

Answers of Chapter 5

"Discovering Computers 2011 : Living in a Digital World"

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True / False

- (T) 1. Once data is in memory, the computer interprets and executes instructions to process the data into information.
- (T) 2. An input device is any hardware component that allows users to enter data and instructions into a computer.
- (F) 3. The command associated with a function key performs the same task within each program with which you are interacting.
- (T) 4. A touchpad is a small, flat, rectangular pointing device that is sensitive to pressure and motion.
- (F) 5. Touch-sensitive pads typically contain buttons and/or wheels that are operated with a thumb or finger.
- (F) 6. To capture a signature, a user speaks his or her name into a signature capture pad.
- (F) 7. Resolution is the smallest element in an electronic image.
- (F) 8. A whiteboard is a meeting between two or more geographically separated people who use a network or the Internet to transmit audio and video data.
- (T) 9. Scanners capture data from a target document, which is the original form of the data.
- (T) 10. A flatbed scanner works in a manner similar to a copy machine except it creates a file of the document in memory instead of a paper copy.
- (T) 11. A DVD kiosk is a self-service DVD rental machine that connects to a host computer through a network.

(T)12. A keyguard is a metal or plastic plate placed over the keyboard that allows users to rest their hands on the keyboard without accidentally pressing any keys.

Multiple Choice

1. A(n) __ (C) __ has a design that reduces the chance of wrist and hand injuries.
a. gaming keyboard b. cordless keyboard
c. ergonomic keyboard d. function key

2. Some phones use __ (A) __, where you press one key on the keypad for each letter in a word and software on the phone predicts the word you want.
a. predictive text input b. text messaging
c. ergonomics d. optical character recognition (OCR)

3. Touch screens that recognize multiple points of contact at the same time are known as __ (B) __.
a. touch-sensitive pads b. multi-touch
c. graphics tablets d. digitizers

4. Architects, mapmakers, designers, artists, and home users create drawings and sketches on a __ (C) __.
a. trackball b. terminal
c. graphics tablet d. touchpad

5. __ (D) __ is the computer's capability of distinguishing spoken words.
a. Voice input b. VoIP
c. MIDI d. Voice recognition

6. __ (C) __ allows users to record, compose, mix, and edit music and sounds.
a. Kiosks b. Voice input
c. Music production software d. Voice recognition

7. RFID is a technology that uses __ (C) __ to communicate with a tag placed in or attached to an object, an animal, or a person.
a. a thin wire b. pixels
c. radio signals d. light waves

8. With __ (C) __, the computer will detect human motions.

- a. a head-mounted pointer
- b. an on-screen keyboard
- c. gesture recognition
- d. a computerized implant

Matching

1. insertion point (261) - b. symbol on the screen that indicates where the next character typed will appear.
2. gaming keyboard (261) - g. keyboard designed specifically for users who enjoy playing games on the computer.
3. ergonomics (262) - d. incorporates comfort, efficiency, and safety in the design of the workplace.
4. trackball (265) - j. stationary pointing device with a ball on its top or side.
5. pointing stick (266) - e. pressure-sensitive pointing device shaped like a pencil eraser that is positioned between keys on a keyboard.
6. kiosk (266) - a. freestanding computer that usually includes a touch screen.
7. game controller (270) - h. used by video games and computer games as the input device that directs movements and actions of on-screen objects.
8. gamepad (270) - f. controls the movement and actions of players or objects in video games or computer games.
9. video capture card (275) - i. converts an analog video signal to a digital signal that a computer can process.
10. data collection device (282) - c. obtains data directly at the location where the transaction or event takes place.

Short Answer

1. What are three different types of mouse devices? Mechanical mouse, Optomechanical mouse, and Optical mouse.

What makes them different from each other? Their style in recognizing mouse movement.

2. Name at least five mouse operations. Describe and give examples of each of the mouse operations that you chose.

Point : Move the mouse until the pointer on the desktop is positioned on the
item of choice.

Example : Position the pointer on the screen.

Click : Press and release the primary mouse button, which usually is the
left
mouse button.

Example : Select or deselect items on the screen or
start a program or program feature.

Right-click : Press and release the secondary mouse button, which usually is
the right
mouse button.

Example : Display a shortcut menu.

Double-click : Quickly press and release the left mouse button twice without
moving the mouse.

Example : Start a program or program feature.

Drag : Point to an item, hold down the left mouse button, move the item
to the
desired location on the screen, and then release the left mouse button.

Example : Move an object from one location to another or draw pictures.

3. What is OCR (optical character recognition)?

Optical character recognition (OCR) is a technology that involves reading typewritten, computerprinted,

or hand-printed characters from ordinary documents and translating the images into a form that the computer can process.

What is OMR (optical mark recognition)?

Optical mark recognition (OMR) is a technology that reads hand-drawn marks such as small circles or rectangles.

4. What is the most widely used biometric device today?

The most widely used biometric device today is a fingerprint reader.

Describe how the device works.

fingerprint reader, or scanner, captures curves and indentations of a fingerprint

5. What is the Americans with Disabilities Act (ADA)?

An act which requires any company with 15 or more employees to make reasonable attempts to accommodate the needs of physically challenged workers.

How might gesture recognition and computerized implant devices help physically challenged users in the future?

With *gesture recognition*, the computer will detect human motions. Computers with gesture recognition capability have the potential to recognize sign language, read lips, track facial movements, or follow eye gazes.

As for *computerized implant devices*, doctor will implant a computerized device into the brain of paralyzed or speech impaired individuals.

This device will contain a transmitter. As the user thinks thoughts, the transmitter will send signals to the computer.