

2021 年度入学試験問題

英 語

注意事項

1. 試験開始の合図があるまで、この問題冊子の注意事項をよく読んでください。
その際、問題冊子を開いてはいけません。
2. この問題冊子のページ数は7ページです。
3. 試験中に問題冊子の印刷不鮮明、ページの落丁・乱丁および解答用紙の汚れ等に気付いた場合には、手をあげて監督者に知らせなさい。
4. 解答は解答用紙の問題番号に対応した解答欄に1つだけマークしなさい。なお、同じ解答欄に2つ以上マークした場合その解答は無効となります。
5. 解答欄の番号は全問①～⑥までありますが、問題によっては解答する選択肢が6つ無い場合もあります。
6. 解答には **HB** の黒鉛筆を使用すること。
7. 誤ってマークした場合は、消しゴムできれいに消し、消しくずを完全に取り除いたうえで、新たにマークし直すこと。
8. 問題冊子の余白等は自由に利用してかまいません。
9. 解答用紙を持ち出してはいけません。
10. 試験終了後、問題冊子は持ち帰りなさい。

8 How do we make ourselves () in a language other than our mother tongue?

- 1) understand
- 2) understood
- 3) to understand
- 4) understanding

9 The brilliance of her eyes is like () of a diamond.

- 1) this
- 2) ones
- 3) those
- 4) that

10 TOKYO SHIRT, a tailor shop () many customers, will establish a branch in Okinawa next year.

- 1) is attracting
- 2) attracted
- 3) attracting
- 4) attracts

第2問 次の **11** から **15** に与えられている日本語の英訳として最も適切なものをそれぞれ1)~4)の中から1つずつ選び、その番号をマークしなさい。

11 実践と理論は必ずしも相伴うものではない。

- 1) Do practice and theory go hand not always in hand.
- 2) Practice and theory always do in hand not go hand.
- 3) Not always do hand practice and theory in hand go.
- 4) Practice and theory do not always go hand in hand.

12 グリーン氏は毎日必ず新聞を読む。

- 1) Mr. Green never without lets go a day reading the newspaper by.
- 2) Mr. Green never go by reading lets the newspaper without a day.
- 3) Mr. Green never lets a day go by without reading the newspaper.
- 4) Mr. Green never reading the newspaper lets without a day go by.

13 外国語は、その言葉が実際に話されている国で勉強するのが理想的である。

- 1) To study a foreign language which is actually spoken in the country is ideal.
- 2) It's ideal to study a foreign language in the country where it is actually spoken.
- 3) To study a foreign language is ideal where it is actually spoken in the country.
- 4) It's an ideal study to a foreign language which is actually spoken in the country.

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彼らを助けたのは義務からでもあり、またそうしたかったからでもある。

- 1) Not but because I was obliged to help them only because I wanted to.
- 2) Because I helped to them I was not only but obliged because I wanted to.
- 3) I helped them not only because I was obliged to but because I wanted to.
- 4) I wanted not only because they helped to but because I was obliged to.

15

私はタクシーの中に携帯電話を忘れたことに気づいた。

- 1) I noticed I had left my cell phone in the taxi.
- 2) I had left my cell phone in the taxi I noticed.
- 3) I left noticed my cell phone in the taxi I had.
- 4) I had noticed my cell phone in the taxi I left.

第3問 次の会話が自然に進行するように、 から の空所に
下の1)~6)の中から最も適切なものを1つずつ選んで入れ、その番号をマークし
なさい。ただし、同じものは1度しか使ってはならない。

Doctor: What's happened?

Patient: ()

Doctor: Were you the driver or the passenger?

Patient: The driver.

Doctor: Were you thrown out of the car or did you get the steering wheel in your chest?

Patient: I wasn't thrown out but I got the steering wheel in my chest and I hit my head on the windscreen.

Doctor: Were you knocked out?

Patient: ()

Doctor: Have you got headache or pain anywhere other than your chest?

Patient: My head aches; that's all.

Doctor: ()

After examining X-rays.

Doctor: You've fractured your skull. () Do you want the clerk to notify any of your family?

Patient: Oh yes. () This is his number.

出典：A MANUAL OF ENGLISH FOR THE OVERSEAS DOCTOR,

Joy Parkinson, (c) Longman Group Limited 1976. Reproduced with permission of Elsevier B.V. through PLSclear.

- 1) We'll have to admit you for observation.
- 2) I've just been in a road accident.
- 3) We'll send you for some X-rays and stitch any wounds later.
- 4) Will you ring my husband at work?
- 5) I don't remember anything after the accident.
- 6) Do you remember anything before that?

第4問 次の英文を読んで、 から の空所に、それぞれ下の1)～4)の中から最も適切なものを1つずつ選んで入れ、文脈が通るようにしなさい。

When electronic and computerized games first appeared, the games were quite simple. The first computerized game was based on the simple game of table tennis, that many people enjoy world-wide. After that, software engineers, computer engineers, and electrical engineers began writing programs that had little bugs moving across screens while dots of candy, or that had space ships flying through space while doing battle with other ships.

Today creating a game is not the work of just one person or even a small team of engineers. It many kinds of engineers to make a game. Some games are based upon a movie, a comic book or maybe a short story; other games might be based upon a script by a creative group formed for just that purpose. Once the game or story-line is , game engine programmers begin to create the basic engine of the game.

Another type of engineer necessary to create a game is a graphics engine programmer. The graphics used for video games are now primarily 3D graphics. To create these graphics, programmers must have a good of vector and matrix mathematics as well as quaternions and linear algebra.

Recently, as a growing number of people play games on their smartphones, 2D graphics are again being incorporated into many games. Some games have background music and sound effects to them; therefore, sound programmers are also necessary to help create a game.

Furthermore, programmers must also determine how players will the game. Will it be from a game console or via the Internet? Will it be from a smartphone or a small hand-held gaming device? Will it be for only one player or for many players or teams? And will the players use their fingers, a mouse, a joy stick or their keyboard to play the game?

Making a good game so many different types of skills. Advanced

math skills as well as coding and programming skills in both C and other languages are all necessary. Excellent graphics, great sound and sound effects are also vital. But to make the game truly 30, the story behind the game and the way that the game is played and ultimately won are what will make it a winner among gamers the world over.

出典：奥 聡一郎, Lisa Gayle Bond, *English for Science and Technology Students: Developing Skills for Scientific Communication*
(4 技能を伸ばす理工系学生のための基礎英語), 朝日出版社

注 vector and matrix mathematics ベクトルと行列数学

quaternions and linear algebra 四次元と線形数学

C (= C language) C 言語(プログラム言語の一種)

vital 必須の

- | | | | | |
|----|------------------|------------------|-------------|---------------|
| 21 | 1) a gym | 2) a playground | | |
| | 3) an athlete | 4) a sport | | |
| 22 | 1) eating | 2) waking | 3) landing | 4) guessing |
| 23 | 1) looks | 2) considers | | |
| | 3) takes | 4) makes | | |
| 24 | 1) devised | 2) dismissed | | |
| | 3) thrown | 4) hidden | | |
| 25 | 1) ceased | 2) determined | | |
| | 3) traced | 4) encouraged | | |
| 26 | 1) pedaling | 2) choice | | |
| | 3) understanding | 4) investigation | | |
| 27 | 1) dwell | 2) accompany | | |
| | 3) integrate | 4) depart | | |
| 28 | 1) access | 2) analyze | 3) value | 4) debate |
| 29 | 1) surprises | 2) applies | 3) requires | 4) researches |
| 30 | 1) a reality | 2) a device | | |
| | 3) a difficulty | 4) a success | | |

一般A日程入試（2月2日試験）

【英語正答表】

問題番号	グループ区分	正 答
1	1	2
2	2	3
3	3	1
4	4	4
5	5	2
6	6	3
7	7	1
8	8	2
9	9	4
10	10	3
11	11	4
12	12	3
13	13	2
14	14	3
15	15	1
16	16	2
17	17	5
18	18	3
19	19	1
20	20	4
21	21	4
22	22	1
23	23	3
24	24	1
25	25	2
26	26	3
27	27	2
28	28	1
29	29	3
30	30	4