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ANSWERS TO EVEN-NUMBERED EXERCISES

2. Give three examples of poor password choices. What is wrong with each? Include one that is too short. Give the error message displayed by the system in each situation.

See page 115 for password error messages. Examples of poor password choices follow:

finger	word in the dictionary
tom	username
aqbfgya	does not contain a number
5q	too short

4. What is a context menu? How does a context menu differ from other menus?

A context menu has choices that apply specifically to the window or icon you click and that differ from window to window. Some windows do not have context menus. Frequently, a right-click brings up a context menu.

6. Where is the **Main menu** button, and what does it look like? Why is it an important tool (KDE only)?

As Red Hat ships KDE, the button is a red hat or a Fedora logo. This button displays the Main menu, which lists many of the applications you can run on the desktop; it provides an easy way to list and run programs.

8. What is the input focus? When no window has the input focus, what happens to the letters you type on the keyboard? Which type of input focus would you prefer to work with? Why?

The input focus specifies the window that receives keyboard input. When no window has the input focus, keyboard input is lost. Which method you like is a matter of personal preference.

10. What is the Main panel? What does your Main panel show you, and what can you do with it? What do the Pager and Taskbar applets do?

By default, the Main panel appears at the bottom of the screen. It contains icons and applets that display information and allow you to start, restart, and close programs/windows.

The Pager and Taskbar (page 86) help you go to a specific workspace or window/program on your desktop. The Taskbar displays a rectangle for each program that is running on the desktop. Left-click a rectangle to iconify/restore the corresponding window. Right-click a rectangle to display the Panel Icon menu.

The Pager displays a grid, with each section of the grid representing a workspace. The workspace you are using is shaded. Click a section of the grid to display the corresponding workspace.

12. What change does the mouse pointer undergo when you move it to the edge of a window? What happens when you right-click and drag the mouse pointer when it looks like this? Repeat this experiment with the mouse pointer at the corner of a window.

The mouse pointer changes to a double-headed arrow. When you drag this arrow, you resize the window. When you position the pointer on an edge of the window, you can resize the window in one direction. When you position the pointer on a corner, you can resize in both directions at once.

14. When the characters you type do not appear on the screen, what might be wrong? How can you fix this problem?

Assuming that the GUI environment is functioning properly otherwise and that the keyboard is plugged in, the input focus is probably not directed to a window that can receive input from the keyboard. Move the mouse over the window where you want the characters to appear, then click. That window should now have the input focus and the characters you type should appear there.

16. The example on page 105 shows that the man pages for `write` appear in sections 1 and 2 of the system manual. Explain how you can use `man` to determine which sections of the system manual contain a manual page with a given name.

Use `man` with the `-f` option (equivalent to `whatis`) to list man entries for the argument that follows this option. Alternatively, use `man` with the `-a` option to display all of the entries for the argument that follows this option.