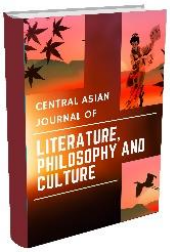

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Methods of Using Mobile Applications in Practical and Practical Training

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Abstract: This article describes how to use mobile applications in education on the example of C ++. The main task of the program is to calculate the speed of cars based on the exact numbers specified in the standards and automate the solution of practical, logical problems and examples. Automation is done in mobile applications.

Keywords: lightning, highway, car, road elements, mobile applications, programming language.

Introduction

Taking advantage of the opportunities created in our country, the President of the Republic of Uzbekistan Sh. Within the framework of Mirziyoyev's 5 most important initiatives, the use of information technology in all spheres, through which to develop science and use the opportunities provided to young people in our country and create convenience for aspiring young professionals, calculates the factors of resistance to traffic and a digital program that detects the actual speed of movement has been developed.

The main task of this program is to calculate the speed of cars based on the exact numbers specified in the standards.

All elements of modern highways must ensure the safe movement of vehicles at the design speed. As traffic increases, so will the obstacles to traffic. Their speed is reduced, so the requirements for certain elements of the road are determined by the conditions of individual traffic on the road.

Once a car is in motion, it is affected by a variety of factors. Factors that affect a car moving with acceleration in ascent are the force of lightning, the force of resistance to ascent, the force of resistance to air, and the force of inertia of the vehicle. Because of the complexity of measuring these calculations, a program was developed. This program automatically performs accounting work based on the data provided. Another advantage of this program is that it automatically calculates when you go to study traffic in the area.

We created this automated program using a mobile application of the C ++ programming language and put it into practice. As a result, we have created a software project that automates the calculation of practical calculations, which allows us to obtain automatic results of practical calculations. Working in the mobile application saves us time, allows you to automate the project without special conditions (on the street, in the field of practice), to implement the result quickly and efficiently. We consider this system in the example of the following problem.

You have developed a program that calculates the factors that affect a car moving with acceleration on an ascent and calculates the equation of motion of the car.

```
#include<iostream>
using namespace std;
int main()
{ float P,Pi,Pj,Pw,Pf,G,p,w,fi,i,j,c,v,b,h; cout<<"Avtomobilning harakat tenglamasi!\n";
cout<<"i bo'ylama qiyalik!\n";
cout<<"i = "; cin>>i;
cout<<"j niybiy tezlanish!\n";
cout<<"j = "; cin>>j;
cout<<"v avtomobil tezligi!\n";
cout<<"v = "; cin>>v;
cout<<"b avtomobil eni!\n";
cout<<"b = "; cin>>b;
cout<<"h avtomobil balandligi!\n"; cout<<"h=";cin>>h;
cout<<"G avtomobil ogirligi!\n";
cout<<"G = "; cin>>G;
cout<<"fi g'ildirak qarshilik koefisienti!\n"; cout<<"fi=";cin>>fi;
cout<<"p havoning zichligi!\n";
cout<<"p = "; cin>>p;
cout<<"c muhit qarshiligi!\n";
cout<<"c = "; cin>>c;
Pw=(c*p*w*v*v)/13;
Pj=G*j;
Pf=(G*fi)/4;
Pi=G*i;
P=Pi+Pj+Pf+Pw;
w=b*h;
cout<<"peshdoq yuzasi!\n";
cout<<w<<endl;
cout<<"qiyalik nisbatanqoshimcha energiya sarfi!\n";cout<<Pi<<endl;
cout<<"avtomobil harakatiga inersiya kuchita'siri";cout<<Pj<<endl;
cout<<"ildirashga qarshilik!\n";
cout<<Pf<<endl;
cout<<"havoning qarshilik kuchi!\n"; cout<<Pw<<endl;
cout<<"avtomobil harakat tenglamasi!\n";
cout<<P<<endl;
return0;}
```

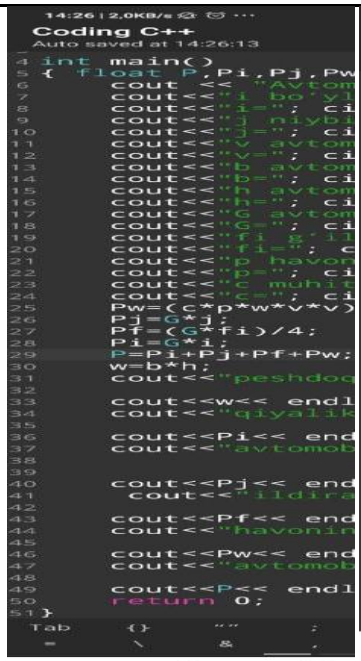

Figure 1. The main window of the mobile application	Figure 2. Mobile exe window

An algorithm was developed for this problem and entered into the mobile application of the C ++ program in the order of Figure 1.

The result was obtained automatically. It was generated in the order of Figure 2 below.

The use of information technology in solving practical, logical experiments and automation of solving such problems has been created.

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