



# Understanding Computers

11<sup>th</sup> Edition

*TODAY AND TOMORROW*



## Input and Output

# CHAPTER 4



# Learning Objectives

- Explain the purpose of a computer keyboard and the types of keyboards widely used today.
- List several different pointing devices and describe their functions.
- Describe the purposes of scanners and readers and list some types of scanners and readers in use today.
- Understand how digital cameras differ from conventional cameras.



## Learning Objectives, *Cont'd.*

- Explain how audio input is accomplished.
- Describe the characteristics of a display device.
- List several types of printers and explain their function.
- Understand which hardware devices are used for audio output.



# Overview

- This chapter covers:
  - Different types of keyboards and pointing devices
  - Types of scanners, readers, and digital cameras
  - What audio input is
  - Types of display devices and how they work
  - Types of printers and how they work
  - What audio output is



# Keyboards

- **Keyboard:** input device containing keys, arranged in a typewriter type of configuration, that can be used to input letters, numbers, and other symbols
- Most PCs today are designed to be used with a keyboard
- Contains:
  - Standard alphanumeric keys
  - *Numeric keypad*
  - *Function keys*
  - *Directional keys and special keys*

**TYPING KEYS**

Usually arranged in the same order as the keys on a standard typewriter.

**FUNCTION KEYS**

Perform a different command or function in each program designed to use them.

**ENTER KEY**

Used to enter commands into the computer, end paragraphs, and insert blank lines in documents.

**BACKSPACE KEY**

Erases one character to the left of the insertion point.

**INSERT KEY**

Toggles between inserting text and typing over text in many programs.

**FUNCTION LOCK KEY**

Turns the function keys on or off.

**ESCAPE KEY**

Can be used to cancel some operations.

**TAB KEY**

Moves to the next tab location.

**CAPS LOCK KEY**

Turns all caps on or off.

**WINDOWS KEY**

Opens the Windows Start menu.

**DELETE KEY**

Deletes one character to the right of the insertion point.

**SPECIAL PURPOSE KEYS**

Used to control a CD player, speaker volume, launch programs, put the PC to sleep, and so forth.

**NUM LOCK KEY**

Toggles between the numbers and the arrows located on the numeric keypad.

**NUMERIC KEYPAD**

Used to efficiently enter numerical data.

**CONTROL AND ALTERNATE KEYS**

Used in combination with other keys to enter commands into the computer.

**SPACE BAR**

Enters a blank space.

**SHIFT KEY**

Produces uppercase letters and symbols on the upper part of certain keys when the Caps Lock key is not on.

**ARROW KEYS**

Move the cursor around a document without disturbing existing text.

**PAGE UP AND PAGE DOWN KEYS**

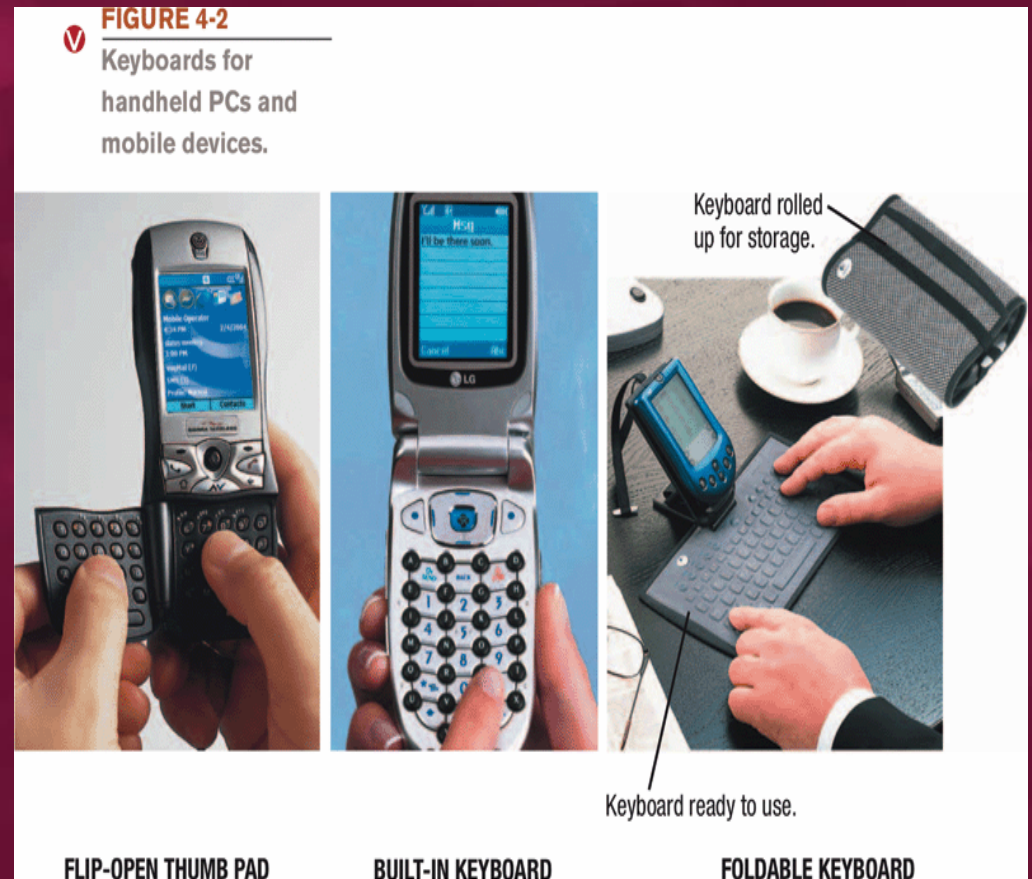
Used to move up or down one page or screen in most programs.

**FIGURE 4-1**

A typical desktop keyboard.

# Keyboards, *Cont'd*

- Can be:
  - *Wireless*
  - *Portable*
  - *Foldable*
- Handheld PCs and mobile devices today often have a built-in keyboard or *thumb pad* (keyboard designed to be pressed with just the thumbs)





## Quick Quiz – Keyboards

- The key on a conventional keyboard used to end paragraphs and commands typed into the computer is the
  - space bar.
  - escape key.
  - enter key.
- True or false: Keyboards designed for desktop PCs and keyboards built into smart phones typically have the same key layout.
- A keyboard designed to be pressed with just the thumbs is called a(n) \_\_\_\_\_.





# Pointing Devices

- **Pointing device:** input device that moves an onscreen pointer (arrow or insertion point) to allow the user to select objects on the screen.
- Usually buttons on the device are used to select objects
- Common types of pointing devices:
  - *Mouse*
  - *Electronic pen*
  - *Touch screen*



# The Mouse

- **Mouse:** common pointing device that the user slides along a flat surface to move a pointer around the screen and clicks its buttons to make selections
  - Rests on the desk or other flat surface close to the user's PC
  - Older *mechanical mice* have a ball exposed on the bottom surface
  - Most mice today are *optical mice* that track movements with light
  - Can be *wireless*

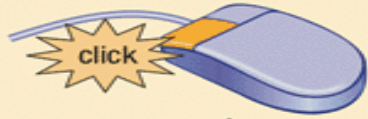
### POINT

Move the mouse until the mouse pointer is at the desired location on the screen.



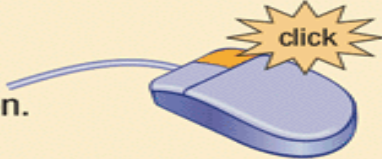
### CLICK

Press and release the left mouse button.



### RIGHT-CLICK

Press and release the right mouse button.



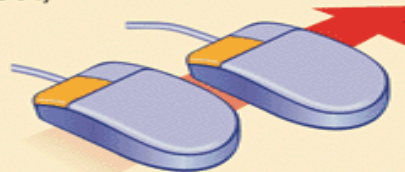
### DOUBLE-CLICK

Press and release the left mouse button twice, in rapid succession.



### DRAG-AND-DROP

When the mouse pointer is over the appropriate object, press and hold down the left mouse button, drag the object to the proper location on the screen by moving the mouse, and then drop the object by releasing the mouse button.



### SCROLL WHEEL/BUTTON

If your mouse has a wheel or button on top of it, use it to scroll through the displayed document.



## COMMON MOUSE OPERATIONS



(Top view)

(Bottom view)

## A LASER MOUSE



Move the mouse to move the mouse pointer.

## USING A MOUSE



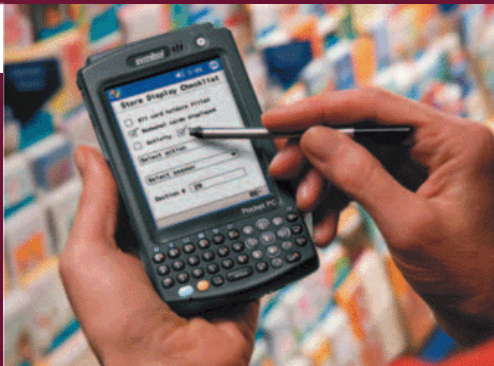
**FIGURE 4-3**

Using a mouse.

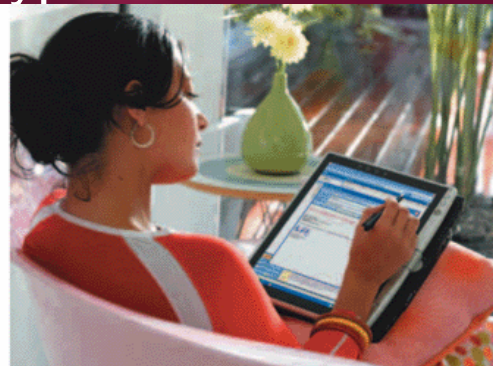
# Electronic Pens

- **Electronic pen (stylus or *digital pen*):** used instead of a mouse to select objects, as well as to draw or write electronically on the screen
- Commonly used with pen-based PCs
  - To issue commands and input data
  - If **handwriting recognition** is used, written text can be converted to editable typed text

FIGURE 4-4  
Pen-based PCs.



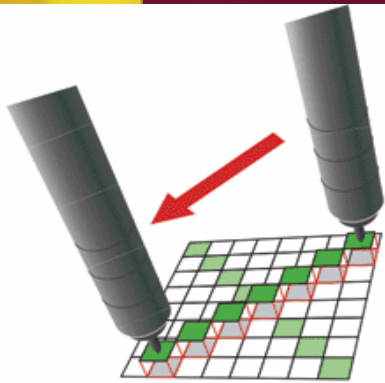
HANDHELD PC



TABLET PC



DESKTOP PC

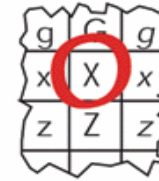


1. As the pen moves, the computer continually calculates its position, instructing the pixels it passes over to turn on.

Diagram showing a green 'X' pattern being compared to a grid of 'STORED PATTERNS'.

STORED PATTERNS							
a	A	b	B	c	C	d	D
g	G	h	H	i	I	j	J
w	W	x	X	y	Y	z	Z
1	2	3	4	5	6	7	8

2. The computer then compares the pattern that was input to other patterns it has stored. It makes allowances within certain limits for imprecision.



3. After a pattern is recognized, the computer looks at the context in which the pattern was made before it decides what to do. For instance, an "X" in a check box means selecting a certain action, whereas an "X" over filled-in text implies a deletion operation.

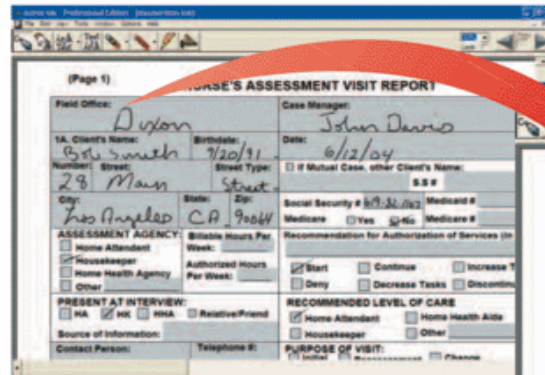
Diagram showing a 'PATTERN CONTEXT' table with three rows.

PATTERN CONTEXT	
<input checked="" type="checkbox"/> New address	Selection
<input type="checkbox"/> New address name <i>Xenon</i>	Writing
<input type="checkbox"/> New address name <i>Xenon</i>	Deletion

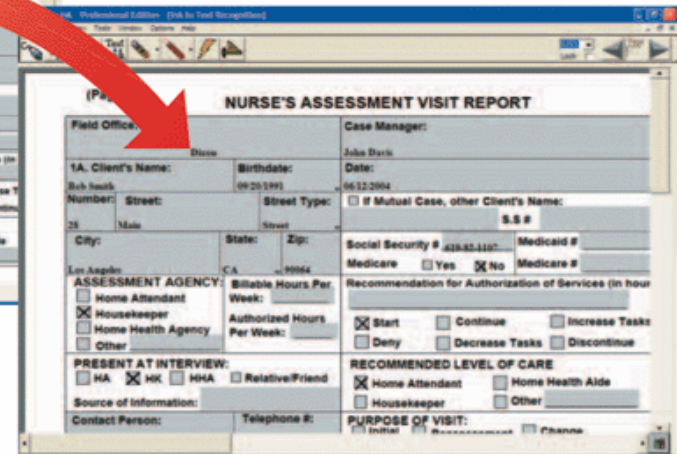
Diagram showing a 'TEXTUAL CONTEXT' table with two rows.

TEXTUAL CONTEXT	
walk in	Two words: walk in
walk in	One word: walking

4. For text input, the computer looks at surrounding words, consults dictionaries, and uses grammar rules to determine the most likely intended input.



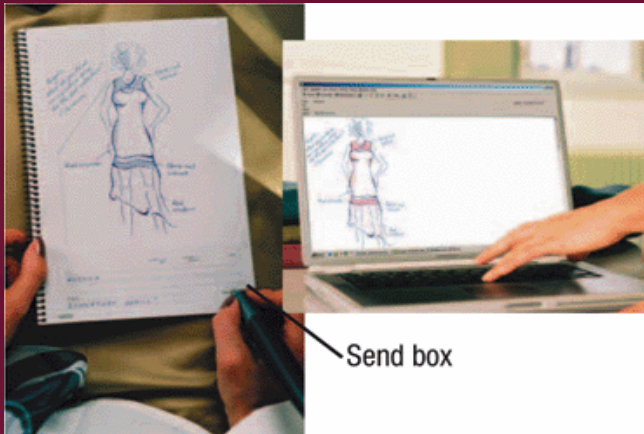
5. If the software supports it, handwritten text can be converted to typed text, either automatically or by selecting an option on the screen or a menu.



**FIGURE 4-5**  
How handwriting recognition works.

# Electronic Pens, *Cont'd*

- Also used with
  - *Digital writing systems*
  - *Graphics tablets*
  - *Signature capture devices*



**DIGITAL WRITING SYSTEM**



**GRAPHICS TABLET**



**SIGNATURE CAPTURE DEVICE**

**FIGURE 4-6**  
Other uses for  
electronic pens.

# Touch Screens

- **Touch screen:** display device that is touched with the finger to issue commands or otherwise generate input to the connected PC
- Touch screen **kiosks** are found in retail stores, movie theaters, courthouses, fast-food restaurants, airports, and *point-of-sale (POS) systems*

**FIGURE 4-7**  
Touch screens. Touch screens are commonly used in consumer kiosks and point-of-sale systems.



AIRLINE SELF-CHECK-IN



RESTAURANT ORDER-ENTRY SYSTEM

# Other Pointing Devices

- Joysticks
- Trackballs
- Pointing sticks
- Touch pads



**JOYSTICK**  
Used most often in computer games.



**TRACKBALL**  
Takes up less desk space than a mouse and is easier for some users to manipulate.



**POINTING STICK**  
Found on some notebook PCs. The stick is pushed in different directions to move the onscreen pointer.



**TOUCH PAD**  
Commonly found on notebook PCs, keyboards, or as a stand-alone device.

**FIGURE 4-8**  
Other common pointing devices.





## Quick Quiz – Pointing Devices

- An optical mouse is
  - the same as a wireless mouse.
  - a mouse that tracks movements with light instead of a ball.
  - a mouse that contains a scroll wheel on the top.
- True or false: With handwriting recognition, text is input as a graphical image so the text cannot later be edited as text.
- An input device that looks like an upside-down mouse with the ball on top is called a \_\_\_\_\_.



# Scanners, Readers, and Digital Cameras

- *Source documents*: documents containing data that already exists in physical form (order form, photograph, invoice, check, or price label)
- *Source data automation*: capturing data directly from a source document
- Most common devices used in source data automation: *scanning or reading devices*



# Scanners

- **Scanner** (*optical scanner*): input device that reads printed text and graphics and transfers them to a computer in digital form
- Can scan photos, documents, drawings, etc.
- Data is typically input as a single image
- If **optical character recognition (OCR)** is used, text is input as editable, typed text



# Scanners

- Types of scanners:
  - Flatbed
  - Sheetfed
  - Handheld
  - Drum
  - Three-dimensional (3D)
- Quality of scanned images indicated by *optical resolution*, measured in number of *dots per inch (dpi)*
- Resolution can often be specified



**FLATBED SCANNER**

Used to input photos, sketches, slides, bound books, and other relatively flat documents into the computer.



**HANDHELD SCANNER**


Used to capture small amounts of text.

**FIGURE 4-10**  
Optical scanners.




**SHEETFED SCANNER**


Used to scan one flat document at a time.



96 dpi  
(833 KB)



300 dpi  
(1,818 KB)



600 dpi  
(5,374 KB)

**RESOLUTION**  
Most scanners let you specify the resolution (in dpi) at which you wish to scan. High-resolution images look sharper but result in larger file sizes.



# Readers

- **Barcode readers:** input devices that read barcodes
  - **Barcode:** machine-readable code that represents data as a set of bars
  - Common types:
    - *Universal Product Code (UPC)*
    - *Code 39*
    - *POSTNET code*



**FIXED BARCODE READERS**

Used most often in retail point-of-sale applications.



**PORTABLE BARCODE READERS**

Used when portability is needed.

**INTEGRATED BARCODE READERS**

Built into or added to portable PCs.



**BARCODES**

Uniquely identify a product or other item.



**UPC (UNIVERSAL PRODUCT CODE)**



**CODE 39**



**POSTNET CODE**

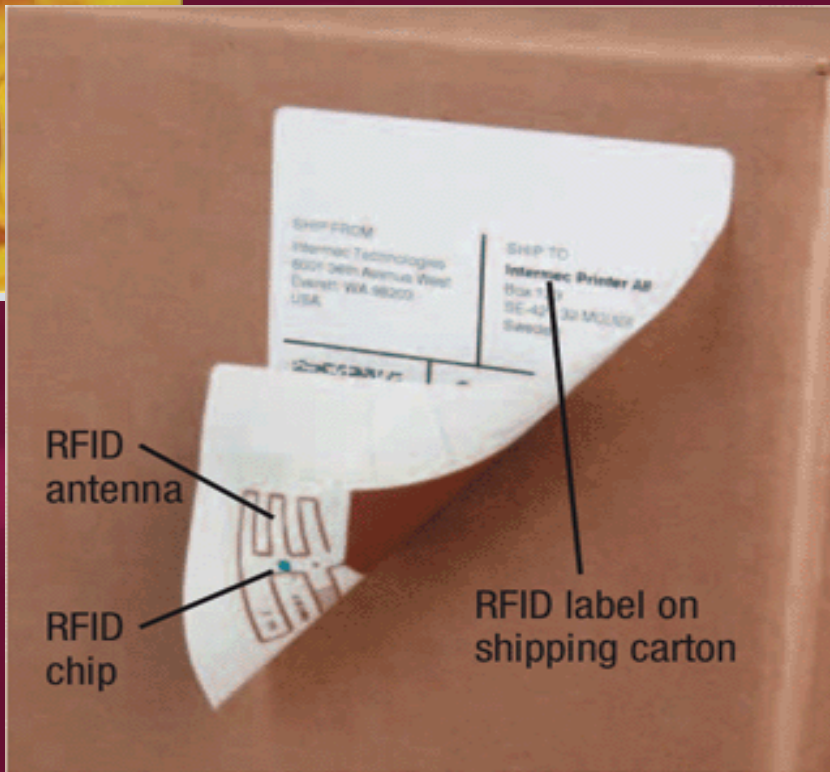
**FIGURE 4-11**  
Barcode readers and barcodes.



## Readers, *Cont'd*

- **Radio frequency identification (RFID) readers**
  - **Radio frequency identification (RFID):** technology used to store and transmit data located in RFID tags
  - **RFID tag:** device containing tiny chips and radio antennas that is attached to objects that will be identified using RFID technology
  - **Applications:** tracking inventory pallets and shipping containers, tracking or locating livestock and other animals, tagging tractors and other large assets to keep track of their locations





## RFID TAGS

RFID tags, containing a built-in chip and an antenna, are often included in shipping labels today.

## RFID READERS

This portal RFID reader reads all of the RFID tags on a pallet at one time, as it passes between the readers.



### FIGURE 4-12

RFID readers and tags.

## Readers, Cont'd

- *Optical mark readers (OMRs)*: input data from special forms to score or tally exams, questionnaires, ballots, and so forth
  - Use pencil to fill in small circles/shapes on the form to indicate their selections
  - Forms are inserted into an optical mark reader to be scored or tallied




**FIGURE 4-13**  
Optical mark readers. OMR readers are commonly used to score tests and tally questionnaires.

# Readers, Cont'd

- *Optical character recognition (OCR) devices: read optical characters*
  - *Optical characters* are designed to be identifiable by humans as well as OCR device
  - Widely used in turnaround documents, such as monthly bills

PLEASE RETURN THIS PORTION WITH PAYMENT

MAKE CHECKS PAYABLE TO SIERRA PACIFIC POWER COMPANY

 **ACCOUNT NUMBER**  
10 000012567 0133551 9  
Customer No. Premise No.

BALANCE FORWARD	.00
CURRENT CHARGES	110.10
<b>TOTAL AMOUNT DUE</b>	<b>\$110.10</b>

**Total amount due on or before Apr 9, 2007**

Service Address: 4041 MC CARRAN ST  
RENO NV 89502-1234

Please enter amount paid below  
\$ \_\_\_\_\_

89520-0400

MARY PERSON  
4041 MC CARRAN ST  
RENO NV 89502-1234

1000001256701335519 000011010 0000011010 0 007

**FIGURE 4-14**  
Optical characters.

### OPTICAL CHARACTERS

These OCR characters indicate the customer account number and amount due and can be read by both computers and humans.

# Readers, Cont'd

- *Magnetic ink character recognition (MICR) readers:* read MICR characters
- Used primarily for banking
- MICR readers read the special magnetic characters and sort/process checks



#### MICR READER

This device that reads and sorts checks and other MICR-encoded documents can process around 500 documents per minute (dpm); faster units can process up to 2,000 dpm.



**MICR-ENCODED CHECK**  
MICR characters on the bottom of the check respectively identify the bank, check number, account number, and check amount. The characters on the left are put on when checks are preprinted; the numbers representing the check amount are added when the check is cashed.

**FIGURE 4-15**  
Magnetic ink character recognition (MICR).





## Readers, *Cont'd*

- **Biometric readers:** used to input biometric data
  - **Biometric data** is based on unique physiological characteristics (fingerprint, hand geometry, face, iris of the eye) or personal traits (voice, signature)
  - Readers can be stand-alone or built into another piece of hardware (keyboard, mouse)
  - Also being built into computers and storage devices to allow access only by authorized individuals
  - Most often used for access control and to verify transactions



## FIGURE 4-16

### Biometric readers.

Biometric readers can be either stand-alone (left) or built into another piece of hardware (right).



#### STAND-ALONE HAND GEOMETRY READER

Often used for access control, such as to authenticate NHL Mighty Ducks players at the Anaheim Pond arena shown here.



#### BUILT-IN FINGERPRINT READER

Often used for access control or to authorize electronic financial transactions.



# Digital Cameras

- **Digital camera:** input device that takes pictures and records them as digital data (instead of film or videotaped) images
  - Usually designated as:
    - *Still* cameras (take individual still photos)
    - *Video* cameras (capture moving video images)



# Digital Cameras, *Cont'd*

- **Digital still cameras**

- Available in a wide variety of sizes and capabilities
- Images are immediately available for viewing or printing
- Typically use flash memory for storage
- Photos can be transferred to a PC or printer
- Digital photos can be retouched with image editing software, posted to a Web page, or burned onto a CD or DVD disc
- Camera quality is measured in *megapixels*



**✓ FIGURE 4-17**  
**Digital still cameras.**

Digital still cameras, which record images on digital media instead of on film, are available in many shapes and sizes.



**PREVIEWS**

Virtually all digital cameras let you display and erase images while shooting.

**STORAGE MEDIA**

Some cameras use removable storage media in addition to, or instead of, built-in storage.

**TYPICAL CONSUMER DIGITAL CAMERA**



**PROFESSIONAL DIGITAL CAMERA**



**DIGITAL CAMERA INTEGRATED INTO A MOBILE PHONE**



## Digital Cameras, *Cont'd*

- **Digital video cameras:** include *digital camcorders* and small *PC video cameras*
  - **Digital camcorders:** similar to *analog* camcorders, but they store images on digital media—typically either on mini digital video (DV) tape cartridges or rewritable DVDs
  - **PC video cameras (PC cams, *Web cam*):** designed to transmit video images over the Internet, such as during a *videoconference* or *video phone call*



### DIGITAL CAMCORDER

Typically allows you to view video during and after it is recorded; digital media, such as the DVD shown here, are used for storage instead of videotape.

### PC VIDEO CAMERA

Commonly used to deliver video over the Internet, such as in the family videoconference shown here.

**FIGURE 4-18**  
Digital video cameras. Common types include digital camcorders and PC video cameras.



# Quick Quiz – Scanners, Readers, and Digital Cameras

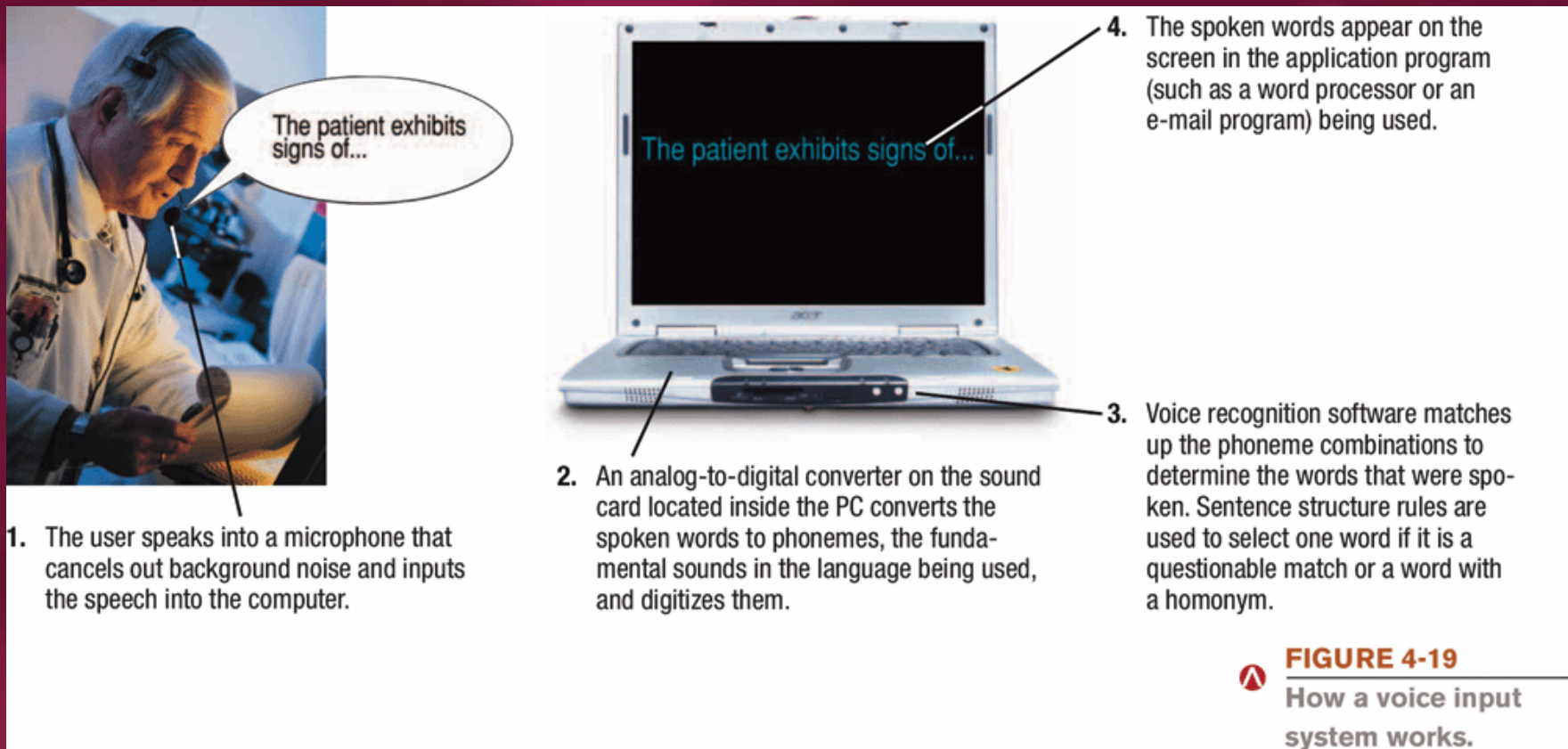
- Which of the following is used in conjunction with Scantron test forms, voting ballots, and other documents in which the selection is bubbled in with a pencil or special colored pen?
  - OCR
  - MICR
  - OMR
- True or False: Flatbed scanners can be used to scan photographs, as well as documents on conventional paper.
- The most common type of bar code for groceries and other retail products is the \_\_\_\_\_.



# Audio Input

- **Audio input:** process of entering audio data into the computer (voice and music)
  - **Voice input systems** (*speech recognition systems*): enable a computer to recognize the human voice
    - Consist of a *microphone* or *headset* and appropriate software
    - Can be used to dictate text or commands into a PC
  - *Music input systems*: can input and record music (either original compositions or via a CD or DVD player)

# Audio Input, *Cont'd*



**FIGURE 4-19**  
How a voice input system works.



## Quick Quiz – Audio Input

- Which of the following is the term that means the basic elements of speech?
  - phonemes
  - biometrics
  - MIDI
- A voice input system requires software and a(n) \_\_\_\_\_ in order to input voice data or commands into a PC.

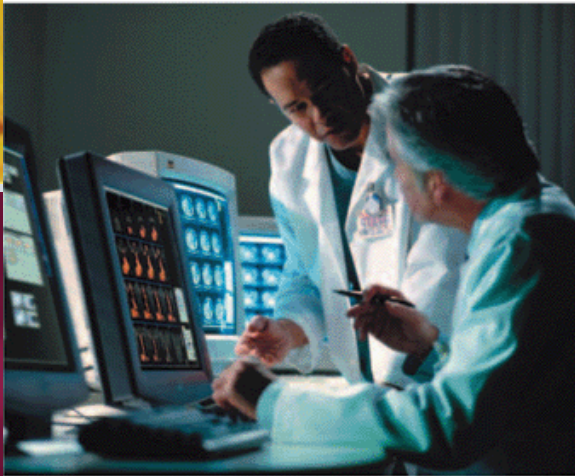


# Display Devices

- **Display device:** output device that presents output visually
- *Soft copy:* output that appears on a display device
- **Monitor:** display device for a desktop PC
- **Display screen:** screen built into the unit of all-in-one PCs, notebook computers, handheld PCs, smart phones, consumer devices, and many other devices



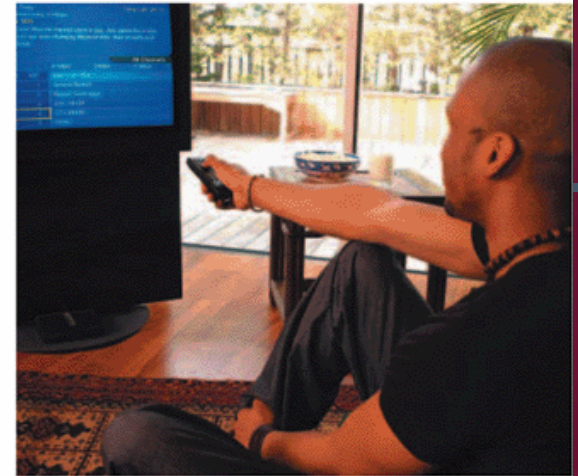
**✓** **FIGURE 4-21**  
**Uses for displays.**



**COMPUTERS**



**SMART PHONES**



**HOME ELECTRONICS**



**PORTABLE MEDIA PLAYERS**



**DIGITAL PICTURE FRAMES**



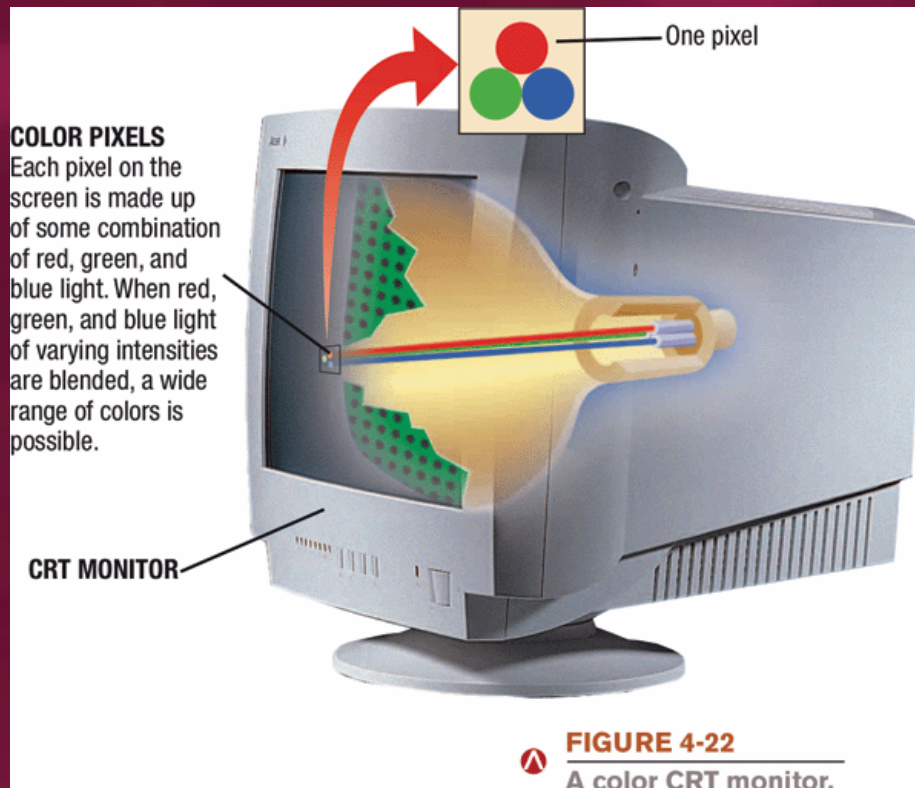
**CAR NAVIGATION SYSTEMS**



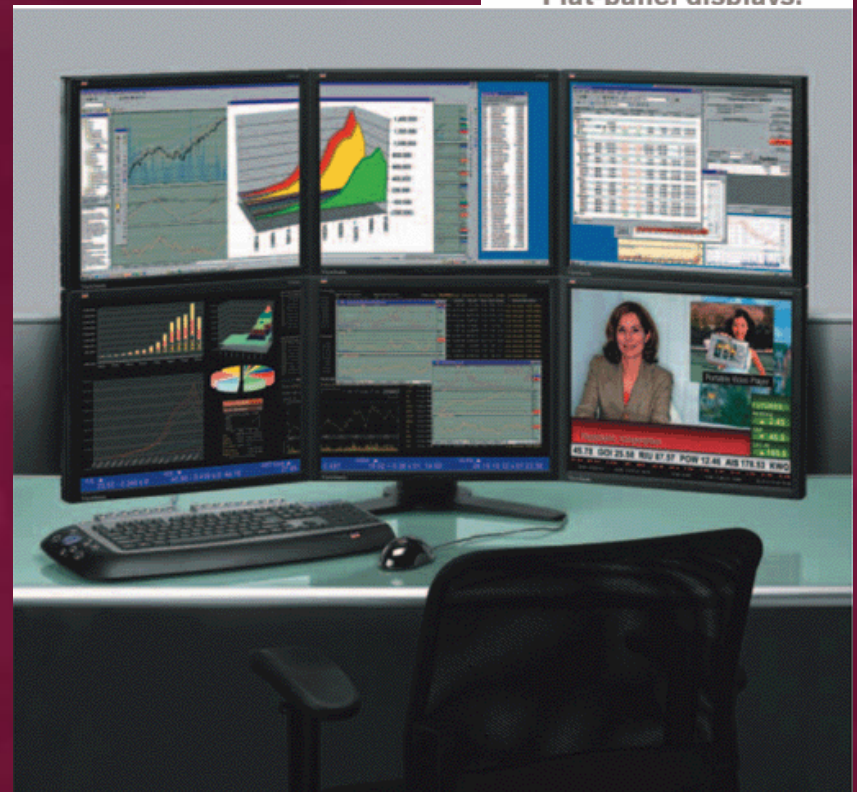
# Display Device Characteristics

- Usually *color*, but can be *monochrome*
- Can be a **CRT monitor** or a *flat-panel display*
  - *CRT monitor*: projects images onto a display screen using technology similar to that of TVs
  - *Flat-panel display*: forms images by manipulating electronically charged chemicals or gases sandwiched between thin panes of glass

# CRT vs. Flat-Panel Monitors

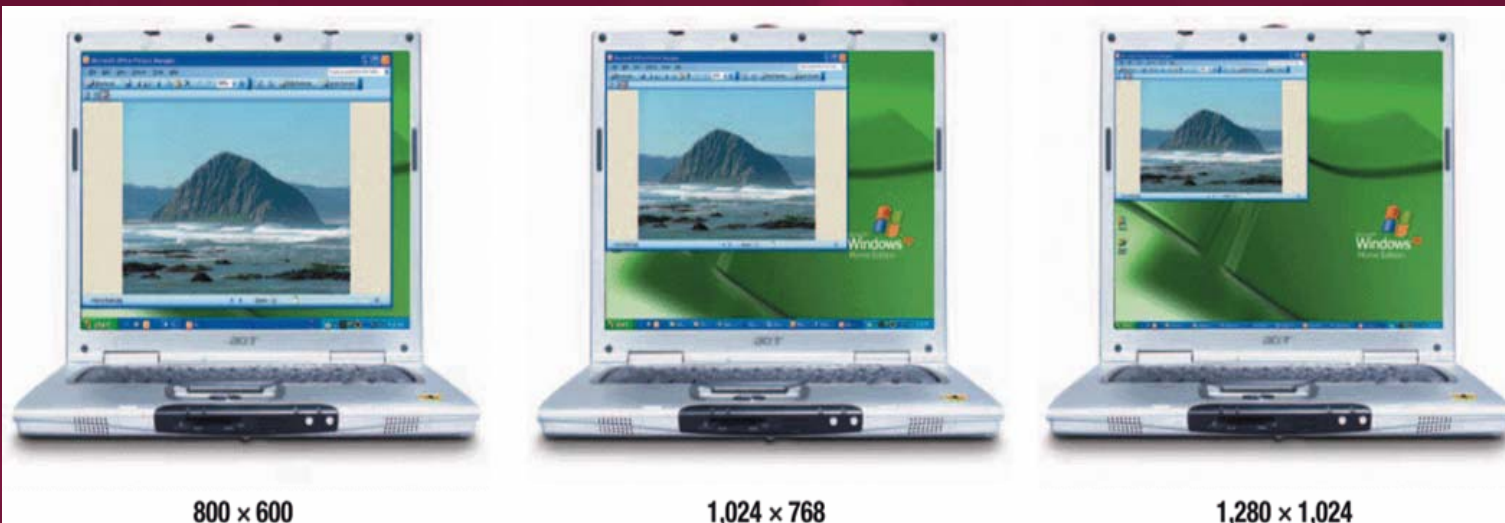


**FIGURE 4-23**  
Flat-panel displays.



# Display Device Characteristics, *Cont'd*

- Size (measured diagonally)
- Screen resolution
  - Can be changed
  - Higher resolution = more data on the screen at one time



**FIGURE 4-24**  
✓ **Screen resolution.** A higher screen resolution (measured in pixels) displays everything smaller than a lower screen resolution.



# Display Device Characteristics, *Cont'd*

- Video card (determines display characteristics and how monitor can connect to the PC)
- Monitors can be also be:
  - Wired or wireless
  - 2D or 3D Displays
  - Digital TV and/or HDTV ready or capable



# Flat-Panel Display Technologies

- **Liquid crystal displays (LCDs):** use charged liquid crystals to display images
- **Organic light emitting diode (OLED) displays:** use emissive organic material to display brighter and sharper images
  - *Flexible OLEDs (FOLEDs)*
  - *Transparent OLEDs (TOLEDs)*
  - *Phosphorescent OLEDs (PHOLEDs)*
- **Plasma displays:** use layers of gas to display images; most often used on large displays

# Flat-Panel Display Technologies, *Cont'd*

✓ **FIGURE 4-27**  
Flat-panel displays.



## LCD DISPLAYS

The most common type of computer monitor and flat-panel television.



## OLED DISPLAYS

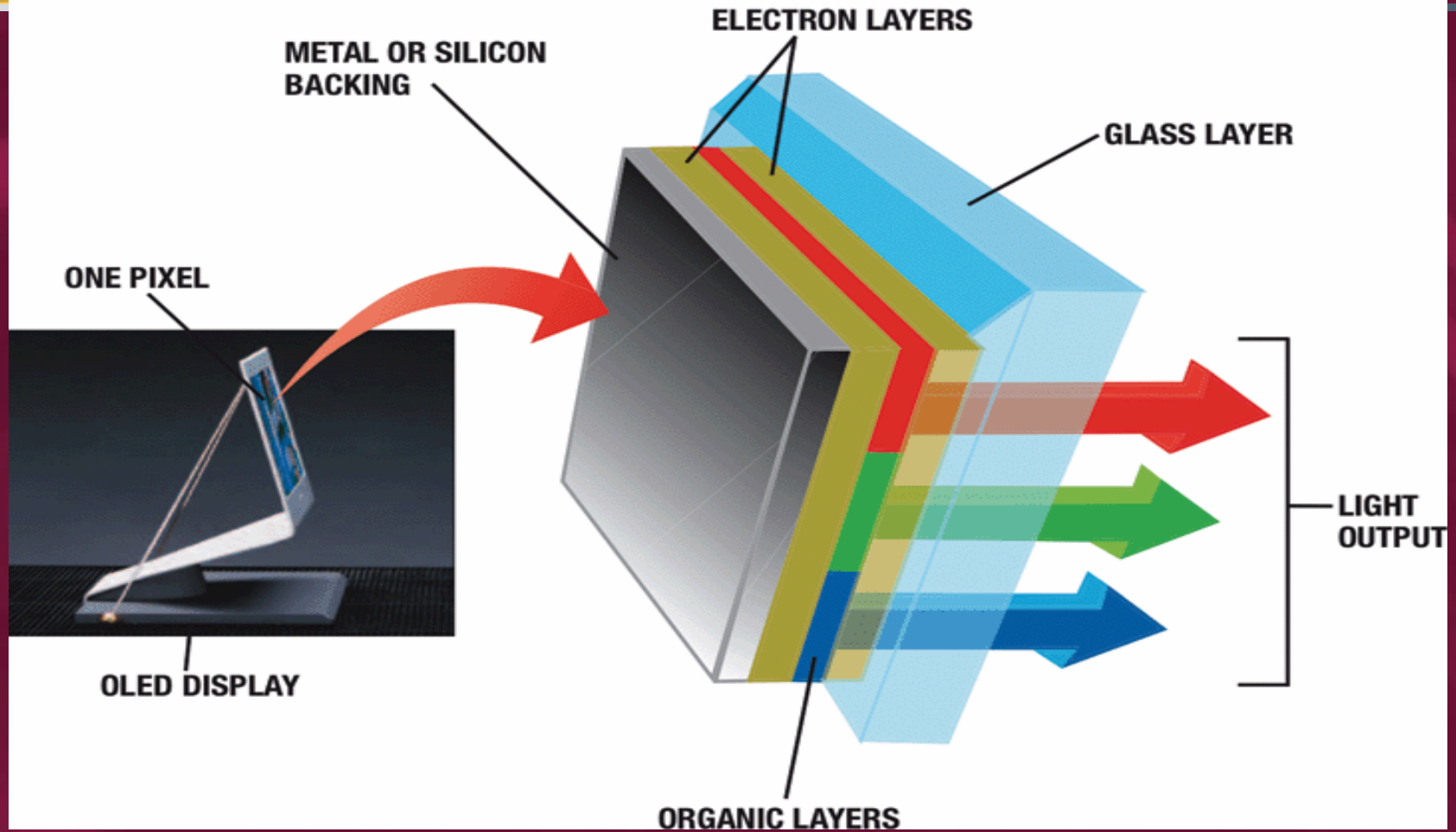
Used primarily with smaller displays, like digital cameras and handheld PCs.



## PLASMA DISPLAYS

Used primarily with large computer monitors and TVs.

**FIGURE 4-28**  
How OLED displays work. Each pixel on an OLED display emits light in the appropriate color.





# Data and Multimedia Projectors

- **Data projector:** display device that projects all computer output to a wall or projection screen
- Most data projectors today can project video, in addition to computer output.
- Can be *wireless projectors*

✓ **FIGURE 4-30**  
Data projectors.





## Quick Quiz – Display Devices

- Which of the following types of display devices should have the largest footprint (the amount of room taken up on a desk)?
  - CRT monitor
  - OLED display
  - LCD display
- True or False: A monitor using a screen resolution of 1,024 x 768 would display more data on the screen than a monitor using a screen resolution of 640 x 480, but everything would be smaller.
- A small area on the screen of a display device that is lit up to display the image is called a(n) \_\_\_\_\_ .



# Printers

- **Printer:** output device that produces output on paper
  - Produce *hard copy*
  - Can be used with both desktop and portable PCs
- Printer characteristics
  - Impact vs. nonimpact printing
    - Most printers are nonimpact
    - Impact printers (like *dot-matrix printers*) are still used for printing multipart forms and shipping documents



# Printers

- Printer characteristics, *cont'd*
  - Can print in color or black-and white only
  - Can be a *personal* or *network printer*
  - Quality is called *print resolution* and measured in *dots per inch (dpi)*
  - Print speed is measured in *pages per minute (ppm)*



# Laser Printers

- **Laser printer:** output device that uses toner powder and technology similar to that of a photocopier to produce images on paper
- The standard for business documents
- Print one entire page at a time
- Usually black and white, though color printers are available
- Common print resolution for laser printers is between 600 and 2,400 dpi

1. The paper enters the printer, and then it is given an electrical charge so the toner can stick to the paper, as explained in step 5.

2. The printer's microprocessor decodes page data sent from the computer.

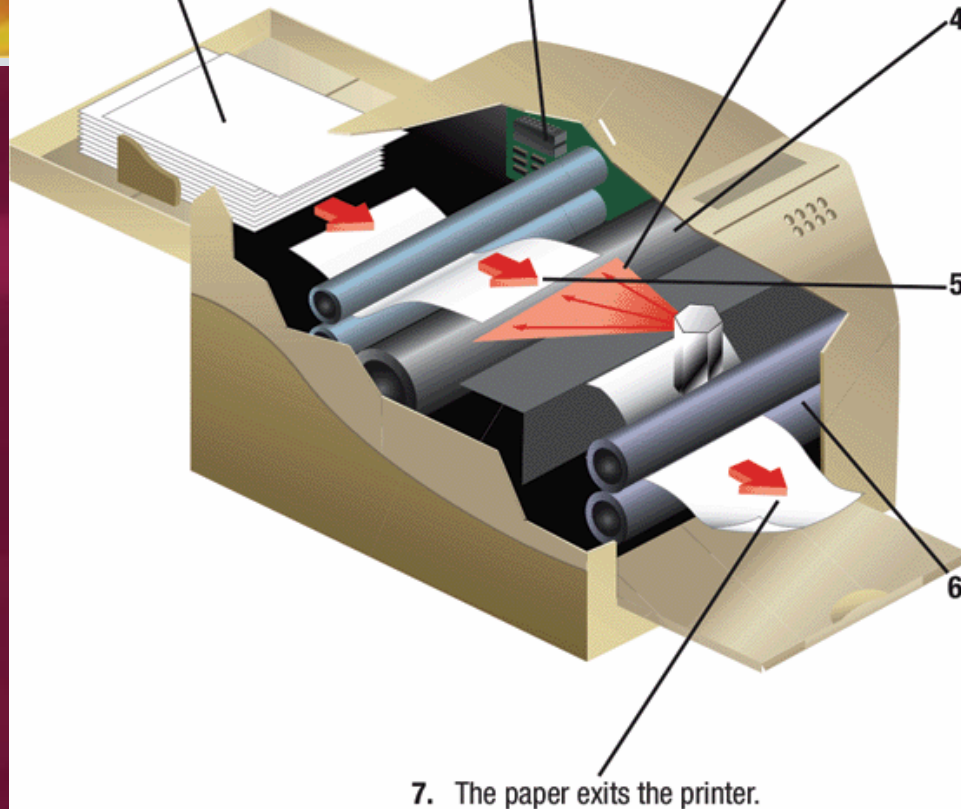
3. Instructions from the printer's microprocessor control a laser beam that charges the appropriate locations on the drum so the toner will stick to the drum, as explained in step 4.

4. Toner powder is applied to the drum and sticks only to the charged areas on the drum.

5. The paper rolls over the drum and the toner is transferred to the paper, forming the image for the entire page.

6. The paper goes through the fusing unit, at which point the toner is permanently affixed to the paper through heat and pressure.

7. The paper exits the printer.



**NETWORK LASER PRINTER**



**PERSONAL LASER PRINTER**

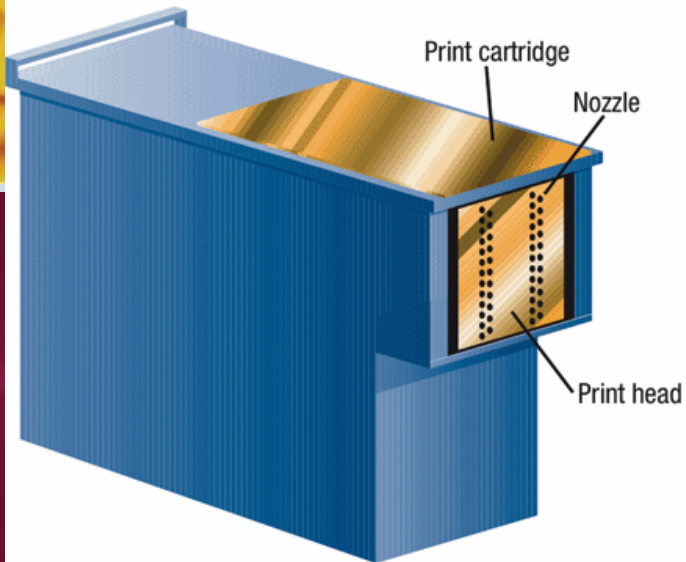
**FIGURE 4-32**  
How laser printers work.



# Ink-Jet Printers

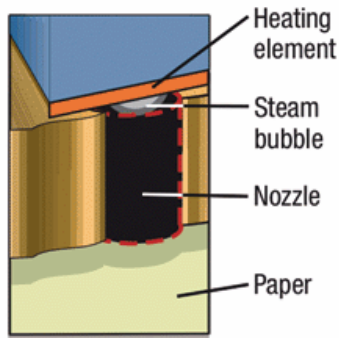
- **Ink-jet printer:** output device that sprays droplets of ink to produce images on paper
- Typically print in color
- Often the choice for home use
- Print fairly slowly, one line at a time
- Quality not quite as good as a laser printer

**FIGURE 4-33**  
How ink-jet printers work.

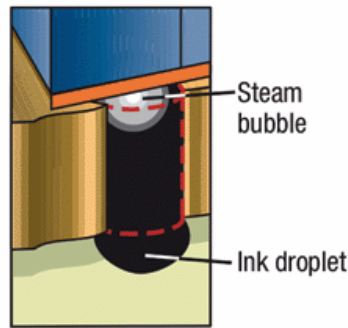


#### HOW INK-JET PRINTERS WORK

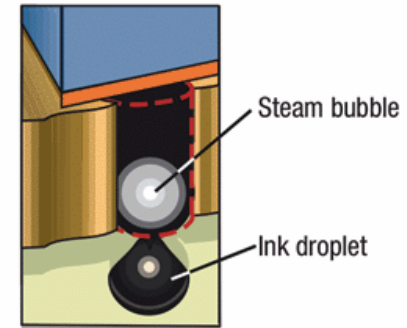
Color ink-jet printers create colors by mixing different combinations of four colors of ink—magenta, cyan, yellow, and black. The different colors can be in one or multiple cartridges. Each cartridge is made up of 300 or more tiny ink-filled firing chambers, each attached to a nozzle smaller than a human hair. To print images, the appropriate color ink is ejected through the appropriate nozzle.



1. A heating element makes the ink boil, which causes a steam bubble to form.



2. As the bubble expands, it pushes ink through the nozzle.



3. The pressure of the bubble forces an ink droplet to be ejected onto the paper. When the steam bubble collapses, more ink is pulled into the print head, so it is ready for the next steam bubble.





# Special Purpose Printers

- **Photo printers** (designed to print photographs)
- **Barcode printers** (print barcodes; some can encode RFID tags)
- *Label printers* (print labels, electronic postage, etc.)
- *Portable printers* (designed to be carried with you)
- *Plotters and wide-format ink-jet printers* (print on large paper or other large materials)

Photos can be previewed and edited here.



Flash memory media can be inserted here.

#### PHOTO PRINTERS

Used to print digital photographs, such as those taken with a digital camera.



#### BARCODE PRINTERS

Used to print barcoded labels. This printer can also program RFID tags, when they are embedded inside the barcoded labels.



#### PORTABLE PRINTERS

Used to print from a portable PC or while on the go.



#### WIDE-FORMAT PRINTERS

Used for printouts that are too big for a standard-sized printer.

 **FIGURE 4-34**  
Special-purpose printers.



# Multifunction Devices

- **Multifunction device:** device that offers some combination of printing, copying, scanning, and faxing capabilities
- Most commonly, these types of devices are based on color ink-jet printer technology, although laser multifunction devices are available
- **Advantage:** takes up less space and is less expensive than purchasing multiple machines
- **Disadvantage:** Lose all devices if it needs to be repaired



## Quick Quiz – Printers

- Dots per inch (dpi) is a measurement of
  - printer quality.
  - printer speed.
  - printer expense.
- True or False: Laser printers can only print in black and white.
- \_\_\_\_\_ printers form images with drops of liquid ink.

# Audio Output

- **Audio output:** output in the form of voice or music
- **Speakers:** connect to a PC and provide audio output for computer games, music, video, TV, videoconferencing, and other applications that have audio output
- **Voice output systems:** produce spoken output





# Summary

- Keyboards
- Pointing Devices
- Scanners, Readers, and Digital Cameras
- Audio Input
- Display Devices
- Printers
- Audio Output