

Introduction to Calculus Lab, Part I

Goals for the first part of class (details follow)

- Be able to log in and out (and in again).
- Be able to change your password.
- Customize the toolbar by adding icons for Maple, Matlab, Firefox, TeX-maker, and a shell (terminal) window.

Log in and out

Log in using your usual Whitman login name, and your assigned password.

Be sure to log out after every session! (Use the button in the upper right corner of your desktop).

Change Your Password - Modify the Toolbar

First, we need a window in which we can type some commands. We will want to create an icon on our upper toolbar so this will be easy to access. We use the **Terminal** program. If you already have it listed in the launch pad to your left, then select it. Otherwise:

- Select the first button on the launch pad (Dash Home). Start typing the word **Terminal**, and you should see the Terminal program- Select it, and it will appear in the launch pad.
- Right-click the terminal icon in the launcher, and select “Lock to Launcher”. Now the icon will stay in your launch pad.

Launching **Terminal** will open a window on your desktop (the name of your computer will appear). We will be using command lines to change the password.

Type: `kpasswd`

The first password asked for is your current password, then follow the instructions.

Be sure that you can log in using your new password- At this step, log out, then log back in.

Firefox, Maple and TeX-Maker

We'll include the icons for Firefox and/or Chrome, Maple and Texmaker on the launchpad to the left.

The easiest way to do this is to use the button at the top left of your screen (the Dash Home button), and search for the program. When you find the program's icon, drag it over to the launch bar on the left.

NOTE: This process won't work for some programs if that program is already running.

For each of Firefox (and/or Chrome), Maple and Texmaker, find the icons and drag them over to the launchpad. Let me know if you have any trouble with this.

Use a web browser (Firefox or Chrome) to navigate to our class website, and bookmark it (you can find it from the department website if needed):

<http://people.whitman.edu/~hundredr/courses/M235.html>

Introduction to Calculus Lab, Part II

Goals for the second part of class:

- Be able to navigate through your files (be able to create and remove file folders)
- Download files from the class website into the desired files.
- Understand the text editor interface (Texmaker). Be sure the settings are correct (we'll go through them below).

Navigation, files and folders

There are several ways of creating folders and navigating the directory structure in Ubuntu. You may use the *File Browser* which is very similar to Windows or Apple, or you may use a command line window using a *Shell*. Using the command line is very fast, but you need to know some Unix commands.

- Use the *File Browser* to create a file folder *CalcLab*, and then create a subfolder called *Lab00*.

HINT: Do not use whitespace in folder or file names!

These are BAD:

Calc Lab File 1.tex my document.tex

These are GOOD:

CalcLab File01.tex my_document.tex

- **Download files from the class website**

Go to our class website (that you've bookmarked), find the template latex file: `Template.tex`, and download it to your `Lab00` folder *NOTE:* Right click the mouse on the hyperlink, and choose **Save Link As**

- **Start Word Processing**

We'll say a few words about what \LaTeX is, but you can go ahead and open the Texmaker program, and then open the template file we downloaded from the class website. We'll work together from here.

NOTE: If you're finished early, feel free to explore the Ubuntu operating system by looking at the software on the launcher.