

1. Personality is formed as a result of moments when a person is greatly sorry, tremendously disappointed, and extremely happy.
 - A. Personality formation results from moments of great sorrow, tremendous disappointment, and extreme happiness.
 - B. Personality formation results from moments of sorry, tremendous disappointment, and extreme happiness.
 - C. Personality formation results from moments of great sorrow, disappointment, and extreme happiness.
 - D. Personality formation results from moments of great sorrow, tremendous disappointment, and happiness.
2. A person begins to realize his/her self-identity when he/she is a child.
 - A. The realize of self-identity begins in childhood.
 - B. The realizing of self-identity begins in childlike.
 - C. The realization of self-identity begins in childhood.
 - D. The realization of self-identity begins in childlike.
3. The way a player places the board in Go is similar to the way resource is allocated in business.
 - A. Placement board in Go is similar to resource allocating in business.
 - B. Board placement in Go is similar to resource allocation in business.
 - C. Board placement in Go is similar to allocation resource in business.
 - D. Placement board in Go is similar to allocation resource in business.
4. Technology is advancing, so currently incurable illnesses will be eradicated in not-so-far future.
 - A. Technologic advancements will lead to the eradication of currently incurable illnesses in not-so-far future
 - B. Technology advancements will lead to the eradication of currently incurable illness in not-so-far future
 - C. Technological advancements will lead to the eradication of currently incurable illnesses in not-so-far future
 - D. Technological advancements will lead to the eradication of currently incurable illness in not-so-far future
5. If a nation can recognize and exploit its comparative advantages, it can grow fast.
 - A. Fast growth of a nation can result from the recognizing and exploiting of its comparative advantages.
 - B. Fast growth of a nation can result from the recognition and exploitation of its comparative advantages.
 - C. Fast growth of a nation can result from the recognition and exploitation its comparative advantages.
 - D. Fastly growth of a nation can result from the recognition and exploitation of its comparative advantages.

6. Athletics can unify a country and make the people more patriotic, and proud of the nation.
 - A. Athletics can promote the unification of a country, and foster being patriotic and national proud.
 - B. Athletics can promote the unification of a country, and foster patriotism and national pride.
 - C. Athletics can promote the unifying of a country, and foster patriotism and national pride.
 - D. Athletics can promote the unifying of a country, and foster patriotic and national proud.
7. Athletics can unify a country and make the people more patriotic, and proud of the nation.
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 - D. Athletics can promote the unifying of a country, and foster patriotic and national proud.
8. You need to be patient. You also need to behave calmly. And you need to cleverly combine these two if you want to dominate over the other player's pieces in a game of Go.

→ A is necessary for the

9. The job requires candidates to know film production well, to be able to act, and to present well in front of the camera. And I think it is too demanding.

→ The for good,, and is too demanding.

A nation can define itself by establishing state symbols such as a flag or an anthem.

→ National achieved with the