BỘ CÔNG THƯƠNG
TẬP ĐOÀN DỆT MAY VIỆT NAM
TRƯỜNG CAO ĐẲNG CÔNG NGHỆ TP.HCM

KHOA NGOẠI NGỮ - TIN HỌC

TÀI LIỆU GIẢNG DẠY

TIẾNG ANH
CHUYÊN NGÀNH THIẾT KẾ ĐỒ HỌA
ENGLISH FOR GRAPHIC DESIGN

TP. HCM, THÁNG 7/2021
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UNIT 1
APPLICATION PROGRAMS

Figure 1.1. Application Programs

I. READING COMPREHENSION

Process of creating Application programs

A software development process, also known as a software development life cycle (SDLC), is a structure imposed on the development of a software product. Similar terms include software life cycle and software process.

It is often considered a subset of systems development life cycle. There are several models for such processes, each describing approaches to a variety of tasks or activities that take place during the process. Some people consider a life-cycle model a more general term and a software development process a more specific term.

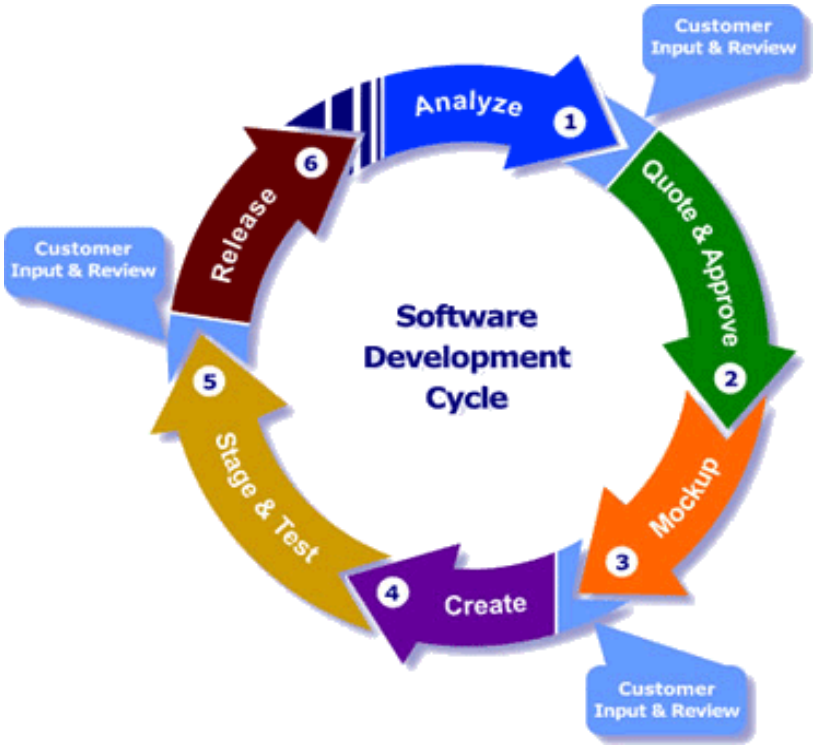

Figure 1.2. Software Development Cycle

- ***Basic modules of Application programs***

  (1) In software, a module is a part of a program. Programs are composed of one or more independently developed modules that are not combined until the program is linked. A single module can contain one or several routines.

  (2) In hardware, a module is a self-contained component.

- ***Modular programming*** (also known as top down design and stepwise refinement) is a software design technique that increases the extent to which software is composed of separate, interchangeable components called **modules** by breaking down program functions into modules, each of which accomplishes one function and contains everything necessary to accomplish this.

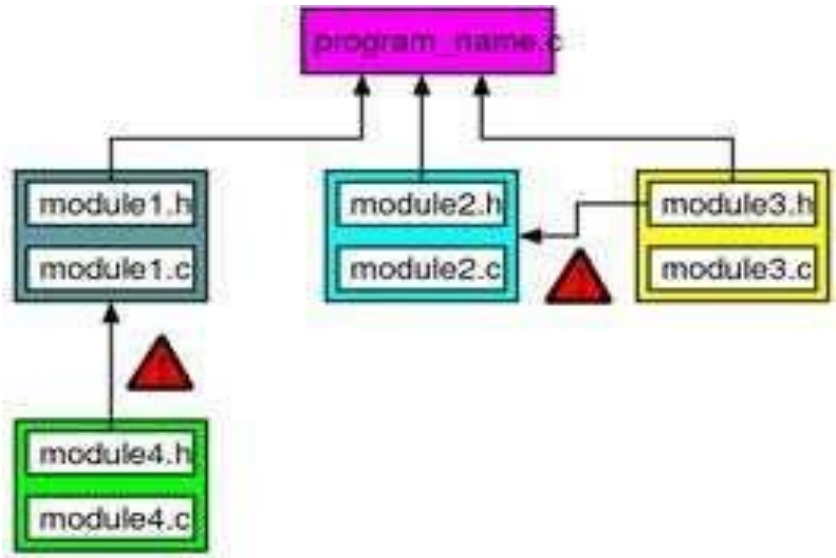

Figure 1.4. Modules

UNDERSTANDING THE PASSAGE

Task 1. *Answer the following questions.*

1. What is a software development process?

---

2. How many models are there for such processes?

---

3. What does ISO/ IEC 12207?

---

4. How many specific software development processes are there?

---

5. What do modules represent?

---

6. What does a module interface express?

Task 2. *Are these sentences true or false? Correct the false sentences.*

1. A complex module can contain one or several routines.
2. In software, a module is a self- contained component.
3. In hardware, a module is a part of a program.
4. ISO/IEC 12207 is an international standard for software life- cycle processes.
5. Modules represent a separation of concerns, and improve maintainability by enforcing logical boundaries between components.

Task 3. *Choose the best answer.*

1. The elements defined in the …….. are detectable by other modules.
   A. Interface B. design C. process D. program
2. Modules are typically incorporated into the ……..through interfaces.
   A. program B. calculations C. design D. process
3. Modular programming is a software …….technique.
   A. calculations B. process C. program D. design
4. A software development …….is a structure imposed on the development of a software product.
   A. program B. process C. design D. pages
5. Some people consider a life- cycle model a more general term and a software development…….a more specific term.
   A. Design B. track C. process D. program

II. LANGUAGE WORK Subordinate Clause

The subordinate clause is the part of the sentence that comes after the main clause. It is used to tell or explain more about the main clause. A clause is group of words that have something that can work as a **noun** and something else that can work as the *noun's verb*. An independent clause is a clause that can stand alone as a sentence. A dependent clause (i.e. subordinate) clause is a clause that cannot stand alone as a sentence.

A dependent clause used as an adjective within a sentence. Also known as an *adjectival clause* or a relative clause.

An adjective clause usually begins with a relative pronoun (*which, that, who, whom, whose*), a relative adverb (*where, when, why*), or a zero relative.

Example:

- Programs are composed of one or more independently developed modules **that** are not combined until the program is linked.
- A module interface expresses the elements **that** are provided and required by the module.
- The implementation contains the working code **that** corresponds to the elements declared in the interface.

III. PRACTICE

Exercise 1. *Rearrange these words to make the sentences.*

1. several / There / models / processes / for / are / such
   ---
2. single / can / A / module / contain / routines / one / several/ or
   ---
3. improve / by / Modules / maintainability / enforcing / components/ logical/ between/ boundaries
   ---
   ---
4. are/ typically/ Modules / incorporated/ the / through / program / interfaces/ into
   ---
5. elements/ in / The/ defined / the / are/ interface/ detectable/ modules./ by / other
   ---

Exercise 2. *Match a word in A to the appropriate phrase in B.*

A	B
1. Modules	a. a software design technique
2. A module interface	b. a structure imposed on the development of a software product
3. Modular programming	c. expresses the elements that are provided and required by the module
4. A single module	d. typically incorporated into the program through intrefaces
6. A software development	e. contain one or several routines.

process	

Exercise 3. *Match these keys abbreviations with their full names.*

1. Esc	a. Alternate
2. Alt	b. Page Up
3. Ctrl	d. Escape
4. Pgdn	f. Control
5. Pgup	e. Delete
6. Ins	g. Page down
7. Del	c. Insert

Exercise 4. *Use the information in the text above and the diagram to help you match the terms in A with appropriated explanation or definition in B.*

A	B
a. Modular programming	1. one function and contains everything necessary to accomplish this. (e)
b. A single module	2. a structure on the development of a software product.
c. A software development process	3. a software design technique
d. A software development life cycle	4. can contain one or several routines.
e. Modules	5. software life circle and software process.
f. Modules	6. describing approaches to a variety of tasks or activities.

Exercise 5. *Put a word to a suitable space to complete the passage.*

Graphic	endless	artist	environment	software

Versatile and powerful graphic design software

Whether you're an aspiring ……or an experienced designer, CorelDRAW ® Graphics Suite X6 is your trusted …….design software solution. With its content rich…….. and professional graphic design, photo- editing and website design …….you have everything you need to express your style and creativity with ……possibilities.

Figure 1.4. Graphics Design Software

Exercise 6. *Translate the sentences into Vietnamese*.

1. Similar terms include software life cycle and software process. It is often considered a subset of systems development life cycle.

   ---

2. There are many specific software development processes that 'fit' the spiral life-cycle model. ISO/ IEC 12207 is an international standard for software life- cycle processes.

   ---

3. Modular programming (also known as top down design and stepwise refinement) is a software design technique that increases the extent to which software is composed of separate, interchangeable components called modules by breaking down program function and contains everything necessary to accomplish this.

Exercise 7. *Translate the sentences into English.*

1. Có một số mô hình cho các quá trình như vậy, mỗi phương pháp tiếp cận mô tả một loạt các nhiệm vụ hoặc các hoạt động diễn ra trong suốt quá trình.

   ---

2. Chương trình bao gồm một hoặc nhiều mô-đun phát triển độc lập không kết hợp cho đến khi chương trình được liên kết.

   ---

3. Module được tích hợp vào chương trình thông qua giao diện. Một mô- đun giao diện thể hiện các yếu tố được cung cấp và yêu cầu của mô-đun.

Exercise 8. *Think about Internet, then answer the questions.*

1. Do you often use the Internet?
2. When did you first use the Internet?
3. About how many hours a day do you use the Internet?
4. About how many hours a week do you use the Internet?
5. Who uses the Internet the most in your family?
6. What computer do you use to access the Internet?
7. What are some security issues you must think about when you access the Internet?

IV. FURTHER READING

CorelDRAW Graphics Suite X6

- Professional Graphic Design Software
- Superior vector illustration & page layout
- Professional photo- editing capabilities
- Powerful website design software

Set up and start smoothly

Enrich your designs with extensive built-in learning tools, allowing you to start quickly and design with confidence. Gain new knowledge from valuable video tutorials and tips, insights from experts and an inspiring guidebook.

Create layouts with ease

Give your projects a high-quality look with over 1,000 premium fonts, 1,000 professional, high-resolution digital photos, 10,000 versatile clipart and 350 professional templates. Efficiently organize your design assets with Corel® CONNECT™ X6, a content finder that instantly locates content on your computer, local network and websites.

Design with style and creativity

Create beautiful designs for print and web with a complete set of drawing, bitmap-to-vector tracing, photo- editing and web graphics tools. Manage styles and colors easily with property dockers and convenient features, such as Style Sets and Color Harmonie

Work faster and more efficiently

Save time and money with all of the powerful applications in one complete graphic design suite. Plus, enjoy the speed of multi-core processing and native 64-bit support, allowing you to quickly process larger files and images.

Easy sharing with market-leading compatibility

Output to a broad variety of media—from signs and flyers, to business cards, car wraps, web graphics and much more. Re-purpose and share your creations with support for over 100 file formats, including AI, PSD, PDF, JPG, PNG, EPS, TIFF and DOCX.

V. VOCABULARY

- animation — sự sản xuất phim hoạt họa
- backwards — lùi về phía sau; về phía sau
- browser — chế độ
- Browse — trình duyệt
- bundled (+ up) — bọc lại, gói lại, bó lại
- defragment — chống phân tán ổ đĩa
- dozen — một tá (mười hai); (số nhiều) nhiều
- enable — có khả năng; khởi động; kích hoạt
- Feature — nét đặc biệt, điểm đặc trưng
- flavor — hương vị
- format — dạng mẫu
- handle — vận dụng, sử dụng, điều khiển (bằng tay)
- Immense — mênh mông, bao la, rộng lớn
- Inventory — kiểm kê; (từ Mỹ,nghĩa Mỹ) tóm tắt
- manner — cách, lối, thói, kiểu
- modify — sửa đổi, biến đổi; sửa; điều chỉnh
- numerous — đông, đông đảo, nhiều
- session — cuộc giao tiếp; cuộc liên lạc;
- spread — sự trải ra, sự căng ra, sự giăng ra
- subordinate clause — mệnh đề phụ
- suffice — đủ, đủ để
- tailored — do thợ may làm ra
- templates calip — cỡ; cữ; khuôn mẫu
- virtual — thực sự, một cách chính thức

UNIT 2
GRAPHICS

I. READING COMPREHENSION

Figure 2.1. Multimedia Data

1. What is Multimedia Data?

Multimedia data typically means digital images, audio, video, animation and graphics together with text data. The acquisition, generation, storage and processing of multimedia data in computers and transmission over networks have grown tremendously in the recent past. This astonishing growth is made possible by three factors. Firstly, personal computers usage becomes widespread and their computational power gets increased.

Also technological advancements resulted in high-resolution devices, which can capture and display multimedia data (digital cameras, scanners, monitors, and printers). Also there came high-density storage devices. Secondly, high-speed data communication networks are available nowadays. The Web has wildly proliferated and software for manipulating multimedia data is now available. Lastly, some specific applications (existing) and future applications need to live with multimedia data. This trend is expected to go up in the days to come.

2. What's multimedia technology?

Multimedia technology applies interactive computer elements, such as graphics, text, video, sound and animation, to deliver a message. If you have a knack for computer work and are interested in digital media, read on to discover career and education opportunities available in this growing specialty. Schools offering communication & technology degrees can also be found in these popular choices.

3. Multimedia Services

• ***Text***: The form in which the text can be stored can vary greatly. In addition to ASCII based files, text is typically stored in processor files, spreadsheets, databases and annotations on more general multimedia objects.

• ***Images***: There is great variance in the quality and size of storage for still images. Digitalized images are sequence of pixels that represents a region in the user's graphical display.

• ***Audio***: An increasingly popular datatype being integrated in most of applications is Audio. Its quite space intensive.

• ***Video***: One on the most space consuming multimedia data type is digitalized video. The digitalized videos are stored as sequence of frames.

• ***Graphic Objects*:** These consist of special data structures used to define 2D and 3D shapes through which we can define multimedia objects. These include various formats used by image, video editing applications.

Figure 2.2. Multimedia Service

UNDERSTANDING THE PASSAGE

Task 1. *Answer the following questions.*

1. How many data types are there?

---

2. What is the text?

---

3. What is text typically stored?

---

4. What is the image?

---

5. What can one minute sound take?

---

6. What are the digitalized videos stored?

---

7. What do graphic objects consist of?

Task 2. *Are these sentences true or false. Correct the false sentences.*

1. With availability and proliferation of GUIs, text fonts the job of storing text is becoming complex allowing special effects (color, shades...).
2. With availability and proliferation of GUIs, text fonts the job of storing text is becoming complex allowing special effects (color, shades…).
3. An increasingly popular datatype being integrated in most of applications is images.
4. The digitalized videos are stored as sequence of frames. Depending upon its resolution and size a single frame can consume up to 1 MB.
5. These consist of special data design used to define 2D and 3D shapes through which we can define multimedia objects.

Task 3. *Choose the best answer.*

1. Text is typically stored in ……..files, spreadsheet, databases and annotations.
   A. Structure B. processor C. region D. datatype
2. Digitalized images are sequence of pixels that represents a ……. in the user's graphical display.
   A. Region B. structures C. datatype D. processor
3. An increasingly popular……..being integrated in most of application is Audio.
   A. Processor B. region C. datatype D. resolution
4. Depending upon its …….and size a single frame can consume up to 1 Mb.
   A. structures B. processor C. resolution D. datatype
5. Graphic Objects consist of special data…….used to define 2D and 3D shapes.
   A. Processor B. region C. datatype D. structures

II. LANGUAGE WORD: ADVERBS

What is an adverb?

An adverb can modify a verb, an adjective, another adverb, a phrase, or a clause. An adverb indicates manner, time, place, cause, or degree and answers questions such as "how", "when", "where", "how much".

While some adverbs can be identified by their characteristic "ly" suffix, most of them must be identified by untangling the grammatical relationships within the sentence or clause as a whole. Unlike an adjective, an adverb can be found in various places within the sentence.

In the following examples, each of the highlighted words is an adverb:

- The form in which the text can be stored vary **greatly**.
- In addition to ASCII based files, text is **typically** stored in processor files, spreadsheets, databases and annotations on more general multimedia objects.

Conjunctive Adverbs

You can use a conjunctive adverb to join two clauses together. Some of the most common conjunctive adverbs are "also,""consequently,""finally,""furthermore," "hence," "however," "incidentally," "indeed,""instead,""likewise,""meanwhile,""nevertheless," "next," "nonetheless," "otherwise," "still," "then," "therefore," and "thus". A conjunctive adverb is not strong enough to join independent clauses without the aid of semicolon.

The highlighted words in the following sentences are conjunctive adverbs:

- **Also** to have realistic video playback, the transmission compression, and decompression of digitalized require continuous transfer rate.
- There is great variance in the quality and size of storage for **still** images.

III. PRACTICE

Exercise 1. *Rearrange these words to make sentences.*

1. Is/ text/ typically/ processor/ stored/ files/ in
   ---
2. Text/ becoming/ is/ allowing/ effects/ special
   ---
3. In/ There/ great/ is / variance/ the / and/ quality/ size/ images/ of/ for/ store/ still
   ---
4. Images / are / Digitalized/ sequence/ pixels/ of
   ---
5. Techniques/ used/ Several/ are/ to/ suitable/ compress/ in/ format/ audio
   ---

Exercise 2. *Match a word in A to the appropriate phrase in B*

A	B
1.Graphic Objects	a. great variance in the quality and size of storage
2. Video	b. Graphic User Interface
3. Audio	c. special data structures used to define 2D and 3D shape
4. Images	d. the most space consuming multimedia data type
5. Text	e. popular datatype being integrated in most of applications
6. GUI	f. stored in processor files, spreadsheets, databases and annotations
7. Multimedia technology	g. resulted in high-resolution devices
8. technological advancements	h. applies interactive computer elements

Exercise 3. *Put a word to complete the passage.*

Development	**multimedia**	**variety**
Database	**Functionalities**	**libraries**

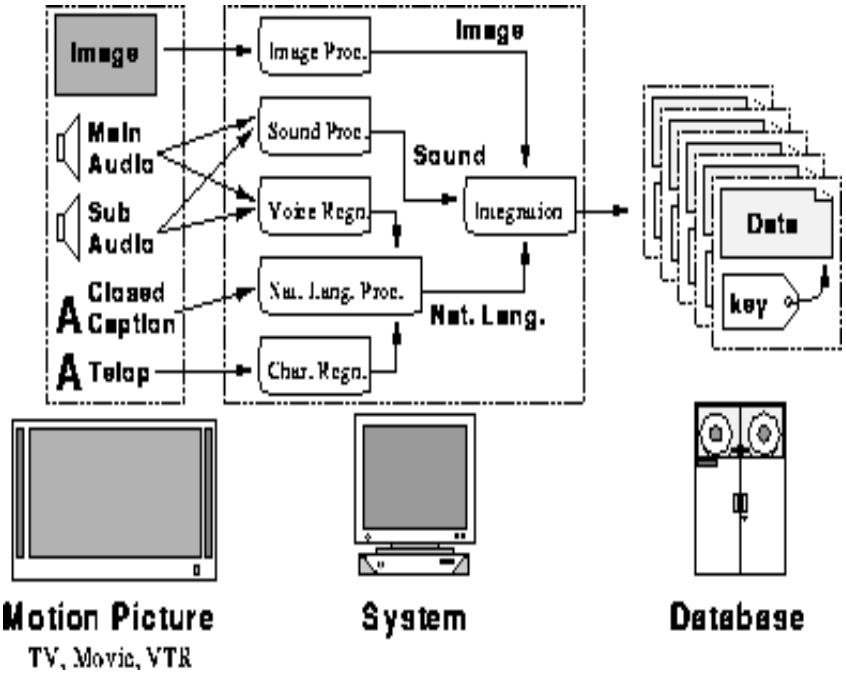

Figure 2.3. Multimedia Database

Multimedia Databases (MMDBs) have to copy up with the increased usage of a large volume of ……..data being used in various software applications. The applications include digital……, manufacturing and retailing, art and entertainment, journalism and so on. Some inherent qualities of multimedia data have both direct and indirect influence on the design and …….. of a multimedia database. MMDBs are supposed to provide almost all the functionalities, a traditional database provides. Apart from those, a MMDB has to provide some new and enhanced and features. MMDBs are required to provide unified frameworks for storing, processing, retrieving, transmitting and presenting a variety of media data types in a wide ……of formats. At the same time, they must adhere to numerical constrains that are normally not found in traditional databases.

Exercise 4. *Think about a typical workstation. Match the item (1-7) in A to the guideline (a-g) in B.*

A	B
1. Image	a. includes various format used by image, video editing application
2. Audio	b. An increasingly popular datatype being integrated in most of applications
3. Video	c. typically be stored processor files, spreadsheet, databases, and annotations on more general multimedia objects
4. Graphic Objects	d. represent a region in the user's graphical display
5. Multimedia technology	e. One on the most space consuming multimedia data type
6. Technological advancements	f. applies interactive computer elements
7. Text	g. capture and display multimedia data

Exercise 5. *Translate the sentences into Vietnamese.*

1. Text: The form in which the text can be stored can vary greatly. In addition to ASCII based files, text is typically stored in processor files, spreadsheets, databases and annotations on more general multimedia objects.

---

2. Images: There is a great variance in the quality and size of storage for still images. Digitalized images are sequence of pixels that represents a region in the user's graphical display.

---

3. Audio: An increasingly popular datatype being integrated in most of application is Audio. It's quite space intensive. One minute of sound can take up to 2 – 3 Mbs of space.

Exercise 6. *Translate the sentences into English.*

1. Khoảng trống dành cho hình ảnh thay đổi trên cơ sở của độ phân giải, độ phức tạp, kích thước, và chương trình nén được sử dụng để lưu trữ hình ảnh. Các định dạng ảnh phổ biến là jpg, png, bmp, tiff.

---

2. Video: Một trong các loại dữ liệu đa phương tiện chiếm nhiều không gian nhất là đoạn video được số hóa. Các video số hóa được lưu trữ như chuỗi các khung.

---

3. Đối tượng đồ họa: Chúng bao gồm các cấu trúc dữ liệu đặc biệt được sử dụng để xác định định dạng 2D và 3D thông qua đó chúng ta có thể định nghĩa các đối tượng đa phương diện.
