Linux and the Operating System

Graphical Environments and Interfaces

▶ **Video:** Graphical Layers and Interfaces

6 min

▶ **Video:** Using KDE Desktop (Demo)

4 min

📖 **Reading:** Using Multiple Workspaces (Lab)

20 min

📖 **Reading:** Using Multiple Tabs in a Terminal Window (Lab)

20 min

✅ **Quiz:** Graphical

Graphical Layers and Interfaces

X Window System: Overview

- The **X Window System** (often called just X, Xorg or X11) has a long history in the UNIX world - its original versions can be traced back at least since 1984

- Since its inception, X was designed to handle displaying the results of activities on remote computers; at its roots it is fundamentally a communication protocol
  - This is unlike the graphical interfaces used in some other well-known operating systems, which were designed originally only to display programs running on the local machine, which may or may not have had network connections

- As far as the user experience, X's main function is to handle keyboard and pointer input, and handle showing the results on the screen in multiple **windows** (X is very strong at handling multiple screens, or terminals simultaneously)