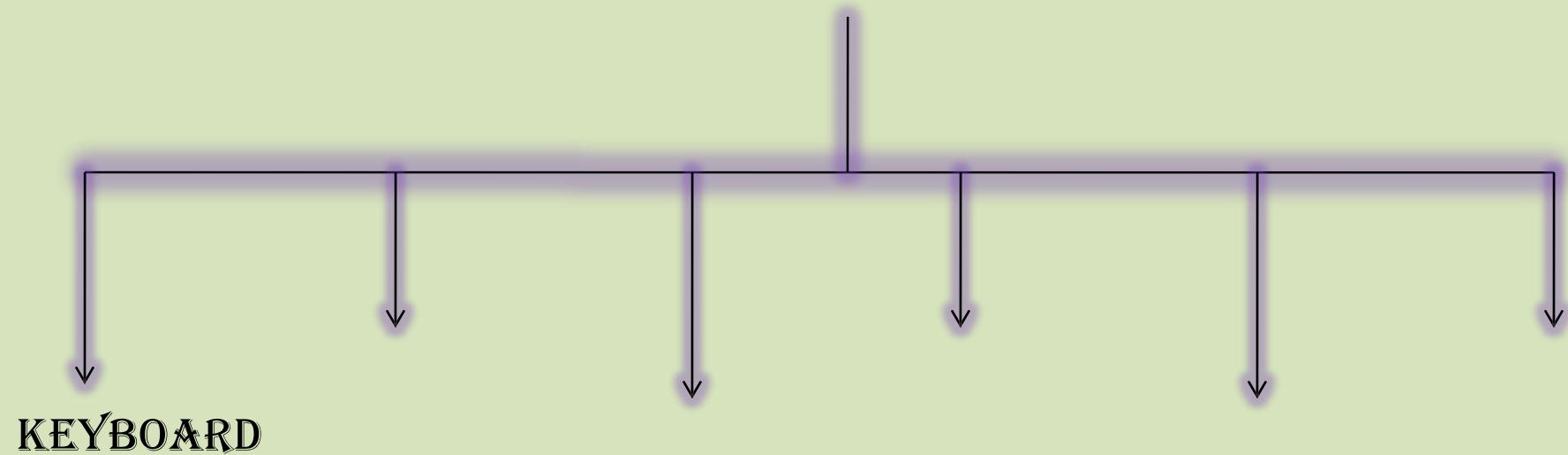


INPUT DEVICES

- Input devices are those devices from which we can input data and instructions into the computers. A number of input devices have been developed.

INPUT DEVICES

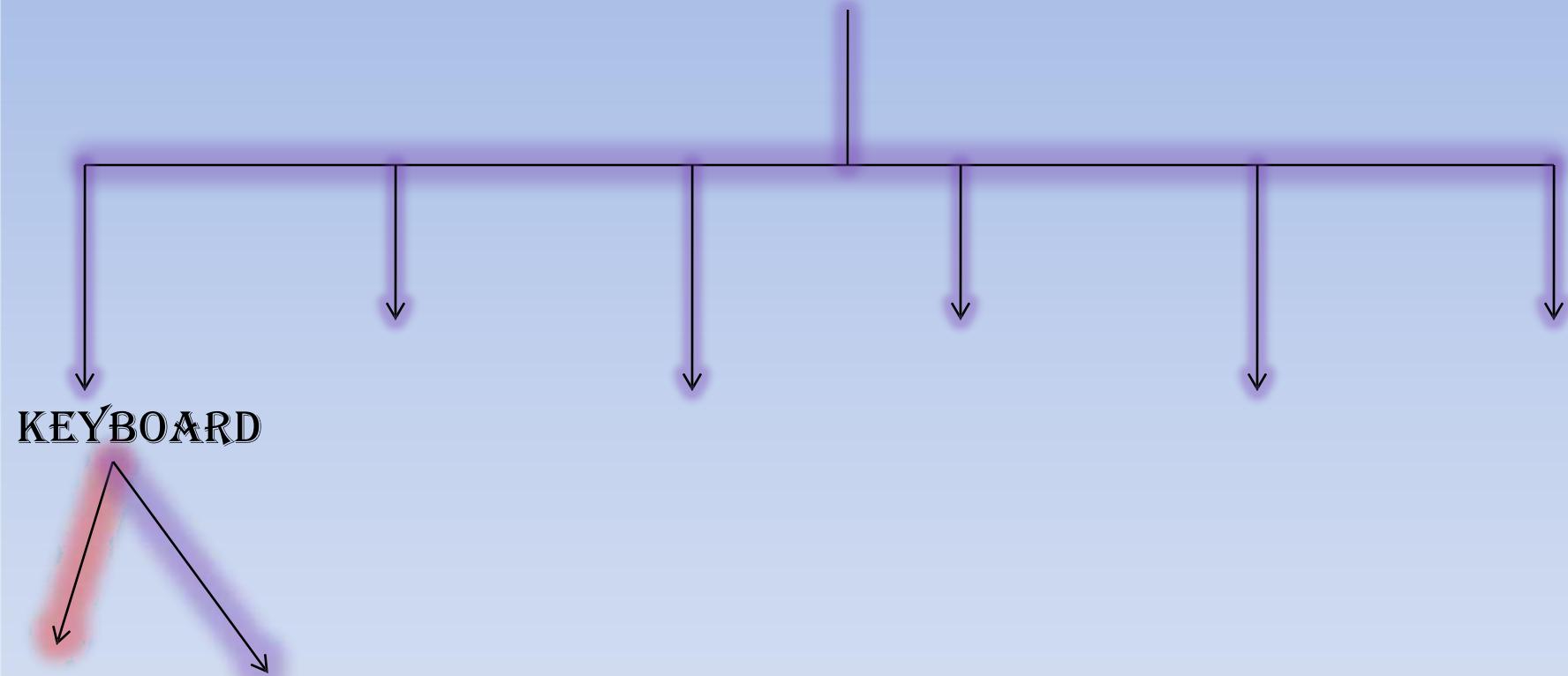


KEYBOARD

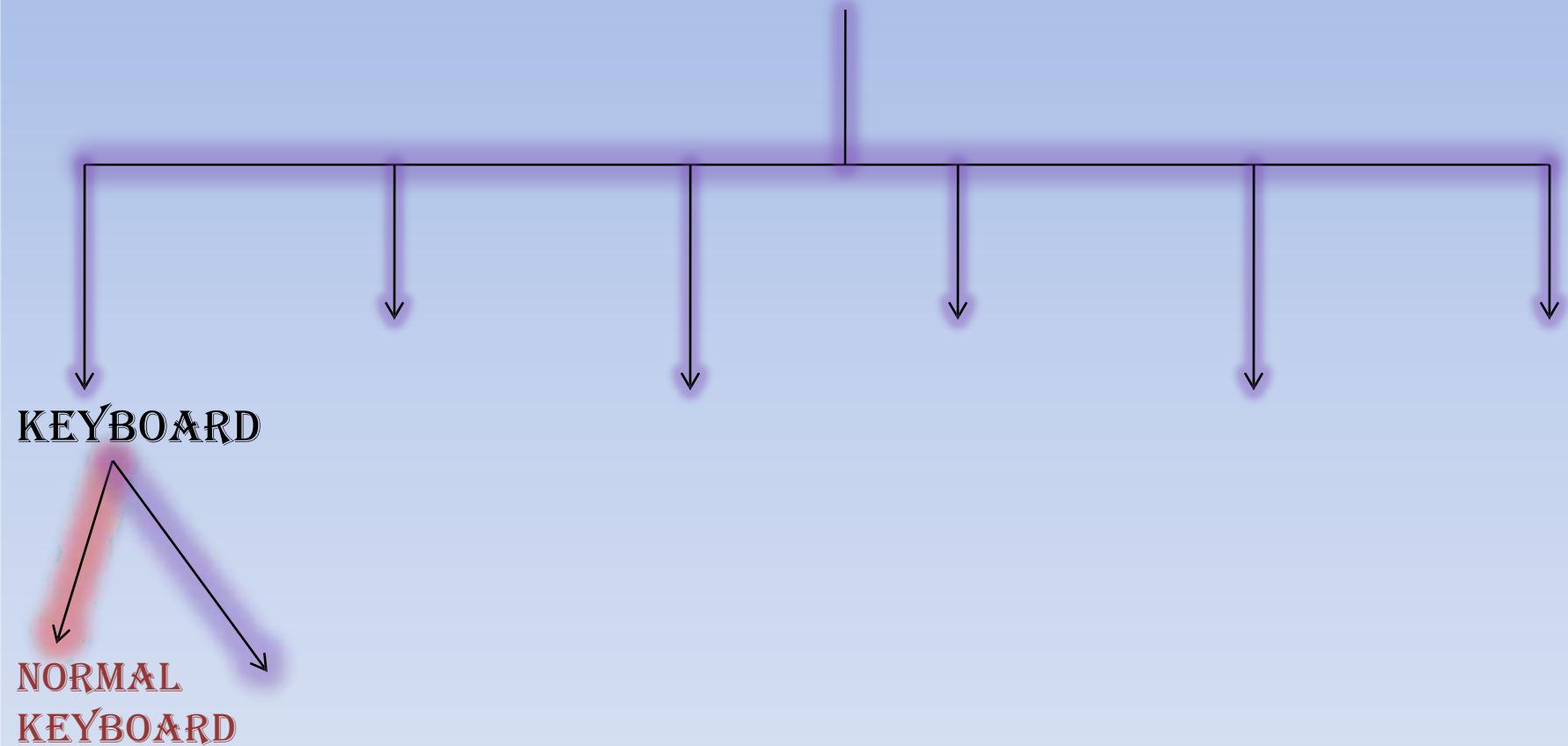
It is most commonly used input device. It is used to input data into written form. Keyboard is merely a collection of momentary switches.



INPUT DEVICES



INPUT DEVICES

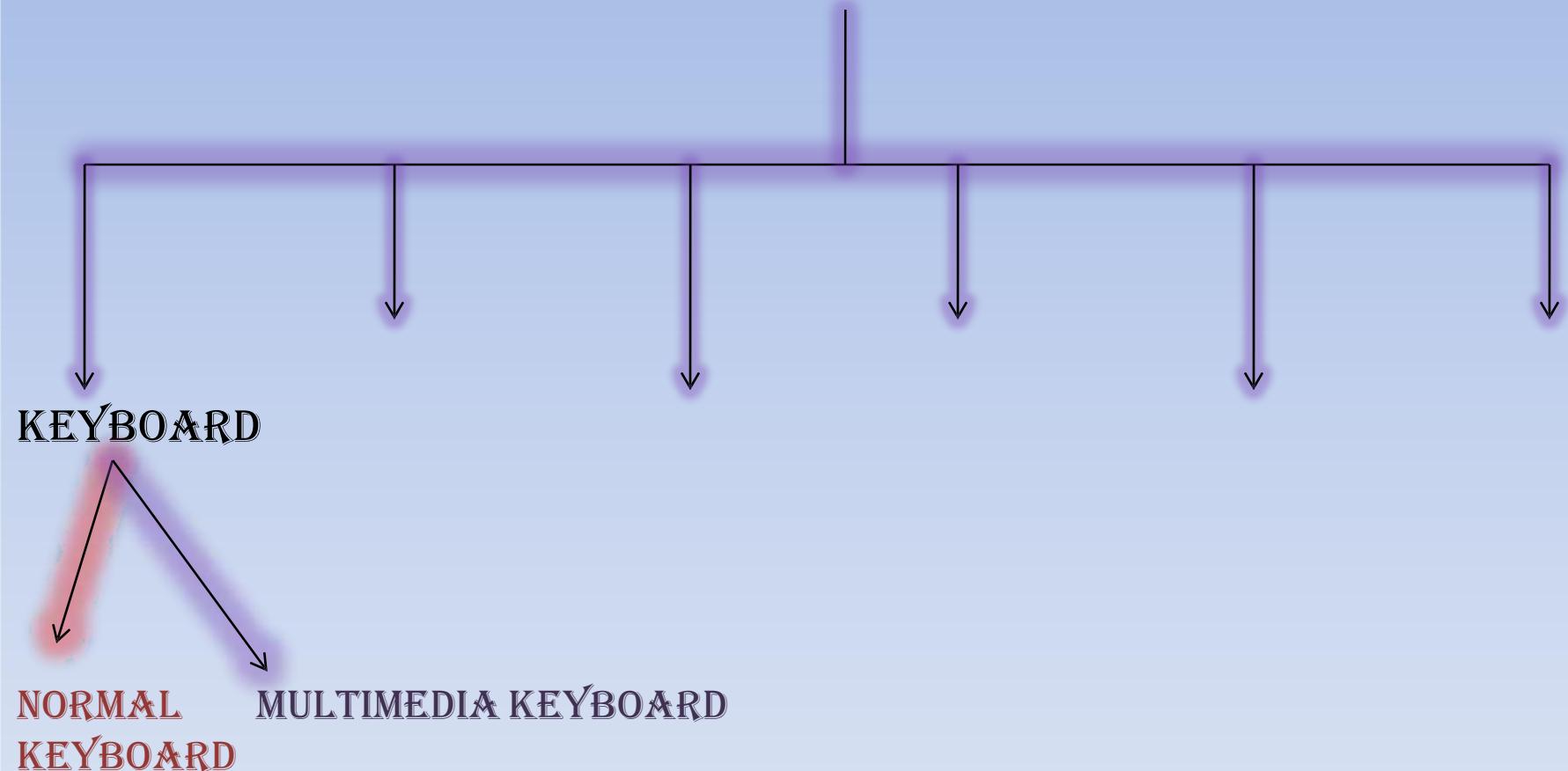


NORMAL KEYBOARD

- A normal keyboard has 101-104 keys which are distributed in five categories.
- Function keys
F1 to F12
- Alphanumeric keys
A-Z, a-z, 0-9
- Special keys
Alt, Ctrl, Enter, Insert, Home, End, Esc etc.
- Numeric keypad
*0-9, +, -, *, %, @ etc.*



INPUT DEVICES

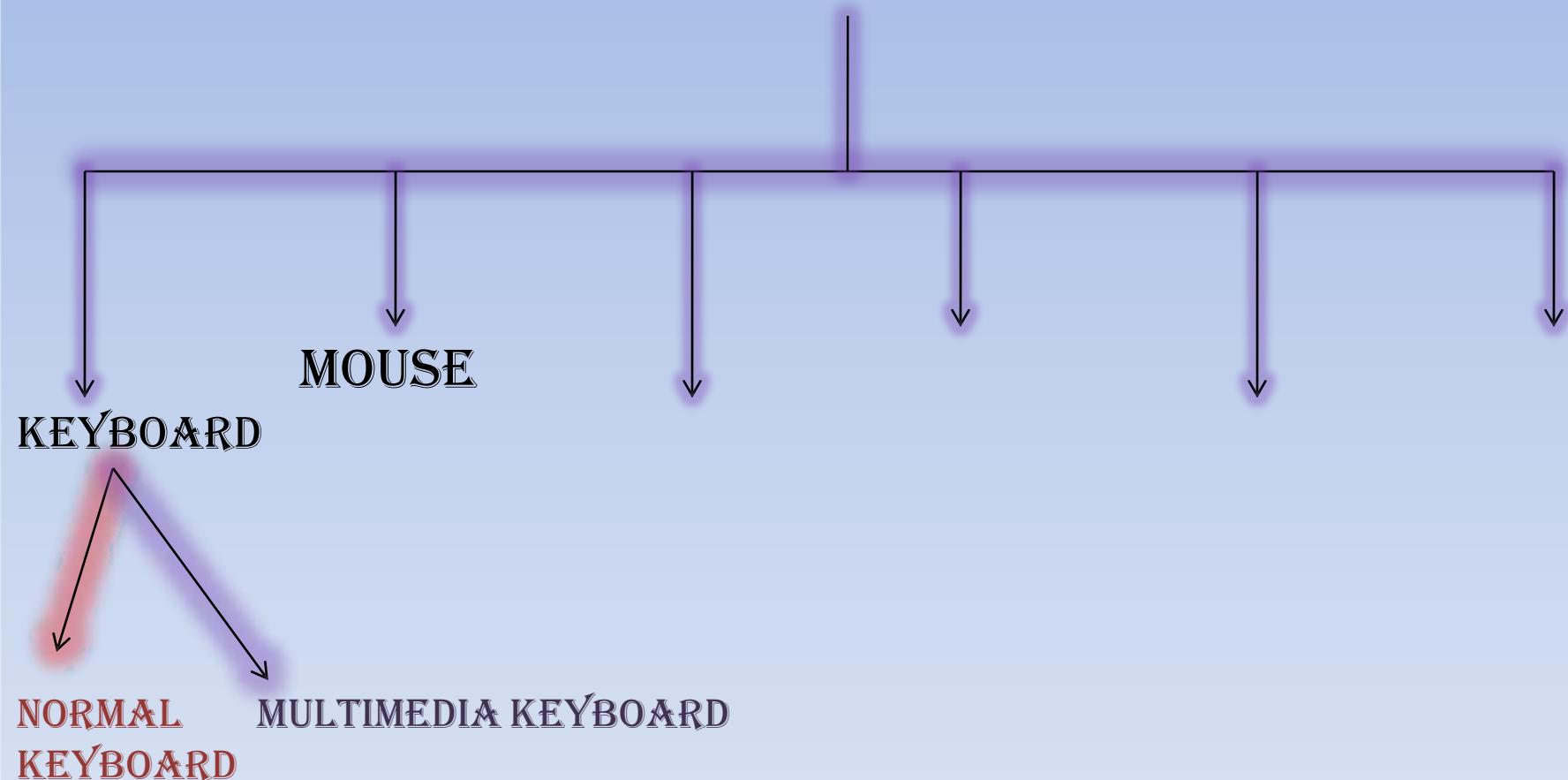


MULTIMEDIA KEYBOARD

- Multimedia keyboard has some additional keys to operate multimedia operations like volume up, volume down, play, pause, stop etc.



INPUT DEVICES

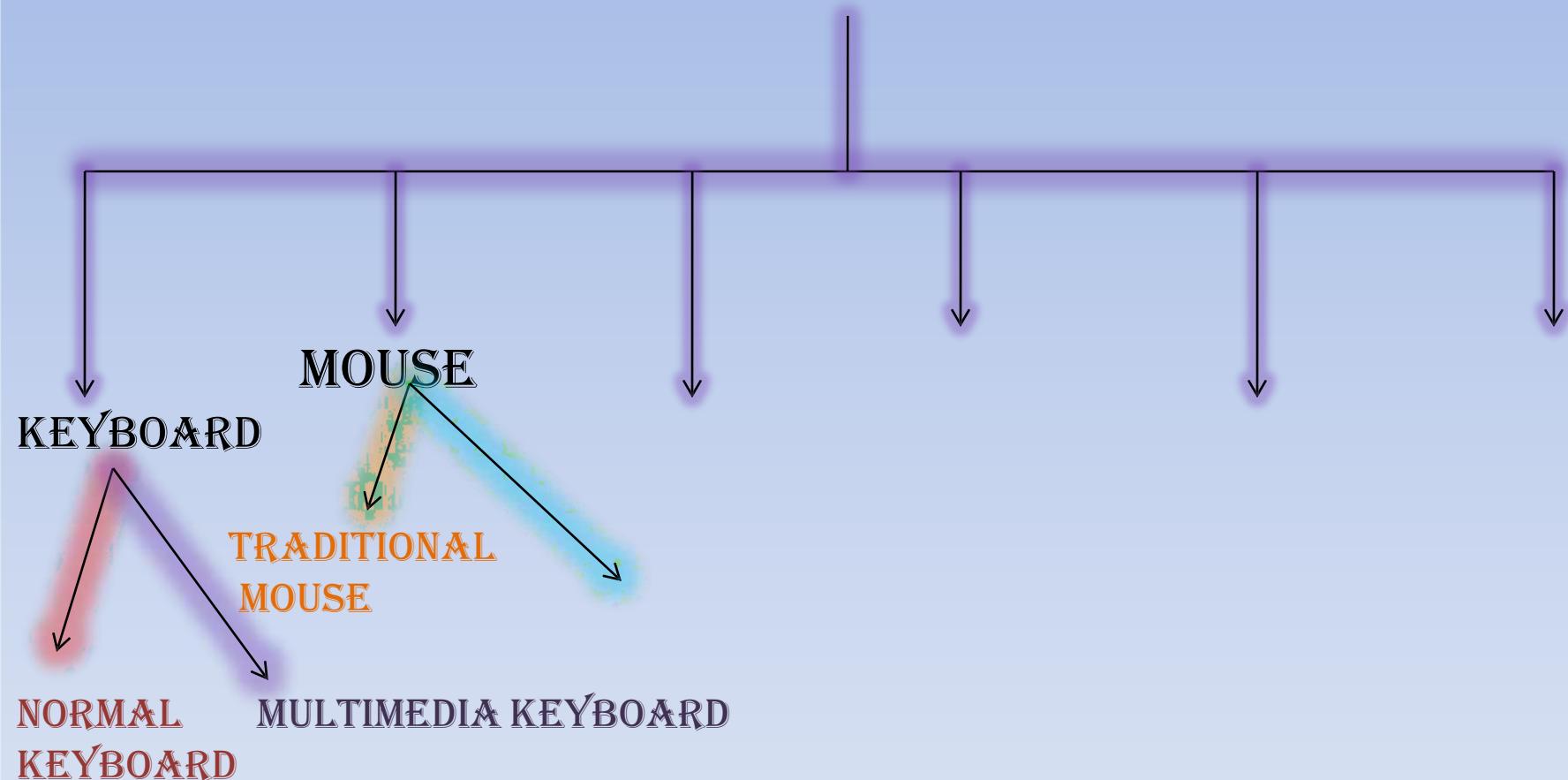


MOUSE

- It is a pointing device used to insert instructions into the computers. It is a hand held device that controls the pointer on the screen. It has two buttons viz. left button & right button & one scrolling wheel. With the help of mouse you can draw images, select options & move text & images.



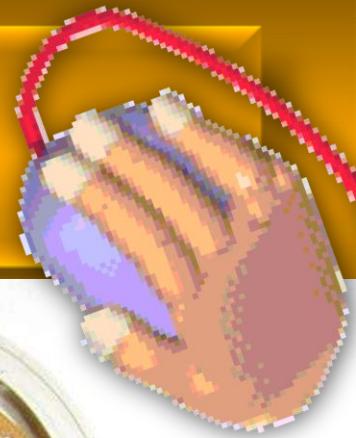
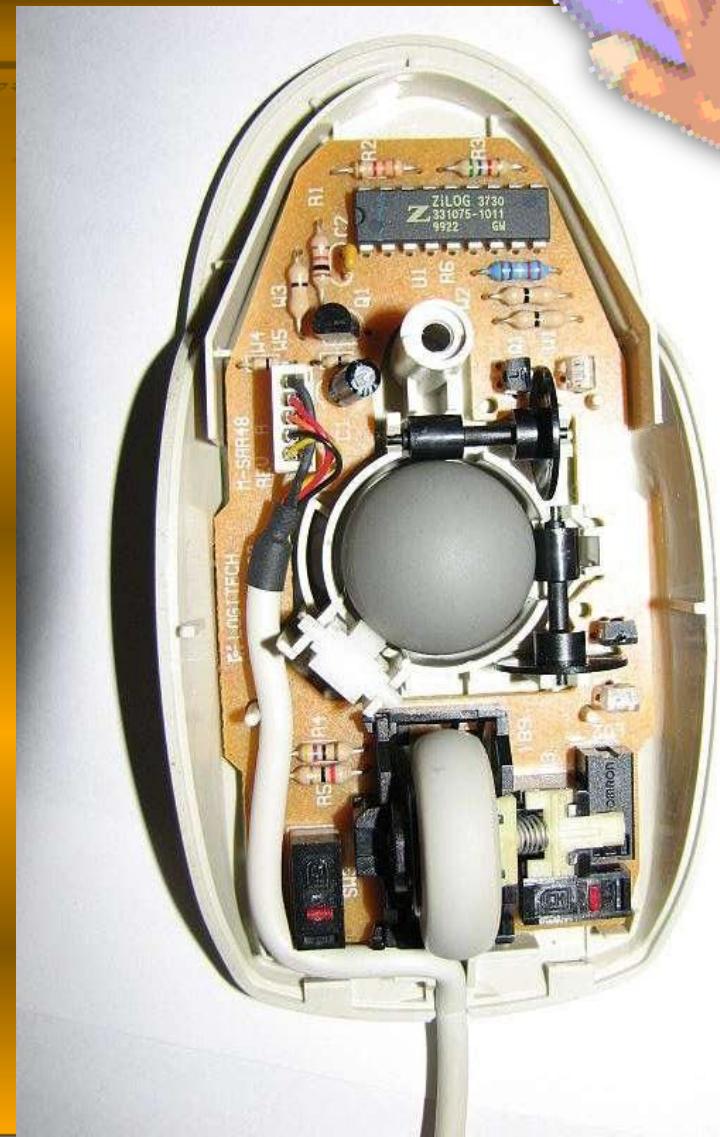
INPUT DEVICES



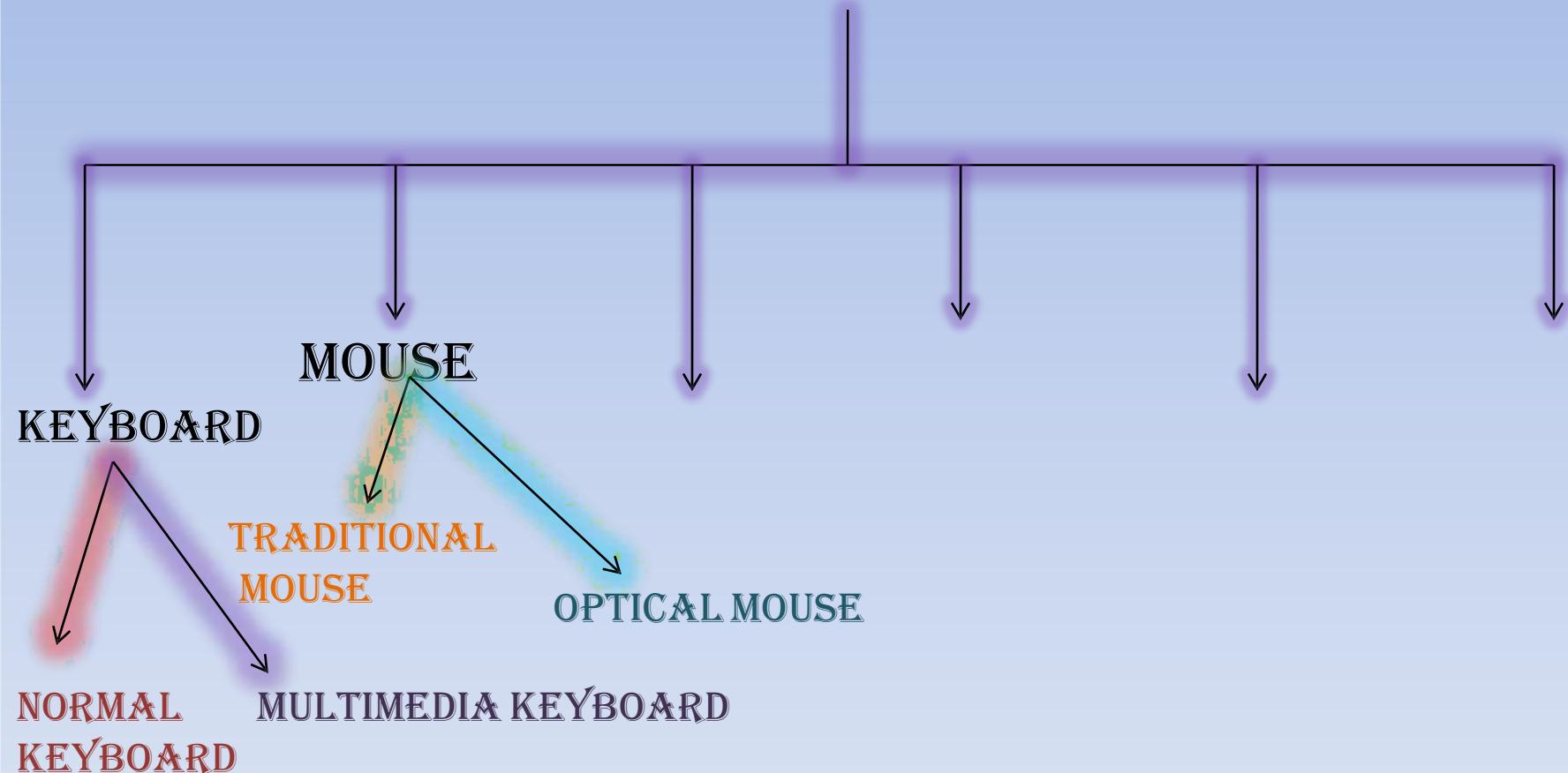


TRADITIONAL MOUSE

- Traditional mouse is used a ball built into the bottom with two small rollers placed two sides of the ball at 90 degree angle from each other. They spin when the ball rolls. A sensor detects how much each roller spins and sends the information to computer and the pointer on the screen moves into the same direction.

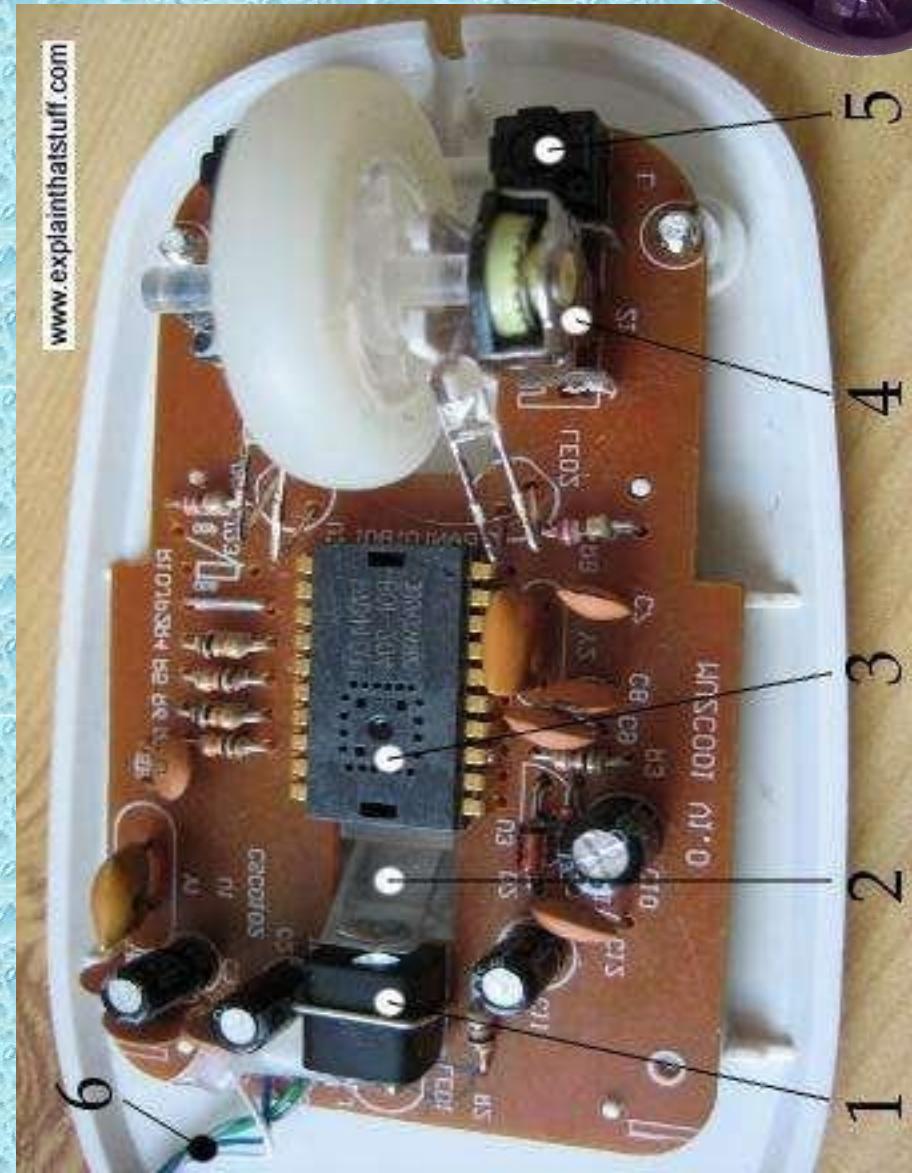


INPUT DEVICES

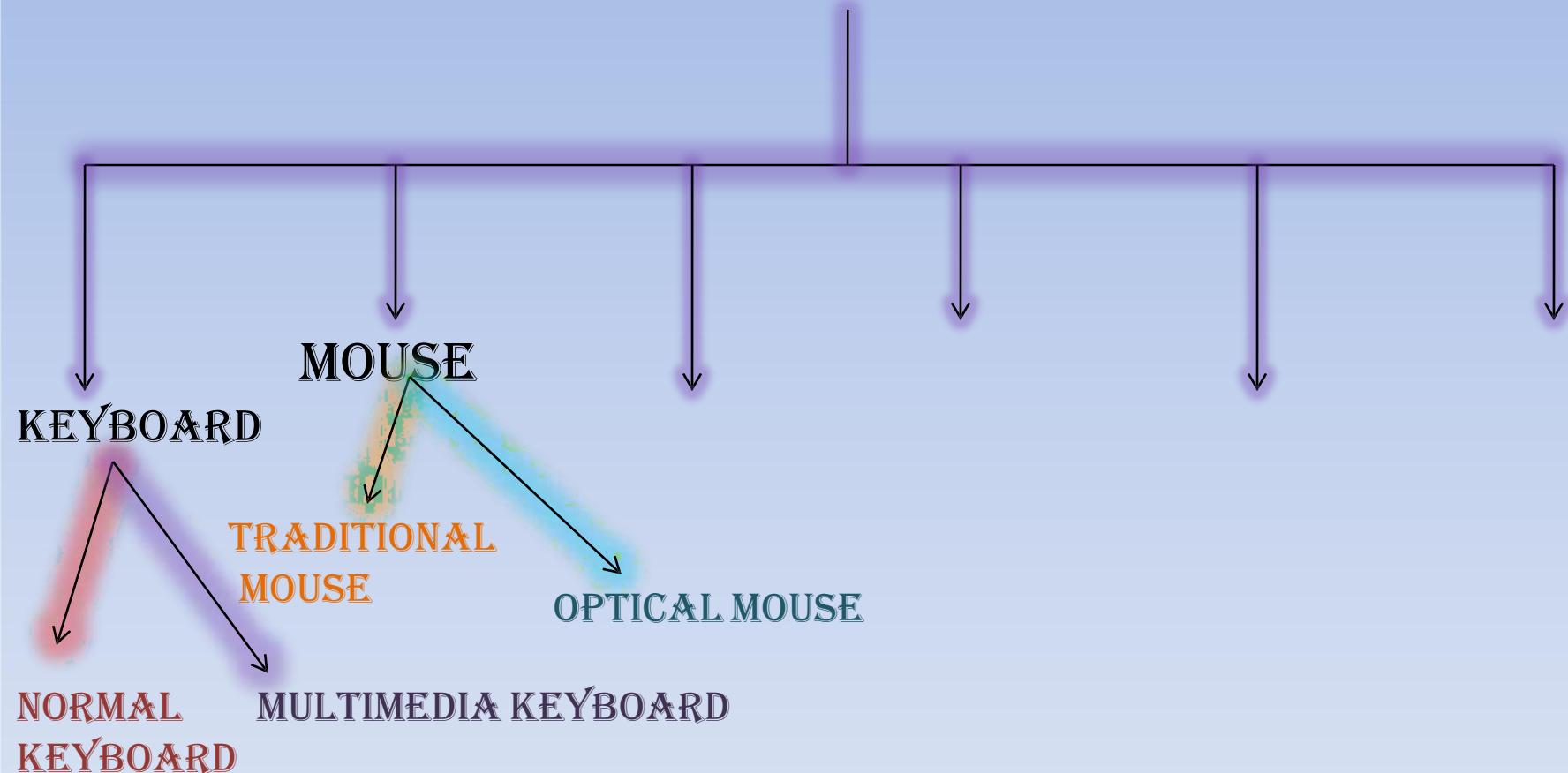


OPTICAL MOUSE

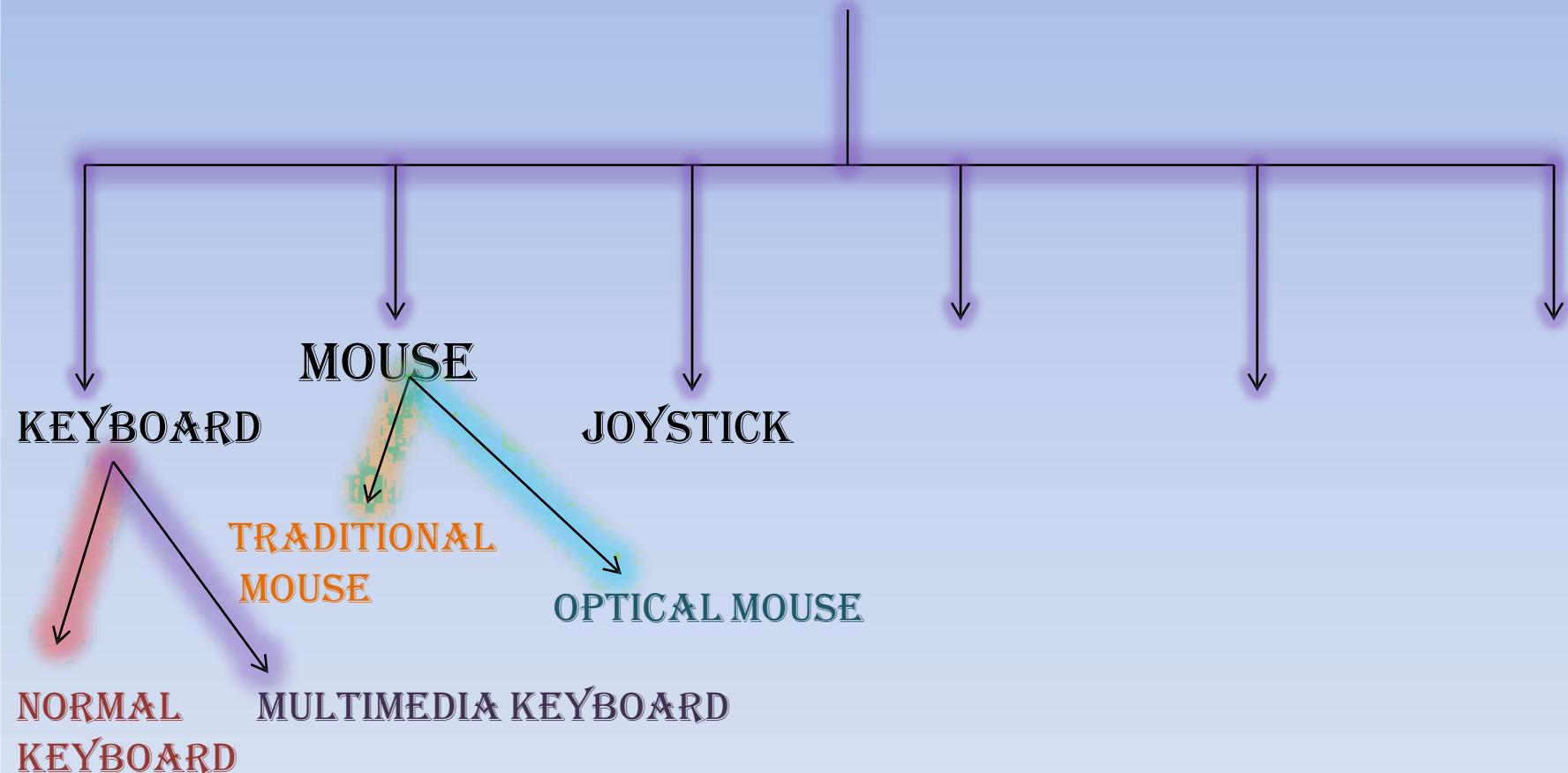
- Optical mouse is a advance pointing device that uses a light diode (**LED**)⁽¹⁾, an optical sensor (2) and a digital signal (3) processing in place of traditional mouse ball. Optical mouse need plan surface to produce high performance efficiency. Each time the mouse is moved, the beam of light is interrupted by the surface.



INPUT DEVICES



INPUT DEVICES



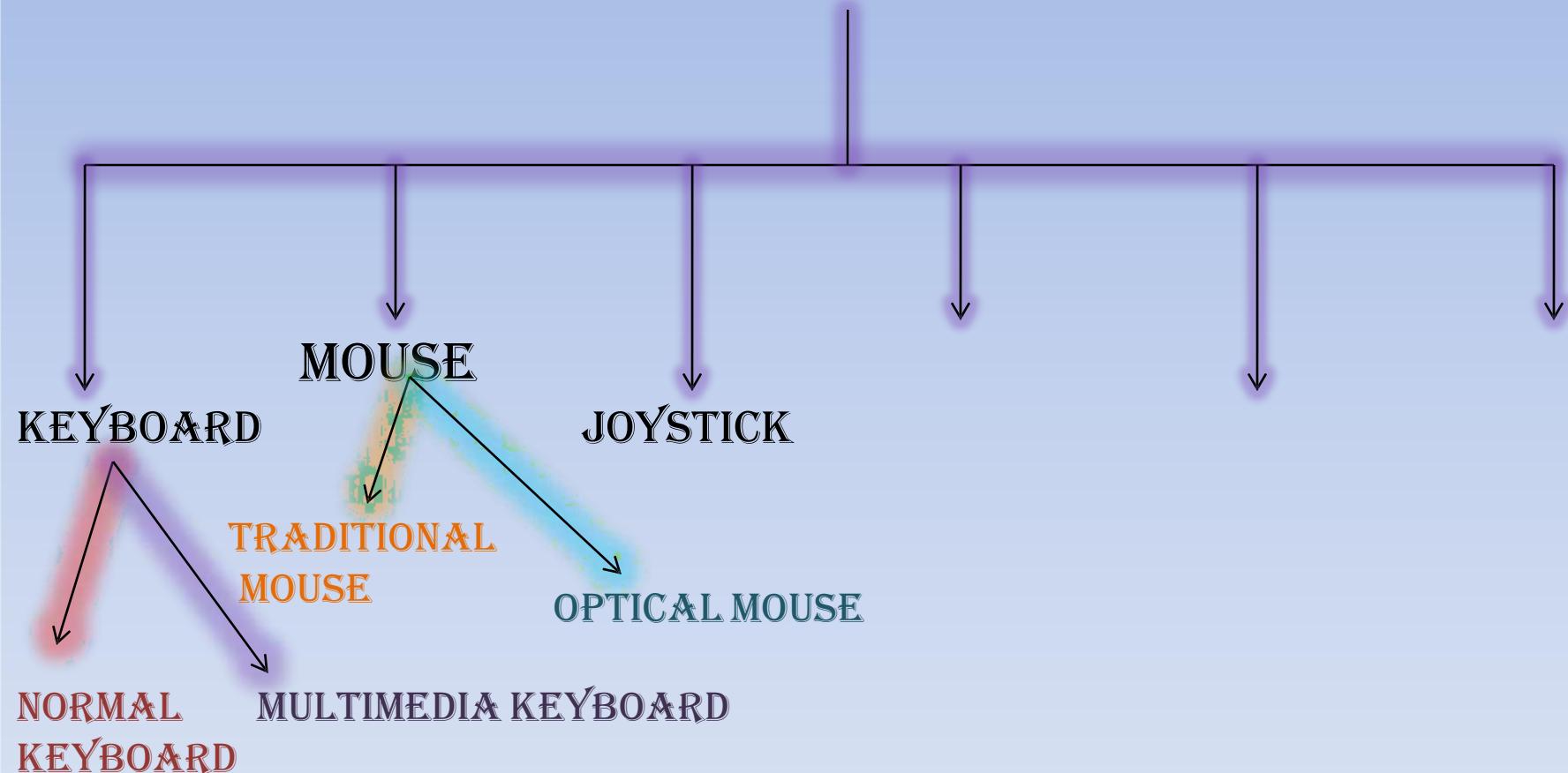


JOYSTICK

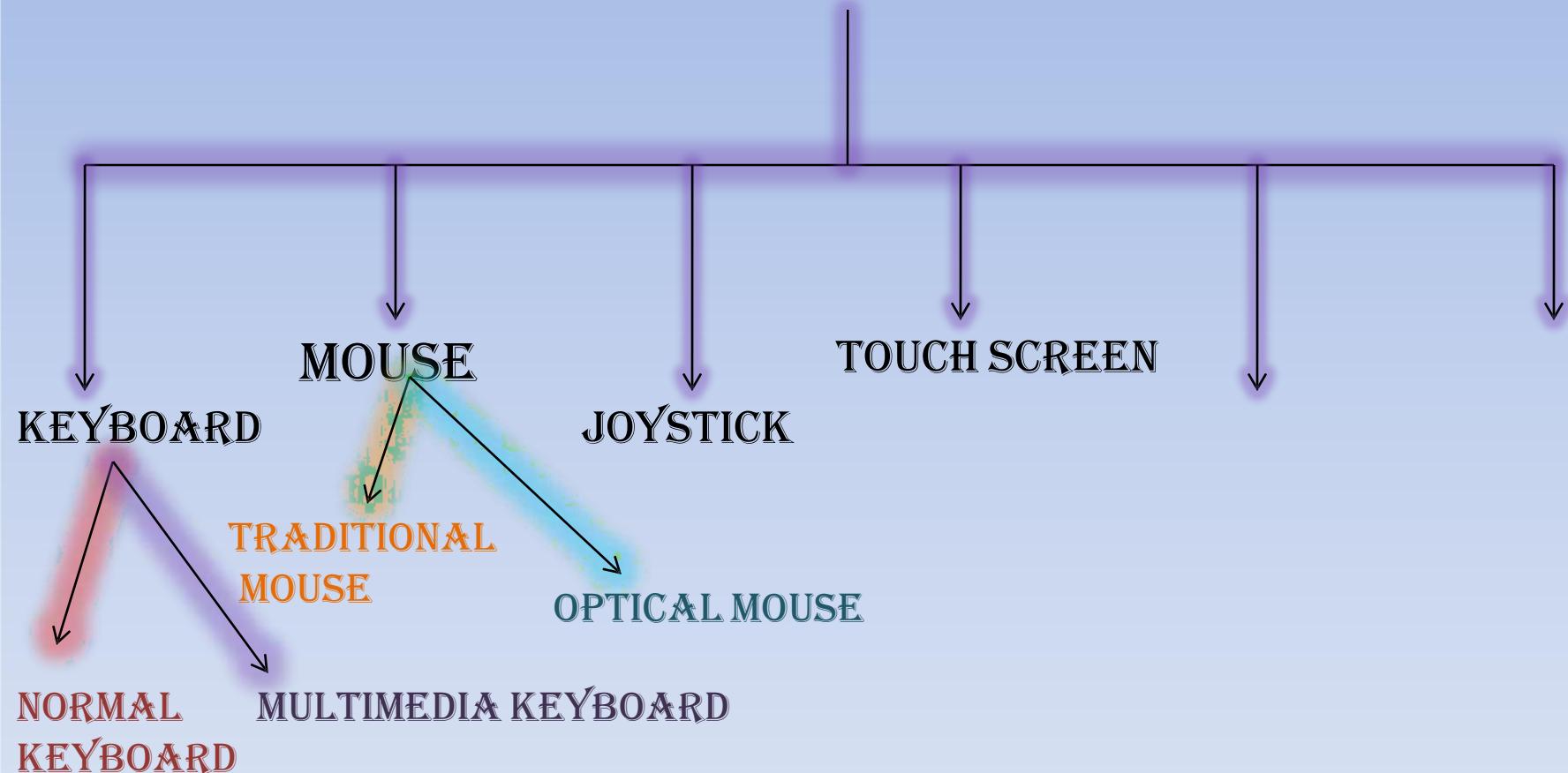
- Joystick is a pointing device mostly used for playing games. This is a device used to control the actions in a computer game. It consists of a lever used to move the pointer on the screen and buttons used to select options.



INPUT DEVICES



INPUT DEVICES

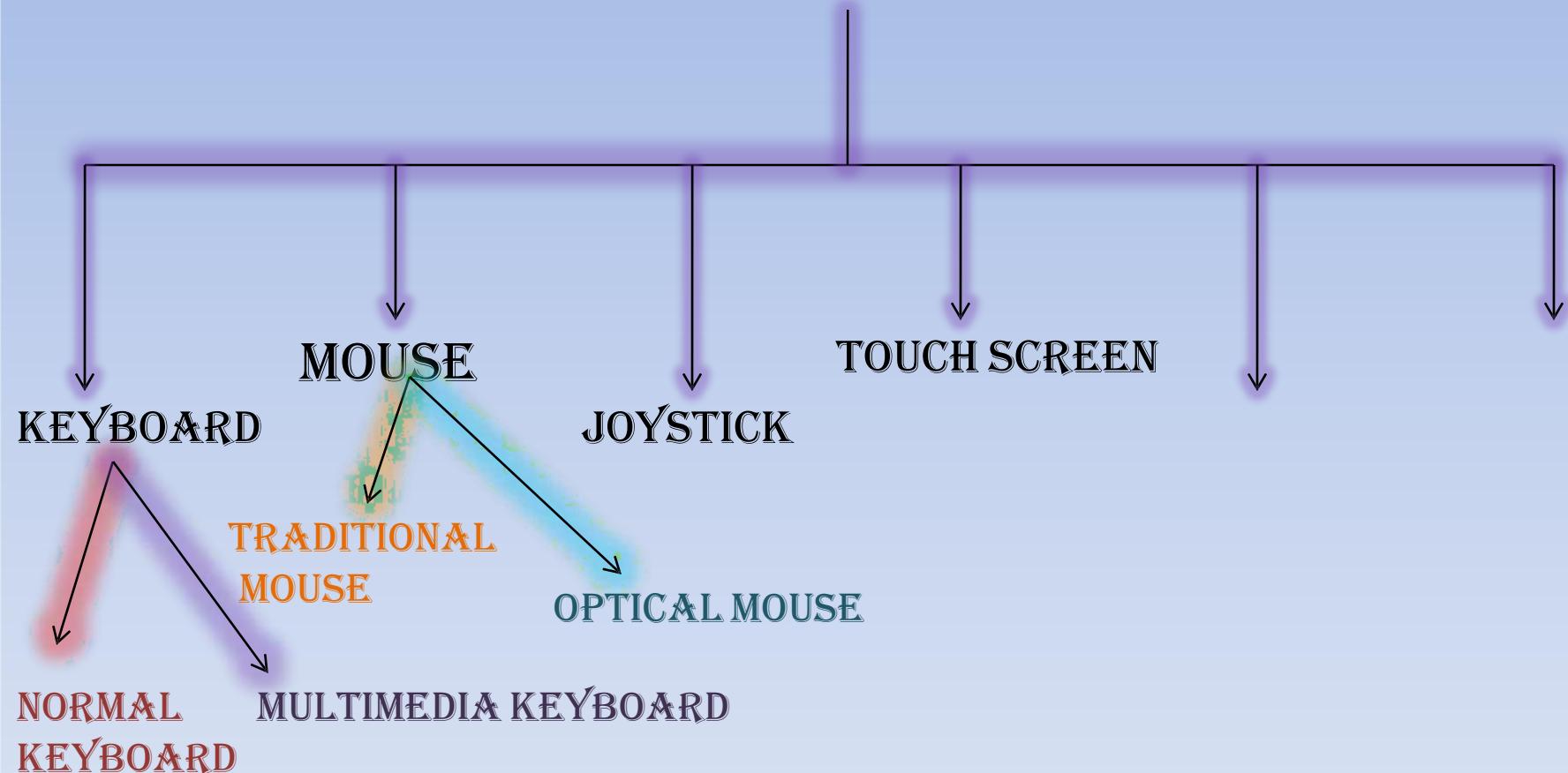


TOUCH SCREEN

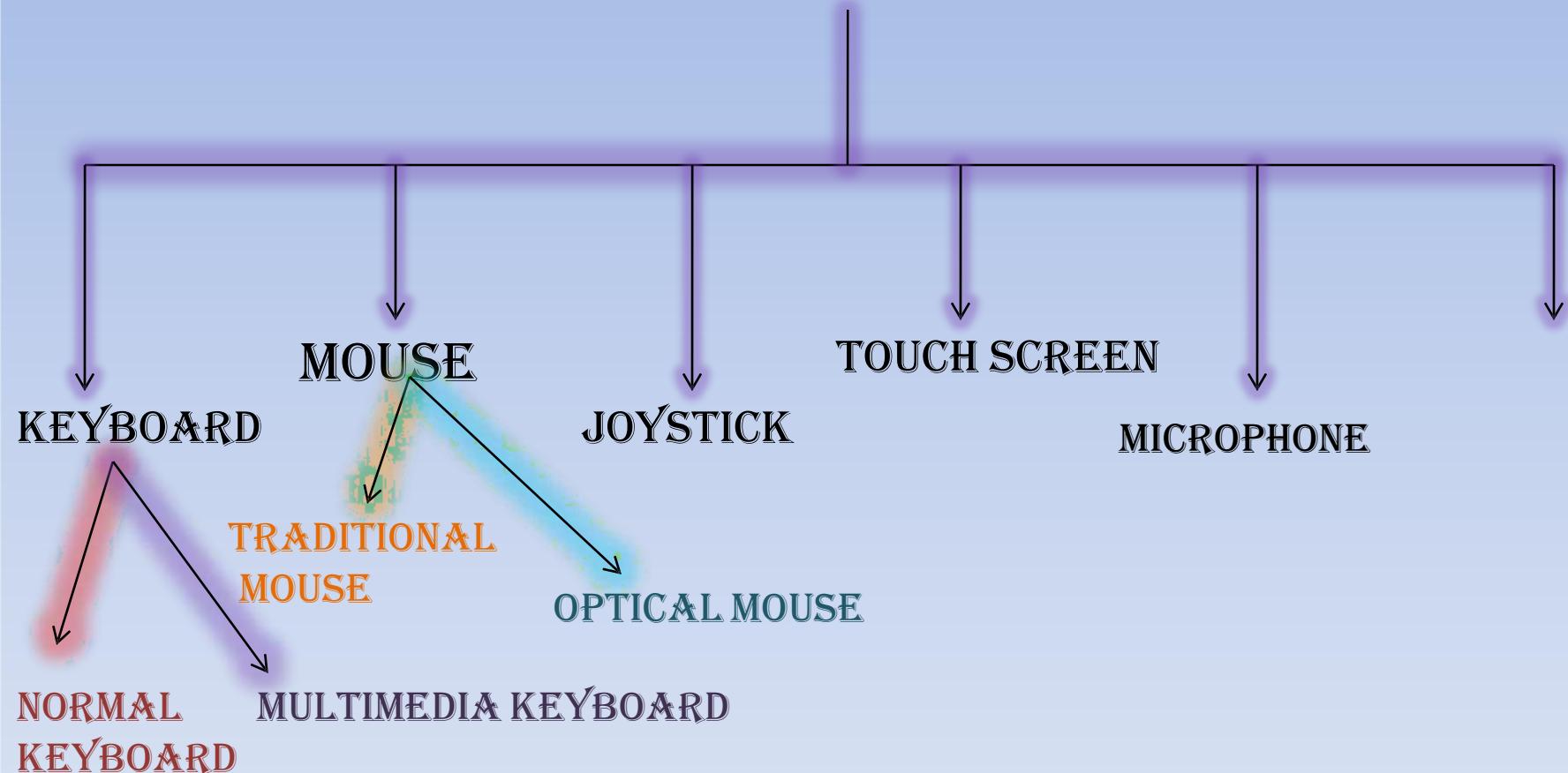
- Touch screen is the easiest way to data input into computer. Touch screen allows the user to select the item by touching the screen at appropriate spot. It has another feature that the user's finger become the input device to operate touch screen.



INPUT DEVICES



INPUT DEVICES

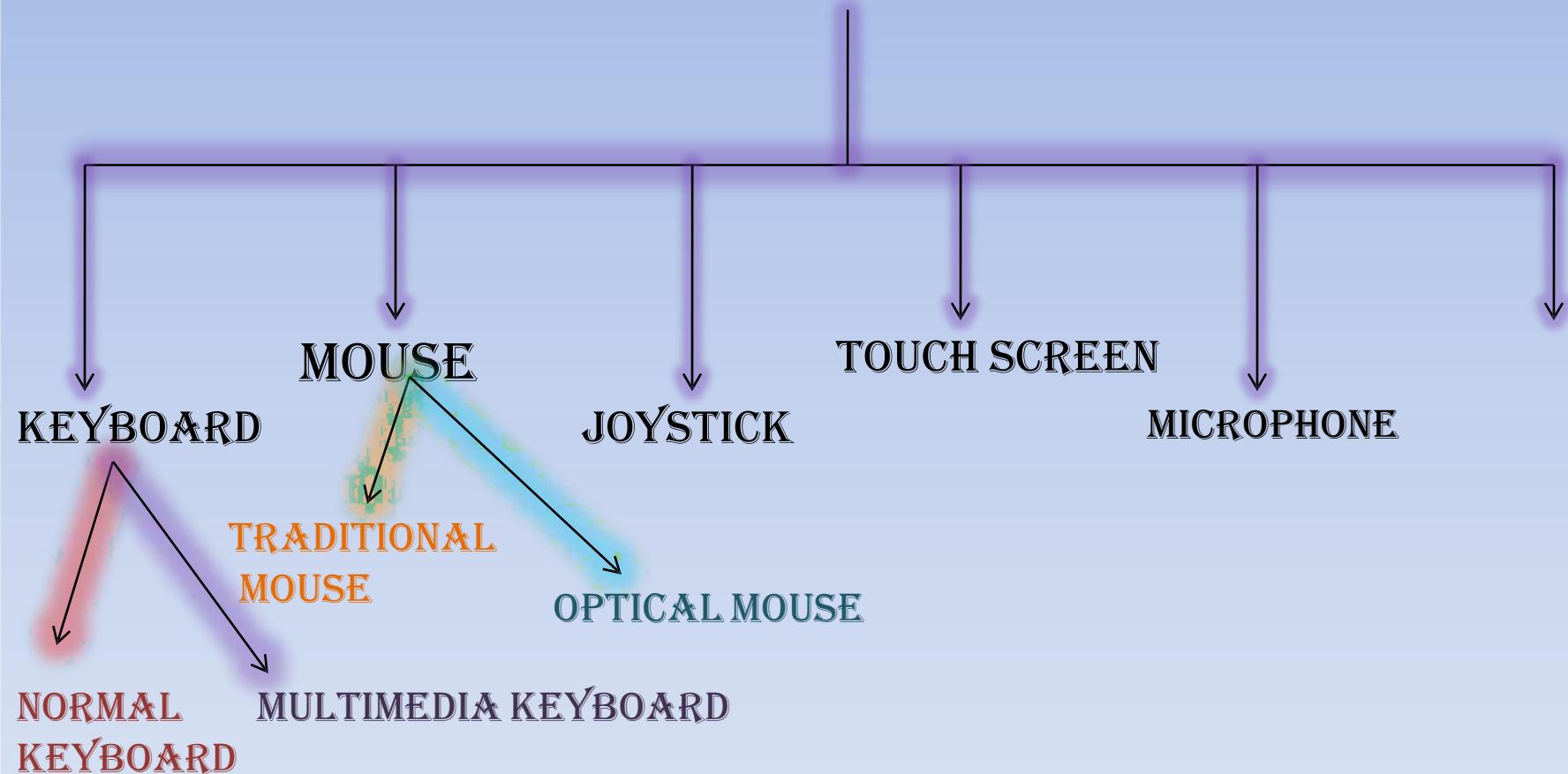


MICROPHONE

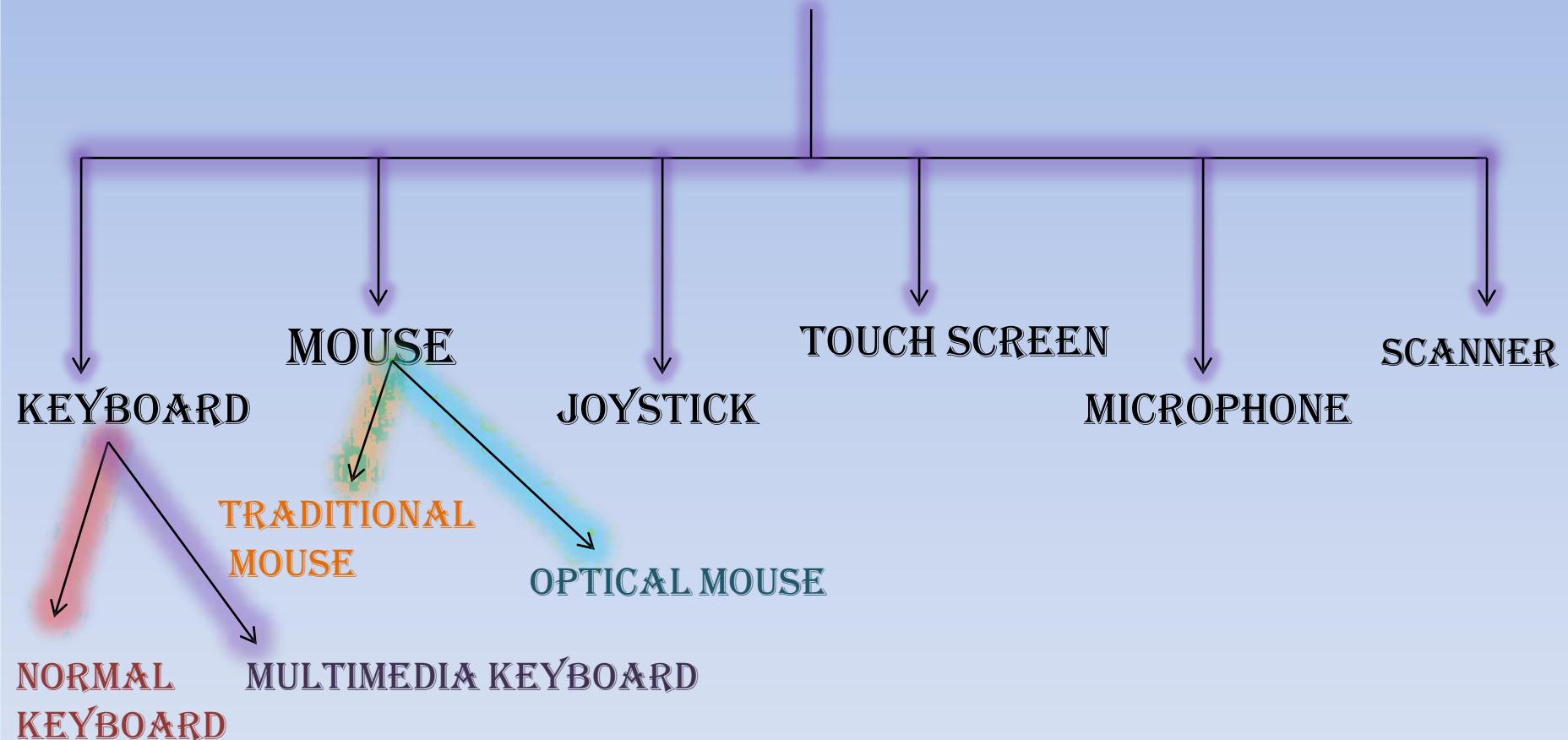
- Microphone is an input device used to inputting the voice signal into the computer. microphones are commonly used for live chat. Microphones are also used to record voice into the computer.



INPUT DEVICES



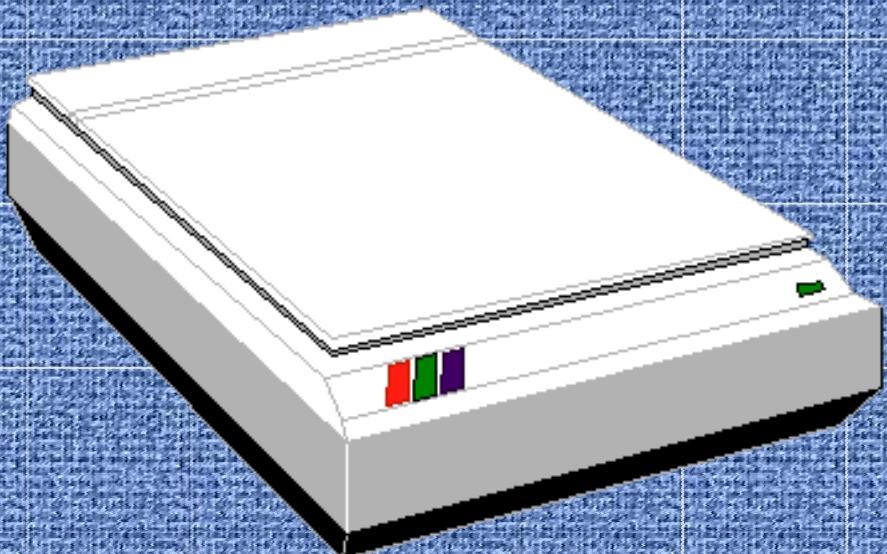
INPUT DEVICES



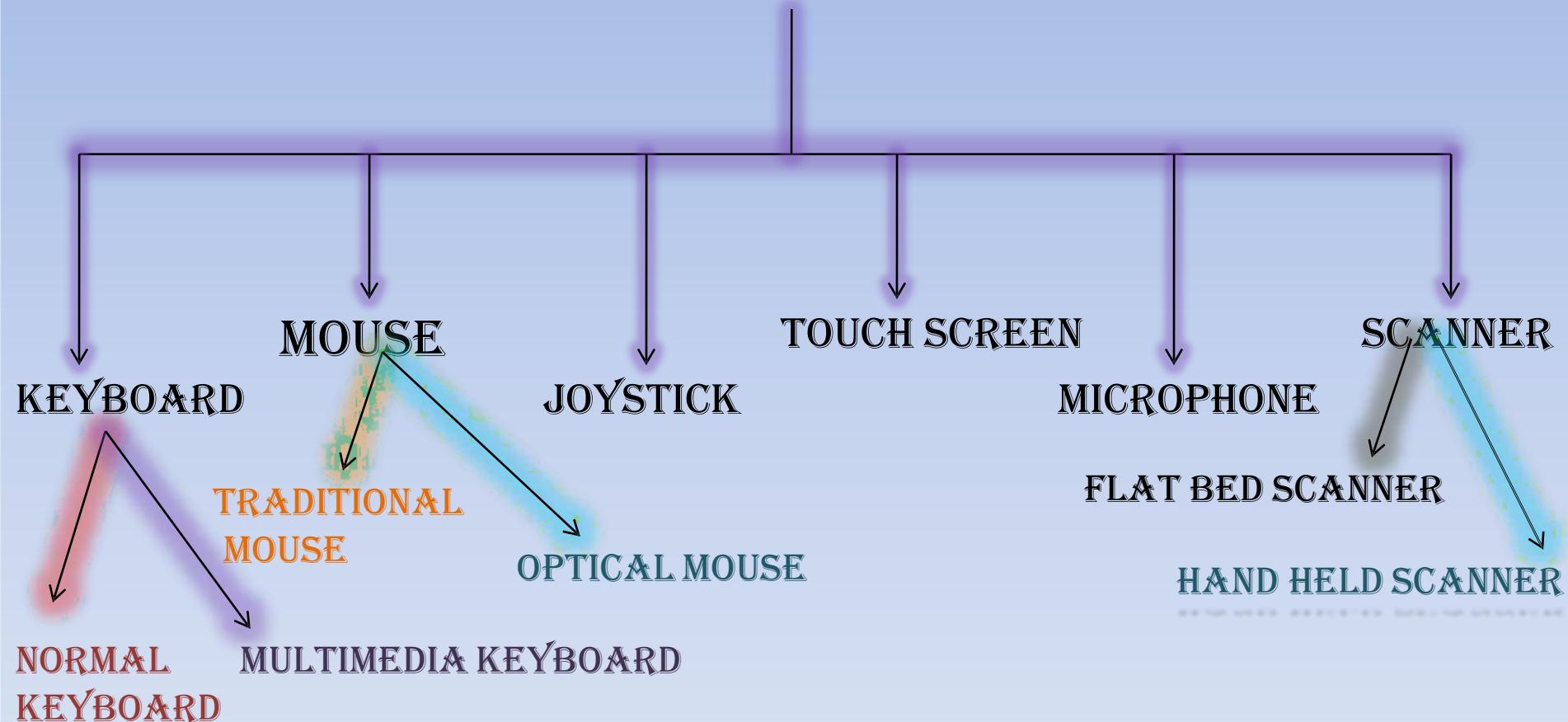
SCANNER

- Scanner is an input device used to insert a picture into the computer. This is a peripheral device that converts a printed image into digital information.

There are two types of scanners:



INPUT DEVICES

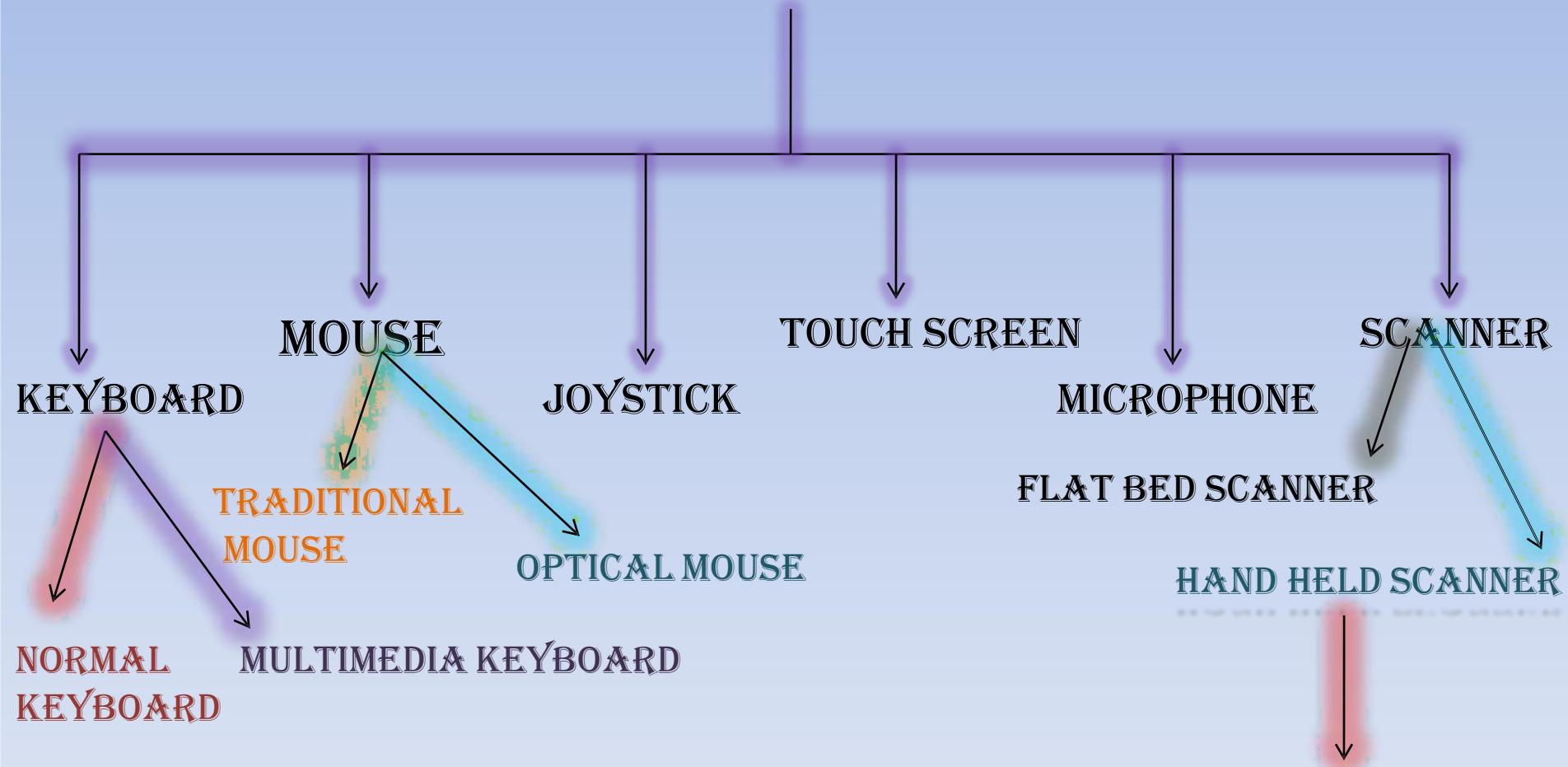


FLAT BED SCANNER

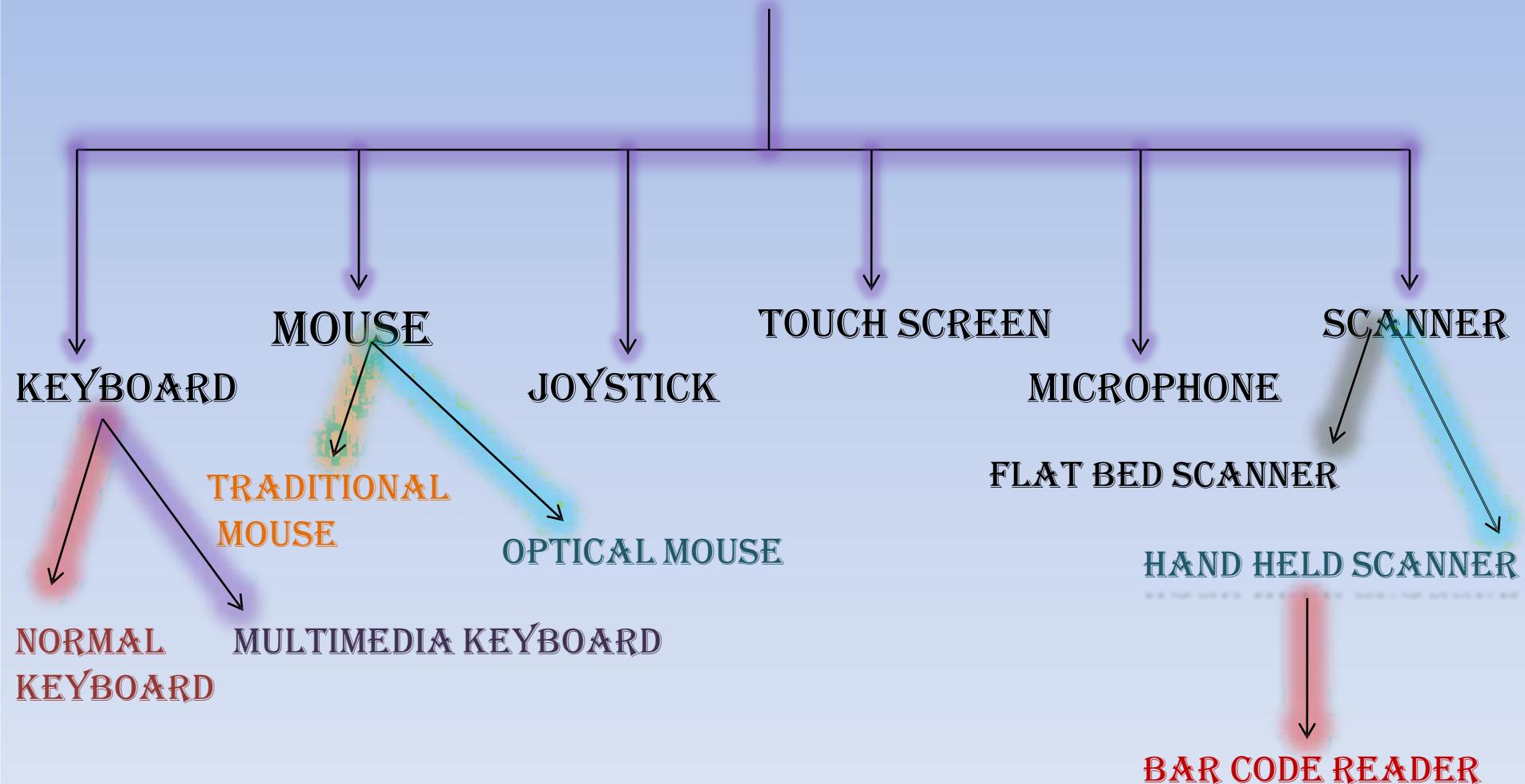
- A flat bed scanner uses a flat surface just like photocopier. We can place a picture on the surface of the scanner;; scanner scans the image and convert into digital form. The picture can be seen on the monitor screen after scanning.



INPUT DEVICES

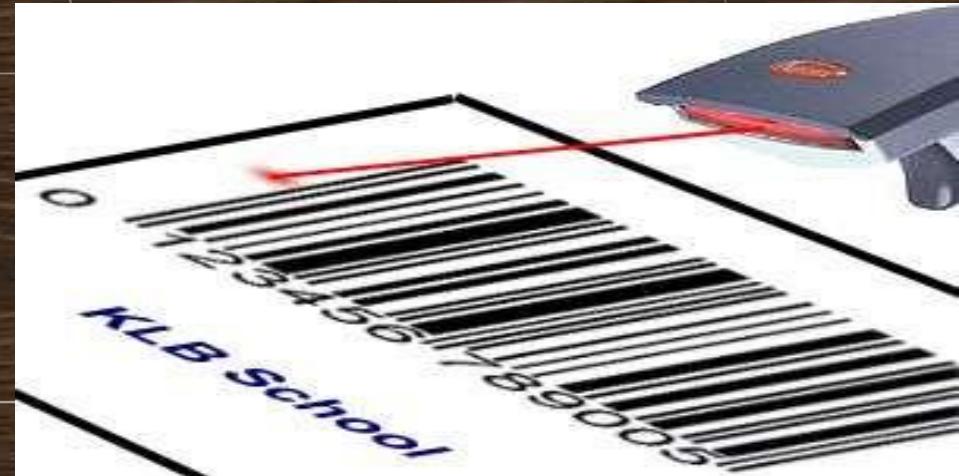


INPUT DEVICES

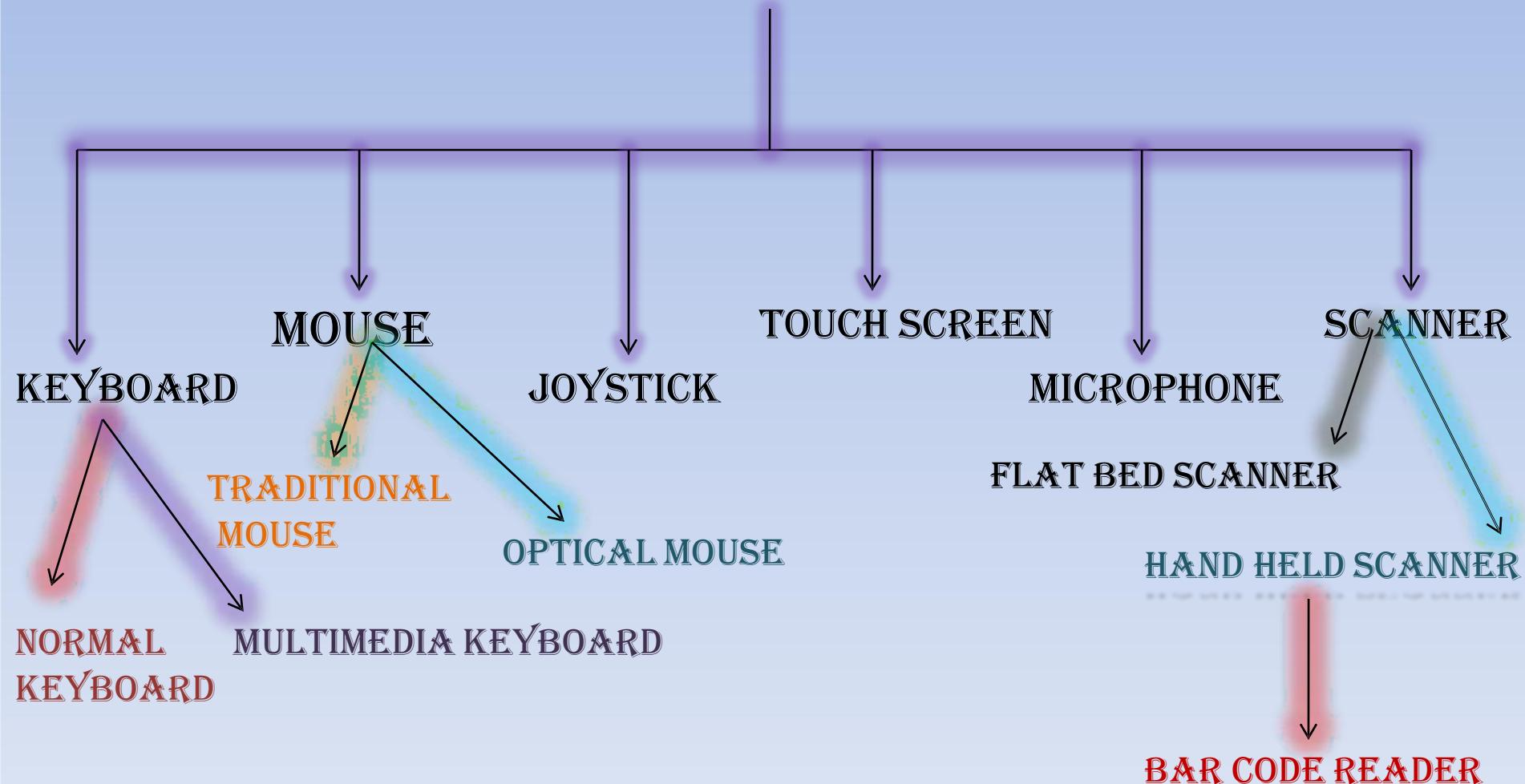


BAR CODE READER

- Bar code reader are used to read the values printed on the product in form of vertical lines. Bar codes are recorded on the products by the manufacturers and usually carry the product number.



INPUT DEVICES



THANK
YOU

