**ABDULRAZQ RASHIYDAH ADIO 18/SCI01/001**

**DIFFERRENCES BETWEEN INPUT AND OUTPUT DEVICES**

**INPUT DEVICES**

**In** [**computing**](https://en.wikipedia.org/wiki/Computing)**, an input device is a piece of** [**computer hardware**](https://en.wikipedia.org/wiki/Computer_hardware) **equipment used to provide data and control signals to an** [**information processing system**](https://en.wikipedia.org/wiki/Information_processor) **such as a** [**computer**](https://en.wikipedia.org/wiki/Computer) **or** [**information appliance**](https://en.wikipedia.org/wiki/Information_appliance)**. Examples of input devices include** [**keyboards**](https://en.wikipedia.org/wiki/Keyboard_(computer))**,** [**mouse**](https://en.wikipedia.org/wiki/Computer_mouse)**,** [**scanners**](https://en.wikipedia.org/wiki/Image_scanner)**,** [**digital cameras**](https://en.wikipedia.org/wiki/Digital_camera)**,** [**joysticks**](https://en.wikipedia.org/wiki/Joystick)**, and** [**microphones**](https://en.wikipedia.org/wiki/Microphone)**, touch screen, trackball, light pen.**

**Input devices can be categorized based on:**

* [**modality**](https://en.wikipedia.org/wiki/Modality_(human%E2%80%93computer_interaction)) **of input (e.g. mechanical motion, audio, visual, etc.)**
* **whether the input is discrete (e.g. pressing of key) or continuous (e.g. a mouse's position, though digitized into a discrete quantity, is fast enough to be considered continuous)**
* **the number of degrees of freedom involved (e.g. two-dimensional traditional mice, or three-dimensional navigators designed for** [**CAD**](https://en.wikipedia.org/wiki/Computer-aided_design) **applications)**

**It is also any hardware device that sends data to a computer, allowing you to interact with and control it.**

**OUTPUT DEVICES**

**An output device is any piece of** [**computer hardware**](https://en.wikipedia.org/wiki/Computer_hardware) **equipment which converts information into human-readable form. It can be** [**text**](https://en.wikipedia.org/wiki/Text_display)**,** [**graphics**](https://en.wikipedia.org/wiki/Computer_graphics)**,** [**tactile**](https://en.wikipedia.org/wiki/Haptic_technology)**,** [**audio**](https://en.wikipedia.org/wiki/Audio_signal)**, and** [**video**](https://en.wikipedia.org/wiki/Video)**.**

**Some of the output devices are Visual Display Units (VDU) i.e. a** [**Monitor**](https://en.wikipedia.org/wiki/Computer_monitor)**,** [**Printer**](https://en.wikipedia.org/wiki/Printer_(computing))**, Graphic Output devices**[**[1]**](https://en.wikipedia.org/wiki/Output_device#cite_note-1)**,** [**Plotters**](https://en.wikipedia.org/wiki/Plotter)**,** [**Speakers**](https://en.wikipedia.org/wiki/Computer_speakers) **etc. A new type of Output device is been developed these days, known as Speech synthesizer a mechanism attached to the computer which produces verbal output sounding almost like human speeches.**

**Some examples of output devices are given below: I) Monitor II) Printer III) Speaker IV) Headphones V) Projecter VI) GPS VII) Sound Card VIII) Video Card IX) OMR X) Braille reader**