

Methodology for the Use of our National Heritage in the Upbringing of Spiritual Moral Qualities of Primary School

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Multimedia is a necessary element of computers, a sound board that processes sound. To the sound board, a means of producing sound, acoustic systems or single listeners, as well as microphones that serve to enter audio data are connected. Other audio components such as a tape recorder, electric musical instruments can also be connected to the sound board.

For full - fledged work with Video, a device is needed that returns the video file to a computer-compatible form and the original one. Devices such as a video camera, video recorder and TV can be connected to it. But the computer processing of video files is usually handled by a narrow circle of specialists. For most users, it will be enough to be able to represent video elements on a monitor. To solve such an issue, a video adapter and monitor available on any modern computer is enough.

Extremely small capacities are needed in comparison to save sound (audio) and especially video recording on a computer. Therefore, software products with multimedia quality (manuals, reference books, encyclopedias, various programs for recreation) are usually distributed on CDs. In order for us to be able to use such products, a so-called CD-ROM aggregator will be necessary. In the absence of it, the capabilities of the computer in the sense under discussion are limited to computer games.

Users who want to work with sound and video should know that multimedia products make high demands on permanent memory intended for computer data, as well as on the SHK's microprocessor, RAM and video system. Such high qualities are especially necessary when working with video equipment. Naturally, in the future, the requirements in this direction will increase even more.

Since the capabilities of modern personal computers are not enough for full-fledged imaging of widescreen video recordings, they are forced to condense this information. This action loses the fullness of suitable information, in contrast to simple data compaction. There are technical and software tools for compressing VCRs audio data can also be condensed, since the corresponding volumes are not large, this action is not very relevant.

Sound CDs can be listened to through the CD Player program. Prior to the creation of CD-ROM-type assemblers, CDs with works such as Melody, musical and sound compositions were listened to on a CD-representing medium. Currently, we can listen directly to the musical work that we like, without deviating from our main work, directly on the computers themselves. To do this, the CD is installed in the jammer (disc-keeping) and the Play key is pressed. The volume is controlled by the installer on the panel on the surface. Without such an installer, you will have to use software tools. Again, the panel on the surface may contain a sound board and a special listening device connector, which is planned to be used alone from an acoustic system. Other buttons that provide a minimum of functions in sound playback are located on the panel on the

surface, the characters in them will be standardized, and you will get acquainted with them below.

A wider range of possibilities when listening to sound CDs is created by the CD Plain Laser program, which enters the WINDOWS 95 category. This operative system is organized in such a way that the CD Plaer program in it, with extreme benevolence, offers its services and is constantly activated by the installation of a CD. This deprives you of the opportunity to listen only when limited to technical means without taking special measures. One of the special measures consists in the need to click on the ceiling CLA-Visha with the installation of a CD. WINDOWS 95 accepts audio CDs as computer disks. We should be grateful to the authors of the system for such a quality, or rather for the Autoplay function. If the CD Plaer program has been launched, it will need to be closed as needed.

The introduction of information multimedia technologies makes the learning process technological and more efficient. Yes, there are difficulties on this path, there are mistakes and it is impossible to avoid them in the future. But there is a main success - this is the interest of students, their readiness for creativity, the need to acquire new knowledge and a sense of independence. The computer allows you to conduct dissimilar lessons. The constant feeling of novelty increases interest in learning.

Hence, when using multimedia in a lesson through interactivity, structuring and visualization of information, the student's motivation increases, his cognitive activity is activated both at the conscious and subconscious levels.

Of all the information channels, the visual is the most powerful, so its use in multimedia education is quite advanced. However, this does not negate the importance and significance of other media. For example, the effectiveness of mastering the material significantly increases the creation of its own rhythmic dominant for each multimedia textbook using the optimal selection of musical accompaniment. The thoughtful interaction of the keyboard and mouse in Multimedia textbooks, together with other media, gives another advantage to this educational technology. It is based on the fact that manual exercises significantly develop memory. It is no coincidence that earlier contour maps were drawn in gymnasiums - to "fill" the hand and remember it well. If in the future we strive to increase the normalization of use (to reduce the pressing of random keys), then it is associated with moments. it will be easier to formalize the mouse and keyboard. Here it is necessary to rely on research in engineering psychology and ergonomics.

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