

Various device-based controls :

1. Trackball:

- What: A ball that moves freely in all directions in a socket.
- How: Rotate the ball with fingertips to move the on-screen cursor.
- Useful for: Navigational control in video games or 3-D environments.

2. Joystick:

- What: Stick or bat-shaped device anchored at the bottom.
- Sizes: Come in various sizes, operated by fingers or the whole hand.
- Types: Some are immovable (respond to pressure), others movable (within a dish-shaped area).
- Useful for: Fine or gross coordination tasks, mounted on keyboards.

3. Graphic Tablet:

- What: Horizontal surface sensitive to pressure, heat, light, or blockage of light.
- How: Operated with fingers, stylus, or other objects. Mimics movement on the screen.
- Useful for: Graphic design and precise input tasks.

4. Light Pen:

- What: Utilizes a touch screen sensitive to a specific pen or stylus.
- How: Similar to a graphic tablet, but with a specific pen or stylus.

5. Touch Screen:

- What: Screen sensitive to finger or stylus touch.
- How: Point and touch objects on the screen for selection.
- Useful for: Direct interaction with on-screen elements.

6. Voice:

- What: Automatic speech recognition technology.
- How: Recognizes and processes spoken commands.

- Useful for: Hands-free control, especially in situations where manual input is impractical.

7. Mouse:

- What: Movable desktop control with one to three buttons.
- How: Move the mouse to control the on-screen pointer.
- Useful for: Manipulating objects and information on the screen.

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iv. Touch screen
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Discuss various device based controls.

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