# 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: <a href="http://floppsie.comp.glam.ac.uk/download/targz/deb10.zip">http://floppsie.comp.glam.ac.uk/download/targz/deb10.zip</a>
- 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)
- if you are a University of SouthWales student you can email Robert Thomas (robert.thomas@southwales.ac.uk) in our dept for a VMware licence. He needs to register you to the VMware academic programme. Please only email him from a University email account.

## Installing VMware image of Debian 10

■ 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 a number of SouthWales packages added and 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!