

## 1. Logging In and Logging Out

To ensure security and organization on a system with many users, UNIX machines employ a system of user accounts. You must know two things before you can use the system: your user name and your password. If you don't know what these are, you must stop and find out what has been assigned to you. So, let's get started and connect to our UNIX box. You can connect via the windows telnet client or use the terminal emulator.

### Lab 1.1 – Using Telnet

1. Click the Windows "Start" button and click on "RUN".
2. UCC have two UNIX boxes called Mintaka and Chara
3. The class is split half and half on each.
4. Type in "telnet Chara" or "telnet Mintaka" depending on which one you are assigned and press OK.

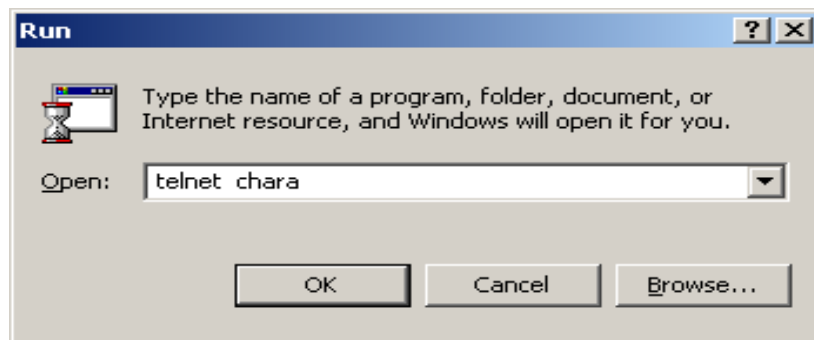


Figure 1.1: Telneting to a Unix box

5. A window should have popped up with a login prompt such as that in Figure 1.2.

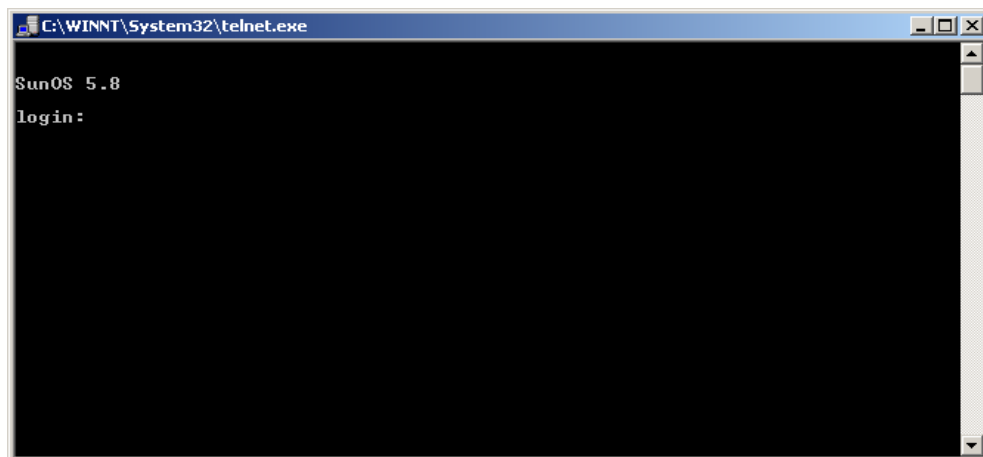


Figure 1.2: Login Prompt

6. Enter your username which has been assigned to you.
7. You will now be asked to enter a password. , I would like to emphasize one fact: **UNIX is CASE SENSITIVE.** And, most UNIX people like lower case letters for everything, so get used to it. Type carefully! The password won't be displayed on the screen.
8. The first time you log on, you will be asked to create a new password. When you type this password, it will not appear on the screen, so as to prevent people seeing it, but it is being typed.
9. A UNIX account password should be between 6 and 8 characters in length. UNIX ignores anything past the eighth character, so "supercalifragilisticexpialidocious" and "supercal" are the same as far as UNIX is concerned. The password should include at least two special characters such as upper case letters (A-Z), digits (0-9) or punctuation characters (such as `."`, or `'-`). Passwords will not be accepted that:
  - are less than 6 characters long.
  - match anything in your UNIX account information, such as your login name.
  - are found in the system's spelling dictionary, unless it has some upper case letters other than the first character. For example, "Explain" would be rejected but "exPlain" would be accepted.
  - have more than 3 repeated characters -- thus "aaa" would be rejected.
  - have a colon (:), pound sign (#) or an at sign (@) in them (because of a bug on certain UNIX systems).
10. Once you are logged in to your account you are always placed in your home directory. This is your very own location in the file system: it never varies. You will see your shell prompt on the screen which in the Bourne and Korn shell is a \$ sign. In your case, the TC shell it will be a > sign. It is at this prompt that commands are entered.
11. When you log in, you can change your password . To change your password enter the command passwd and then respond to the prompts by entering your old password followed by your new one. You are then asked to confirm your new password.

**passwd**

Old password: *enter your current password*

New password: *enter your new password*

Retype new password: *re-enter your new password*

If you make a mistake, the message

*Mismatch - password unchanged.*

is displayed and your password remains unchanged. Try again.

When you're ready to quit and log out, type the command

```
exit
```

Before you leave your terminal, make sure that you see the login prompt, indicating that you have successfully logged out. Some shells will recognize other commands to log you out, like "logout" or even "bye". It is always a good idea to clear the display before you log out, so that the next user doesn't get a screenful of information about you, your work, or your user account. You can type the command:

```
clear
```

## Lab 1.2 – Using the Terminal Emulator

To logon using the terminal emulator, simply double click the icon on your desktop.



Figure 1.2: The Terminal Emulator Icon

1. Select file and Select Open.
2. Double click either chara or mintaka depending on which you were assigned and logon as above.