ABOYEJI OLUWAPELUMI JOSEPH

CSC 202

COMPUTER SCIENCE

18/SCI01/003

Input devices

An **input** device can send data to another device, but it cannot receive data from another device. Examples of input devices include the following.

- **Keyboard** and **Mouse** - Accepts input from a user and sends that data (input) to the computer. They cannot accept or reproduce information (output) from the computer.
- **Microphone** - Receives sound generated by an input source, and sends that sound to a computer.
- **Webcam** - Receives images generated by whatever it is pointed at (input) and sends those images to a computer.

Output devices

An **output** device can receive data from another device and generate output with that data, but it cannot send data to another device. Examples of output devices include the following.

- **Monitor** - Receives data from a computer (output) and displays that information as text and images for users to view. It cannot accept data from a user and send that data to another device.
- **Projector** - Receives data from a computer (output) and displays, or projects, that information as text and images onto a surface, like a wall or a screen. It cannot accept data from a user and send that data to another device.
- **Speakers** - Receives sound data from a computer and plays the sounds for users to hear. It cannot accept sound generated by users and send that sound to another device.

OUTPUT DEVICES:

1. Monitor (LED, LCD, CRT etc)
2. Printers (all types)
3. Plotters
4. Projector
5. LCD Projection Panels
6. Computer Output Microfilm (COM)
7. Speaker(s)
8. Head Phone
9. Visual Display Unit
10. Film Recorder

Input Devices:

a) Graphics Tablets

b) Cameras

c) Video Capture Hardware

d) Trackballs

e) Barcode reader

f) Digital camera

g) Gamepad

h) Joystick

i) Keyboard

j) Microphone