

Teaching guide: input/output

This resource will help with understanding input/output. It supports Section 3.2.7 of our GCSE Computer Science specification (8525). The guide is designed to address the following learning aims:

• Review how the keyboard and the screen are the standard input and output devices.

Input/output (I/O)

Computer programs take inputs, process data and produce outputs. The inputs to a program can come from many locations: a microphone, a mouse, a motion sensor, a heat sensor, an input stream over a network, a digital camera, another file and so on. However, the 'standard' form of input is from a keyboard. Likewise, data can be output to many devices: speakers, printers, another file, actuators and so on but the 'standard' output is the monitor (or screen).

We have used two commands that enable data to come in or go out of a program:

USERINPUT

OUTPUT

Because the monitor and keyboard are considered standard input and output respectively, it is assumed that the data for **USERINPUT** comes from the keyboard and the data for **OUTPUT** is displayed on a screen.

Input

Every time **USERINPUT** is executed the program will wait for the user to type a sequence of characters on the keyboard and then, when the Enter or Return key is pressed, return that sequence of characters as a string to the program. Usually this is assigned to a variable, eg:

answer ← **USERINPUT**

which can then be used in the program, eg:

IF answer = 'YES' OR answer = 'yes' THEN

Note: you could not write this last line of code as:

IF USERINPUT = 'YES' OR USERINPUT = 'yes' THEN

Because this would make the user input two strings from the keyboard, not just the one.

Output

Every time the **OUTPUT** is executed the item or items following it are each evaluated, converted to a string representation, eg the expression $(10 \times 2) / 8$ would be evaluated to 2.5 (a real) and then the string '2.5' would be output to the screen. If there is more than one item they are separated by commas, and each one is output separately, eg

```
a \leftarrow 25

b \leftarrow 19

OUTPUT 'The result is ', (a * 4) / (b + 1)

would output
```

The result is 5