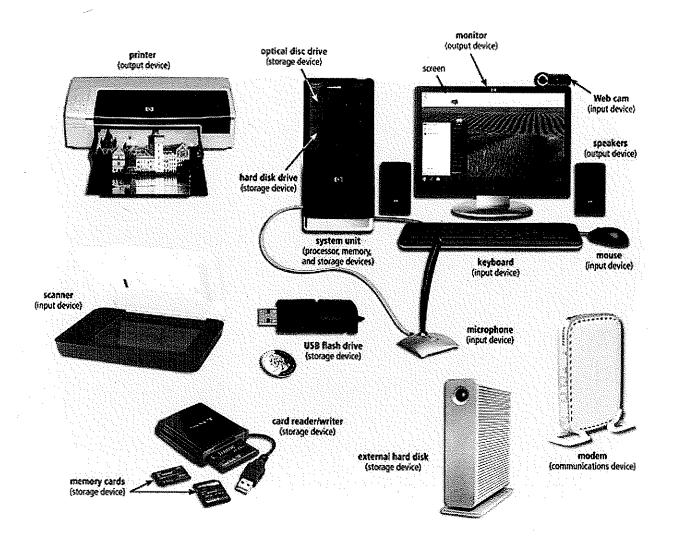
COMPUTER BASICS

PERIPHERAL DEVICE a device that is connected to a host computer, but not an integral part of it. It expands the host's capabilities but does not form part of the core computer architecture. There are three different types of peripherals:

- Input, used to interact with, or send data to the computer (mouse, keyboards, etc.)
- Output, which provides output to the user from the computer (monitors, printers, etc.)
- Storage, which stores data processed by the computer (hard drives, flash drives, etc.)



Text copied from:

http://en.wikipedia.org/wiki/Peripheral

http://en.wikipedia.org/wiki/Input_device

http://en.wikipedia.org/wiki/Output_device

http://en.wikipedia.org/wiki/Computer_data_storage

INPUT DEVICE is any peripheral (piece of computer hardware equipment) used to provide data and control signals to an information processing system such as a computer or other information appliance. Examples of input devices include:

- keyboards
- mouse

- scanners
- digital cameras





OUTPUT DEVICE any piece of computer hardware equipment used to communicate the results of data processing carried out by an information processing system which converts the electronically generated information into human-readable form.

Examples of input devices include:

- monitors
- speakers and headphones

disks and external drives





STORAGE, often called **storage** or **memory**, is a technology consisting of computer components and recording media used to retain digital data. It is a core function and fundamental component of computers. The central processing unit (CPU) of a computer is what manipulates data by performing computations.

Examples of storage devices include:

- USB
- Floppy disks

External memory







