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THE ROLE OF PROGRAMMING AND USE OF PROGRAMMING
PRODUCTS IN PEDAGOGICAL ACTIVITY

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ABSTRACT

In today's age of technology, information technology and their products, such as programming and programming products, have entered every field. As these industries merge with each other, development and modernization are taking place. The results of the analysis show that the use of such technologies and their products in pedagogical organizations increases the efficiency by a minimum of 30% to 45%. In this study, the results of the observation and analytical work are described and summarized.

KEYWORDS: *Information technology (IT), Multimedia, Computer, Pedagogue.*

INTRODUCTION

Multimedia is a rapidly evolving modern information technology. Its distinguishing features include the following:

- Different types of information: traditional (text, tables, ornaments, and others), original (speech music, video clips, TV shots, animation, etc.) in one software product. In day various devices for recording and displaying integrated information: microphone, audio systems, optical CDs, television, VCR, video camera, computer using electronic musical instruments performed under management;
- Work at a given time, text that is static by nature, and unlike graphics, audio and video signals are only known for time will be considered in the interval. Computer processing of video and audio data and the rapid mobility of the centre processor to display data signal | the bus has high bandwidth, RAM and video memory capacity external memory (mass memory), volume and computer input-output channels the exchange rate will need to be doubled;

- A new level of "human-computer" interactive communication, in which In the process of communication the user receives a much wider and more comprehensive information to improve the conditions of study, work or leisure allows. Teaching and staffing students through multimedia retraining is a topical issue today.

MAIN PART

In developed countries, this method of teaching is the current form of education applied in the field. In fact, every family is multimedia without tools. Multimedia tools 1981 the annual turnover is 4 billion. USD, and in 1994 it was 16 billion USD and now everyone is selling you can't imagine a computer without multimedia. Of computers the loss of jobs in the field of education in the 70's, primarily due to their extremely low productivity. Practice shows that teaching students through multimedia is twofold is equally productive and time consuming. Knowledge based on multimedia tools You can save up to 30% on learning, and the knowledge gained is stored in memory will last a long time. View student submissions (video), the retention of information increases by 25-30%. In addition, the training materials are in the form of audio, video and graphics given in aggregate, the memory retention of materials increases by 75%. This is another aspect of our multimedia learning process made sure there are.

Innovative technologies in the science of programming technologies Ways to increase the effectiveness of education through Knowledge, experience and interactive methods of pedagogical technology and pedagogical skills ensure that students acquire knowledge and advanced skills. In this section, we will talk in detail about innovative technologies.

A modern teacher must be able to use and implement innovative methods in the educational process.

Requirements for the teacher in this process:

- know the concept of innovative technology, the essence of its content;
- know the role and place of innovative technologies in the implementation of educational goals;
- Principles of application of innovative technologies in science to know;
- Knowledge of educational and business games;
- Knowledge of problem-based developmental teaching methods; Innovation is an English word meaning "to innovate" means.

To improve the quality of innovative socio-cultural objects is a system of action of focused social actors and is expected forms a system of news that leads to results.

- Organize and provide independent student activities know the ways;
- Improving students' ability to work independently mastery of methods;
- know and master the methods of visual teaching;
- Exemplary teaching using advanced pedagogical technologies take classes;
- know and master the methods of activating education.
- Mostly full of interactive methods in its implementation used.

Initially, distance learning is far from geographical schools and academic education. However, development of modern information and telecommunication technologies allowing the natural educational process to take place over long distances gave. As a result, distance learning is becoming more and more popular widely used in schools, businesses and manufacturing enterprises and was another impetus for the use of new teaching methods. Distant Analysis by the International Council on Teaching Based on the Methodology Today, more than 10 million students around the world are taught in this way are taking. A new course of study in the United States based on this method centers are being built. Thus, they are the modern requirement of national cadres Progress is being made in training and retraining.

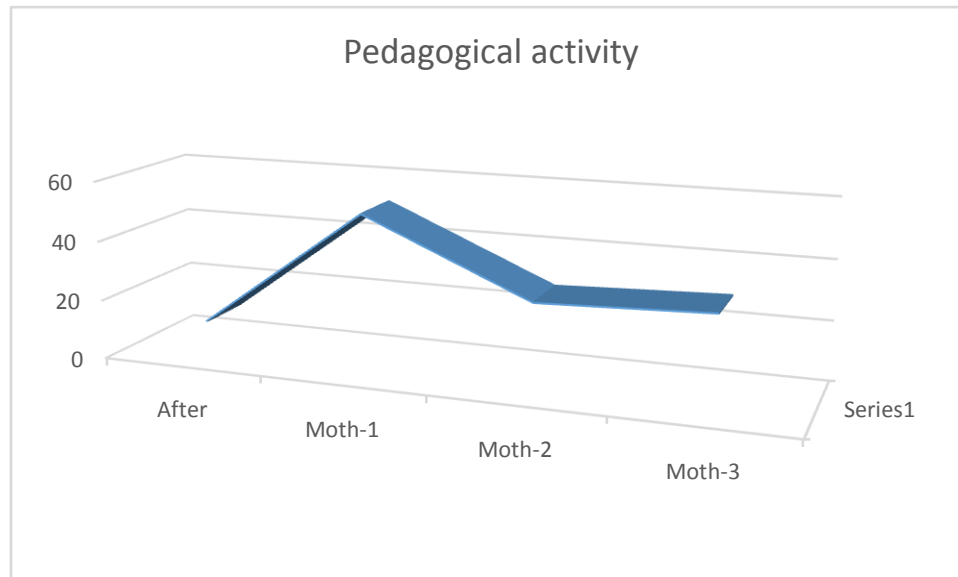


Fig.1. the effectiveness of programming and the use of its products in pedagogy

CONCLUSION

The hierarchical decomposition of the software product is as follows directions. Software product design from top to bottom. — Software product design is one of the main stages in its organization. A well-designed program can be written poorly. But a poorly designed program cannot be written well. Van Tassil. The initial goal is that detection errors will require major changes not only to the software, but also to it. Accordingly, software projects can be divided into 3 groups.

In short, no matter how advanced the capabilities of a personal computer, if they cannot connect to each other, their rich potential cannot be fully exploited. For example, Tashkent State Technical University has about a thousand personal computers, almost all of which are actively involved in the educational process. If they weren't connected, about a thousand people would be running around the building with floppy disks. If it is a matter of collecting students' test results, then it is possible to collect the results on floppy disks, although it is more inconvenient. However, if we sell tickets to the plane in this way, then it is safe to buy several tickets in one place. That's why computers need to be connected to each other. The challenges of creating multimedia teaching aids and their future performance are further complicated by the variety of technical tools and instruments. This creates certain difficulties, and often it is not possible to use

different training programs in a single course. These courses are designed in a single scheme and the courses are placed on the floors of this scheme. The incompatibility of the computer fragments of the course is not an easy problem to solve, either in terms of the technique of organizing a dialogue with the student and the logic of construction, which arises in the absence of this single scheme. Even the different use of the control keys and buttons and their placement on the screen can cause inconvenience and lead to a loss of teaching efficiency as the student moves from one course to another.

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