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### Application of the Nettest Network Testing Software Package on the Lessons Information Technology

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**Annotation:** This article presents a feature of the modern system of professional education.

**Keywords:** Systematic review, satisfactory, client program, server program

A special feature of the modern system of professional education is the introduction of third-generation state educational standards in the educational process. The requirements of the State Educational Standard indicate that the student's performance should be evaluated at each lesson. At the same time, in accordance with the State Educational Standard, a student can be rated "satisfactory" if they have mastered 70% of the material. Therefore, it is difficult to assess the level of development of educational material.

Testing is currently one of the priority areas for improving the control methodology. Testing can be applied at all stages of the learning process. With its help, preliminary, current, thematic and final control of knowledge, skills, and accounting of academic performance are effectively provided. Systematic testing of the knowledge of a large number of students led me to the need to use **computer testing.** Control of activities by "manual methods" leads to unnecessary waste of time, both in the classroom and outside of school time. The active use of computers makes it possible to automate and thereby simplify this complex task [5].

Computer testing is a tool that allows not only to quickly and efficiently assess the knowledge, skills and competencies of students, but also can help the teacher in the learning process and outside it, motivate students to study the material. Many modern teenagers not only know the computer, but also actively use it. This need to" play " can (and should) be used in the learning process. Young people are interested in performing a certain action on a personal computer and still get a positive result. To do this, you need to draw up a diagram, correctly position the elements, etc. Some researchers of this issue claim that there is a percentage of "guessing" answers in tests. However, if we recall the theory of probability, with an increase in the number of possible answers, the percentage of "guessing" decreases sharply [4].

The advantages of computer-based testing are:

objectivity of testing-the computer is "unbiased" when presenting test tasks and calculating the results of their implementation;

convenience of recording, storing and presenting test results, as well as the possibility of their automated processing, including database management and statistical analysis;

easy implementation of individual-oriented testing procedures;



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the ability to create test tasks that cannot be presented without a computer – You can use graphical, dynamic, interactive, and other specific features for presenting test tasks on a computer; individual training – the student, if they have a computer at home, can independently study the topic and prepare for the test or test work;

the use of test tasks in automated control and training programs allows the subject to independently detect gaps in the structure of their knowledge and take measures to eliminate them;

freeing up significant teaching time for other forms of work;

reaching a significant number of trainees;

the need for a detailed understanding of the subject by the teacher and careful study of it when selecting educational material to be monitored, programmed, developed appropriate documentation, etc.;

economic feasibility;

increasing the effectiveness of the educational process.

The disadvantage of computer testing is the need for minimal skills in working on the test subject's computer. The complex consists of two programs — server and client. **Server program** it allows you to create and edit tests, it also provides full control of computer testing, processing and output of results. **Client Program** it is launched from workstations and is intended for student work [3]. Both programs have a user-friendly interface. At the students ' workplace **not required** installing any programs, just create a shortcut to the client program hosted on the server.

Software package **NetTest** fully automates

- testing on workstations with a time limit;
- procedure for selecting questions from the database;
- processing of test results and their design;
- analysis of the results (what issues caused difficulties).

Each question can be associated with an image of any size (BMP, GIF, JPG, and formatted text in RTF format are supported) and / or an audio file in WAV format. When creating a test, a time limit is set for the entire test. When starting the test, the teacher can change this value. After the specified time has elapsed, the client program automatically stops working. The number of questions in each test is unlimited. When starting a test, the teacher determines how many questions will be used in the current test. Questions are randomly selected from the database, and all workstations receive the same set of questions, but in different order.

After the test starts, the server program window displays **list of students**, the names of their computers, their scores and marks. The data in the list of received results is constantly updated. If the student has completed the test, one of three icons is shown to the left of their last name: - the test was completed successfully, all questions were answered; - the student interrupted the test execution (closed the client program window); - the student did not have time to answer all the questions before the end of the control time [2]. Double-clicking on the last name opens a window with the selected student's answers. After the test is completed, the names and marks are saved in a text file. You can search for marks in the archive by last name, test name, and date. In



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the results window, on the tab **Analysis** you can look at the proportions of correct and incorrect answers separately for each question and thus identify material that was not learned well enough.

Each column of the chart corresponds to one question (in order) and contains two parts:

- percentage of correct answers (green);
- the percentage of incorrect answers (red).

If the column is completely green, everyone answered correctly. If it is completely red, all the answers are incorrect. When you hover the mouse over a column, it is highlighted with a blue border and the corresponding question and correct answer are displayed at the bottom of the window.

The server program stores all test results in a text file. This file is written to *with accumulation*, in other words, the results of the next test are appended to the end of the file. This may be necessary in case of conflict situations, when a student claims that he passed the test, but the teacher did not set a mark [1]. This program is easy to use and configure. From personal experience, we can conclude that the NetTest program is one of the best programs for creating tests and has great opportunities for effectively organizing a number of elements of the learning process. Students come here and test their knowledge. To pass the test, you need to enter your name, choose a topic and an option. After pressing the "Start test" key, the test completion time is fixed. After completing the test, you can see the test results and recommendations: either repeat the test, or move on to another topic.

On-line testing can be used by students in the classroom (and, very importantly, at home) to objectively monitor the level of learning. The most important task facing the system of secondary special education is to develop an independent system for assessing the quality of education. An independent system for assessing the quality of education can only become independent if modern computer-based educational technologies are used, in particular, computer testing.

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