## R L W S Integrating Skills – Reading, Listening, Watching & Searching

▶ **Activity 1: This section is concerned with programming and programming languages. To begin with, what is a programming language? Can you explain it in simple terms? Match the following sentence halves to get an idea:**

| | |
|---|---|
| 1. A programming language is a formal constructed language designed to | *a) different programming languages.* |
| 2. Programming languages can be used to create | *b) communicate instructions to a machine, particularly a computer.* |
| 3. A programming language consists of all the | *c) in an imperative form (i.e., as a sequence of operations to perform).* |
| 4. There are at least several hundred, and possibly several thousand | *d) programs to control the behaviour of a machine or to express algorithms.* |
| 5. Some of these are created to serve a special purpose (controlling a robot), | *e) declarative form (i.e., the desired result is specified, not how to achieve it).* |
| 6. Many programming languages require computation to be specified | *f) while others are more flexible general-purpose tools that are suitable for many types of applications.* |
| 7. Other languages use other forms of program specification such as the | *g) symbols, characters, and usage rules that permit people to communicate with computers.* |

▶ **Activity 2: Now, watch the video at https://www.khanacademy.org/computing/computer-programming/programming/intro-to-programming/v/programming-intro and answer the following questions. Remember to turn off the subtitles! You can take notes while watching:**

1. Does the video explain what language programming is?
2. Does the definition in the video agree with the one given in Activity 1 above?
3. The computer is compared to a very obedient dog. Why?
4. Write down at least five uses of programming. Which of the uses is also mentioned in Activity 1 above? _____

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dev@ubuntu1410:~$ apt-cache search golang
dh-golang - debhelper add-on for packaging software written in Go (golang)
erlang-cherly - Cherly (sher-lee) is an in-VM caching library for Erlang
gccgo-go - Go tool for use with gccgo
golang - Go programming language compiler - metapackage
golang-bindata-dev - embed data in a Go program - library package
golang-blackfriday-dev - Blackfriday: a markdown processor for Go
golang-codesearch-dev - regexp search over large bodies of source (development f
iles)
golang-context-dev - General purpose registry for global request variables
golang-coreos-log-dev - simple logging library for Go
golang-dbus-dev - Go client bindings for D-Bus
golang-dns-dev - DNS protocol library for Go
golang-doc - Go programming language compiler - documentation
golang-doozer-bin - Go client for doozerd, a consistent, distributed data store
golang-doozer-dev - Go client driver for doozerd, a consistent, distributed data
 store
golang-etcd-dev - Go client for etcd
golang-go - Go programming language compiler
```

5. Write some examples of websites and apps that are mentioned in the video: _____
6. Write down a programming language mentioned in the video: _____
7. Write some games mentioned in the video: _____
8. Is there any mention in the video of *generations of computer languages*?
9. Who has this video been created for? What about its style? Is it formal, semi-formal, or informal?
10. You can hear in the video some colloquial expressions. Do you remember them? Choose from the list below:

**welcome to programming / you might be wondering / look like a weird form of English / what's so cool about programming? / robots roam about Mars / you just gotta keep going**