Task 10. Match the words (1-6) with their definitions (a-f).

1. resolution
2. jagged
3. filters
4. wireframe
5. rendering
6. fractals

a. special effects that can be applied to pictures
b. a technique that generate realistic reflection shadows and highlights
c. geometrical figures with special properties
d. irregular or uneven
e. the number of pixels in an image
f. the drawing of a model by using features like edges or control lines

Task 11. Match the words 1-5 with the words a-e to make up the word combinations

1. arrow
2. drop-down
3. execute
4. reply
5. user

a. command
b. message
c. friendly
d. menu
e. key

Task 12. Find definitions in the text of these items.

1. Menu   3. Window   5. Pointer
2. Interface 4. Active window 6. Icon

1. Most computers have a Graphical User Interface. The ___ is the connection between the user and the computer. The most common type of GUI uses a WIMP system, WIMP stands for Windows, icon, Menu (or Mouse), Pointer (or Pull-down/Pop-up menu).

2. A ___ is an area of the computer screen where you can see the contents of a folder, a file, or a program. Some systems allow several windows on the screen at the same time and windows can overlap each other. The window on the top is the one which is 'active', the one in use.

3. ___ are small pictures on the screen. They represent programs, folders, or files. For example, the Recycle Bin icon represents a program for deleting and restoring files. Most systems have a special area of the screen on which icons appear.

4. ___ give the user a list of choices. You operate the menu by pressing and releasing one or more buttons on the mouse.

5. ___ is the arrow you use to select icons or to choose options from a menu. You move the pointer across the screen with the mouse. Then you click a button on the mouse to use the object selected by the pointer.