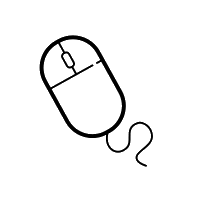
Cursor or Mouse pointer

The mouse (or a similar pointing device) is the most common input device for interacting with the GUI. The mouse pointer is the arrow on the screen that moves when you move the mouse. The mouse pointer can also be in the shape of a hand or the capital letter I, depending on the program you are currently using. Another name for a mouse pointer is a cursor.

You can use a mouse in different ways:

• click – press the left-hand mouse button

• double-click – press the left-hand mouse button twice, rapidly

• right-click – press the right-hand mouse button

• drag – hold in the left-hand mouse button while moving the mouse

• roll the wheel – you can roll the mouse wheel to perform certain tasks

• hover – hold the pointer over an object, without clicking a mouse button.

You can configure (specify how you want it to work) a mouse for use by someone who is left-handed. In that case, you click, double-click and drag by pressing the right-hand mouse button, and right-click with the left-hand mouse button.