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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