

- 11.1**
- 1 Before we employ people, we like to put them in job situations to see how they do the work and fit into the corporate culture.
 - 2 The company has built a grand corporate headquarters as a permanent symbol of its power.
 - 3 Our stylish new corporate logo shows our wish to be seen as a more international airline.
 - 4 The economy is growing and corporate profits are rising.
 - 5 The rules were introduced to protect women working in factories, but today they make it harder for women to climb the corporate ladder.
 - 6 Companies hit by computer crime are not talking about it because they fear the publicity will harm their corporate image.

- 11.2**
- | | |
|-------------------------|-----------------------|
| 1 commercial airline | 4 commercial artist |
| 2 commercial land | 5 commercial disaster |
| 3 commercial television | |

- 11.3**
- | | |
|----------------------|----------------------|
| 1 free enterprise | 3 corporation |
| 2 private enterprise | 4 enterprise culture |
| 3 enterprise economy | 5 enterprise zone |

- 12.1**
- | | |
|--------------------------|--------------------------|
| 1 partnership | 4 sole owner, freelancer |
| 2 public limited company | 5 limited company |
| 3 corporation | |

- 12.2**
- | | |
|--------------------|----------------|
| 1 demutualization | 4 demutualized |
| 2 Building Society | 5 demutualize |
| 3 members | 6 mutual |

- 12.3** 1b, 2c, 3e, 4a, 5d

- 13.1**
- | | |
|----------------------|-------------------|
| 1 property | 6 defence |
| 2 telecommunications | 7 leisure |
| 3 cars | 8 pharmaceuticals |
| 4 tourism | 9 media |
| 5 financial services | 10 healthcare |

13.2

1	A	E	R	O	S	P	A	C	E	2	D															
	U									3	S	T	E	E	L											
	T									4	S	E	R	V	I	C	E	5	C	E	F					
	O						A			6	M	A	N	U	F	A	C	T	U	R	I	N	G	7	H	
							E			8	M	E	D	I	A	C	E									
	B						R			9	I	N	D	U	S	T	R	I	A	10	L	L				
										11	E	M	E	R	G	I	N	G	12	G	R	O	W	T	H	T
										13	P	H	A	R	M	A	C	E	U	T	I	C	A	L	S	H

- 14.1**
- 1 (a) Market research showed, (b) beta version, (c) after the launch
 - 2 (d) the focus groups, (e) safe, (f) industrial scale
 - 3 (g) designers, (h) testing, (i) CAD/CAM

- 14.2** 1 design
2 market
3 groups
4 consumer
- 5 surveys
6 product launch
7 design
8 recall

- 15.1** 1 a design
2 design
- 3 development
4 a development
- 5 an invention
6 an invention
- 7 innovation
8 an innovation

- 15.2** 1 and
2 of
3 development
4 the
5 and
6 at
7 research
8 laboratories
9 some
10 innovative
11 in
- 12 made
13 breakthroughs
14 technology
15 to
16 The
17 of
18 is
19 of
20 leading
21 is
22 knowledge

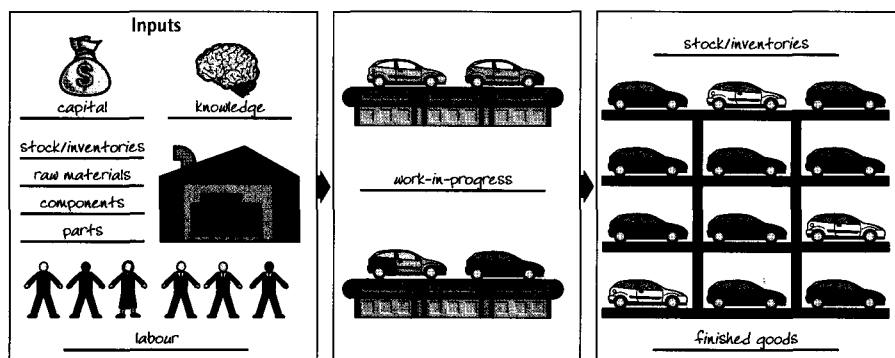
- 15.3** 1c, 2f, 3d, 4e, 5a, 6b

- 16.1** manufacture, manufacturer, manufacturing, manufactured goods
produce: non-food, producer, production, product
produce: food, producer, production, produce

- 16.2** 3, 2, 4, 7, 1, 5, 6, 8

- 16.3** 1b, 2f, 3g, 4e, 5d, 6c, 7a

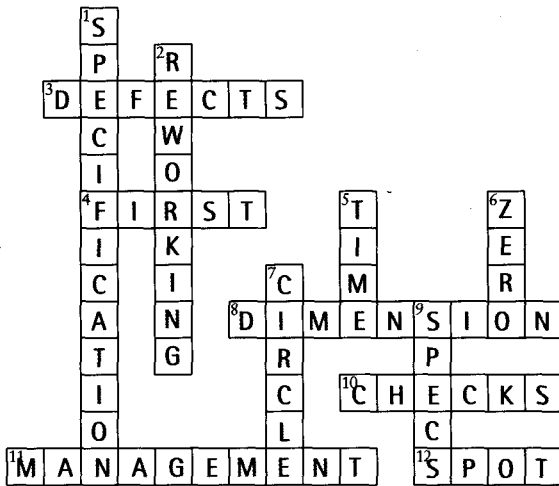
- 17.1**



- 17.2** 1c, 2a, 3d, 4b

- 17.3** 1 just-in-time
2 warehouses
3 to finance
- 4 store
5 more efficient
6 lean manufacturing

18.1



- 18.2
- 1 continuous improvement
 - 2 business process re-engineering
 - 3 benchmarking
 - 4 best practice
 - 5 continuous improvement

- 19.1
- 1 buyer, consumer, customer
 - 2 customer base
 - 3 client
 - 4 client base, clientele
 - 5 seller
 - 6 seller, vendor
 - 7 buyer, purchaser
 - 8 vendor
 - 9 buyer, purchaser, buying manager, purchasing manager
 - 10 user, end-user

- 19.2
- | | | |
|-----------|-------------|-----------|
| 1 place | 3 prices | 5 forces |
| 2 reforms | 4 pressures | 6 economy |

- 20.1
- | | |
|----------------------|-----------------------|
| 1 penetrate | 3 corner, driving out |
| 2 entered, dominated | 4 monopolized |

- 20.2
- 1 are the market leader
 - 2 have a 55 per cent market share
 - 3 Market growth is
 - 4 market segments
 - 5 market segmentation

- 20.3
- | | | |
|-------|-----------|-----------------|
| 1 500 | 3 A | 5 B, C, D and E |
| 2 yes | 4 A and B | 6 no |

- 21.1
- 1 product, price, place, promotion
 - 2 no
 - 3 no

21.2 1d, 2e, 3a, 4c, 5b

22.1 1g, 2f, 3e, 4c, 5d, 6b, 7a

22.2	1 consumer durables	4 fast-moving consumer goods
	2 raw materials	5 fast-moving consumer goods
	3 consumer durables	

22.3	1 brand manager	5 own-brand
	2 brand	6 generic products
	3 brand recognition	7 branded
	4 brand image	

23.1	1 true	4 false	6 false
	2 true	5 true	7 true
	3 true		

23.2	1 hike	4 controls	6 tag
	2 boom	5 leader	7 war
	3 cuts		

23.3	1 entry-level	4 sophisticated	6 top-en
	2 trade up	5 mid-ranged	7 niche market
	3 move upmarket		

24.1	1 distribution channel	3 retailers	5 customer
	2 wholesalers	4 resellers	6 middleman

24.2	1 shopping mall	3 convenience store	5 deep discounter
	2 shopping centre	4 drugstore	6 department store

24.3	1 junk mail	3 mailshot	5 direct marketing
	2 call centre	4 cold call	6 telemarketing

25.1

