



e-ISSN: 2319-8753 | p-ISSN: 2347-6710

# IJRSET

International Journal of Innovative Research in  
**SCIENCE | ENGINEERING | TECHNOLOGY**

# INTERNATIONAL JOURNAL OF INNOVATIVE RESEARCH

IN SCIENCE | ENGINEERING | TECHNOLOGY

Volume 11, Issue 2, February 2022

**ISSN** INTERNATIONAL  
STANDARD  
SERIAL  
NUMBER  
INDIA

Impact Factor: 7.569

 9940 572 462

 6381 907 438

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# Software for Determining the Single-Cycle Elongation Deformation of Yarns Obtained From a Mixture of Cotton Fiber and Secondary Material Resources

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**ABSTRACT:** In this article, 4 different variants obtained from a mixture of returns and fibers in the spinning process, ie 25% cotton fiber secondary material resources + 75% cotton fiber, 20% cotton fiber secondary material resources + 80% cotton fiber, 30% cotton fiber secondary material resources + 70% Cotton yarn and 15% cotton fiber secondary material resources + 85% cotton fiber yarns were obtained, their quality indicators were determined and software was developed.

**KEYWORDS:** UNIX operating system, B and BCPL languages, C. programming language

## I. INTRODUCTION

At present, in the garment industry of the republic it is important to produce high-quality, low-cost yarn for the textile industry from the returns in the production of clothing. Today, the development of a long-term strategy of structural change in Uzbekistan requires taking into account not only domestic but also global processes and problems. From this point of view, the new model of development - the transition to an economy that involves the efficient use of local resources - is one of the most effective tools for sustainable structural change and sustainable development.

We have a task to ensure the annual growth rate of the country's GDP at a level not lower than the world average. In this regard, measures such as the establishment of large production facilities, the development of small business and private entrepreneurship will, of course, increase the demand for energy consumption in the real sector of the economy. At the same time, population growth and a steady increase in their incomes will lead to an increase in the demand for products based on resource-saving technologies in everyday life.

In recent years, the country has been working to reform the textile and clothing industry, in particular, to improve the system of public administration, the widespread introduction of market relations, the introduction of resource-saving technologies and the provision of textile and clothing manufacturers with modern equipment.

## II. METHODOLOGY

Computer programming is the process of giving various commands to a computer microprocessor, when, where, what to change, and what to input or output. In this article, what programming languages are available, the most common programming languages and their differences. Also, we'll talk about ways to learn programming. There are many programming languages in the computer world, and the number of people interested in programming and it is growing. Programs that do the same type of work can be written in Basic, Pascal, Ci, and other languages. Pascal, Fortran, and Kobol are universal languages, while Ci and Assembler are languages closely related to mashi, and are lower or



intermediate languages. The closer an algorithmic language is to human languages, the higher the language is called. Machine language is the lowest level language. The machine language consists of these numbers, For example: 010110100010101 Programming languages are divided into 2 major groups, Low and Advanced programming languages. Low-level programming languages are more complex, they are used in very specific fields, and their specialists are also very few. This is because sub-programming languages (e.g., assembler) may often be needed when working with microprocessors. In general, a high-level programming language is widely used for various programming tasks. Exposure (Computer) is now included in the programming of programming when it occurs, only in machine languages, that is, in the codes of operations that the computer must perform using numbers. In this case, the understandable number system for the machine was 2, 6, 8 number systems. The program is entered using the numbers in this number system. In high-level programming, languages are machine-oriented (oriented) character codes rather than machine languages. The basic principles of character encoded languages are that machine codes are marked with the appropriate symbols, as well as automatic memory allocation and error diagnosis. Such a machine is called an adaptive language- ASSEMBLER language. Typically, programming is done using high-level programming languages (Delphi, Java, C ++, Python). Because the semantics of these programming languages are close to human language, the programming process is much easier. Commonly used programming languages. All the languages we know and use now belong to this group. They are written in a language that is "understandable" to the person. Those who are fluent in English can easily understand the program code. This group includes Fortran, Algol, C, Pascal, Cobol, and others. languages (most of which are now almost non-existent). It can be used from the earliest languages to modern languages. However, in modern web technologies (PHP, ASP.NET, JSP) such programs are not created. Because for such programs to work, another application must be developed. Currently, applications are mainly written in languages such as Visual C ++, C #, Borland Delphi, Borland C ++, Java, Phyhon. Many people in Uzbekistan use Delphi. The main reasons for this are: simplicity, abundance of components, clarity of the interface, etc. the first person to work will also find it easier to create some kind of program. However, in Windows, the basic performance of the program is known much later (because of the large number of components and API functions are not displayed in the program). On the other hand, Delphi (Pascal) is quite similar when it comes to saving RAM. It also contains variables and arrays that are not used due to pre-declaration of variables. The most common programming language (in Windows OS) is Microsoft Visual C ++.

Initially, the UNIX operating system and the C programming language were created, and the C ++ language was created based on the C language. C is derived from B and BCPL, respectively.

C ++ was written in the 1980s by ByarnomStraustrup, an employee of AT&T Bell Labs. The author says that in compiling this language, he did not criticize any papers and compiled the whole work in a sequential way, along the way. His main goal was to create a convenient programming language for himself and his friends. The basis of the C ++ programming language is C, and he created the C ++ language in the example of this language (C). The main thing that perfected the C programming language is that it introduced object-oriented programming. This is because in programming, you need to use object-oriented programming languages to write quickly, easily, neatly, and concisely. The first to use the C ++ programming language were, of course, Bell Labs employees.

In 1993, the language was introduced to the public and was renamed C ++. The first book on C ++ became known as The C ++ Programming Language (Addison-Wesley, 1985), and the book was translated into Russian in 1991 with the translation of Yazyk programming C ++, and the development of this language (S ++ ) began. The ANSI-ISO (ANSI X3J16; ISO WG21 / N0836) merger began in 1989, without merging. The first work of this enterprise began with the development of a standard for the C ++ programming language and its library.

### III. RESULTS AND DISCUSSION

Software was developed to detect a single elongation deformation of the threads.

```
#include <iostream> // use of libraries
using namespace std;
int main() // main function
{
int L0; // identification of unknowns
double L1, L2, L3; // identification of unknowns
double lk, Ek, le, Ee, lp, Ep, lt, Et; // identification of unknowns
double deltak, deltae, deltap, sumdelta; // nidentification of omals
double adeltak[4] = { 0, 0, 0, 0 }; // identification of unknowns
```



```

double adeltae[4] = { 0, 0, 0, 0 }; // identification of unknowns
double adeltap[4] = { 0, 0, 0, 0 }; // identification of unknowns
for (int i = 0; i <= 3; i++){
cout << i+1 << " Holat:" << endl;
cout << Enter "L0,L1,L2,L3: " << endl;
cin >> L0 >> L1 >> L2 >> L3; // L0,L1,L2,L3 unknowns are entered
lk = L1 - L2; // is calculated using the first defined formula
cout << " lk = " << lk << endl; // The calculated value of lk is displayed
Ek = ((L1 - L2) / L0) * 100; // Ek is calculated using a defined formula
cout << " Ek = " << Ek << endl; // Ek The calculated value of is displayed
le = L2 - L3; // le is calculated using a defined formula
cout << " le = " << le << endl; // le The calculated value of is displayed
Ee = ((L2 - L3) / L0) * 100; // Ee is calculated using a defined formula
cout << " Ee = " << Ee << endl; // Ee The calculated value of is displayed
lp = L3 - L0; // lp is calculated using a defined formula
cout << " lp = " << lp << endl; // lp The calculated value of is displayed
Ep = ((L3 - L0) / L0) * 100; // Ep is calculated using a defined formula
cout << " Ep = " << Ep << endl; // The calculated value of Ep is displayed
lt = L1 - L0; // lt belgilangan formula orqali hisoblanmoqda
cout << " lt = " << lt << endl; // The calculated value of lt is displayed
Et = Ek + Ee + Ep; // Et belgilangan formula orqali hisoblanmoqda
cout << " Et = " << Et << endl; // The calculated value of the meat is displayed
deltak = lk / lt;
deltae = le / lt;
deltap = lp / lt; // deltak, deltae, deltap is calculated using the given formulas
cout << " deltak" << i << " = " << deltak << endl;
cout << " deltae" << i << " = " << deltae << endl;
cout << " deltap" << i << " = " << deltap << endl; // the results of the calculation are displayed on the screen
adeltak[i] = deltak;
adeltae[i] = deltae;
adeltap[i] = deltap;
sumdelta = deltak + deltae + deltap; // deltak, deltae, deltap is the sum of the unknowns
cout << " sumdelta = " << sumdelta << endl; // The value of the calculated sum is displayed on the screen
if (sumdelta == 1) // If the sum of the deltas is equal to one, incorrect entries are displayed on the screen.
{
cout << " That's right " << endl;
}
else{
cout << " Wrong" << endl;
}
}
cout << "\t deltak \t deltae \t deltap" << endl;
for (int i = 0; i <= 3; i++){
cout << "\t" << adeltak[i] << "\t" << adeltae[i] << "\t" << adeltap[i] << endl; // the results obtained from all
calculations are displayed on the screen
}
cout << "\t deltak \t deltae \t deltap" << endl;
for (int i = 0; i <= 3; i++){
if (i == 0){
cout << "\t" << adeltak[i] << "\t" << adeltae[i] << "\t" << adeltap[i] << endl;
}
else{
cout << "\t" << (adeltak[0]/adeltak[i])*100 << "\t" << (adeltae[0] / adeltae[i]) * 100 << "%\t" <<
(adeltap[0] / adeltap[i]) * 100 << "%" << endl; // The values of the deltae and the deltap resulting from the hibs are
compared with the delta and displayed on the screen.
}
}
}

```



```
system("pause");  
return 0;  
}
```

#### IV.CONCLUSION

Software for the detection of single elongation deformation of yarns In short, a software product for the detection of single-cycle elongation deformation of yarns obtained from a mixture of cotton fiber and secondary material resources was developed.

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