Getting Started

Introduction

- This section introduces our first practical use of Linux.
- We will begin by logging in and looking at basic keyboard and window control, and move on to:-
    * Explain how Linux stores information in files and directories on disk.
    * How to look around directories, find out what files contain, and list their contents.
    * How to copy, rename and remove files.
    * How to create and use your own directories.
    * How to set or change your password.
    * How to look up the manual pages when you need to know more about a command.
- Every few pages you will find practical exercises and questions to help reinforce learning.
- The instructor will review these with you, but there are also sample answers at the end of these notes.

Getting Started

Logging in to Linux

- Linux requires a valid user name (and often a password) before access is allowed.
- The login screen may be a simple login invitation like this:-

plum login: **<- Typical Linux prompt**

- Or it may be a fully graphical screen as shown on the next page - this is what we mainly use on our courses.
- Below is shown a typical login sequence from a plain login invitation:-

topcat login: *arthur*
Password:
Last login: Tue Dec 21 11:51:25 from stickleback
You have new mail.
$

- The names ’topcat’ or ’plum’ shown in the above examples are the host name of the computer you are using ... at your site (and on this course) the name will almost certainly be different.

- You are now running Linux!

Getting Started

Graphical Login

- The following screen is a typical example of a graphical login invitation under Redhat Linux

- Different versions may show slightly different screens, but the principal is the same.
- On logging in, the window system would be started, rather than giving you a simple command prompt.
- The window system started may be of several different varieties - more about this later

Getting Started

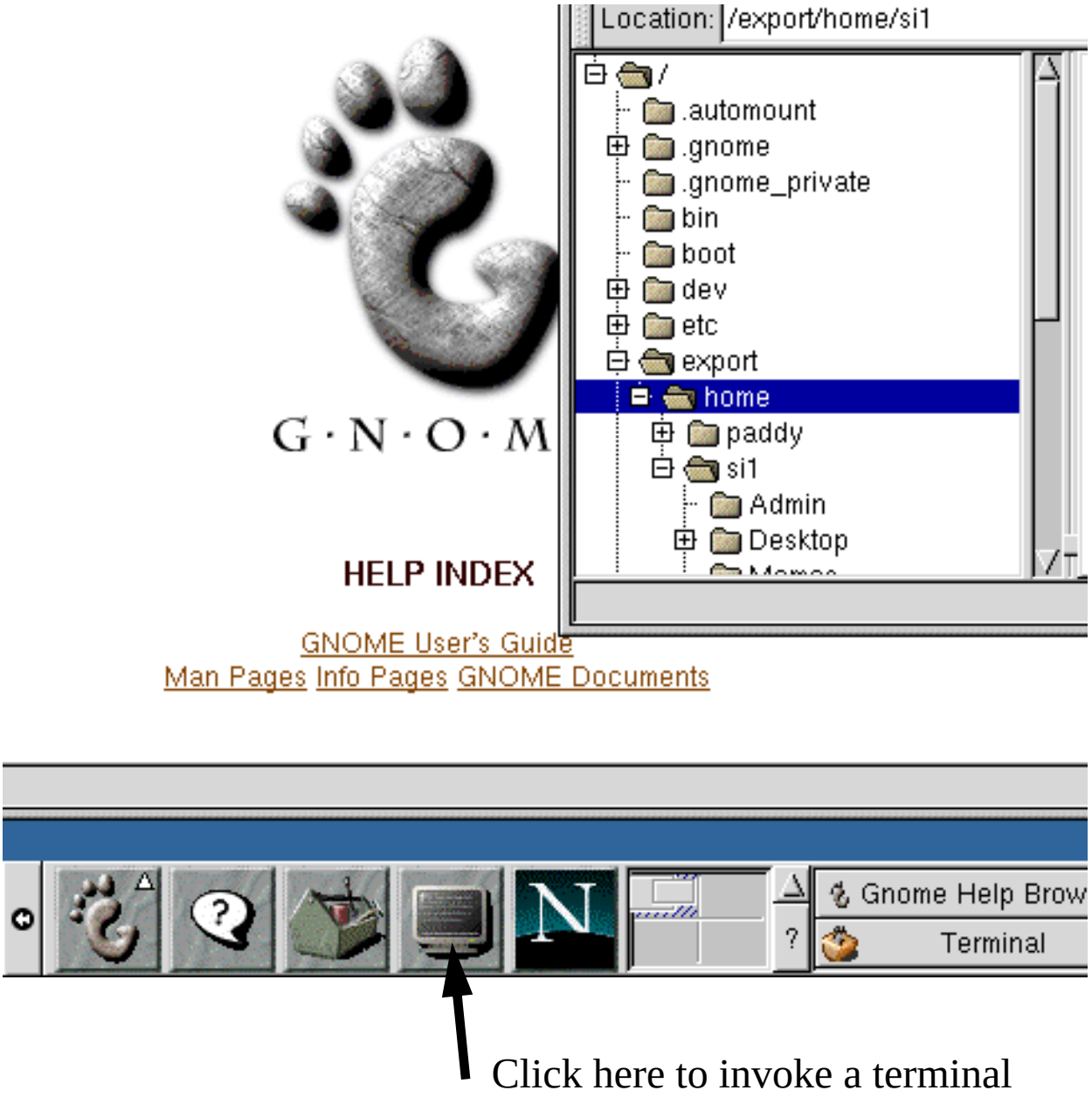
Initial Windows Usage under Linux

- The above is a snapshot of a typical window system layout under Linux.
- This particular system is called Gnome, you may find others such as KDE on Redhat or other Linux distributions.
- There are a bewildering number of options, but we'll concentrate on the basic tools and terminal usage, and come back to the subject later.

Getting Started

Initial Windows Usage under Gnome - Terminal

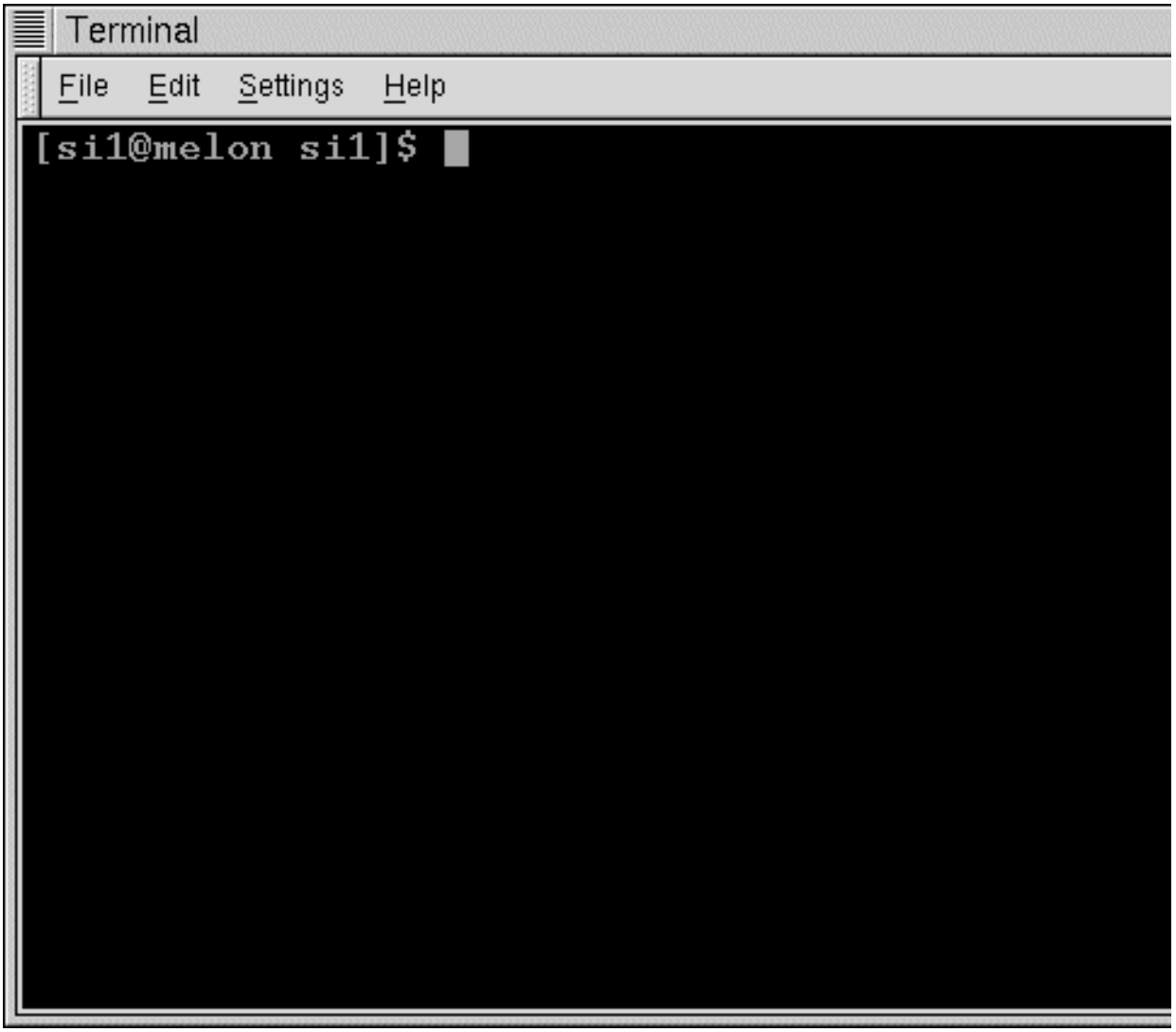
- A lot of this course concerns commands typed in from a terminal window, so we need to know how to invoke the terminal.
- At the foot of the screen is a control bar/panel:-



Getting Started

Initial Windows Usage under Gnome - Terminal

- The terminal window should appear:-

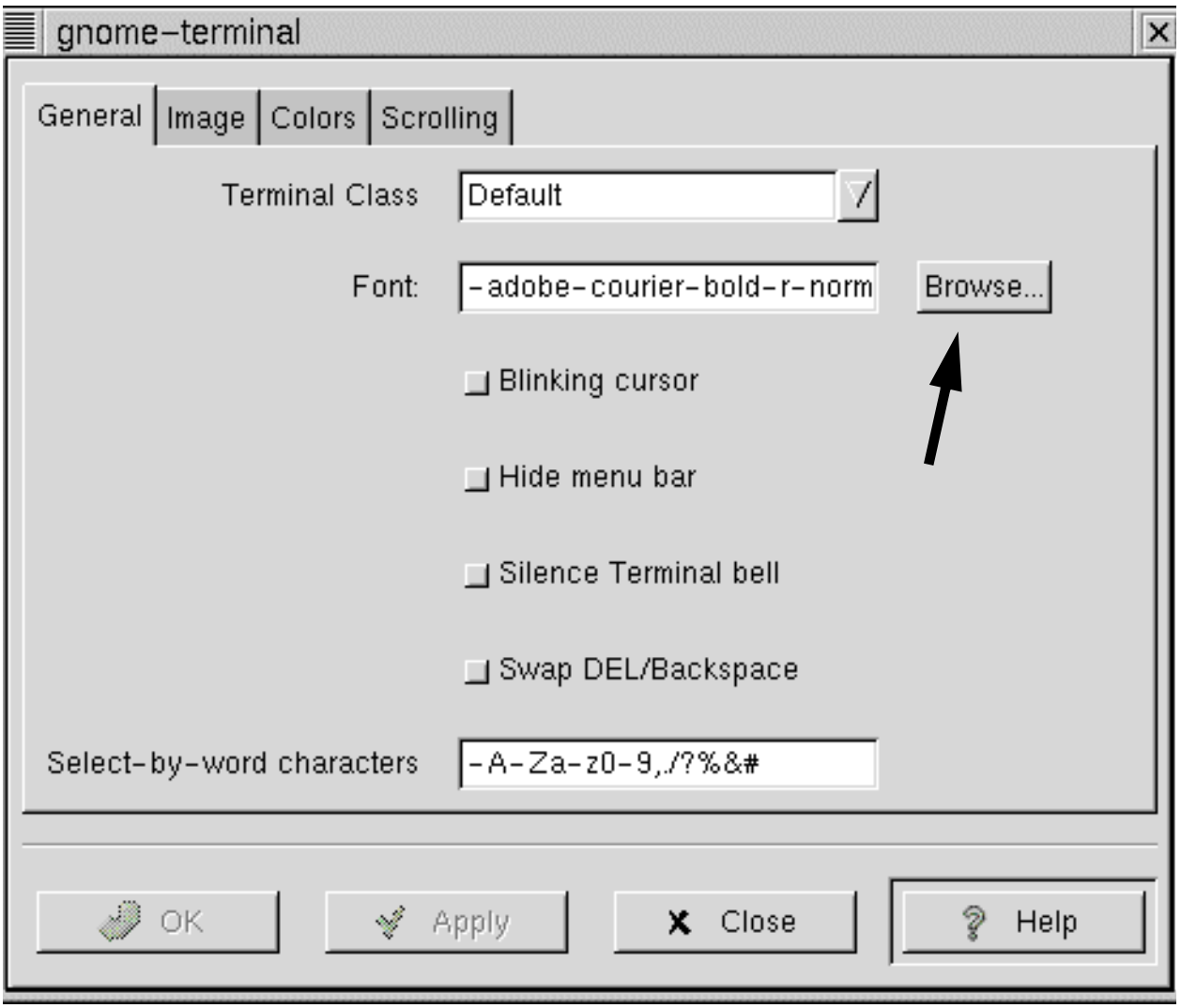


- Note how the prompt contains information such as login name and directory.
- If your character size is a little small, you can easily change it by invoking *Preferences* from the *Settings* menu

Getting Started

Initial Windows Usage under Gnome - Terminal

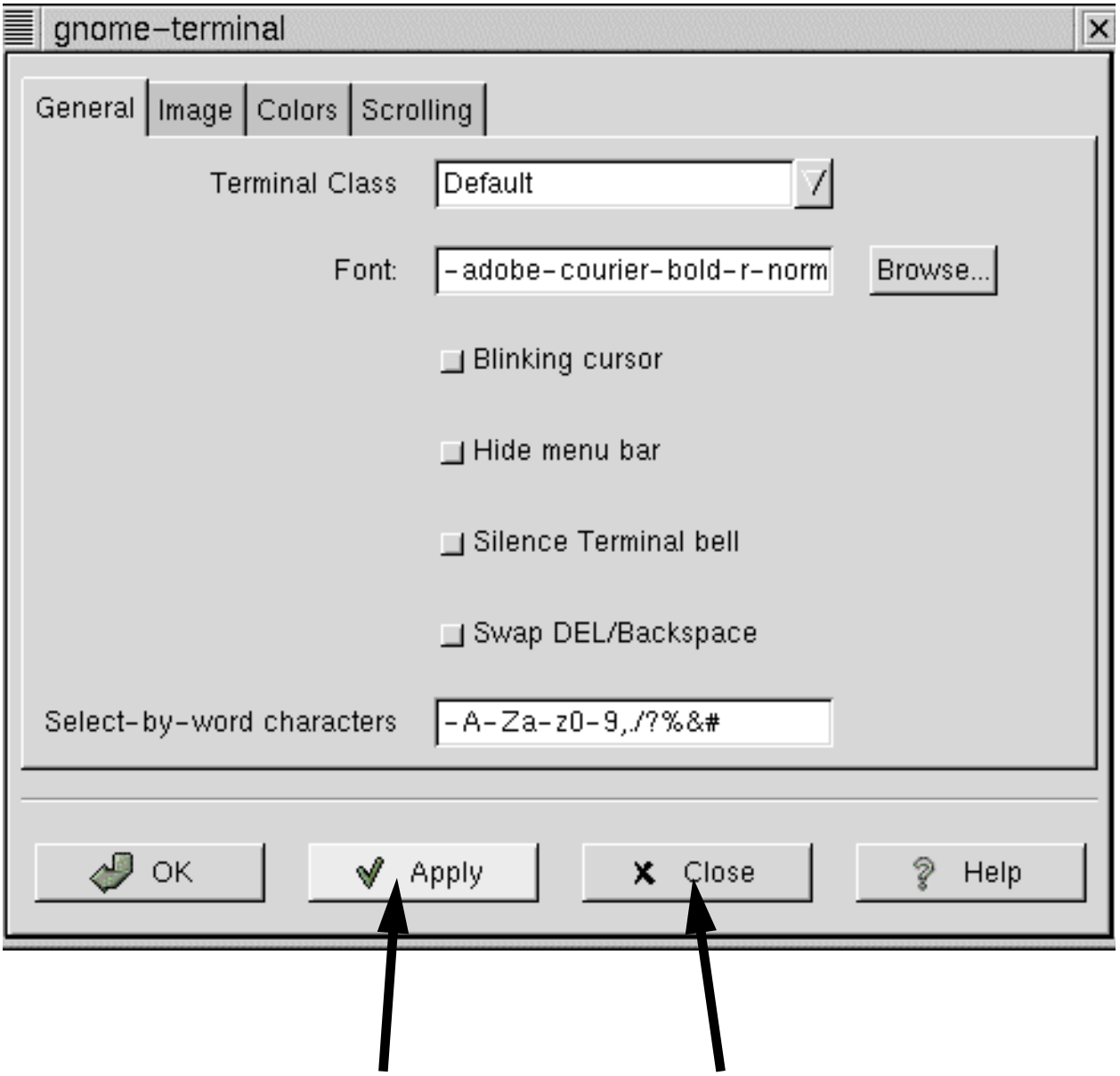
- Now you can select your font by clicking on Browse:-



Getting Started

Initial Windows Usage under Gnome - Terminal

- Select a suitable font family, style and size as shown:-

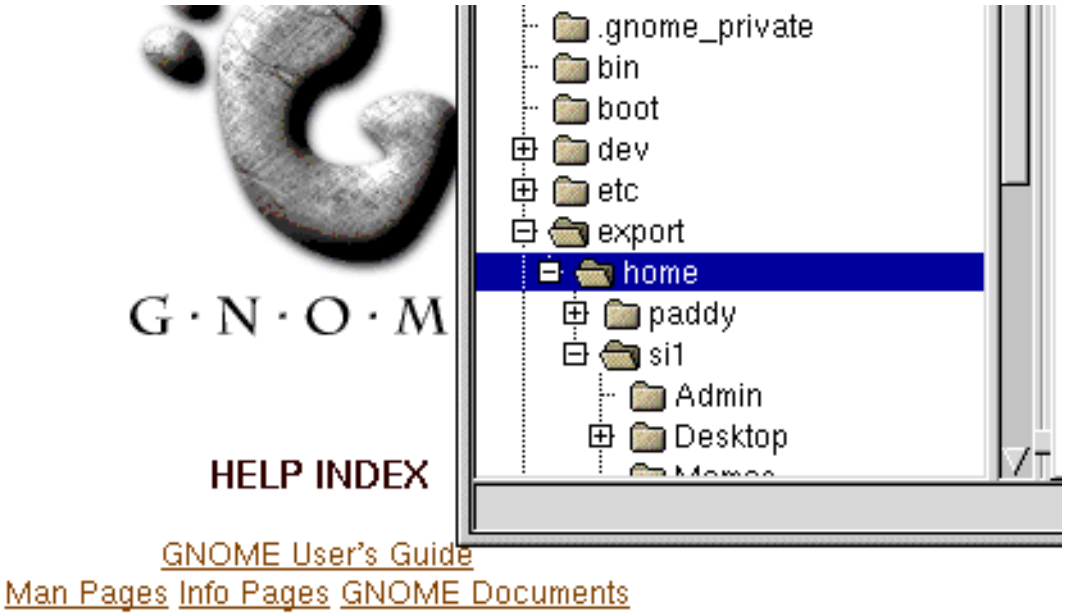


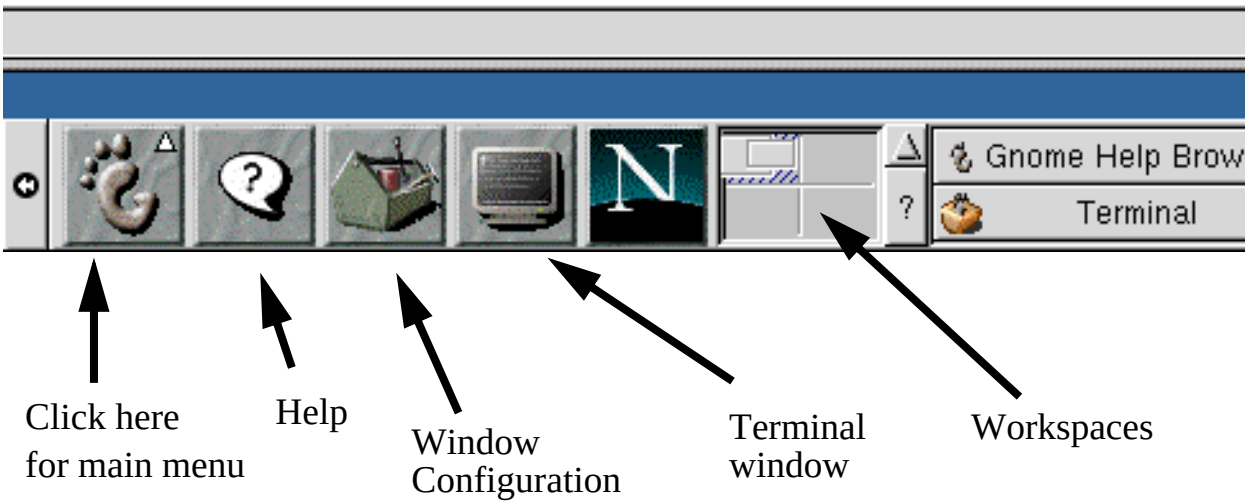
Click here to Apply, then here when done

- A fixed-width font such as *courier* is recommended.
- You terminal will increase in size in proportion to the font.
- Click in the terminal window to direct keyboard input to it.

Getting Started

Initial Windows Usage - Other Basics





- Experiment for 5 minutes with some of the above functions.
- Note: Invoking games is not allowed!

Getting Started

Initial Windows Usage - Summary

- Yes, there are many more tools and techniques to learn in windows, but more about them later.
- For now, we need a Terminal window to use to learn about basic Linux commands.
- Therefore, please invoke a Terminal and we will proceed.
- Hints:-
    * Iconise (Minimise) or quit the File manager and Help tutorial if they get in your way.
    * The icons appear in the panel at the bottom, to the right of the Workspaces.
- Further customisation and configuration can be achieved using the Gnome Control Center. (Click on the toolbox!)

Getting Started

The keyboard – some basics

Command accept	RETURN
Character erase	DEL and/or BACKSPACE
Line erase	^U
Program interrupt	^C
Logout (or kill Command Tool)	^D

Here the ^ means *hold down the control key* while pressing the lettered key once.

- Linux is *case sensitive* – it knows the difference between upper and lower case.
- You can use most combinations of characters in file and directory names and these can be up to 256 characters long.

Note for more advanced use - other useful keystrokes

Suspend output to screen	- ^S
Allow output to screen	- ^Q

Getting Started

Files

- All information within the operating system is held in *files*.
- A file can contain any type of information, for example:-
    - Simple text.
    - Word processor document
    - CAD drawing
    - System information
    - An executable program
    - etc,.etc.
- Each file has a name of up to 256 characters. (Be careful - some versions of UNIX have smaller limits).
- Do not use “special” characters such a \ < > * & in file names; the reasons will become apparent as we progress through the course.
- The name you give your own files is usually your own choice, although some applications may enforce their own rules.
- Files are all held in directories, which are explained on the next page.