

INPUT DEVICES

INTRODUCTION

- When we work with computer we need to enter data and instructions to the computer using some devices.
- These devices are called input devices
- These devices convert data and instructions to a form that can be recognized by the computer.
- Some of the commonly used input devices are:
 - ◀ Keyboard
 - ◀ Mouse
 - ◀ Scanner
 - ◀ Joystick
 - ◀ Microphone
 - ◀ Digital camera

KEYBOARD

- Standard input device attached to all computers
- Layout is same as the traditional typewriter of the type

QWERTY

- of near-rectangular buttons called “keys” and characters printed on the keys
- Each key press corresponds to a single written symbol
- Contains some extra command keys and function keys that affect the operation of computer or keyboard itself
- Variations of keyboard:
 - ◀ Multimedia keyboard
 - ◀ Internet keyboard
 - ◀ Folding keyboard
 - ◀ Wireless keyboard

KEYBOARD LAYOUT



 Typewriter keys	 Function keys	 Enter keys
 Windows keys	 Numeric keypad	 Other
 Application key	 Cursor control keys	

STANDART KEYBOARD



MULTIMEDIA KEYBOARD



WIRELESS KEYBOARD



FOLDABLE KEYBOARD



MOUSE

- Pointing device used to move a graphical pointer on the screen
- Graphical pointer also called cursor
- Mouse consists of a small case held under the user's hand
- Mouse has a ball underneath that helps to roll over a flat surface
- Screen senses the direction of mouse movement and the cursor on the screen follows the mouse path

- Has 2 or 3 buttons and can be clicked or double-clicked to perform tasks

- Optical mouse doesn't have a ball but uses a laser to sense the motion

- Variations of mouse:

- ◀ Serial mouse
- ◀ PS/2 mouse
- ◀ USB mouse
- ◀ Optical mouse
- ◀ Wireless mouse

SERIAL MOUSE



PS/2 MOUSE



USB MOUSE



OPTICAL MOUSE



WIRELESS MOUSE



SCANNER

- Used to input a picture
 - Analyzes images, printed text, or handwriting and converts it to digital image
 - Common scanner devices are:
 - ◀ Magnetic Ink Character Recognition (MICR) reader:-used by banks to process large volumes of cheques and drafts
 - ◀ Optical Mark Reader (OMR) scanner:-scanning the answer sheet of an objective type test in which answers are marked by darkening a square or circle space by pencil
 - ◀ Optical Character Recognition (OCR) scanner:-used for direct reading of any printed character
 - ◀ Barcode reader:-used to read the barcodes printed on practically every item purchased from a department store

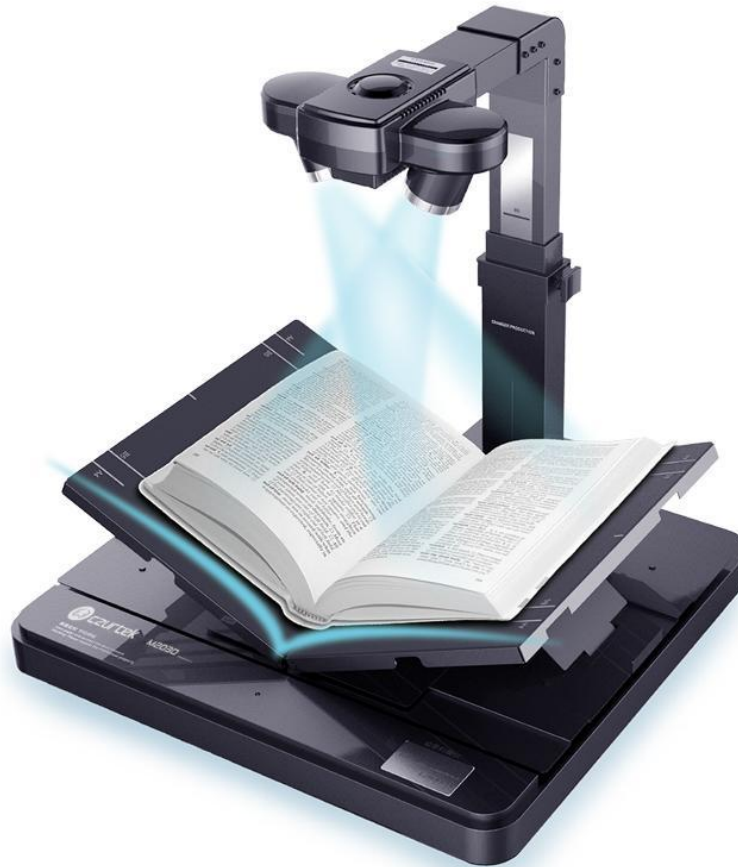
MICR READER



OMR SCANNER



OCR SCANNER



BARCODE READER



JOYSTICK

- Input device that is used to control onscreen objects
- A small lever called stick is used instead of cursor keys or mouse
- Commonly used for controlling player movements in video or computer games
- Most joystick are configured for 2-d movement
- Certain joystick control 3-d movement also

JOYSTICK



MICROPHONE

- Input device that is used for recording audio in a computer
- To do this we also need a sound card installed in computer
- Sound card converts analog sound signal to digital form

and vice-versa

- A speech recognition software is used with microphone:
 - ◀ to dictate text
 - ◀ navigate programs
 - ◀ select commands

MICROPHONE



DIGITAL CAMERA

- Input device used for capturing and storing still images
- We can connect digital camera to a computer and transfer the images from camera directly to the computer

DIGITAL CAMERA

