6.0bulesh 10 h montale G. Obulesh CSA5746 - Fundamentals of 192110245 computing CSE Assignent-1 1. About input and output devices Input device A Piece & equipment/hardable which help us enter data into a computer is called an input device key board, mouse scanner, Joystick, Barcode Render, and web carrexa. Key board; => Input device for manaul data entry Est > enter also called as svery key board. => They key board is the most frequently and speed widely used infut device for entering data into a computer. > Although these are some additional keys for performing other operations, the keyboard Agout is similar to that of a typical MOUSE: => It is han'd-held Pointing device left <that locates & allows to control. Mey If is a locater. => The most common Pointing device is the mouse. =) The mouse is used to move a little cosses across the somen while clicking and tragging.

10 7

> The left mouse button can be used to selected or move items, while the right mouse button when clicked displays extra menus

- => It is flight stick is an Input device and pistolly on bose,
- => A joystick is a pointing device that is used to move the
- => A spherical ball is attached to balk the botton and top ends . Of the stick.

Scanner

- > Photography machine and transfer image.
- => scanner can transfer typed text, graphics, diagrams and Photo graph to the computer.
- . => A Scanner is an infut device that functions similarly to a
 - 3) It's employed when there's information on paper that needs to be transferred to the computers hard disc for subsequent -mani Pulation
 - > Before they are printed, these images can be modified

output devices:

A fiece of equipment which gives out the result of the entered input once it is processed is called an output device Eg: Printer, monitor.

Monitor;

- > mointer is also known as visual display unit (VDUs).
- Pixels, in an a rectagguar pattern.
- > The amount of Pixels determines the images showers.

e lements that make up acrit display.

Flat - Panel display cathode - Raytube:

Flat Panel displays are currently used incalculations, video games; manitors, lartor computers and graphical displays.

Line Printer;

- => uses fan told forms of Papers souther than single sheet.
- =) used for large volume of data to be printed.

Eg: Pay Yoll marksheet.

Plotter: "Pladuces good quality drawing.

Description of Rom and its types.

Rom : Read only memory:

sometational device less making it operable and hunchional.

ROM

ning ts

Them is the kind of runopy.

Block diagramsom

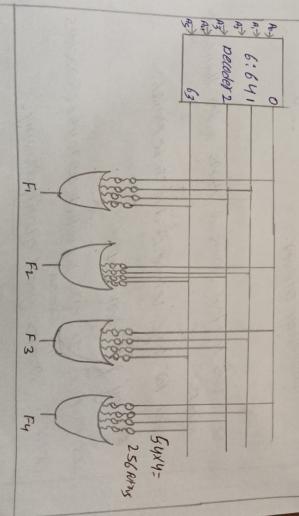
moutruts

35+ doesn't diseaser after a user legs out of the system or if the system restricts.

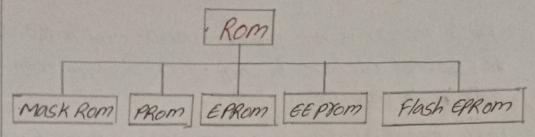
=> lin's is possible because it non-volotile nature it Rom.

PASTS, PAVO ASCHURENT SO OF PARENDER. OSTO SI. FILE · Shones. is a storage medium in devices such as completes mobile

Internal stricture & Rom



Types of Rom:



MRom:

- > masked Read only memory (MRom)
- => It is a read only memory this that is programmed during its manufacturing: m Roms cost relatively low.
- MROMS were the first Roms to be developed and were hard wided, contained pre-programmed set of instructions.

PROM:

- => Pragrammable Read only memory
- 3) It's "adevice that includes both the or Planes as well as the Awm Plane within exsingle Ic Package

EEPROM:

- => Electrically Exastle Programmable Read only memory
- small amounts of data in computer system.

Flash memory;

- has several use cases in which sort to medium. term data storage is required.
- Flash memory technology implementations range from flash us & memory stick to carnera memory cards like of cards.