

ST. LAWRENCE HIGH SCHOOL



A Jesuit Christian Minority Institution

WORKSHEET-11

TOPIC: Input Devices

Subject: COMPUTER SCIENCE

Class - 11

F.M:15

Chapter: Input and Output Devices

Choose the correct answer for each question:

1. These devices provide a means of communication between a computer and outer world.

a) I/O

b) Storage

c) Compact

d) Drivers

2. Which of the following is not a point-and-draw device?

a) Keypad

b) Trackball

c) Touch screen

d) Mouse

3. A device used for video games, flight simulators, training simulators and for controlling industrial robots.

a) Mouse

b) Light pen

c) Joystick

d) Keyboard

4. Which of the following is capable of recognizing a pre-specified type of mark by pencil or pen?

a) OMR

b) Winchester

c) Bar code reader

d) Image Scanner

5. The most common Input device used to enter alphanumeric data is:

a) keyboard

b) monitor

c) harddisk

d) mouse

6. _____ is a pointing device which is used to select a displayed menu item or draw pictures on the monitor screen.

a) keyboard

b) light pen

c) mouse

d) OMR

[15 X 1 = 15]

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7. A ______ is an optical scanner that can read printed barcodes, decode the data contained in the barcode and send the data to a computer.

a) barcode reader

b) light pen

c) mouse

d) OMR

8._____ is a computer input device that enables a user to hand-draw images, animations and graphics, with a special pen-like stylus.

a) OMR

b) OCR

c) graphic tablet

d) touch screen

9. Which device of computer operation dispenses with the use of the keyboard?

a) touch

b) light pen

c) mouse

d) OMR

10. A light sensitive device that converts drawing, printed text or other images into digital form is

a) keyboard

b) OMR

c) mouse

d) scanner

11. The OCR recognises the ______ of the characters with the help of light source.

a) size

b) shape

c) colour

d) used ink

12. In MICR, C stands for:

a) character

b) code

c) computer

d) colour

13. The pattern of printed lines on most products are called

a) prices

b) barcode

c) scanner

d) OCR

14. A ______ is a piece of stiff paper that can be used to contain digital data represented by the presence or absence of holes in predefined positions.

a) Punch card

b) Punch tape

c) Printer paper

d) None of these

__ is a form of data storage that consists of a long strip of paper in which holes are

punched. a) Punch card b) Punch tape

15.__

c) Printer paper

d) None of these

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