

INPUT DEVICES

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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:

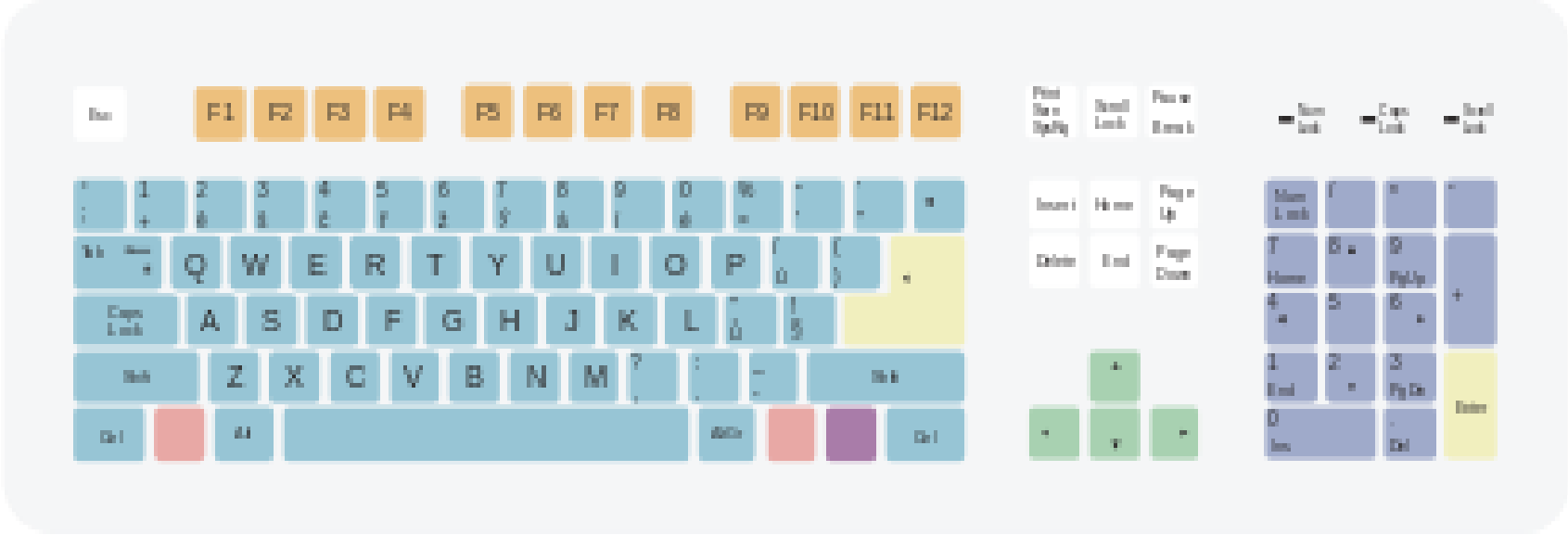
- ◀ Multimedia keyboard

- ◀ 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

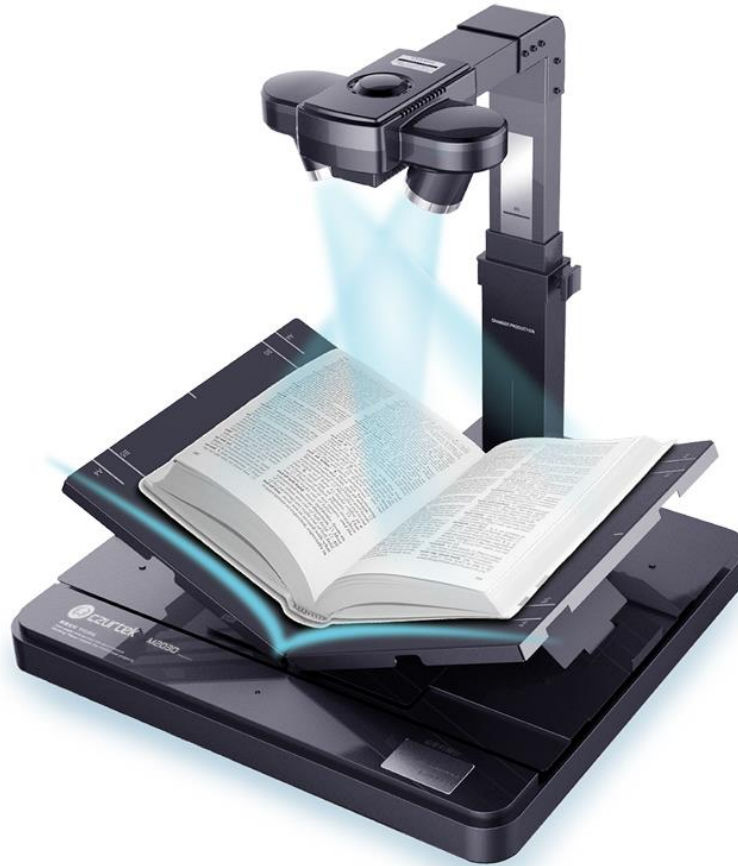
MICR READER



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

