FACULTY OF ENGINEERING & TECHNOLOGY

BCS -504 Computer Graphics & Multimedia

Lecture-06

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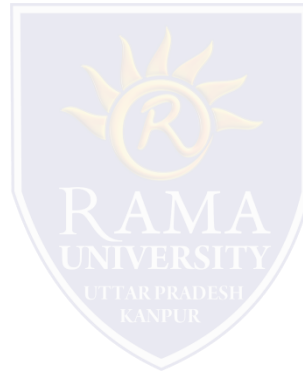Computer Science & Engineering

OUTLINE

➢**INPUT DEVICES**

➢**KEYBOARD**

➢**FUNCTION OF KEYBOARD**

➢**ADVANTAGE & DISADVANTAGE**
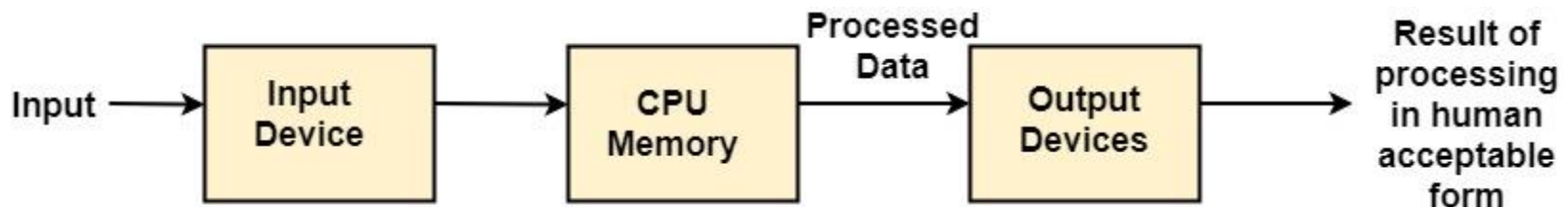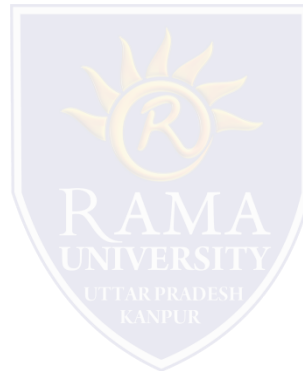
➢**MOUSE**

➢**ADVANTAGE**

Input Devices

The Input Devices are the hardware that is used to transfer transfers input to the computer. The data can be in the form of text, graphics, sound, and text. Output device display data from the memory of the computer. Output can be text, numeric data, line, polygon, and other objects.

These Devices include:

1. Keyboard
2. Mouse
3. Trackball
4. Spaceball
5. Joystick
6. Light Pen
7. Digitizer
8. Touch Panels

Input → Input Device → CPU Memory → Processed Data → Output Devices → Result of processing in human acceptable form

Keyboard

The most commonly used input device is a keyboard. The data is entered by pressing the set of keys. All keys are labeled. A keyboard with 101 keys is called a QWERTY keyboard.

The keyboard has alphabetic as well as numeric keys. Some special keys are also available.

Numeric Keys: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9

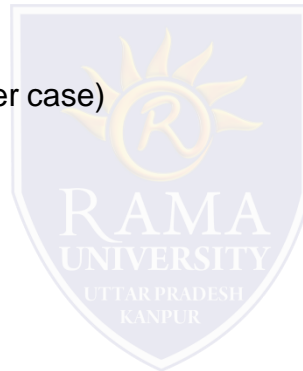**Alphabetic keys:** a to z (lower case), A to Z (upper case)

Special Control keys: Ctrl, Shift, Alt

Special Symbol Keys: ; , " ? @ ~ ? :

Cursor Control Keys: ↑ → ← ↓

Function Keys: F1 F2 F3....F9.

Numeric Keyboard: It is on the right-hand side of the keyboard and used for fast entry of numeric data.

Function of Keyboard

1. Alphanumeric Keyboards are used in CAD. (Computer Aided Drafting)

2. Keyboards are available with special features line screen co-ordinates entry, Menu selection or graphics functions, etc.

3. Special purpose keyboards are available having buttons, dials, and switches. Dials are used to enter scalar values. Dials also enter real numbers. Buttons and switches are used to enter predefined function values.
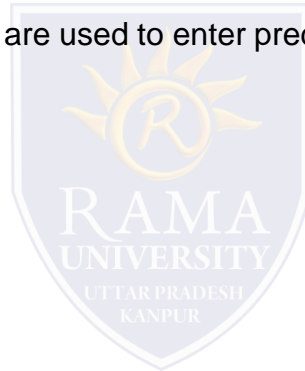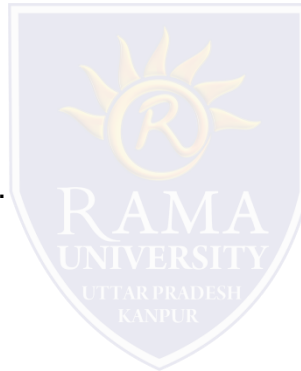
Advantage & Disadvantage

Advantage:

1. Suitable for entering numeric data.

2. Function keys are a fast and effective method of using commands, with fewer errors.
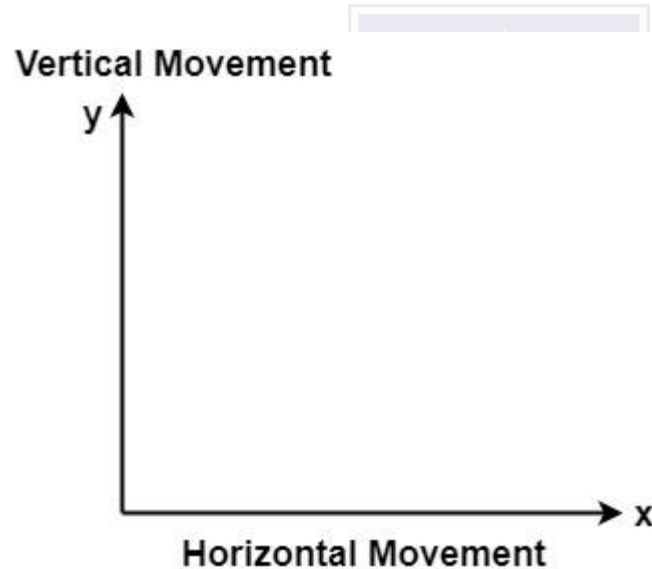
Disadvantage:

1. Keyboard is not suitable for graphics input.

Mouse

A Mouse is a pointing device and used to position the pointer on the screen. It is a small palm size box. There are two or three depression switches on the top. The movement of the mouse along the x-axis helps in the horizontal movement of the cursor and the movement along the y-axis helps in the vertical movement of the cursor on the screen. The mouse cannot be used to enter text. Therefore, they are used in conjunction with a keyboard.

Vertical Movement

y

x

Horizontal Movement

Advantage

1. Easy to use

2. Not very expensive

MUTIPLE CHOICE QUESTIONS:

Sr no	Question	Option A	Option B	OptionC	OptionD
1	Display controller interprets command and sends digital and……………...to a vector generator	line co-ordinates	point co-ordinates	both	none
2	Raster display consists of d……………….., refresh buffer, keyboard, mouse and CRT.	display controller	CPU	video controller	all of these
3	The display image is stored in the form of …………….. in the refresh buffer	binary	ternary	single	b or c
4	The video controller reads this refresh buffer and produces the …………..on screen.	exact image	actual image	fix image	reflection
5	When beam is moved from right to left it is OFF and process of moving beam from right to left after completion of row is known as ……………………	Vertically Retrace	HorizontalallyRetrace	Horizontal Retrace	Retrace

- http://www.engppt.com/search/label/Computer%20Graphics