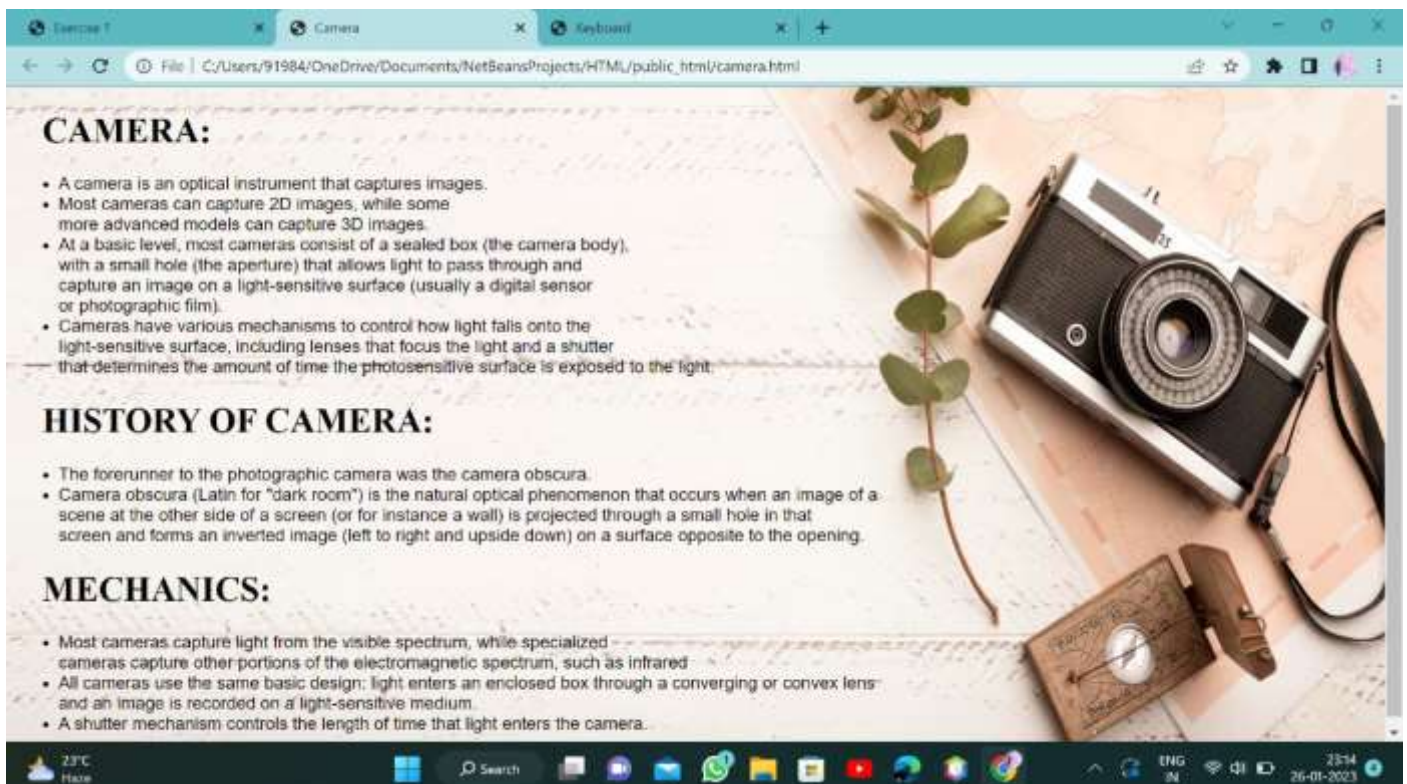
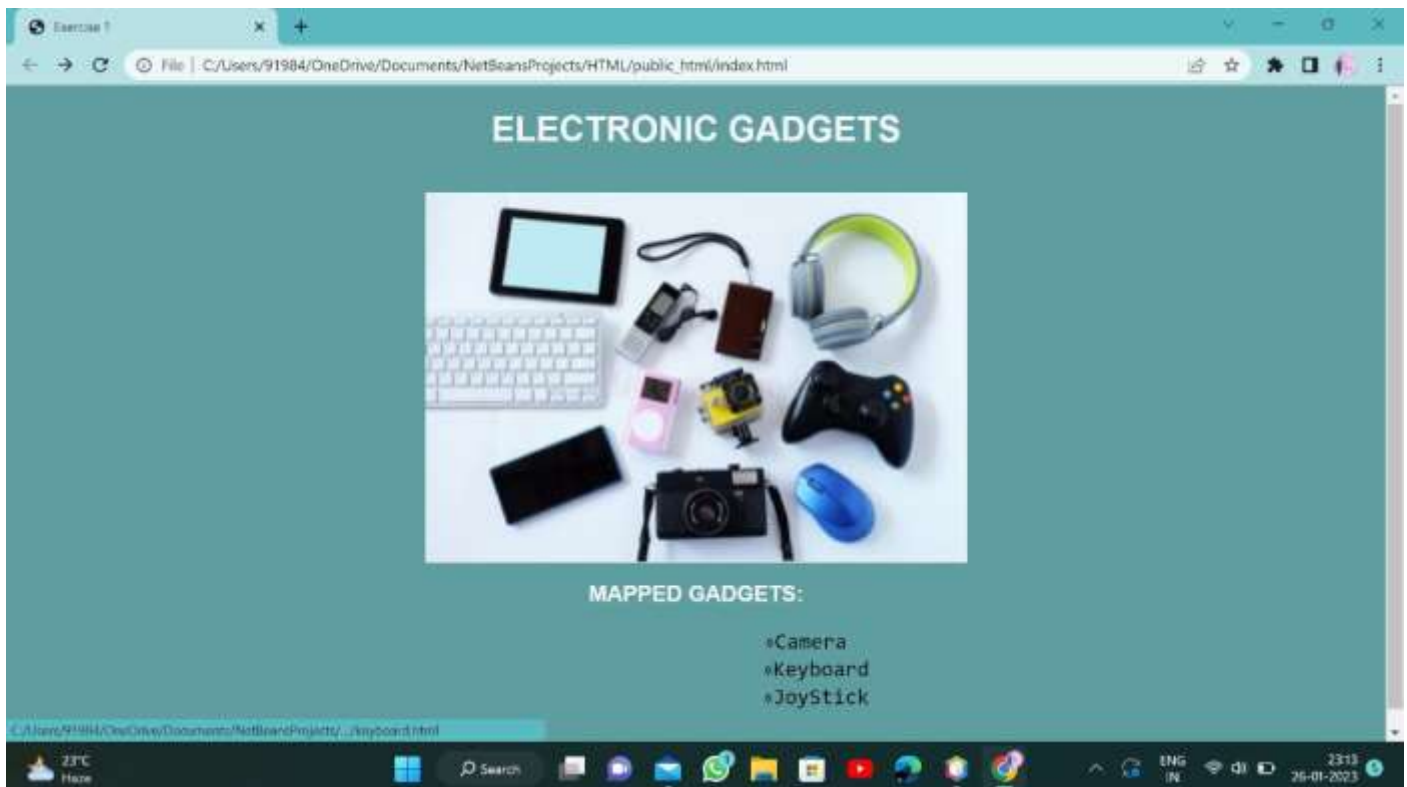


OUTPUT:



Exercise 1 Keyboard

File | C:/Users/91984/OneDrive/Documents/NetBeansProjects/HTML/public_html/keyboard.html

KEYBOARD:


- A computer keyboard is a peripheral input device.
- Keyboard keys (buttons) typically have a set of characters engraved or printed on them, and each press of a key typically corresponds to a single written symbol.
- The interpretation of key presses is generally left to the software: the information sent to the computer, the scan code, tells it only which physical key (or keys) was pressed or released.
- Touchscreens use virtual keyboards.

HISTORY OF KEYBOARD:

- As early as the 1870s, teleprinter-like devices were used to simultaneously type and transmit stock market text data from the keyboard across telegraph lines to stock ticker machines.
- The keyboard remained the primary, most integrated computer peripheral well into era of personal computing until the introduction of the mouse as consumer device in 1984.
- Keyboards remain central to human-computer interaction to the present though mobile personal computing devices such as smartphones and tablets use a virtual keyboard.

TECHNOLOGY:

- In the first electronic keyboards in the early 1970s, the key switches were individual switches inserted into holes in metal frames.
- In the mid-1970s, lower-cost direct-contact key switches were introduced.
- In 1978, Key Tronic Corporation introduced keyboards with capacitive-based switches, one of the first keyboard technologies not to use self-contained switches.
- In common use, the term "mechanical keyboard" refers to a keyboard with individual mechanical key switches.



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Exercise 1 joystick Keyboard Camera

File | C:/Users/91984/OneDrive/Documents/NetBeansProjects/HTML/public_html/joystick.html

JOYSTICK:


- The Joystick is capable of providing vibration feedback based on onscreen actions taking place in a game (if the game supports this feature), and provides analog input through two analog sticks.
- The Joystick, and its following designs also includes a direction pad, Start and Select button, and four face buttons with labelling, which was first introduced on the original PlayStation controller.
- The original PlayStation is forward compatible with the Joystick 2. The PlayStation 3 is backward compatible with the Joystick and Joystick 2 by the use of third party peripherals.

DESIGN:

- Both Goto and Kutanagi recalled that Sony president Norio Ohga showed a special interest in the development of the controller, and strongly supported the final version.
- On April 2, 1995 in Japan, Sony released a revised version of the PlayStation controller (model SCPH-1080) which is 10% larger than the launch model and features a longer cord with a ferrite bead.
- This model was bundled with all subsequent PlayStation consoles, including the North American and European launch models (which were already introduced a year prior in September 1995).
- After briefly selling the Dual Analog Controller in 1997, Sony began phasing out the PlayStation controller later that year with the introduction of the DualShock controller, which would become the new standard controller for the PlayStation, although the first game to require its use, Ape Escape, would only be released two years later.

DESIGN:

- Based on the basic button configuration established with Nintendo's Super NES Controller, the PlayStation controller added a second pair of shoulder buttons for the middle fingers.
- Using the simple geometric shapes of a green triangle, a red circle, a blue cross, and a pink square to label its action buttons rather than traditionally used letters or numbers, the PlayStation controller established a trademark which would be incorporated heavily into the PlayStation brand.
- The PlayStation 2 console is backwards-compatible with the original PlayStation controller, with limited functionality due to a lack of analog sticks and pressure-sensitive buttons.



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