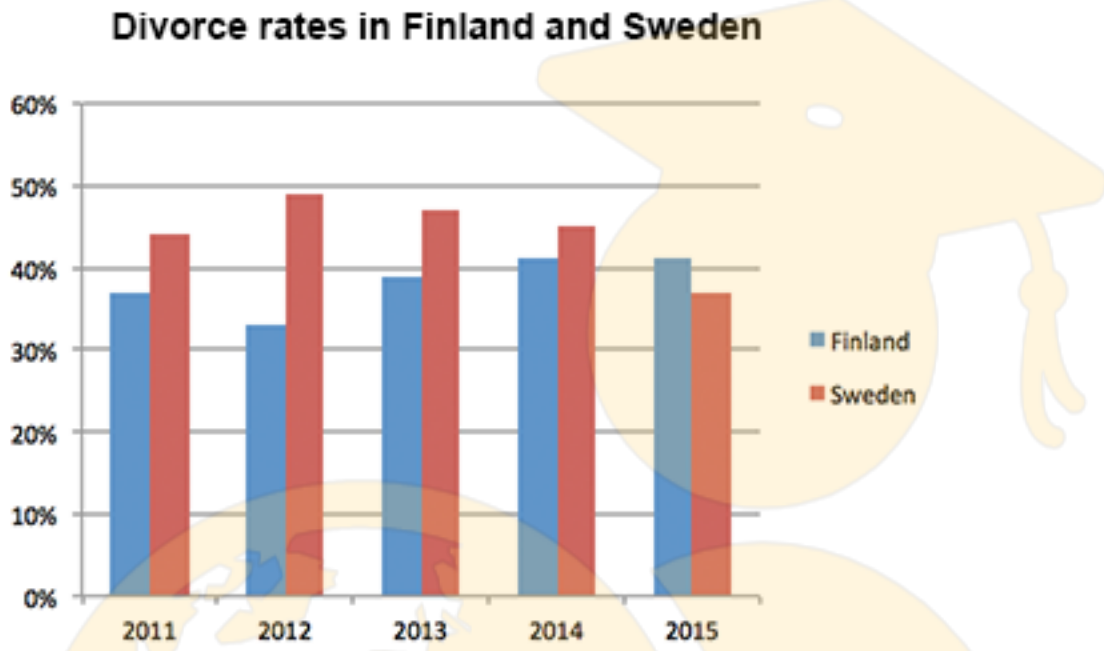


The bar chart shows the divorce rates in two European countries from 2011 to 2015.

Summarize the information by selecting and reporting the main features, and make comparisons where relevant.



Sweden's divorce rate was about 45% in 2011, being higher than Finland's rate by approximately 8%. Then, it rose to almost fifty percent in 2012. However, the figure showed a gradual decrease to about 47% in 2013, and continued to decline steadily to the end of the period, reaching around 45% in 2014 and hitting a low-point of about 37% in 2015.

Percentage of divorces in Finland was less than 40% in 2011, and it decreased in 2012, when about one third of marriages in Finland ended with a divorce (as opposed to almost a half in Sweden). However, the figure experienced a steady growth during the next two years. It rose to approximately 39% in 2013, then increased by around 3% in 2014, and remained steady for the next year, outracing the rate of Sweden.

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Some people believe that violence on television and in computer games has a damaging effect on the society. Others deny that these factors have any significant influence on people's behavior. What is your opinion?

*These days, the amount of violence in media is growing. While some people argue that this trend will undoubtedly lead humans to dangerous future, others claim that it has no damaging effect on the society. I believe that in most cases media violence does not affect people's behavior.*

*Firstly, I think that people act from their motives, regardless what they see on the television. That is to say, if someone intends to do harm to somebody, that is not because of watching TV or playing computer games, but due to that person's character and education. Although it is generally considered that violent media accustoms viewers to cruelty, I doubt this opinion. In my view, reasonable and intelligent people treat others humanely irrespective of what they see or hear in fictional stories.*

*Moreover, video games and television may even reduce social violence by providing a safe outlet for aggressiveness. In other words, truculent people may fight in virtual reality instead of evincing their combative spirit in real world. This may not only help those people, but also reduce the level of social violence in long-term perspective.*

*Finally, despite many claims and assumptions about negative effects of television and computer games I have never seen any proven connection between violent media and illegal activities in social life.*

*Taking everything into consideration, I would say that violence in contemporary media has no substantial influence on people's behavior. Television and computers are not the main factors that shape personal character, and they can even be useful in reducing the level of violence.*

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