for business applications.
- **BASIC** was developed in the 1960s and was widely used in microcomputer programming because it was easy to learn. **Visual BASIC** is a modern version of the old BASIC language used to build graphical elements such as buttons and windows in Windows programs.
- **PASCAL** was created in 1971. It is used in universities to teach the fundamentals of programming.
- **C** was developed in the 1980s at AT&T. It is used to write system software, graphics and commercial applications. **C++** is a version of C which incorporates object-oriented programming: the programmer concentrates on particular things (a piece of text, a graphic or a table, etc.) and gives each object functions which can be altered without changing the entire program. For example, to add a new graphics format, the programmer needs to rework just the graphics object. This makes programs easier to modify.
- **Java** was designed by Sun in 1995 to run on the Web. Java applets provide animation and interactive features on web pages.

Programs written in high-level languages must be translated into machine code by a **compiler** or an **interpreter**. A compiler translates the source code into **object code** – that is, it converts the entire program into machine code in one go. On the other hand, an interpreter translates the source code line by line as the program is running.

It is important not to confuse **programming languages** with **markup languages**, used to create web documents. Markup languages use instructions, known as **markup tags**, to format and link text files. Some examples include:

- **HTML** which allows us to describe how information will be displayed on web pages.
- **XML** which stands for **EX**tensible **M**arkup **L**anguage. While HTML uses pre-defined tags, XML enables us to define our own tags; it is not limited by a fixed set of tags.
- **VoiceXML**, which makes Web content accessible via voice and phone. VoiceXML is used to create voice applications that run on the phone, whereas HTML is used to create visual applications (for example , web pages).

1. Read the text. How many high-level computer language sare mentioned? Write the full answer.

2 POINTS

2. Read the text and and answer the questions. 6 POINTS

1. Do computers understand human languages? Why?/ Why not?

2. What is the function of an assembler?

3. Why did software developers design high-level languages?
4. Which language is used to teach programming techniques?
5. What is the difference between a compiler and an interpreter?
6. Why are HTML and VoiceXML called markup languages?

2. Complete these sentences with a computer languages from the text . 5 POINTS

1. _____ allows us to create our own tags to describe our data better. We aren't constrained by a pre-defined set of tags the way we are with HTML area.
2. IBM developed _____ in the 1950s. It was the first high-level language in data processing.
3. _____ applets are small programs that run automatically on web pages and let you watch animated characters play games, etc.
4. _____ is the HTML of the voice web. Instead of using a web browser and a keyboard, you interact with a voice browser by listening to pre- recorded audio output and sending audio input through a telephone.

5. This language is widely used in the business community. For example, the statement ADD VAT to NET-PRICE could be used in a _____ program.

WRITING

Write an essay (150 – 200 words) about a new software engineering project on an application you have just created in any possible field. Follow the instructions below. 10 POINTS

- Introduce your application
- Speak about current and recent developments in the field
- Explain what this application is used for
- Mention any special features of the application and describe them
- Explain how the application will be used

