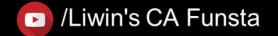
# COMPUTER HARDWARE

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# **Computer Awareness**

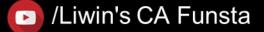
Part 1 Intro/Generation/ Classification of Computers

Part 2 Computer Architecture / Computer Memory

Lets move on to Next Part





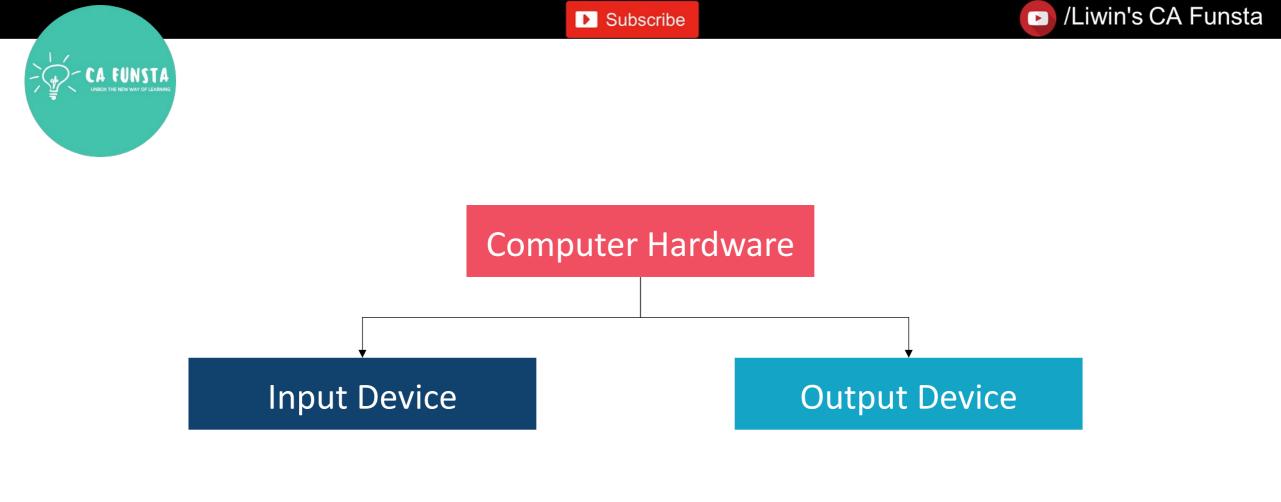




Sl. No	Topic	Page Number
1	Computer Hardware	4
2	I/O Port	62



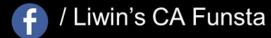








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# **COMPUTER HARDWARE**

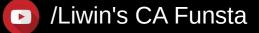
- Hardware is typically directed by the software to execute any command or instruction.
- **Computer hardware** includes the physical parts of a computer, such as the case central processing unit (CPU), monitor, mouse, keyboard, computer data storage, graphics card, sound card, speakers and motherboard.

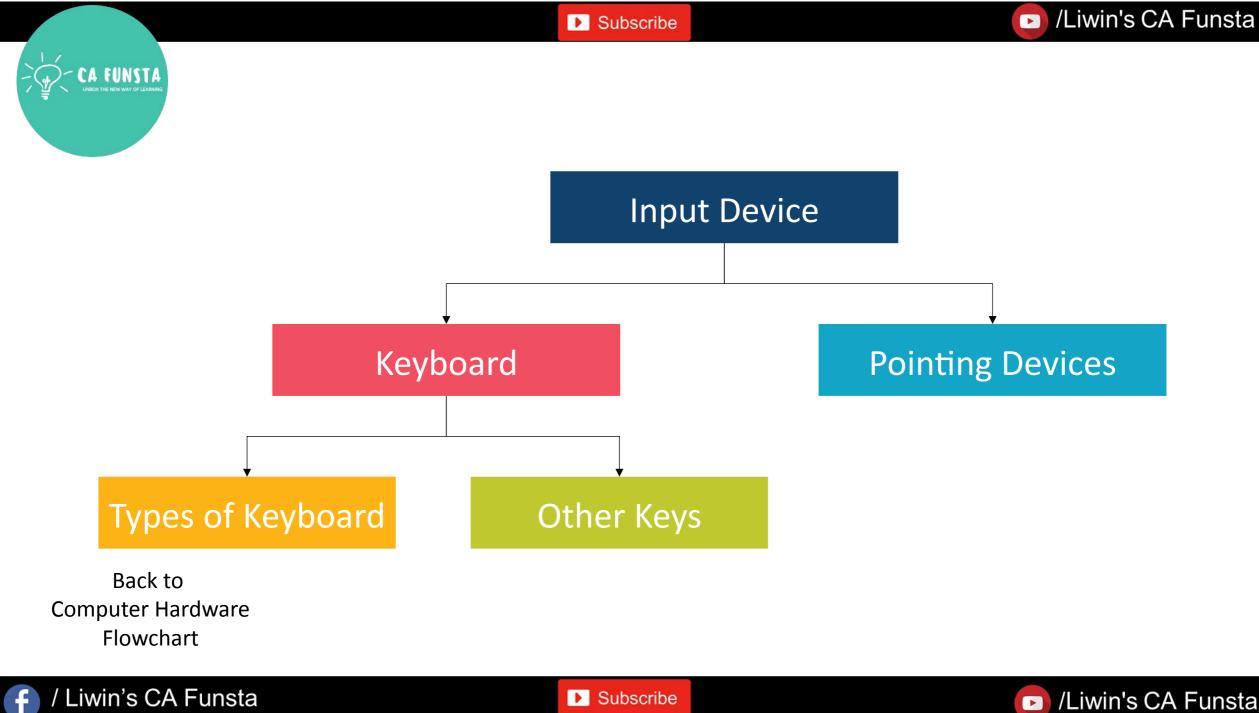


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Back to Computer Hardware Flow Chart





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# **Pointing Devices**

	Mouse	Barcode Reader	<b>Biometric Sensor</b>	
	Track Ball	Optical Mark Reader (OMR)	Scanner	
	Joy Stick	Optical Character Recognition (OCR)	Microphone (Mic)	
	Light Pen	Magnetic Ink Char. Recognition (MICR)	Web camera (Webcam)	
	Touch Screen	Smart Card Reader	PC Card	Back to
			Inpu	t Device Flow Chart
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# **INPUT DEVICES**

- In computing, an **Input Device** is a piece of equipment used to provide data and control signals to an information processing system such as a computer
- They accept instructions from the user and concert the accepted instructions into the machine language.

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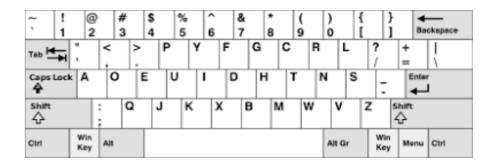
Back to Input Device Flow Chart



# Keyboard

- It is one of the most common input devices.
- The user can type text and command using this device.
- Keyboard controller stores the code of pressed key in keyboard buffer.
- There are different types of keyboard such as **QWERTY**, **DVORAK**, and **AZERTY**.







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# Types of Keys on Keyboard

## Alpha Numeric Keys

• Include the alphabet keys (A, B, C,..., Z) and number keys (0,1, 2,3,..., 9).







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# Types of Keys on Keyboard

## **Numeric Keys**

- There are located at the right hand side of the keyboard.
- They consist of digits and mathematical operators







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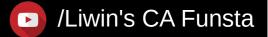
# Types of Keys on Keyboard

## **Function Keys**

- They are the programmable keys, i.e the programs can assign some specific actions.
- They are numbered from **F1** to **F2**.

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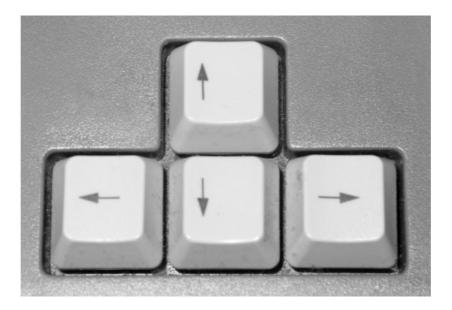


# Types of Keys on Keyboard

## **Cursor Control Keys**

- **Keys** include four directional (**left, right, up, down**) arrow keys that are arranged in a inverted T formation between the alphanumeric and numeric keypad.
- Above the arrow keys there are four more keys to control the cursor.
- These are as follows

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# **Types of Keys on Keyboard**

# Home

#### Home

• It is used to return the cursor to the beginning of the line or the beginning of the document



### End

<sup>o</sup> It moves the cursor to the end of line.

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Page

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### Page Up

• When it is pressed, the page view will be moved up one page and cursor goes to the back page.

## Page Down

• When it is pressed, the page view will be moved down one page and cursor goes to the next page

Back to Input Device Flow Chart

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#### **Other Keys**



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It performs a special operation with the combination of other keys



- It is used to finish an entry and begin the new entry in a document
- Enter key is an alternative to press **ok** button.

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 Some keys on the keyboard like numeric keys have a symbol printed on their upper portion.

 Shift key is used to print these symbols. This key is also called combination key.



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#### **Other Keys**

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- It allows a user to cancel or abort operations which are executing at present
- It opens start menu with the combination of Ctrl key.

Back Delete Space It is used to erase • It is used to erase anything typed. information from the computer's memory and characters on the screen.



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#### **Other Keys**

# Num Lock

 It is used to enable and disable the numeric keypad.



• It is used to open the start menu



 It is used to move the cursor over to the right to a pre-set.

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 In world document, tab is used to indent a paragraph.



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### **Other Keys**

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# Spacebar

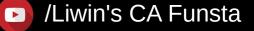
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- It provides a space between two words.
- It is the longest key on the keyboard

#### Caps Lock

- It is used to type the alphabet in capital letters.
- When this key is enable, the alphabet would be in capital letters.
- When it is disabled, the alphabet would be in small letters

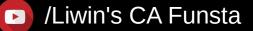
Back to
 Input Device
 Flow Chart



- A pointing devices is used to communicate with the computer by pointing to the locations on the monitor.
- Movements of the pointing devices are echoed on the screen by movements of the pointer.

Back to Pointing Devices Flow Chart Back to Input Device Flow Chart







#### Back to Pointing Devices Flow Chart

#### **Pointing Devices**

#### Mouse

- It is a small handheld device having two buttons on its upper side and also has a small wheel between these buttons.
- The mouse may be used go position the cursor on screen move an object by dragging or select an object by clicking.
- Mouse was invented by Douglas Engelbart at stand ford research Centre in 1963. There are three types of mouse as follows wireless mouse, mechanical mouse, optical mouse.
- Thera are four actions of mouse as follows, Left click It selects an item on the screen, Double click It is used to open a document or program, Right click It displays a list of commands on the screen.
- Right clicking is used to access the properties of selected object,
  Drag and drop It is used to move an item on the screen.

Back to Input Device Flow Chart

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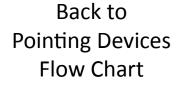


# Track Ball

- It is another pointing device which is an alternative to a mouse.
- A trackball is a pointing device consisting of a ball held by a socket containing sensors to detect a rotation of the ball about two axes—like an upside-down mouse with an exposed protruding ball Users roll the ball to position the on-screen pointer, using their thumb, fingers, or commonly the palm of the hand while using the fingertips to press the mouse buttons.
- Large trackballs are common on CAD workstations for easy precision.



Back to Input Device Flow Chart



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# Joy Stick

- It is a device that moves in all directions and controls the movement of the cursor.
- Joysticks are used in flight simulators, CAD / CAM system, etc.
- Joy stick allows movements in all directions (360°).

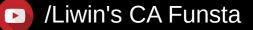


Back to Input Device Flow Chart

Back to Pointing Devices Flow Chart







# Light Pen

- A light pen is a computer input device in the form of a light-sensitive wand used in conjunction with a computer's cathode-ray tube (CRT) display.
- It is very useful in identifying a specific location on the screen.

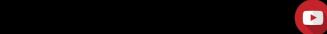


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# **Touch Screen**

- It is an input device that accepts input when the user places a fingertip on the computer screen.
- Touch screen is generally used in applications like ATM, HOSPITAL, airline reservation, supermarkets etc.



Back to Input Device Flow Chart

Back to Pointing Devices Flow Chart





# **Barcode Reader**

- It is an optical scanner that can read printed barcodes, decode the data contained in the barcode and send the data to a computer.
- Like a flatbed scanner, it consists of a light source, a lens and a light sensor translating for optical impulses into electrical signals.
- A perfect example of a barcode reader, use in super market where barcode scanner reads the price of a product



# **Optical Mark Reader (OMR)**

- Optical mark recognition is the process of capturing human-marked data from document forms such as surveys and tests.
- They are used to read questionnaires, multiple choice examination paper in the form of lines or shaded areas.



Back to Input Device Flow Chart

Back to Pointing Devices Flow Chart





## **Optical Character Recognition (OCR)**

• Optical character recognition or optical character reader is the electronic or mechanical conversion of images of typed, handwritten or printed text into machine-encoded text, whether from a scanned document, a photo of a document, a scene-photo or from subtitle text superimposed on an image.



Back to Input Device Flow Chart

Back to Pointing Devices Flow Chart





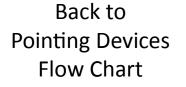


## Magnetic Ink Character Recognition (MICR)

- The characters are printed using a special ink, which contains iron particles that can be magnetised.
- Magnetic ink character recognition code, known in short as MICR code, is a character recognition technology used mainly by the banking industry to streamline the processing and clearance of cheques and other documents



Back to Input Device Flow Chart



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## **SMART CARD READER**

- Smart card readers are used with smart cards which are a type of plastic technology card with a built-in chip used for.
- electronic processes including personal identification, access control, authentication, and financial transactions

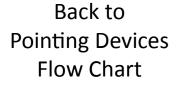


# **BIOMETRIC SENSOR**

- It is a transducer that changes abiometric treat of a person into an electrical signal.Biometric treats mainly include biometric fingerprint reader, iris, face, voice, etc.
- Generally, the sensor reads or measures light, temperature, speed, electrical capacity and other types of energies.



Back to Input Device Flow Chart





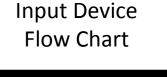


## SCANNER

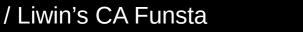
- It is a device that optically scans images, printed text, handwriting or an object and converts it to a digital image.
- The most common types of scanners are as follows, Handled scanners, Flatbed scanners, Drum scanners.



Back to Pointing Devices Flow Chart



Back to





# **MICROPHONE (MIC)**

- We can send input to the computer through a special manual input device called microphone or mic.
- A mic converts the received sound into computer's format, which is called digitised sound or digital audio.

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Back to Pointing Devices Flow Chart

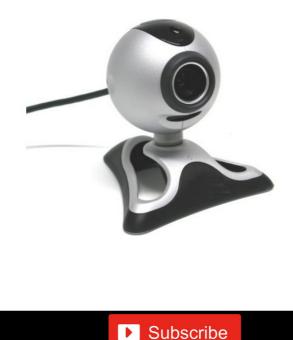
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# WEBCAMERA (WEBCAM)

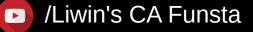
- It is a digital video device commonly built into a computer. Its main function is to transmit pictures over the Internet.
- It is popularly used with instant messaging services and for recording images.



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Back to Input Device Flow Chart



# PC CARD

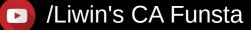
- A PC card is a credit card size memory or I/O device that fits into a personal computer, usually a notebook or laptop computer.
- Probably the most common use of a PC card is the telecommunications modem for notebooks computers.



Back to Pointing Devices Flow Chart

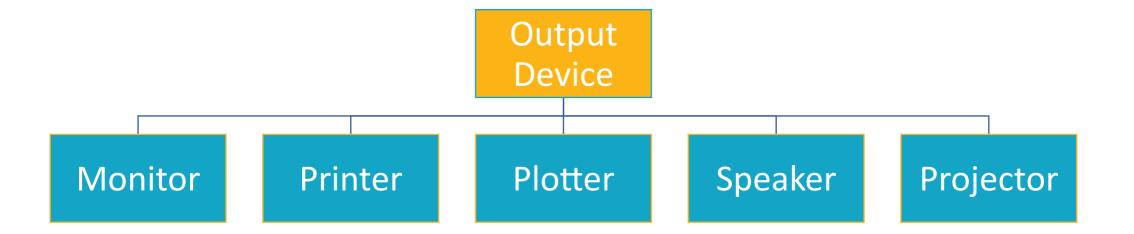






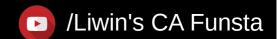




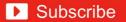


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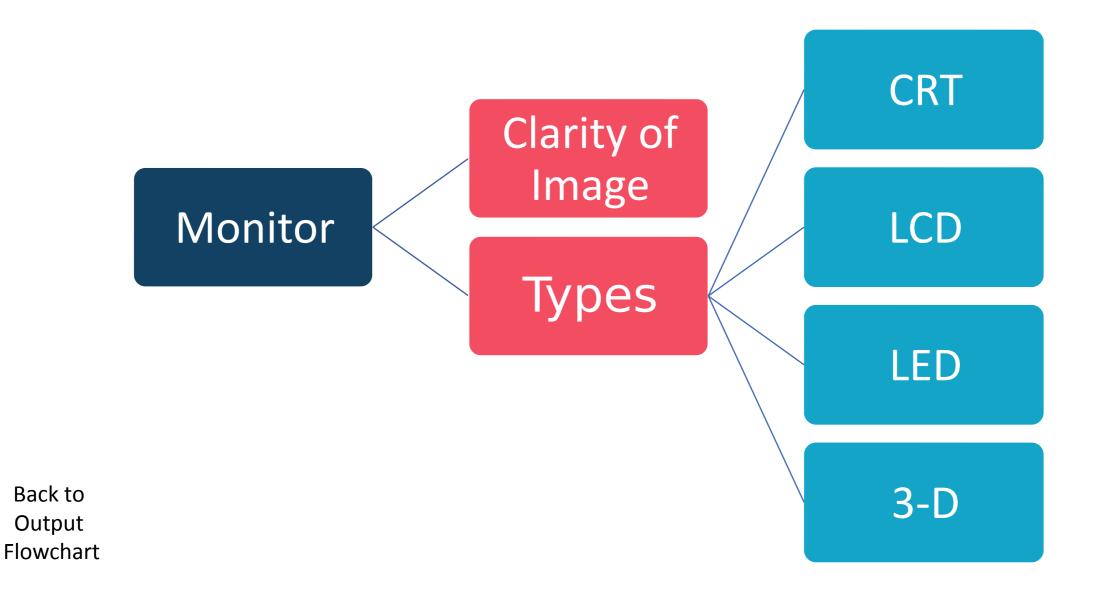








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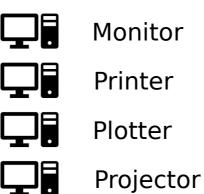
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#### **Output Device**

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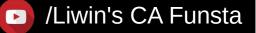
- An output device is any piece of computer hardware equipment which converts information into human-readable form.
- It can be text, graphics, tactile, audio, and video.
- Some of the output devices are Visual Display Units (VDU)



Back to Computer Hardware Flow Chart

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Back to Output Device Flowchart



#### Monitor

- A computer monitor is an electronic device that shows pictures for computers.
- Monitors often look similar to televisions.
- The main difference between a monitor and a television is that a monitor does not have a television tuner to change channels.
- Monitors often have higher display **resolution** than televisions.



Proceed to Monitor Flowchart

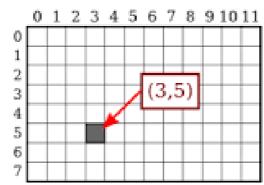


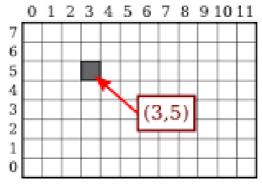




# Clarity of an Image Resolution of screen:

• In **computers, resolution** is the number of pixels (individual points of color) contained on a **display** monitor, expressed in terms of the number of pixels on the horizontal axis and the number on the vertical axis.





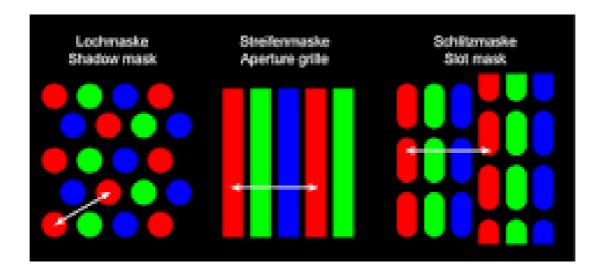
12-by-8 pixel grids, shown with row and column numbers. On the left, rows are numbered from top to bottom, on the right, they are numberd bottom to top.





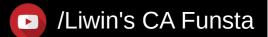
# Clarity of an Image Dot pitch

• **Dot pitch** (sometimes called line **pitch**, stripe **pitch**, or phosphor **pitch**) is a specification for a **computer** display, **computer** printer, image scanner, or other **pixel**-based device that describes the distance, for example, between **dots** (sub-pixels) on a display screen.



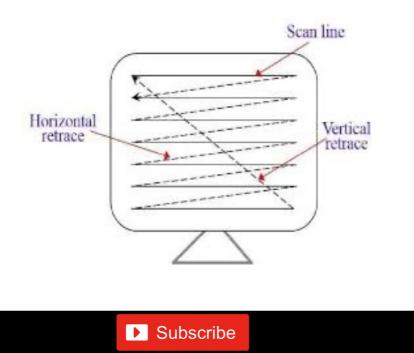
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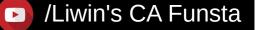


# Clarity of an Image Refresh rate

- Refresh rate is a CRT monitor measurement in Hz that indicates how many times per second a monitor screen image is renewed.
- For example, a monitor with a refresh rate to **75 Hz** means the screen is going to redraw **75 times per second**.

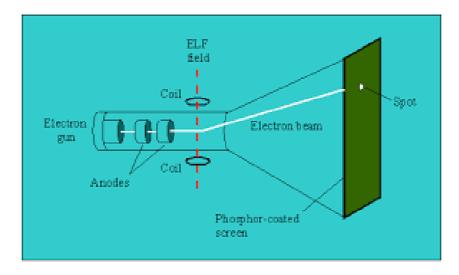


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# Types of Monitor CRT(Cathode Ray Tube)

- The **cathode-ray tube** (CRT) is a vacuum **tube** that contains one or more electron guns and a phosphorescent screen and is used to display images.
- It modulates, accelerates, and deflects electron beam(s) onto the screen to create the images.



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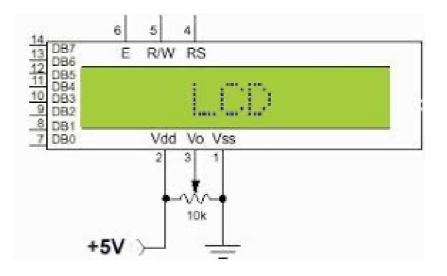


# Types of Monitor LCD(Liquid Crystal Display)

• The way they operate is significantly different as well.

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- Instead of firing electrons at a glass screen, an LCD has backlight that provides light to individual pixels arranged in a rectangular grid.
- Each pixel has a red, green, and blue RGB sub-pixel that can be turned on or off.



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## Types of Monitor LED(Liquid/Light Emitted Diode)

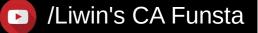
- Short for light-emitting diode **monitor**, an **LED monitor** or **LED** display is a flat screen, flat-panel **computer monitor** or television.
- It has a very short depth and is light in terms of weight.

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• The actual difference between this and a typical LCD **monitor** is the backlighting.



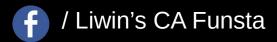
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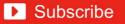


## Types of Monitor 3-D monitor

- Newer **monitors** are able to display a different image for each eye, often with the help of special glasses, giving the perception of depth.
- An autostereoscopic screen can generate **3D** images without headgear.









#### Printers

- A **printer** is an output device that prints paper documents.
- This includes text documents, images, or a combination of both.

The speed of the printer is divided into 3 types



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Characters per second(CPS)

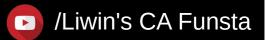
Lines per minutes (LPM)

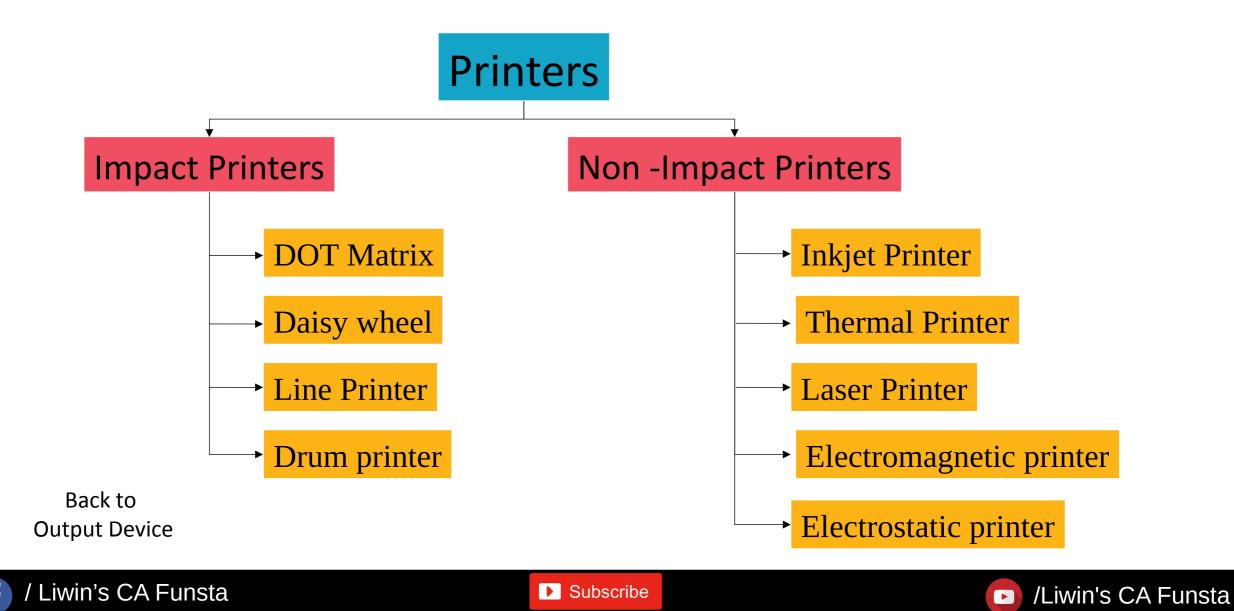
Pages per minute(PPM)

<u>Note</u>: Resolution of a Printer quality is measured in Dots Per Inch (DPI)

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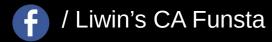


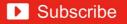




# **Printers** Impact Printers

- An **impact printer** strikes paper and ribbon together to form a character Like typewriter.
- This can print a character or entire line at a time

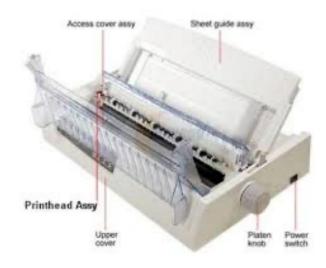




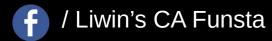


## Impact Printers DOT Matrix

- A print head that runs back and forth on the page and prints by impact, striking an inksoaked cloth ribbon against the paper
- They can be Bidirectional.



Back to Printer Flowchart



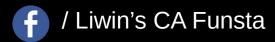
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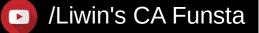


## Impact Printers Daisy wheel





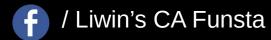






#### Impact Printers Line Printer









#### Impact Printers Drum printer

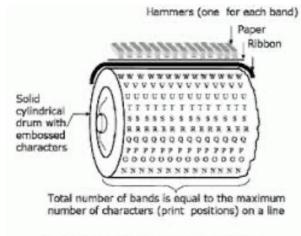
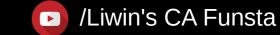


Fig. 5.17 Printing Mechanism of a Drum Printer







#### Non- Impact Printers Inkjet Printer

- An **inkjet printer** is a **computer** peripheral that produces hard copy by spraying **ink** onto paper.
- A typical **inkjet printer** can produce copy with a resolution of at least 300 dots per inch ( dpi ).



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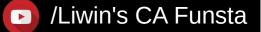
#### Non- Impact Printers Thermal Printer

• It uses heated pins to print on the heat sensitive paper.









# Non-Impact Printers

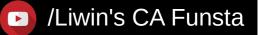
#### Laser Printer

- When a document is sent to the **printer**, a **laser** beam "draws" the document on a selenium-coated drum using electrical charges.
- Most **laser printers print** only in monochrome.
- It can print 5-24 pages with 400-1200 dpi.

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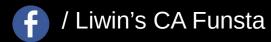
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### Non- Impact Printers Electromagnetic Printer

• They are the **fastest printers** with the speed of **20000 LPM**. i.e 250 pages per minute.





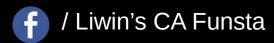




#### Non- Impact Printers Electrostatic printer

- A **printer** that uses an electric charge to deposit toner on paper. ink cartridge a cartridge that contains ink and can be replaced.
- Laser **printer electrostatic printer** that focuses a laser beam to form images that are transferred to paper electrostatically.









#### Plotter

- A **plotter** is a computer hardware device much like a printer that is used for printing vector graphics.
- Instead of toner, **plotters** use a pen, pencil, marker, or another writing tool to draw multiple, continuous lines onto paper rather than a series of dots like a traditional printer.
- They are of two types

Plotter

Flat bed plotterDrum Plotter

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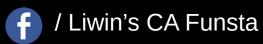
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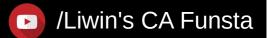
#### Speaker

• **Speakers** are popular output devices used with **computer** systems. They receive audio input from the **computer's** sound card and produce audio output in the form of sound waves.







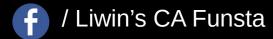


#### Headphones

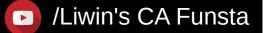
• **Headphones** are a pair of small speakers used for listening to sound from a **computer**, music player or other such electronic device



Back to Output device Flowchart







#### Projector

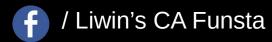
• A **projector** is an output device that can take images generated by a **computer** or Blu-ray player and reproduce them by **projection** onto a screen, wall, or another surface.





**DLP** Projector

Back to Output device Flowchart







# I/O PORTS

• (Input/Output **port**) An I/**O port** is a socket on a computer that a cable is plugged into. The **port** connects the CPU to a peripheral device via a hardware interface or to the network via a network interface.



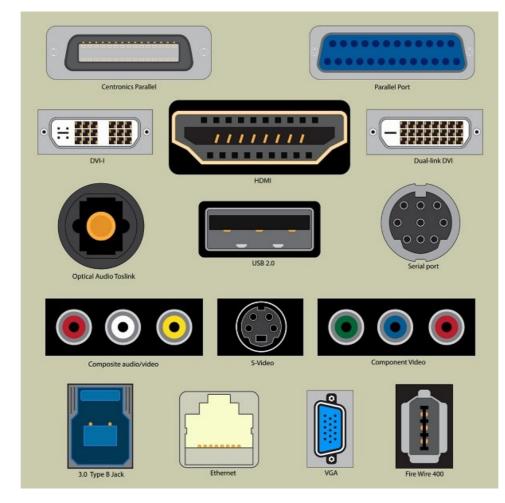
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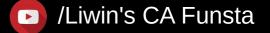
I/O PORTS

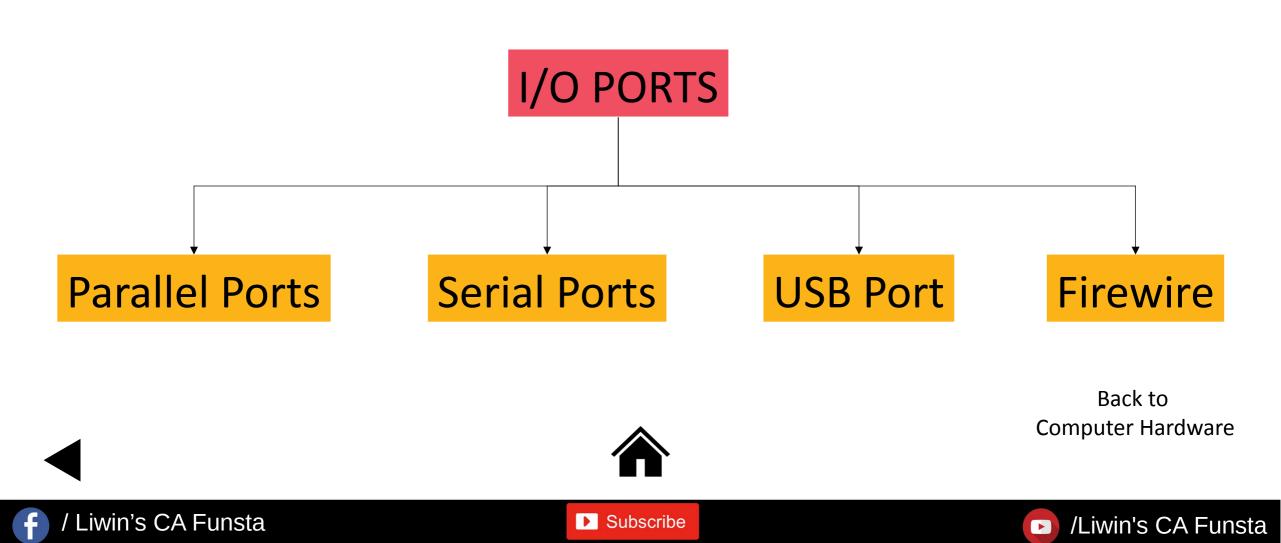


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# I/O PORTS Parallel Ports

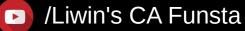
- A parallel ports lets an external parallel device to communicate with the computer by transmitting more bits(such as 8 or 25) of data a time.
- For example printer, scanner.

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# I/O PORTS Serial Ports

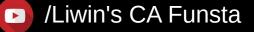
- Serial ports allows one bit of information at a time and hence it's a slow transmission process.
- For e.g.: Mouse, Keyboard doesn't needs a faster transmission.
- It is often referred as communication ports.

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# I/O PORTS USB Port

- It is the most common external port available with the computers.
- It is a plug and play feature.

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• A single USB port can support connection of up to 127 devices



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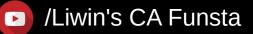


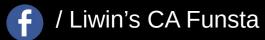
# I/O PORTS Firewire

- It has high speed transmission capacity for multimedia usage like video camera.
- It is a expensive port.
- It can transfer up to 400 mb/sec.



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