

INPUT DEVICES: THE EYES OF YOUR PC

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Анотація У статті дано визначення поняття пристроїв введення, наведено види пристроїв введення.

Ключові слова: типи клавіатури, мишка, мікрофон, модем, джойстик для ігор.

Abstract The article defines the concept of input devices, considers the types of input devices.

Keywords: types of a keyboard, mouse, microphone, modem, joystick for games.

Introduction

Input device is a device for entering data into your computer while you work.

Types of a keyboard

A keyboard is a device designed to enter user information into a computer. The modern keyboard consists of 100 and more keys fixed in one case. A keyboard is a human interface device which is represented as a layout of buttons. Each button, or key, can be used either to input an alphanumeric character to a computer or to call upon a particular function of a computer. It acts as the main text entry interface for most users. Types of the keyboards are available in many forms depending on the use. Their size and the number of keys, as well as the type of switch it employs can categorize standard keyboards. Other keyboards cater to specific use such as a numeric keypad or a keyer.

Desktop keyboards are typically large; often have full key travel distance and features such as multimedia keys and a numeric keypad. Keyboards on laptops and tablets typically compromise on comfort to achieve a thin form.

There are various switch technologies used in modern keyboards such as mechanical switches (which use springs), scissor switches (usually found on a laptop keyboard), or a membrane.

Other keyboards do not have physical keys, such as a virtual keyboard, or a projection keyboard.

An ergonomic keyboard is a keyboard placing design emphasis on ergonomics and comfort. A chorded keyboard is a keyboard used by pressing several keys together. A thumb keyboard is a miniature keyboard found in PDAs and mobile phones. A keyer is a chorded keyboard without the board. While some keyboards include numeric keypads (commonly found on the right), they can be used as independent devices.

Manipulators (mouse, joystick) are designed to control a PC. Scanners are designed to enter graphic information ("digitization" of images). Microphones are designed to enter audio information. A modem (modulator-demodulator) is a device that allows a computer to communicate with another computer via telephone lines or other communication channels.

Modems are divided into internal and external. Internal modems are an electronic board installed directly in the computer, and external ones are a stand-alone device that connects to one port. The main parameter in the operation of the modem is the data transfer rate. It is measured in bps (bits per second).

A joystick is a control device in video games: a lever on a stand that can be tilted in two planes. The lever can be different kinds of triggers and switches. Some modern joysticks have a built-in vibrator. In video games, when it collides with an obstacle it vibrates, so the information reaches the person in the form of vibration.

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