Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Computer Applications- Lesson 2 Guided Reading**

1. Input, which \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, must be entered into the computer and then stored on a storage media device.
2. To turn the data into information, \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ processes the data.
3. After data is processed, it is “presented” to the user through an \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Standard Input Devices**

1. Input devices allow you to\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
2. The most commonly used input device is the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
3. An input device that allows you to position the pointer on the screen is a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
4. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is the most commonly used pointing device.
5. Define and provide examples of the following:
   1. Trackball:
   2. Touchpad:
   3. Pointing stick:
   4. Audio Input:

**Standard Output devices**

1. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_is data that has been processed into a useful format. Output devices display information.
2. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is a Display device for a desktop computer. Varieties include CRT, LCD, and gas plasma.
3. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_are used to produce a paper or hard copy of the processing result. Consider speed, print quality, and price when choosing.
4. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Produces high-quality output using the same technology as copier machines.
5. **Define the following and describe what they are used for:**

|  |  |
| --- | --- |
| **Output Device** | **Describe what it is used for** |
| InkJet Printer |  |
| Speakers |  |

**Specialized Input Devices**

1. Below describe what each specialized input device is used for:

|  |  |
| --- | --- |
| **Input Device** | **Describe What it is used for:** |
| Digital Camera |  |
| Game Controller |  |
| Scanners / Bar Code Readers |  |
| Touch Display Screen |  |
| Stylus |  |
| Environmental Probes / sensors |  |
| Remote Controls |  |
| Security Devices |  |
| Virtual Devices |  |
| Touch-Sensitive Pads |  |
| Input Devices for the Physically Challenged |  |

1. Explain the following specialized output devices:

|  |  |
| --- | --- |
| **Specialized Output Device** | **Explanation of What it does / Used for** |
| Projectors |  |
| Fax Machines |  |
| Multifunction printers |  |
| Control Devices / Robots |  |
| Specialized Printers |  |
| Output Devices for the Physically Challenged |  |

**Connecting input and output devices to the computer**

1. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_is an interface to which a peripheral device \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_with the system unit.
2. For most hardware devices to work, they need a set of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_that communicates with the computer’s operating system, called\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
3. If the operating system already contains the driver, it performs an \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_installation for newly connected devices.

**Computer Performance Factors**

1. Explain below each term how it affects a computers performance:
   1. Microprocessor-
   2. RAM-
   3. Hard Disk-
   4. Video-