ICT Input Devices Website

Purpose: To inform Digital technology students about common input devices

Target audience: Digital Technology Students

Mark-up language: HTML5

Sources:

* Miss Smith

Steps:

|  |  |
| --- | --- |
| Plan the webpage with content | Done |
| Convert Plan to HTML | Done |
| Test | Done |
| Choose & add Links | Done |
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Computer input devices

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# Definition of an input device

An input device is any peripheral (piece of computer hardware equipment) used to provide data and control signals to an information processing system (such as a computer). Input and output devices make up the hardware interface between computer as a [scanner](https://www.artec3d.com/portable-3d-scanners) or [6DOF controller](https://3dconnexion.com/us/spacemouse/).s

## Many input devices can be classified according to:

1. Modality of input (e.g. mechanical motion, audio, visual, etc.)
2. The input is discrete (e.g. key presses) or continuous (e.g. a mouse's position, though digitized into a discrete quantity, is fast enough to be considered continuous)
3. The number of degrees of freedom involved (e.g. two-dimensional traditional mice, or three-dimensional navigators designed for CAD applications)
4. Pointing devices, which are input devices used to specify a position in space, can further be classified according to:
   1. Whether the input is direct or indirect. With direct input, the input space coincides with the display space, i.e. pointing is done in the space where visual feedback or the cursor appears. Touchscreens and light pens involve direct input. Examples involving indirect input include the mouse and trackball.
   2. Whether the positional information is absolute (e.g. on a touch screen) or relative (e.g. with a mouse that can be lifted and repositioned)

## Most common desktop computer input devices

### Keyboard

Modern keyboards have alphanumeric keys and other buttons for special functions. A typical keyboard has more than 100 keys, including the number pad, function keys F1 through F12 and operation buttons like the keys marked CTRL, TAB, ALT and DEL. The most popular layout, the QWERTY is not a universal standard; other keyboard layouts may be used for special purposes.

### Mouse

The mouse, one of the most popular input devices, lets a computer user navigate on-screen without having to learn hundreds of keyboard shortcuts. The mouse is critical, especially in the graphical user interface (GUI) environment of modern operating systems in which all software programs are designed for its use. In laptop computers, another pointing device---a flat panel that translates finger motion to cursor movements on screen---replaces the mouse. Laptops also support traditional mice, which can be attached via USB.

## List of input devices

* Mouse
* Keyboard
* Joystick
* Bar Code Reader
* Magnetic Stripe Reader
* Chip and Pin Reader
* Webcam

## Side note

Direct input is almost necessarily absolute, but indirect input may be either absolute or relative. For example, digitizing [Graphics tablets](https://www.wacom.com/en-us/products/pen-tablets/wacom-intuos-pro) that do not have an embedded screen involve indirect input and sense absolute positions and are often run in an absolute input mode, but they may also be setup to simulate a relative input mode where the stylus or puck can be lifted and repositioned.