UNIT 4

INNOVATIONS IN PROGRAMMING

1. General objectives

- Familiarize with basic vocabulary and terms associated with current innovations in the programming field.
- Read and comprehend simple texts that discuss recent developments and innovations in programming.
- Engage with texts by identifying key terms, using them in sentences, or summarizing sections of texts.

SKILLS TO BE DEVELOPED

- **Linguistic** competence: Recognize and understand basic vocabulary, concepts and phrases related to innovations in the programming field.
- **Pragmatic competence:** Comprehend basic written descriptions through reading.
- **Sociolinguistic competence**: Contextualize vocabulary within real-world scenarios, enhancing abilities to relate linguistic forms to their practical uses in the field.
- **Topical Competence:** Read and understand texts related to contemporary topics in programming, such as recent innovations in the field.