Introduction to Computers
CGS 1100

Spring 2004
Unit 5A

Reading Assignment for Next Class

MS Excel 2000 Textbook:

1. Project 1
2. Read and apply!
3. Check the section "What You Should Know" (p. E 1.58)

Reading Assignment for Today

- Download Assignment Description from
  http://ruby.fgcu.edu/courses/mhepp/
  (-> CRN10026)
- Read given web pages about
  - Joystick
  - Computer Mouse
  - Barcode
  - Scanner

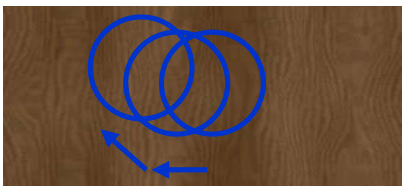
Computer Mouse

1.

http://computer.howstuffworks.com/mouse.htm/printable

Optical Computer Mouse

Takes multiple pictures per second and reconstructs mouse movement from the position of characteristics patterns in the picture.



http://computer.howstuffworks.com/mouse.htm/printable

Joystick: Digital

1.

A digital joystick has four or more buttons (switches) to capture the position of the stick and the "fire" button.

http://computer.howstuffworks.com/joystick.htm/printable

Joystick: Analog

An analog joystick uses two potentiometers (variable resistors) to capture the **direction and position of the stick.** This returns not only the mere direction but also the **intensity.**

http://computer.howstuffworks.com/joystick.htm/printable

Barcode Readers

A barcode contains digits or characters. Each binary number is encoded as a **sequence of narrow and wide bars.**

http://www.makebarcode.com/info/intro.html

Scanner

http://computer.howstuffworks.com/scanner.htm/printable

Thank you!

The slides will be available on the internet at

http://ruby.fgcu.edu/courses/mhepp/

(-> CRN10026)