**MOHAMMED ASHRAF ABBA**

**18/SCI01/052**

**Csc202 assignment**

## Input devices

An [**input**](file:///jargon/i/input.htm) device can only send data to other devices but cannot receive data from other devices. These are some examples of input devices;

* [**Keyboard**](file:///jargon/k/keyboard.htm) and [**Mouse**](file:///jargon/m/mouse.htm) - Accepts input from a user and transfers it (input) to the computer. They cannot collect or recreate information (output) from the computer.
* [**Microphone**](file:///jargon/m/microphone.htm) - Receives sound generated by an input source, and sends that sound to a computer.
* [**Webcam**](file:///jargon/w/webcam.htm) - Receives images generated by whatever it is pointed at (input) and sends those images to a computer.

## Output devices

[**Output**](file:///jargon/o/output.htm) devices can receive data from other devices and create output with that data, but it cannot send data to other devices. Examples of output devices include the following.

* [**Monitor**](file:///jargon/m/monitor.htm) - 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**](file:///jargon/p/projecto.htm) - 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**](file:///jargon/s/speaker.htm) - 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