



TRENDS IN THE DEVELOPMENT OF DIGITAL TECHNOLOGIES

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Abstract: *This article discusses the development stages and trends of digital technologies. Historical documents and evidence were used in the discussion.*

Key words: *digital technology, signal, password, code, communication technology, modeling.*

INTRODUCTION

Today, the demand for new innovative ideas and digital technologies is increasing in all aspects of human society. Their use changes a person's life and paves the way to increase the quality of his activity. The development of digital technologies serves to expand the level of thinking of various layers of society, especially young people, and to facilitate access to information.

Digital technologies (eng., Digital technology) - work with signals not in the form of a continuous spectrum, but with discrete signals at the analog level. Currently, digital technologies are technologies in which information is "digitized", that is, presented in a universal digital form, based on methods of encoding and transmitting information to solve problems quickly. In this case, the information is transmitted in the form of a binary code. A code is made up of bits. Bits are binary numbers consisting of 1 (one; signal present) and 0 (zero; no signal). Simply put, digital technology includes everything related to electronic computing and data transformation: gadgets, electronic devices, technologies, software.

The development of digital technologies ensures the emergence of new branches of science. For example, as a result of humanities experimentation using digital technologies, Digital Humanities and its branches, including Digital History, emerged. Digital history helps to enrich the scientific value of the pages of history with the



methods of discovering, collecting, studying, analyzing and presenting information about the past.

MAIN PART

The application of this term in foreign historiography is mainly related to the scientific research conducted in the USA in the 90s of the 20th century. But "Digital History" is not among historians (researchers and teachers), but in museums, archives and other institutions of preservation of historical and cultural heritage. arose within the framework of "practitioners" who solve practical tasks of provision.

"Digital History" is a branch of digital humanities that uses digital media, computers, and modern information and communication technologies to study and present the past. learn to use. Broadly speaking, it can be understood as a way of studying, describing and interpreting the past, enabled by the new communication technologies of computers, the Internet and software systems that help to collect, quantify, interpret and share historical materials. possible However, it is difficult to call these definitions complete. Currently, scientists are giving different definitions to it.

It is known that the emergence and development of "Digital History" is closely related to scientific research conducted in the United States. In particular, in 1997, the term "Digital History" was used for the first time by the American researcher Edward Lynn "Ed" Ayers (eng., Edward Lynn "Ed" Ayers) and William G. Thomas III (eng., William G. Thomas III). "Virginia Center for Digital History, VCDH" ("Virginia Center for Digital History") was established at the University of Virginia.

These scientists gave the following definitions to the term digital history through their research. In *The Pasts and Futures of Digital History*, Edward L. Ayers (1999) encourages historians to use digital tools to further their work. He argues that "Digital history can be both a catalyst and a tool for creating a more literary kind of history."



The author urges historians to develop hypertext narratives that allow for "dynamically interconnected text on the electronic screen."

William G. Thomas III "What is Digital History? A Look at Some Exemplar Projects" (published in 2009) defines digital history as: "Digital history is the study of the past enabled by the new communication technologies of computers, the Internet, and software systems. and can be understood as a method of representation".

The emergence of digital history can also be called the result of the development of the concept of a source-oriented database management system developed by the Austrian historian Manfred Toller. This system takes care of digital processing, its formalization, interpretation, as well as the operation of the source image with non-source knowledge. It was not just an electronic edition of the historical source text, but a preparation for processing it on a computer for the reader's use.

Early work in the field of digital history focused on the creation of digital archives, online presentations, data visualization, interactive maps, timelines, audio files, and virtual worlds and environments. Over the past three decades, these technologies have expanded the possibilities of studying, analyzing, and teaching history. Today's initiatives focus on making full use of the Internet to create interactive websites and history programs, and research in this area includes: deviation, finding new solutions, creating ideas), cooperation of various experts, the latest technologies, intelligent data analysis ("Data mining"), "Virtual reality" ("Virtual reality", VR) technology, 3D modeling, hypertext, corpus linguistics (a branch of linguistics that deals with the development, creation and use of text corpus), and big data analysis



("Big data analysis"), etc. The use of these resources helps to form activities in this

Digital history activities include:

- production and use of online digital archives,
- analysis of large volumes of data,
- exploring relationships using data visualization.

- text analysis,
- digital processing and storage of spoken conversations.

- combining historical data with maps (old and new) and using GIS (geographic information systems),
- presentation of historical results on web pages, etc.

field. is serving.

- tarixiy ma'lumotlarni xaritalar (eski va yangi) bilan birlashtirish va GIS
- onlayn raqamli arxivlarni ishlab chiqish va ulardan foydalanish;
- katta hajmdagi ma'lumotlarni tahlil qilish;
- onlayn raqamli arxivlarni ishlab chiqish va ulardan foydalanish;
- katta hajmdagi ma'lumotlarni tahlil qilish;
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- katta hajmdagi ma'lumotlarni tahlil qilish;
- onlayn raqamli arxivlarni ishlab chiqish va ulardan foydalanish;
- katta hajmdagi ma'lumotlarni tahlil qilish;
- ma'lumotlarni vizualizatsiya qilishdan foydalangan holda munosabatlarni o'rganish;



- matnni tahlil qilish;
- og‘zaki suhbatlarni raqamli qayta ishlash va saqlash;
- tarixiy ma’lumotlarni xaritalar (eski va yangi) bilan birlashtirish va GIS
- tarixiy natijalarni veb-sahifalarda taqdim etish va boshqalar [6. 12–13-b.].

CONCLUSION

Analyzing many publications on digital history, we can show that it works in two main directions:

1) Deepening the Internet audience, that is, the historical knowledge of network users. To introduce them to digital archives, interactive maps, chronicles of events (yearbooks), time tables;

2) To create new research tools for historical scholars to help develop history as a science.

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