

Назовите синонимы	
<p>1 ... it's obviously difficult to quantify something like this ...</p> <p>2 ... to what extent do you want the experience to be physical?</p> <p>3 The degree to which it moves can be varied ...</p> <p>4.. . you can assess the possibilities.</p> <p>5 The only way to determine what's right is to actually sit in a simulator ...</p>	
<p>1 In order to work out the magnitude of the above parameters it was decided that the prototype will be equipped with variable controls. This will enable</p> <p>2 the client to evaluate different levels of severity through trials inside the simulator</p> <p>Specifically the following issues were discussed:</p> <p>3 - How much will passengers be exposed to constantly near G -Force, to simulate deceleration?</p> <p>4 - How much buffeting should be simulated? That is, how severely the module generates jolting due to supposed atmospheric turbulence.</p> <p>5 - How severely should the module generate vibration to simulate engine thrust?</p> <p>6 In order to find out about the simulator's dynamic capabilities we looked</p> <p>7 at the types of effect the simulator should produce and the amount the physical effects should be felt by passengers</p>	

Переведите следующие устойчивые выражения	
<p>It'll be dead easy</p> <p>It'll cost peanuts</p> <p>It'll be quiet a painstaking job</p> <p>It'll be perfectly feasible</p> <p>It's achievable but it's stretching it</p>	<p>There's no way we can do it</p> <p>It's borderline</p> <p>It's a tall order</p> <p>It'll take forever</p> <p>It'll cost an arm and a leg</p>

Укажите соответствия	
<p>1. Refine</p> <p>2. Revamp</p> <p>3. Redesign</p> <p>4. Rethink</p> <p>5. Remain</p> <p>6. Reinvent</p>	<p>A. improve overall</p> <p>B. think again</p> <p>C. improve the details</p> <p>D. stay (the same)</p> <p>E. think again</p> <p>F. invent again</p>
<p>A. start again because the first plan failed</p> <p>B. make huge progress -</p> <p>C. design from the beginning</p> <p>D. waste time re-creating something that has already been created</p> <p>E. the biggest weakness</p> <p>F. design from the beginning</p> <p>G. potential for doing a better job</p>	<p>H. Room for improvement</p> <p>I. The Achilles heel</p> <p>J. Reinvent the wheel</p> <p>K. Make a quantum leap</p> <p>L. Designing the system from scratch</p> <p>M. Designing the whole thing from the ground up</p> <p>N. Back to the drawing board</p>