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1. Input Devices, Outputs Devices and Media

1. The wide variety of input devices and media is a major factor, which adds to the flexibility and versatility of computer systems. The use of a (i) device, which allows users to move around images on the monitor by the shifting of a lever on the device, has made computer games very popular. In supermarkets, there are (ii) devices, which allow a cashier to key in data on sales, and this data is automatically transmitted to a computer for processing. There are also (iii) devices that are capable of reading pencil marks on an examination script thereby allowing the test to be scored automatically. The use of (iv) devices to read images allows pictures and logos to be incorporated in a document.

State the technical names for each of the devices numbered (i) – (iv) in the passage above. Please use the numbering in the passage to identify your answers.

(4 marks)

1. Match the following applications with the most appropriate input device.

APPLICATION DEVICES

point-of-sale -----optical mark reader

games -----keyboard

architectural design -----magnetic ink character reader

multiple-choice examination -----microphone

publishing -----pads and tablets

cheque processing -----barcode reader

language processing -----joystick

preparing letters -----keyboard **(8 marks)**

1. (a) Define the term resolution as it applies to a graphics display. **(2 marks)**

(b) Give THREE examples of input devices that can read data directly from source documents. **(3 marks)**

(c) Give TWO advantages of using devices that can read data directly from source

documents. (2 marks)

Total marks: 7

1. Match EACH characteristic, listed A to G below with the MOST appropriate device. Write the letter (A, B, etc.) to represent the characteristic and next to EACH letter write the name of the device that matches it.

CHARACTERISTIC DEVICE

- A. Accepts voice inputs -----Keyboard
- B. Allow users to input architectural plans -----Barcode reader
- C. Reads in graphics data -----Joystick
- D. Used for printing architectural plans -----Scanner
- E. Used for entering text documents -----Graphics tablets
- F. Retrieves pricing data from grocery items -----Microphone
- G. Used to move the cursor -----Plotter

(7 marks)

1. For EACH of the following devices, state ONE application in which the use of the device is essential:
 1. Scanner (1 mark)
 2. Plotter (1 mark)
 3. Magnetic ink-character reader (1 mark)

Total marks: 3

1. State ONE advantage and ONE disadvantage of the first item over the second item in EACH of the following pairs:
 - (a) (i) Character printer (ii) Line printer (2 marks)
 - (b) (i) Microfilm output (ii) Printed output (2 marks)

Total marks: 4

1. For EACH of OMR, OCR and MICR, give an application in which that technology is

frequently used. **(3 marks)**