

#### S. S Jain Subodh P.G. (Autonomous) College SUBJECT - Computer Organization TITLE - Monitors and Sound Systems

# Monitors and Sound Systems

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## **Monitors**

- Categories of Monitors
- CRT (Cathode Ray Tube) Monitors
- Flat-Panel Monitors
- Comparing Monitors
- Video Controllers
  CODHN



# **Monitors - Categories of Monitors**

Monitors are categorized by the technology they use:

- Cathode ray tube (CRT) monitors
- Flat-panel displays

And by the way they display colors:

- Monochrome One color on a black background
- Grayscale Shades of gray on a white or off-white background
- Color From 16 to 16 million unique colors



# **Monitors - <u>CRT Monitors</u>**

- In CRT monitors, electrons are fired at phosphor dots on the screen.
- The dots are grouped into pixels, which glow when struck by electrons.
- In color CRTs, each pixel contains a red, green, and blue dot. These glow at varying intensities to produce color images.





- Most flat-panel monitors use liquid crystal display (LCD) technology.
- Passive matrix LCD uses a transistor for each row and column of pixels: less expensive, narrow viewing angle, submarining (animated graphics blurry)
- Active matrix LCD uses a transistor for each pixel on the screen: expensive, wider viewing angle, faster refresh
- Thin-film transistor (TFT) displays use multiple transistors for each pixel.



# Flat-panel monitors take up less desk space; less radiation





# **Monitors - Comparing Monitors**

When comparing monitors, consider four features:

- Size
- **Resolution**
- Refresh rate
- Dot pitch



## **Comparing Monitors - Size**

- A monitor's size is the diagonal measurement of its face, in inches.
- For years, 15" monitors (13"viewing area) were standard.
- Today, 17" monitors (15" viewing area) are common.
- Larger monitors are available, but can be expensive.





# The diagonal size (often 15")



# **Comparing Monitors - Resolution**

- Resolution is the number of pixels on the screen, expressed as a matrix (such as 600x800).
- A 17" monitor offers resolutions from 640x480 up to 1280x1024.
- The Video Graphics Array (VGA) standard is 640x480. Super VGA (SVGA) monitors provide resolutions of 800x600, 1024x768 or higher.



# **Resolution (image sharpness) is important.**



(Especially for graphics, page layout, and CAD (Computer Aided Design))



# **Comparing Monitors - <u>Refresh Rate</u>**

- Refresh rate is the number of times each second that the electron guns scan the screen's pixels.
- Refresh rate is measured in Hertz (Hz), or cycles per second.
- Look for a refresh rate of 72 Hz or higher. A slower rate may cause eyestrain.

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8 refreshing every phosphor dot in a zig-zag pattern.

#### Fast scanning = Quick refresh (less flicker)



# **Comparing Monitors - Dot Pitch**

- Dot pitch is the distance between the phosphor dots that make up a single pixel.
- In color monitors, three dots (red, green, and blue) comprise each pixel.
- Look for a dot pitch no greater than .28 millimeter.



**Fine dot pitch = Crisp displays** 





## **Monitors - Video Controllers**

- The video controller is an interface between the monitor and the CPU (Central Processing Unit).
- The video controller determines many aspects of a monitor's performance, such as resolution or the number of colors displayed.
- The video controller contains its own on-board processor and memory, called video RAM (VRAM).



# **Graphic intensive applications such as games require plenty of VRAM.**







#### **PC Projectors**

- A PC projector connects to a PC and is used to project images on a large screen.
- Many PC projectors provide the same resolutions and color levels as high-quality monitors.
- Digital light processing (DLP) projectors use a microchip containing tiny mirrors to produce very sharp, bright images.







## **Sound Systems**

- Multimedia PCs come with a sound card, speakers, and a CD-ROM (Compact Disk-Read-Only Memory) or DVD (Digital Versatile Disk) drive.
- A sound card translates digital signals into analog ones that drive the speakers.
- With the right software, you can use your PC to edit sounds and create special sound effects.



# Sound Card