VISUALIZING THE PERFORMANCE OF INFORMATION PROCESSING TOOLS IN THE EDUCATIONAL PROCESS, MULTIMEDIA EDUCATIONAL ENVIRONMENT

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Article history:	Abstract:
Received: 18ᵗʰ January 2022 **Accepted:** 18ᵗʰ February 2022 **Published:** 30ᵗʰ March 2022	The science that is taught in this scientific article is rich in the methods of explaining the processes of subjects to the students by visualizing them in the multimedia educational environment.

Every passion created in the history of mankind is created as an image of a creature that exists in one nature. For example: the car is made from animals to horses, the plane is made from this, as a symbol of birds. From history it is known that at the stages of the development of the human world, everything has achieved new results by eliminating the circulations that need to be extinction and neutralization. As a solution to food shortages circulation, the land was assimilated and animals were used to be of assistance from the physical side. This thing is then further improved so that the physique can be helped. The tools that help our mental labor; counting sticks, Abacus, calculator, electronic counting machines, etc. have started to be created consecutively, which has already served as an assistant to the human mind cocktail.

The development of computing techniques to a high level in the current era

until he reached it, he had gone through a very large process of development. This progress dressing a reasonable question when considering the process is- how concrete the problems caused the development of computational techniques and why have different means of calculation techniques appeared? - what are the main stages of this development process?

The history of the development of computing techniques is conditionally four large

we can divide into periods. The period from the mechanical computing device to the distant past it began and lasted until the beginning of the XVII century. Any calculation of the detector has a separate number discharge. The calculation process is known in the case of stone, wood or tokens, the implementation of the old-fashioned the Romans called it with the Latin word "calculator".

The era of mechanical devices continued from the beginning of the XVII century to the end of the XIX century the bill of lading. 1623 year English scientist V.Shikkard is the first simple addition and subtraction he created a mechanical counting machine that can do its work, but this machine it is known only for a narrow circle of people, it did not spread widely. Therefore also the first mechanical counting machine that reached us in 1641 year French scientist B.It is a jam machine created by Pascal, it has two he was able to perform the operation of adding and subtracting. German scientist in 1673 year Able to perform four arithmetic operations by Godfrey Leibnitz, until recently everywhere was created an arriphometer, which was widely used. This calculation machines are more comfortable inside. Petersburg at the beginning of the 90-ies of the XIX century Alim V.T.Created by Odner very convenient sound meter for him. The name "Felix" was given. In the first quarter of the twentieth century, these machines were considered the main computing machines.
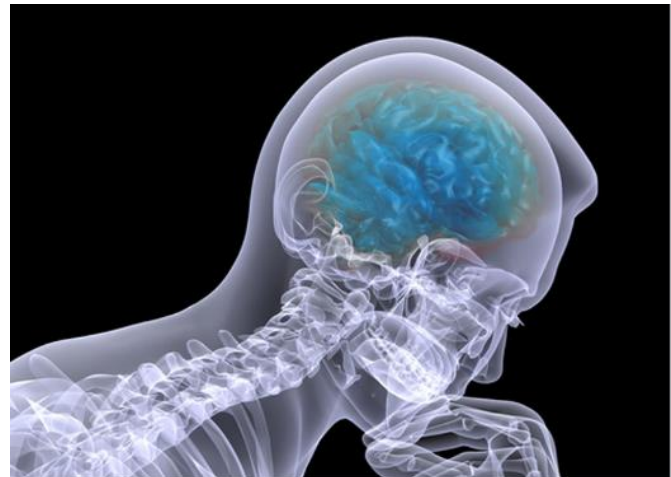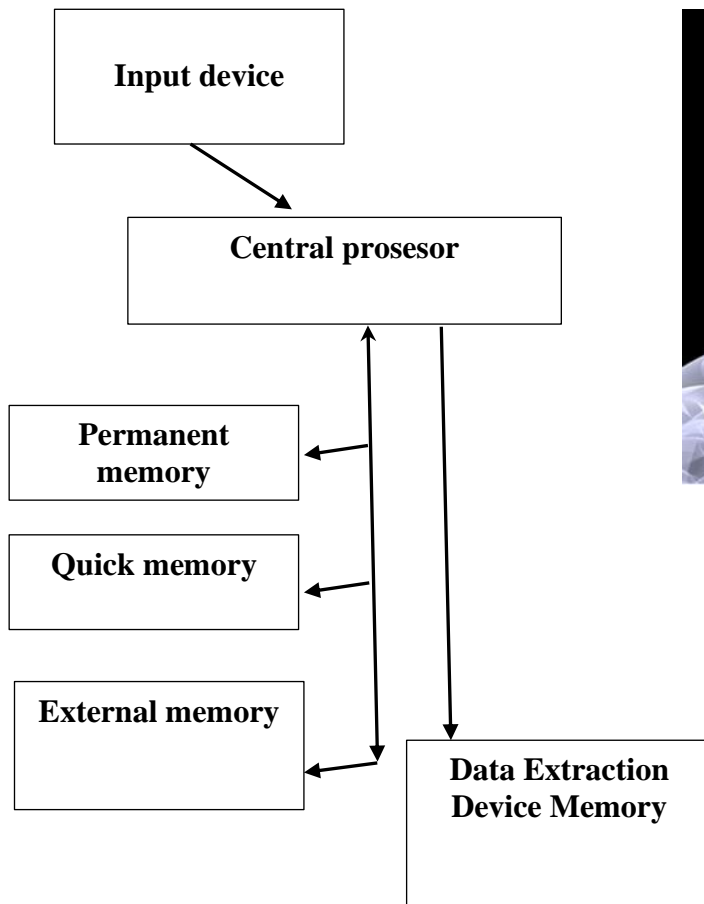
The computing tools known to us serve for the processing, storage and transmission of information, helping people with mental labor. Their functioning and performance are similar to the physiological structure of a person. For example, if a person takes it through the outer malumotlarni eye, nose, ear, tongue, skin, these data are analyzed in the brain, relying on memory and responding. This means that when my computers data is transferred to the microprocessor via keyboard, mouse, it reaches our brain through the sensory organs in similar people. The reached data is processed and processed ishlangan the data is compared with the data in our memory.

Our organization, based on the visualized image of our subject, which we are teaching our students, is not suitable for the purpose.

If the reader who studies the subject learns that the processes in the subject are viewed as visualization,

then the course of these processes will be comforted. For this, we have several software tools.

Visualization of data means the transformation of numbers and raw data into objects: points, lines, lines diagrams, maps, etc. This visualization is a user-friendly tool. We can give examples of these MS Excel, MS Power Point, Macromedia Flash, Course Lab software tools. Today, a lot of software has been created to create multimedia documents. To these, we can take software such as AutoPlayMedia Studio, CourseLab, iSpring Suite, Hot Potatoes as an example.

Methodologies of some disciplines of sports pedagogy (Sports houses, Gymnastics and x.k.methods of teaching scientific and Educational Sciences) is formed in the style of individually allocated scientific and Educational Sciences. And the science of the theory and methodologies of the jiyemonic culture is based on the theory and methodologies that control them on a single theoretical and methodological basis, according to the nature of the subjects of the study, as a science in the system of Pedagogical Sciences, complements its rules to the account of Social, Psychological and biological factors.

The possibility of its formation as a science of learning and its development to increase the physical training of members of society has given rise to the emergence and aspiration of the theoretical thought in The Hague. With this, it was proved that the rules and laws of wax kinetics of managing the physical development of man give effect to the yuko settings in social labor and military ama diet.

Physical development is a healing process mold, functions and forms of the human body it is a step-by-step decision-making of his change. In the growth of development, three phases can be distinguished: rise in the level of development, relative stability and human a gradual decrease in physical capacity. The most ardent the development goes back to pre-school and junior school age and during all periods of study at the school will continue. Physical development is subject to the object biological laws. The most important of these laws is the development of the environment and organism. unity is the law.

Yout placement of the exercise performance vedo course to the Adobe network. To do this, you must first register (authorize) with your Google account on the YouTube service. If you do not have a haliyam account, you can quickly open an account by pressing the "wow" Button and then selecting "Sozdat account"and following the system instructions in the slot.

Onubube like that – the system will also prepare the channel for you. You can start managing your own channel by clicking "Vash channel". Read: the hackers broke into the prison chambers and showed the life of the prisoners Inubube When you click on the icon of your profile on the border, the drop – down menu will appear not "Vash channel", but the item "Setzdat channel" - as long as the system has not prepared you a channel Then on the page that opens, you enter the name of the future channel and click on the "Setzdat" button. It will be possible to change the name of the video channel later, at any time.

Getting your new YouTube channel up and running

If YouTube did not ask you to verify your account with your phone number during the launch of the new channel, do so yourself on this special page using this link. Otherwise, you will not be able to use some of the features of YouTube on your channel. For example, it is not possible to broadcast live or upload videos longer than 15 minutes.

Adjust the look of your channel to get the attention of service users. To do this, click on the profile icon, click on the name of your YouTube channel in the menu, and then click on "Customize channel view". In this section, you can add your channel icon, cover, description, as well as links to your site and social media accounts.

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