USING ADVANCED PEDAGOGICAL TECHNOLOGIES IN TEACHING COMPUTER SCIENCE

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Annotation: *In this article, in order to ensure that the student is in the center of attention in the educational process, in addition to in-depth acquisition of knowledge in the field of teachers' specialties, they provide students with in-depth acquisition of their own skills and development of a qualified specialist in the field of computer science. Also, learning methods using teaching methods are given.*

Key words: *Technology, interactive, resident, detector, inspector, filter, raster, vector, fractal.*

1. Technology (Greek: "techno" - craft, master and "logos" - science, education) - methods of turning raw materials into tangible products based on scientific and practical methods.

Education is a cooperative activity of the teacher and students, and in this process, the development of the individual, his education and upbringing is realized. In lessons, the teacher conveys his knowledge, skills and abilities to students through exercises, and students acquire the ability to use them as a result of mastering them. In the process of learning, students use different forms of learning, that is, they rely on specific differences in receiving, processing, and applying the information being learned. In the course of education, issues of education and upbringing are solved in the form of cooperation between teachers and students during classes, independent work of students, extracurricular activities.

2. Pedagogical technology is a technique for implementing the educational process (V.P. Bespalko).

3. Pedagogical technology is a description of the process of achieving planned results in teaching (I.P. Volkov).

4. Pedagogical technology is a special collection of teaching, educational tools, forms, methods a set of psychological-pedagogical instructions defining the structure; it means an organizational methodical tool of the pedagogical process (B.T. Likhachev).

Interactive methods consist of collective thinking, that is, methods of pedagogical influence, which are a component of the educational content. The peculiarity of these methods is that, they are implemented only through the joint activity of the pedagogue and students. .

Technological trainings that help to increase the effectiveness of modern methods of teaching help students to form logical, intellectual, creative, critical, independent thinking, develop their abilities, become competitive, mature specialists and educate professional qualities needed by specialists.

The essence of new pedagogical technologies is that the educational process that guarantees the achievement of the setting goals is planned and implemented. In the future, innovative education as a driving force of educational development will have a positive effect on renewing the teacher's activity, building the educational process in an acceptable way, and forming the feelings of thirst for knowledge, loyalty to the Motherland, humanitarianism among the students' behaviors.

1. "3/3" ("4/4", "5/5",...) method

The teacher on the topic shows that three (four, five, etc.) are correct and relative (three, four, five) and incorrect concepts (words, signs, etc.) forms a system consisting of views, etc.

From this system, students distinguish concepts that do not belong to the subject and imitate the content of actions.

The following actions are organized in the method:

- The teacher creates a system of basic concepts related only to the relative topic and not related to each other;

-students determine the main concepts relevant and irrelevant to the topic and remove the main concepts that are not relevant from the system;

-students tell the meaning of their actions.

The method can be used individually, with a group and in a mass form to ensure an economical reduction of the topic by students and to determine their knowledge.

Computer viruses and their protection problems.

"Computer viruses" are embedded or distributed small programs that have the properties of propagation and self-replication (replication) in the computer system. Viruses may not be able to modify programs stored on a computer system.

All computer viruses can be classified according to the following characteristics:

• Living environment;

• Damage to living environment;

• According to the level of danger of the impact of the injuring agent;

• On artificial attempts;

• According to the algorithm of operation.

According to the environment, computer viruses are divided into:

• Network viruses;

• File viruses;

• Distributed viruses;

• Download viruses;

• Combined viruses.

Antiviruses are divided into the following groups:

• Detector - programs;

• Doctor - programs;

• Auditor - programs;

• Filter - programs;

• Diagnostic programs;

Filter-programs or "guards" are compact resident files that check hidden actions in the computer's activity and detect them at their earliest stage, that is, before they have time to reproduce. For example:

•. Attempts to change coni,.exe extensions;

• change file attributes;

• Additions to files;

• entering records into the initial boot sector of hard drives;

• Controlling the entry of resident programs from the site.
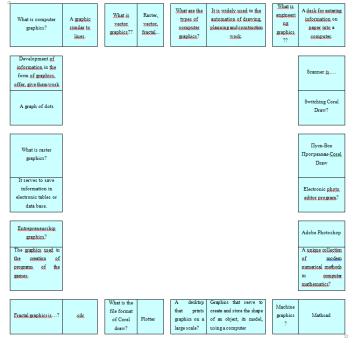
2. Domino game

Domino-like shapes are drawn on a rectangular piece of paper, a question is written on the left side, and the answer to another general question is written on the right side.

The rules of the game: the captain of any group places one domino. Whoever has the answer to the question on the left has placed that reader's domino. In this domino, the next reader or whoever has the answer to the query on the left will be given that answer. These dominoes are placed in the form of a square, and the answer of the first placed domino to the request of the last domino must be correct. Whoever runs out of dominoes the fastest will win the game and get the most points. If the questions were not answered correctly, the rectangle would not appear there. The educational goal of this game is to teach students how to quickly and consciously apply the knowledge they have learned in classes.

Methodical instructions to the game:

• Do not interfere with the game process and do not disrupt the game;

• Pay attention to self-management, organization of one's work;

• Control over the conduct of the game and paying attention to the rules;

• Do not turn the word into a question;

• Great preparation is required by the teacher.

Find the correct answer to the words on the left below on the right.

The main motivations of reading activity are motivations of internal reading knowledge. If reading is the most necessary motivation of the activity, it is the student's future professional passion.

It is necessary for the student to create internal forgiveness from the knowledge, professional skills and knowledge acquired during his studies, and to create joy from it.

The use of playful methods in the teaching process is very important in solving such tasks. The use of playful teaching methods in the teaching process serves the successful users of the method of democracy, which increases the creative power and ability of students.

Currently, the most urgent issue for teachers is the right choice of teaching methods that match the characteristics of each subject, and the cost-effective acquisition of guidelines for their effective use. We hope that this methodological article will provide the necessary assistance in this matter.

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