

Task 3. Give the equivalents for the terms.

1. авторська система
2. виконуваний файл
3. процедурні мови
4. буквено-цифрові символи
5. програма асемблер
6. структурне програмування
7. набір синтаксичних правил
8. прикладна програма
9. мова запитів
10. двійковий код
11. вихідна програма, програма на мові високого рівня
12. мова програмування сценаріїв

Task 4. Mark the following as True or False.

1. The third-generation programming languages are machine languages that use binary codes of ones and zeroes to control the activities of the computer.
2. Procedural language is a type of a high-level programming language that requires each computer instruction to be listed and carried out in sequence.
3. The second-generation programming languages require less specificity in terms of the order in which the computer instructions are carried out. They are referred to as nonprocedural languages.
4. Machine languages, assembly languages are known as low-level languages because they interact directly with the computer's hardware, using machine-oriented codes rather than English-like commands.
5. High-level programming languages use an English like approach that is easier to use than machine or assembly languages.
6. Programs created with these languages can be used on more than one type of computer with little modification.

Task 5. Fill in the blanks with the words from the box.

to provide,	to operate,	to guide,	to initiate,	to evolve,
to communicate,	to know,	to tell,	to establish,	to type

A programming language is, in many ways much like the languages we use (1) with each other. A programming language (2) a special set of rules and a vocabulary that have to do with a computer's operation. Before communication with a computer can be (3), the rules and specialised vocabulary of the programming language must (4) to both the computer programmer and the computer itself. A programming language has words, symbols and rules of grammar (known as the syntax of the language). A computer programmer, (5) within the structure of these rules, develops an instruction (6) the computer's operation. The resulting set of instructions is the computer program. Often these instructions (7) the computer what to do when the user of the program (8) some

kind of action (when, for example, the user (9) in characters from the computer's keyboard). Over the years, computer programming methods (10) through the development of successive 'generations' of programming languages, with each new generation bringing new functionality and ease-to-use.