ISSN 2181-3187

# PROS AND CONS OF TECHNOLOGY

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**Annotation**

The content of this article shows the good and bad sides of the currently developing news media. In addition, it was mentioned how important these technologies are in our lives.Technology is a systematized set of recommendations for design of successful advanced annotation software covering the architectural, functional and user-interface aspects.

**Key words:** computers, materials, technology, device, education, transform, transmit, curriculum, lessons, visual arts, facilities alphabet, linguistics, mathematics, self-education, home education.

**Аннотация**

Содержание этой статьи показывает хорошие и плохие стороны развивающихся в настоящее время средств массовой информации. Кроме того, было упомянуто, насколько важны эти технологии в нашей жизни. Технология представляет собой систематизированный набор рекомендаций по разработке успешного программного обеспечения для расширенных аннотаций, охватывающих архитектурные, функциональные аспекты и аспекты пользовательского интерфейса.

**Ключевые слова:** компьютеры, материалы, технология, устройство, образование, преобразование, возможности, передача, учебная программа, уроки, изобразительное искусство, средства алфавита, лингвистика, математика, самообразование, домашнее образование.

**Annotatsiya**

Ushbu maqolaning mazmuni hozirgi kunda rivojlanayotgan axborot vositalarining yaxshi va yomon tomonlarini ko'rsatadi. Bundan tashqari, ushbu texnologiyalar hayotimizda naqadar muhim ekani ta’kidlandi.Texnologiya – arxitektura, funksional va foydalanuvchi interfeysi jihatlarini qamrab oluvchi muvaffaqiyatli ilg‘or annotatsiya dasturiy ta’minotini loyihalash bo‘yicha tizimlashtirilgan tavsiyalar majmuasidir.

**Kalit so'zlar:** kompyuterlar, materiallar, texnologiya, qurilma, ta'lim, o'zgartirish, imkoniyatlar, uzatish, o'quv dasturi, darslar, tasviriy san'at, ob'ektlar alifbosi, tilshunoslik, matematika, o'z-o'zini tarbiyalash, uyda ta'lim

ISSN 2181-3187

Today's life cannot be imagined without computers, they have become an integral part of them.But the first computer appeared in the United States more than half a century ago. This event was connected with the discovery of materials, electronics, mathematics, physicists and other experts to automate calculations. Automatic models of computers are called electronic machines (ECM). High cost and special education have limited their widespread use. For many years, desktop computers were only tools for scientific calculations.The computer is just a tool of human activity, which, like any other tool, is used by society to solve problems and achieve goals determined by its social, economic, and ideological characteristics.recorders or calculators also help us process information. However, each of these devices performs a limited set of operations (memory or calculation), moreover, through certain types of data (sounds or numbers). The advantages of computers are that they have wide possibilities for processing all kinds of information. Computers help us memorize, retrieve, organize, compare, transform, transmit, receive and analyze words, numbers, images and sounds.The wide capabilities of computers for information processing make them suitable for various uses, mainly in the field of education. They can facilitate teaching and learning at all levels, from preschoolers learning the alphabet to doctors learning new diagnostic techniques. Computers are suitable for use in areas such as linguistics and mathematics, history and science, vocational education, music and visual arts, and reading and writing. Computers open up new ways to develop thinking and problem-solving skills and create new opportunities for active learning. With the help of computers, you can make lessons, exercises, tests, and record keeping more efficient. This relieves teachers and allows them to devote more time to individual lessons. Computers can make many lessons more interesting and engaging, and can easily capture a vast stream of information. Computers can be programmed to create various images, play music, perform calculations, serve as typewriters, and read the class journal. It converted written text into speech, measured student reaction time, controlled tape recorders and videodisc players, and generally created an environment for creative and engaging learning.

The possibilities of using computers for teaching are endless. Their common presence can lead to a radical change in the school curriculum, a more complete solution to educational problems, new means of teaching disabled people, and the expansion of opportunities for self-education and home education.

In addition to their potential as educational tools, computers themselves should become important subjects of study. Understanding their capabilities and limitations is essential for every educated person.

ISSN 2181-3187

A computer is a tool, but it differs from all other tools in that it can be programmed to process information and perform various tasks. But like any other tool, it can serve both good and bad purposes. With the hammer you can build or destroy. Computers can be used to create original stories, compose music, create pictures, explore complex relationships in the natural sciences, or play mindless games. The extent to which computers affect students depends on how students use them.

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