

INTELLEKT ANALYSIS OF EDUCATIONAL SYSTEM REQUIREMENTS AND OPPORTUNITIES

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Annotation: This article considers the basic requirements of the system and the descriptions of the system of the system before designing interface and software, and the descriptive aspects of the education system. We also examine the theoretical analysis of the knowledge base and the design of software base based on them.

Keywords: Intelligent education, software, learning system, basic and conceptual features of the education system, opportunities provided, etc.

Introduction. Intellekt there are different types of system requirements for teaching staff. We focus on the most important and common requirements. Requirements for the hardware - the server part must have an appropriate database management system training system to provide the ability to install and successfully operate the software platform on which it is being developed, as well as have free disk space for an ever-growing database.

Requirements for the software section - the customer of the software must provide operation in various versions of the software, Windows and Linux.

Literature review. Requirements for users - intuitively to work in the educational system, then the average skill on the computer can determine the logic of the training system depending on the length of service.

Thus, as this training system is being developed and developed as part of educational information technology, it is necessary to comply with pedagogical and ergonomic requirements[1].

Pedagogical requirements: the ability to form the current context content by the curriculum according to the goals and objectives of the curriculum, according to the level of knowledge in this science; Provide the ability to predict the final results, provide the ability to collect, process and automate information about the results of an intermediate education.

Scientific novelty of the article. Ergonomic requirements: ensuring the individual speed and regime of working with the educational system; Ensuring favorable conditions for the interaction of teaching with the automation system due to the compliance of dialogue, visual envision with established standards for the establishment of a visual environment.

As the Teacher system - the three main types of users - expert, pedagogical, student, we describe the functions that must be available for them.

The main and conceptual features of the education system, as well as the options provided:

1. The system provides for dividing students into classes, such as traditional teaching practice. This allows you to organize work in classical conditions using a teaching system.

2. Each student can only read in one group.

3. Each training group is related to the learned course, that is, courses taught in it.

4. Each group teaches one or more teachers, which means that they are all questioned in their directions, to review their solutions and manage their solutions.

5. The system has a news tape in the system to inform the participants of the system.

6. Forum participants, i.e., forums and words, automatic swimming phrases, have funded participants, i.e. any registered users to set up contact and exchange messages.

7. Protection of user activation mechanism and automatic registration with the random-letter code.

8. Protection of information from the editing of specialists from the use of experts, not by their knowledge, but by using the knowledge of others in this area..

Necessary functions of the educational system for the administrator:

1. User Rights Management - Confirmation of User Rights, Organization of the User Access to the System.

2. Activation and blocking personal users - to stop access and update in accordance with certain conditions, such as users that do not follow the Terms of Use of the educational system.

3. E-mail notifications - Send automatic messages about some important events, such as activating the user access to the system.

4. Creating groups and training courses - to establish and form courses of students of students, as well as identify courses for teaching students in the system. It is easy to teach groups from subjects in specific courses - based on the traditions of education.

5. Bonding teachers with a training group is the administration's case, as the role of system administrator may be attended by employees of the personnel department, dean's office and other similar departments.

6. Registration of students to classes - appointment of students to groups. The student can only read in one group.

7. Managem messages management is to create, edit and delete any forum messages. View new messages every time you log in.

Analysis and results. It is necessary to take into account pedagogical and ergonomic requirements in the development of any means of technology as a tool for education and to monitor their implementation.

In this section, we design the interface part of the educational system. To achieve the goal, you need to solve two main tasks: Development and development of interface designs.

Inside two important stages in design user interface [3]:

1) creating user scenarios;

2) designing a common structure.

The usual scripts of the software system are determined based on the functional needs of each type of usual type. Later, they will help in design the general structure of the system interface. The user interface is always designed for ergonomic and convenient operation of the system participants in the early stages of the system. The main principle of the ergonomic and comfortable interface of the software system is determined by the rule "Press the button". In symbolically, this means that the most important and frequent features of the mouse can have the maximum pressing chance of maximum three times.

Let's schedule the most used norms on the basis of functional requirements.

Special Scenarios on the topic:

1. The editing interface is open. Creates specialist goals and identifies its settings and then saves it.

2. The editing interface was launched and the clear goal was selected. The purpose of the purpose creates a condition and determines its properties.

3. Starts editing the knowledge base. An expert begins to search for the current situation and adds the found condition to the specified goal.

4. The specialist starts looking for the desired purpose and submits it, then uses the changes.

5. The specialist will open the topic of the Forum and add messages to the desired topic.

Scenarios of pedagogical movements:

1. The pedagogue logged in. The issue of problematic situations opens master, selects students who should send the issue, indicates preliminary data of the issue, confirming the submission of the issue.

2. Pedagog results open the page page, select the group and student, and then opens the instructions and opens the need.

3. The teacher logs page, selects the group and asks to receive a report on the development and the task of tasks.

4. Pedagog opens the list of students, chooses one of them and receives information about the next action series if the system is in office. In manual learning, the pedagogue pedagogical process is working on the planning interface.

The main scenarios of students performed by students in the educational system:

1. The student is in the system. It goes to a list of issues and chooses one to solve them. He then reviews the preliminary data on the issue and confirms that the solution is solved.

2. Launched an interface to solve the issue. The student is looking for an assumption using the base words. Selects the assumption for verification and conducts a questionnaire.

3. The student is logged in, then select information about himself to view personal features and information.

Conclusion. Thus, every node of this family is aimed at the goal, and the exact conditions must be fulfilled to achieve it. Each condition can be simple or complicated, i.e. it is necessary to complicate more complex conditions for its implementation.

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