6 Input devices

A variety of *input devices* can be connected to a computer to allow the user to input different kinds of data and to control the computer in different ways. Some common input devices and their functions are shown in the tables below:

Standard input device

Device	Comments
1	Main input device controlling the computer and inputting text and numerical data.

Cursor control input devices

Device	Comments
2	Common input device for use with a graphical user interface. The mouse has a ball underneath that is rolled on a mousemat.
3	It is like a mouse turned upside down. The trackerball remains in one position while the user rotates a small ball on top. Often used instead of a mouse on portable computers.
4	A vertical lever allows the user to control the cursor precisely and at high speed. Particularly good for playing fast action games.
5	The user interacts with the computer by lightly pressing their finger on a touch-sensitive area of the monitor screen.

Optical input devices

Device	Comments
6	It detects differences in reflected light. It can be used for drawing directly on the monitor screen or for reading printed optical characters or barcodes.
7	Used with a lightpen for drawing. The user draws on the tablet with a lightpen as if they were drawing on a sheet of paper.
8	A special kind of lightpen for reading barcodes. Barcodes are used to identify items for stock control and pricing.
9	Used to input text and graphics from a printed page.
10	Used to take pictures of an object. The picture is stored electronically and can be edited using a computer.

Voice input device

Device	Comments
11	Used to input sound.