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MOST ARE USED IN QUALITY PROGRAMS NOW

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The program - one of the components of the software. Depending on the context in question may refer also to the source code of the program. Computer programs are subject to copyright and other intellectual property rights, is classified as intangible assets.

Most computer users use programs designed for specific applications such as document preparation and handling, mathematical calculations, image processing, etc. The corresponding software tools called applications or application software. Control components of the computing system and environment for the formation of the application takes the system software, the most important component of which is an operating system.

Thus a computer program - a sequence of instructions designed for execution of the control unit of the computer.

Most often, the image of the program is stored in the form of an executable (single file or group of files). From this image, located usually on the disk, the executable program in memory can be built software loader.

In turn, the software development process consists of several stages, of which in the narrow sense only direct creation of code is called "programming". At home under the programming often refers to the entire software development process and the people involved in this activity are called programmers.

For example, in system programming there is a more formal definition program as posted in the computer's RAM data and machine code executable by the processor to achieve a certain goal. It highlights two things: finding the program in memory and its execution by the processor.

A recording of source code using programming languages facilitates the understanding and editing man. This, in particular, help to comments that are allowed in the syntax of most languages. To perform a computer program prepared text is converted (compiled) into machine code.

For representation of the algorithm in a form understandable to computer programming languages are used. First developed algorithm of actions, then it is written to one of these languages. The result is a text of the program - the full, complete and detailed description of the algorithm in a programming language. Then, the text of the program with special service applications, which are called translators or translated into machine code (the language of zeros and ones), or executed.

The source code of computer programs in most programming languages consist of a list of instructions describing exactly laid algorithm. This approach is called imperative programming. However, the methodology used, and other programming. For example, the description of the source and the desired characteristics of the processed data and the provision of selecting the appropriate algorithm for solving a specialized interpreter program - an approach called declarative programming. By declarative programming are functional and logical, as well as less

However, some programming languages allow you to do without pre-compile and translate it into machine code instructions directly at runtime. This process is called dynamic compilation and it allows for greater portability between different hardware and software platforms, while preserving the many advantages of compilation.

Thus, interpretive programs, which generally does not apply the compilation process and are interpreted by the operating system or a special interpreter program, called kriptam or "scenarios."

Multimedia, in turn, can be broadly classified as linear and nonlinear.

The analog linear mode of representation can be a movie. Person viewing the document can in no way affect its output.

The non-linear way of presenting information allows a person to participate in the withdrawal of the information, interacting in some way with the device for the display of multimedia data. Human participation in this process is also called "interactivity". This method of human-computer interaction in a complete way presented in the categories of computer games. The non-linear way of presenting multimedia data is sometimes called "hypermedia".

As an example of the linear and non-linear ways of presenting such a situation can be considered as holding a presentation. If the presentation was taped and shown the audience, when this method of conveying information browsing this presentation are not able to influence the speaker. In the case of the live presentation, the audience has the opportunity to ask the speaker questions and interact with other manner that allows the speaker to move away from the topic of the presentation, such as explaining some of the terms or more illuminating controversial part of the report. Thus, the live presentation can be represented as a non-linear (interactive) way of presenting information...

Graphik program - software that allows you to create, edit and view graphic files.

Computer graphics can be divided into three categories - bitmap graphics, vector graphics and three-dimensional graphics. Many graphics program designed to process only the vector, or only raster images, but there are programs that combine both types. Simply convert vector to raster (rasterization), the inverse problem is quite complex, but there are programs for it (so-called. Vectorizer). Programs to work with three-dimensional graphics can be used as a vector (e.g., to construct complex objects), and bitmap (such as texture) image.

Many graphics programs allow you to import and export to various image formats.

Thus the possibility of using all the programs described above a, we as users often encounter new treatment processes some documentation. However, we often use those primitive programs are more widely distributed and in everyday life. So for example I often use graphic program plan.

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