Page
Date

① i) Computer Drawing :- Designing of automobile and buildings etc are done with the help of computer drawing. This helps in providing very minute details to the drawing and producing more accurate and sharp drawings with better specifications.

ii) Presentation Graphics :- For the preparation of reports or summarising the financial, statistical, mathematical, scientific, economic data for research reports, mangerial reports, more over creation of bar graph, pie charts, time chart can be done using the tools present in computer graph.

iii) Image Processing :- Various kinds of photographs or images require editing in order to be used in different places. Processing of existing images into refined ones for better interpretation is one of the many applications of computer graphics.

iv) Computer Art :- We can create fine and commercial art which include animation packages, paint packages. These packages provide facilities for designing object shapes and specifying object motion.

v) Education :- Computer generated models are extremely useful for teaching huge number of concepts and fundamentals in an easy to understand and learn manner. Using computer

graphics many educational models can be created through which more interest can be generated among the students regarding the subject.

(2) Input Devices :- i) Keyboard → It is the commonly used input device. It is designed to input text and characters. A keyboard contains approx. 108 keys.

ii) Mouse → It is used as a popular pointing device. It is used to create images, graphics as well as to click on any button or menu. The mouse has two or three buttons. Functions of mouse are clicking, dragging and scrolling.

iii) Joystick → It is similar to a mouse. It is also used in computer-aided-designing, also used to play video games. It has a rounded ball at both ends. The joystick can be moved in all directions.

iv) Touch Pad → It is flat pad used in laptops on which we slide the finger to move the cursor, it is a touch sensitive area. It is used to translate the motion and position of user's finger.

Output Devices :- i) Printer → It is the most important output devices which is used to print data.

⇒ Impact Printer → It prints the characters by striking against the ribbon and onto the paper. E.g Character Printers and Line Printers.

⇒ Non Impact Printer → It prints the characters without striking against the ribbon and onto the paper. Eg. Laser Printers and Inkjet Printers.

ii) Plotter → Plotters are special type of output devices. It is suitable for applications like:
Architectural plan of the building.
CAD applications like the design of mechanical components of aircraft.

⇒ Drum Plotter → It consists of drum. Paper on which design is made is kept on the drum. The drum can rotate in both directions. It comprised of one or more pen and pen holders. The holders are mounted perpendicular to drum surface.

⇒ Flat bed Plotter → It is used to draw complex design and graph charts. The flatbed plotter can kept over the table. The plotter consists of pen and holder. The pen can draw characters of various sizes. There can be one or more pens and pen holding mechanism. Each pen

has ink of different colour. It is used to draw: Cars, ships, airplane, road and highway design.