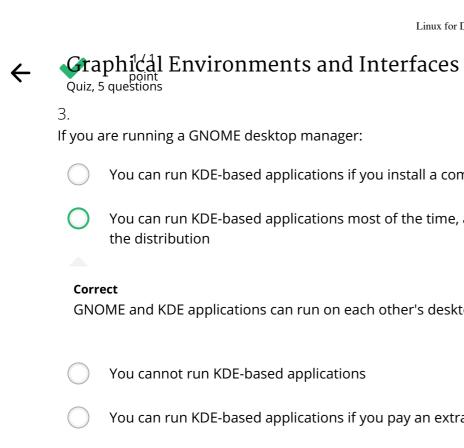


5/5 points (100%)

✓ Congratulations! You passed!	Next Item
1 /1	
point	
1. In the X Window System:	
The client is always on the local system, while the server is always on a remote sys	tem.
The server is always on the local system, while the client is always on a remote sys	tem.
The server handles matters such as display and input devices, while the client can application.	be anywhere and is the running
Correct Clients can be anywhere, the server is always on the local system.	
The client handles matters such as display and input devices, while the server can application.	be anywhere and is the running
1/1 point	
2. Which of the following are layers of the graphical system interface?	
Memory Manager	
Un-selected is correct	
Network Manager	
Un-selected is correct	
Display Manager	
Correct The layers are the Display, Window, and Desktop Managers	
Desktop Manager	
Correct The layers are the Display, Window, and Desktop Managers	
Window Manager	
Correct The layers are the Display, Window, and Desktop Managers	



5/5 points (100%)

If you a	are running a GNOME desktop manager:
	You can run KDE-based applications if you install a compatibility wrapper
0	You can run KDE-based applications most of the time, as long as the underlying libraries have been installed by the distribution
Сами	
Corre GNO	DME and KDE applications can run on each other's desktop as long as appropriate libraries are installed
	You cannot run KDE-based applications
	You can run KDE-based applications if you pay an extra fee
~	1/1 point
4. Which	of the following are Desktop Managers?
	XFCE
Corre XFCE	ect Es a Desktop Manager
	Wayland
Un-se	elected is correct
	GNOME
Corre GNO	ect DME s a Desktop Manager
	X Window System
Un-se	elected is correct
	KDE
Corre KDE	ect s a Desktop Manager
✓ 5.	1/1 point

What are ways you can launch a terminal window on a graphical desktop?

Hit *Alt-F2* and then type in the program name (e.g., **gnome-termina**l, **konsole**, **xterm** etc.)

Correct

This will work on any graphical desktop

