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## Notes

- Concept of desktop is an abstract/metaphor
  - ~ files, directories, folders
- Each components in desktop have different processes
- Components of a GUI;
  - ~ Window manager:
    - > Determine how applications/windows are presented.
    - > You can resize and tile (side by side) the window or stacking (on top of each other), compulsating (stack on top of each other but you can see both data at the same time).
  - ~ Task Bar:
    - > Presents shortcuts at the edge of screen (task bar - windows, doc - Mac OS X, doc - Linux).
    - > It put on the side to prevent us from overshoot (Fitts's Law, ratio of distance, size).
  - ~ System Tray:
    - > Important information of the system.
  - ~ Icons:
    - > Graphical represent of process links.
  - ~ Widgets:
    - > Boots with the window manager
  - ~ Launcher:
    - > Start menu
    - > Immediate access to stuff
    - > \*Windows present them in hierarchy
  - ~ Dashboard

- ~ File Manager
  - ~ Terminal editor
  - ~ Text editor
  - ~ Display editor
  - ~ Configure tools
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- X - Window System, Debus
  - X - Server:
    - ~ Heavy back-in
    - ~ X - Client : GUI that work with the X - Server (that run in the background).

- **Boot Process:**

