

**NAME :-  
PURVAL MADHUKAR  
BHUDE**

**ROLL NO.:-  
S20230010193**

**BRANCH:-  
CSE**

**COURSE NAME:-  
OCW**

**ASSIGNMENT:-  
LAB 0 – OCW**

# **INPUT DEVICES**

## **❖ INTRODUCTION**

**INPUT DEVICE IS HARDWARE DEVICE THAT SEND INFORMATION TO COMPUTER. THEY ALLOW US TO INTERACT WITH COMPUTER AS WELL AS CONTROL IT. IT IS A HARDWARE DEVICE OR PERIPHERAL DEVICE USED TO SEND DATA TO COMPUTER. INPUT IS ANY DATA OR INSTRUCTION ENTERED INTO THE COMPUTER IN THE FORM OF SIGNALS. INPUT DEVICES ACT AS MEDIUM OF COMMUNICATION AND CORRESPONDENCE BETWEEN COMPUTER AND THE OUTSIDE WORLD. IT HELPS COMPUTER FOR INITIATING A BETTER OUTPUT.**



# **TYPE OF INPUT DEVICES**

- **KEYBOARD**
- **MOUSE**
- **FINGERPRINT SENSOR**
- **MIC**
- **JOYSTICK**
- **GAME CONTROLLER**
- **REMOTE**
- **MICROPHONE**
- **TOUCH SCREEN**
- **VR HEADSET**
- **VR GLOVES**
- **STYLUS**
- **AND MANY MORE.....**
- **HARD DISK, CD DRIVES ARE USED FOR BOTH  
INPUT AND OUTPUT DEVICES**

## ❖ EXPLANING SOME IMPORTANT INPUT DEVICES

### ○ **KEYBOARD**



**IT CONSIST OF BUTTON USED TO CREATE LETTERS, NUMBER, AND SYMBOLS, AND PERFORM ADDITIONAL FUNCTIONS. MOST OF KEYBOARD USE QWERTY LAYOUT. THEY ARE AVAILABLE IN LOCAL LANGUAGE ALSO LIKE MARATHI, GERMAN, TAMIL, ETC. KEYBOARD ARE CONNECTED TO COMPUTER THROUGH USB OR BLUETOOTH. SMARTPHONE AND TABLET USE ONSCRREN KEYBOARD TO INPUT MESSAGES AND SELECT COMMANDS. ON NORMAL KEYBPARD KEY AVAILABLE ARE ALT KEY, CTRL KEY, SHIFT KEY, +, -, /,\*, ETC. THERE ARE NUM LOCK KEY TO LOCK NUM LOCK, CAPS LOCK TO CHANGE ALPHABET TO SMALL TO CAPITAL AND VICE-VERSA. TYPE OF KEYBOARD ARE**

**ENHANCED KEYBOARD, VIRTUAL KEYBOARD,  
GAMING KEYBOARD, ERGONOMIC KEYBOARD,  
CORDLESS KEYBOARD, PORTABLE  
KEYBOARD,ETC**

## ○ **MOUSE**



**THIS IS INPUT DEVICE THAT IS USE TO CONTROL  
CURSOR AND COORDINATE. IT CAN BE WIRED  
OR WIRELESS CONNECTED BY USB OR  
BLUETOOTH JUST LIKE KEYBOARD. IT IS  
POINTING DEVICE THAT DETECTS TWO**

**DEMENTIONAL MOTION. IT IS TRANSLATED  
USING CURSOR. FULLFORM OF MOUSE IS  
MANUALLY OPERATED USER SELECTION  
EQUIPMENT. TYPE OF MOUSE ARE MECHANICAL  
MOUSE, OPTICAL MOUSE, AIR MOUSE,  
CORDLESS MOUSE,ETC.**

**IT ALLOWS USER TO DO FOLLOWING WORK:-**

- ✓ MOVE THE MOUSE CURSOR**
- ✓ SELECT**
- ✓ SCROLL**
- ✓ DRAG AND DROP**
- ✓ HOVER**
- ✓ OPEN A PROGRAM**

## ○ TOUCHSCREEN



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**IT IS INPUT DEVICE WHICH IS OPERATED BY HAND. IT ALLOWS USER TO INTERACT WITH COMPUTER. IT IS USED WIDELY IN LAPTOP MONITOR, TABLETS, SMARTPHONES. COMMON FUNCTION IS TAP, DOUBLE-TAP, TOUCH AND HOLD, DRAG, SWIPE, PINCH, ETC.**

## ○ **WEBCAM**

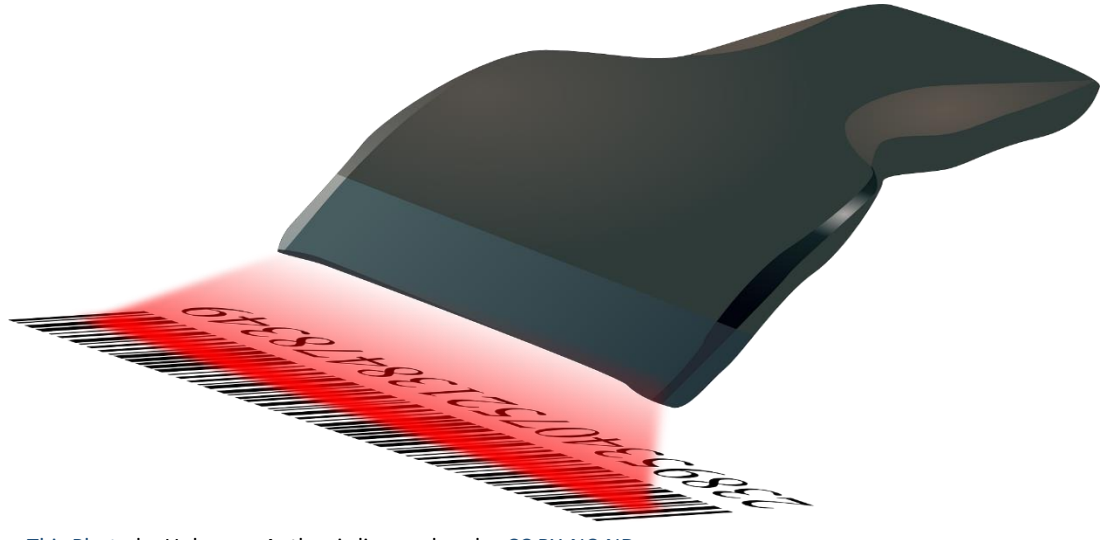


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**IT IS INPUT DEVICE WHICH IS CONNECTED TO COMPUTER GIVING INFORMATION LIKE PHOTO OR VIDEO.**



## ○ **BARCODE READER**



**IT IS INPUT DEVICE TO READ BARCODES. IT IS  
GENERALLY USED IN MALL. DUE TO THIS  
TECHNOLOGY LOT OF TIME AS WELL AS EFFORT  
ARE SAVED.**

## ○ SCANNER



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**IT IS INPUT DEVICE THAT READ AN IMAGE AND CONVERT IT INTO A DIGITAL FILE. IT IS CONNECTED BY USB AND NOWADAY IT IS ALSO AVAILABLE VIA WI-FI. THERE ARE DIFFERENT TYPE OF SCANNERS:-**

- ✓ **FLATBED SCANNER - USED A FLAT SURFACE TO SCAN DOCUMENT .**
- ✓ **SHEETFED SCANNER - LIKE A LASER PRINTER WHERE PAPER IS FED INTO THE SCANNER.**
- ✓ **CARD SCANNER - FOR SCANNING BUSINESS CARD.**
- ✓ **HANDHELD SCANNER - THE SCANNER IS DRAGGED OVER THE PAGE TO BE SCANNED .**

## ○ JOYSTICK



**IT IS ALSO KNOWN AS POINTING DEVICE. IT IS INPUT DEVICE WHICH IS USED TO MOVE THE CURSOR POSITION ON A MONITOR SCREEN. IT IS STICK HAVE A SPHERICAL BAL JOINED TO BOTH LOWER AS WELL AS UPPER END. THE JOYSTICK CAN BE MOVED IN ALL FOUR DIRECTIONS. IT IS MAINLY USED IN AIRPLANES (AIRBUS PLANES), PLAYING GAMES, AND COMPUTER AIDED DESIGNING.**

## ○ MICROPHONE

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**IT IS INPUT DEVICE TO TAKE INPUT OF SOUND THAT IS THEN STORED IN DIGITAL FORM. IT IS USED IN VARIOUS APPLICATIONS LIKE RECORDING SONG, ADDING SOUND TO A MULTIMEDIA PRESENTATION, FOR MIXING MUSIC, AUDIO FOR VIDEO, ONLINE CHATTING, VOICE RECOGNITION, VoIP (VOICE OVER INTERNET PROTOCOL)**

## ○ DIGITAL CAMERA



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**IT IS VISION INPUT DEVICE CONSIST OF DIGITAL CAMERA. CAMERA CREATES AN IMAGE OF THE OBJECT IN DIGITAL FORM SO THAT IT CAN BE STORED AND INTERPRETED BY THE COMPUTER. THE DIGITIZED IMAGE OF THE OBJECT IS MATCHED AGAINST SIMILARLY FORMED PRE STORED IMAGE IN COMPUTER'S IMAGE DATABASE.**



## ○ **STYLUS**



**IT IS PEN LIKE INPUT DEVICE USED TO WRITE OR DRAW ON SCREEN OF GRAPHIC TABLET OR DEVICE. IT WAS BEST USED IN ONLINE CLASS DURING CORONA LOCKDOWN. BUT NOWADAYS, IT HAS BECOME POPULAR ONMOBILE DEVICES AS REPLACEMENT FOR THE USER'S FINGER.**

## ○ BIOMETRIC DEVICES



**IT IS DEVICES USE TO TAKE A BIOMETRIC INPUT LIKE YOUR FINGERPRINT, RETINA SCAN, ETC. THIS BIOMETRIC DATA IS TRANSMITED TO COMPUTER. TYPE OF BIOMETRIC DEVICES ARE FACE SCANNER, HAND SCANNER, FINGERPRINT SCANNER, VOICE SCANNER.**

## ○ VR HEADSET AND GLOVES



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**THIS INPUT DEVICE IS ONE OF THE LATEST TECHNOLOGY. IT COLLECT DATA ABOUT A USER'S MOVEMENT AND POSITION LIKE MOVING OF HEAD, MOVING THE HANDS, EYE MOVEMENT, ETC. ALL THIS INFORMATION IS COLLECTED AND THIS DATA IS SEND TO COMPUTER. THERE ARE LOT OF APPLICATION OF THIS BUT FOR NOW THE MAIN APPLICATION IS WHILE PLAYING, IN FUTURE LOTS OF OTHER APPLICATION WILL COME UP. SUCH VR/AR GADGETS GIVE A REAL-WORLD EXPERIENCE TO USER.**



## ○ REMOTE



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**IT IS INPUT DEVICE USED TO OPERATE A MACHINE FROM A DISTANCE. IT USED WITH CONSUMER DEVICES SUCH AS MUSIC SYSTEM, TV, VEHICLE LOCKING SYSTEM**

## • **CONCLUSION**

INPUT DEVICE ARE IMPORTANT ASPECT BECAUSE IT ALLOWS THE USER TO INTERACT AND ADD ADDITIONAL INFORMATION TO ELECTRONIC DEVICE. IT CONCLUDED THAT TWO MAJOR AND MOST IMPORTANT INPUT DEVICE USE IS TO HELP HELP US ENTER DATA INTO COMPUTER. KEYBOARD AND MOUSE ARE MOST COMMON INPUT DEVICES. INPUT DEVICE ARE CONSIDERED HUMAN INTERFACE DEVICE.INPUT DEVICE IS STARTING POINT OF EVERY PROCESS AND HENCE ONE OF THE MOST IMPORTANT THING IN WHOLE COMPUTER ECOSYSTEM.

**THANK YOU!!!**