Hound Dog Terminal Manager

User Guide

Release V1R0M1

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Table of Contents

Table of Figures	4
Introduction	5
Product Versions	6
Local Version	6
Network Version	6
User Interface	7
Main Menu (Local Version)	8
Main Menu (Network Version)	9
Explore Filesystems	10
Exploring Folders	11
Exploring File Information	12
Browsing and Editing Files	13
Display System Hardware Summary	14
Display System Activity Submenu	15
Monitor System Activity	16
Display Memory Usage	17
Display Memory Events	
Display System Configuration Submenu	19
Display Basic Input Output System (BIOS) Information	20
Display Block Devices Information	21
Display Disk Partition Information	22
Display Memory Setup Information	23
Display Network Configuration	24
Display System Hardware Submenu	25
Display System Bridge Information	26
Display System Bus Information	27
Display System Cache Information	28
Display System Display Information	29
Display System CPU Information	
Display Disk Storage Information	31
Display Expansion Slot Information	32

Display System Input Information	33
Display System Motherboard Information	34
Display Multimedia Information	35
Display Network Interfaces	36
Display System Port Connectors Information	37
Display Storage Interfaces	
Display Attached Tape Drives	
Display System Volume Information	40
Manage Preferences	41
Display Product Information	42
Command Shell	43
Network Version Feature	
Main Menu	44
Saved Remote Systems in Network Panel	45
Adding a New Remote System	46
Remote System Detail	47
Remote System Detail - Ping	48
Remote System Detail- Trust	49
Remote System Detail- Connect	50
Remote System Detail- Update	51
Shareware Evaluation Mode	52
Product Registration	53
Setup and Customization Considerations	54
HDog RunTime Parameters	54
Menu Customizations	55

Table of Figures

Figure 1: Main Menu	8
Figure 2: Explore Filesystems	10
Figure 3: Explore Folder	11
Figure 4: Explore File Information.	12
Figure 5: Browsing and Editing Files.	13
Figure 6: Display System Hardware Summary.	14
Figure 7: Display System Activity Submenu.	15
Figure 8: Monitor System Activity	16
Figure 9: Display Memory Usage.	17
Figure 10: Display Menu Events	18
Figure 11: Display System Configuration Submenu	19
Figure 12: Display Basic Input Output System (BIOS) Information	20
Figure 13: Display Block Devices Information	21
Figure 14: Display Disk Partition Information	22
Figure 15: Display Memory Setup Information	23
Figure 16: Display Network Configuration	24
Figure 17: Display System Hardware Submenu.	25
Figure 18: Display System Bridge Information	26
Figure 19: Display System Bus Information.	27
Figure 20: Display System Cache Information.	28
Figure 21: Display System Display Information.	29
Figure 22: Display System CPU Information.	30
Figure 23: Display Disk Storage Information	31
Figure 24: Display Expansion Slot Information.	32
Figure 25: Display System Input Information.	33
Figure 26: Display System Motherboard Information.	34
Figure 27: Display Multimedia Information	35
Figure 28: Display Network Interfaces	36
Figure 29: Display System Port Connectors Information	37
Figure 30: Display Storage Interfaces.	38
Figure 31: Display attached Tape Drives	39
Figure 32: Display System Volume Information	40
Figure 33: Manage Preferences.	41
Figure 34: Display Product Information	42
Figure 35: Command Shell.	43
Figure 36: Shareware Evaluation Mode	52
Figure 37: Product Registration.	53
Figure 38: Sample XML entry from hdog.xml.	55
Figure 39: Sample Shell Command Script that lists all Mounted Filesystems in a Linux System	56
Figure 40: Sample Shell CommandScript that lists all Active Processes in a Linux System	56

Introduction

Computer labs in today's businesses contain many Linux systems to run their operations. Computer labs can contain many computer systems in a single 19 inch rack, in lab rows of hundreds of feet, accounting for hundreds or thousands of computer systems. Often these systems are only available thru IP access, using such tools as Putty, requiring command line syntax to view and monitor system health, activity, and configuration.

While web server interfaces can be deployed, these tools are usually designed to perform specific tasks. As a result, terminal sessions are often resorted to, using such tools as Putty to satisfy various queries and maintenance.

Because terminal sessions are character-based, it is assumed that benefits found in GUI interfaces such as point-and-click cannot be implemented in terminal sessions. The Hound Dog Terminal Manager addresses this need.

The Hound Dog Terminal Manager provides comprehensive insights into the configuration and activity of a Linux System using a "point and click" user interface developed specifically for a Terminal Window. Instead of having to remember command line syntax and keystrokes, the HDog Terminal Manager allows these input queries and commands to be issued using Menus, Pulldowns, and Push Buttons and presents its results in a structured, easy to understand format.

The Hound Dog Terminal Manager provides three distinct features:

- A GUI-like user interface for easy, error-free user interaction.
- A user modifiable and extendable menu structure built from an XML file.
- A public API that includes SDK functionality for functionality extensions.
- An additional feature of the Hound Dog Terminal Manager is that it provides a consistent user interface across different variants of Linux. This release of HDog provides support for Ubuntu and Fedora, but future releases will provide support for other Linux variants such as openSUSE, PCLinuxOS, Debian, Mandriva, and Sabayon/Gentoo. Instead of having to remember the variations of command line syntax associated with these Linux variants, HDog accounts for those differences while providing a consistent, easy-to-understand user interface.

Product Versions

The Houng Dog Terminal Manager is installed as an Evaluation Version. This Evaluation Version can be used on the installed system for 30 days.

You must purchase a registration key within this 30 day window or it will expire. After expiration, if/when you invoke the Houng Dog Terminal Manager, only the Registration option can be performed.

You can purchase this registration key on the <u>www.hounddogtech.us</u> website or by requesting via email to <u>hdogtech@comcast.net</u>. Paypal is the preferred payment type but other forms of payment can be made.

You can purchase either of the two Registered Versions:

Local Version

The Houng Dog Terminal Manager Local Version can be installed on up to two computers. This is a complete, independent installation on each system.

Network Version

The Houng Dog Terminal Manager Network Version can be installed on up to four computers and contains all the features and characteristics of the Local Version.

Each installation of the Houng Dog Terminal Manager Network Version can support up to 100 remote Linux systems in the network. The Houng Dog Terminal Manager will securely perform its functions on the Remote Systems and return its results to the user on the installed system.

This Network Version has the advantage of not needing to install the Houng Dog Terminal Manager on each Linux system it needs to run on. It may provide an ideal solution for configurations that contain multiple embedded Linux systems connected in a private network with a single Linux system having public network access. In those cases, the Houng Dog Terminal Manager would be installed on the Linux system with public network access and use private network to perform actions on the embedded Linux systems.

The Network Version also provides for Secure Socket Trust to be established between the Houng Dog Terminal Manager signon User ID on the local Linux system with a User account on a remote Linux system using user-friendly point and click actions.

Note: The Evaluation Version supports up to one Remote System to be specified.

User Interface

The Hound Dog Terminal Manager, (**HDog**), user interface utilizes colors and attributes to depict pointand-shoot screen objects like Menu Items, Push Buttons, and Pulldowns. Keyboard use of **Tab** and **Arrow** keys, as well as an attached mouse, allow the user to point to the task s/he would like to perform.

Consider the Menu Items on the right ightarrow

The cursor indicates that the **Explore Filesystem** menu item is the current selection. Pressing **Enter** or clicking the mouse on this entry will cause that function to be performed. Likewise, Tabbing to

<mark>E</mark> xplore	Filesystem			
Display	System	Summary		
Display	System	Activity		
Display	System	Configuration		
Display	System	Hardware		

another menu item and/or clicking on another menu item will cause that selected menu item function to be performed.

Consider the Action Bar on the right ightarrow

<mark>F</mark>orward Return Save Print Help Exit

The cursor indicates that the current Push Button is for the Forward action. Tabbing will jump to the **Return**, **Save**, **Print**, **Help**, and **Exit** Push Buttons. Pressing **Enter** or a mouse click on a Push Button will cause that function to be performed.

When **HDog** starts up the user will be presented with the **HDog Main Menu**. Selecting a Submenu such as **Display System Hardware** will cause that submenu to be presented. Submenus will have an additional Push Button displayed called **Return**. Upon selection, the **Return** Push Button will cause the next 'Higher' menu to be presented.

Pressing the Exit Push Button will cause HDog to immediately terminate normally.

Here is some information of the other **HDog** Push Buttons.

Help:	Help information is provided for the panel.
Forward:	This Push Button is only displayed when HDog realizes that there is more information left. Selecting this Push Button will cause HDog to page forward.
Save:	Saves the current action's contents as a new dataset in the /tmp folder.

Print: Prints the current action's contents using the **lpr** utility.

A typical Putty screen is comprised of 24 rows with 80 columns each. These screens can be expanded to over 50 rows and 180 columns. **HDog** makes use of any screen expansion to provide as much information for the user as possible.

Main Menu (Local Version)

Linux #37-Ubunt	u Hound	Dog Terminal Manager	ID: bob	
4.4.0-21-generi	С	Local Version	10/11/2017	
bob-OptiPlex-78	0		06:52:20	
	<mark>E</mark> xplore	Filesystems		
	Display	System Summary		
	Display	System Activity		
	Display	System Configuration		
	Display	System Hardware		
	Manage	Preferences		
	Product	Information		
	Command	Shell		
	Sample	Scripts		
	Click select:	ion or Tab and press E	nter.	
	Exit He	elp		
Сору	right @ 2017 Robe	ert J. Greene. All ri	ghts reserved.	

Figure 1: Main Menu.

Page: 8

Above is the Hound Dog Terminal Manager, (**HDog**), **Main Menu**. The content of the **Main Menu** is dynamically built from the hdog.xml file, which can be modified by the user as required. Information about the system is displayed in the upper left and the user id and time is displayed in the upper right.

The user can click on a particular Menu Item, or **Tab** to a desired Menu Item and press **Enter**.

Among the above selections:

- **Explore Filesystem**: Beginning at the root folder, display the files and folders of the system.
- **Display System Summary**: Provide a summary of the system's hardware components.
- **Display System Activity**: Submenu of System Activity Menu Items.
- **Display System Configuration**: Submenu of System Configuration Items.
- **Display System Hardware**: Submenu of System Hardware Components.
- Manage Preferences: Customize color and attribute preferences.
- **Product Information**: Provide information about the HDog product.
- **Command Shell**: Enter the Linux Command Shell.
- Help: Provide Help information.
- Exit: Exit the Hound Dog Terminal Manager.

Main Menu (Network Version)

Linux #37-Ubuntu	Hound Dog Terminal Manager	ID: bob
4.4.0-21-generic	Network Version: 10.0.0.96	10/10/2017
bob-OptiPlex-780		06:55:08
	<mark>E</mark> xplore Filesystems	
	Display System Summary	
	Display System Activity	
	Display System Configuration	
	Display System Hardware	
	Connect To Remote Systems	
	Manage Preferences	
	Product Information	
	Command Shell	
	Sample Scripts	
	Click selection or Tab and press Enter.	
	Exit Help Disconnect	
Copyri	ght @ 2017 Robert J. Greene. All rights reserved	•

Figure 2: Main Menu (Network Version)..

The Hound Dog Terminal Manager Network Version **Main Menu** is identical to the Local Version with the following exceptions:

- An additional Menu Item is displayed with the title **Connect to Remote Systems**. When selected, a panel will be presented to allow you to select a Remote System to Connect to using its predefined IP, Port, and User ID. Once connected, the actions that you select will be performed on that Remote System with the output being presented back on this panel.
- When a Remote System is connected, its IP will be appended to the above panel title. In the sample panel above, this IP is 10.0.0.96.
- A **Disconnect** push button is added to the Action Bar if a Remote System is currently connected. When the **Disconnect** Push Button is selected, the currently connected Remote System will be disconnected and subsequent actions will be performed on the Local Linux system.

The Network version allows you to install the Hound Dog Terminal Manager on one system and perform actions on up to 100 Remote Systems that are network attached to the local system.

Note: The **Manage Preferences** and **Product Information** actions will be performed on the Local Linux system regardless of whether or not a Remote System has been connected.

Explore Filesystems

P bob@bob-OptiPlex-780 ~/20170828			_		×
Hound Dog Explore	Filesyst	em			^
Directory/File Name	Size	Date Time	Flags		
<mark>.</mark> /	4.0K	07/27/17-09:02	drwxr-	-xr-x	
• • /	4.0K	07/27/17-09:02	drwxr-	-xr-x	
bin/	12K	10/13/16-22:04	drwxr-	-xr-x	
boot/	4.0K	10/13/16-22:04	drwxr-	-xr-x	
cdrom/	4.0K	09/30/16-14:30	drwxrv	vxr-x	
dev/	4.4K	08/27/17-19:37	drwxr-	-xr-x	
etc/	12K	08/22/17-16:21	drwxr-	-xr-x	
home/	4.0K	08/03/17-16:09	drwxr-	-xr-x	
initrd.img	32	10/13/16-22:03	lrwxrv	vxrwx	
lib/	4.0K	10/13/16-22:04	drwxr-	-xr-x	
lib64/	4.0K	06/28/16-07:59	drwxr-	-xr-x	
lost+found/	16K	09/30/16-14:28	drwx		
media/	4.0K	05/25/17-05:53	drwxr-	-xr-x	
mnt/	4.0K	06/28/16-07:59	drwxr-	-xr-x	
opt/	4.0K	06/28/16-07:59	drwxr-	-xr-x	
proc/	0	08/23/17-14:23	dr-xr-	-xr-x	
root/	4.0K	07/27/17-09:35	drwx		
run/	1.1K	08/27/17-19:37	drwxr-	-xr-x	
Forward Return	Help	Exit			
					\sim

Figure 2: Explore Filesystems.

The term **filesystem** used here refers to the entire hierarchy of directories (also referred to as the **directory tree**) that is used to organize files on this system.

The directories start with the **root directory**, (/), which contains a series of subdirectories, each of which, in turn, contains further subdirectories, etc. Subdirectories are displayed with a trailing '/' in their name.

Clicking on a **Subdirectory** will result in a display of that **Subdirectory's** contents.

Clicking on a **File** will return detail information about that **File** along with the option to **browse** or **edit** the file if you are authorized to do so.

Clicking on the **../ Subdirectory** name will result in a display of the most recent 'upper' **directory**.

Exploring Folders

P bob@bob-OptiPlex-780 ~/20170828				_		×
Hound Dog	Explore	Filesys	tem			
Directory/File Name		Size	Date Time	Flag	ys	
<mark>.</mark> /		4.0K	08/25/17-05:55	drw	xrwxr-x	
		4.0K	08/28/17-12:59	drw	xr-xr-x	
compile.sh		932	07/12/17-20:18	-rw	xrwxrwx	
config.ini		734	08/23/17-19:22	-rw	-rw-r	
config.ini.save		631	07/29/17-16:18	-rw	xrwxrwx	
hdog		43K	08/23/17-14:30	-rw	xrwxr-x	
hdog.c		47K	08/23/17-14:23	-rw	xrwxrwx	
hdogconfig.txt		628	05/06/17-14:50	-rw	xrwxrwx	
hdogdmnt.pl		1.7K	05/25/17-15:44	-rw	xrwxrwx	
hdogdsys		44K	08/23/17-14:30	-rw	xrwxr-x	
hdogdsys.c		66K	08/21/17-14:04	-rw	xrwxrwx	
hdogfsys		45K	08/23/17-14:30	-rw	xrwxr-x	
hdogfsys.c		67K	08/23/17-14:23	-rw	xrwxrwx	
hdog.h		13K	08/22/17-19:47	-rw	xrwxrwx	
hdogi.h		20K	08/22/17-19:47	-rw	xrwxrwx	
hdoglib.c		155K	08/22/17-19:45	-rw	xrwxrwx	
hdoglib.o		130K	08/23/17-14:30	-rw	-rw-r	
HDogLog.txt		196K	08/22/17-17:03	-rw-	-rw-r	
Forward	Return	Help	Exit			
						~

Figure 3: Explore Folder.

Above you will see a subdirectory 'below' the root directory. This subdirectory happens to only contain files.

Clicking on a **File** such as **hdog.h** will return detail information about that **File** along with the option to **browse** or **edit** it if you are authorized to do so.

On the next page you will see the response when you click on the **hdog.h** file entry.

Exploring File Information

```
bob@bob-OptiPlex-780 ~/20170823
                                                                  _
                                                                        \times
                           Houng Dog File Details
                                                                                ~
        Name: /home/bob/20170816/hdog.h
        Type: Regular File
       Owner: bob
       Group: bob
 Permissions: Read Write Exec
                                                      Device:
                                                                  [8, 1]
      Owner: Yes Yes
                           Yes
                                                       INode: 12719860
      Group: Yes
                   Yes
                           Yes
                                                       Links:
      Others: Yes
                    Yes
                           Yes
         bob: Yes
                    Yes
                          Yes (Owner Match)
 Last Access: 08/16/2017 15:56
                                                                 12659
                                                       Bytes:
 Last Change: 08/16/2017 15:56
                                                      Blocks:
                                                                    32
 Last Status: 08/16/2017 15:56
                                                  Block Size:
                                                                  4096
                           Return
                                             Edit
                                                           Exit
                                    Browse
                                                    Help
```

Page: 12

Above you will see detail information above a file called **hdog.h**.

The file can be of the following types:

Block Device:	A file that refers to a block device .
Character Device:	A file that refers to a character device.
DirectoryFIFO/Pipe:	A named pipe.
Symlink:	A symbolic link.
Regular File:	A regular file.
Socket:	A special file used for inter-process communication
Unknown Type:	An unknown file type.

Read, **Write**, and **Execute Permissions** are listed for **Owner**, **Group**, **Others**, and the current logged on **User**. The logged on **User ID** is listed along with the type of **Permission** match that applies to this File.

File Size and Last Access, Last Change, and Last Status Dates are also displayed.

Browse and **Edit Push Buttons** will be displayed if the user is authorized to perform these actions. Selecting **Browse** or **Edit** will invoke a **vi** session of the file.

Clicking on **Return** will result in a redisplay of the **directory** that contains the above file.

Figure 4: Explore File Information.

Browsing and Editing Files

```
Bob@bob-OptiPlex-780 ~/201708/20170823
                                                                     _
                                                                           \times
 * Copyright (c) 2017 Robert J. Greene
** All Rights Reserved
** hdog.h
** This file contains the intellectual property of Robert J. Greene.
** Use of this file and the intellectual property contained therein
** is prohibited without the written consent of Robert J. Greene.
#ifndef HDOG H INCLUDED
#define HDOG H INCLUDED
#ifdef cplusplus
extern "C"
#endif
    The following enums and literals are used for specifying colors and attribut
* *
es.
k /
../20170816/hdog.h" [dos] 314L, 12659C
                                                                1,1
                                                                               Тор
```

Figure 5: Browsing and Editing Files.

vi is invoked when a user selects a File to be browsed or edited.

The above example displays a **vi** session with the hdog.h file when the user has selected Browse in the previous panel.

When the user terminates the session, s/he will be returned to redisplay of the **directory** that contains the above file.

Display System Hardware Summary

🛃 bob@bob-OptiPlex-780 ~/2017082	23 — 🗆	Х
Display Sy	ystem Hardware Summary Information	^
eustor.	Computer	
bus:	Motherboard	
memory:	3851MiB System memory	
processor:	Tatel(B) Core (TM) 2 Duo CPU E8600 & 3 33GHz	
bridge:	4 Series Chipset DRAM Controller	
bridge:	4 Series Chipset PCI Express Root Port	_
display:	4 Series Chipset Integrated Graphics Controller	
display:	4 Series Chipset Integrated Graphics Controller	
enp0s25-network:	82567LM-3 Gigabit Network Connection	
bus:	82801JD/DO (ICH10 Family) USB UHCI Controller #4	
usb3-bus:	UHCI Host Controller	
bus:	82801JD/DO (ICH10 Family) USB UHCI Controller #5	
usb4-bus:	UHCI Host Controller	
bus:	82801JD/DO (ICH10 Family) USB UHCI Controller #6	
usb5-bus:	UHCI Host Controller	
bus:	82801JD/DO (ICH10 Family) USB2 EHCI Controller #2	
usb1-bus:	EHCI Host Controller	
generic:	RTL8191S WLAN Adapter	
Portand	Peturn Save Print Help Evit	
roiward	Ketuin Save Flint help Exit	

Figure 6: Display System Hardware Summary.

The **System Hardware Summary** display describes the basic components of this system. This includes information about the **Processor**, **Bridges**, **Buses**, **Display Controllers**, **Input Devices**, **Storage Disks**, and **Controllers**.

Display System Activity Submenu

Linux #37-U	ountu	Hound Dog Te	erminal M	anager		ID: bob
4.4.0-21-ger	neric	Display Sy	stem Acti	vity		10/11/2017
bob-OptiPles	≤ −780					06:58:36
		Monitor System	m Activit	У		
		Display Memor	y Usage			
]	Display Memory	y Events			
	Click	selection or	Tab and	press Ent	er.	
		Return Help	Exit			
0	Copyright @ 20	017 Robert J.	Greene.	All righ	ts reserved.	

Figure 7: Display System Activity Submenu.

The **Display System Activity Submenu** provides the following menu items:

• Monitor System Activity: This is a dynamic real-time view of the CPU and memory activity of this running system. It can display system summary information as well as a list of processes or threads currently being managed by the Linux kernel. This uses **Htop**, which is a free (GPL) ncurses-based process viewer for Linux.

Note: This menu item is currently not supported when connected to a Remote System.

- **Display Memory Usage**: This displays information about the systems **RAM** usage.
- **Display Memory Events**: Reports virtual memory statistics.

Monitor System Activity

🛃 bot	o@bob-OptiPle	ex-780	~/201	70823						_		×
1 2 Mem Swp	[[[[4431 01	0.0% 1.3% M/3.760 K/3.900	5] Tas 5] Loa 5] Upt 5]	sks: 83 ad aven time: (3, 208 rage: 00:20:	thr; 1 : 0.00 0.0 28	running 3 0.08		^
PID	USER	PRI	NI	VIRT	RES	SHR \$	5 CPU%	MEM%	TIME+	Command		
4713	bob	20	0	26020	3936	3252 B	R 0.0	0.1	0:00.04	htop		
1417	bob	20	0	1669M	127M	51624 \$	5 0.0	3.3	0:03.98	cinnamon	repl	ac
1	root	20	0	116M	<mark>5</mark> 860	4012 \$	5 0.0	0.1	0:01.42	/sbin/in	it spla	ish
317	root	20	0	<mark>32</mark> 124	4292	3908	5 0.0	0.1	0:00.16	/lib/sys	temd/sy	rst
338	root	20	0	94772	1 712	1536 \$	5 0.0	0.0	0:00.00	/sbin/lv	metad -	-f
349	root	20	0	46216	<mark>5</mark> 432	3084 \$	5 0.0	0.1	0:00.49	/lib/sys	temd/sy	/st
690	root	20	0	29008	<mark>3</mark> 080	2804 \$	5 0.0	0.1	0:00.00	/usr/sbi	n/cron	-f
788	root	20	0	329M	<mark>8</mark> 636	<mark>6</mark> 880 \$	5 0.0	0.2	0:00.00	/usr/sbi	n/Moden	ıMa
797	root	20	0	329M	<mark>8</mark> 636	6880 \$	5 0.0	0.2	0:00.00	/usr/sbi	n/Moden	ıMa
693	root	20	0	329M	<mark>8</mark> 636	<mark>6</mark> 880 \$	5 0.0	0.2	0:00.02	/usr/sbi	n/Moden	ıMa
789	root	20	0	269M	<mark>8</mark> 336	5516 S	5 0.0	0.2	0:00.00	/usr/lib	/accour	its
798	root	20	0	269M	<mark>8</mark> 336	5516 S	5 0.0	0.2	0:00.00	/usr/lib	/accour	its
699	root	20	0	269M	<mark>8</mark> 336	5516 S	5 0.0	0.2	0:00.03	/usr/lib	/accour	its
701	avahi	20	0	44 920	<mark>3</mark> 232	2900 \$	5 0.0	0.1	0:00.06	avahi-da	emon: 1	run
708	root	20	0	28672	3 092	2708 \$	5 0.0	0.1	0:00.01	/lib/sys	temd/sy	/st
783	syslog	20	0	250M	5 492	2788 \$	5 0.0	0.1	0:00.00	/usr/sbi	n/rsysl	og
F1Help	F2 Setup	F3Se	arch	n <mark>F4</mark> Fil	ter <mark>F5</mark> T1	ree <mark>F6</mark> 8	SortBy	F <mark>7</mark> Nice	- <mark>F8</mark> Nice	+ <mark>F9</mark> Kill	F10Qui	t v

Figure 8: Monitor System Activity.

This is a dynamic real-time view of the **CPU** and memory activity of this running system. It can display system summary information as well as a list of processes or threads currently being managed by the Linux kernel. This uses **Htop**, which is a free (**GPL**) ncurses-based process viewer for Linux.

Note: This feature is not supported on Remote Systems.

Display Memory Usage

🗬 bob@bob-OptiPlex-780 ~/20170823							_	×
Display Memory D	etail Usa	age	Infor	matior	ı			^
MemTotal:	3943608	₽B						
MemFree:	2010716	1-B						
Mom/wailable:	2462100	l-D						
Dufferer.	5402100	KD I-D						
Bullers:	59170	KB						
Cached:	564424	kВ						
SwapCached:	0	kВ						
Active:	500632	kΒ						
Inactive:	423648	kB						
Active(anon):	301900	kB						
Inactive (anon):	77384	kB						
Active(file):	198732	kB						
<pre>Inactive(file):</pre>	346264	kB						
Unevictable:	0	kB						
Mlocked:	0	kB						
SwapTotal:	4089852	kB						
SwapFree:	4089852	kB						
Dirty:	0	kB						
Writeback:	0	kB						
Forward Return	Save	Pr	int	Help	Ex	it		
								\sim

Figure 9: Display Memory Usage.

This panel displays information about this system's **RAM** usage in Kilobytes. Here are some descriptions of the output:

- MemTotal: Total amount of physical RAM.
- **MemFree**: Amount of physical **RAM** left unused by the system.
- Buffers: Amount of physical RAM used for file buffers.
- Cached: Amount of physical RAM used as cache memory.
- **SwapCached**: Amount of swap used as cache memory.
- Active: Amount of buffer or page cache memory in active use.
- **Inactive**: Amount of buffer or page cache memory that are free.
- **SwapTotal**: Amount of swap available.
- SwapFree: Amount of swap free.
- **Dirty**: Memory amount waiting to be written back to the disk.
- Writeback: Memory amount actively being written back to the disk.
- VMallocTotal: Total allocated virtual address space amount.
- VMallocUsed: Used virtual address space amount.
- VMallocChunk: Largest contiguous virtual address space block.

Display Memory Events

🧬 bob@bob-OptiPlex-780 ~/20170823		_	- 🗆	×
Display Memory Eve			^	
Total Memory:	3943608 K			
Used Memory:	352448 K			
Active Memory:	500920 K			
Inactive Memory:	423648 K			
Free Memory:	2910212 K			
Buffer Memory:	59212 K			
Swap Cache:	621736 K			
Total Swap:	4089852 K			
Used Swap:	0 K			
Free Swap:	4089852 K			
Non-nice User CPU Ticks:	2422			
Nice User CPU Ticks:	178			
System CPU Ticks:	839			
Idle CPU Ticks:	277368			
IO Wait CPU Ticks:	6808			
IRQ CPU Ticks:	0			
Soft IRQ CPU Ticks:	26			
Stolen CPU Ticks:	0			
<mark>F</mark> orward Return	Save Print	Help Exit		
				\sim

Figure 10: Display Menu Events.

This panel displays information about this system's Memory and CPU usage. Here are some descriptions of the output:

Memory Usage:

- Total Memory: Total amount of physical RAM.
- Free Memory: Amount of physical RAM left unused by the system.
- Buffer Memory: Amount of physical RAM used for file buffers.
- Total Swap: Amount of swap available.
- Free Swap: Amount of swap free.

CPU Usage:

- Non-Nice User CPU Ticks: User CPU time that was not niced.
- System CPU Ticks: CPU Time spent running kernel code.
- Idle CPU Ticks: CPU Time spent running kernel code.
- IO Wait CPU Ticks: Time spent waiting for IO to complete.

Display System Configuration Submenu

Linux #37-Ub	untu	Hound Dog Te	erminal N	lanager		ID: bob
4.4.0-21-gen	eric	Display Syste	em Config	guration		10/11/2017
bob-OptiPlex	-780					07:01:33
		<mark>D</mark> isplay BIOS				
		Display Block	Devices			
		Display File	Partitior	ıs		
		Display Memory	y Setup			
		Display Netwo	rk Config	guration		
	Clic	k selection or	Tab and	press En	ter.	
		Return Help	Exit			
C	opyright @	2017 Robert J.	Greene.	All rig	nts reserved.	

Figure 11: Display System Configuration Submenu.

This Submenu displays various configuration setup of this system:

- **Display BIOS**: Lists non-volatile firmware settings that used to perform hardware initialization during the booting process.
- **Display Block Devices**: Lists all block devices (except **RAM** disks) in a tree-like format.
- **Display File Partitions**: Lists the system partition table.
- **Display Memory Setup**: List physical memory devices.

Display Basic Input Output System (BIOS) Information

🗬 bob@bob-OptiPlex-780 ~/20170823	- 🗆	×
Display Basic Input Output System (BIOS) Information		^
BIOS Information		
Vendor: Dell Inc.		
Version: A15		
Release Date: 08/06/2013		
Address: 0xF0000		
Runtime Size: 64 kB		
ROM Size: 8192 kB		
Characteristics:		
PCI is supported		
PNP is supported		
APM is supported		
BIOS is upgradeable		
BIOS shadowing is allowed		
ESCD support is available		
Boot from CD is supported		
Selectable boot is supported		
EDD is supported		
Japanese floppy for Toshiba 1.2 MB is supported (in	nt 13h)	
Forward Return Save Print Help Exit		
		\sim

Figure 12: Display Basic Input Output System (BIOS) Information.

BIOS (an acronym for **Basic Input/Output System**) is non-volatile firmware used to perform hardware initialization during the booting process, and to provide runtime services for operating systems and programs. The **BIOS** firmware comes pre-installed on a computer system board, and it is the first software run when powered on. The **BIOS** in modern PCs initializes and tests the system hardware components, and loads a boot loader or operating system from a mass memory device. Most **BIOS** implementations are specifically designed to work with a particular computer or motherboard model, by interfacing with various devices that make up the complementary system chipset.

Unified Extensible Firmware Interface (UEFI) is the successor to **BIOS**. **UEFI** also works with a new partitioning scheme called **GUID Partition Table (GPT)**. Support for **GPT** in Linux is enabled by turning on the option **CONFIG_EFI_PARTITION** during kernel configuration. This option allows Linux to recognize and use **GPT** disks after the system firmware passes control to Linux.

Display Block Devices Information

🛃 bob@bob-OptiPlex-780 ~/20170823							—	×
Display	y Blo	ock Dev:	ice:	s Info	ormat	ion		^
NAME T	I RM	STZE	RO	TYPE	MOUN	ͲϷϴͳͶͲ		
sda	0	232 96	0	disk	110014	1101111		
L-sda	0	202.00	0	nart	/			
	0	112	0	part	/			
-Sua	0	2 00	0	part	[CWD	וח		
-Sua	1	10244	0	part	LPMA	E]		
Sru	T	1024M	0	rom				
100p0	0		0	Toob				
loopl	0		0	Toob				
loop2	0		0	loop				
loop3	0		0	loop				
loop4	0		0	loop				
loop5	0		0	loop				
loop6	0		0	loop				
loop7	0		0	loop				
Return	Sa	ave P	rin	t He	elp	Exit		
					-			\sim

Figure 13: Display Block Devices Information.

A **Block Device** is a computer data storage device that supports reading and (optionally) writing data in fixed-size blocks, sectors, or clusters. These blocks are generally 512 bytes or a multiple thereof in size.

This panel displays information about all available **Block Devices**. It includes all **Block Device**s (except **RAM** disks) in a tree-like format. Here is a description of the output columns:

NAME:	The device name.
SIZE:	The size of the device.
RM:	Whether the device is removable. (0 = No, 1 = Yes).
RO:	Whether the device is read-only. (0 = No, 1 = Yes).
TYPE:	Type of device.
MOUNTPOINT:	Mount point for device.

Display Disk Partition Information

Bob@bob-OptiPlex-780 ~/20170823		×				
Display Disk Partition Information		^				
Disk /dev/ram15: 64 MiB, 67108864 bytes, 131072 sectors Units: sectors of 1 * 512 = 512 bytes Sector size (logical/physical): 512 bytes / 4096 bytes I/O size (minimum/optimal): 4096 bytes / 4096 bytes						
Disk /dev/sda: 232.9 GiB, 250059350016 bytes, 488397168 sectors Units: sectors of 1 * 512 = 512 bytes Sector size (logical/physical): 512 bytes / 4096 bytes I/O size (minimum/optimal): 4096 bytes / 4096 bytes Disklabel type: dos Disk identifier: 0xa9448a87						
Device Boot Start End Sectors Size Id Type						
/dev/sda1 * 2048 480215039 480212992 229G 83 Linux /dev/sda2 480217086 488286700 8170714 2.95 5 Extended						
/dev/sda2 480217088 488396799 8179714 3.96 5 Extended /dev/sda5 480217088 488396799 8179712 3.96 82 Linux swap	/ Solari	is				
<mark>F</mark> orward Return Save Print Help Exit		~				

Figure 14: Display Disk Partition Information.

A hard disk can be divided into several **partitions**. Each **partition** functions as if it were a separate hard disk. This panel displays information about all available **Disks** along with any **Partitions**.

Here is a description of the output columns for Disk Partitions:

Device:	Name of the Partition . This is typically the name of the Disk with a suffix of 1, 2, 3, etc.
Boot:	Whether this is a bootable Partition . * indicates Yes.
Start:	Starting sector.
End:	Ending sector.
Sectors:	Number of sectors.
Size:	Size of the Partition .
ld:	ID of the Partition .
Туре:	Type of Partition .

Display Memory Setup Information



Figure 15: Display Memory Setup Information.

The two widely used forms of modern **Random Access Memory** (**RAM**) are static **RAM** (**SRAM**) and dynamic **RAM** (**DRAM**). **SRAM** is more expensive to produce, but is generally faster and requires less dynamic power than **DRAM**. In modern computers, **SRAM** is often used as cache memory.

Because **DRAM** is less expensive to produce than static **RAM**, it is the predominant form of computer memory used in modern computers.

Synchronous dynamic random-access memory (SDRAM) is any dynamic random-access memory (DRAM) where the operation of its external pin interface is coordinated by an externally supplied clock signal. SDRAM is currently widely used for computer memory. Beyond the original SDRAM, further generations of double data rate RAM have entered the mass market - DDR (also known as DDR1), DDR2, DDR3, DDR4, and DDR5.

Computer memory (RAM) is stored in Memory Devices in Physical Memory arrays on a Motherboard.

Display Network Configuration

🛃 bob@bob	-OptiPlex-780 ~/20170823	_		\times
	Display Network Configuration			^
enp0s25	Link encap:Ethernet HWaddr a4:ba:db:ea:c6:e8 UP BROADCAST MULTICAST MTU:1500 Metric:1 RX packets:0 errors:0 dropped:0 overruns:0 frame:0 TX packets:0 errors:0 dropped:0 overruns:0 carrier:0 collisions:0 txqueuelen:1000 RX bytes:0 (0.0 B) TX bytes:0 (0.0 B) Interrupt:21 Memory:f7ae0000-f7b00000			
10	Link encap:Local Loopback inet addr:127.0.0.1 Mask:255.0.0.0 inet6 addr: ::1/128 Scope:Host UP LOOPBACK RUNNING MTU:65536 Metric:1 RX packets:55 errors:0 dropped:0 overruns:0 frame:0 TX packets:55 errors:0 dropped:0 overruns:0 carrier:0 collisions:0 txqueuelen:1 RX bytes:5303 (5.3 KB) TX bytes:5303 (5.3 KB)			
w1x008711	03118b Link encap:Ethernet HWaddr 00:87:11:03:11:8b inet addr:10.0.0.225 Bcast:10.0.0.255 Mask:255.255.2 inet6 addr: 2601:196:8501:3555:50f4:8bad:b218:4758/64 inet6 addr: fe80::825f:d612:95c7:192b/64 Scope:Link inet6 addr: 2601:196:8501:3555:4c66:d321:1ed1:41d4/64 inet6 addr: 2601:196:8501:3555::c03b/128 Scope:Global UP BROADCAST RUNNING MULTICAST MTU:1500 Metric:1 RX packets:11524 errors:0 dropped:1967 overruns:0 fram TX packets:3646 errors:0 dropped:0 overruns:0 carrier: collisions:0 txqueuelen:1000 RX bytes:5897219 (5.8 MB) TX bytes:532880 (532.8 KB)	55.0 Scope: Scope: e:0 0	Global Global	
	Return Save Print Help Exit			
				\sim

Figure 16: Display Network Configuration.

This panel displays shows details of the **network interfaces** that are up and running in your computer. Here is a description of some of the output columns:

Link encap:Ethernet:	The interface is an Ethernet related device.
HWaddr:	This is the hardware address or MAC address.
inet addr:	This system's IPv4 address.
Mask:	The network mask.
UP:	Ethernet interface Kernel modules are loaded.
BROADCAST:	The Ethernet device supports broadcasting.
RUNNING:	The interface is ready to accept data.

Display System Hardware Submenu

Linux #37-Ubuntu	Hound Dog Terminal Manager	ID: bob
4.4.0-21-generic	Display System Hardware	10/11/2017
bob-OptiPlex-780		07:03:40
	<mark>D</mark> isplay Bridges	
	Display Buses	
	Display Cache	
	Display Console	
	Display CPU Information	
	Display Disk Storage	
	Display Expansion Slots	
	Display Input Devices	
	Display Motherboard	
	Display Multimedia Devices	
	Display Network Interfaces	
	Display Port Connectors	
	Display Storage Interfaces	
	Display Tape Devices	
	Display System Volume	
	Click selection or Tab and press Enter.	
	Return Help Exit	
Copyr	ight @ 2017 Robert J. Greene. All rights reserved	-

Figure 17: Display System Hardware Submenu.

This Submenu displays various hardware components of this system:

Display Bridges:	Bridges connect buses with different capacities.
Display Buses:	Transfers data between computer components.
Display Cache:	High-speed computer memory.
Display Connectors:	Connectors such as USB and parallel ports.
Display Console:	Computer display components.
Display CPU:	Computer processor.
Display Slots:	Expansion slots.
Display Input Devices:	Input components such as keyboard and mouse.
Display Motherboard:	Printed circuit board.
Display Multimedia:	Devices such as audio, video, and Text devices.
Display Networking:	Networking components.
Display Storage:	Storage components and Interfaces.
Display Tapes:	Attached Tape devices.
Display System Volume:	Storage volume system the system filesystem is based upon.

Display System Bridge Information



Figure 18: Display System Bridge Information.

A Bridge connects two Buses with different capacities (bandwidths) inside a computer.

A **Bus** is a communication system that transfers data between computer components. The entire **Bus** System starts close to the **CPU**, where the traffic is greatest.

A **Northbridge** or **Host Bridge** is one of the two chips in the core logic chipset architecture on a PC motherboard, the other being the **Southbridge**. Unlike the **Southbridge**, **Northbridge** is connected directly to the **CPU** via the **Front-Side Bus (FSB)** and is thus responsible for tasks that require the highest performance, such as the flow of data between the **CPU** and **RAM**, and to the **Accelerated Graphics Port (AGP)**.

Southbridge is an Intel chipset that manages the basic forms of Input/Output (I/O) such as Serial, Universal Serial Bus (USB), Integrated Drive Electronics (IDE), Audio, and Industry Standard Architecture (ISA) I/O in a computer.

Display System Bus Information

🧬 bob@bob-OptiPlex-780 ~/2017082	3	_		×
Dis	play System Bus Information			^
Core description physical id	Motherboard 0			
Universal Serial Bus (USB) description product vendor physical id bus info version width clock capabilities configuration resources	USB controller 82801JD/DO (ICH10 Family) USB UHCI (Intel Corporation 1a pci@0000:00:1a.0 02 32 bits 33MHz uhci bus_master cap_list driver=uhci_hcd latency=0 irq:16 ioport:ff20(size=32)	Controller	#4	
Universal Serial Bus Host product vendor physical id bus info	UHCI Host Controller Linux 4.4.0-21-generic uhci_hcd 1 usb@3			
logical name version capabilities configuration	usb3 4.04 usb-1.10 driver=hub slots=2 speed=12Mbit/s			
Universal Serial Bus (USB) description product	USB controller 82801JD/DO (ICH10 Family) USB UHCI (Controller	#5	
	ward Return Save Print Help	Exit		~

Figure 19: Display System Bus Information.

A **Bus** is a communication system that transfers data between components inside a computer. It is these **Buses** which connect all of the components to each other on a **Motherboard**.

The entire **Bus** System starts close to the **CPU**, where the traffic is greatest. **RAM** is the component which has the very greatest data traffic, and is therefore connected directly to the CPU by a particularly powerful **Bus** that is called the **Front Side Bus** (**FSB**).

The **Buses** connecting the motherboard to the **PC** peripheral devices are called **I/O Buses**. Data packets (of 8, 16, 32, 64 or more bits at a time) are constantly being moved back and forth between the **CPU** and all the other components. There are several **Buses** on a **Motherboard** but they are all connected, so that data can run from one to another and reach all of the **Motherboard** components.

Display System Cache Information

Bob@bob-OptiPlex-780 ~/20170823	_	×
Display System Cache Information		^
Cache Information Socket Designation: Not Specified Configuration: Enabled, Not Socketed, Level Operational Mode: Write Back Location: Internal Installed Size: 128 kB Maximum Size: 128 kB Supported SRAM Types: Other Installed SRAM Type: Other Speed: Unknown Error Correction Type: None System Type: Unified Associativity: 8-way Set-associative	1	
Cache Information Socket Designation: Not Specified Configuration: Enabled, Not Socketed, Level Operational Mode: Varies With Memory Addres Location: Internal Installed Size: 6144 kB Maximum Size: 6144 kB Supported SRAM Types: Other	2 5	
Installed SRAM Type: Other Speed: Unknown Error Correction Type: Single-bit ECC System Type: Unified Associativity: <out of="" spec=""> Return Save Print Help Exit</out>		*

Figure 20: Display System Cache Information.

A **Memory Cache**, sometimes called a cache store or **RAM** cache, is a portion of memory often made of high-speed static **RAM** (**SRAM**) instead of the slower and cheaper dynamic **RAM** (**DRAM**) used for main memory.

In **SRAM**, a bit of data is stored using the state of a six transistor memory cell. This form of **RAM** is more expensive to produce, but is generally faster and requires less dynamic power than **DRAM**.

Memory caching is effective because most programs access the same data or instructions over and over. By keeping as much of this information as possible in **SRAM**, the computer avoids accessing the slower **DRAM**.

Display System Display Information

🧬 bob@bob-OptiPlex-780 ~/2017082	23	_		×
Displ	lay System Display Information			^
Display description product vendor physical id bus info version	VGA compatible controller 4 Series Chipset Integrated Graphics C Intel Corporation 2 pci@0000:00:02.0 03 64 bits	ontroll	.er	
clock	33MHz			
capabilities configuration resources *-display description	<pre>msi pm vga_controller bus_master cap_l driver=i915 latency=0 irq:33 memory:f7c00000-f7ffffff memory ffffff ioport:ecb8(size=8) UNCLAIMED Display controller 4 Series Shirest Internated Sampling Science Science</pre>	ist rom	1 100-ef	
product vendor physical id bus info version width clock capabilities configuration	4 Series Chipset Integrated Graphics C Intel Corporation 2.1 pci@0000:00:02.1 03 64 bits 33MHz pm bus_master cap_list latency=0	ontroll	er	
R <mark>etur</mark>	rn Save Print Help Exit			~

Figure 21: Display System Display Information.

The **Linux Console** is a **System Console** internal to the **Linux Kernel**. A **System Console** is the device which receives all **Kernel** messages and warnings and which allows logins in single user mode. The **Linux Console** provides a way for the kernel and other processes to send text output to the user, and to receive text input from the user. The user typically enters text with a **Computer Keyboard** and reads the output text on a **Computer Monitor**.

The Linux Kernel supports virtual consoles - consoles that are logically separate, but which access the same physical keyboard and display. The Linux Console (and Linux Virtual Consoles) are implemented by the VT Subsystem of the Linux Kernel, and do not rely on user space software. This is in contrast to a Terminal Emulator, which is a user space process that emulates a terminal, and is typically used in a graphical display environment.

Display System CPU Information

🗬 bob@bob-OptiPlex-780 ~/201708	23	- 🗆	×
	Display CPU Information		^
Architecture: CPU op-mode(s): Byte Order: CPU(s): On-line CPU(s) list: Thread(s) per core:	x86_64 32-bit, 64-bit Little Endian 2 0,1 1		
Core(s) per socket: Socket(s): NUMA node(s): Vendor ID: CPU family:	2 1 1 GenuineIntel 6		
Model: Model name: Stepping: CPU MHz:	23 Intel(R) Core(TM)2 Duo CPU E8600 10 3333.000	@ 3.33GHz	
CPU max MHz: CPU min MHz: BogoMIPS:	3333.0000 2000.0000 6649.53		
Virtualization: L1d cache: L1i cache: L2 cache:	VT-x 32K 32K 6144K		
NUMA node0 CPU(s): Flags:	0,1 fpu vme de pse tsc msr pae mce cx8 ap ge mca cmov pat pse36 clflush dts acp e sse2 ss ht tm pbe syscall nx lm con h_perfmon pebs bts rep_good nopl aper: es64 monitor ds cpl vmv smv est tm2 ss	ic sep mtrr p i mmx fxsr ss stant_tsc arc fmperf pni dt sse3 cy16 ytp	
	r pdc Return Save Print Help Exit	55C5 CA10 AU	
			~

Figure 22: Display System CPU Information.

A **Central Processing Unit (CPU)** is the electronic circuitry within a computer that carries out the instructions of a computer program by performing the basic arithmetic, logical, control, and **Input/Output (I/O)** operations specified by the instructions.

Principal components of a **CPU** include the **Arithmetic Logic Unit**, (**ALU**), that performs arithmetic and logic operations, **Processor Registers** that supply operands to the **ALU** and store the results of **ALU** operations, and a **Control Unit** that performs the fetching (from memory) and execution of instructions by directing the coordinated operations of the **ALU**, **Registers**, and other components.

Most modern **CPUs** are **microprocessors**, meaning they are contained on a single integrated circuit chip. Many computers contain a **multi-core processor**- a chip containing multiple **CPUs** called **Cores**.

Display Disk Storage Information

🗗 bob@bob-OptiPlex-780 ~/2017082	3	- 0	×
Disp	lay Disk Storage Information		^
Hard Drive			
description	ATA Disk		
product	ST250DM000-1BD14		
vendor	Seagate		
physical id	0.0.0		
bus info	scsi@0:0.0.0		
logical name	/dev/sda		
version	KC45		
serial	W2AD9GLZ		
size	232GiB (250GB)		
capabilities	partitioned partitioned:dos		
configuration	ansiversion=5 logicalsectorsize=512 sec	torsize=409	
	6 signature=a9448a87		
CD-Rom			
description	DVD reader		
product	DVD-ROM DV-28SW		
vendor	TEAC		
physical id	0.0.0		
bus info	scsi@1:0.0.0		
logical name	/dev/cdrom		
logical name	/dev/dvd		
logical name	/dev/sr0		
version	D.2E		
Retu	rn Save Print Help Exit		
			\sim

Figure 23: Display Disk Storage Information.

Disk Storage is a general category of storage mechanisms where data are recorded by various electronic, magnetic, optical, or mechanical changes to a surface layer of one or more rotating disks. Notable disk drive types are the **Hard Disk Drive (HDD)**, the **Floppy Disk Drive (FDD)**, and various **Optical Disc Drives**.

Many modern Computers contain **Solid-State Drives** which are solid-state **Storage Devices** using Integrated circuit assemblies as memory to store data persistently. **SSD** technology primarily uses electronic interfaces compatible with traditional **Block input/output** (**I/O**) hard disk drives, which permit simple replacements in common applications. New **I/O** interfaces like **SATA Express** and **M.2** have been designed to address specific requirements of the **SSD** technology.

Display Expansion Slot Information

률 bob@bob-OptiPlex-780 ~/20170823	—	\times
Display Expansion Slot Information		^
System Slot Information Designation: SLOT1 Type: x1 Proprietary Current Usage: Available Length: Long Characteristics: PME signal is supported		
System Slot Information Designation: SLOT2 Type: 32-bit PCI Current Usage: Available Length: Long ID: 2 Characteristics: 5.0 V is provided 3.3 V is provided PME signal is supported		
<mark>R</mark> eturn Save Print Help Exit		~

Figure 24: Display Expansion Slot Information.

An **Expansion slot** is a connection or port located inside a computer on the **motherboard** or **riser board** that allows a computer hardware **expansion card** to be connected.

An **expansion card**, **expansion board**, **adapter card** or **accessory card**, is a **printed circuit board** that can be inserted into an **electrical connector**, **or expansion slot** on a computer **motherboard**, **backplane**, or **riser card** to add functionality to a computer system using the **expansion bus**.

Some examples of **Expansion cards** include **Network cards**, **Sound cards**, **Video cards**, and **Interface cards** for **ATA**, **Bluetooth**, **EIDE**, **Firewire**, **IDE**, **Parallel**, **RAID**, **SCSI**, **Serial**, **USB**, **Fibre Channel**, and **FICON**.

Display System Input Information



Figure 25: Display System Input Information.

In computing, an **input device** is a piece of computer hardware equipment used to provide data and control signals to an information processing system such as a computer or information appliance.

Examples of input devices include a Keyboard, Mouse, Scanner, Digital Camera, and Joystick.

Display System Motherboard Information



Figure 26: Display System Motherboard Information.

A **Motherboard** is the main **Printed Circuit Board** (**PCB**) found in general purpose **Microcomputers** and other expandable systems. It holds and allows communication between many of the crucial electronic components of a system, such as the **Central Processing Unit** (**CPU**) and **Memory**, and provides connectors for other peripherals.

A **Motherboard** usually contains significant Subsystems such as the **Central Processor**, the **Chipset's Input/Output** and **Memory Controllers**, **Interface Connectors**, and other components integrated for general purpose use.

An important component of a **motherboard** is the **Microprocessor's** supporting **Chipset**, which provides the supporting interfaces between the **CPU** and the various **Buses** and external components. This **Chipset** determines the features and capabilities of the **Motherboard**.

Display Multimedia Information

🛃 bob@bob-OptiPlex-780 ~/20170823 —		×
Display MultiMedia Information		^
Multimedia		
description Audio device		
product 82801JD/DO (ICH10 Family) HD Audio Controlle	r	
vendor Intel Corporation		
physical id 1b		
bus info pci@0000:00:1b.0		
version 02		
width 64 bits		
clock 33MHz		
capabilities pm msi pciexpress bus_master cap_list		
configuration driver=snd_hda_intel latency=0		
resources irq:34 memory:f7adc000-f7adffff		
<mark>R</mark> eturn Save Print Help Exit		
		\sim

Figure 27: Display Multimedia Information.

Multimedia Devices are electronic media devices used to store and experience multimedia content.

Multimedia is content that uses a combination of different content forms such as text, audio, images, animations, video and interactive content.

Multimedia contrasts with media that use only rudimentary computer displays such as text-only or traditional forms of printed or hand-produced material.

Types of Multimedia Devices include Microphones, Speakers, Cameras, and Headphones.

Display Network Interfaces

🗬 bob@bob-OptiPlex-780 ~/2017082	23	_		×
I	Display Network Interfaces			^
Network				
description	Ethernet interface			
product	82567LM-3 Gigabit Network Connection			
vendor	Intel Corporation			
physical id	19			
bus info	pci@0000:00:19.0			
logical name	enp0s25			
version	02			
serial	a4:ba:db:ea:c6:e8			
capacity	1Gbit/s			
width	32 bits			
clock	33MHz			
capabilities	pm msi bus_master cap_list ethernet phy	ysical	tp 10	
	bt 10bt-fd 100bt 100bt-fd 1000bt-fd au	tonego	tiatio	
	n			
configuration	autonegotiation=on broadcast=yes drive	r=e100	0e dri	
	verversion=3.2.6-k firmware=0.4-3 late	ncy=0	link=n	
	o multicast=yes port=twisted pair			
E	orward Return Save Print Help	Exit		
				\sim

Figure 28: Display Network Interfaces.

A **Network Interface Controller** is a computer hardware component that connects a computer to a computer network. Modern **Network Interface Controllers** offer advanced features such as interrupt and **DMA** interfaces to the host **Processors**, support for multiple receive and transmit queues, partitioning into multiple logical interfaces, and on-controller network traffic processing such as the **TCP Offload Engine (TOE)**.

The **Network Controller** implements the electronic circuitry required to communicate using a specific physical layer and data link layer standard such as **Ethernet**, **Fibre Channel**, or **Wi-Fi**. This provides a base for a full network protocol stack, allowing communication among small groups of computers on the same local area network and large-scale network communications through routable protocols, such as **Internet Protocol (IP)**.

Display System Port Connectors Information



Figure 29: Display System Port Connectors Information.

A **Port Connector** serves as an interface between the computer and other computers or peripheral devices. In computer terms, a **Port** generally refers to the female part of connection.

Computer Ports have many uses, to connect a Monitor, Webcam, Speakers, or other peripheral devices.

On the physical layer, a computer **Port** is a specialized outlet on a piece of equipment to which a plug or cable connects.

Electronically, the several conductors where the **Port** and cable contacts connect, provide a method to transfer signals between devices.

Display Storage Interfaces

🧬 bob@bob-OptiPlex-780 ~/2017082	23	—		×
I	Display Storage Interfaces			^
IDE				
description	IDE interface			
product	82801JD/DO (ICH10 Family) 4-port SATA	IDE Cor	ntroll	
	er			
vendor	Intel Corporation			
physical id	1f.2			
bus info	pci@0000:00:1f.2			
version	02			
width	32 bits			
clock	66MHz			
capabilities	ide pm bus_master cap_list			
configuration	driver=ata_piix latency=0			
resources	<pre>irq:18 ioport:1f0(size=8) ioport:3f6 i</pre>	oport:1	l70(si	
	<pre>ze=8) ioport:376 ioport:fec0(size=16)</pre>	ioport:	ecc0(
	size=16)			
IDE				
description	IDE interface			
-				
E	orward Return Save Print Help	Exit		
				\sim

Figure 30: Display Storage Interfaces.

Hard Disk Drives are accessed over one of a number of Storage Interfaces, including parallel ATA (PATA, also called IDE or EIDE; described before the introduction of SATA as ATA), Serial ATA (SATA), SCSI, Serial Attached SCSI (SAS), and Fibre Channel.

Bridge circuitry is sometimes used to connect **Hard Disk Drives** to **Buses** with which they cannot communicate natively, such as **IEEE 1394**, **USB**, and **SCSI**.

Solid State Drives typically use storage interfaces such as **SATA**, **SAS**, or **Fibre Channel**. **Solid State Card** (**SSC**) **Solid State Storage** that resides on a printed circuit board may utilize a standard card form factor such as a **PCI** card and use an interface such as **PCIe**.

Display Attached Tape Drives



Figure 31: Display attached Tape Drives.

A **Tape Drive** is a data storage device that reads and writes data on a magnetic tape. Magnetic tape data storage is typically used for offline, archival data storage. Tape media generally has a favorable unit cost and a long archival stability.

A **Tape Drive** provides sequential access storage, unlike a **Hard Disk Drive**, which provides direct access storage. A **Disk Drive** can move to any position on the disk in a few milliseconds, but a Tape Drive must rewind to the start of data to read at random positions. As a result, **Tape Drives** have very slow average seek times but can stream data quickly when the required position has been reached.

SCSI Tape Device names begin with **/dev/st** or **/dev/nst**, while **IDE Tape Device** names begin with **/dev/ht** or **/dev/nht**, depending upon whether **auto rewind** is supported. First device has a suffix of 1 with subsequent devices numbered accordingly.

Display System Volume Information

\mu bob@bob-OptiPlex-780 ~/2017082	27	_		×
Displ	ay System Volume Information			^
Volume				
description	EXT4 volume			
vendor	Linux			
physical id	1			
bus info	scsi@0:0.0.0,1			
logical name	/dev/sda1			
logical name	/			
version	1.0			
serial	f2c6bc54-345b-4f08-9219-537b0117968f			
size	228GiB			
capacity	228GiB			
capabilities	primary bootable journaled extended_att	ribute	es lar	
	ge_files huge_files dir_nlink extents e	xt4 ex	kt2 in	
	itialized			
configuration	created=2016-09-30 14:28:12 filesystem=	ext4 1	Lastmo	
	untpoint=/bin modified=2017-08-23 14:23	:23 mc	ount.f	
	<pre>stype=ext4 mount.options=rw,relatime,er</pre>	rors=1	remoun	
	t-ro,data=ordered mounted=2017-08-22 19	:29:00) stat	
Forwa	ard Return Save Print Help Exi	t		
				\sim

Figure 32: Display System Volume Information.

A **System Volume** or logical drive is a single accessible storage area with a single file system, typically (though not necessarily) resident on a single partition of a hard disk.

Although a **System Volume** might be different from a physical disk drive, it can still be accessed with an operating system's logical interface.

Volumes other than the boot volume have a mount-point somewhere within the **filesystem**, represented by a path. Logically, the directory tree stored on the volume is grafted in at the **mountpoint**.

By convention, mount-points will often be placed in a directory called **'/mnt'**, though **'/media'** and other terms are sometimes used.

To use a given path as a mount-point for another volume, an empty directory (sometimes called a folder) must exist there.

Linux operating systems use the mount command to manipulate mount points for volumes.

Manage Preferences

🧬 bob@bob-OptiPlex-780	~/20170828		_	
	Hound	Dog Preferences		^
Display	Background	Foreground	Attribute	
Туре	Color	Color	Туре	
Panel:	Black	White	 Dim	
Menu Item:	Blue	White	Bright	
Pulldown:	Black	White	Bright	
Field:	Black	Cyan	Bright	
Message Box:	Cyan	Black	Bright	
Button:	Blue	White	Bright	
	Return Hel	p Exit		
				~

Figure 33: Manage Preferences.

This panel allows for customization of settings. This is currently limited to default colors and attributes.

To Change a preference, **Click** or **Tab** and Press **Enter** to select the Preference value you which to change. Select a choice and **Click** or press **Enter** to complete.

Here is a snapshot of the pulldown presented when you select the Background color for the Display Type Panel. \rightarrow

Colors and Attributes can be set for:

Panel:	Panel Background and literals.
Menu Item:	Items that appear on menu.
Pulldown:	Choices that appear in Pulldowns.
Field:	Items that have informational content.
Button:	Push Buttons.
Message Box:	Message notifications.

Display	Background
Туре	Color
Panel:	<mark>B</mark> lack
Menu Item:	Red
Pulldown:	Green
Field:	Yellow
Message Box:	Blue
Button:	Magenta
	Cyan
	White

Colors:	White, Red, Blue, Cyan, Green, Black, Magenta, Yellow.
Attributes:	Bright, Dim, Underline, Reverse Video.

Display Product Information



Figure 34: Display Product Information.

The HDog Terminal Manager is being initially released as Shareware, providing a 30 day trial period. Registration must be completed prior to the end of the 30 day trial to continue use.

The first release id will be V1R0M1 and is currently available. Installation packages can be downloaded from the <u>www.hounddogtech.us</u> website.

The HDog Terminal Manager is written in GNU C and was developed using neurses and other GNU libraries. neurses is copyrighted software of the Free Software Foundation, Inc.

This software is provided "As Is", without warranty of any kind, expressed or implied including but not limited to the warranties of merchantability, fitness for a particular purpose and non-infringement. In no event shall the listed copyright holders be liable for any claim, damages or other liability, whether in an action of contract, tort, or otherwise, arising from, out or in connection with the software or the use of other dealings in the software.

Command Shell



Figure 35: Command Shell.

When the command shell is selected, a panel like the one above will be presented. You are free to perform any shell commands you wish. When you type **exit**, you be returned to the Hound Dog Terminal Manager.

Network Version Feature

The Hound Dog Terminal Manager Network Version can be installed on one Linux System and have its actions performed on up to 100 Remote Linux Systems. You will setup each Remote System with an IP address, Port, and User ID to use. You may also assign a Nickname. The Hound Dog Terminal Manager will use Secure Sockets to connect and execute the actions you specify and return the results back. Here are the details of this feature:

Main Menu

Here is an example of the Hound Dog Terminal Manager Network Version Main Menu panel:

Linux #37-Uk	ountu	Hound	Dog Te	erminal Ma	anager		ID: bob
4.4.0-21-ger	neric	Networ	rk Vers	sion: 10.	0.0.96		10/11/2017
bob-OptiPlex	≤ −780						14:44:23
	E	xplore	Filesy	ystems			
	I	isplay	System	n Summary			
	I) isplay	System	n Activit	Y		
	I)isplay	System	n Configu	ration		
	I)isplay	System	n Hardwar	e		
	c	Connect	To Ren	note Syste	ems		
	ľ	lanage	Prefei	rences			
	E	roduct	Inform	nation			
	c	Command	Shell				
	S	Sample	Script	ts			
	Click	selecti	ion or	Tab and j	press En	ter.	
	E	Exit He	elp Di	isconnect			
		17 - 1		-			
(Copyright @ 20	JI/ Robe	ert J.	Greene.	All rig	hts reserved	

The Main Menu panel has the following differences from the Local Version:

• Connect to Remote Systems Menu Item ->

Connect To Remote Systems

Clicking on this Menu Item will result in a list of predefined Remote Systems to select from.

- Remote System IP in Title when a Remote System has been connected. In the example a Remote System with an IP of 10.0.0.96 is currently connected.
- Hound Dog Terminal Manager Network Version: 10.0.0.96
- Disconnect Push Button: When a Remote System is currently connected, a Disconnect Push Button is displayed.

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Saved Remote Systems in Network					
IP/System Name	Port User	Nickname			
<mark>1</mark> 0.0.0.90	22 root	Toshiba90			
10.0.0.91	22 root	Toshiba91			
10.0.0.92	22 root	Toshiba92			
10.0.0.93	22 root	Toshiba93			
10.0.94	22 root	Toshiba94			
10.0.0.95	22 root	Toshiba95			
10.0.096	22 root	Toshiba96			
10.0.0.97	22 root	Toshiba97			
10.0.98	22 root	Toshiba98			
10.0.099	22 root	Toshiba99			
10.0.341	652 bob	Dell			
N	ew Help Return Exit				

Saved Remote Systems in Network Panel

When the **Connect to Remote Systems** Menu Item is selected from the **Main Menu**, A list of Remote Systems will be displayed. Up to 100 Remote Systems can be defined. The list will include the IP or Host Name, Port and User ID to use, and an optional Nickname. The Hound Dog Terminal Manager will use Secure Sockets to execute actions on the Remote System.

Click on the **New** Push Button to add a new Remote System. If no Remote Systems has been defined yet, you will be presented with an entry panel to add a new Remote System.

Clicking on a Remote System list will result in a Remote System Detail panel like the example on the next page.

The Remote System list can be sorted ascending or descending by IP/System Name, Port, User, or Nickname. Simply click on the respective heading to cause the sort to occur. Clicking the first time on a particular heading will cause the list to be sorted ascending. Clicking on the sorted-ascending list's heading a second time will cause the list to be presented in descending order.

Adding a New Remote System

Remote S	System Update Information
IP:	
Port:	
User ID:	
Nickname:	
Ping	Save Cancel Help Exit

Above is an example of the response you will see when you select the **New** Push Button on the **Saved Remote Systems in Network Panel**. After entering the above information, select **Save** to save your new Remote System entry or **Cancel** to cancel your changes. You may also select **Ping** to ensure that the Remote System is reachable.

Remote System Detail

Remote S	System Detail Information
IP: Port: User ID: Nickname:	10.0.0.96 22 root Toshiba96
Last Ping: Last Trust: Last Connect:	10/11/2017-16:33 10/01/2017-12:14 10/10/2017-20:27
<mark>P</mark> ing Trust Connect	Edit Delete Help Return Exit

Clicking on a Remote System on the **Saved Remote Systems in Network Panel** will return a panel like above. The **Remote System Detail** panel provides for managing a Remote System. Here is a list of the actions that you can do:

- Edit: Edit the IP/Name, Port, User ID, and Nickname for the Remote System.
- Delete: Delete the Remote System.
- Ping: Ping the IP/Name of the Remote System to ensure that it is reachable.
- Trust: Establish Secure Shell (SSH) Trust between your signed-on Linux System and User ID with the Remote Linux System and User ID. This will eliminate having to reenter user id passwords each time that the Hound Dog Terminal Manager executes an action on the Remote System.

Note: On Ubuntu systems, many actions must be executed with the **sudo** command, (Super User Do). Use the **visudo** command on the Remote System to add an entry for the User ID to avoid having to enter a password each time the **sudo** command is executed on the Remote System.

• Connect: Connect to the Remote System. This will result in actions being performed on the Remote System until a Disconnect is selected.

The following pages display examples of executing the above actions.

Remote System Detail - Ping

Remote System Detail Information				
IP: 10.0.0.96				
Port: 22				
User ID: root				
Nickname: Toshiba96				
Last Ping: 10/13/2017-07:24				
Last Trust: 10/01/2017-12:14				
Last Connect: 10/11/2017-20:44				
PING 10.0.0.96 (10.0.0.96) 56(84) bytes of data.				
10.0.0.96 ping statistics 1 packets transmitted, 1 received, 0 0xeacket loss, time 0ms rtt min/avg/max/mdev = 9.777/9.777/9.777/0.000 ms				
Ping successfully completed.				
<mark>P</mark> ing Trust Connect Edit Delete Help Return Exit				

The **Remote System Detail** panel displayed is an example of the result when you select the **Ping** Push Button. In the above example the Ping was successfully completed, showing that the IP/Name is reachable.

Remote System Detail- Trust



The **Remote System Detail** panel displayed is an example of the result when you select the **Trust** Push Button. In the above example Secure Sockets Trust was established between your signon Linux System and UserID with the IP/Name-UserID that you set up for this Remote System.

Note: When establishing Trust, you may be prompted to enter the Remote System's UserID password multiple times. Below is an example of the prompt that you will see:

root@10.0.0.96's password:

Remote System Detail- Connect

Linux #37-Ubuntu	Hound Dog Terminal Manager	D: bob		
4.4.0-21-generic	Network Version: 10.0.0.96	0/13/2017		
bob-OptiPlex-780		07:42:06		
	<mark>E</mark> xplore Filesystems			
	Display System Summary			
	Display System Activity			
	Display System Configuration			
	Display System Hardware			
	Connect To Remote Systems			
	Manage Preferences			
	Product Information			
	Command Shell			
	Sample Scripts			
Click selection or Tab and press Enter.				
	Exit Help Disconnect			
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Above is an example of selecting the Connect Push Button on the Remote System Detail panel for IP/Name 10.0.0.96. A ping will be performed on the IP/Name value to ensure the Remote System is reachable. If successful, you will be returned to the Hound Dog Terminal Manager Main Menu with the Remote System set as the Connected Remote System.

Remote System Detail- Update

Remote System Update Information
IP: <mark>1</mark> 0.0.0.96 Port: 22
User ID: root
Nickname: Toshiba96
Ping Save Cancel Help Exit

When you select the **Edit** Push Button on the Remote System Detail Panel, you will be presented with a Remote System Update panel like above. Make any changes and use the **Save** Push Button to save your changes and the **Cancel** Push Button to cancel any unsaved updates.

Shareware Evaluation Mode

Linux #37-Ubu	intu	Hound Dog	Terminal M	lanager		ID: bob
4.4.0-21-gene	eric	Evalua	tion Versi	on		10/11/2017
bob-OptiPlex-	-780					07:08:46
	E	plore File	systems			
	Di	splay Syst	em Summary	7		
	Di	splay Syst	em Activit	у		
	Di	splay Syst	em Configu	ration		
	Di	splay Syst	em Hardwai	e		
	Co	nnect To R	emote Syst	ems		
	Ma	nage Pref	erences			
	Pi	oduct Info	rmation			
	Co	mmand Shel	1			
	Sa	mple Scri	pts			
	Re	gister Pro	duct			
	Click selection or Tab and press Enter.					
	Ez	t Help				
Co	pyright @ 201	.7 Robert J	. Greene.	All rig	hts reserved	-

Figure 36: Shareware Evaluation Mode.

The HDog Terminal Manager is being initially released as Shareware, providing a 30 day trial period. Registration must be completed prior to the end of the 30 day trial to continue use.

The first release id isV1R0M1 and available in October, 2017. Single user licenses, (Registration), can be purchased on the <u>www.hounddogtech.us</u> website. You can also download the installation package and User Guide on that website.

After completing registration at the <u>www.hounddogtech.us</u> website, you will be given a registration key. Select the **Register Product** menu item above to complete registration.

Product Registration

Linux #37-Ubuntu Hound Dog Terminal Manager Product Registration 4.4.0-21-generic Registration Entry bob-OptiPlex-780	ID: bob 10/11/2017 07:17:38
Please enter registration id:	
Product Version: V1R0M0 Evaluation started on 10/11/2017 and expires on 11/10/2	2017
Registration can be completed at www.hounddogtech.us	5.
Cancel	
Copyright @ 2017 Robert J. Greene. All rights reserve	ed.

Figure 37: Product Registration.

The HDog Terminal Manager is being initially released as Shareware, providing a 30 day trial period. Registration must be completed prior to the end of the 30 day trial to continue use.

The first release id will be **V1R0M1** and is currently available. An installation package is available for download on the <u>www.hounddogtech.us</u> website.

In the evaluation period you will see an expiration message in the heading stating the expiration date. After completing registration at the <u>www.hounddogtech.us</u> website, you will be given a registration key.

After selecting the **Register Product** menu item from the Main Menu you will be presented with the above Product Registration Entry panel. Input the product key in the **registration id** prompt to complete registration.

Successful registration will result in a response such as this \rightarrow



Setup and Customization Considerations

HDog RunTime Parameters

The HDog Terminal Manager accepts runtime parameters at startup. These parameters include:

- -f xmlfilename: The HDog XML file default location and name is in the same folder as the hdog executable. Specifying the –f runtime parameter allows you to specify a new location and/or name for this file.
- -I logfilename: The HDog Terminal Manager writes log records to a log file when significant events occur. The default location name for this file is /tmp/HDogLog.txt. It will append new messages to this file over multiple sessions. Use the –I runtime option to specify a different log file location and name.
- -d directoryname: The HDog Terminal Manager uses a Configuration File to maintain options over multiple sessions. The location of this Configuration file defaults to the same folder as the hdog executable. Use –d parameter to specify a different location.
- **debug**: The HDog Terminal Manager provides debugging information in its log file upon request. Specify debug to turn this feature on.

Menu Customizations

The Hound Dog Terminal Manager's menu structure is constructed using the hdog.xml file. This XML file is composed of Menultem sections which define submenus and menu items presented to the user.

The figure below is an example of a MenuItem in the hdog.xml file that invokes the Explore Filesystem Menu Item in the Main Menu.

```
<MenuItem>
  <Title>Explore Filesystem</Title>
  <Invoke>./hdogfsys</Invoke>
  <Help>
                                   Explore Filesystem Help
   The term filesystem used here refers to the entire hierarchy
   of directories (also referred to as the directory tree) that
   is used to organize files on this system.
   The directories start with the root directory, (/), which
   contains a series of subdirectories, each of which, in turn,
    contains further subdirectories, etc. Subdirectories are
   displayed with a trailing '/' in their name.
   Clicking on a Subdirectory will result in a display of that
   Subdirectory's contents.
   Clicking on a File will return detail information about that
    File along with the option to browse or edit it if you are
    authorized to do so.
   Clicking on the '../' Subdirectory name will result in a
    display of the most recent 'upper' directory.
  </Help>
</MenuItem>
```

Figure 38: Sample XML entry from hdog.xml.

The Menultem Title section specifies the displayed title when included in a menu. When this menu item is selected by the user, the Invoke value is executed. Specifying a value of **SubMenu** for the Menultem Title will result in a Submenu being presented to the user when the Menultem is selected.

The User Interface can be extended by simply adding new MenuItems or modifying existing MenuItems in the hdog.xml file.

Help documentation inserted into the MenuItem Help section will be displayed when a user selects **Help** on the panel associated with MenuItem.

Below are a few more examples of MenuItems that you can create for your use.

```
<MenuItem>

<Title>List Mounted Filesystems</Title>

<Invoke>Shell(clear;uname -a;echo "Mounted Filesystems follow:";cat

/etc/mtab;echo "Press any key to continue.";read -p " " cInputKey)</Invoke>

<Help>

</Help>

</Help>

</MenuItem>
```

Figure 39: Sample Shell Command Script that lists all Mounted Filesystems in a Linux System.

In the above example, a shell is created with the above commands being executed. The result is that the screen will be cleared and a title of "Mounted Filesystems follow:" will be printed. The next lines will be a list of the mounted filesystems. Note that when a Remote System has been connected, these commands will be executed on that system and displayed on your console.

Note: In the above Figure the <Invoke> command did not fit on the page. The commands are on a single line and included within the **Shell()** value.

Here is another example which lists all active Processes on a Linux System.

Figure 40: Sample Shell CommandScript that lists all Active Processes in a Linux System.

The above examples are shown to help you create Menultems that you wish to include in your menus for your own purposes.