

Practical: 1

AIM: To study various outer interfaces of desktop computer and laptop machines, and prepare complete interface layouts.

1. MOUSE

A Computer mouse is a hand-held pointing device that detects two - dimensional motion relative to a surface. This motion is typically into the motion of a pointer on a display, which allows a smooth control of the graphical user interface of a computer.



2. KEYBOARD

A computer keyboard is a peripheral input device modeled after the typewriter keyboard which uses an arrangement of buttons or keys to act as mechanical levers or electronic switches.

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.



3. GAMEPAD

A gamepad is a type of video game controller held in two hands, where the fingers (especially thumbs) are used to provide input. They are typically the main input device for video game consoles.



4. PRINTER

A printer is a peripheral machine which makes a persistent representation of graphics or text, usually on paper. While most output is human readable, barcode printers are an example of an expanded use for printers. Different types of printers include 3D printers, inkjet printers, laser printers and thermal printers.



5. WEBCAM

A webcam is a video camera which is designed to record or stream to a computer or computer network. They are primarily used in video telephony, live streaming, social media and security.

Webcam can be built-in computer hardware or peripheral devices, and are commonly connected to a device using USB or wireless protocols.



6. GRAPHICS TABLET

A graphics tablet is a computer input device that enables a user to hand-draw images, animations and graphics, with a special pen-like stylus, similar to the way a person draws images with a pencil and paper. These tablets may also be used to capture data or handwritten

signatures. It can also be used to trace an image from a piece of paper that is taped or otherwise secured to the tablet surface.

Capturing data in this way, by tracing or entering the corners of linear polylines or shapes is called digitizing.



7. PROJECTOR

A projector is an optical device that projects an image onto a surface, commonly a projection screen. Most projectors create an image by shining a light through a small transparent lens, but some newer types of projectors can project the image directly, by using lasers.



8. OPTICAL MARK READER

Optical mark recognition (is also called optical mark reading and OMR) is the process of reading information that people mark on surveys, tests and other paper documents.

OMR is used to read questionnaires, multiple choice examination papers in the form of shaded areas.

Many OMR devices have a scanner that shines a light onto a form. The device then looks at the contrasting reflectivity of the light at certain positions on the form. It will detect the black marks because they reflect less light than the blank areas on the form.



9. USB FLASH DRIVE

A USB flash drive (also called a thumb drive or a pendrive) is a data storage device that includes flash memory with an integrated USB interface. It is typically removable, rewritable and much smaller than an optical disc. Most weight is about 30 grams or less.



10. DONGLE

A dongle is a small piece of computer hardware that connects to a port on another device to provide it with additional functionality, or enables a pass through to such a device that adds functionality.

Otherwise known as a wi-fi dongle, internet stick or USB network adaptor, a dongle is a small modem that allows you to access 3G, 4G or 5G data by plugging it into a USB port on the device you are using.

