

TEACHING THE SUBJECTS OF "INFORMATICS AND INFORMATION TECHNOLOGY" ON THE BASIS OF MULTIMEDIA

Fayziyev Nozim Asfandiyorovich

Teacher of Samarkand State Institute of Foreign Languages

Tel.: +998(97) 9270612

e-mail: fayziyev@samdchti.uz

Abstract

The article discusses the methodology of solving problems related to the subject of "Informatics and Information Technologies" based on multimedia. In the teaching of this topic, it is intended to use multimedia tools to organize the lesson process and to show the process of explanation with the help of animation.

Keywords: algorithm, properties, discretionability, clarity, understandability, publicity, a result, result, analyst, mix, python, multimedia, antimia, imitation model.

The relevance of the issue. In our country, the Science Methodological Schools "Informatics and Information Technology" is focused on the scientific and methodological m of education. Along with the ND SH C, the need for a systematic study "Informatics and Information Technology" is the need for a systematic study, which fully covers the science of Mazm C, determines the urgency of the dissertation work. Much attention is paid to automation of the educational process. One of the Q C layers of the educational process automation is the use of sull technologies. The use of software is the opportunity to improve the process to provide m of the MK for Sections in the preparation of methodological manuals to V.Ids. On the basis of the views in the snow, the study is set for the creation and teaching methods of teaching M M C. Informatics and Information Technology. Teaching methods.

Scientific and technical development Y, which reflects the QS t t, is one of the Obodial Education sector. The industry is a separate country and B s t s n, which ensures the future of humanity, and the fact that the development of society is defending the viqchi and prospects. In recent years, it is attached to the improvement of the educational process on the basis of electronic lists and increasing the effectiveness of the axle s. SH is due to the creation and implementation of modern software in the process of education is an urgent m of improving the education system. In the area, the creation of electronic ammunition s V and the use of certs in the educational process.

M s Ltime electronic guides - based on modern information is a source that has the ability to compile, describe, update, store, maintain and control knowledge and control in knowledge of knowledge. Electronic axle s literal is classified in category t s, examples with hesitable electronic manual, m s l school-based electronic manual, such as arrow s and arrow s in IMITE MODELATIONS.

Experience is natural to significantly remember mours of data from MKI, using vision members against human hearing members. In contrast to this, unlike hearing members, the data from the visual organs obtained directly accesses directly and ss stored in time.

M s ltemedia electronic manual According to traditional textbooks, showcase Ashme s Show SCH C S N creates wide opportunities. M s Ltimey electronic manual Electronic manual is to meet all the requirements for the Ashk C process of S chaDaktic f 9 NGOs.

S m C. Didactic capabilities of the methods of teaching "Informatics and Information Technology" in secondary

schools "Informational and Information Technology" special attention in the introduction of ammunition sector in the field of m C Ltime electronic manuals. Presented amage s MAT, according to the compliance and consistency, organizational and methodological, technological, technological, technological, technological, operational principles, rhefeat and self-operational principles. The creation of additional options such as self-assessment is based on the theoretical and practical development.

S m C MEM SPECIAL ELECTRICATIONS MA CUSTAGUE MEAL ELECTRONIC SERVICES MAVY SPIEZATIONS IN THE EDUCATION SYSTECTIONS AGAGH S D Hypermath, Hypermedia, Graphics, Animation and Sound Aimate and Sound Sound Cars are significant. Examples of foreigners and RES are widely able to improve the ASWOK C B in terms of pedagogical manuals, which has a wide range of opportunities in terms of improving the ASWOK C B in terms of improvement.

S m S s Medical Educational Schools M S Ltime Electronic Guide MAC Effective Use of Mets S chi N Effective Effective Effective Equipment.

Electronic manual is more s C V dragonfly performing the requirements of the process s chaDactic f 9, as well as complying with Didactic f 9.

In addition to the introduction of a Ltime electronic manual, m s In addition to the pedagogical parties, the psychological and hygienic sides are also actively involved in the educational process in the intellectext process. The use of the arrow s in e-learning ResS C is further gaining interest in reading the ammunition C. In addition to SH s, E-learning ResS show demonstrations in real life Mc modeling and k can model the processes.

Training of "Informatics and Information Technology" is a special place in other disciplines Tad. The time of B S, Compry C is a harvest of RIs of SR "Informatics and Information Technology". Basics of "Basics of the Science of Informatics", "Algorithm Tosatures", "Algorithm Technical S and" Linen Algorithms "," Replay Sal Algorithms "are the main calculation The mastercoming bullets in Vichels, mastering B skin, create sort knowledge and skills create the required knowledge and skills. SH s s chi s is to master SHB Cers S ChI N Necessary Theoretical and Practical knowledge. In the modern education system, the use of s shb s to solve the question S chi n t s Plus Use M and MKIN. As an example of B t, you can set the lesson process based on an electronic manual.

The 9th grade "Informatics and information technology" electronic manual is covered by the 9th grade "Informatics and information technology" Nan in an animation. When created m in Ltimedia Electronic manual Login TSC Testing, the Algorithms will be opened (see Figure 1).

Da'l s mqi k s Nda T-RM S s do the different work. You have to make a number of elemental (small) things in sequence in doing each job. The work done is sof to result in a result. Here is a algorith of the work to be done.



1. Figure 1. M s ltemedia electronic manual View of the "Algorithms" section

The Algorithms section is given Mums on the algorithm T s sh s. In addition to the Mark S in Mogk S s, the "Properties of Algorithm", "Description of Algorithm" and "Algorithm Technical Electronic Developments" T s Latithia electronic developes are also MUNGAMEDIAL ELECTRONICS. Propies TSR T I GMAT TRA TAKT COMPLETERED ALGORITM.

The data related to the specific properties of the algorithm Test mice in the field of the main properties of the

main properties of SH C.

When the window above is shy, the "Description of Algorithms" windows will be opened. When the Test mice on the SH s in the window of the algorithms is carried out at the T-SACK in the SO SAs, the data rate is displayed on the screen and will open the "Algorithm TEX" windshelf. Even if the mouse indicator belongs to the Mask S Rha t s s, the data about the corresponding algorithm are displayed on the matching algorithm and the issues will appear on the screen.

In short, general secondary schools are also independent working to use the computer imitation model in teaching the subject of 9th grade "Informatics and information technology", as well as to increase the efficiency of students' mastery increases the possibilities.

It is clear that on the basis of the software tools of information technology, the introduction of "Informatics and Information Technology" in secondary schools is one of the most important issues. Providing information on the basis of modern information technologies in the form of multimedia, in which way to think, the level of intellectual development will lead to the change of ratio between multimedia and traditional teaching.

REFERENCES

2. Asfandiyorovich F. N. et al. BASICS OF PROGRAMMING FROM THE TEXTBOOK OF INFORMATICS AND INFORMATION TECHNOLOGIES CHAPTER PYTHON PROGRAMMING LANGUAGE METHODOLOGY OF MULTIMEDIA //Galaxy International Interdisciplinary Research Journal. – 2022. – T. 10. – №. 1. – C. 778-781.
3. Xasanovich, Prof L. M., et al. "Development of Computer Simulation Model Develops Creative Thinking of the Student." *JournalNX*, vol. 7, no. 03, 2021, pp. 167-171.
4. Asfandiyorovich F. N. Teaching the Subject of Repetitive Algorithms Based on Multimedia Electronic Manuals //Eurasian Journal of Learning and Academic Teaching. – 2023. – T. 16. – C. 42-45.
5. Fayziyev Nozim Asfandiyorovich. (2022). TARMOQLANUVCHI ALGORITMLAR MAVZUSINI DOIR KOMPYUTER IMITACION MODELI ASOSIDA TAKOMILLASHTIRISH. *RESEARCH AND EDUCATION*, 1(2), 273–278.
6. Fayziyev, N. (2023). UMUMTA'LIM MAKTABLARIDA "INFORMATIKA VA AXBOROT TEXNOLOGIYALARI" FANINI MULTIMEDIALI ELEKTRON QO'LLANMA ASOSIDA O'QITISH SAMARADORLIGINI ANIQLASH. *International Scientific and Practical Conference on Algorithms and Current Problems of Programming*, 1(01). Retrieved from <http://ojs.qarshidu.uz/index.php/con/article/view/175>
7. Fayziyev Nozim Asfandiyorovich, & Toxirqulov Zufar Jurabek o'g'li. (2023). Registering and Creating Presentations on prezi.com. *World of Semantics: Journal of Philosophy and Linguistics*, 1(1), 66–71. Retrieved from <http://wos.semanticjournals.org/index.php/JPL/article/view/11>