**Introductory part**

Modern English is widely considered to be the langua-franca of the world and the language which is used in the computer coding, international business and higher

**ESP**: English for specific purposes is a subset of English as a second or foreign language. it refers to teaching the English language to university students with reference to the particular vocabulary and skills the need

**EST:** (English for science and technology) it refers to English used in scientific publications, technical reports....etc

**The difference between ESP and general English:** GeneralEnglish offers learners the opportunity to become fluent in the language ESP provides content altered according to the needs of the learner

**Science and Technology**

Science refers to the process of exploring new knowledge through observation and experiments. Technology refers to the process of applying scientific knowledge in practical application i.e.; technology refers to the methods, system and devices which are the result of scientific knowledge

**The difference between scientific and technical texts**

A scientific text tells you about nature (the natural world) like: lightning sticks

A technical text helps you to make or do something like: user manuals and instructions

Scientific and technical vocabulary: a vocabulary of scientific and technical words, terms, formula and symbols that are almost universally understood by scientists

**Quiz: science and technology:**

-where should you go to find an asteroid? Space

-where you can find an engine? A car

-what you can find in the galaxy? Stars

-what is geology? The study of earth

**Computer science (CS)**

Computer science (CS) is the study of information, protocols and algorithms of idealized and real automata.

*Information*: knowledge *Protocols*: the rules for exchanging information

*Algorithms*: a specific procedure for solving computational problem *Automaton*: self deciding

**Mathematics and Computer science (MCS)**

Mathematics is fundamental in computing also computing is used in mathematical problem solving

**Computer**: it is an electronic device operating under the control of instructions stored in its own memory that can accept data (**input)** process the data according to specific rules, produce information (**output)** and store the information for future use

**Computer parts**

1. Monitor
2. CPU (central processing unit)
3. Keyboard
4. Mouse
5. Storage unit
6. Memory unit
7. UPS(uninterruptible power supply)
8. Mother board
9. Power supply unit
10. GPU (graphics processing unit )
11. Computer case
12. Printer
13. Speakers