

LPIC-1 102-500 – Lesson 4

106.2 Graphical Desktops




Graphical Desktop Environments

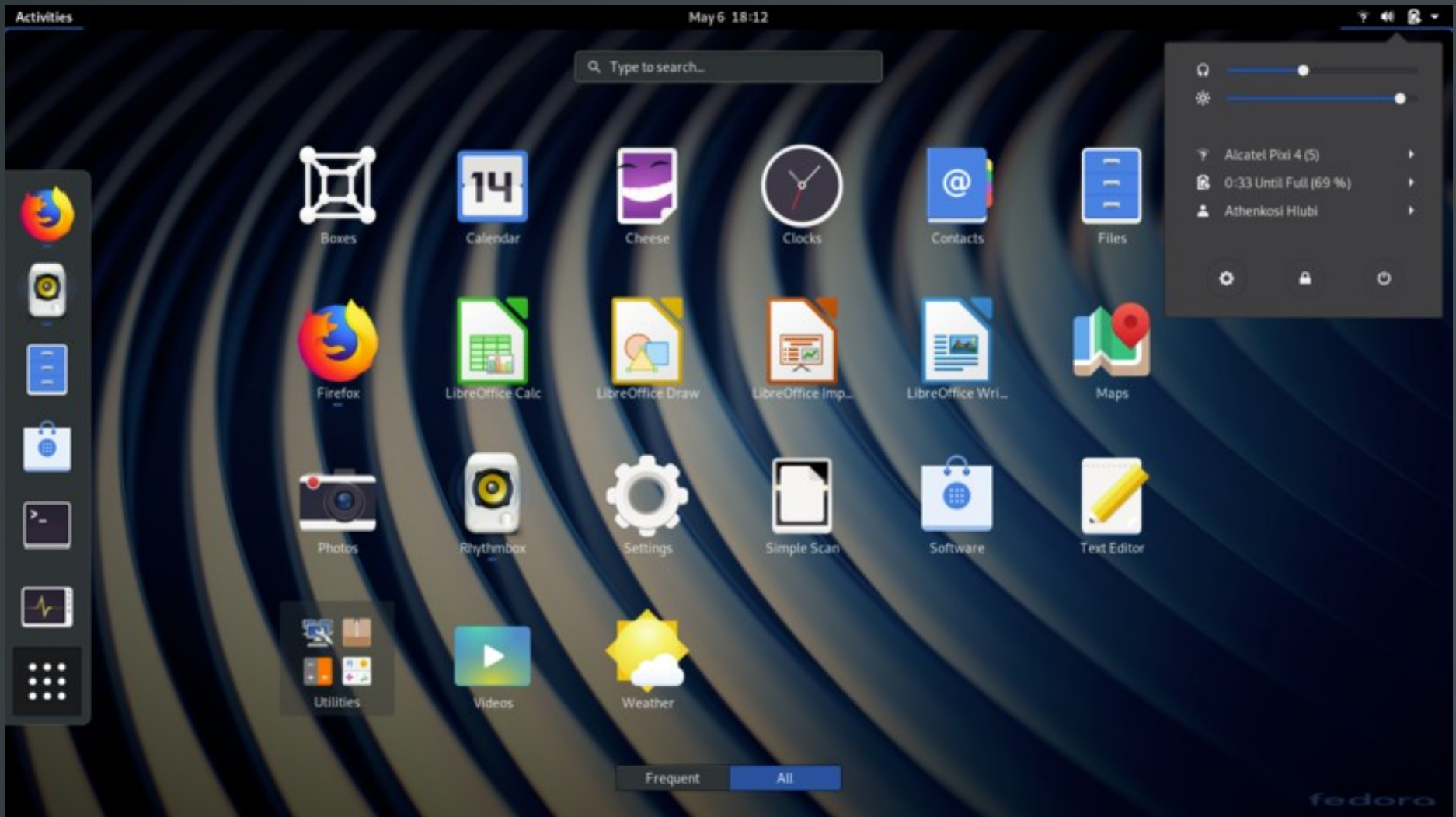
- A *Graphical Desktop Environment* is a collection of applications, themes, icons, windows, wallpapers with a distinct user interface.
- Another terminology used is *Graphical Shell*
- There are numerous Graphical Environments for Linux some full-featured and customizable, some light and basic.
- All these Desktop Environments need a graphical server to work, such as X11, or Wayland.



List of Graphical Desktops

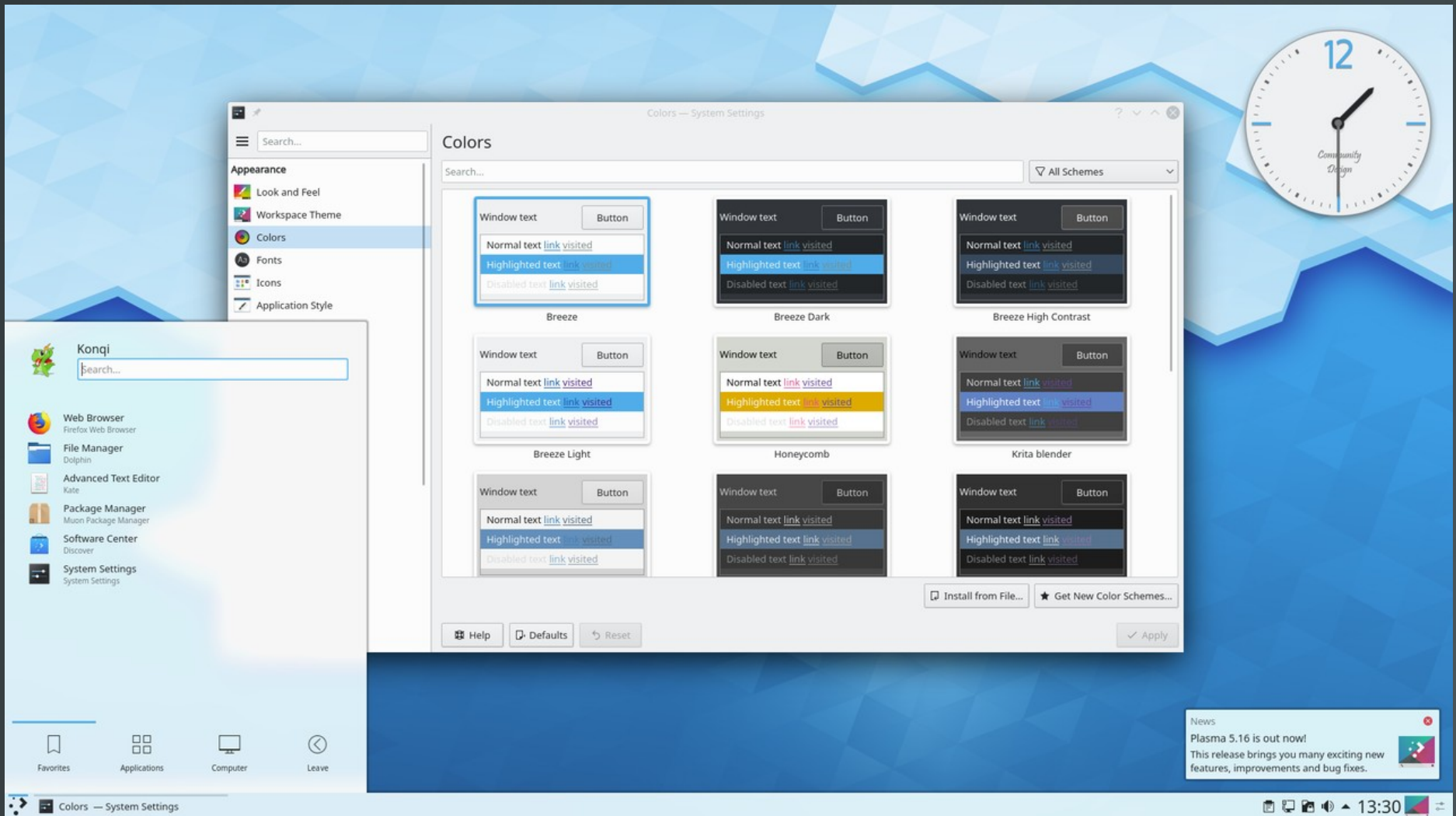
- **GNOME:** A very popular Desktop. The latest version is 3
 - **KDE:** Another popular Desktop that resembles newer versions of Microsoft Windows
 - **Mate:** Gnome 2 fork
 - **Cinnamon:** Used and developed by Mint. MS Windows lookalike
 - **Unity:** Used in earlier Ubuntu versions
 - **XFCE:** A lightweight environment
 - **Pantheon:** Developed by ElementaryOS. A MacOS lookalike
 - **Budgie:** a ChromeOS lookalike
- 

Gnome Shell




Author Athenkosi Hlubi

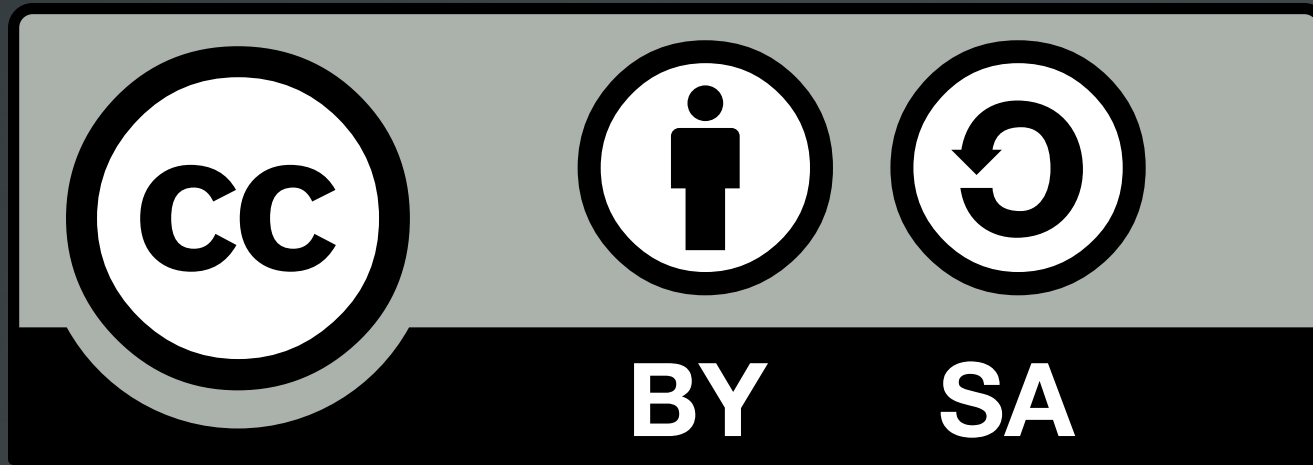
KDE Plasma 5



Remote Display Protocols for Linux Desktop Environments

- **XDMCP**: This is the main protocol of communication between the Window Manager and the X Server. It uses port 177/UDP over network connections.
 - **VNC**: Very popular on Linux, port 5900/TCP
 - **SPICE**: used mainly in virtual environments, port 5900/TCP. Supports TLS.
 - **RDP**: Supported via the xrdp package. Not all Desktop Environments are supported.
 - All these protocols (except SPICE with TLS) are inherently insecure and need additional effort, like an SSH tunnel, for encrypted connections.
- 

License



The work titled "LPIC-1 102-400 – Lesson 4" by Theodotos Andreou is distributed with the Creative Commons Attribution ShareAlike 4.0 International License.

