

# 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 sensors 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

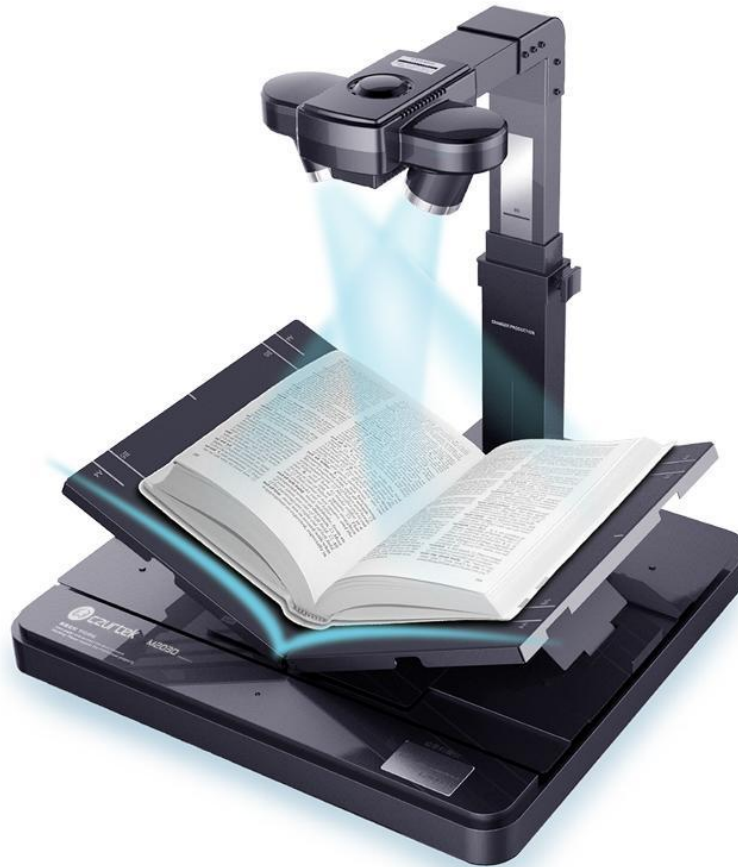




# OMR SCANNER



# 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

