**SENBORE CHRISTOPHER**

**CSC 202**

**COMPUTER SCIENCE**

**18/SCI01/085**

**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