

# Introduction to Calculus Lab

## Goals for the first part of class:

- Get into groups of 2 or 3 (introduce yourselves!)
- Brief notes about the syllabus.
- Be able to log in and out (and in again).
- Be able to change your password.
- Customize the desktop with icons for Maple, Firefox TeX-maker, and a shell 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! You can either use the red button in the upper right corner of your desktop, or go to **System**→**Quit**

## 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. From the upper left menu, choose the following, then drag the **Terminal** icon to your toolbar.

**Application**→**Accessories**→**Terminal**

Left-click the icon we just put on the toolbar, and a window should open 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

Find the desired icon under either **Applications** or **Actions**, then use the mouse to drag it to the toolbar:

- Use Firefox to get to our class website, and bookmark it (you can find it from the department website if needed):

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

- Find the Maple icon, and put it onto the toolbar. (We won't use the program until next week).
- Find the icon for TeX-Maker and put it on the toolbar. We will be working with this text editor today.

## Conflict between Ubuntu and Maple

There is a conflict between some of the animated effects of Ubuntu and our math software, Maple. We need to shut off the effects (bummer!). Go to the Menu (top left) and select:

**System**→**Preferences**→**Appearance**

Then select the **Visual Effects**, and set the visual effects to **None**