

Corsi Linux Base 2017

Installazione

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Corsi Linux Base 2017



POLITECNICO OPEN
unix LABS

Come hack with us.

Sezione 1

Introduzione

Creazione di una chiavetta d'installazione e riduzione partizione Windows

Far avviare la chiavetta e installare Ubuntu

Desktop Environment

Cosa andremo a fare ?

Faremo in modo di creare un'installazione di Linux "pulita" accanto a Windows.

- Creeremo una chiavetta d'installazione di Ubuntu 16.04 LTS
- Ridurremo le dimensioni della partizione di Windows
- Nello spazio restante installeremo Ubuntu

Fate demande



Sezione 2

Introduzione

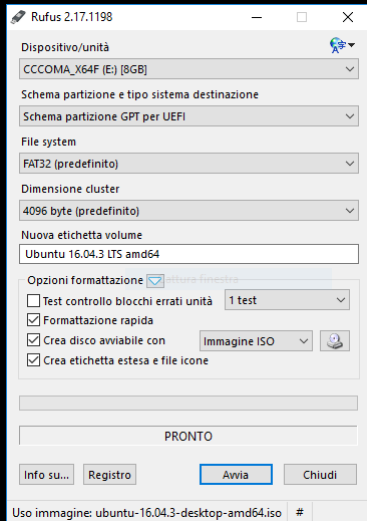
**Creazione di una chiavetta d'installazione e riduzione
partizione Windows**

Far avviare la chiavetta e installare Ubuntu

Desktop Environment

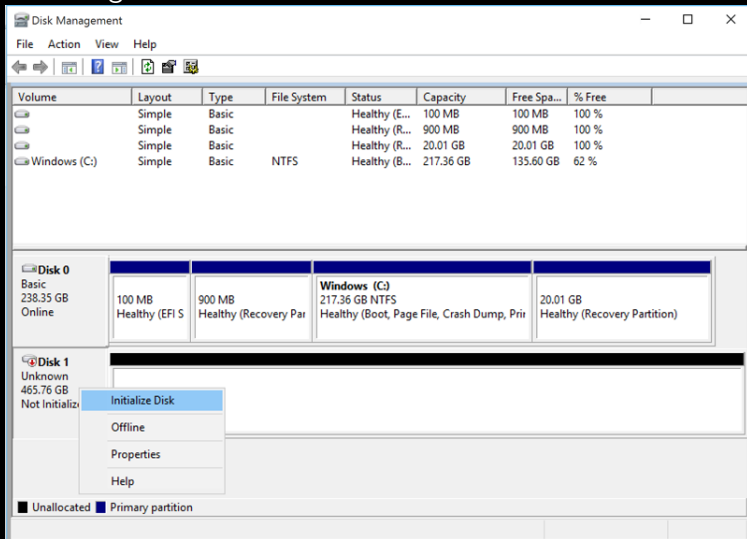
Creazione della chiavetta

1. Scaricare Ubuntu 16.04 LTS
2. Creare la chiavetta d'installazione con Rufus



Riduzione della partizione di Windows

Useremo il gestore dischi di Windows



Sezione 3

Introduzione

**Creazione di una chiavetta d'installazione e riduzione
partizione Windows**

Far avviare la chiavetta e installare Ubuntu

Desktop Environment

BIOS VS UEFI

BIOS vs UEFI

#UnhappyGhost

Bootling Old Way



Bootling New Way



For more posts visit:
unhappyghost.com

[Fb.com/geeksch001](https://fb.com/geeksch001)

Installazione di Ubuntu



Sezione 4

Introduzione

Creazione di una chiavetta d'installazione e riduzione
partizione Windows

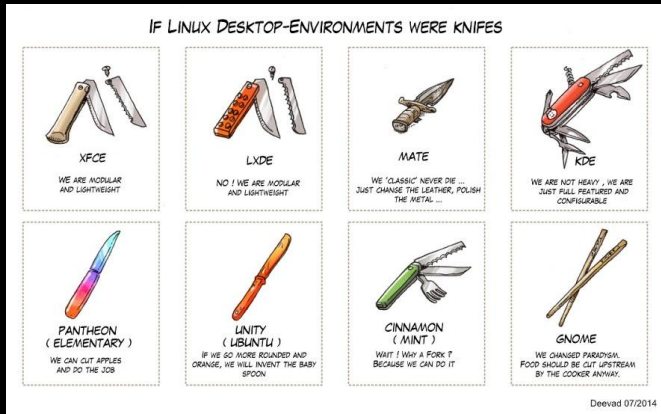
Far avviare la chiavetta e installare Ubuntu

Desktop Environment

Desktop Environment

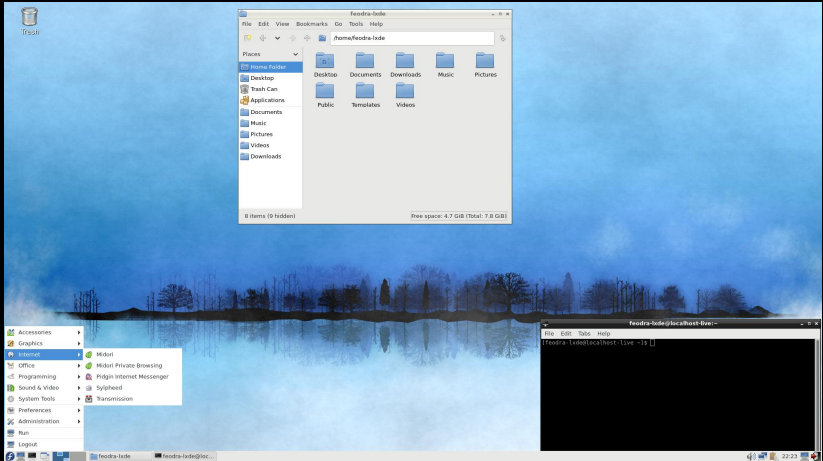
Cos'è un Desktop Environment ?

Tipologie di desktop Environment

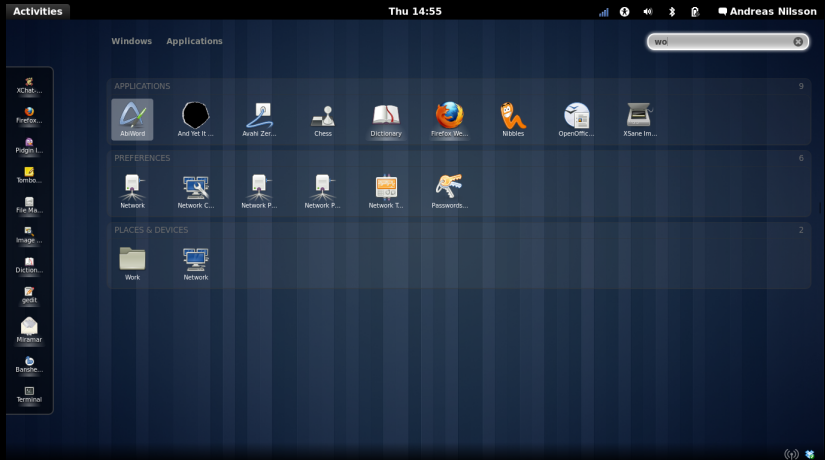


- Minimali e leggeri (LXDE, XFCE ...)
- Belli e Colorati (Unity, Pantheon, Gnome)
- Adattabili a TUTTO (KDE, Cinnamon)
- Estensioni del terminale (i3)

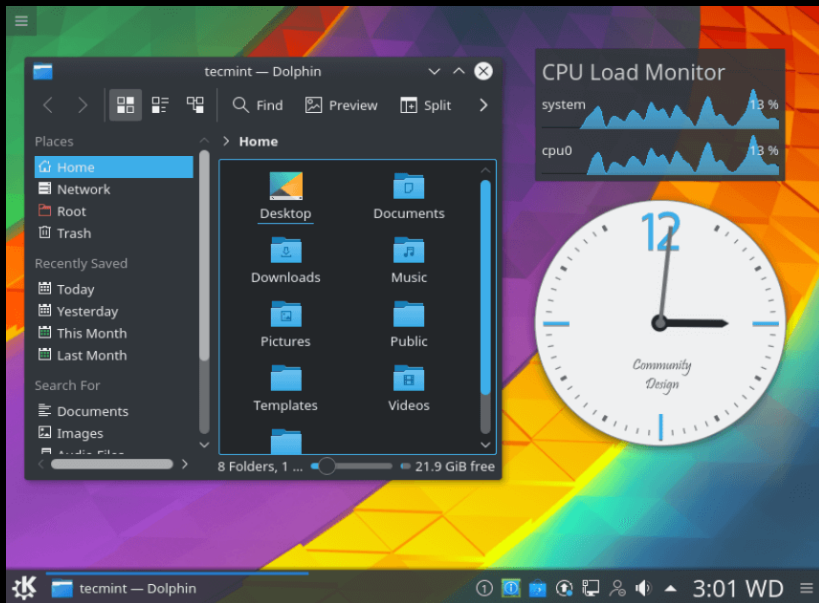
Minimali (LXDE)



Fancy (Gnome)



Adattabili (KDE)



Terminali (i3)

```
handlers.c ("i3/src) - Vim
/*
 * A new window appeared on the screen (was mapped), so let's manage it.
 *
 */
int handle_wsp_request(void *propbs, xcb_connection_t *conn, xcb_wsp_request_event_t
*event) {
    xcb_get_window_attributes_cookie_t cookie;
    xcb_get_window_attributes_reply_t *reply;
    cookie = xcb_get_window_attributes_unchecked(conn, event->window);
    if ((reply = xcb_get_window_attributes_reply(conn, cookie, NULL)) == NULL) {
        LOG("Could not get window attributes\n");
        return -1;
    }
}
```

src/handlers.c 462,1 502

michael@x200: ~/Series/The_Big_Bang_Theory/S01

Clip info:

Software: cant touch this

Opening video decoder: [ffmpeg] FFmpeg's libavcodec codec family

Selected video codec: [FFvldix] wa: FFmpeg (FFmpeg MPEG-4)

=====

Opening audio decoder: [mp3lib] MPEG layer-2, layer-3

ADDITION: 48000 Hz, 2 ch, s16le, 128.0 kbit/8.33k (ratio: 16000->192000)

Selected audio codec: [mp3] af: mp3lib (mp3lib MPEG layer-2, layer-3)

=====

AO: [alsa] 48000Hz 2ch s16le (2 bytes per sample)

Starting playback...

VDEC: vo config request = 624 x 352 (preferred colorspace: Planar YV12)

VDEC: using Planar YV12 as output csp (no 0)

Movie Repeat is 1.7711 = prescaling to correct movie aspect.

VO: [xv] 624x352 => 624x352 Planar YV12 [zoox]

AV: 16.0 V: 16.0 A-V: -0.003 ct: 0.003 384/384 1X 0X 0.3X 0 0

MPV Player



michael@x200: ~

i3 - an improved dynamic tiling window manager - Vimperator

401... ht...d ... inte... i3 - ... git... De... i3 - ...

i3 - an improved dynamic tiling window manager

[Goals](#)

[Documentation](#)

[Downloads](#)

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[Impressum/Imprint](#)

i3 was created because wmii, our favorite window manager at the time, didn't provide some features we wanted (Xinerama done right, for example), had some bugs, didn't progress since quite some time and wasn't easy to hack at all (source code comments/documentation completely lacking). Still, we think the wmii developers and contributors did a great job. Thank you for inspiring us to create i3.

Please be aware that i3 is primarily targeted at advanced users and developers.

Goals

Based upon the experiences we made when wanting to hack/fix wmii, we agreed upon the following goals for i3:

1. Write well readable, well **documented** code. Create additional documentation on how to extend i3 by explaining its internal workings. This includes being modifiable by people who do know how to program but who are not necessarily familiar with all of X11's internals. That is, document why things happen and when they happen so that the user gets a picture of the whole process a Window Manager is responsible of by just reading the source code.
2. Use xcb as far as possible (it does not provide functions for some features yet, like XKB) Instead of Xlib, xcb has a much cleaner API and should be faster in quite a lot of situations.
3. Implement Xinerama correctly, that is by assigning each workspace to a virtual screen. Especially make sure that attaching and detaching new monitors like video projectors works during operation and does the right thing.
4. Use the metaphor of a table for abstraction. You can create horizontal and vertical columns (in wmii, you can only create vertical columns). See the documentation for

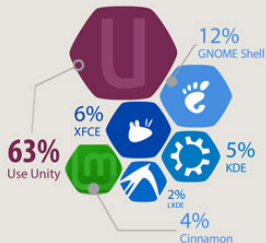
<http://i3.zekjur.net/>

[7/7] Top **For Disabled**

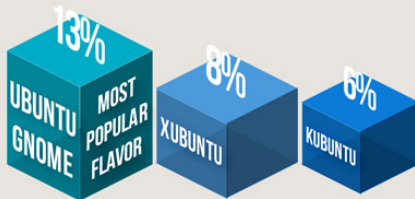
DSCP: no | VPI: no | W: down | E: 192.168.1.42 | FULL 90.74% 00:00:00 | 0.09 0.08 0.09 | 16.03.2009 09:52:16

I flavours di Ubuntu

DEFAULT DESKTOP ENVIRONMENT:



THOSE USING AN OFFICIAL FLAVOR:



Fine

Grazie per l'attenzione!



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