**Input device**

Any hardware device used to capture and send data to the circuit that is built (e.g. computer), allowing you to interact with and control it. Examples: microphone (capturing sound), webcam (capturing image/video), button (capturing a push), etc. 

**Output device**

Any device that, when current is applied, can affect the physical world somehow, through for instance showing light, making a sound, or making something else to move. Examples: LEDs, speakers or headphones, projectors.

