Study of different Input Devices (Mouse, Light Pen, Joystick, Digitizer, Scanner)

Mouse, Light Pen, Joystick, Digitizer, Scanner এর মূল গাঠনিক উগাদানসমূহ চিহ্নিত করন এবং সেগুলোর মধ্যে আন্তঃসম্পর্ক স্থাপনের মাধ্যমে কার্যপোযোগী করন এবং সেইসাথে কার্যাবলী অবহিত হওয়া।

Study on Mouse, Light Pen, Joystick, Digitizer, Scanner:

mouse A small input device with one or more buttons used with graphical user interfaces. As the mouse moves, an on-screen mouse cursor follows; all movements are relative. Once the pointer is in the correct position on the screen, you press one of the mousebuttons to initiate an action or operation.
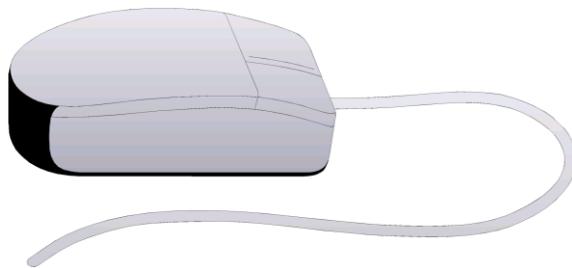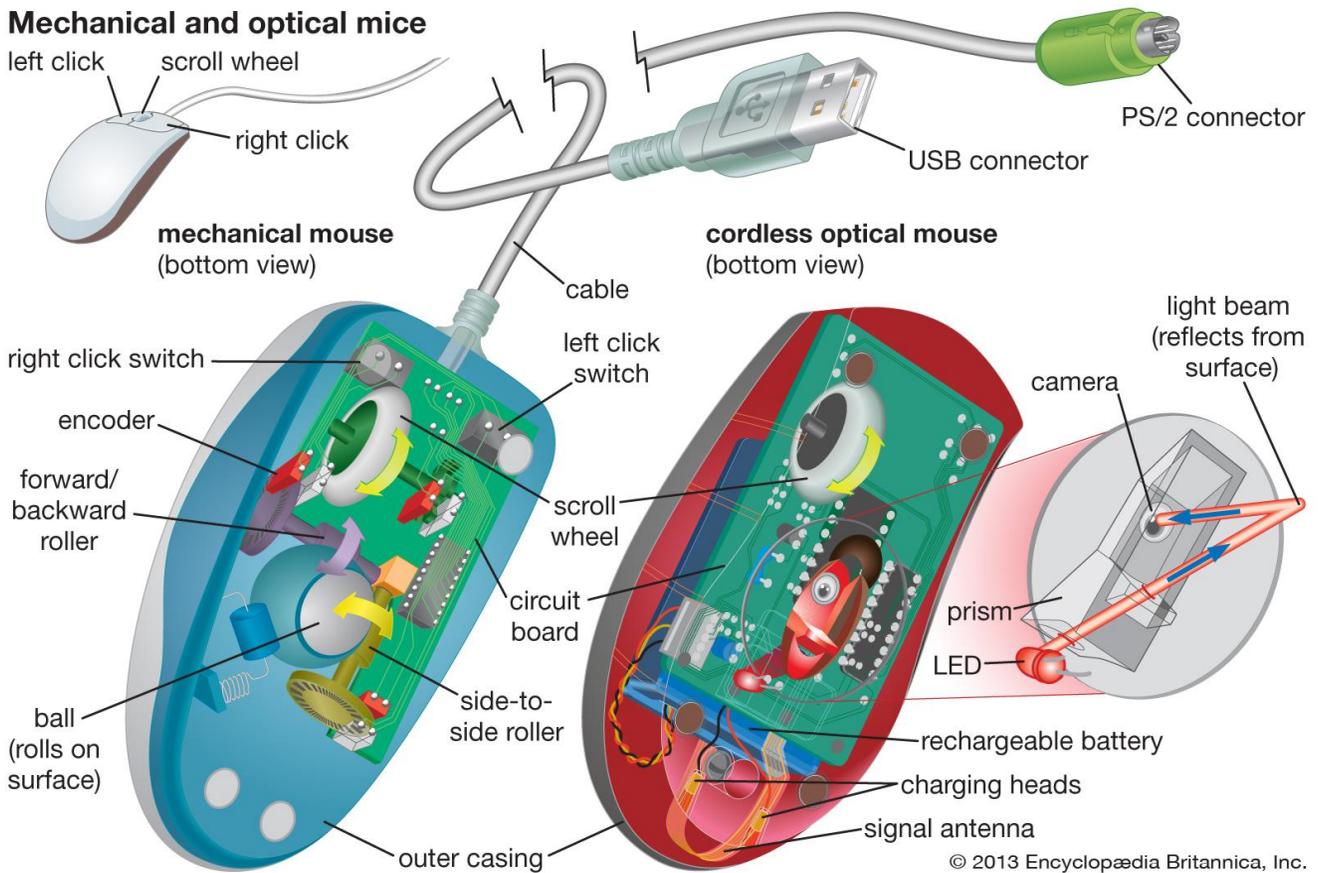
Light Pen A handheld Input device with light-sensitive probe or stylus connected to the computer's graphics adapter board by a cable. Used for writing or sketching onscreen or as a pointing device for making selections. Unlike mice, it's not widely supported by software applications.
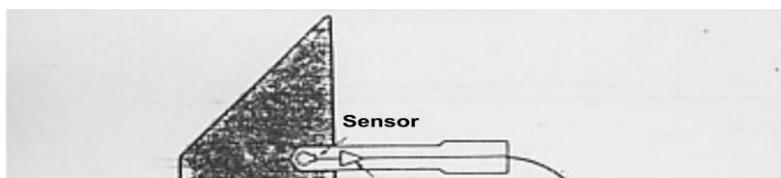
joystick An input device generally used for game software, usually. consisting of a central upright stick that controls horizontal and vertical motion and one or more buttons to control discrete events, such as firing guns. More complex models can resemble flight yokes and steering wheels or incorporate tactile feedback.

Digitizer A writing tablet or digitizer tablet is a flat, square or rectangular slab of material onto which a stylus is placed and held. The position of the stylus is detected in one of various ways, and this information in terms of x- and y-coordinates is transmitted to the system. Such a device can be used in conjunction with a cursor. It is a means of steering the cursor.

Figure: DIGITIZER