

It is the fastest way to find out what happened in the world and discuss the news with other users.

Social media - is a platform for business development. There you can advertise your online store, a web design studio or a rock school.

However, every medal has its reverse.

Because of the abundance of entertainment, superficial and often unnecessary data, time you spend in social networks increases significantly. This pastime can have a negative impact on your health.

One more negative fact is that a person loses the skill of real communication. Texting in social networks, people often don't follow the rules of grammar and punctuation, use the limited vocabulary, replace emotions with smileys; all of this has a harmful impact on communication in a real world.

Moreover, the most important disadvantage of using social networks is an addiction. Internet addiction is an excessive computer use which interferes with daily life. Nowadays psychologists compare it with alcohol or drug addiction. A person becomes unsociable, he doesn't care about a family or friends, his only friend is a computer. The main category of people who are tend to internet addiction are children and teenagers, as well as shy, anxious, weak, with low self-esteem and melancholic people.

No doubt, social networks affect humans. The main thing is to refer to everything with the mind: do not waste time, because time is the most valuable thing we have. You should properly use the opportunities given to us by the internet.

Therefore, the Internet communication should complement our life, and shouldn't be the basis of all our activities! Social networks can be very useful. But abuse of social networks can lead to horrible consequences. Social Media - is both good and evil. We should take only good things from it and filter out the bad ones!

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## THE RESEARCH OF THE INFLUENCE OF PROGRAMMING ON MODERN MUSICAL INSTRUMENTS

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The purpose of this paper is to study the influence of programming on modern musical instruments, to make analysis of their development.

Currently, electronic musical instruments are widely used in modern musical directions. The development of ever newer and more sophisticated musical instruments is very active and is an interdisciplinary field of research.

The point of the research is to see the development among musical instruments by creating their digital and software analogs.

Among many electronic tools, there are:

1. Synthesizer - a tool that synthesizes sound with the help of one or more sound waves generators.

2. Vocoder - a speech synthesis device based on an arbitrary signal with a rich spectrum.

3. Drum machine is a device based on the principle of step-by-step programming for creating and editing repetitive musical percussion fragments.

We will perform a comparative analysis of analog, digital and software types of these instruments.

1) Synthesizer:

- Analog synthesizer. They implement additive and subtractive types of synthesis. Their main feature is that they use physical processes occurring in electrical circuits to generate sound. Their main problem is their unstable setting.

- Digital synthesizer. They also include virtual and interactive types. For sound processing, mathematical models of both real and abstract processes are used, for example, oscillation, filtering, modulation. In order to play a musical piece, the performer does not need to program the timbre or record the parts in the sequencer - just select the ready timbre for the melody and the style for the auto accompaniment.

Of course, the management of such synthesizers is much simpler than that of analog models and is often available even to a child.

2) Vocoder:

- Hardware.Vocoder as a musical effect allows you to transfer the properties of one (modulating) signal to another signal, which is called the carrier. As a signal-modulator, a person's voice is used, and as a carrier - a signal formed by a musical synthesizer or other musical instrument. Their main disadvantages are the inconvenient tuning and low functionality

- Virtual.Today, this vocoders are more often used, implemented as VST plug-ins, as they are more flexible in customization. Similar vocoder solutions are used as standalone programs and in conjunction with the host program. As such, any virtual studio that supports VST technology can be used. Any person can use it just installing it on his PC or on-line.

3) Dram-machine:

- Hardware.Hardware drum machines consider the example of Lynn LM-One.It is equipped with impact pads-pickups, so that you can play it on a regular instrument. In this module, the sequencer is also included. Like most of them it can only play a limited choice of pre-set rhythms because of its limited customisation function.It can only be used alone and can not be a part of a single large audio station.

- Virtual.With the development of digital technology and programming, along with hardware drum machines and software appeared. A virtual drum machine can be an integral part of the studio software package. There are specialized synthesizer programs that synthesize the sound of drums or plates on the basis of samples with the subsequent use of mathematical modeling. In such programs, you can set many parameters, such as: the size of the drums or cymbals, the parameters of the virtual studio space, the types of virtual microphones used, their placement in the virtual space, and so on.

According to the research, it can be argued that the development of programming has seriously affected these musical instruments. The main advantages are mobility, availability, variability and the possibility of customization.

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## SUPERCOMPUTERS

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This thesis paper describes the advantages of supercomputers and robots over people, how can possible developments change our daily life in the near future.

We can say with confidence that we cannot imagine our life without gadgets anymore. We used to capture moments in the gallery, our emotions can be transmitted through smiles and we can communicate even if we are 1000 kilometers apart. But are you not afraid of machines that can completely replace us and deprive us of our jobs?

Scientists are trying to make robots like a human, artificially grow organs thanks to embryos of robots carried by women.

There are at least 12 reasons to worry about:

- Mass production and self-reproduction;
- Ability to transfer knowledge and experience with instant training to another robot;
- Developed intelligence;
- Easier to upgrade;
- Absence of developing psychological inclinations;
- Decrease in demand for energy-intensive resources;
- Potential of moral superiority;
- Immune to damage burdensome biological functions;
- Technical Therapy;
- Dynamic structure;
- Perfect space travellers;
- Age-long life;

Scientists are trying to make robots like a human, artificially grow organs thanks to embryos of robots carried by women, even give them a workplace of director of the company.

Feelings

From touch

From the sense

From vision

From hearing

From taste