

Free/Libre and Open Source software

Lecture 1

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UNIX/Linux

<http://www.levenez.com/unix/>

Windows

<http://www.levenez.com/windows/>

Computer Languages History

<http://www.levenez.com/lang/>

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Standards

Open – POSIX, SYSV, ANSI, etc...

Free – LSB, FreeDesktop.org, X-Window, etc...

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Open and Free Software

- ♦ Open Software (for example, OSF) — open standards
- ♦ Free Software (for example, FSF) — free licenses (BSD, MIT, GNU, etc) with a four freedoms:
 - 0) The freedom to run the program for any purpose.
 - 1) The freedom to study how the program works, and change it to make it do what you wish.
 - 2) The freedom to redistribute copies so you can help your neighbor.
 - 3) The freedom to improve the program, and release your improvements (and modified versions in general) to the public, so that the whole community benefits.

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Main concepts of UNIX/Linux systems

- ◆ Users
- ◆ Files
- ◆ Processes

Terminal lines

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Components

- ◆ Kernel
- ◆ Shell
- ◆ Libraries
- ◆ Utilities

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Just to try

Online services to access UNIX/Linux systems:

- ◆ PDP-11 emulator with UNIX
- ◆ a lot of online Linux'es

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Literature

- System tutorials, guides & manuals
- Main concepts:
 - ◆ Eric Raymond "The Art of Unix Programming"
 - ◆ Kernighan & Pike's "The Unix Programming Environment"
 - ◆ Baur "The UNIX system"
- System administration:
 - ◆ **Red Book** — Nemeth, etc... "UNIX and Linux System Administration Handbook"
 - ◆ **Armadilla Book** — Eelen Frisch "Essential System Administration"