

Choose the correct answer. If no word is needed, choose 'D'.

- 1 Oh, I didn't tell you! We've got new English teacher.
A a B an C the D no word
- 2 Here's DVD you asked to borrow.
A a B an C the D no word
- 3 We're out of coffee, so could you get some from the supermarket?
A a B an C the D no word
- 4 The prize is unique opportunity to travel the world!
A a B an C the D no word
- 5 It looks like glass in your bedroom window is cracked.
A a B an C the D no word
- 6 It's honour to be here this evening to speak to you.
A a B an C the D no word
- 7 There's good chance we'll be late for the meeting.
A a B an C the D no word
- 8 Reports are coming in of a major oil spill in Mediterranean.
A a B an C the D no word
- 9 I went to see the doctor because I'm finding it difficult to sleep at night.
A a B an C the D no word
- 10 Do you think that they'll ever send a manned mission to Venus?
A a B an C the D no word

Articles: Discuss the difference in meaning between these sentences:

She has some grey hairs.

She has some grey hair.

She has grey hair.

She has a grey hair.

There's a hair in my soup!

There's hair in my soup!

There's the hair - in my soup!

There's some hair in my soup!

Ask a teacher if you have a question.

Ask any teacher if you have a question.

Ask the teacher if you have a question.

After leaving school he went to sea.

After leaving the school he went to the sea.

I'm going to buy a paper.

I'm going to buy some paper.

I'm going to buy the paper.

I'm going to buy paper.

The troubles with “only”: look at the following variations of the sentence “I hit him in the eye yesterday” and discuss the differences in meaning. (Theodore M. Bernstein in *Watch Your Language*)

Only I hit him in the eye yesterday.

I only hit him in the eye yesterday.

I hit only him in the eye yesterday.

I hit him only in the eye yesterday.

I hit him in the eye only yesterday.

3D Graphics – Creating a Realistic Experience (Discovering Computers)

Fill in the gaps with the correct article.

_____ three-dimensional (3-D) graphics, which appear to have _____ height, width, and depth, give realistic qualities to objects in computer programs, particularly computer games. Although you view computer games on _____ two-dimensional (2-D) computer screen, _____ modern technology creates _____ 3-D experience by adding _____ appearance of depth. _____ game programmer can give _____ single objects or _____ entire virtual world _____ 3-D appearance.

Creating _____ 3-D appearance first requires that you create _____ wireframe. _____ wireframe is _____ series of lines, curves, and shapes arranged to resemble _____ object in _____ 3-D world. Most 3-D wireframes, for example, consist of _____ series of polygons. _____ completed wireframe enables you to identify _____ shape of _____ object, although it appears to be hollow. To transform _____ appearance of _____ 3-D object from hollow to solid, you add _____ surface to _____ wireframe. Some 3-D graphics are composed of more than one wireframe. When adding _____ surface, it is important to make _____ object look as realistic as possible by adding _____ color, texture, and reflectance. Reflectance refers to _____ amount of _____ light _____ object’s surface reflects.

With _____ surface added to _____ wireframe, you next consider how _____ object will be lit from one or more lighting sources. Some people create 3-D graphics using _____ technique called ray-tracing. _____ ray-tracing involves drawing _____ imaginary path that _____ rays of light follow as they leave their _____ source and then land on _____ object. _____ light intensity will be greater on some portions of _____ object and less on other portions. In addition, _____ object also might cast _____ shadow once it is lit from _____ particular angle.

Adapted from Mann, Malcolm and Steve Taylore-Knowles. *Destination B2*. Macmillan. 2013.
 Jones, Leo. *New Cambridge Advanced English*. Cambridge. 2000.
 Bernstein, Theodore M. *Watch Your Language*.
 Shelly, Gary B. and Misty E. Vermaat. *Discovering Computers 2011: Living in a Digital World*.