



Episode: Understanding Virtualization

Core 1: 3.4 Given a scenario, install and configure motherboards, central processing units (CPUs), and add-on cards.

Core 1: 4.2 Summarize aspects of client-side virtualization.



In the first virtualization episode, Mike explores the concepts behind virtual machines. He discusses virtualization vs. emulation, how modern VMs work, and the differences between Type 1 and Type 2 hypervisors (the different hosts for virtual machines).



- 1:07 Objective term Virtual machine (VM)
- 1:27 Virtualization
- 1:55 Emulation
- 2:14 Objective term CPUs must be able to support virtualization
- 2:52 Hypervisor
- 5:49 Virtual machines can be used to run multiple websites on one powerful machine

- 6:15 Objective term For security, virtual machines can be quickly shut down and backed up from an image file
- 6:53 Objective term Virtual machines are great for sandbox testing and crossplatform virtualization
- 7:10 Type 1 hypervisor
- 7:35 VMware ESXi, Microsoft Hyper-V, KVM

Type 1 (Bare Metal) Hypervisors

- VMWare ESXi
 - https://www.vmware.com/in/products/esxiand-esx.html
- Microsoft Hyper-V
 - https://learn.microsoft.com/enus/virtualization/hyper-v-onwindows/about/
- KVM
 - https://www.linux-kvm.org/page/Downloads



Type 2 Hypervisors

- Oracle VM VirtualBox
 - https://www.virtualbox.org/
- VMWare Workstation Player
 - https://www.vmware.com/products/workstationplayer.html
- Windows Sandbox
 - Available on Windows 10 and 11 Pro, Enterprise, or Education
 - It's a temporary VM, so nothing is saved once you close out of the sandbox
 - https://learn.microsoft.com/enus/windows/security/threat-protection/windowssandbox/windows-sandbox-overview



- Virtual machines (VMs) are selfcontained computers running on a host machine
- Hypervisors support multiple VMs
- A type 1 hypervisor runs directly on top of the hardware as an OS
- A type 2 hypervisor runs as an app in an OS



Episode: Your First Virtual Machine Objective(s): Core 1: 4.2 Summarize aspects of client-side virtualization.



In this episode, Mike walks the viewer through the process of setting up a new virtual machine. The host OS is Windows 10; Oracle VM VirtualBox is the type 2 hypervisor. The VM Mike installs runs Ubuntu Linux. During the setup, Mike explains details specific to VirtualBox and Ubuntu, and details that apply to any virtual machine installation.





- 0:19 Objective term Virtual machines are great for cross-platform virtualization
- 2:52 Objective term Different operating systems have different resource requirements in VMs
- 2:37 Objective term VMs are also good to run legacy software and OSes (like Windows 7)



Download Ubuntu ISO

- Must have a hypervisor installed (see previous) episode)
- Check out www.ubuntu.com for download options
- Currently, here are the most up-to-date versions of Ubuntu you can download
 - 22.04 release, requires 64-bit OS, 4 GB RAM, 25 GB storage space, long-term support guaranteed until April 2027
 - https://ubuntu.com/download/desktop
 - Older 20.04 release, requires 64-bit OS, 1 GB RAM, 3.6 GB storage space



- Setting up a new VM takes a few steps:
- Install a hypervisor, like Oracle VirtualBox
- Create a virtual machine in the hypervisor
- Download and install an operating system, like Ubuntu Linux



Episode: Advanced Virtualization Setup Objective(s): Core 1: 4.2 Summarize aspects of client-side virtualization.



Mike describes the process of changing one or more VMs, such as modifying the number and size of mass storage available. You can use a VM to explore the many options available in Disk Management with multiple drives. The episode also covers networking with VMs, via bridging, NAT, and NAT network options.



- 4:11 Bridged adapter
- 5:15 Network Address Translation (NAT)
- 6:07 NAT Network
- 8:47 Internal Network
- 8:59 Host-only Adapter
- 9:08 Generic Driver
- 10:11 Objective term Security requirements



- You can modify virtual hardware easily, such as adding a "drive"
 Bridge a VM to connect to the same network (and DHCP server) as the host OS
 Use NAT to put a VM in a unique network ID
 Use NAT Network ID

- single network ID
- Be sure to consider the same security best practices with VMs as you do with any other operating system



Episode: Cloud Computing Objective(s): Core 1: 4.1 Summarize cloud-computing concepts.



In this episode, Mike looks at the benefits of cloud computing (or moving virtual machines out onto the Internet). The cloud VMs enable benefits such as rapid elasticity and on-demand scaling, so you can quickly support any Internet application that needs it. Mike also describes the functions behind the buzzwords Infrastructure-as-a-Service, Platform-as-a-Service, and Software-as-a-Service.



- 0:25 Objective term The Cloud
- 1:15 Objective term Rapid elasticity
- 1:56 On-demand (which enables high availability, less downtime, and less crashes)
- 2:46 Objective term Resource pooling/shared resources
- 3:48 Objective term Infrastructure as a Service (laaS)
- 5:41 Objective term Platform as a Service (PaaS)
- 6:08 Heroku
- 6:49 Objective term Software as a Service (SaaS)



- Cloud computing moves the VMs out onto a server somewhere, but makes them easily accessible through the Internet
- Cloud computing enables rapid elasticity, on-demand scaling, high availability, and resource pooling
- Infrastructure as a Service (laaS) moves network tasks such as firewalls into the Cloud
 • Platform as a Service (PaaS) enables quick
- deployment of code and app management
 Software as a Service (SaaS) moves apps to the
- Cloud, such as Google Docs or Office365



Episode: Cloud Ownership Objective(s): Core 1: 4.1 Summarize cloud-computing concepts.



In this episode, Mike looks at concepts of security, ownership, and access to cloud resources. Specifically, he explores the differences among public, private, hybrid, and community cloud computing.



- 0:20 Objective term Private cloud
- 0:43 Objective term Public cloud
- 1:16 Objective term Hybrid cloud
- 1:37 Objective term Community cloud



- Private clouds are owned and used only by a single organization
- Public clouds are privately owned but are available for public use, usually at a cost
- Hybrid clouds have both private and public aspects
- Community clouds are owned by multiple organizations for their own private use for cost sharing



Episode: Cloud-Based Applications Objective(s): Core 1: 4.1 Summarize cloud-computing concepts.



In this episode, Mike looks at applications in the cloud. Cloud-based storage enables access to files from any connected device. Cloud-based applications enable easy configuration and management. Virtual desktops create a consistent workspace online. And virtual application streaming gives you the programs you need without local installation.



- 0:39 Objective term Cloud storage and file synchronization
- 2:21 Conflicted copy
- 4:05 Objective term Virtual desktops and virtual desktop infrastructure (VDI)
- 4:26 Objective term Virtual desktops can be access on-premises or in the cloud
- 4:41 Streaming applications

- Cloud storage enables access to synchronized saved files from any device
- Cloud-based applications move management to the Cloud for e-mail and more
- Virtual desktops and virtual desktop infrastructure (VDI) provide a consistent workspace in the Cloud accessible from any device
- Virtual application streaming provides access to apps without installing them locally

