

Project Virtual Machine Manager

Summary:

Create a Virtual Machine on our server system and develop a VM Manager (VMM) using the VSphere SDK. Your VMM should have the following functionalities:

1. Every 15 seconds, the program outputs its CPU (MHz) and memory (MB) usages of your VMs to a txt file with a timestamp.
2. Every 15 seconds, the program outputs the CPU (MHz) and memory (MB) usages of the server where your VM runs to a txt file with a timestamp.
3. Keep track of the server utilization file and check if the average CPU OR memory utilization of that server exceeds a threshold (set by you) every 3 minutes. If so, migrate your VM to another server.

NOTE:

I have to use connection.java for connection to server and use RealTime.java to calculate performance and for migration of VM to another server.

And store output to 3 different files, namely:

1. VirtualMachineFile.txt contains requirement number 1.
2. HostMachineFile.txt contains requirement number 2.
3. MigrateMachineFile.txt contains requirement number 3.