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The Use of" Five Minute Essay" Technology in Teaching the Subject of Repeat Operators While and While Do

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Abstract: At present, pedagogical technology consists in analyzing the ways of increasing educational efficiency, determining the principles of the educational process by assessing the methods used and developing the most optimal ways.

Key words: technology, pedagogical technology, education, structure, interactive.

At each stage of the development of society, the content of Education Acquires certain goals and objectives. The content of education varies according to the level of period talabi, theoretical knowledge and production development. The content of education comes to the field as a social phenomenon, and it has acquired practical significance in its initial period, that is, it has satisfied the demand for knowledge, which is considered necessary for the vital needs of people. The use of new technologies in education dictates the rapid implementation of new ways and means in pedagogical practice. At present, pedagogical technology consists in analyzing the ways of increasing educational efficiency, determining the principles of the educational process by assessing the methods used and developing the most optimal ways.

In Informatics lessons, too, interactive techniques can be used. In this we develop interest in the science of learners. In the evaluation system, however, it is possible to control the knowledge gained about the subject by several students at the same time if the simple question is not answered but using didactic play techniques. Such techniques include staircase-staircase, Lily blossom, why, venn diagram and so on. For example, it is appropriate to use interactive techniques in teaching the subject of computer science "while and do while repeat operators"

First we study the topic. Repetition structure allows an expression or block to be returned during a given condition to be true (true). The returned expression must necessarily have an effect on the condition. After a certain period of time, the condition must be changed to false. While I am not (during) not finished. while only affects the expression that comes after it. If we want to return a group of actions, we need to enclose this block in parentheses {}. Since the condition is checked at the beginning of the recurring block, it is also possible that the block will not see any execution if the condition turns out to be incorrect.

Let's cite the program block, which calculates the value of 10.

```
int factorial = 1;
int son = 1;
While (son < 11) {
factorial = factorial * son;
son = son + 1 ;
}
```

Here the answer is stored in our factorial variable. The number variable is incremented along each repetition. When the number reaches 11, the condition in while is false and the repetition is finished. That is, the 11 value of the number does not affect the answer. The number variable we use performs the function of the counter (counter). Such variables are equated to 1 or 0 according to their function. This is what we call initiation. The values of the variables that have not been initialized will be equal to the remnants of the programs that worked earlier in memory. This leads to error. Therefore, the beginning of the sanitians should be given value.

Do / while repetition structure. The do / while expression is similar to the while structure. The only difference is that while checked per condition. While AT do/while, the recurrence body sees at least once the execution and the condition is tested at the end of the structure. If the condition is true the block is repeated again. If the condition is false, the do / while statement is omitted. If the expression that needs to be returned in do/while is a unit {} brackets are not needed. It will be as follows:

do

ifoda;

While (shart);

But the absence of {} brackets can confuse the programmer. Because without brackets do/while looks like the beginning of a simple while. To avoid this, we recommend always putting {} brackets.

int k = 1;

Do {

k = k * 5 ;

} while (! (k>1000));

In this blonde 1000 den small or tang is found on the top floor 5 ha karali number. while starting ozroq we've changed-rib ! (not - deny) to indicate the performance of the operator in the example. If we write a simple pattern, the appearance of the while starting would be bandai: while (k<=1000); to avoid infinite repetition, it is necessary to pay great attention to the appearance of the conditional expression. Short come to a point and short pass to true den false value.

While in the organization of cycles with the help of the operator, the sequence of operations is performed only if the condition for the continuation of the cycle is "correct". 7.1. – in the listing program, the value of the counter variable was increased until the current was equal to 5. 7.2. – the same algorithm in the listing was carried out using the while operator.

7.2. - listing. Organization of the cycle using the while operator

```
1. include <iostream.h>
2. int main()
3. {
4. int counter=0; // Mastering the primary value
5. while(counter<5)// Checking the condition of the cycle
6. {
7. counter ++;
8. cout << “counter :’’ << counter << “. \n” ;
9. }
10. cout<<“Tsikl tugadi.Counter:”<<counter<<“.\n”;
```

11. return 0;

Total

Counter: 1

Counter: 2

Counter: 3

Counter: 4

Counter: 5

To strengthen the same theme, it is possible to use the technology "five-minute essay". This type of written task is used at the end of the lesson. Its purpose is to teach students how to draw conclusions on their knowledge on the subject under study while for the teacher to know what is happening in the minds of the students. Readers are asked to write down the following two tasks: what they learned on this topic and a question that they themselves could not answer. The teacher collects the written work immediately, analyzes them and can use the results in planning the next lesson.

In summary, the science of Informatics takes a lot of time to explain the subject in relation to other sciences. The extent to which students have mastered the subject in all, but with the help of "five minute essay" technology, it is easy to determine the indicator of mastering the subject of all students.

Interactive education provides the opportunity to solve multiple issues at the same time. The main thing from these is the development of the skills and skills of the student-student in carrying out, it helps to establish emotional ties between the students, ensures the performance of educational tasks by teaching them to work in the team, listening to the opinion of their fellow students.

At the same time, the use of interactive techniques in the course of the lesson eliminates the student-teacher tensions, they give the opportunity to change the form of their activity, attract attention to the main issues of the subject of the lesson

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