



**JIZZAX VILOYATI XALQ TA'LIMI  
XODIMLARINI QAYTA  
TAYYORLASH VA ULARNING  
MALAKASINI OSHIRISH  
HUDUDIY MARKAZI**



**Mavzu: Kutubxona faoliyatida elektron ta'lim kontentlarini yaratish (Web Page Maker, Auto Play Media Studio va boshqa dasturlar yordamida)**



## **Web Page Maker dasturi yordamida tayyorlangan o'quv modullarini namoyish qilish uchun kerakli kompyuter konfiguratsiyasi**

- peratsion tizim Microsoft Windows 2007, 2008, 2010;
- internet-brauzer Internet explorer yoki keyingi turlari;
- brauzerda JavaScript ishlashiga ruxsat berilgan bo'lishi kerak;
- brauzerda XML (Internet explorer uchun Microsoft XML Parser versiyasi va keyingilari tavsiya etiladi).

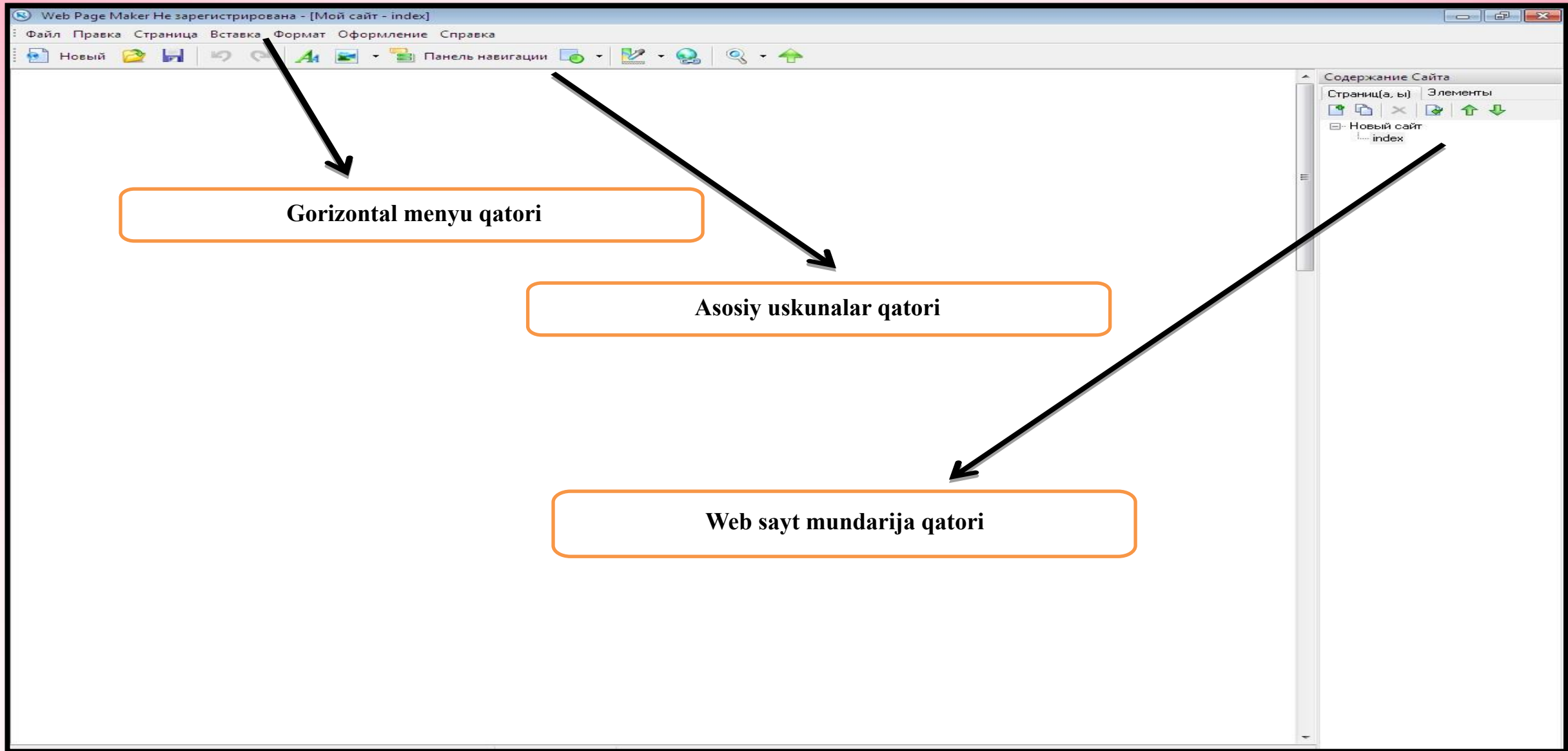


## **Web Page Maker dasturi**

Web Page Maker – foydalanishi sodda va ayni paytda imkoniyatlari keng dasturiy vosita bo‘lib, Internet tarmog‘ida, masofadan o‘qitish tizimida, kompakt-diskda, umuman ixtiyoriy axborotlarni online - offline saqlagichda interaktiv veb sayt ko‘rinishida o‘quv materiallarini (elektron kurs), yaratishga mo‘ljallangan.



# Dastur interfeys oynasining umumiy ko'rinishi

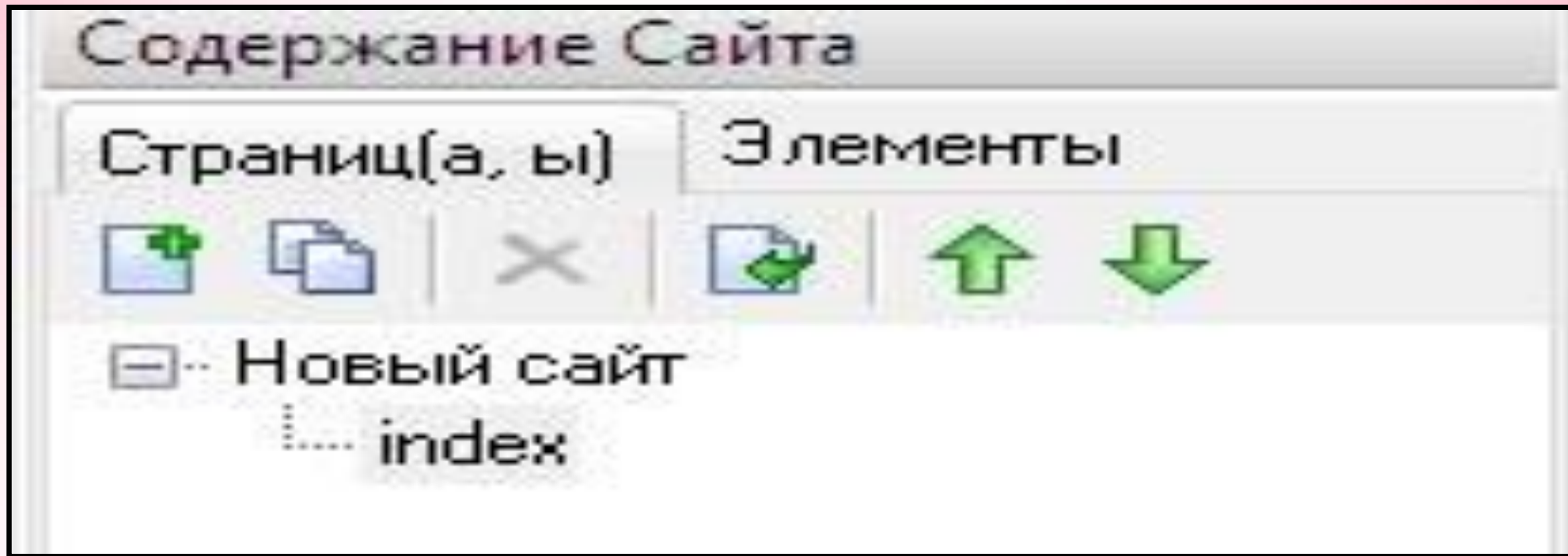




**Gorizantal menyu qatori** quyidagilardan tashkil topgan:  
Fayl, Pravka, Vstavka, Format, Oformleniye, Spravka  
**Asosiy uskunalar qatori:**

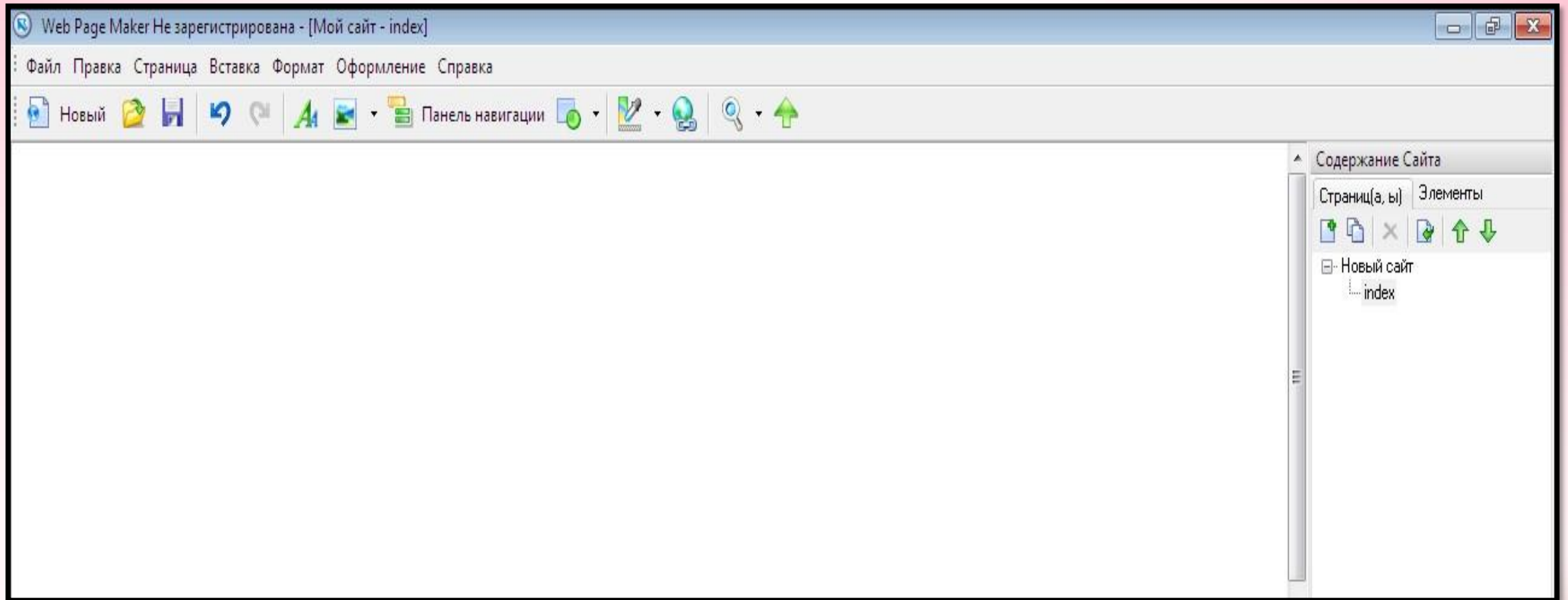


# Веб сайт mundarija qatori: Veb sayt sahifalarini ko'rish



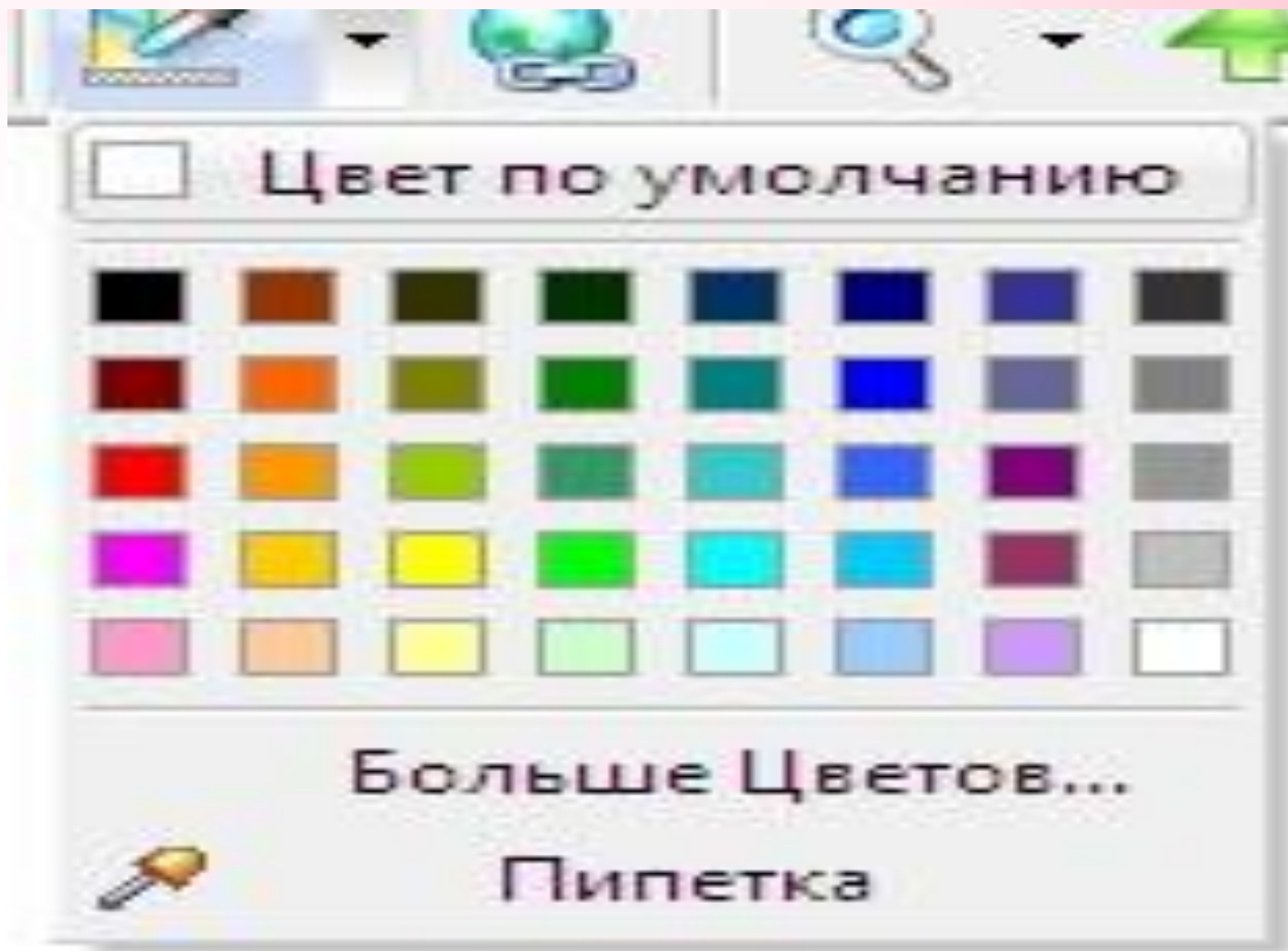
# Pedagogning shaxsiy va kasbiy veb saytini yaratish uchun:

## 1. Web Page Maker dasturi ishga tushiriladi.





2. Veb sayt oynasiga rang, fon yoki shablon o'rnatish.



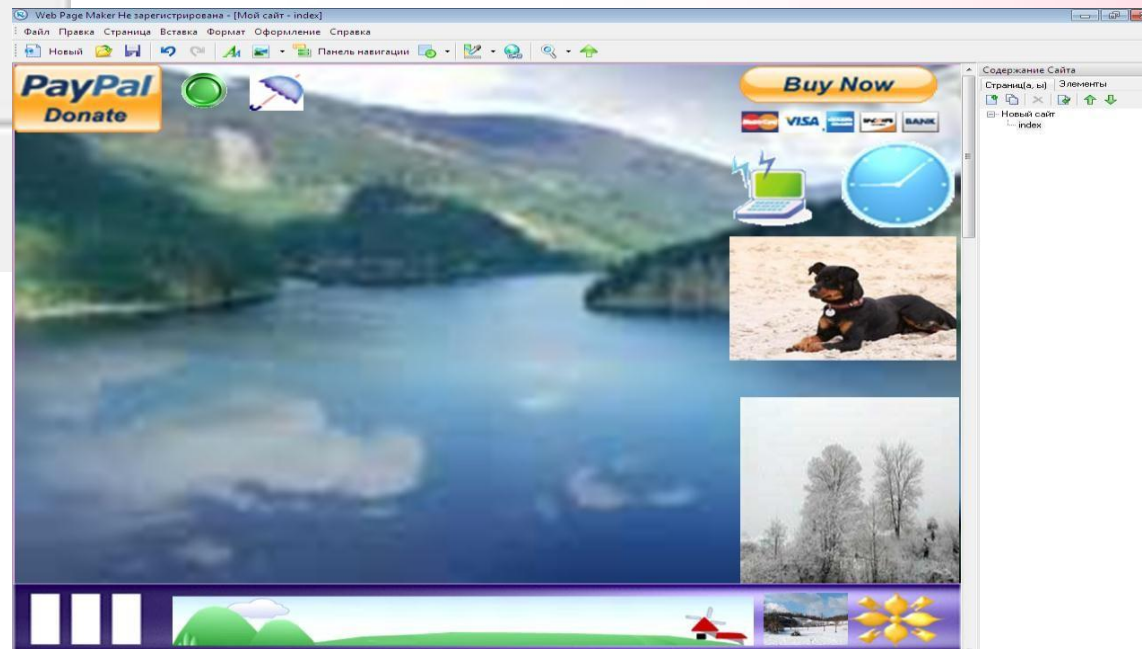
### 3. Veb sayt oynasiga kompyuter xotirasidagi yoki dastur bibliotekasidagi tayyor rasm va shablonlarni qo'yish.



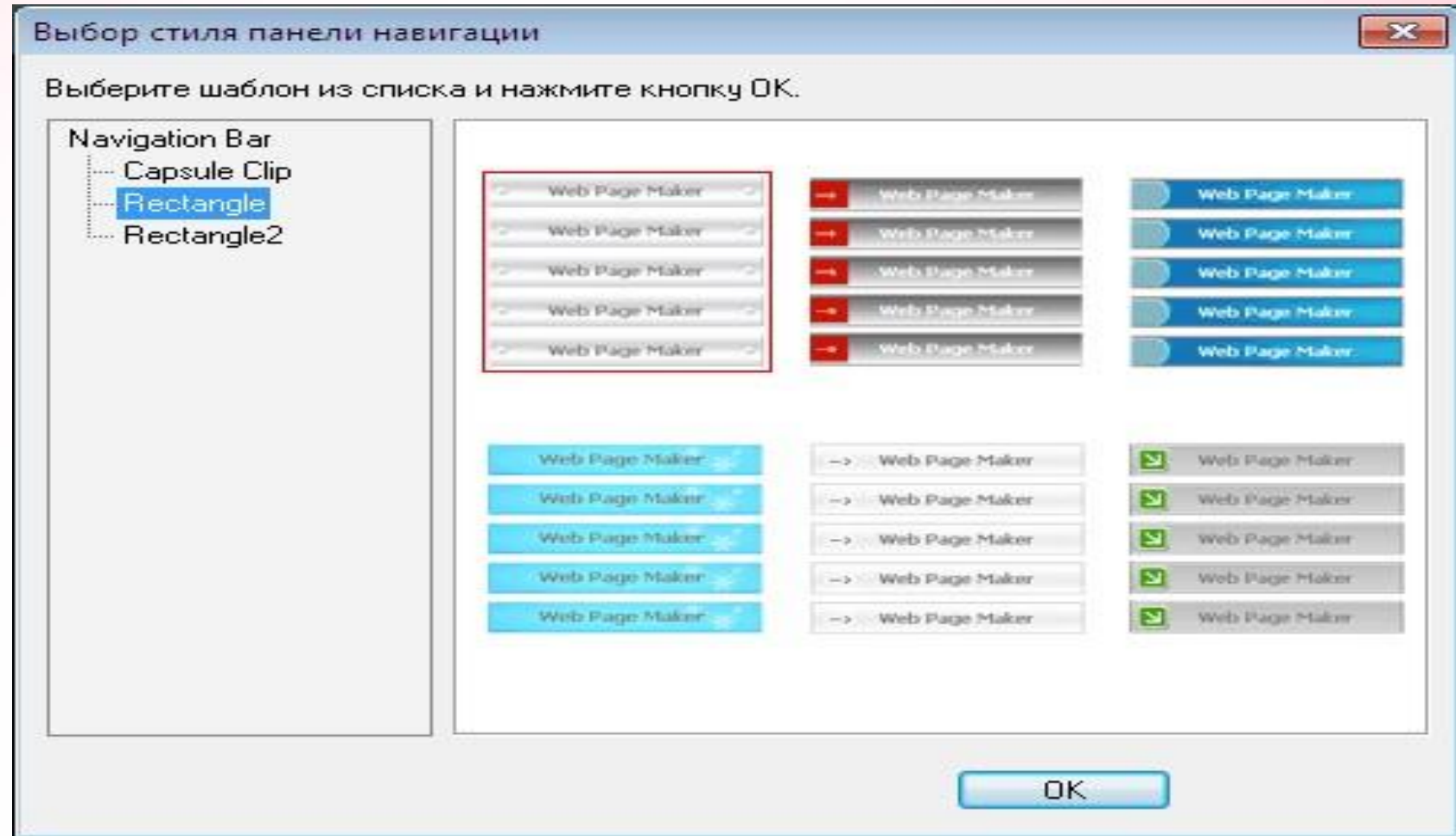
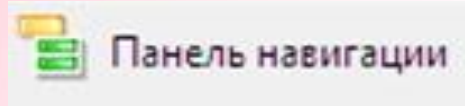
Из файлов...

Из библиотеки...

WordArt...

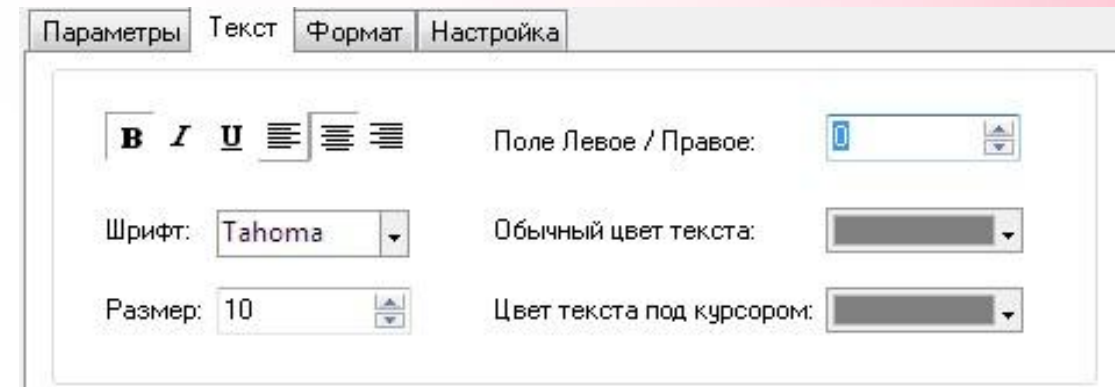
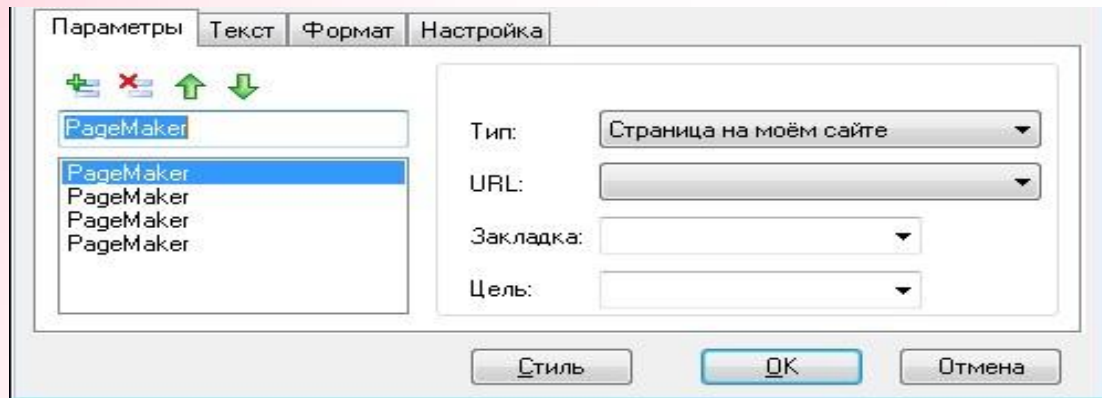


Web saytga kasbiy menyu qatorini o‘rnatish. Buning uchun asosiy uskunalar qatoridan **Panel navigatsi** buyuruqidan o‘zimizga maqul turi tanlanadi va OK tugmachasi bosiladi.



Bunda quyidagi oyna ko‘rinishiga ega bo‘lamiz. Veb sayt oynasidagi menyu qatorini ustun yoki yoyma shaklda joylashtirish imkoniyatiga ega bo‘lamiz.  
Buning uchun hosil bo‘lgan oynadan

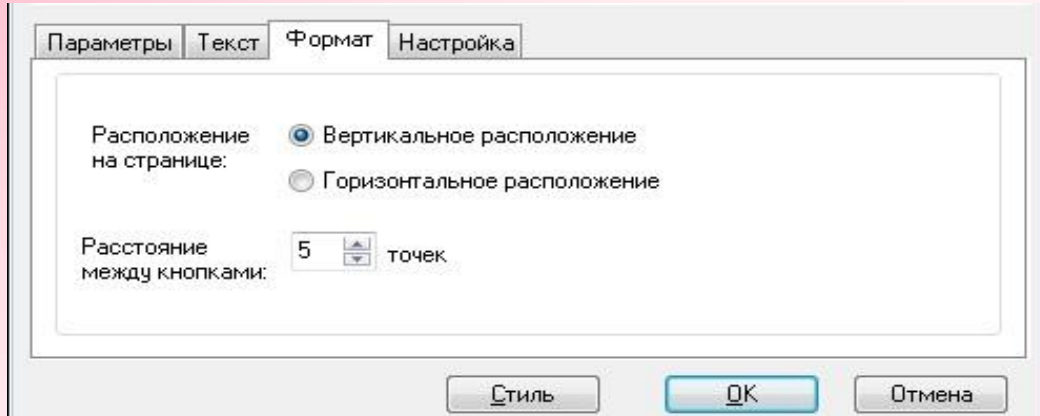
- menyu nomini o‘zgartirish



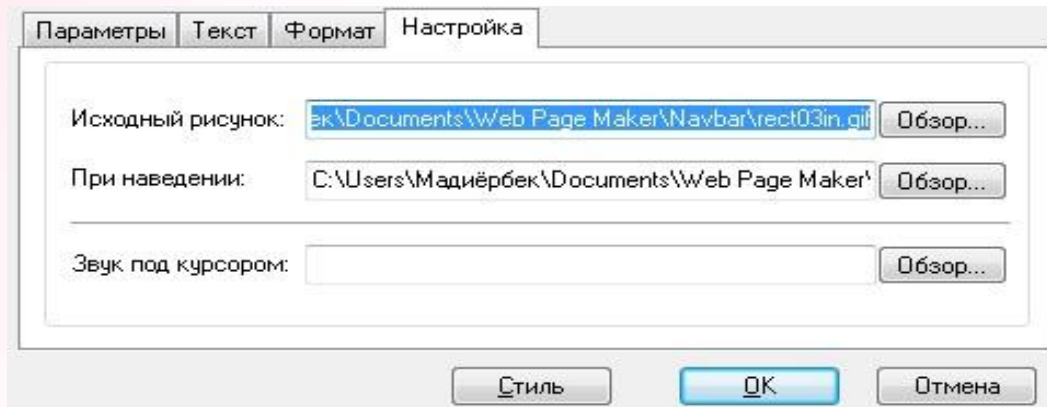
- berilgan menyu nomi matni o‘lchami, ko‘rinishini va rangini o‘zgartirish



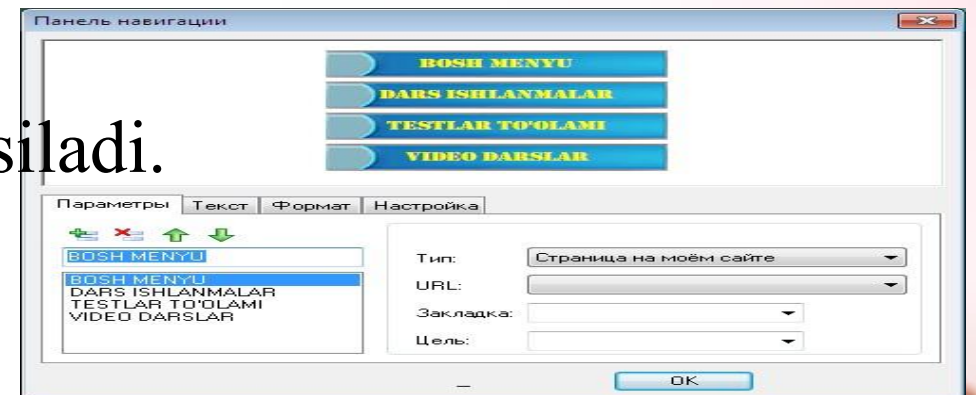
- menyularning soni va ularning ustun yoki yoyma holda joylashtirish



- bosilganda boshqa kurinishda namoish etish



- Umumiy ko'rinishi Tanlanib OK tugmasi bosiladi.





# AutoPlay dasturidan foydalanish

Keyingi yillarda multimedia hujjatlarini yaratishga oid juda ham ko'plab dasturiy ta'minotlar ishlab chiqilgan. Ulardan biri Autoplay dasturidir.

Istalgan fayl yoki fayllar to'plamini bitta muhitga birlashtirish, qolaversa, CD yoki DVD disklar uchun Autorun menyusi hosil qilishda Autoplay Media Studio eng kuchli vizual paket hisoblanadi.

Multimedia texnologiyalariga asoslangan amaliy dasturlarni yaratish uchun Autoplay Media Studio dasturidan foydalanish foydalanuvchilar uchun juda oson va qulay interfeysni taqdim etadi.

# AutoPlay dasturidan foydalanish

Autoplay Media Studio bilan ishlashda deyarli dasturlash ishlari talab qilinmaydi. Foydalanuvchi faqat turli dizaynli dasturiy muhitni tanlash uchun bir nechta tayyor shakllardagi loyiha shablonlaridan foydalanishi mumkin.

Bunda amaliy dastur muhitini dizaynga boy holatga tashkil etish uchun Autoplay dasturiy vositasi tarkibida tayyor ob'ektlar mavjud bo'lib, ular tarkibiga buyruq tugmasi, tovush kuchaytirgichi, fayllarni printerdan bosmaga chiqarishni ta'minlovchi, Web-saytlarni ochuvchi va ularga murojaatni amalga oshirib beruvchi qator funktsional ob'ektlarni kiritish mumkin.

# AutoPlay dasturidan foydalanish

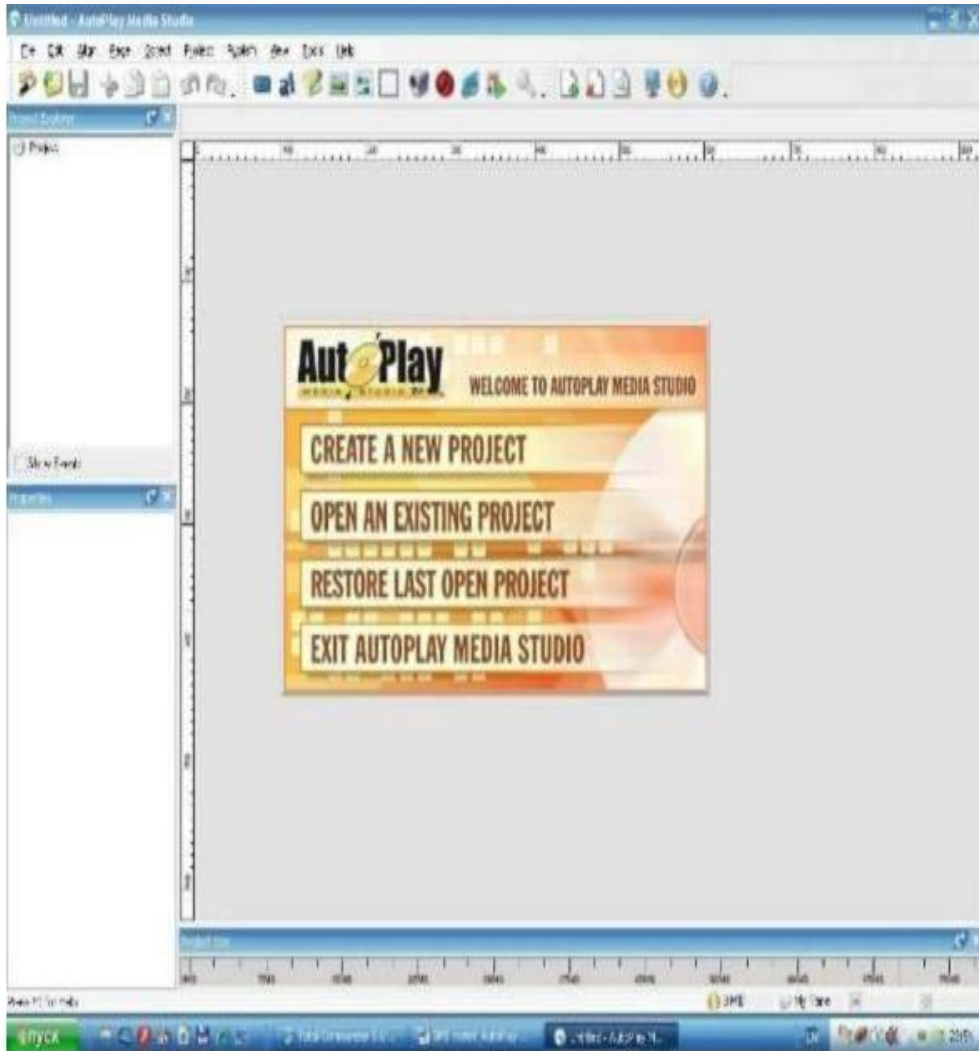
Amaliy dastur uchun grafik qobiqlarni yaratish, uni avtmatik ishga tushirish uchun Autoplay Media Studio barcha kerakli fayllarni o'zi yaratadi.

Foydalanuvchilar zimmasiga esa faqat qattiq disk va kompakt diskni yozish uchun tayyor loyihalarni shakllantirish vazifasi qoladi.

Dastur foydalanuvchilarga ob'ektlarni o'zaro bog'lashni amalga oshirishga yordam beradigan yuzlab vositalarni taqdim eta oladi.

Autoplay Media Studio dasturi muhitida Visual Basic, Visual C++, Java, Macromedia Flash kabi qator tizimlarda yaratilgan hujjatlarni ham bimalol qayta ishlash mumkin.

# AutoPlay dasturidan foydalanish



Bu muloqot oynasida quyidagi to‘rtta taklif ilgari surilgan bo‘ladi:

1. Create a new project (Yangi loyiha tayyorlash);
2. Open an existing project (Yaratilgan loyihalardan birini ochish);
3. Restore last open project (Oxirgi ishlangan loyihalarni ochish);
4. Exit AutoPlay Media Studio (Dasturdan chiqish).

Agar AutoPlay Media Studioning ruscha varianti oʻrnatilgan boʻlsa, u holda taklif rus tilida, inglizcha varianti oʻrnatilgan boʻlsa, u holda taklif ingliz tilida boʻladi. AutoPlay har bir buyruq tugmasi funktsiyasi va unga mos scriptlar uchun tayyor kodlar toʻplamini ham taqdim etadi.





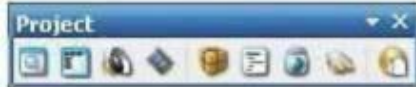
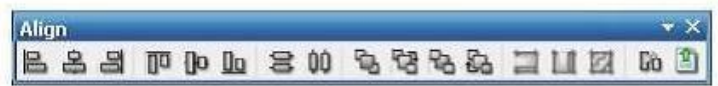
Bu tayyor kodlardan qulayroq foydalanish uchun dasturning ingliz tilidagi varianti bilan ishlagan maʼqul.

Shunday qilib, yuqoridagi taklifga binoan biz "Creat a new project" bandini tanlasak, u holda bir nechta yangi loyiha shablonlarini taklif etishdan iborat quyidagi muloqot oynasi yuzaga keladi



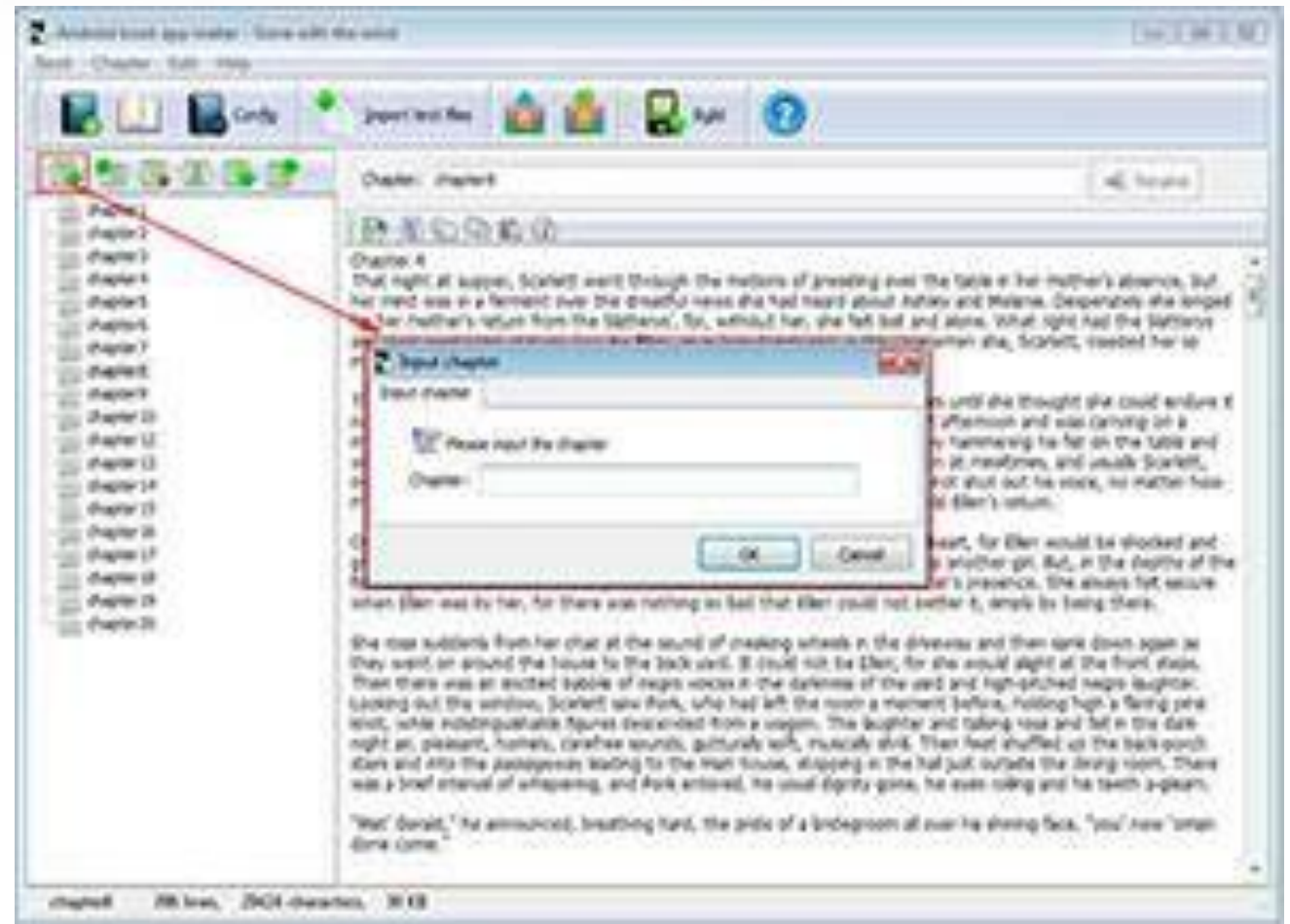


AutoPlay dasturi muhitida 6 ta instrumentlar panelidan foydalanish mumkin bo'lib, ular quyidagilardan iborat:

<b>Стандарт панели</b>	 The Standard toolbar contains icons for Undo, Redo, Save, Cut, Copy, Paste, and Print.
<b>Обжест панели</b>	 The Objects toolbar includes icons for various object manipulation tools such as Move, Rotate, Scale, and Delete.
<b>Advanced Objects панели</b>	 The Advanced Objects toolbar features icons for more complex object operations like Hide, Show, and Lock.
<b>Common панели</b>	 The Common toolbar contains icons for basic file operations like Open, Save, and Print, as well as a Help icon.
<b>Project панели</b>	 The Project toolbar includes icons for project management tasks such as Add, Remove, and Refresh.
<b>Align панели</b>	 The Align toolbar provides a comprehensive set of icons for aligning and distributing objects, including options for left, center, right, top, middle, bottom, and justified alignment.

# Matnli fayllardan kitob tayyorlash

**1-qadam.** Yangi bo'limlar kiritish uchun "Add New Chapter" tugmasi bosiladi va yangi nom kiritiladi.



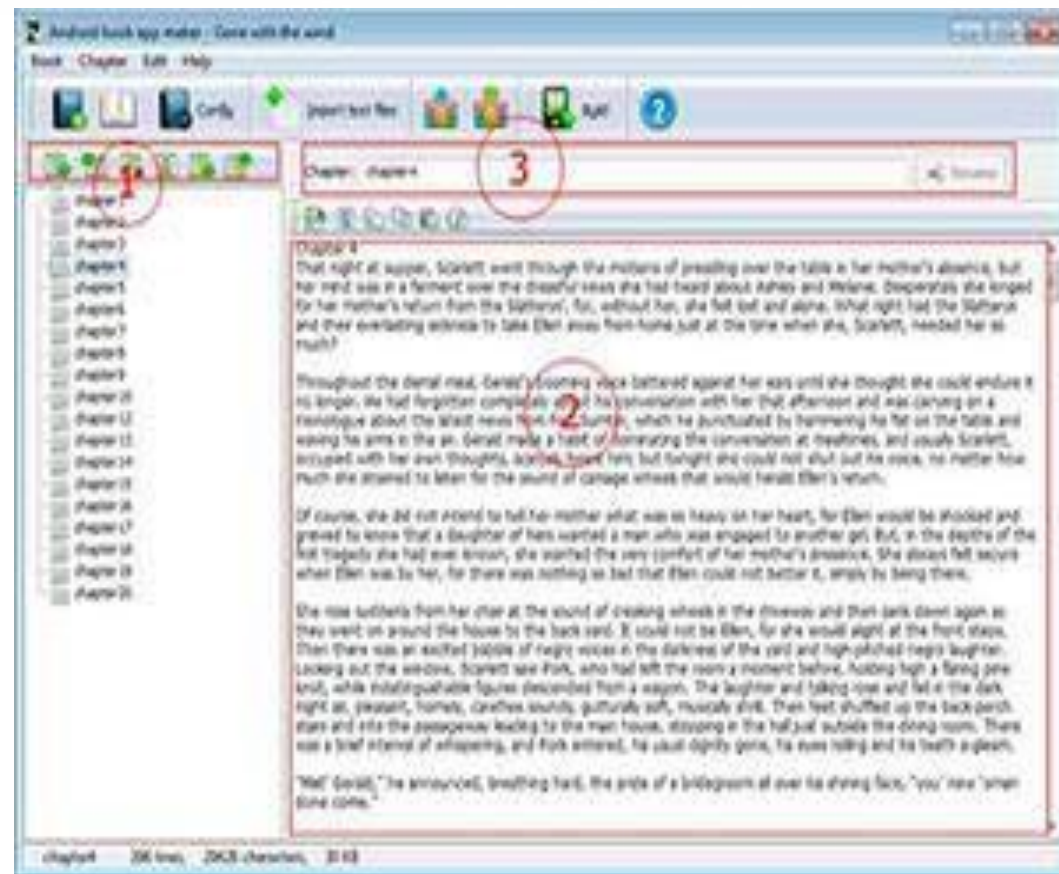
# Matnli fayllardan kitob tayyorlash

**2-qadam.** Edit bo'limni tahrirlashda:

<1> Append, o'rniga qo'yish, o'chirish, barchasini o'chirish, yuqoriga va pastga xarakat qilish amallarini bajarish mumlin.

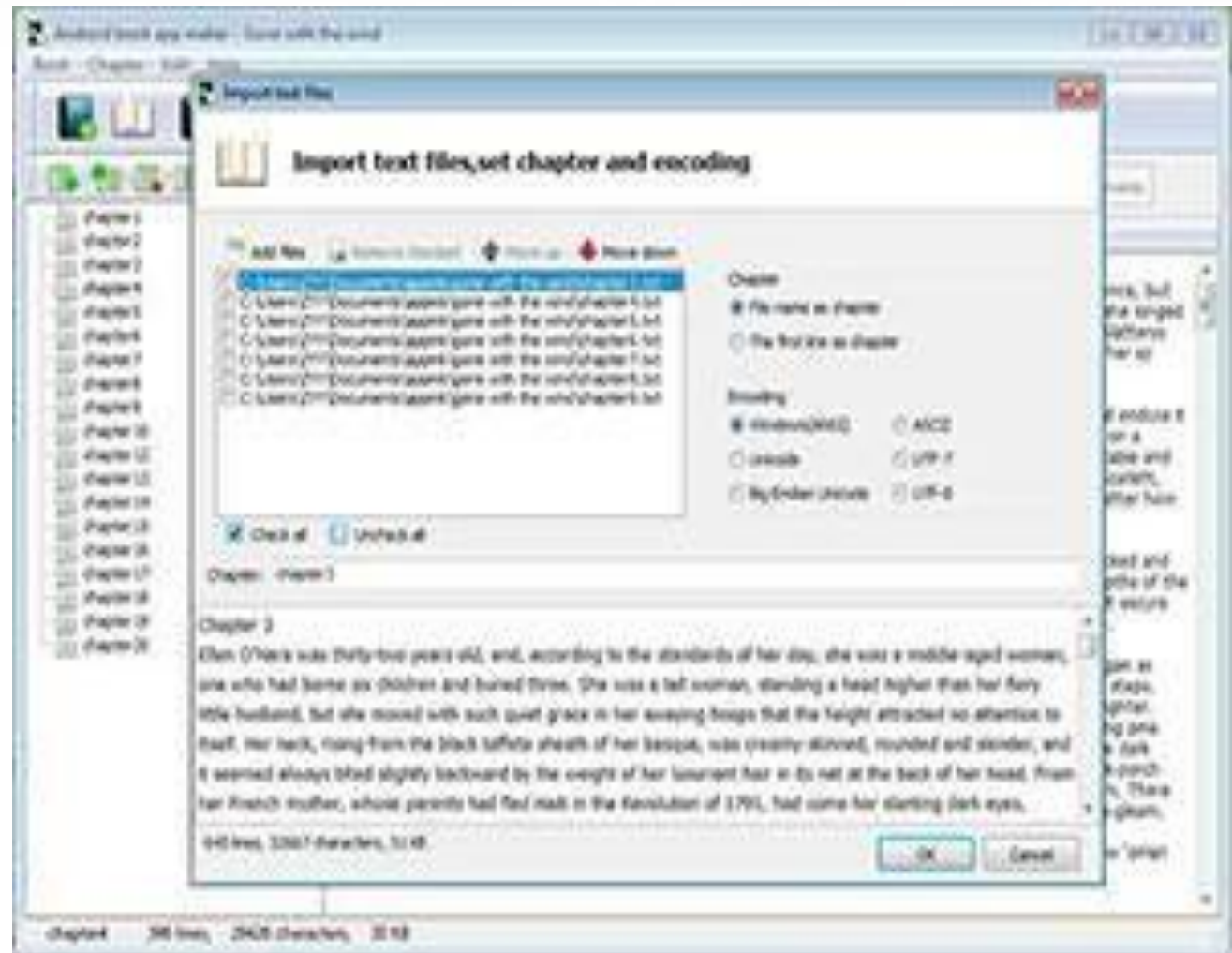
<2> Bundan tashqari barchasini ajratishi, kesib olish, nusxa olish va joriy holatni xotiraga sozlash.

<3> Tanlangan bo'limni nomini o'zgartirish mumkin



# Matnli fayllardan kitob tayyorlash

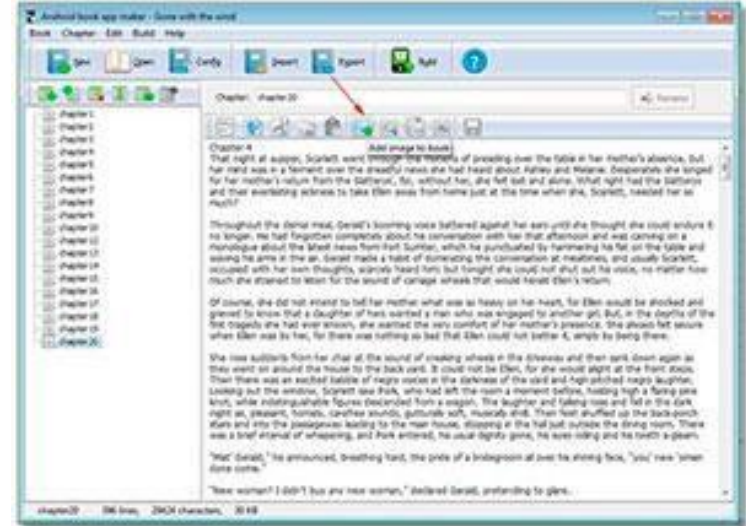
**3-qadam.** Tashqi matnli fayllardan yangi bo'limlar yaratish





# Matnli fayllardan kitob tayyorlash

1. "Добавить файлы" tugmasi yordamida local disklardagi .txt kengaytmali matnli fayllarni chiqarish amalga oshiriladi.
2. .txt kengaytmali matnli fayllarni ro'yxatlarini belgilab olish.
3. Во'lim nomi sifatida fayl nomini tanlash: "Имя файла в качестве главы» va «первой линии в качестве главы".
4. Mos kodirovkani tanlash: Windows (ANSI), ASCII, Unicode, UTF-7, UTF-8, Unicode Big Endian.
5. Tasvarni joylashtirish:

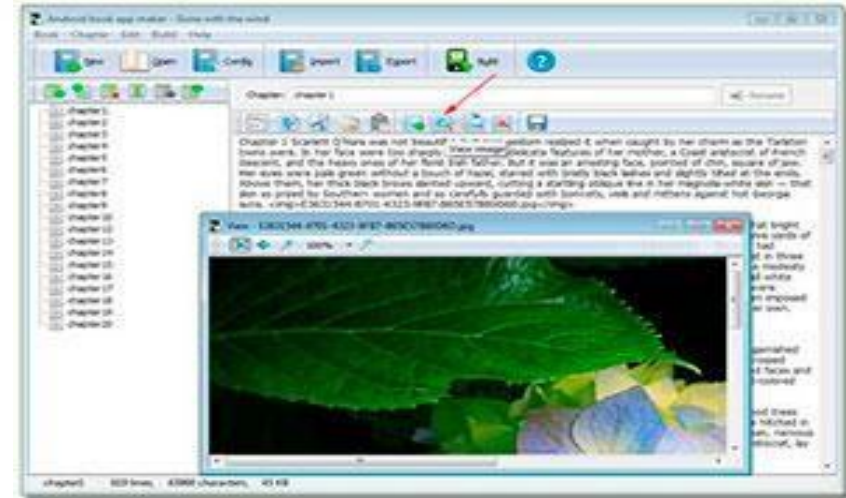




# Matnli fayllardan kitob tayyorlash

Joylashtirgan tasvirni ko'rish uchun  
“Prosmotr izobrajeniya”  
tugmasi bosiladi

Tanlangan tasvirni boshqasiga  
almashtirish uchun mos tugma bosiladi

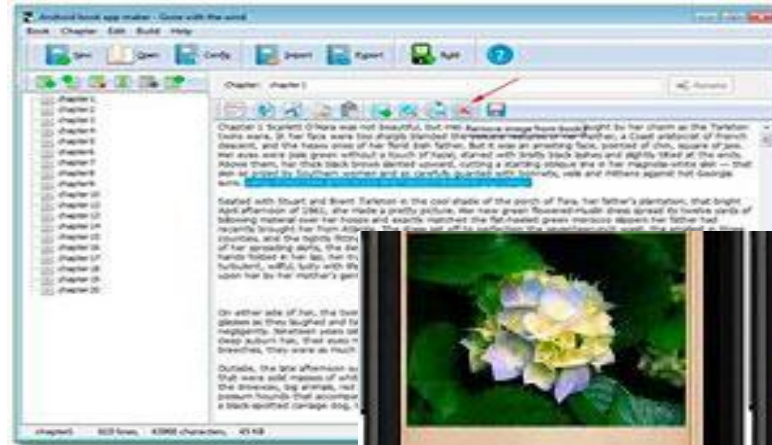


# Matnli fayllardan kitob tayyorlash

Tanlangan tasvirni o'chirish  
(olib tashlash)

Android ekranida hosil  
bo'lgan effektni ko'rish

Kitob konfiguratsiyasi  
tanlanadi

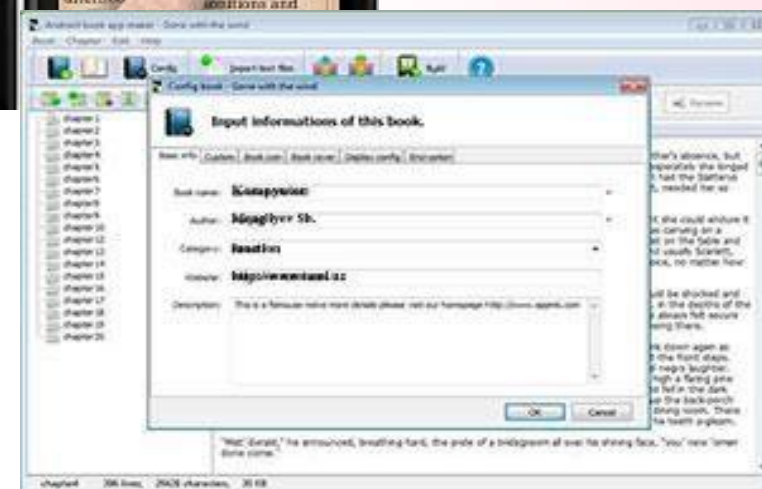
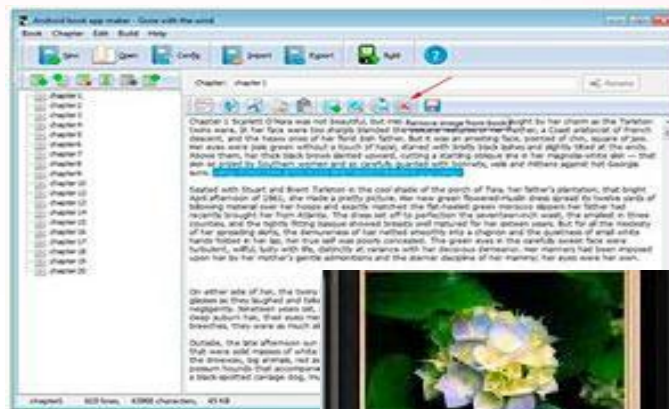


# Matnli fayllardan kitob tayyorlash

Tanlangan tasvirni o'chirish  
(olib tashlash)

Android ekranida hosil  
bo'lgan effektni ko'rish

Kitob konfiguratsiyasi  
tanlanadi



# TEST

**1. Gorizantal menyu qatori nimalardan tashkil topgan?**

- A. Fayl, pravka, vstavka, format, oformleniye, spravka.
- B. Fayl, vstavka, format, servis.
- C. Servis, pravka, fayl, vstavka,
- D. Format, oformleniye, dizayn, maket, vid.

**2. AutoPlay dasturi muhitida nechta instrumentlar panelidan foydalanish mumkin?**

- A. 7 ta
- B. 6 ta
- C. 4 ta
- D. 5ta

**3. Autoplay Media Studio dasturi muhitida yana qanday dasturlarni bemaolol tahrirlash mumkin ?**

- A. Power point, Java, Macromedia flash.
- B. Visual Basic, Visual C++, Zoom.
- C. Visual C++, Java, Macromedia flash.
- D. Macromedia Flash, Play media video editor





**4. Auto Play Media Studio dasturida joylashtirgan tasvirni ko'rish uchun qaysi tugmani bosish kifoya?**

- A. Prosmotr izobrajeniya
- B. Vid
- C. Panel instrumentov
- D. Obyekt izobrajeniya

**5. Matnli fayllardan kitob tayyorlash necha bosqichda amalga oshiriladi?**

- A. 4 bosqichda
- B. 2bosqichda
- C. 3bosqichda
- D. 5bosqichda





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**E'TIBORINGIZ UCHUN  
RAXMAT!**

