

Reg. No. :

Question Paper Code : 20677

B.E./B.Tech. DEGREE EXAMINATION, NOVEMBER/DECEMBER 2018.

Second Semester

Civil Engineering

HS 6251 — TECHNICAL ENGLISH — II

(Common to all branches Except Marine Engineering)

(Regulations 2013)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. Combine the following sentences using the given cause and effect expressions : (2 × 1 = 2)
 - (a) She was told to vacate the room. She had not paid the rent to the owner. (Since)
 - (b) The weather in the city was extremely bad. The cricket match was cancelled. (Owing to)
2. Make sentences expressing purpose using the given hints : (2 × 1 = 2)
 - (a) Anemometer : measures force and velocity of wind and direction.
 - (b) Audiometer : measures the intensity of Sound.
3. Select any one word from the box and use them as noun and as verb in separate sentences : (2 × 1 = 2)

Example : Report

 - (a) Jim **reported** to Charles for duty. (Verb)
 - (b) She submitted the **report** to the CEO yesterday. (Noun)

(i) attack (ii) answer (iii) challenge
4. Complete the following conditional sentences : (2 × 1 = 2)
 - (a) He would have repaired the car himself if he _____.
 - (b) If I get that job, I _____.

14. (a) Write a letter to your friend living in Maharashtra inviting him for Pongal festival, the harvest festival of Tamil Nadu, that is to be celebrated in your village. In your letter, explain the importance of the festival and the amazing facts about it. (16)

Or

- (b) Imagine that your cousin brother has got high marks in the Higher Secondary Examination. Write a letter congratulating him on his successful performance in the examination. In addition, in your letter, mention the details like significance of fashion technology course, the famous colleges that offer this course, and the placement opportunities. (16)

15. (a) Assume that your friend is going to stay in the college hostel as his residence is far away from the college. Prepare a checklist of eight important items that need to be packed for his stay in the hostel. (16)

Or

- (b) Some of your classmates do not worry about healthy life and they often fall sick due to bad eating habits and lack of physical exercise. Write a set of eight recommendations for your classmates to maintain a healthy life style. (16)

5. Choose the correct meaning of the idiom from the three options : (2)

- (a) Parental property has become a **bone of contention** between the siblings.
(i) unifying factor
(ii) cause of quarrel
(iii) cause of rivalry.
- (b) He visits his parents **once in a blue moon**.
(i) He visits them frequently.
(ii) He visits them once in a while.
(iii) He visits them in the light of a blue moon.

6. Fill in the blanks with the appropriate collocation from the given options :
(4 × ½ = 2)

- (a) He is the boss. He exerts absolute _____ (authenticity/rule/authority).
- (b) She has done well to get to her present job. She comes from a deprived _____ (context/ background / environment)
- (c) I am appalled by your callous _____ (act/behaviour/work) That's no way for a responsible officer to act.
- (d) Wow! what a good news! This call for a _____ (treat/feast/celebration)

7. Combine the two sentences using the given connective : (2 × 1 = 2)

- (a) She is extremely rich. She is not snobbish. (Though)
- (b) The weather was terrible. We decided to delay our trip. (Because)

8. Fill in the blanks with a suitable modal verb from the given options: (4 × ½ = 2)

- (a) It is very cloudy today. Do you think it _____ (must/may/ought to) rain later?
- (b) He's amazing, he _____ (may/will/can) speak five languages, including Chinese.
- (c) I think you _____ (should/may/can) go out more and meet new people.
- (d) You _____ (must/may/can) follow traffic rules while driving.

9. Fill in the blanks with the appropriate verb forms : (4 × ½ = 2)

Present	Past	Past Participle
sweep	swept	-----
blow	blew	-----
-----	rang	rung
arrest	-----	arrested

10. Rewrite the following sentences in the passive form : (2 × 1 = 2)

- (a) The wild fire damaged the shopping complex in Bangalore.
- (b) The police have caught the thief.

PART B — (5 × 16 = 80 marks)

11. (a) Read the following passage and answer the questions given below :

For years video games have been criticized for making people more antisocial, overweight or depressed. But now researchers are finding that games can actually change us for the better and improve both our body and mind.

Games can help to develop physical skills. Pre-school children who played interactive games such as the ones available on internet, have been shown to have improved motor skills, for example they can kick, catch and throw a ball better than children who don't play video games. A study of surgeons who do microsurgery in Boston found that those who played video games were 27 per cent faster and made 37 per cent fewer errors than those who didn't. Vision is also improved, particularly telling the difference between shades of grey. This is useful for driving at night, piloting a plane or reading X-rays.

Games also benefit a variety of brain functions, including decision-making. People who play action-based games make decisions 25 per cent faster than others and are no less accurate, according to one study. It was also found that the best gamers can make choices and act on them up to six times a second, four times faster than most people. In another study by researchers from the University of Rochester in New York, experienced gamers were shown to be able to pay attention to more than six things at once without getting confused, compared with the four that most people can normally keep in mind. Additionally, video games can also reduce gender differences. Scientists have found that women who play games are better able to mentally manipulate 3D objects.

There is also evidence that gaming can help with psychological problems. At the University of Auckland in New Zealand, researchers asked 94 young people diagnosed with depression to play a 3D fantasy game called SPARX and in many cases, the game reduced symptoms of depression more than conventional treatment. Another research team at Oxford University found that playing Tetris shortly after exposure to something very upsetting — in the experiment, a film of traumatic scenes of injury and death was used — can actually prevent people having disturbing flashbacks.

The effects are not always so positive, however. Indiana University researchers carried out brain scans on young men and found evidence that violent games can alter brain function after as little as a week of play, affecting regions in the brain associated with emotional control and causing more aggressive behavior in the player. But Daphne Bavelier, one of the most experienced researchers in the field, says that the violent action games that often worry parents most may actually have the strongest beneficial effect on the brain. In the future, we may see many treatments for physical and neurological problems which incorporate the playing of video games.

Choose the correct option to complete the sentences. (8 × 1 = 8)

- (i) Only relatively recently have people started to realize _____.
- (1) the harmful effects of video games
 - (2) the beneficial effects of video games
 - (3) how much we don't know about video games' effects
 - (4) how much video games affect the people that play them
- (ii) Very young children show improved _____ after playing video games.
- (1) muscle control and co-ordination
 - (2) social interaction
 - (3) decision-making
 - (4) ability to differentiate between different colours
- (iii) Playing video games helps doctors _____.
- (1) do operations and read X-rays
 - (2) make decisions under pressure
 - (3) operate complex equipment
 - (4) tend to more than one patient at a time
- (iv) Video gamers' decision-making speed is significantly improved by _____.
- (1) years of gaming experience
 - (2) long periods of game playing
 - (3) playing video games in short bursts
 - (4) certain types of video game
- (v) Women who Play video games demonstrate _____.
- (1) faster reaction speeds
 - (2) reduced stress levels
 - (3) better spatial awareness
 - (4) better multitasking ability
- (vi) In One research Study the video game Tetris helped people to _____.
- (1) improve their concentration
 - (2) overcome depression
 - (3) forget disturbing experiences
 - (4) make decisions faster

- (vii) Research shows that violent video games _____.
- (1) have no negative effects on players
 - (2) only affect player's brains after extended hours of play
 - (3) may have positive and negative effects on the brain
 - (4) only affect Players' brains in beneficial ways

- (viii) In the future, computer games may be used for _____.
- (1) treating a variety of medical problems
 - (2) training doctors to deal with emotional pressure
 - (3) helping parents to deal with difficult teenagers
 - (4) treating prisoners with a history of violent behavior

(b) Mention whether the following statements are true or false : (3 × 1 = 3)

- (i) The surgeons who played video games were able to do surgeries successfully without a single error.
- (ii) The study at the University of Auckland concluded that the use of 3D fantasy game had a positive effect on persons with depression.
- (iii) According to Bavelier, violent action games do not have any significant effect on the brain.

(c) Choose the right meaning for the given words based on the passage : (5 × 1 = 5)

(i) **Manipulate** (paragraph-3)

- (1) control
- (2) hide
- (3) magnify
- (4) justify

(ii) **Depression** (paragraph-4)

- (1) happiness
- (2) dejection
- (3) joy
- (4) dependence

(iii) **Traumatic** (paragraph -4)

- (1) distracting
- (2) distressing
- (3) envious
- (4) terrific

- (iv) **Flashback** (paragraph -4)
- (1) present situation
 - (2) feedback
 - (3) future event
 - (4) memory of a past event

- (v) **Aggressive** (paragraph-5)
- (1) assertive
 - (2) patient
 - (3) hostile
 - (4) sad

12. (a) Read the following advertisement published in 'New Indian Express' and write a letter of application. Enclose your resume with the letter of application. (16)

Euro Textile Industry Limited
Coimbatore, Tamil Nadu

Needs *Product Development Manager*

Designation : Product Development Manager

Education : B.Tech. Fashion Technology/B.Tech. Textile Technology

Experience : Minimum 3 years in garment industry

Desirable qualifications :

- Good communication skills
- Good knowledge of knits and fabrics
- Knowledge in Print and Cad Design/Product Development

Send your application with the resume to the HR Manager, Euro Textile Industries Limited, 116, Harvey Road, Coimbatore.

Or

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- (b) Read the following advertisement published in 'The Hindu' and write a letter of application. Enclose your resume with the letter of application.

NISSA FABRICS AND HANDLOOMS PVT LTD
Chennai, Tamil Nadu

Needs *Freshers in Fashion Designing*

Designation : Fashion Designer

- **Education :** B.Tech. Fashion Technology
- **Experience :** 0-2 years in Fashion designing

Requirements :

- Knowledge of Fabrics and costume styles
- Able to communicate with pattern makers and designers

- **Sub Roles :** Fashion-Design and Textile-Design
- **Specialization :** Fashion Designing/Other Designing

Send your application with the resume to the HR Manager, Nissa Fabrics and Handloom private limited, 13, Motley Road, Chennai - 600125.

13. (a) As the Project Coordinator, you conducted a 21-day training programme on tailoring for both men and women in three different places in Thiruvannamali district last month. Professional tailors taught them the basics of stitching clothes during the programme. Afterwards, sewing machines were given to them to ensure economic independence. Write a report about the project of the 21-day training programme highlighting the objectives, benefits, number of tailoring teachers used, number of participants and the day by day programme schedule followed during the training period. Send your report not exceeding 300 words with a covering letter to the Director, Rural Development Centre, Thiruvannamali. (16)

Or

- (b) The Villupuram district administration finds that there are 75 remote villages without library facilities and the literacy rate in each village is more than 55 percent. It wants to introduce mobile library facility to improve the reading habit of the educated people of these remote villages. Mobile library is a large vehicle that travels around to allow people in smaller or more remote communities to borrow books. As you are the Project Coordinator, you have been asked to conduct a feasibility study on mobile library that is to be implemented for the benefit of the villagers. In your study, you have to take into account the factors like road connectivity, type of books they need, time schedule for the distribution of books, and time duration for them to return the books. Write a report not exceeding 300 words based on your study with a covering letter and send it to the District collector, Vilupuram. (16)

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