

## **Gliederung**

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## **1 Microsoft reasons's for Windows Subsystem for Linux**

### **1.1 General Concept**

### **1.2 Basic Architecture**

### **1.3 Idea behind Implementation**

## **2 Virtual Machine vs. WSL**

### **2.1 Overview of a Virtual Machine's functionality**

### **2.2 Comparison of WSL and a Virtual Machine using the example of VMWare Player**

## **3 Microsoft's improvements until today**

## **4 Potential in the future**