

Seat No. _____

(59/A-22)

No. of printed pages : 02

SARDAR PATEL UNIVERSITY
BA SEMESTER IV EXAMINATION

Wednesday, 3rd April 2019

02.00 pm to 05.00 pm

Subject: General English

Subject Code: UA04FENG04

Total Marks 70

- Note:** 1. Clearly mention the option that you attempt.
2. Marks to the right indicate full marks.

- Q.1** Answer **ANY FOUR** of the following questions in brief. **16**
(Two or three sentences only)
- Why did people thank Banu at the end of the story?
 - How did Banu solve the problem?
 - Explain the eternal sacrifice of the mother?
 - Why was Bharati enthusiastic about the trip to the sangam at Allahabad?
 - Who is coming to meet the blind girl at Saharanpur?
 - What did Mathilde finally request of her husband and why was he reluctant to grant it to her?
 - Who was Mathilde's friend?
 - Where is the blind girl going?
- Q.2** a. Write short notes on **ANY TWO** of the following: **14**
- Banu
 - Cruelty of the daughter in law
 - Mathilde Loisel
 - Ending of the story "*Eyes are not Here*"
- b. Write a paragraph on **ANY ONE** of the following. (100 words) **10**
- Ideal teacher
 - India of my dreams
 - Movie I like the most
 - Visit to a tourist place
- Q.3** a. Fill in the blanks with appropriate adjectives or adverbs. (Any Five) **05**
- Mohsina is a _____ girl. (wise / wisely)
 - She is a _____ woman. (sincere / sincerely)
 - He _____ reads the newspaper. (rare / rarely)
 - Ronak writes all his answers _____. (careful / carefully)
 - She looks _____ in a traditional dress. (beautiful / beautifully)
 - The workers at this place are very _____. (polite/politely)
 - Abhinandan is a _____ pilot. (brave/bravely)
 - The food at this restaurant is _____ good. (extreme/ extremely)
- b. Give the adjective forms of the following nouns. (Any Five) **05**
- i. employer ii. beauty iii. danger iv. marvel v. trouble vi. wonder vii. care

[PTO]

(1)

Q.4 A. Match the words with their meanings: (ANY FIVE)

05

A	B
i. sincere	fake, non-natural
ii. ambition	cover in paper
iii. astonish	welcome
iv. artificial	sensible
v. wrap	without pretence
vi. greet	a strong desire to achieve
vii. immense	impress greatly
viii. moderate	very large or great

B. Fill in the blanks with appropriate phrasal verbs. (ANY FIVE)

05

(call upon, bring about, look up, go down, look into, take off, go out, bring in)

- i. The plane _____ two hours late.
- ii. I now _____ the chairperson to address the meeting.
- iii. We need to _____ a change in attitude.
- iv. I need to _____ that word _____ in the dictionary.
- v. The manager promised to _____ my problem.
- vi. This is the opportunity to _____ new talent.
- vii. The Titanic _____ after it hit an iceberg.
- viii. Every weekend I _____ with my friends.

C. Write a précis of the following passage and give a suitable title.

10

Video game culture is a worldwide new media subculture formed around video games and game playing. As computer and video games have increased in popularity over time, they have had a significant influence on popular culture. Video game culture has also evolved over time hand in hand with internet culture as well as the increasing popularity of mobile games. Many people who play video games identify as gamers, which can mean anything from someone who enjoys games to someone who is passionate about it. As video games become more social with multiplayer and online capability, gamers find themselves in growing social networks. Gaming can both be entertainment as well as competition, as a new trend known as electronic sports is becoming more widely accepted. In the 2010s, video games and discussions of video game trends and topics can be seen in social media, politics, television, film and music. Like other media, such as rock music (notably heavy metal music and gangsta rap), video games have been the subject of objections, controversies and censorship, for instance because of depictions of violence, criminal activities, sexual themes, alcohol, tobacco and other drugs, propaganda, profanity or advertisements. Critics of video games include parents' groups, politicians, religious groups, scientists and other advocacy groups. Claims that some video games cause addiction or violent behavior continue to be made and to be disputed.