

which will be at least ten times faster than Sunway. According to Gao, when the car is completed, that is supposedly in 2019, astronomers in China will have more resources to settle than their counterparts in other countries to uncover the secrets of the universe.

**A.A. Sirenko**

*Research supervisor: V.M. Malkina, Doctor of Technical Sciences, Professor*

*Language supervisor: S.V. Symonenko*

*Tavria State Agrotechnological University.*

## **APPLICATION OF DRAG & DROP TECHNOLOGY IN COMPUTER SIMULATION SOFTWARE**

Recently, problems related to the computerization of the educational process are of special concern among both professionals (teachers, instructors) and many ordinary users (pupils, students). This is due to the introduction of computer technology into our lives. The problem of computerization of the educational process is very important at the modern stage of the educational process. This problem is the result of the impossibility of the introduction of computer simulators in the workplace. Thus, the concept of the educational process includes the questions of assimilating a new or previously studied curriculum through the use of simulators. This problem is solved by the introduction of software simulators using drag & drop technology.

Drag & Drop (Drag and Drop) is a form of execution of certain actions in graphical user interfaces (GUIs), which involves the use of a computer mouse or a touch screen. The action is performed by operating the objects visible on the computer screen with the mouse. The essence of the action is to drag virtual objects from one place to another and thus execute certain actions either in the program or in the interaction of several programs. Drag & Drop is the basic example of moving an object (for example, dragging a file from a file manager into an application window or a hierarchy), dragging the highlighted text in the editor from one place to another, if it happens with the mouse. Increasingly this technology is also found in electronic computer simulators.

A computer simulator is a software tool designed to solve certain tasks that are substantive and focused on interaction with a student.

The main tasks to be solved with the help of computer training programs are the following:

- 1) initial acquaintance with the subject area, the development of its basic concepts;
- 2) basic training at different levels of depth and detail;
- 3) development of skills and abilities of solving typical practical problems in a given subject area;
- 4) development of skills of analysis and decision-making in non-standard (non-typical) problem situations;
- 5) development of abilities for certain types of activities;
- 6) carrying out educational-experimental experiments with models of investigated objects, processes and environment of activity;
- 7) refreshing of knowledge, skills and abilities;
- 8) control and evaluation of levels of knowledge and skills.

The computer simulation software is used in the teaching process of pedagogical disciplines. Currently, software technologies based on personal computers are actively implemented in the learning process to transfer materials to students and to control the degree of their usage. The development and introduction of computer simulation software into the educational process is a logical continuation of the computerization of education.

Today it can be argued that a new modern technology, the computerization of the curriculum. is coming into the world.

**K. Sirota**

*Language supervisor: T.M. Kuptsova, Associate Professor  
Dnipropetrovsk National University of Railway Transport named after Academician V. Lazarian*

## **COMMON IT-PROBLEMS BUSINESSES FACE**

As you know almost every business uses computers to complete daily tasks. Computers allow business a more efficient way to manage affairs; employees are able to work anytime and anywhere.

But in changing world of technology, as specialists underline, it is a crucial thing that a company has a solid grasp on some of the most common IT problems that can happen. Businesses cannot afford to be in the dark concerning any issues that could arise when using technology.

As a result, it is essential to take the necessary steps to prevent problems down the road. I would like to cover 5 of the most common IT problems that businesses face when dealing with technology as well as some preventative tips.

So the first common problem is hardware and software issues. Many businesses run into problems with the lifespan of the technology they use. We should assume that the lifespan of a PC is four to six years. Though it is completely plausible that your PC will run for that long, it is very likely it will need repairs - repairs that cost more than a new system. On top of this bad news, worse, older, and obsolete hardware is "...less efficient, increases downtime likelihood, feeds staff and customer frustration, endangers sales, and threatens other lost opportunities."

The specialists recommend four things to avoid these problems:

- retire equipment at proper life cycles;
- standardize hardware components;
- standardize software applications;
- work closely with IT consultants.

Besides, there is another problem of insufficient power protection. A single power outage, surge, or spike can damage expensive electronic components and result in critical data loss. This can prove costly for business and necessary steps should be taken in order to ensure sufficient power protection. Back-up battery devices (with built-in surge suppression) should be installed and a technology professional checks on a regular basis should be done. Back-up battery devices should be purchased from trusted vendors and replaced when necessary. IT managed services can be deeply beneficial when determining whether the back-up battery devices need to be replaced.

The next trouble is illegal software. The Business Software Alliance estimates that 22 percent of all North American software is unlicensed. Many organizations do not realize that they are pirating illegal or unlicensed software and it can result in dire consequences (Over \$81 million in settlements have been collected over unlicensed software). These consequences can be avoided by accepting the fact that there is no place for shortcuts when running a legitimate business-everything needs to be properly licensed.

Poor back-up strategies is also a trouble. When poor back-up strategies are employed, sometimes the critical data lost can be unrecoverable. It is estimated that after critical data loss, a business' likelihood of failure skyrockets to 90% within two years of data being lost. Fortunately, there are preventative steps which can be taken to ensure this does not happen:

- work with proficient IT managed services;