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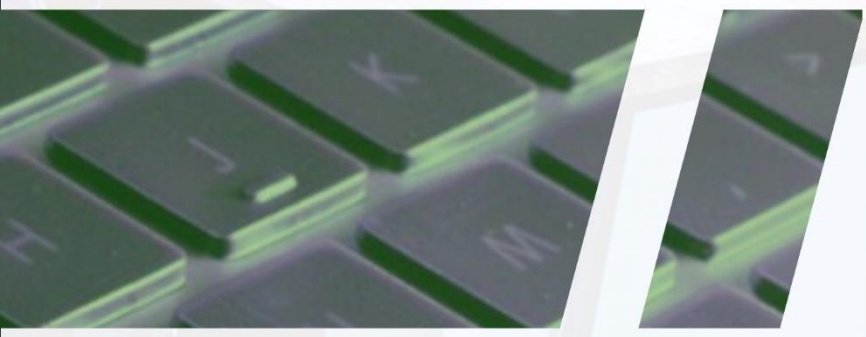

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THE SCHOOL TEACHES COMPUTER SIMULATION MODELING

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Annotation. *This article presents the essence of education in modern secondary schools, the effectiveness of computer modeling technology in the educational process, types of computer simulation models, teaching methods, new knowledge and skills, as well as the advantages of information and communication technologies.*

Keywords: *information and communication technologies, mass media, inclusive education, computer technologies, modeling technologies.*

INTRODUCTION.

In order to improve the system of Organization of the educational and educational process of future youth in the world, research is being carried out on the issues of computerized imitation models, electronic resources of Mul'timediali, the creation and implementation of virtual educational technologies. On the basis of training in general secondary schools using the capabilities of modern information and communication technologies and pedagogical technologies in order to receive education in natural sciences, it serves to develop their creative abilities, increase their logical thinking, improve their theoretical-methodological, methodological foundations in the systematization of teaching. For this reason, computer imitation modeling will consist in extracting its important properties using abstraction, selecting and improving hypotheses that represent the main characteristics of physical phenomena, and then perfecting the computer imitation model until it becomes useful for practice.

MAIN PART.

A computer imitation model is a tool that allows you to predict or compare the outcome of one or another event in a logical way, and can selectively indicate the best of the possible consequences.

The use of computer imitation models allows for controlled experiments when it is impossible to conduct experiments on real objects, or in situations where such experiments are associated with great risks to human imagination and ecology, or are not economically self-righteous. When conducting direct experiments with physical phenomena (natural processes), it is usually necessary to change some of its parameters, and the results of the experiment are observed.

A computer imitation model is such a thing that with its help it will be possible to

replace some kind of physical object in the experimental process. Computer imitation models will be available in cases where too much money is required to experiment.

In essence, any computer imitation model is an outline of imitation. Computer imitation modeling is a very broad but complete and not clearly defined concept, of great importance to professionals involved in the design and operation of complex systems.

Computer imitation modeling is the process of creating a computer imitation model of a real system and conducting experiments with the help of computer imitation models for the purpose of studying the hulk of the system or evaluating various strategies based on specific criteria set.

Thus, we perceive the computer as a process of creating an imitation modeling process and putting it into practice for the purpose of studying a problem. By a computer imitation model of a Real phenomenon, we understand the representation of objects or a group of different ideas in a different way than in the original.

Computer imitation modeling is an experimental and practical methodology and will have the following objectives:

expressing system behavior;

construction of theories and hypotheses aimed at understanding the hulk of the observed object;

the use of this theory in predicting the future hulk of the system.

Unlike many technical techniques, computer imitation modeling can be applied to optional science and fields.

For computer imitation modeling of processes, it is required to conduct an artificial experiment that reflects the basic conditions of the situation in which the computer is imitative modeling.

When creating an imitation model, a computer must be able to do the following:

separation of the general issue into simpler domestic issues;

express purpose clearly;

selection of specific designations;

recording visible relationships;

if it is possible to mathematically represent a computer imitation model, it is possible to achieve it and expand it. Simplification of the computer imitation model in opposite points.

A computer imitation model serves as a tool for understanding, understanding, or perfecting processes. A computerized imitation model can be an exact copy of an object expressed on a different scale, or it can be in the manner of an abstract representation of certain properties inherent in an object.

A computer imitation model is a tool for predicting and comparing, which, with sufficient confidence using a logical method, allows you to evaluate, predict, choose Preferences or realize the universe of being. Imitation is one of the manifestations of ESA

computer imitation modeling.

Computer imitation models can be used today in the following qualities:

means of understanding the essence of being;

reciprocity tool;

teaching and teaching, means of engagement;

predictor;

means of conducting experiments.

The importance of computer imitation models as a tool for studying real relationships and laws is enormous. They help to regulate our reasoning, to understand ambiguous concepts and relationships between themselves and time, to identify the resources required.

It is not for nothing that the quote" the advantage I have seen once a thousand times after hearing it " is said. The computer imitation model makes the overall structure of the object being studied more understandable and reveals important cause-and-effect relationships. Computer imitation models have been widely used and used in the fields of professional training and education. Computer imitation model-can serve as an excellent tool in the preparation of operators to show a response reaction depending on the occurrence of various random hosts in the control system.

In addition, the computer allows you to conduct experiments and control them in situations where it is not expensive or economically self-righteous from imitation models, or where it is impossible to use a practical typewriter from an object to study its real state Hulk. When direct experiments are carried out on processes, the results are usually compared, which are obtained by changing some of its parameters and not changing the rest. The Real phenomenon is much more expensive and its computer imitation model is used in cases where there is no way to perform it. When experimenting with a computer imitation model of a complex process, we can obtain information about its internal peculiarities and their interaction, just like in experiments on a real process. This situation is due to the fact that the computer imitator has the size of the elements of the model structure of the model and allows you to control its hulks by controlling these dimensions.

A computer imitation model serves for one of two purposes:

expressive, if a computer imitation computer imitation model serves for a deeper understanding of an object;

demonstrative, if a computer imitation model allows to reconstruct or predict the characteristics of an object that determine its Hulk.

A pointing computer imitation model is usually expressive as well as buo'ishi, but not the opposite.

The degree of utility of computer imitation models used in the technical and Social Sciences will depend on the methods and tools used in the construction of computer imitation models. In technique, computer imitation models serve as an auxiliary tool in

creating new systems, improving existing ones. In the social sphere, however, computer imitation models are only used for the purpose of isolating existing systems. Computer imitation models designed for the development of physical phenomena should be considered to be able to isolate the properties of the object, covering their main characteristics.

Computer imitation models can be categorized differently, depending on their different characters. But not one of them can fully meet the demand. Let us cite some representatives of computer imitation models:

static (e.g. cross-section of an object) and dynamic (time-dependent rows);

deterministic and Stochastic;

discrete and continuous;

natural, analog, symbolic (marked).

CONCLUSION. In place of the conclusion, it can be said that computer imitation models can be tasted in the form of a continuous spectrum, ranging from a mock-up of a real object or a specific computer imitation model to an abstract mathematical computer imitation model.

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