

DOI <https://doi.org/10.30525/978-9934-26-277-7-108>

ONLINE COMPILER «REPLIT» USAGE DURING THE STUDY OF THE PROGRAMMING DISCIPLINE

Kovtaniuk M. S.

*Teacher of the Department of Informatics
and Information and Communication Technologies
Pavlo Tychyna Uman State Pedagogical University
Uman, Ukraine*

Interactive technologies have become widely used in the formation of professional skills of students. Their use in the educational process is due on the one hand, the need to prepare the applicant for his future profession, and on the other – the need for more effective transfer of knowledge, which aims to improve the quality of competence and competence of future professionals. Every year more and more computer science teachers practice the use of various web services for learning, they successfully implement innovative technologies in the educational process. Such services are online development environments [1].

Modern realities require new methods and approaches that the teachers should use during the educational process. According to the New Ukrainian School concept the teachers` aim is not only to teach students but to show the ways how they can use the knowledge in ordinary life. Of course, the competences, that are needed for successful self-realization, should be formed. Digital competence is one of 10 main competences of New Ukrainian School, which provides for basic programming discipline mastering and information and communication technologies` usage.

Currently, interactive technologies` studying is the way to organize the educational process, in which the special web resources take one of the main position. The impact of information and communication technologies on all areas of life grows constantly. That`s why Ukraine and the whole world need qualified IT professionals. Substantial training of the staff can be possible only if there is a qualified teaching of technical disciplines, including programming.

Every year more and more computer studies teachers practice the usage of various web services for teaching, they successfully compound the innovation technologies with the educational process. The popularity of online compilers for basic coding learning grows. Online compilers have a lot of advantages over the classic software for programme`s making.

Firstly, online-IDE are not needed to be installed on PC. It's enough just to have the internet to make your first programme. Besides, it gives an opportunity to program no matter the capacity of hardware is, to use compiler on every OS and to reduce the time wasted on installing of the hard desktop programme tools.

One of such services is online-IDE «Replit». «Replit» is online compiler with wide capabilities, which gives a lot of opportunities to computer studies teachers for educational process organization. It helps its users to write the code and make programmes and web sites by means of browser [2].

You need to enter the resource using your account Google, Github or Facebook to make the first programme. That's let you save your programme projects within limits of one account. You can have access to it with PC or even with your smartphone or other device. You can work with this service after downloading the app in Google Play Market or Apple Store.

It's very easy to use «Replit» because as soon as you start the work this service automatically will propose you to make one of its variant. Moreover, the programme window and the console window are set in one workspace. It helps to accelerate code writing and improve the work. Another advantage is that online IDE includes more than 40 different languages of programming. The syntax of code of each language marks in different colours what is good for better visualization of information for applicant [3].

«Replit» is also can be used during the distance learning. The resource has a function of common work at code with chat for discussions. It will help computer studies teachers to demonstrate the programme code to all applicants at once commenting the actions.

Among the disadvantages of web service is English interface and long compilation of professional «hard» programmes with lots of modums.

Conclusion. The new online services' appearance helps to make the educational process various to enrich teacher's methods and approaches and to optimize computer studies teaching in process of programming learning. The functionality of online IDE with every year increases, and the teachers' interest at its usage in educational process increases too. The usage of such web resources during the basic programming learning is appropriate and important part of coding study which raises the knowledge quality of applicants, engages them and motivates.

References:

1. Vakalyuk T. A., Bolotina V. V., Bailyuk E. M., Pokotilo O. A. Review of game online services for learning programming languages. *Innovative pedagogy*. 2020. Vol. 1. No. 22. P. 192–198.
2. Online compiler what it is. Top online compilers. GitJournal. URL: <https://gitjournal.tech/podborka-onlajn-kompiljatorov-chto-jeto-kak-oni-rabotajut-i-kakoj-vybrat>
3. Programming practice with Repl.it – IDE-based browser and compiler / Coding. The best lessons in web development. URL: <https://ua.phhsnews.com/articles/coding/practice-programming-with-repl-it-a-browser-based-ide-and-compiler.html>

DOI <https://doi.org/10.30525/978-9934-26-277-7-109>

NEURAL NETWORKS: BASIC PROVISIONS

НЕЙРОННІ МЕРЕЖІ: ОСНОВНІ ПОЛОЖЕННЯ

Kodirov E. S.

*Assistant Teacher at the Department
of Internet and Information
Communication
Korea International
University in Fergana
Fergana, Uzbekistan*

Кодиров Є. С.

*асистент викладача кафедри
Інтернету та інформаційних
комунікацій
Корейський міжнародний
університет в Фергані
Ферган, Узбекистан*

In recent decades, a new applied area of mathematics has been rapidly developing in the world, specializing in artificial neural networks (NNs). The relevance of research in this direction is confirmed by the mass of various applications of NN. These are automation of image recognition processes, adaptive control, approximation of functional, forecasting, creation of expert systems, organization of associative memory and many other applications. With the help of neural networks, one can, for example, predict the performance of the stock market, perform recognition of optical or audio signals, create self-learning systems that can control a car when parking, or synthesize speech from text [1].

A wide range of tasks solved by the NN does not currently allow the creation of universal, powerful networks, forcing the development of