**MOYEDE PRAISE ADEBOLA**

**CSC 202**

**COMPUTER SCIENCE**

**18/SCI01/053**

## Input devices

An [***input***](/jargon/i/input.htm) device is a device that can send data to another device, but it cannot receive data from another device. Examples of input devices are:

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

## Output devices

An [***output***](/jargon/o/output.htm)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**](/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**](/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**](/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
2. Printers
3. Plotters
4. Projector
5. LCD Projection Panels
6. Computer Output Microfilm
7. Speakers
8. Head Phone
9. Visual Display Unit
10. Film Recorder

**INPUT DEVICES**:

1. Mouse
2. Cameras
3. Graphics Tablets
4. Trackballs
5. Barcode reader
6. Digital camera
7. Gamepad
8. Joystick
9. Keyboard
10. Microphone