

INPUT DEVICES.

Input devices are used for supplying data into the central processing unit [CPU] where it can be processed under control of a computer program. Input devices take data and convert them to a form the computer can process

TYPES OF INPUT DEVICES.

1. Keyboard.
2. Mouse.
3. Thermals.
4. Touch screen.
5. Light pen.
6. Digitals.
7. Digital camera.
8. Digital notebook.
9. Scanner.
10. Fax machine.
11. Joy stick.
12. Magnetic ink character recognition.
13. Optical mark recognition.
14. Optical character recognition.
15. Voice input microphone.
16. Paper tapes.

KEYBOARD.

Keyboard is one of the output device used to get data into computer. Its cable must be connected to the port of the system unit before it can operate. It is used mainly to enter alphabet from A-Z numeric digit from 0-9 and special signs and punctuation mark.

TYPES OF KEYBOARD

1. Standard key board design (traditional design)
2. Enhanced keyboard (contour design)

THE KEYBOARD RE-DIVIDED INTO SECTIONS NAMELY

1. Numeric key pads.
2. Alphabetic key pads
3. Function key.
4. Arrow keys.
5. Special keys

NUMERICAL KEYS.

It is used to type numbers and also used for calculation it is located on the right side of the keyboard. The numeric keypad when number lock is on.

FUNCTION KEYPADS -They are used to carry out particular task. Function key are located at the top of the keyboard are labeled f1-f2 the function of those key change from program to program. if you have selected a particular icon on the screen and you press F2 function key it will help you rename the document on your desk top.

3. **Arrow key:** these are navigation key these are used to control the cursor either up or
4. down, right or left on a screen
5. **Special key;** these keys are used alone or together with other key to carry out certain action the most frequently used control keys are CTR,ALT. The window logo key.
6. **Mouse;** a mouse is a pointing device used to control the movement cursor. The mouse controls a pointer that is displayed on a mo



2. **Mouse:** the mouse is a pointing device used to control the movement of the cursor –the mouse controls pointer that is displayed on the monitor



3. **The light pen:** the light pen is an input device which sends data [graphics and characters]to the computer through the screen.it is an electronic device in form of photo diode on the end of a table, which is used with the combination of visual display unit (V D U)



4. **Joy stick:** It is an input device with a vertical lever which can be tilted in any direction when provided on a computer system. It usually moves the cursor around the screen. It is mostly used to play computer games.



5. **Play station (P S) pad:** This is another input device used in playing computer games.

6. Digital camera: this are similar to traditional camera, except that the images are recorded digitally on a disk or in the camera memory rather than on a film. You can take a picture and view it immediately.



7. **Scanner:** this convert images to digital data. An image scanner identifies image on a page. It automatically converts them to electronic signals

