

Chapter 1

Getting Started

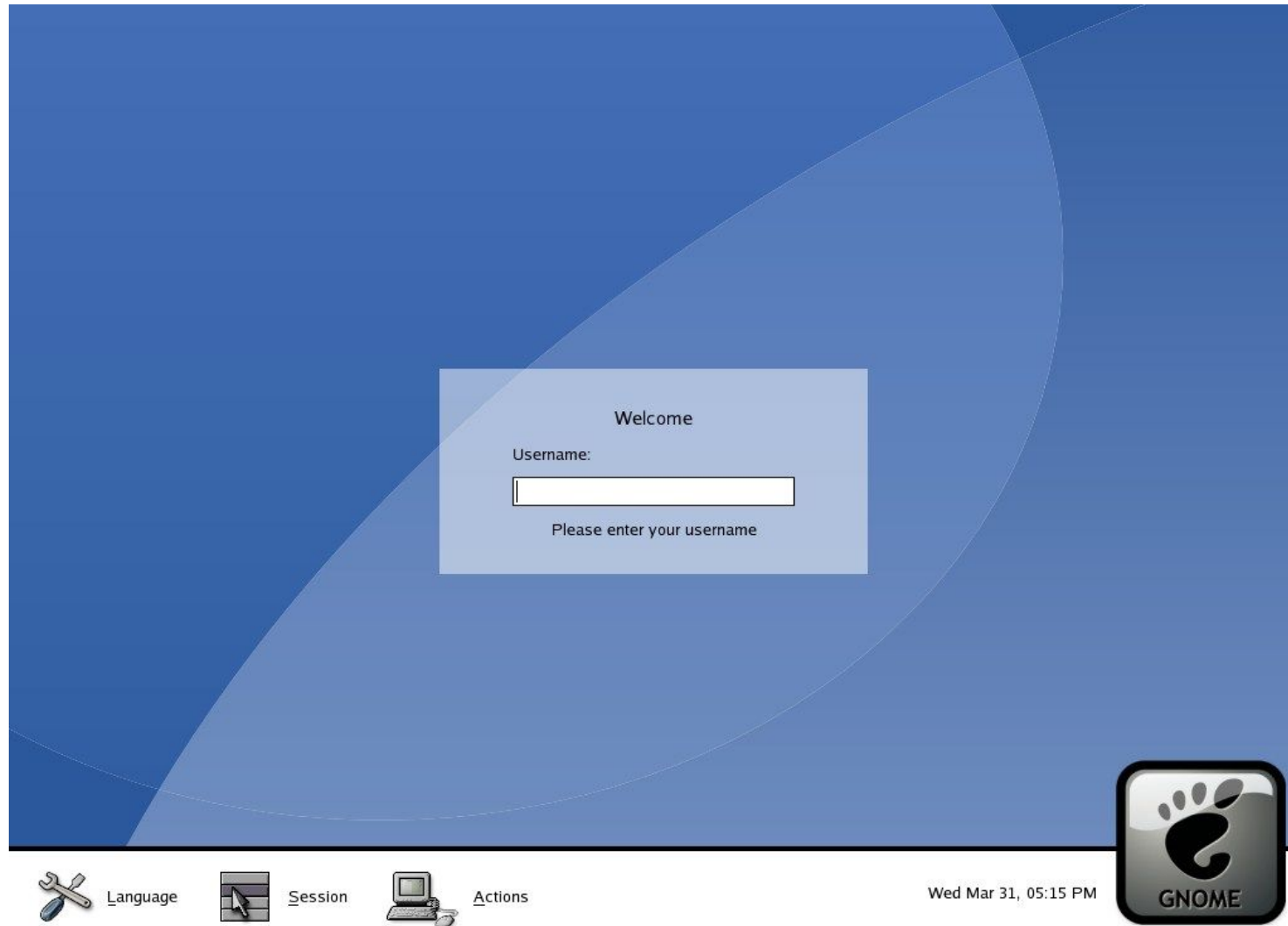
We Shall be Covering ...

- Logging in
- Starting the graphical Desktop
- Main components of the Desktop
- Main components of the Window Manager
- Logging out
- Shutting down

Logging in

- Need to perform a login
- At login prompt enter username
- Then enter password at password prompt
- Choice of graphical or text login screen
- Default is graphical login screen

Login Screens



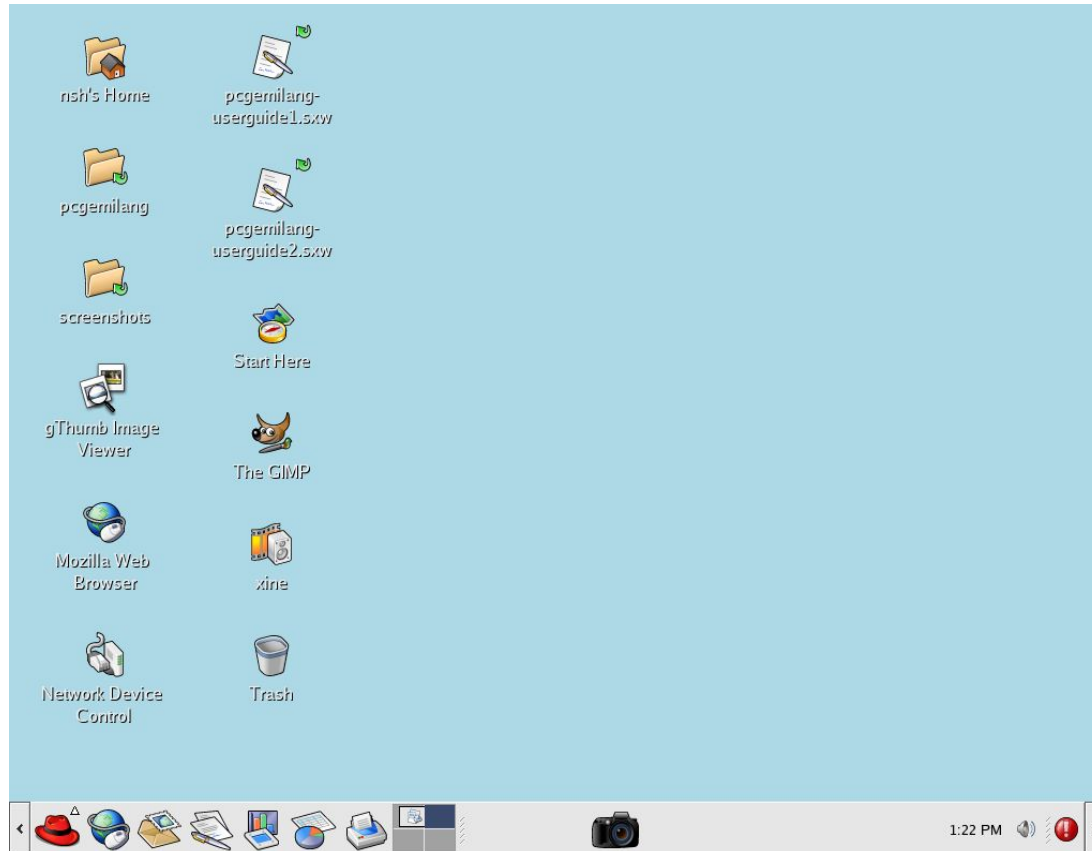
Graphical login screen

Login Screens

```
Fedora Core release 1  
Kernel 2.4.22-1 on an i686  
  
localhost login:
```

Text-based login screen

The Graphical Desktop



Upon successful graphical login the graphical desktop will be displayed

If a text-based login is used, run the “startx” command to get the graphical desktop

The Desktop Environment

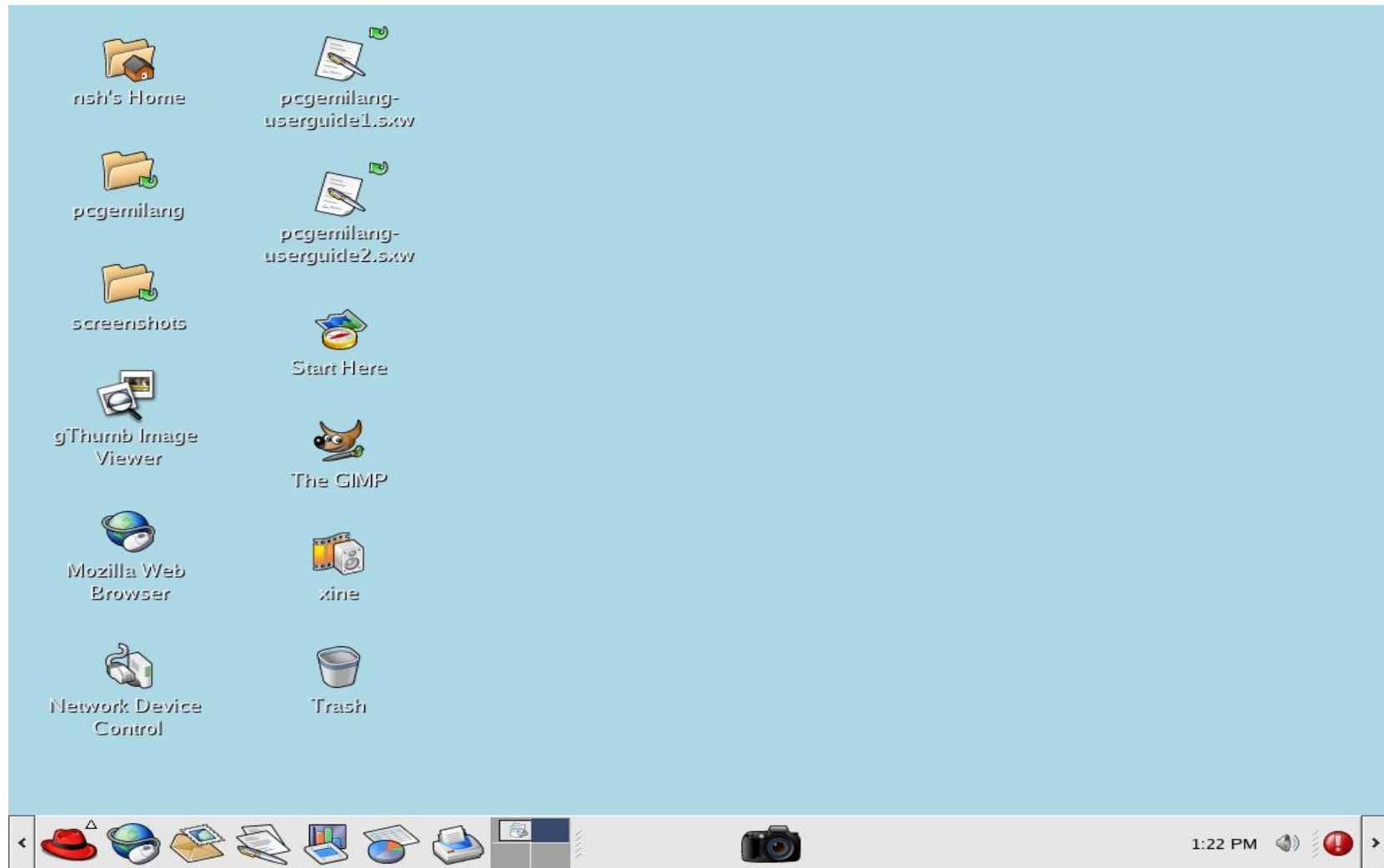
- A common graphical user interface and platform
- A collection of programs working together with:
 - similar look and feel
 - facilities for inter-process communication and passing of data
 - drag-and-drop, cut-and-paste functionalities between applications

The Desktop Environment

Two commonly used ones:



- GNOME (GNU Object Model Environment)
 - www.gnome.org
- KDE (K Desktop Environment)
 - www.kde.org
- Both GNOME and KDE come with a set of advanced productivity tools and applications e.g. text editors, word processors, spreadsheets and web browsers
- KDE applications can run in GNOME and vice versa if the graphic libraries required by each of these desktop environments are available

The GNOME Desktop



- 3 main components: the Menu System, the Panel, the Desktop itself

The Menu System

- Click on the Main Menu button
 -  Generic GNOME Main Menu button
 -  Red Hat / Fedora Main Menu button
- Sub-menus within menu
- Click on entry to launch application

The Menu System



The Panel

- Long bar across the bottom of the desktop
- Main menu icon, the application launcher icons, notification area and applets
- Installed by default are several application launcher icons on the panel. Clicking on one of these will run an application. Commonly accessed applications can be added to the panel and those that are less frequently used can be taken off.

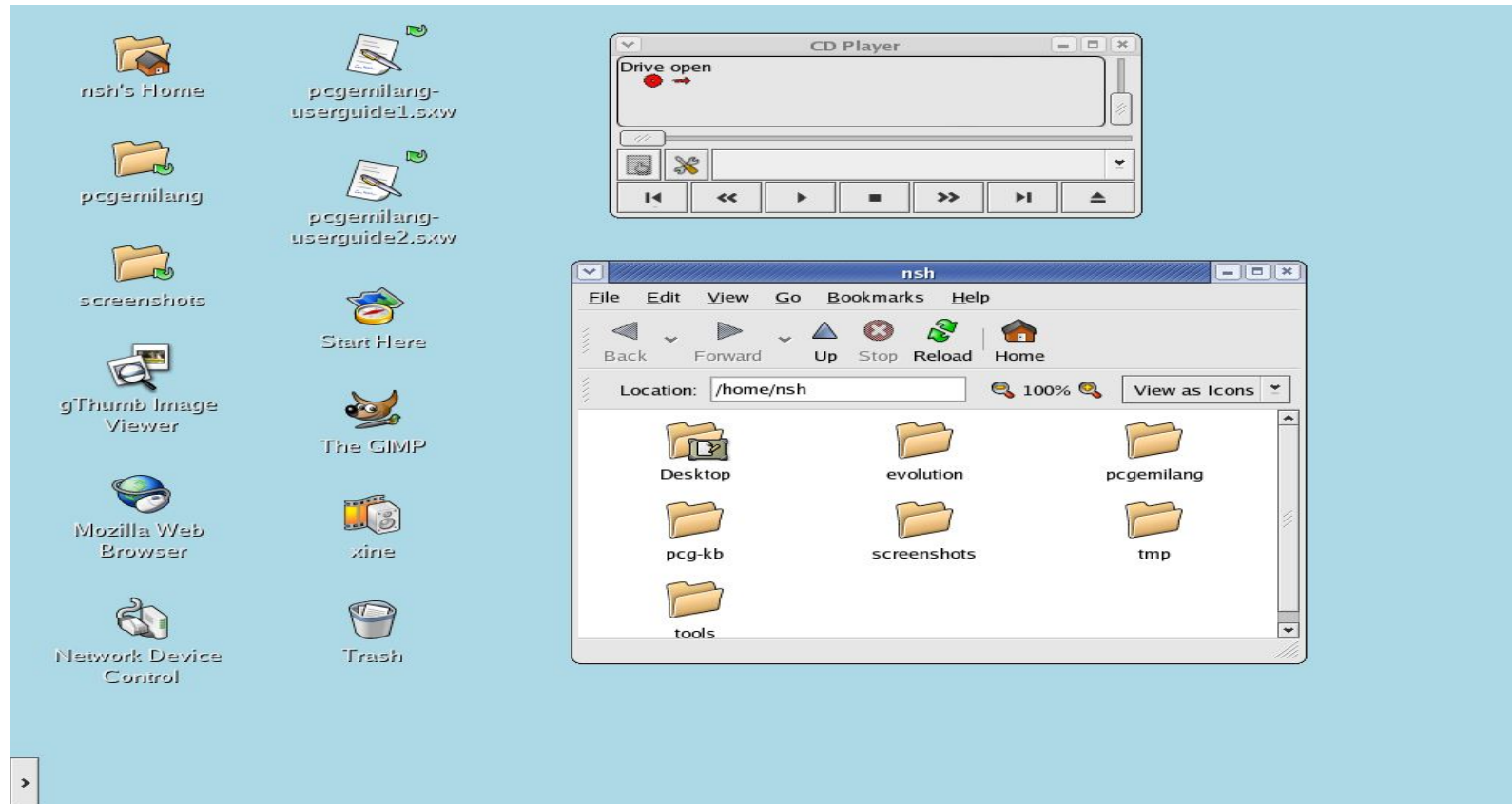


Panel Applets

Small applications that run on the panel; perform useful tasks e.g.

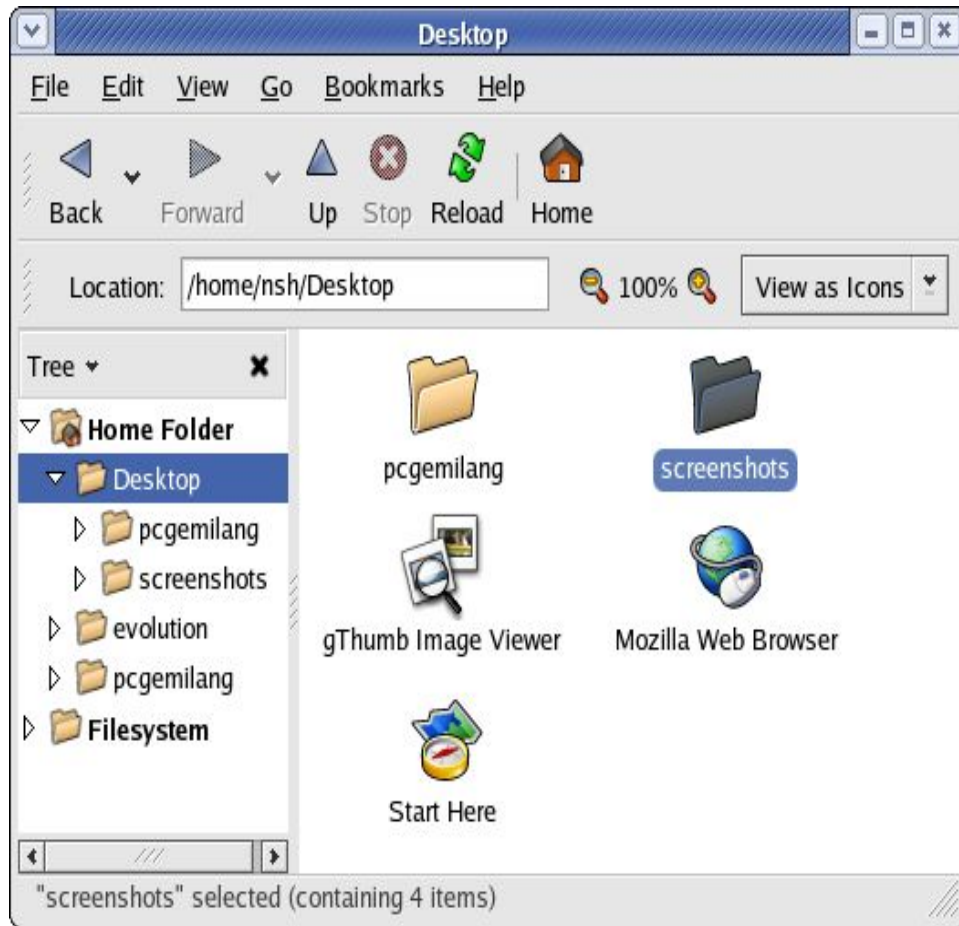
- Workspace switcher
- Taskbar
- Screenshot
- Clock
- Sticky Notes

The Desktop

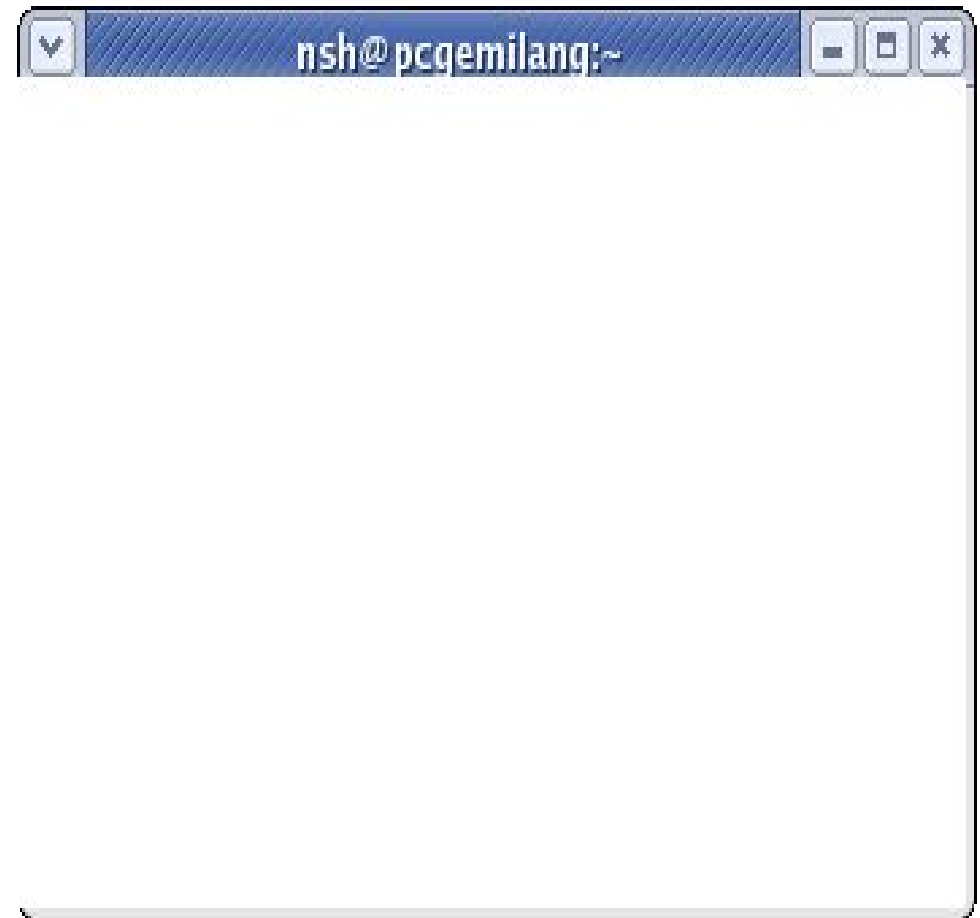


- Icons - short-cuts to application launchers, file folders, files and peripheral devices
- Double-click on icon to launch a program or to open a file or device
- Commonly used applications and/or files/folders are usually placed on the desktop space.

The Window Manager



Application window



Window frame

Window Titlebar



Minimise, (un)
maximise, close
buttons

—	Minimize	Alt+F9
☐	Maximize	Alt+F10
	Roll Up	Alt+F12
	Move	Alt+F7
	Resize	Alt+F8
×	Close	Alt+F4
	Put on <u>A</u> ll Workspaces	
	Move to Workspace <u>1</u>	
	Move to Workspace <u>2</u>	
	Move to Workspace <u>3</u>	
	Move to Workspace <u>4</u>	

Window menu button
minimise
maximise
rollup
move
resize
close
put/move on/to
workspace

Logging out ...

- Need to log out after finishing work
- For graphical desktop, select
Main Menu --> Logout
- For command line, enter

```
$ exit
```
- On successful logout, the login screen will be displayed



Shutting down ...

- Need to shutdown before power-off
 - It is very important that a proper system shutdown is performed. You should not just turn off the power switch of the computer to shut it down. Failure to observe this may lead to system software and data corruption and failure.
- For graphical desktop, logout first and then select “Shut down” at the graphical login screen. (Sometimes the “Shut down” option may be available as a sub-option under the Actions option.)
- For command line, login as root and then enter

```
# shutdown -h now
```

End of Chapter 1