

Прочитайте текст и заполните пропуски A–F частями предложений, обозначенными цифрами 1–7. Одна из частей в списке 1–7 лишняя. Занесите цифры, обозначающие соответствующие части предложений, в таблицу.

Roald Dahl

Roald Dahl is still one of the most popular British writers decades after his death. Although he wrote stories for adults A it is his stories for children that he is best remembered for. It is probably true that most British adults and children today have read one or more of his stories or seen one of the numerous film adaptations B at some point in their lives.

Born in Swansea, Wales, in 1916 to Norwegian parents, Dahl was raised by his mother and attended a boarding school C In those days, English schools could be cruel places for little boys. Later in his life, Dahl said he wrote home to his mother every week D

When he grew up, he spent time working in Africa before the start of the Second World War. He became a fighter pilot and was involved in a crash landing in Egypt E His account of that adventure was the first piece of writing of his to be published.

From the start of the sixties, he produced stories for children. These stories often involve children in difficult circumstances F In novels such as *James and the Giant Peach*, *Charlie and the Chocolate Factory* and *Matilda*, Dahl creates magical worlds where the kind, young hero or heroine is eventually successful and escapes from their unpleasant situation. Perhaps we can see echoes of his own experiences as a child.

1. where he was not particularly happy
2. who are surrounded by unhelpful or nasty adults
3. that were popular at the time
4. and their parents enjoy reading them too
5. but never mentioned the difficulties he faced every day
6. when he was mistakenly sent to the wrong area
7. that have been made over the years

Ответ:

A	B	C	D	E	F

Прочитайте текст и выполните задания 12–18. В каждом задании запишите в поле ответа цифру 1, 2, 3 или 4, соответствующую выбранному Вами варианту ответа.

Virtual Reality

We are often led to believe that our interaction with the world around us relies on our five senses. In actual fact, the way in which we understand our surroundings is far more complex, involving other senses, such as our sense of balance, our ability to sense pain, and so on. Virtual reality is a way of misleading all our senses to create the illusion of a computer generated world that we can interact with in some way. In most systems, a special visor and headphones send information to the user's eyes and ears, while special gloves connected to a computer allow the user's hands to function in the virtual world.

An interesting early step in the history of virtual reality was the Sensorama, built in 1962. Coming out of cinema in the 1950s that saw popular developments such as 3D movies, the Sensorama aimed to provide a complete cinematic experience. The user sat on the machine and watched 3D footage that simulated, for example, a bike ride. The seat tilted to match the motion, and there was even the capacity to simulate wind and aromas. However, the Sensorama was only ever built as a prototype and virtual reality would not become a serious possibility for decades.

The widespread use of virtual reality had to wait for the development of the computing power necessary to make it work quickly and convincingly. It needs to be quick because any difference between a hand moving and that movement appearing in the virtual world destroys the illusion. And it needs to be convincing because even a small difference between what different senses tell you – for example what your eyes and your sense of balance tell you – can lead to feelings of nausea similar to car sickness.

Today, virtual reality has many applications and is becoming increasingly common. While the attraction of virtual reality to gamers may be obvious because it allows you to really feel as if you are there in the middle of the action, other applications may not be so obvious. Creating the experiences of being on stage with your favourite band or being alongside your sporting heroes at crucial moments are just some of the areas that developers are currently exploring.

Virtual reality has applications far beyond entertainment. In the world of surgery, for example, the services of world-class surgeons can now be offered beyond the limits of the traditional operating theatre. A patient can be in a theatre on one side of the world while a doctor on the other side controls robotic instruments, using virtual reality to act as if he or she is in the same room as the patient. There are also interesting applications in the field of phobias. Patients who have extreme fears that affect their lives can use virtual reality to be exposed gradually to whatever causes their fear. This way, people are able to lead normal lives without worrying about flying or about spiders in the way they used to.

The technology also has a role to play in preserving important monuments and artworks, as well as interesting a new generation in the history of their culture. Virtual reality offers the experience of touring a place such as Stonehenge or the Sistine Chapel, for example, in ways that both reduce the number of visitors, minimising the harm they cause, and make a potentially dry subject interesting.

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According to the author, we are wrong if we think that...

- 1) virtual reality is only created through the use of computers.
- 2) our bodies only have five ways of getting information.
- 3) we need special equipment to enjoy virtual reality.
- 4) we can interact with things in a virtual world.

OTBET:

13

Which of the following statements is TRUE, according to the author?

- 1) Audiences around the world loved using the Sensorama.
- 2) The Sensorama tried to make you feel like you were moving.
- 3) You had to ride a special bicycle to use the Sensorama.
- 4) The Sensorama was removed from cinemas in the 1950s.

OTBET:

14

What happens when the illusion of virtual reality doesn't work, according to the author?

- 1) You can start to feel sick.
- 2) You try to convince yourself it's real.
- 3) You lose your sense of balance.
- 4) You have problems with your sight.

OTBET:

15

In entertainment, the main attraction of virtual reality is that it...

- 1) interests more people in playing video games.
- 2) helps you to train to be successful in music or sport.
- 3) gives you an experience you might not otherwise have.
- 4) allows you to try a sport before having lessons.

OTBET:

16

According to the author, virtual reality could help someone afraid of flying by...

- 1) slowly letting them get used to the experience.
- 2) showing them what other people are afraid of.
- 3) allowing a doctor in another country to treat them.
- 4) moving their fear onto something else.

OTBET:

17

The advantages of virtual reality for important monuments include...

- 1) increasing tourism in the area around the site.
- 2) protecting the site from weather damage.
- 3) preventing visitors from damaging the site.
- 4) showing how sites around the world are similar.

OTBET:

18

The attitude of the author towards virtual reality may be described as...

- 1) unenthusiastic.
- 2) critical.
- 3) neutral.
- 4) optimistic.

OTBET: