

Worksheet- Input Devices

1. What is input?

Ans:- **any information or data that is sent to a computer for processing**

2. What is an input device?

Ans: - **piece of equipment used to provide data and control signals to a processor**

3. What do the following abbreviations stand for?

a. MICR – **Magnetic Ink Character recognition**

b. OCR – **Optical Character recognition**

c. OMR – **Optical Mark recognition**

4. List any two input devices. Describe one advantage and one disadvantage in using them.

Device 1- **Keyboard**

Advantage

People are used to using keyboards to enter data, they need very little training

Disadvantage

Keyboards are not suitable for creating diagrams

Device 2 – **Touchpad**

Advantage

They give a better gaming experience for racing or flying styles of computer games

Disadvantage

Some people find joysticks more difficult to control than a traditional mouse

5. Suggest a suitable input device for each of the following tasks.

a. To enter text directly into a computer. - **Keyboard**

b. To process a large number of cheques. - **MICR**

c. To convert text or graphics from hard copies into electronic format. - **Scanner**

d. To convert character from graphic back to text format. – **OCR scanner or camera with ocr capability**

e. To mark multiple-choice type question in an examination. – **OMR Scanner**

f. To scan the bar codes in a supermarket. – **Barcode Scanner**

g. To move the pointer in a GUI (Graphical User Interface) environment. - **Mouse**

h. To control movement on the screen by operating a small lever. - **Joystick**

i. To record human voice into a sequence of electronic signals. - **Microphone**

j. To digitize a picture to electronic form with the help of a stylus or puck. - **Graphics Tablet**

6. Make a table showing **nine** input devices, giving the most appropriate application for each device. Where applicable include an advantage and disadvantage for each device. *One has been done for you already.*

Device	Application	Advantage	Disadvantage
Mouse	to move the cursor on the screen, select objects and click on buttons	It is easier to use and handle a mouse as compared to the keyboard	Mouse cannot enter text data into the computer directly
Remote Control	Control devices from a distance, e.g., TVs and media players	Convenient, no direct physical contact is needed	Limited range, may require line-of-sight
Joystick/Driving Wheel	Simulation and driving games	Enhances gameplay experience, realistic control	Expensive, limited use outside of gaming, bulky
Touch Screen	Direct interaction with the screen using fingers or a stylus	Intuitive, no need for a separate pointing device	The screen may get dirty, less precise than a mouse
Scanners and Cameras	Capture images and convert them into digital format	Accurate reproduction, easy to share and store	Quality depends on resolution, which can be expensive
Microphone	Capture a sound for recording or communication purposes	Hands-free input can be used for voice recognition	May pick up background noise, the quality varies
Sensors and Light Pen	Sensors detect changes in the environment; light pen interacts with screens	Can automate tasks, provides real-time information	May require calibration, affected by the environment
Magnetic Stripe Reader	Reading information stored on magnetic stripes, e.g., credit cards, ID cards	Fast, simple to use, reliable	Data can be easily erased, and limited storage capacity
Chip and PIN Reader	Processing debit and credit card transactions in stores	Secure, quick transaction, reduced fraud risk	Requires PIN input, potential for skimming