## LESSON 4

# Alternative Methods Of Input

#### This lesson includes the following sections:

- Devices for the Hand
- Optical Input Devices
- Audio-Visual (Multimedia) Input Devices



### Alternative Input Devices – Devices for the Hand

- Pens
- Touch Screens
- Game Controllers

#### **Devices for the Hand - Pens**

- With a pen-based system, you use an electronic pen to write on the screen and choose commands.
- Pens are common input devices for handheld computers, like "personal digital assistants (PDAs)."
- Pens are handy for making notes or selecting commands, not for inputting a lot of text.



The user can point, tap, draw and write on the computer's screen with a pen.

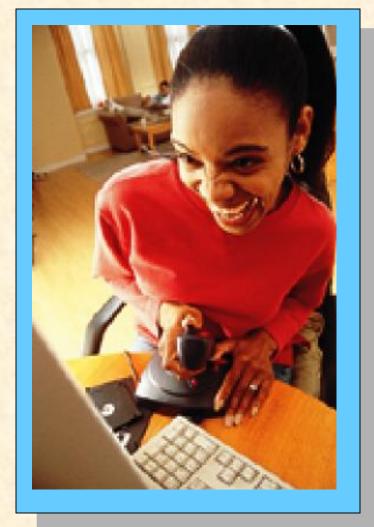
#### **Devices for the Hand - Touch Screens**

- Touch-screen systems accept input directly through the monitor.
- Touch screens use sensors to detect the touch of a finger. They are useful where environmental conditions prohibit the use of a keyboard or mouse.
- Touch-screen systems are useful for selecting options from menus.



#### **Devices for the Hand - Game Controllers**

- The two primary types of game controllers are joysticks and game pads.
- Game pads usually provide controls for each hand.
- Joysticks are popular for flight simulator and driving games.



Some controllers even provide tactile feedback, such as vibrations or pulses, to help players "feel" the action in the game.

### Alternative Input Devices – Optical Input Devices

- Bar Code Readers
- Image Scanners and OCR (Optical Character Recognition)

#### **Optical Input Devices - Bar Code Readers**

- Bar code readers can read bar codes—patterns of printed bars.
- The reader emits light, which reflects off the bar code and into a detector in the reader. The detector translates the code into numbers.
- Flatbed bar code readers are commonly found in supermarkets. Courier services often use handheld readers.



#### Optical Input Devices – Image Scanners and OCR

- Image scanners digitize printed images for storage and manipulation in a computer.
- A scanner shines light onto the image and interprets the reflection.
- Optical character recognition (OCR) software translates scanned text into editable electronic documents.
- =====Fig. 4.7=====

Document being scanned

Converts

diode signals

to numbers

Trained Engineering Technicians, in manufacturing, work closely with engineers. In the automated factory environment they help in the design and development stages, and install, operate, maintain and service robots, robotics equipment and automated systems. They normally work under the direction of engineers or technologists, but often move up to more responsible positions or to supervision. Although some technicians may work on specific systems, most have multiple skills and are able to perform varied tasks.

Technicians must also be able to adapt to changing technologies and need higher reading and math skills than previously required. Additional related skills include:

PERSONAL QUALIFICATIONS FOR ENGINEERING TECHNICIANS

- -- Ability to concentrate;
  - -- Ability to use tools;
- -- Abstract reasoning skills;
- -- Creative thinking skills;
  - -- Mechanical ability;
  - Manual dexterity;Mathematical skills;
- -- Problem-solving skills;
  - -- Spatial ability.

Light source, lens and diode array

To computer

### **Alternative Input Devices – Audio-Visual (Multimedia) Input Devices**

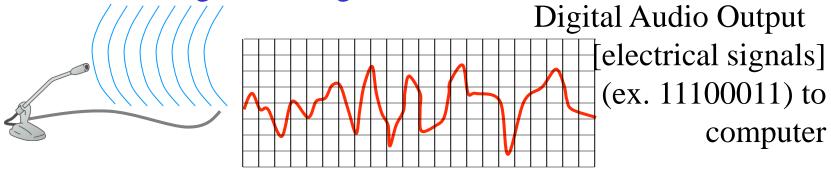
- Microphones and Speech Recognition
- Video Input

### Audio-Visual (Multimedia) Input Devices - Microphones and Speech Recognition

- Microphones can accept auditory input. A microphone requires a sound card in the PC.
- A sound card can digitize analog sound signals, and convert digital sound signals to analog form.
- With speech recognition software, you can use your microphone to dictate text, navigate programs, and choose commands.



**Analog Sound Signals** 



Analog Signals are Digitized

computer

## Audio-Visual (Multimedia) Input Devices – Video Input

- PC video cameras digitize full-motion images.
- Digital cameras capture still images.
- These cameras break images into pixels and store data about each pixel.
- Video images may be compressed to use less memory and storage space.

