Lecture: 1-2

- Prerequisites for this lecture are: 1-1 and .

Installing VMware image of Debian 10

- you will need to download this zip archive:
- you will need to obtain a legal vmplayer, an evaluation/home use can be tried here evaluation-home-student ⟨`https://www.VMware.com/uk/products/workstation-player/workstation-player-evaluation.html`⟩
- to install on a GNU/Linux machine you need to:
-

```
$ cd
$ mkdir VMware
$ cd VMware
$ wget http://floppsie.comp.glam.ac.uk/download/targz/deb10.zip
$ unzip deb10.zip
```

Installing VMware image of Debian 10

- you need to install `vmplayer` using the instructions provided by VMware
- now start vmplayer
-
```
$ vmplayer &
```
- you should now open a virtual machine and choose the top Debian 10
  - this also contains some github sources installed in `$HOME/Sandpit` as per lecture/tutorial notes for the Game Tool Development and Game Engine Design modules.
  - your account name is: `student` and password is `a`
  - the `root` account password is also `a`

About this VMware image

- it is based on the Debian 64bit Buster distribution
- as far as known it has all the tools necessary to complete the courseworks for Game Engine Design, Game Tool Development and Operating Systems
  - caveat, there maybe additional packages, necessary, but these should be a single command line instruction away
- it comes with `gcc`, `g++`, `gdb`, `vi`, `emacs`, `python3`, `python2`, `pge`, `chisel`, `gm2`, `openconnect` (a vpn client) and thousands of other packages
  - `C++-17` is also installed as an extra, the `gcc-10` is also installed which contains detailed semantic analysis of your C programs!