Users have little or no contact with the network’s server computers, which are maintained exclusively by system personnel. However, the client workstation is a complete and powerful computer in its own right, not just a terminal connected to a remote computer.

Before 1998, Eos/Unity was Unix only, principally running on Sun workstations. However, in 1998-99, Intel machines running NT were installed, and in 2000, Linux was introduced in some Eos labs. In 2001, Windows 2000 was rolled out to Unity labs and this year runs in both Eos and Unity labs. There are now three supported operating systems: Solaris 8 running on Sun UltraSPARC workstations, and Microsoft Windows 2000 and Red Hat Linux 9 running on Dell computers.

What the user sees on the screen is the same for all workstations of its kind (or platform), unless the user has customized the environment. However, the Sun and Dell platforms are substantially different from each other. In terms of hardware, they have different keyboard layouts and key names, and their monitors and mice vary in size and shape. Their interfaces are also different, but they connect to much of the same application software, network and file services, etc.
The Monitor and System Unit

Eos/Unity monitors are large with high-resolution screens. On older machines, the monitor sits on a box-like system unit that contains a fixed hard disk and a floppy disk drive. On the Sun Ultra 10s and Dells, the system unit is a "tower" unit that sits on the floor or beside the monitor.

The workstation remains on at all times (check the indicator lights on the front). If it has been powered off, turn it on via the switch at the back (Sun) or the button on the front (Dell) of the system unit. The monitor must also be turned on; it does not turn on automatically with the system.

Because the power up/down cycle is generally more taxing on the system than leaving it on, do not turn off the workstation after use. The workstation has a "sleep" state it goes into with minimal power demands.

The Mouse

The mouse is a device for pointing, selecting, and initializing operations on-screen. It is the main device for working with windowed applications. The mouse moves and positions the on-screen pointer, which changes its appearance depending on the region of the screen it is in.

You use the mouse by placing your hand over it, gripping it in your palm, sliding it over the tabletop, and pressing or clicking one or more of the buttons. The buttons are referred to as MB1 for the first or left button, MB2 for the second or middle button, and MB3 for the right button, if there is one. Suns typically have three-button mice; Dells have two.

If the mouse seems to be getting away from you—that is, you have pushed it too far away, or the pointer has gone off the screen—simply pick it up off the table and set it down where you want it. The cursor will appear on-screen again, and you will be able to move the mouse more comfortably. You may have to do this periodically as you work.

The mouse performs four functions: pointing, selecting, holding, and dragging. Most are done with the first mouse button, MB1.

To point. Slide the mouse over the tabletop until the pointer is at the place on the screen where you want it to be.

To select. When the pointer is in place, click or quickly press and release a button to select. To "click on" something means to select or initialize an operation. Sometimes you must double-click, which means that you click the button twice in rapid succession.

To hold. Press and hold down a button. This generally suspends an action. For instance, holding down a button may keep a menu on the screen until you release the button. Sometimes you may hold down one button (usually MB1) and click another button.

To drag. Hold down one of the buttons and pull the mouse toward or away from you, as indicated. This action generally highlights and selects a region of the screen.
The Keyboard

The keyboard is connected to the system unit and is the main device for creating and entering information into the computer. A typical keyboard appears below.

**QWERTY Typewriter Keypad:** This keypad (named for the first six letters on the top row of letter keys) is the familiar typewriter keypad with **Return** (or **Enter**), **Shift**, **Tab**, **Caps Lock** keys and spacebar.

The delete or **Back Space** key is in the upper right corner of this keypad. It deletes characters to the left when it is pressed singly or held down (holding down a key “repeats” or speeds up the action). This keypad also has a **Control** (sometimes written as **Ctrl**) key, an **Alt** key, and a **Meta** key, which is the key with a diamond on it on Suns. These keys are often pressed in combination with other keys for specific operations.

**Function Key Strip:** This keypad is a group of twenty keys called **function keys** arranged in a row across the top of the keyboard. These keys are used for special operations defined by the various software.

**Numeric Keypad:** This keypad on the far right of the keyboard is used mainly in mathematics and calculation programs.

**Editing and Cursor Keypad:** This keypad has several specially named keys for editing and maneuvering. Also on this keypad are four arrow or **cursor** keys. The cursor keys move the on-screen cursor symbol in the direction that the arrow indicates. The appearance of the on-screen cursor changes as it moves, depending on the software or the cursor’s location on the screen. However, its function remains the same: to locate the point of insertion and help you know where you are on the screen.

cursor: a movable indicator light on a computer screen that marks the position at which a character may be entered.