

## Input Devices

What is an "input device"?

- peripheral devices to provide data to computer
- devices to provide control signals to computer
- devices allow us to enter new data for processing.

Devices in syllabus:

- Mouse
- Trackball
- Keyboard / Concept keyboards
- Microphone
- Digital Camera
- 2D Scanners
- 3D Scanners
- Interactive Whiteboards
- Touchscreens
- Barcode readers
- QR code readers

### MOUSE:

An input device that allows you to control the coordinates and movement of the onscreen cursor/pointer by simply moving the mouse across a flat surface.

There are optical mice and analogue mice.  
They can be wired or wireless.

Typical applications:

- Used in everyday life computing to control the pointer in GUI.

#### Operations Steps:

Benefits:

- Simple & easy to use
- Efficient way to navigate.

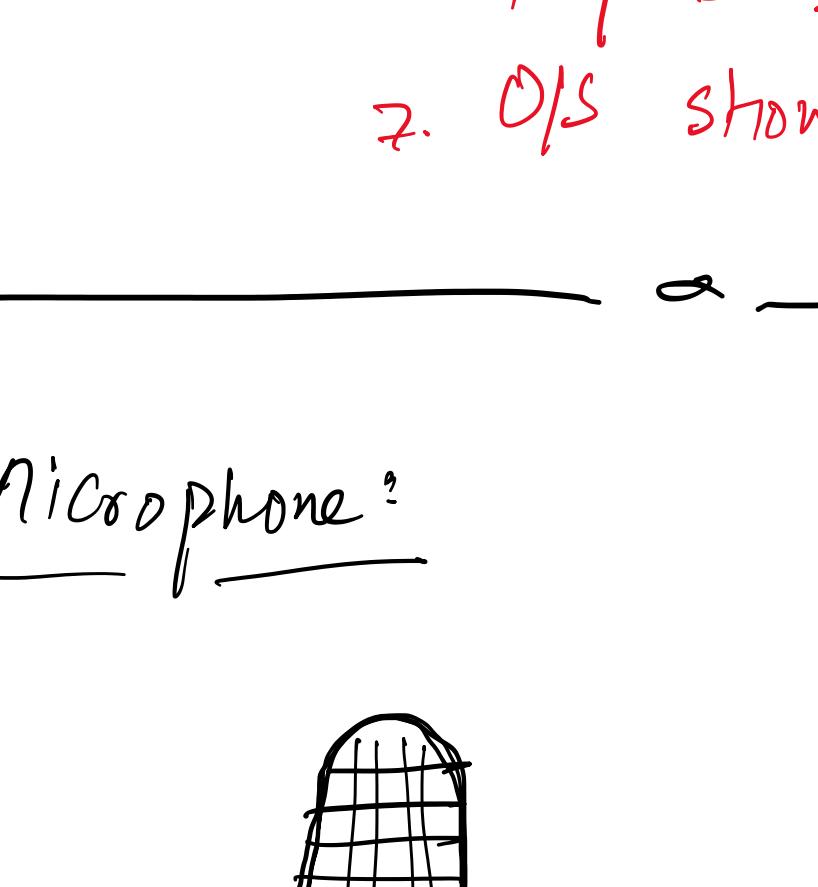
1. Laser is beamed towards the surface.
2. It reflects back to the camera.
3. Camera takes the image.
4. Image is transferred to the digital signal processor.
5. DSP determines the change in coordinates.
6. Calculated coordinates are transferred to the O/S.
7. O/S shows the pointer at the new location.

Drawbacks:

- Requires a flat surface to operate.
- Requires space.
- Human injuries like RSI.

### Trackball:

Ball on top.



- An input device to control onscreen cursor/pointer.
- Device is stationary while the user moves the ball within its socket.

Applications:

- Computer Aided Design (CAD)
- Where space is limited.
- People with limited motor skills.

Benefits:

- Need little desk space.
- Fine control.
- Can be embedded within keyboard.

Drawbacks:

- User might need time to get used to.
- Spell mistakes can be there.
- Human injury. (Neck and wrist)

### Keyboard Operations:

1. User presses a key
2. It completes a circuit
3. Current flows to the Digital Signal Processor.
4. DSP matches the data with a preset list
5. Pressed key is determined
6. Control signal or ASCII value of the pressed key is sent to the operating system.
7. O/S shows/does according to the key pressed.

### Microphone:

- Input devices that take analogue sound wave and convert them to electrical signals.
- They play an important role in speech recognition.

Uses:

- Mobile phone
- Tablets, Laptop
- VoIP. Using IP networks to make phone calls.

- Voice recognition systems.

Benefits:

- Special people can use to give instructions to computers.

- Enables us to produce speech recognition software.

- Allows voice calls over digital devices. VoIP.

Drawback:

- Speech recognition might be imperfect sometimes.

### Sideline

Sound card

Analogue → Digital conversion

ADC

Electrical Signals

Analogue → Natural → Continuous →

Digital → Binary → Discrete →

Sound → particles → Diaphragm coil

Diaphragm coil → magnet

magnet → Electrical current

Electrical current → Sound card

Sound card → ADC

ADC → Digital

Digital → Binary

Binary → Discrete

Discrete → Natural

Natural → Analogue

Analogue → Sound

Sound → particles

particles → Diaphragm coil

Diaphragm coil → magnet

magnet → Electrical current

Electrical current → Sound card

Sound card → ADC

ADC → Digital

Digital → Binary

Binary → Discrete

Discrete → Natural

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