Important - Bits

* Enter key is an alternative to press OK button.
* Shift key is used in combination with other keys. So this is also called Combination key.
* Caps lock and num lock keys are called ‘toggle keys’ because when pressed, they toggle or change their status from one state to another.
* Numeric keypad is used only, when the num lock key is in active state.

1. Which of the following produces high-quality output?

1. Impact printer
2. Non-impact printer
3. Plotter
4. Both ‘1’ and ‘2’

Solution: Non-impact printer

Hardware

* Computer hardware is what you can physically touch includes the computer case, monitor, keyboard, and mouse.
* It also includes all the parts inside the computer case, such as the hard disk drive, motherboard, video card, and many others.

Input Devices

* In computing, an input device is a peripheral (piece of computer hardware equipment) used to provide data and control signals to an information processing system.
* It will control devices such as a computer or information appliance.

Examples: keyboards, mice, scanners, digital cameras and joysticks.

Keyboard

* A Keyboard is the most fundamental input device for any computer system.
It helps to enter data in the computer

**Mouse**

* A mouse is used to input data by sending a signal to the computer, based on hovering the cursor and selecting with the left mouse button.
* The left mouse acts as an ‘enter’ button. The right mouse button can be selected and will often pop up a window of choices.
* The scrolling wheel is used to move the view of the screen up or down.
* By moving your mouse to a location in a document, on a digital photo or over a choice of music, you can click the left mouse button to place the cursor.

**Trackballs**

* A trackball is an input device used to enter motion data into computers or other electronic devices.
* It serves the same purpose as a mouse but is designed with a moveable ball on the top, which can be rolled in any direction.
* Instead of moving the whole device, you simply roll the moveable ball on top of the trackball unit with your hand to generate motion input.

2. The pattern of printed lines on most products are called

1. prices  
2. OCR  
3. scanners  
4. bar code

**Solution : bar code**

**Input Devices — Computer Knowledge**

* An input device feeds data to the computer system for processing.
* We are going to discuss the most commonly used input devices in this article.

**Keyboard**

* The computer keyboard is to enter text information into the computer.
* The main use of the keyboard is to type commands directing the computer to perform certain actions.
### Mouse

- A device that controls the movement of the cursor or pointer on a display screen.
- A mouse is a small object you can roll along a hard, flat surface.
- The invention of the mouse is made by Douglas Engelbart of Stanford Research Center in 1963.

### Joystick

- Joysticks and similar game controllers can also be connected to a computer as pointing devices.

### Scanner

- A scanner is a device that images a printed page or graphics by digitizing it, producing an image made of tiny pixels of different brightness and colour values which are represented numerically and sent to the computer.
- Scanners not only scan graphics, but they can also scan pages of text.

3. In MICR, C stands for

   1. code
   2. colour
   3. computer
   4. character

   **Solution**: character

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### MIDI Devices

- MIDI (Musical Instrument Digital Interface) is a system design to transmit information between electronic musical instruments.

### Trackball

- The trackball is sort of like an upside-down mouse, with the ball located on top.
- You use your fingers to roll the trackball, and internal rollers (similar to what’s inside a mouse) sense the motion which is transmitted to the computer.
Trackballs have the advantage over mice in that the body of the trackball remains stationary on your desk.

**Graphics Tablet**

- A graphics tablet consists of an electronic writing area and a special “pen” that works with it.
- A graphics tablet allows creating graphical images with motions and actions.

**Monitor**

- Monitors, commonly called as Visual Display Unit (VDU), are the main output device of a computer.
- It forms images from tiny dots, known as pixels that make an arrangement in a form of a rectangular form.
- The sharpness of the image depends upon the number of pixels.

**Printers**

- The printer is an output device, which is to print information on paper.

4. The OCR recognises the ______ of the characters with the help of light source.

   1. size
   2. shape
   3. colour
   4. used ink

**Solution**: shape

**Memory is of three types**

- Cache Memory
- Primary Memory
- Secondary Memory

**Cache Memory**

- Cache memory is a very high-speed semiconductor memory which can speed up CPU. It acts as a buffer between the CPU and main memory.
Primary Memory (Main Memory)

1. Primary memory holds only those data and instructions on which computer is currently working.
2. It has limited capacity and data is lost when power is switched off.
3. It is generally made up of the semiconductor device.
4. The data and instruction require being processed reside in main memory.

There are two sub-categories ROM and RAM in Primary memory.

5. Speed of the printer is limited by the speed of

   1. paper movements
   2. cartridge used
   3. length of paper
   4. All of these

Solution: cartridge used

There are two types of printers:

Impact Printers
Non-Impact Printers

Plotters

A plotter is a printer that interprets commands from a computer to make line drawings on paper with one or more automated pens.

Unlike a regular printer, the plotter can draw continuous point-to-point lines directly from vector graphics files or commands.

Projector

A projector or image projector is an optical device, which projects an image (or moving images) onto a surface, commonly a projection screen.

Speakers

Speakers are one of the most common output devices with computer systems.

Some speakers are designed for work specifically with computers, while others can be hooked up to any type of
sound system.

6. A bar code reader is an example of

1. processing device
2. storage device
3. input device
4. output device

Solution: input device

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Important - Bits

· **Mouse** was invented by Douglass Engelbart at Stanford Research Centre in 1963.
· **Optical mouse** was introduced by Microsoft in 1999. It uses a light beam to detect the movement.
· **Joystick** allows movements in all directions (360)
· **Scanner** stores images in both gray scale and color mode.
· **Drag and drop** refers to the action of clicking and holding down the mouse button while moving the mouse and releasing it.
· OCR technology is being developed for greater accurate recognition and is known as **Intelligent Character Recognition** (ICR).

7. What type of device is a digital camera?

1. Input
2. Output
3. Software
4. Storage

Solution: Input

8. Which of the following groups consists of only input devices?
1. Mouse, Keyboard, Monitor
2. Mouse, Keyboard, Printer
3. Mouse, Keyboard, Plotter
4. Mouse, Keyboard, Scanner

Solution: Mouse, Keyboard, Scanner

9. The ________ may also be called the screen or monitor.

1. printer
2. scanner
3. hard disk
4. display

Solution: display

10. USB refers to

1. a storage device
2. a processor
3. a port type
4. a serial bus standard

Solution: a port type

11. A joystick is primarily used to/for

1. control sound on the screen
2. computer gaming
3. enter text
4. draw pictures

Solution: computer gaming
12. Laser printers belong to

1. line printer
2. page printer
3. band printer
4. dot matrix printer

Solution: page printer

13. What type devices are computer speakers or headphones?

1. Input
2. Input/Output
3. Software
4. Output

Solution: Output

14. The OCR is used for the preparation of

1. electricity bills
2. insurance premium
3. telephone bills
4. All of the above

Solution: All of the above

15. An example of peripheral equipment is

1. CPU
2. printer
3. ALU
4. spreadsheet
16. First computer mouse was built by

1. Douglas Engelbart
2. Robert Zewacki
3. William English
4. Oaniel Coogher

**Solution:** William English

17. Which of the following is not a hardware?

1. Processor chip
2. Printer
3. Mouse
4. Java

**Solution:** Java

18. The transfer of data from a CPU to peripheral devices of computer is achieved through

1. interfaces
2. buffer memory
3. modems
4. I/O ports

**Solution:** I/O ports
19. ________ printer cannot print more than one character at a time.

1. Line
2. Daisy-wheel
3. Laser
4. Dot matrix

Solution: Dot matrix

20. The rate at which scanning is repeated in a CRT is called

1. refresh rate
2. resolution
3. pitch
4. bandwidth

Solution: refresh rate