

Golang UI

1. Depending on the operating system, install Go version $\geq 1.6.3$ from <https://golang.org/dl/>

Featured downloads ¶

Microsoft Windows

Windows XP or later, Intel 64-bit processor

[go1.7.4.windows-amd64.msi](#) (73MB)

Apple OS X

OS X 10.8 or later, Intel 64-bit processor

[go1.7.4.darwin-amd64.pkg](#) (79MB)

Linux

Linux 2.6.23 or later, Intel 64-bit processor

[go1.7.4.linux-amd64.tar.gz](#) (80MB)

Source

[go1.7.4.src.tar.gz](#) (14MB)

2. Create a workspace for Go in any folder that you would like by following the directions in <https://golang.org/doc/code.html>

The `GOPATH` environment variable

The `GOPATH` environment variable specifies the location of your workspace. It is likely the only environment variable you'll need to set when developing Go code.

To get started, create a workspace directory and set `GOPATH` accordingly. Your workspace can be located wherever you like, but we'll use `$HOME/work` in this document. Note that this must **not** be the same path as your Go installation. (Another common setup is to set `GOPATH=$HOME`.)

```
$ mkdir $HOME/work
$ export GOPATH=$HOME/work
```

For convenience, add the workspace's `bin` subdirectory to your `PATH`:

```
$ export PATH=$PATH:$GOPATH/bin
```

3. Clone the senior project github directory and copy the `console.go` and `introspector.conf` to your chosen directory

```
#git clone https://github.com/FIU-SCIS-Senior-Projects/Virtual-Machine-Administration-with-Xen-Project-Ver-1.0.git
```
4. Next, use the `go get` command from your chosen workspace to install the `jroimartin/gocui` library

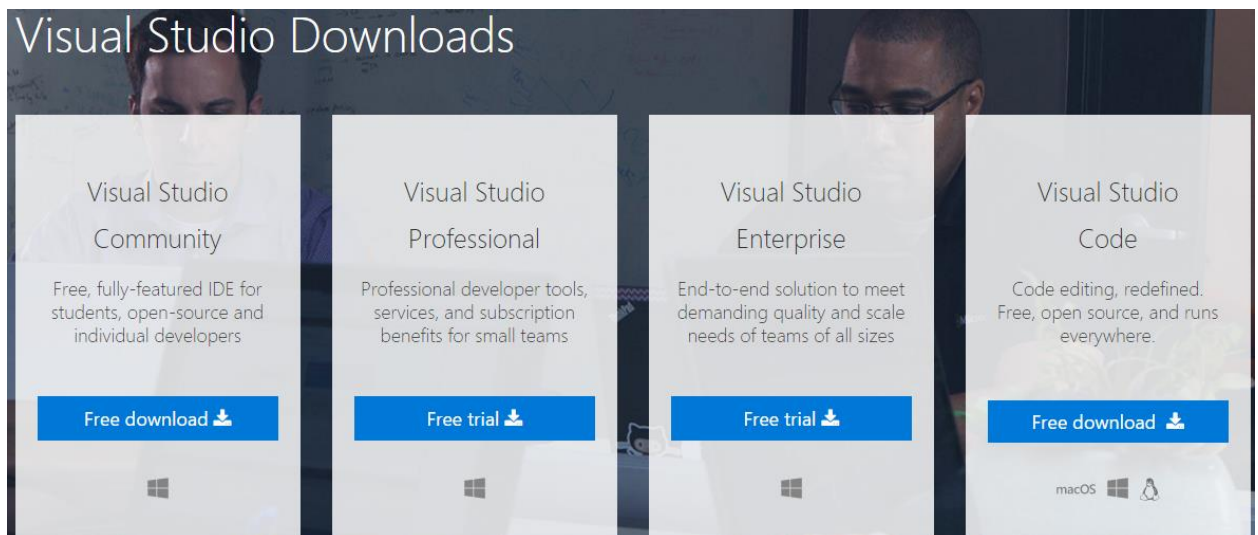
```
#go get https://github.com/jroimartin/gocui
```
5. Change to the directory and run the `go build` command to build the project file or `go run` to run it

```
#go run console
```

VMAX Windows Client

1. Clone the senior project github directory and copy the console.go and introspector.conf to your chosen directory

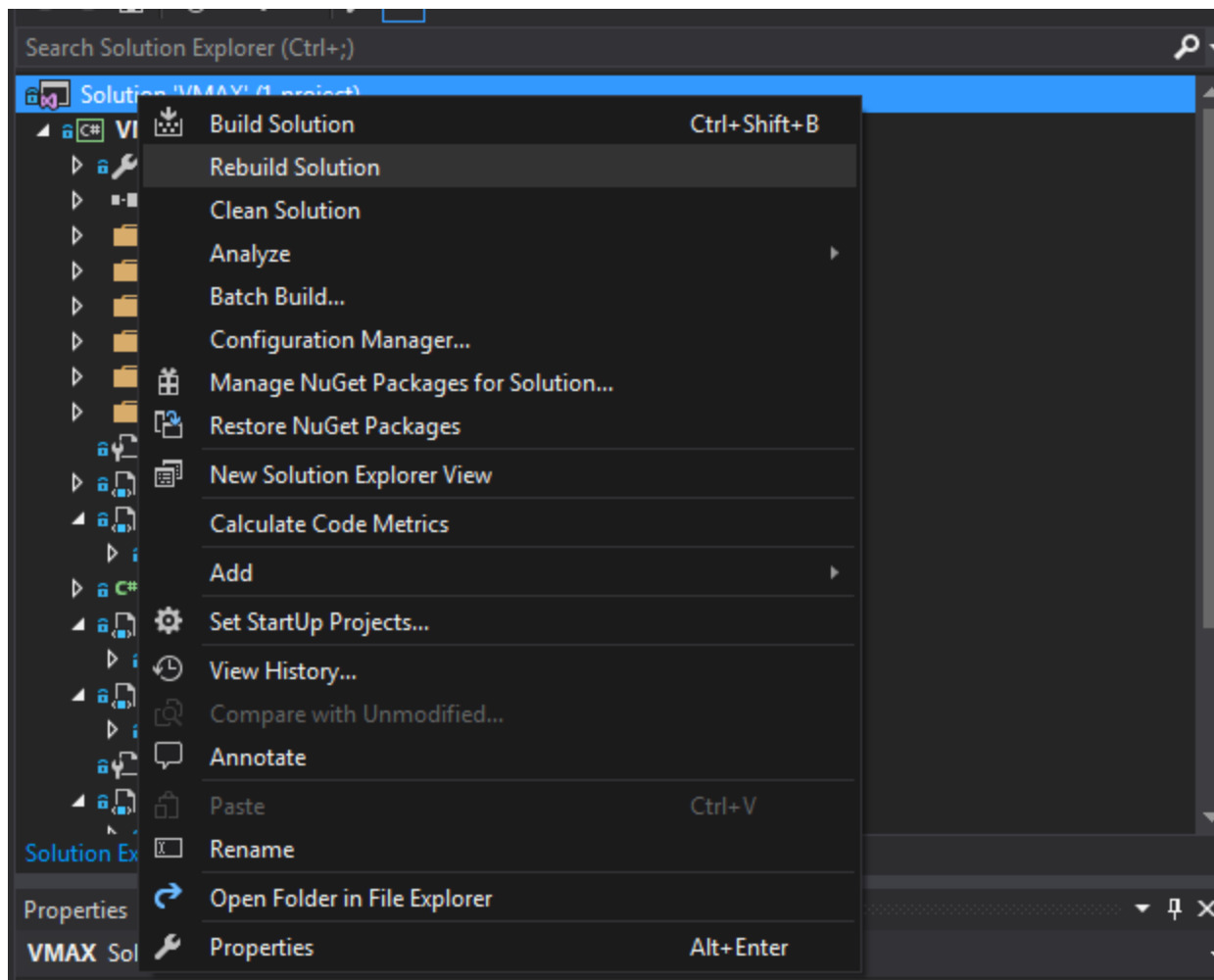
```
#git clone https://github.com/FIU-SCIS-Senior-Projects/Virtual-Machine-Administration-with-Xen-Project-Ver-1.0.git
```
2. Download Visual Studio (recommended Professional) and install it if necessary from <https://www.visualstudio.com/downloads/> *You can get a free copy from the schools MSDN/Dreamspark account if you are an undergraduate student



3. Change directory to the VMAX Windows Client directory and click on the VMAX solution project file.

packages	11/18/2016 12:36 ...	File folder	
VMAX	12/9/2016 3:07 PM	File folder	
	9/15/2016 3:22 PM	Text Document	3 KB
	9/15/2016 3:22 PM	Text Document	4 KB
VMAX	9/23/2016 8:50 PM	Microsoft Visual S...	1 KB

4. After the project loads, right-click on the project solution file and select rebuild



5. You can now edit the project code or click the Start button to run the project

XenMaster Class Library

1. Same instructions as VMAX