

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. Fast 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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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.

→ Ais 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.

→ Thefor 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.....
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