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## ANSWERS TO EVEN-NUMBERED EXERCISES

2. Give three examples of poor password choices. What is wrong with each?

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 object you click and that differ from window to window and from object to object. Some windows do not have context menus. Frequently a right-click displays a context menu.

6. How would you swap the effects of the right and left buttons on a mouse? What is the drag-and-drop threshold? How would you change it?

The Mouse Preferences window (**Main menu: System**⇒**Preferences**⇒**Mouse**) enables you to change a mouse from right-handed to left-handed, and vice versa. The drag-and-drop threshold specifies how far you must drag an object before the system considers the action to be the drag part of a drag-and-drop operation. You can change this characteristic by using the Mouse Preferences window.

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 a panel? Name a few objects on the panels and explain what you can use them for. What do the Workspace Switcher applet and the Window List applet do?

A panel is a bar that appears on the desktop and holds objects. Initially there are two gray panels, the Top panel and the Bottom panel, each of which holds several objects.

Each rectangle in the Workspace Switcher applet (the group of rectangles near the right end of the Bottom panel) represents a workspace. When you click a rectangle, the Switcher displays the corresponding workspace and highlights the rectangle to indicate which workspace GNOME is displaying.

One Window List applet appears on the Bottom panel for each window that is open on or iconified from the displayed workspace. Left-clicking this object minimizes or restores its window. Right-clicking displays the Window Operations menu. If a window is buried under other windows, click its Window List applet to make it visible.

12. How does the mouse pointer change when you move it to the edge of a window? What happens when you left-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 an arrow pointing to a line. 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 the GUI environment is otherwise functioning properly and 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 and then click. That window should now have the input focus and the characters you type should appear there.

16. The example on page 138 shows that the man pages for `passwd` appear in sections 1 and 5 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 the entries for the argument that follows this option.