

Project 0—OS Project Warm-up
(Due date: Thursday, 9/18/2008)

Your name:	Date:
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Practice with Open Source Operating Systems (Ubuntu) and Virtualization Appliances (VMware Player):

1. (Before you start, check your computer system configuration. You need at least 6 GB on your hard drive to install the application packages on your computer with at least 512 MB or 1 GB memory).
2. Download the VMware Player at <http://www.vmware.com/download/player/> . (I use the latest version 2.0.5. Before going to download, you need to fill in a General Info form which will take about 2 minutes).
3. Download a virtual machine containing Ubuntu. You can find hundreds of virtualization appliances at <http://www.vmware.com/appliances/> .
 - a. **Ubuntu 8.0.4 Desktop** is at
 - i. <http://www.vmware.com/appliances/directory/1224>
 - b. Read the webpage (or print that page) description about this appliance:
 - i. The most important: write down Username and Password (which are *user* ; if you download different package, it may have different ones).
 - ii. You need them after you have installed and booted Ubuntu on your computer!
 - c. You may need to fill in another registration form.
 - d. If you do not use Bittorent, you have to use HTTP to download.
 - e. Ubuntu 8.0.4 Desktop is a **7-zip file of nearly 1 GB**.
 - f. (save this file on a drive that have at least 6GB free space and don't move it to another place; otherwise, when you boot this Ubuntu/VMware appliance, you are asked to answer some questions.)
 - g. (Extract the zipped file).
4. Install the VMware Player.
5. **Boot the virtual machine (Ubuntu) within VMware Player.**
 - a. Now you have Ubuntu OS running on your PC as a **virtual machine!**
 - b. All the operations related with this project should be done on the Ubuntu OS unless you take some screenshots and work on your project write-up. (Of course, you can use your host OS for your assistance.)
 - c. Learn how to use software packages within the Ubuntu, such as:
 - i. Internet browser, Firefox,
 - ii. OpenOffice Write (Word), Presentation...
 - iii. Graphics tools, i.e., Gimp,
 - iv. Games,
 - v. And particularly, **Command Line Interface (CLI)—Terminal:**
 1. Click on the **Applications** (UpperLeft corner);
 2. Select **Accessories**;
 3. Select **Terminal**.
6. Open a CLI/Terminal and get the Ubuntu Linux Kernel version number
 - a. Using command “uname -a”
 - b. (I got the following from my machine with “**uname -a**”:)
 - i. “Linux ubuntu8041 2.6.24-19-generic #1 SMP Fri Jul 11 23:41:49 UTC 2008 i686 GNU/Linux”

7. Get the source code of the kernel release of the your Ubuntu version (or the closest version to your Linux kernel; you may have different one than mine.) from the Linux Kernel webpage (<http://www.kernel.org/pub/linux/kernel/>):
 - a. You can use Firefox (inside the Ubuntu) or use wget command to download the source code file.
 - i. A good idea: use Firefox to find its path and then try to use wget.
 - ii. If using Firefox, the downloaded file will be on the Desktop (you can access this directory from your User-root place); if using wget, the downloaded file should be in the place where you issued the command wget.
 - b. For example, on my computer:
 - i. I created a “temp” dir by using “mkdir temp”
 - ii. And then enter that dir by using “cd temp”
 - iii. Then I typed command “wget <http://www.kernel.org/pub/linux/kernel/v2.6/linux-2.6.24.7.tar.bz2>” To download that kernel (compressed in bz2) file.
 - iv. To decompress/extract this file, I used the following commands:
 1. “bunzip2 linux-2.6-24.7.tar.bz2” to get a tar file
 2. “tar xf linux-2.6.24.7.tar” to extract
8. Explore the source code of the Ubuntu kernel you just extracted:
 - a. I entered into kernel dir with “cd linux-2.6.24.7/kernel”
 - b. And then I display the file “configs.c” by typing “less configs.c”

Project Submissions—Only one electronic copy for a group by email:

1. A cover page with group leader’s name, group members’ names, project title, complete date, and anything that you think is funny/good . . .
2. A screenshot showing that you are using OpenOffice Word.
3. A screenshot of any game(s) you are playing with the Ubuntu.
4. A screenshot showing you are using Gimp.
5. A C++ programming running result:
 - a. Open a CLI/Terminal
 - b. Create a hello.cpp file with the following contents:


```
// This program justs displays a string and exits
#include <iostream>

int main()
{
    std::cout << "Hello World!";
    std::cout << std::endl;

    return 0;
}
```
 - c. Type “g++ hello.cpp” and then “./a.out” to display the result.
 - d. Type “ls -l”
 - e. **Take a screenshot of this CLI/Terminal that shows all the above 2 steps.**
6. For **bonus**:
 - a. Using “vi” to create/edit the “hello.cpp”
 - b. Successfully compiling and running any C/C++ program that **has at least 1** page (you can download any such code and change at least one place of it)—take a screenshot showing the result and include the source code in your submission.