# Basic Information about the Computers

You all now have accounts on the mathematics department machines. I will give you your login names and pass words in class. The first thing you need to do is log on to a machine. When you set down to a machine it has a box in the middle of the screen with the name of the machine and under that

**login:**

**password:**

With the cursor (which in this case is a small vertical line) just after the **login:** you type your login name and hit the return key. The cursor is now just after the **password:**. Type your password and hit return. It you made a mistake the machine will tell you about it and just try again. Once you have done this the machine will display a message that it wants you to read. This is not interesting to you so click on it and it will go away. Now the machine will open up to a clock and a picture of a mail box in the upper left corner, some stuff in the upper right corner that will be explained in class and can for the time being can be ignored. Finally there is a large box in the lower left corner which we will call a shell. If the cursor is in this box you can type instructions into it for the machine. If the cursor is not in the box it will ignore your typing so make sure that you have it here. We now want to get the work sheet that we will be using today. To do this go to the shell and type

```
getclass howard day1.ms
```

and hit return. These are UNIX machines which are case sensitive, that is it makes the distinction between upper and lower case. Thus if you type `Howard` instead of `howard` there will be an error message. What the `getclass howard` command does is move a work sheet I wrote (or to be more exact a work sheet that I stole from Dr. Miller) into your home directory.

Now comes the fun part which is opening and running Maple to do algebra and graphing. Maple can be started in two ways. You can go to the shell and type

```
xmaple&
```

and hit the return key or you can go to the gray background and click the left mouse bottom and hold it down. This will open a menu. Keeping your finger down on the left bottom move the cursor down to xmaple and let go. In either case a new window will open with Maple running in it. We now want to load the file `day1.ms`. To do this click on the work File in the upper left corner of the Maple window. This will open a new window. In this new window click on Open... and yet anther window will open. Under the column headed by Files click on day1.ms and then click on the word Load in the lower left of the window. This will open the file `day1.ms`. (If you do not have day1.ms in the column under Files it means you did not do the command `getclass howard day1.ms`). Now start reading this file and we will work through it together.

All that remains is learn how to close Maple and log off of the machine. To close Maple click on the word File in the upper left of the Maple window. As before this will open a new window. In this window click on the word Exit. Just to make sure that you really mean it Maple will open anther window. You do really mean it so now click on Exit in this new window and Maple will shut down. You can also exit by typing `quit` at a prompt and hitting return.

Finally to exit the computer move the cursor to the gray background area and click the *right* mouse bottom and hold it down (this is the first time we have used the right bottom, everything else was done with the left bottom). Still holding the right bottom down move the cursor down to the word Exit and release the bottom. This will log you off the machine.