

## **Тема занятия: «Известные личности в компьютерной индустрии»**

**Цель занятия:** расширить лексический аспект на материале познавательного текста об известных личностях в компьютерной отрасли и их изобретениях; чтение и понимание текста профессиональной направленности.

Уважаемые студенты! Ознакомьтесь с материалами практического занятия на тему «Известные личности в компьютерной индустрии». Конспект занятия выполняйте **в рабочей тетради письменно, обязательно указывая дату занятия, тему занятия, номер упражнения.** Ответы предоставить преподавателю на проверку **до 15. 02. 2023 г.** в электронном виде (**фотоотчёт**) на e-mail [mikagol2605@mail.ru](mailto:mikagol2605@mail.ru). Телефон преподавателя для консультации и возникающих вопросов: 072-14-15-816.

С уважением, Голодюк Марина Викторовна.

1. **Запишите** новую лексику в словарь, выучите новую лексику.
2. Прочитайте и **устно** переведите текст «Famous personalities in the computer industry».
3. **Напишите** сообщение об известном в компьютерной индустрии человеке.

### **Famous personalities in the computer industry**

#### **Vocabulary:**

expand the borders – расширить границы

linked – связанный

hyperlinks – гиперссылки

intranet – интранет

ceased to own – перестал владеть

encryption – шифрование

artificial intelligence – искусственный интеллект

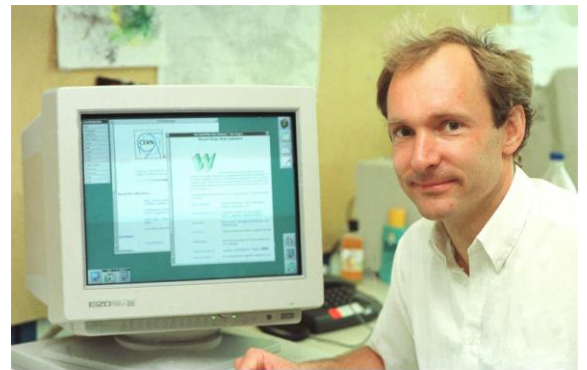
Today, millions of specialists work in the IT field - these are system administrators, programmers, web designers, and big data analysts. But the digital world also has its own rock stars who push the industry forward and serve as an example for everyone else.

Their inventions are used by most people on the planet; they expand the borders of our world through digital technologies, spurring scientific and technological progress. We talk about the leaders in the IT industry.

## **TIM BERNERS-LEE**

*Creator of the World Wide Web*

It all started in 1989 when the programmer worked with CERN (European Organization for Nuclear Research). It was then that scientists proposed a project that became known as the World Wide Web. The project worked on the publication of hypertext

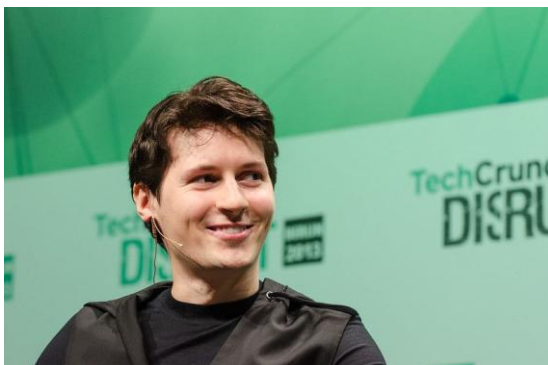


documents that could be linked by hyperlinks. This would facilitate the search, as well as the consolidation of information. Initially, Berners Lee created the project so that CERN scientists could use the invention on the intranet. Tim Berners invented URIs, created the HTTP protocol and the HTML language. It was these technologies that formed the basis of the World Wide Web and we can say that Tim Berners Lee invented the Internet in the form in which we see it.

## **PAVEL DUROV**

*Creator of Vkontakte, Telegram*

Pavel started his career as a programmer by creating a large student forum and



other university projects. He launched the largest social network in Runet, VKontakte, which he ceased to own at the end of 2013. In the same year, he introduced the Telegram messenger. The service was made on the MTProto correspondence encryption

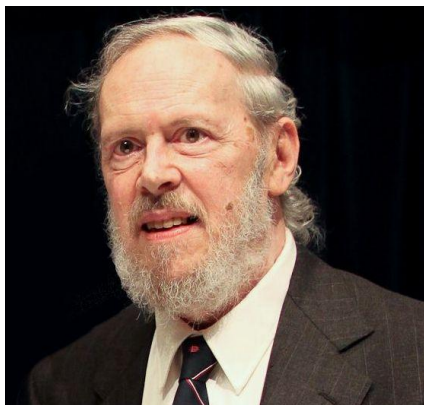
technology, which was developed by Pavel's brother. In 2014, Russia ceased to be a

"home" for the programmer - he left the country. Last year, according to the Forbes magazine list, Pavel Durov ranked 112 among the world's billionaires.

### **DENNIS RITCHI**

*Creator of the programming language "C"*

All web programming owes its development to Dennis Ritchie, the creator of the C programming language, which underlies the UNIX operating system. And almost the entire global Internet is based and functions on UNIX.



Dennis Ritchie devoted his entire life to IT - he was engaged in developments in the field of operating systems. After C, he worked as head of computer systems research at Lucent Technologies, developing operating systems such as Plan 9 and Inferno. In addition, he had a hand in creating the Limbo programming language. He retired in 2007 and lived all

alone in his own home in Berkeley Heights, New Jersey.

### **JOHN CARMACK**

*Author of the famous computer game Doom*

John Carmack put a lot of effort into making computer games something truly exciting. He became the "founding father" of ID Software Company, which released the legendary game that many gamers consider the best in the industry - DOOM. DOOM made Carmack rich and famous. Subsequent



developments and releases only contributed to the increase in fame and success of the programmer. In 2013, Carmack became interested in virtual reality technology and got a job at Oculus VR. In 2019, he left the company and focused on building powerful artificial intelligence.

**Напишите сообщение об известном в компьютерной индустрии человеке.**