



VIT[®]
Vellore Institute of Technology
(Deemed to be University under section 3 of UGC Act, 1956)

Principles of Cloud Computing
CSE3035

Lab Assignment 1-

Creating Virtual Machine using VMware

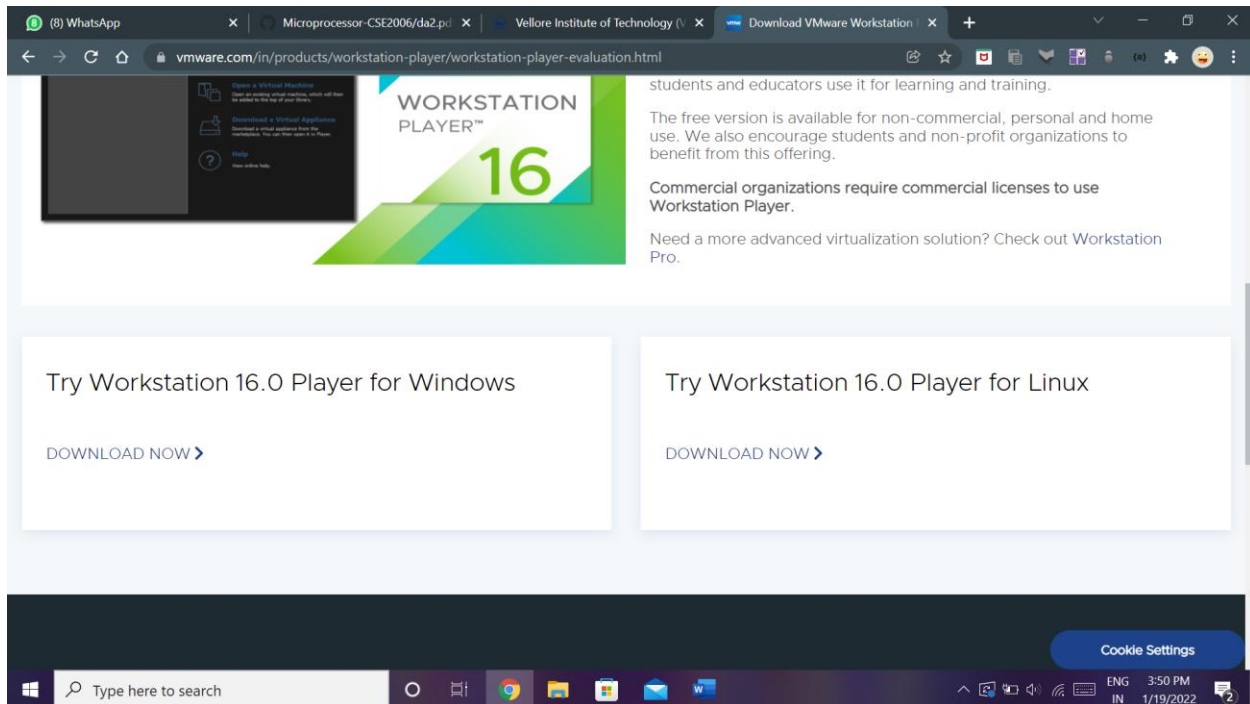
Slot : L11+L12

Name : Kulvir Singh

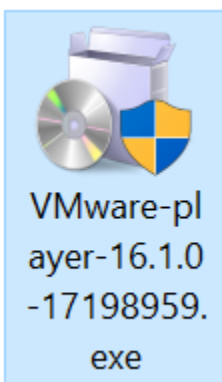
Register Number : 19BCE2074

Step 1 : Download VMware workstation to create a virtual machine.

Link for download : <https://www.vmware.com/in/products/workstation-player/workstation-player-evaluation.html>

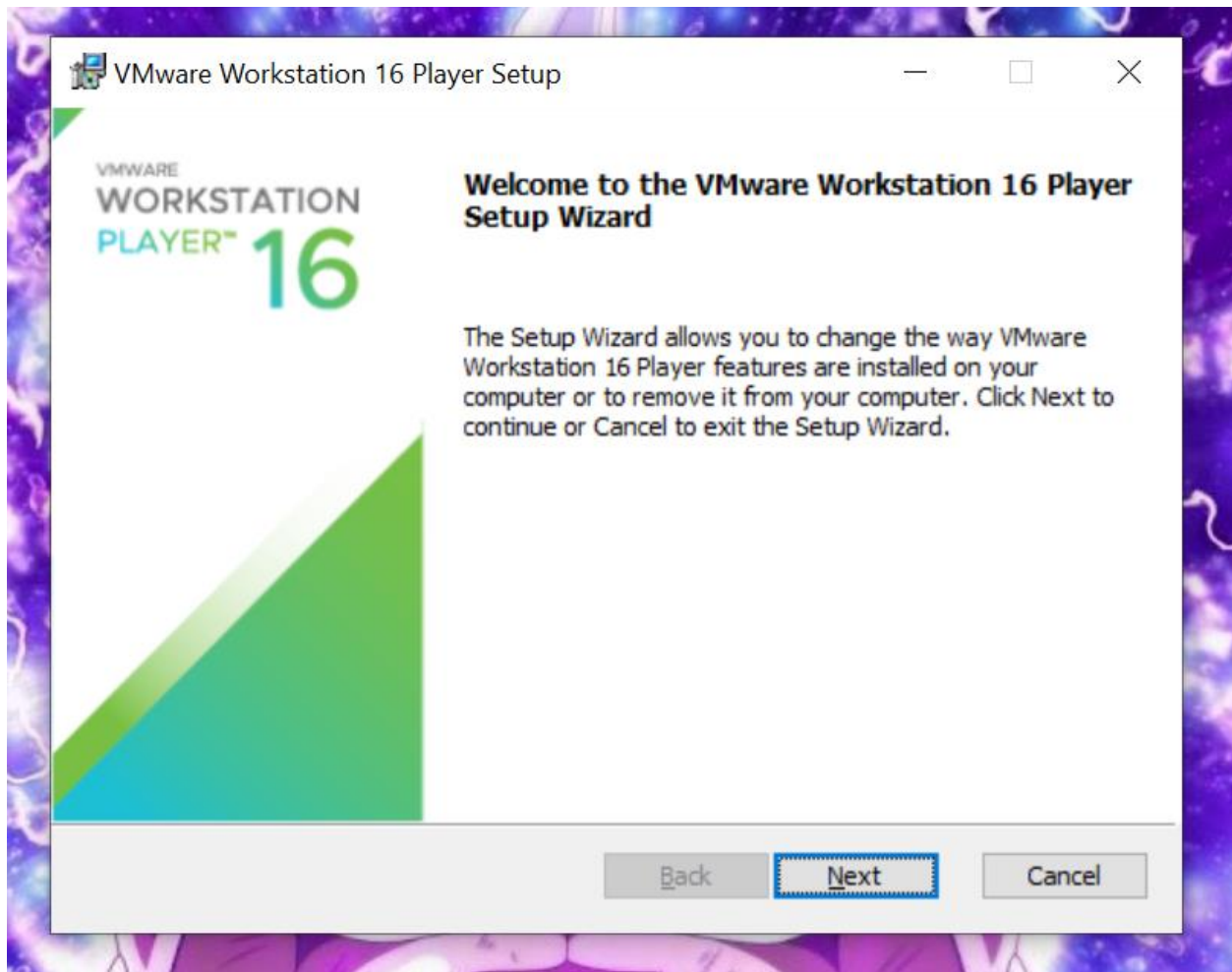


Screenshot of the website for downloading the vmware workstation.

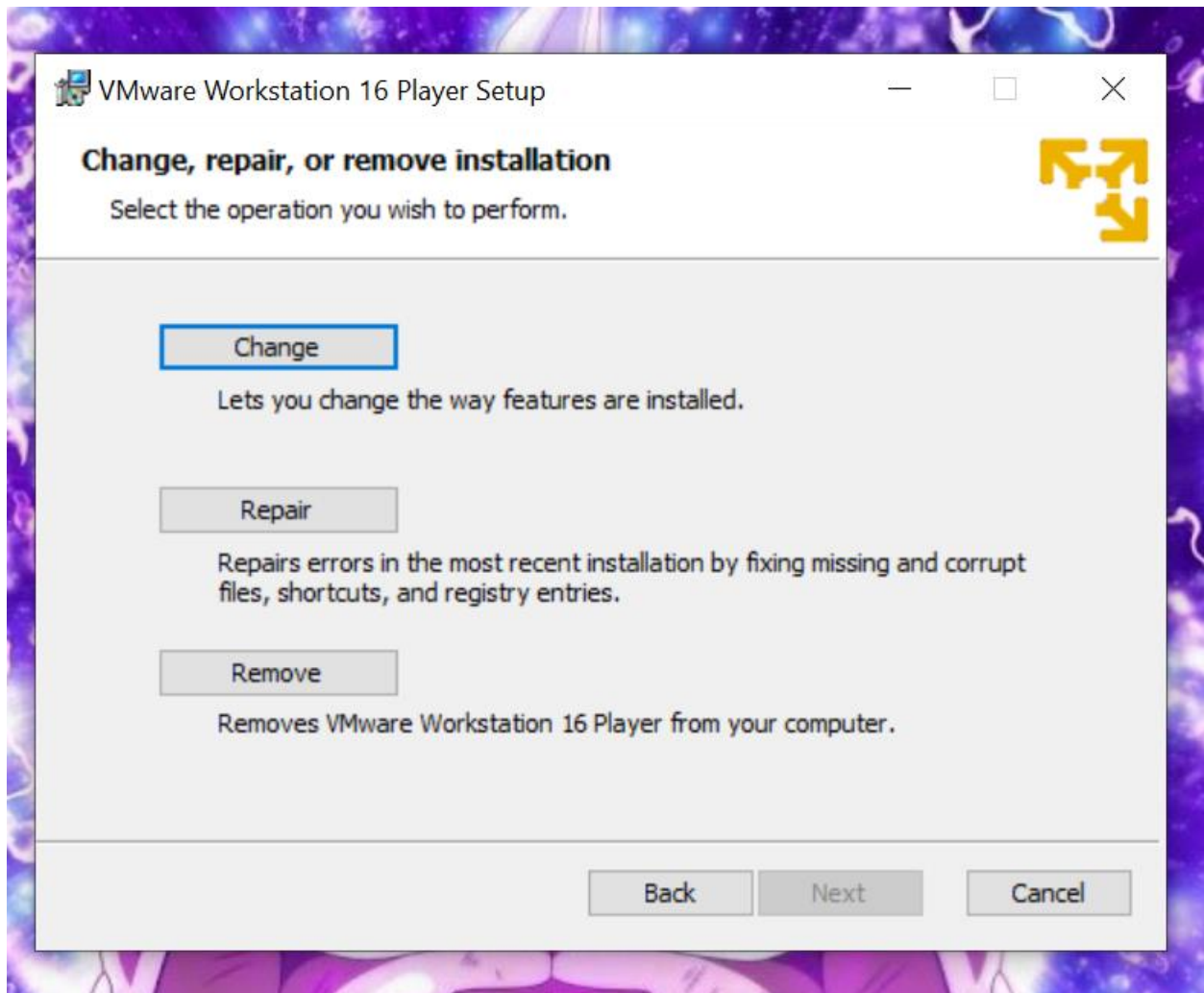


On completing download a .exe file will be saved. Open the file to install VMware workstation on your desktop.

Step 2 : Installing VMware Workstation



Follow the steps on the setup wizard and continue with the installation procedure.

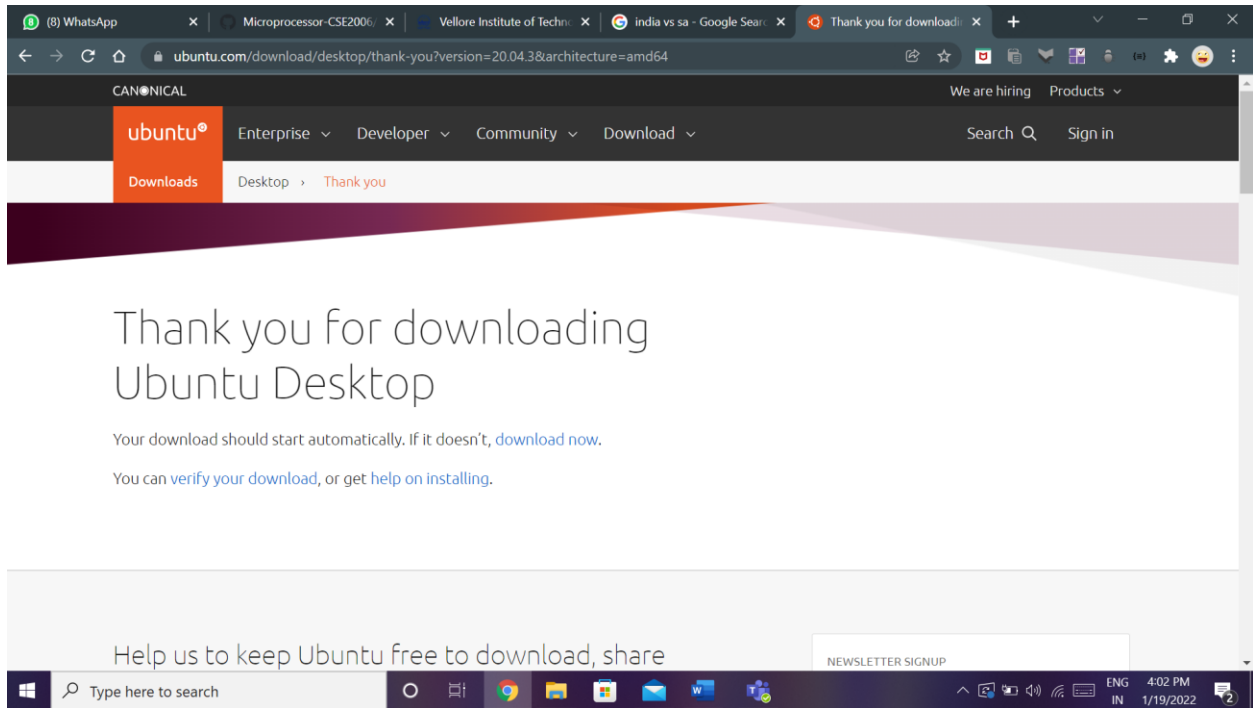


Since I already had it installed on my system, I got this window during the installing process.

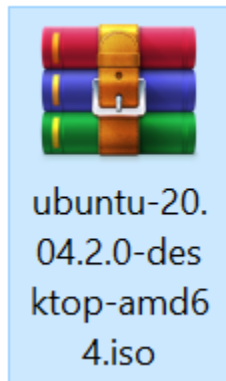
Now I have completed the installation of VMware Workstation.

Step 3 : Download an OS's ISO file for creating a virtual operating system. (UBUNTU)

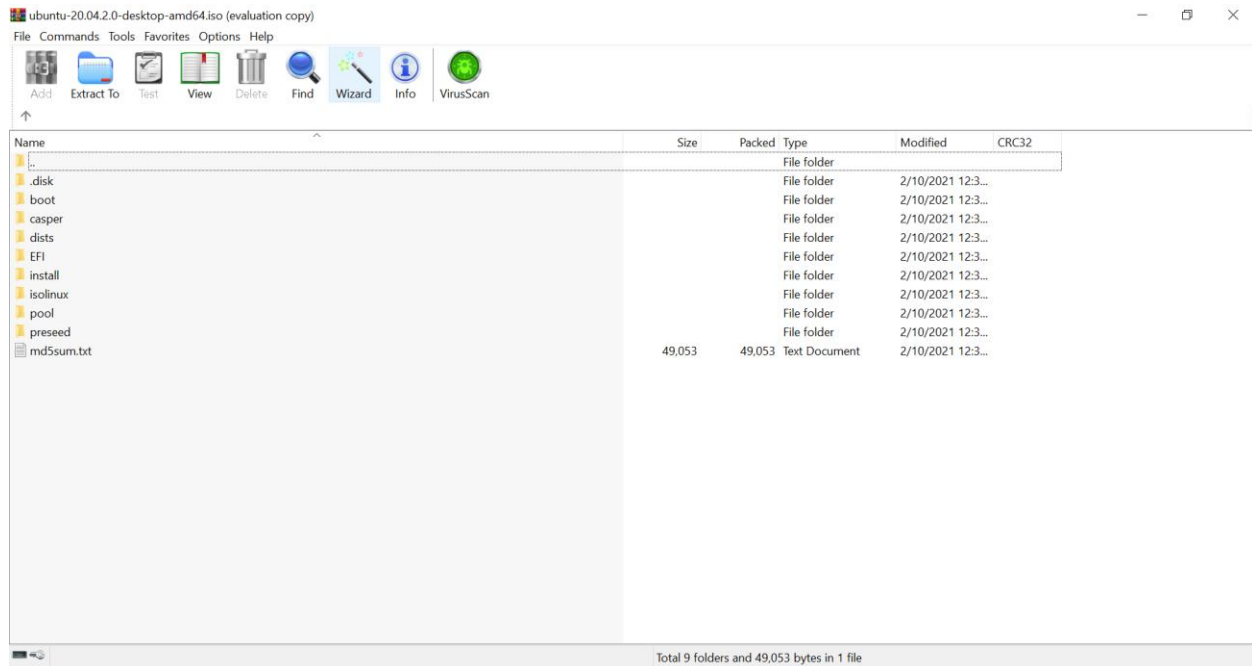
Link : <https://ubuntu.com/download/desktop>



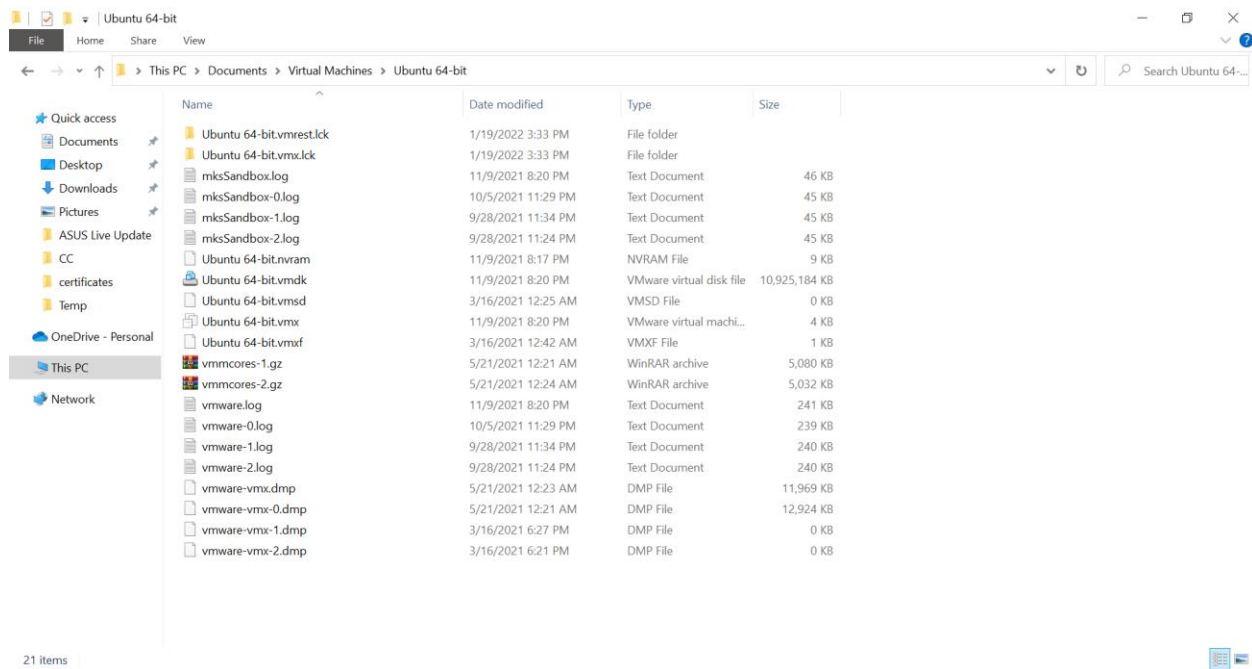
The website screenshot from where I have downloaded UBUNTU OS.



The ISO file that has been downloaded from the above website.

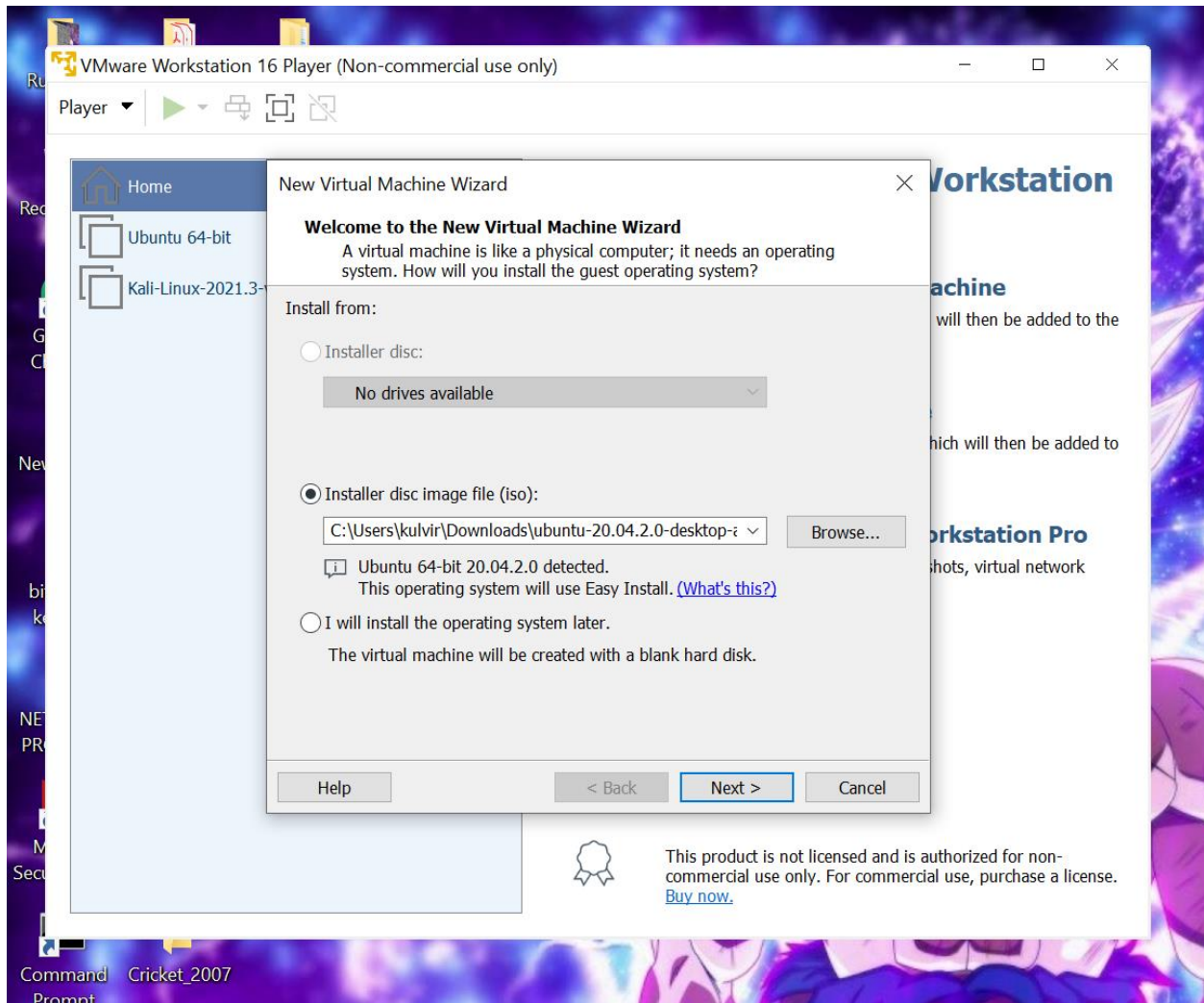


The contents of the downloaded iso file.

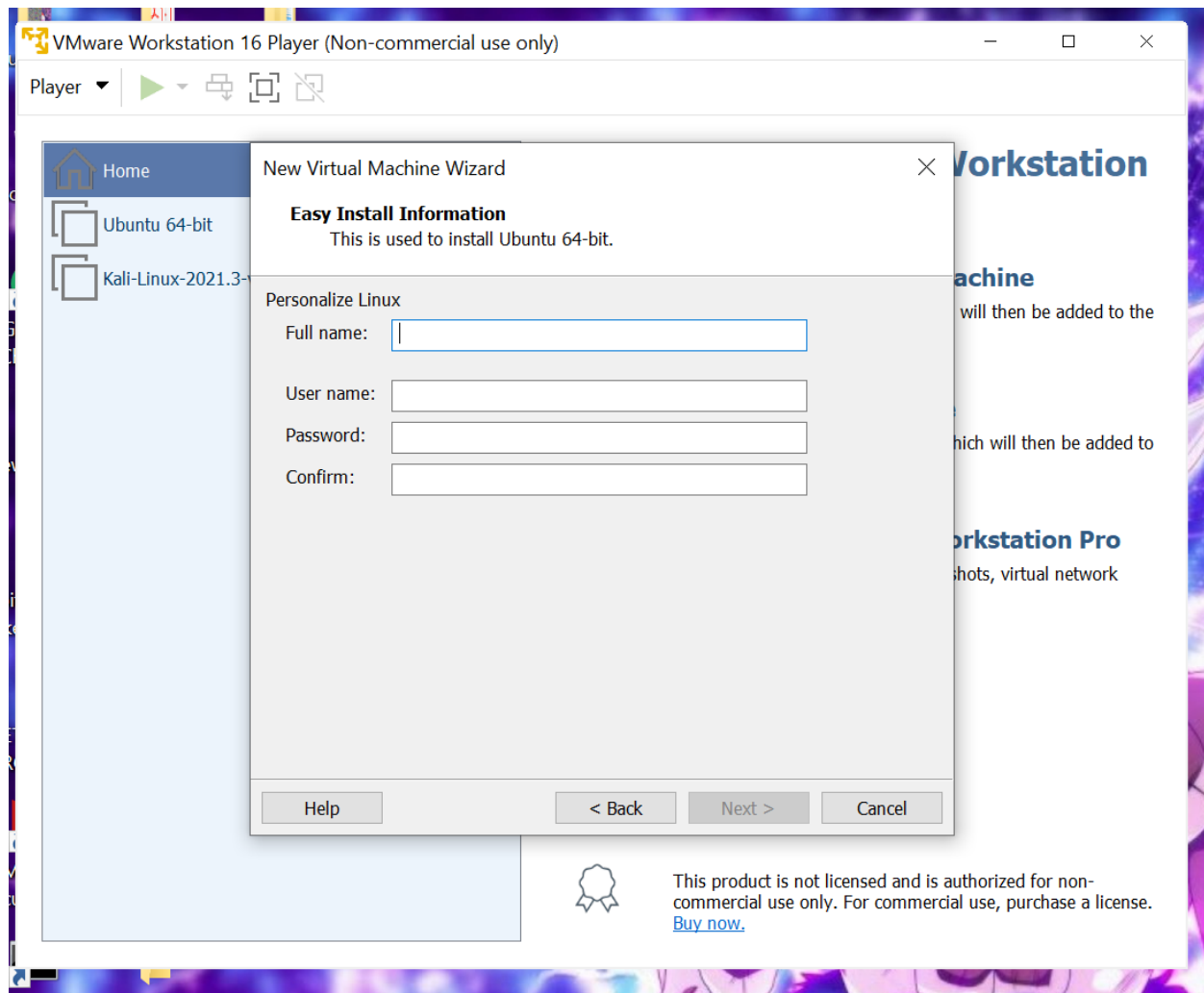


Extracting the file on the desktop

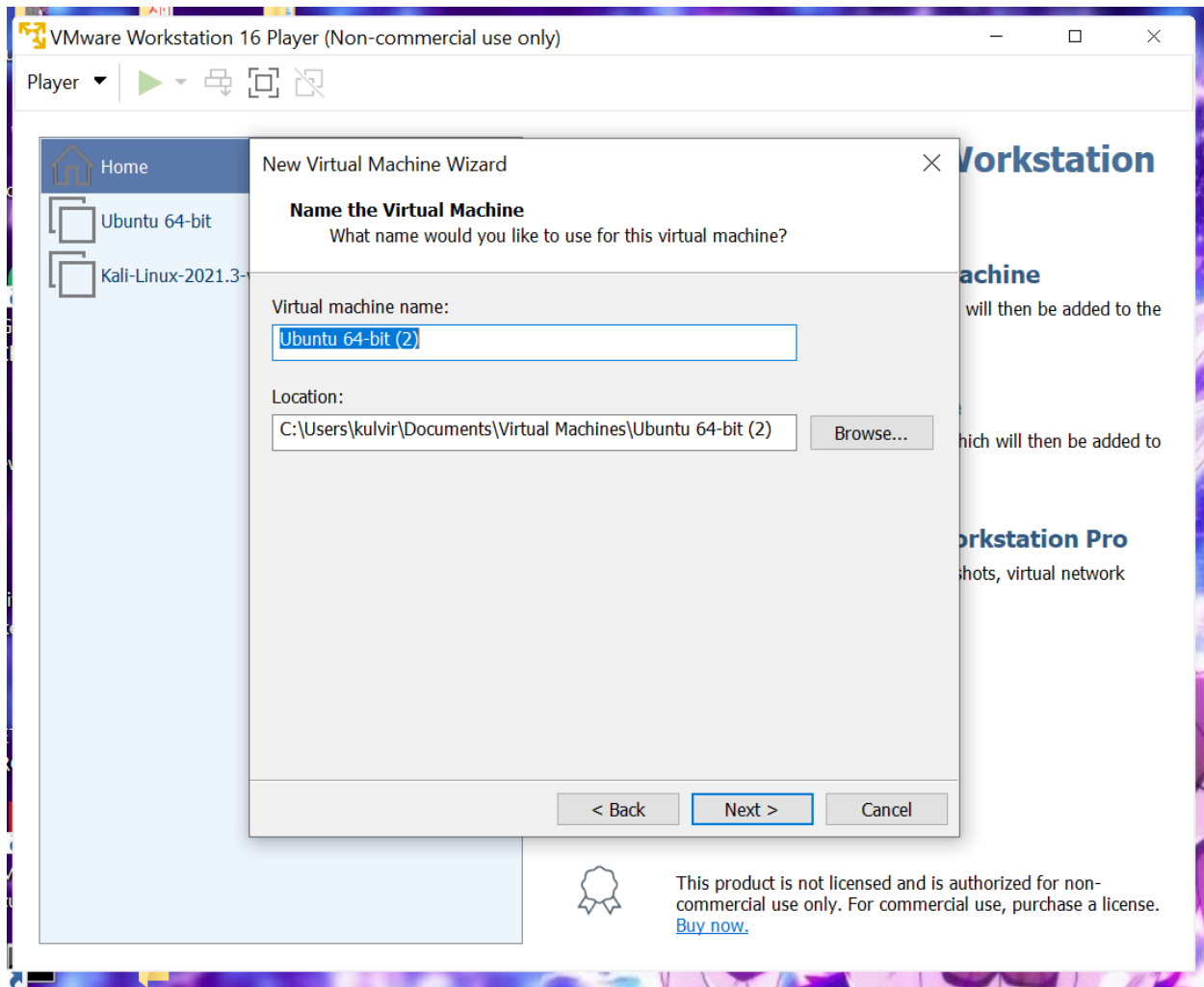
Step 4 : Creating the Virtual Environment for Ubuntu OS on VMware Workstation



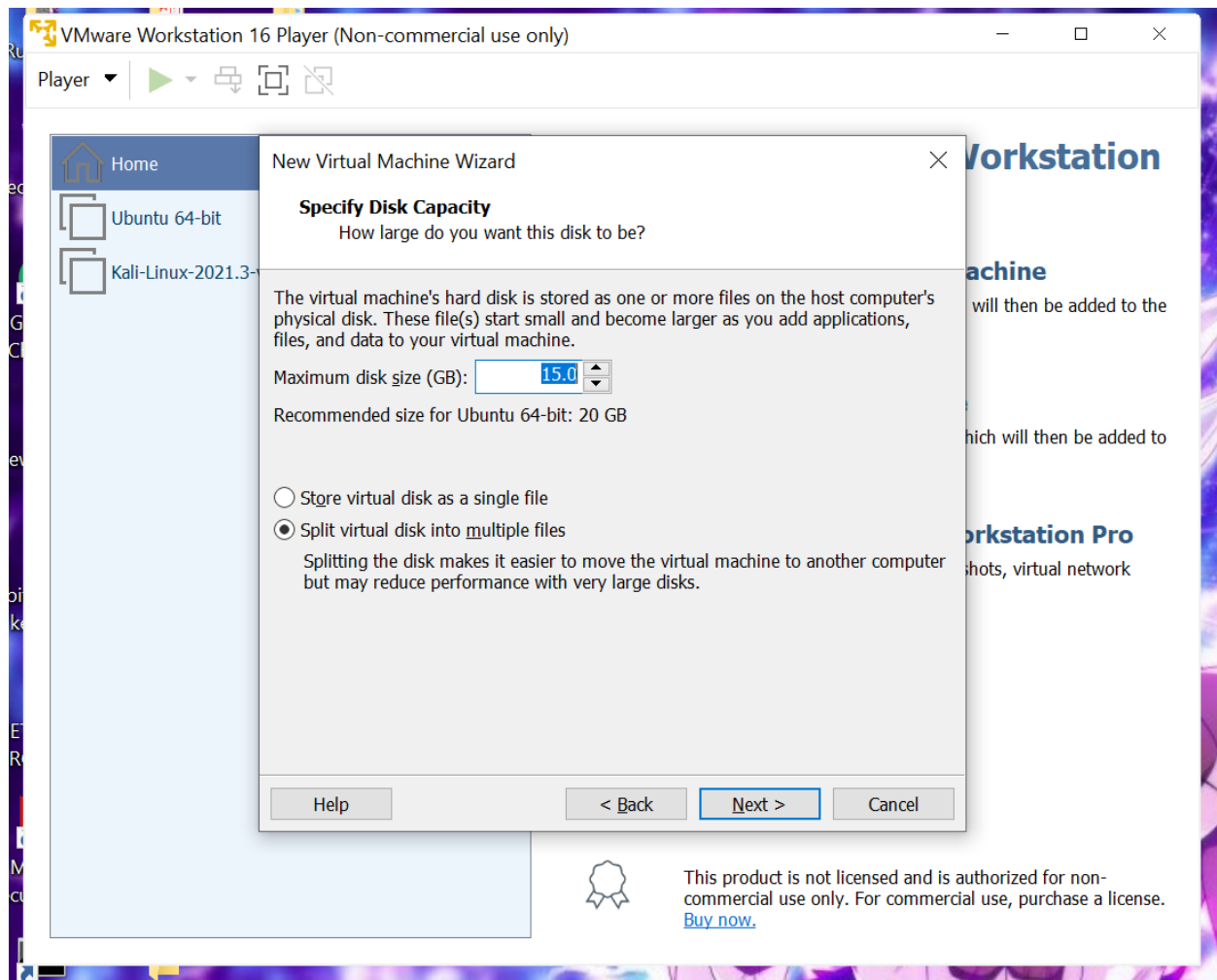
Installing the OS on VMware via the ISO file



Setting the user details for the OS

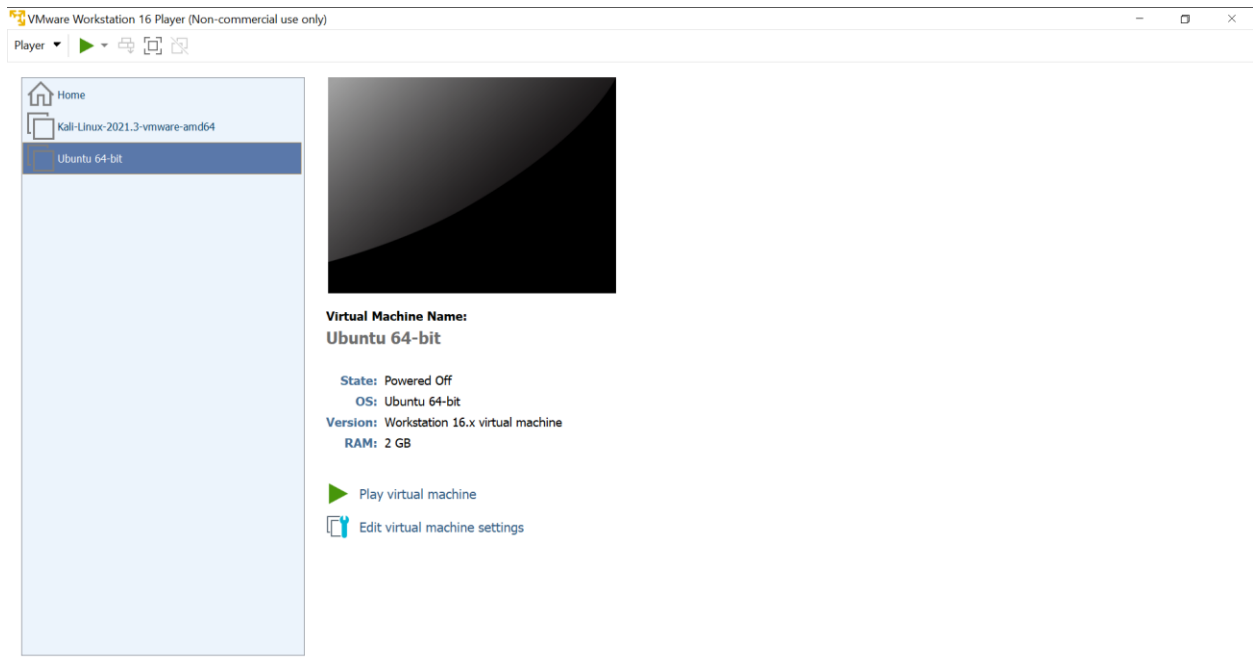


Naming the Virtual Machine

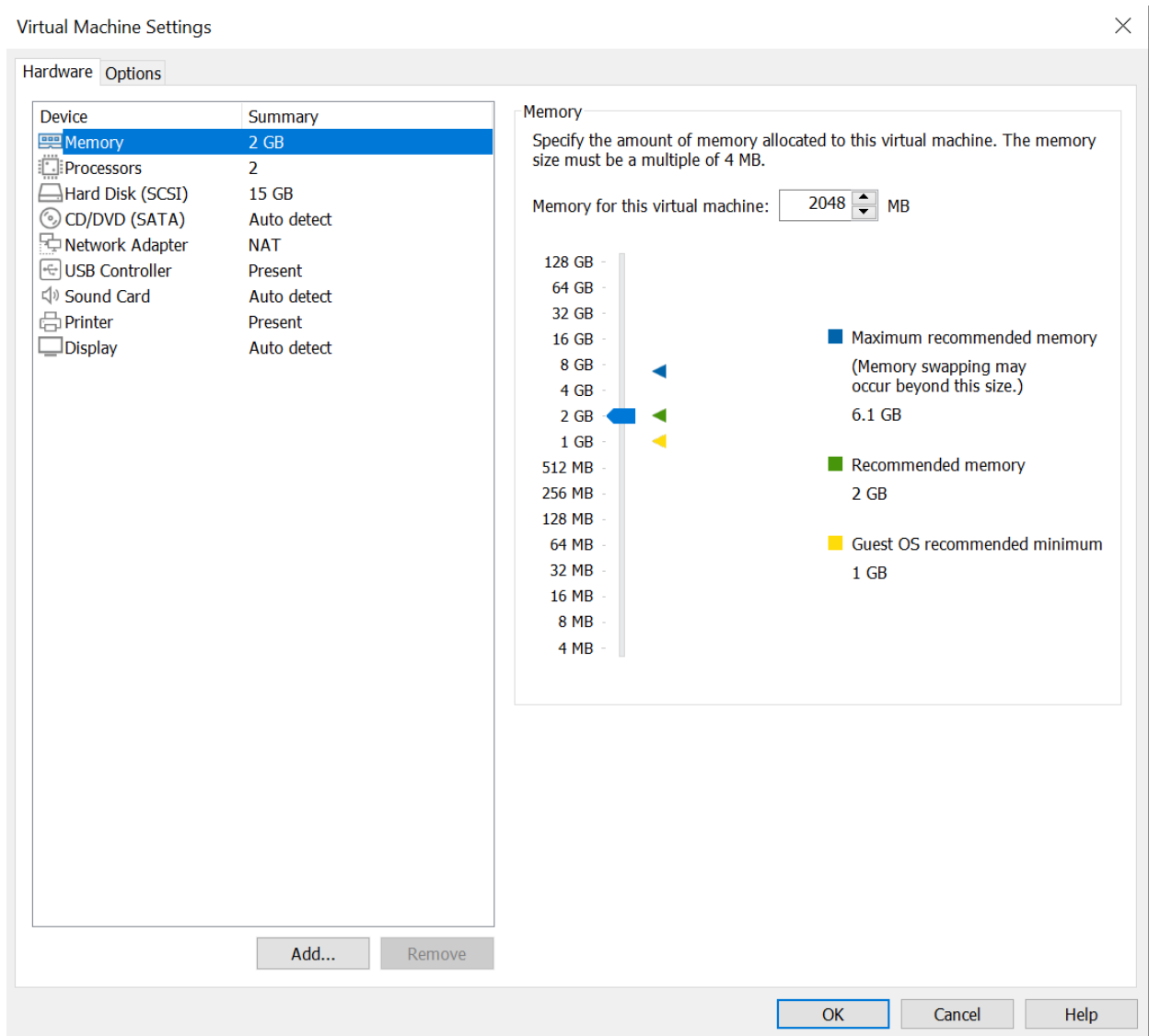


Splitting and assigning memory to the Virtual Machine

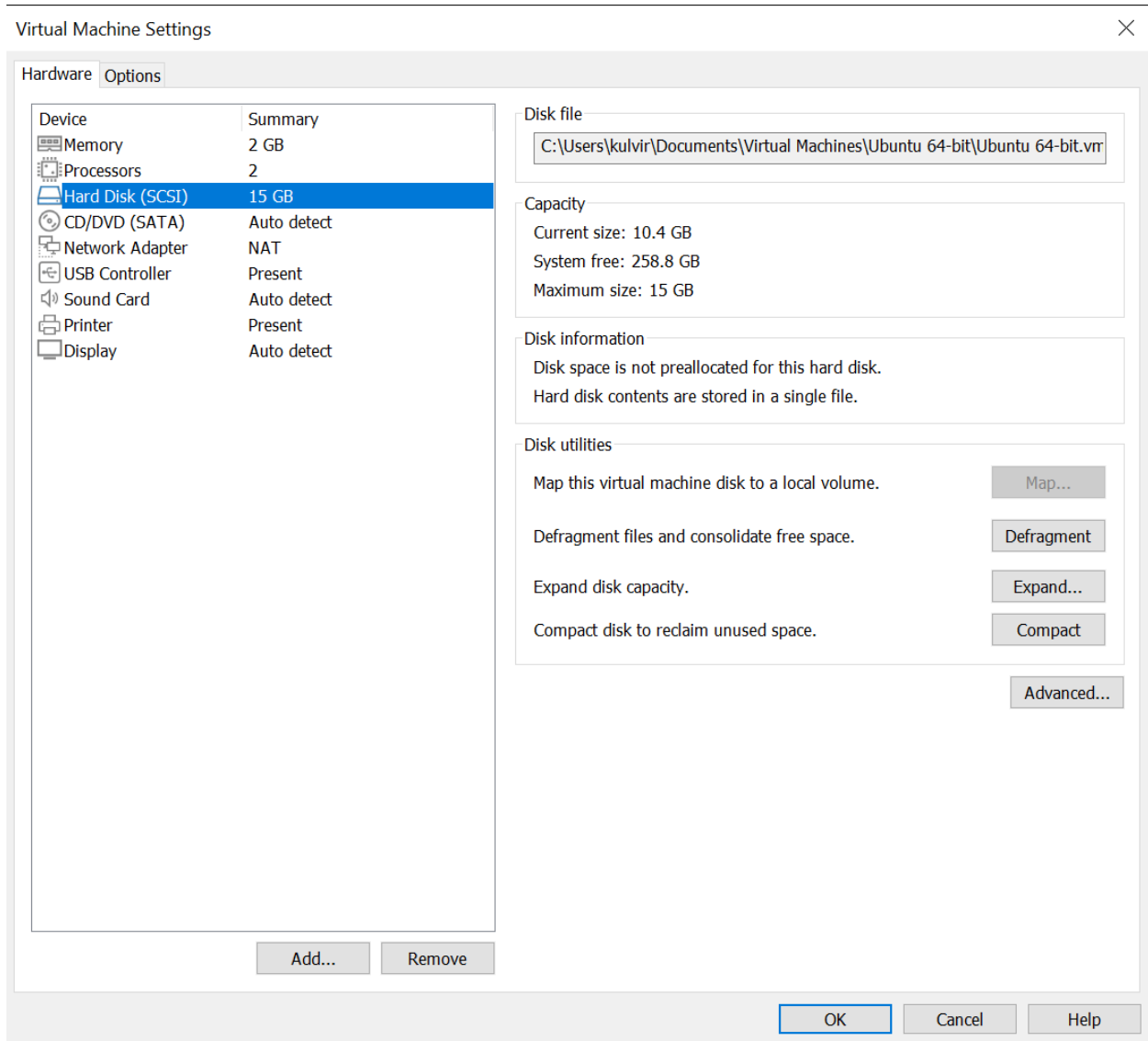
Step 5 : Reviewing and Using the Virtual Machine.



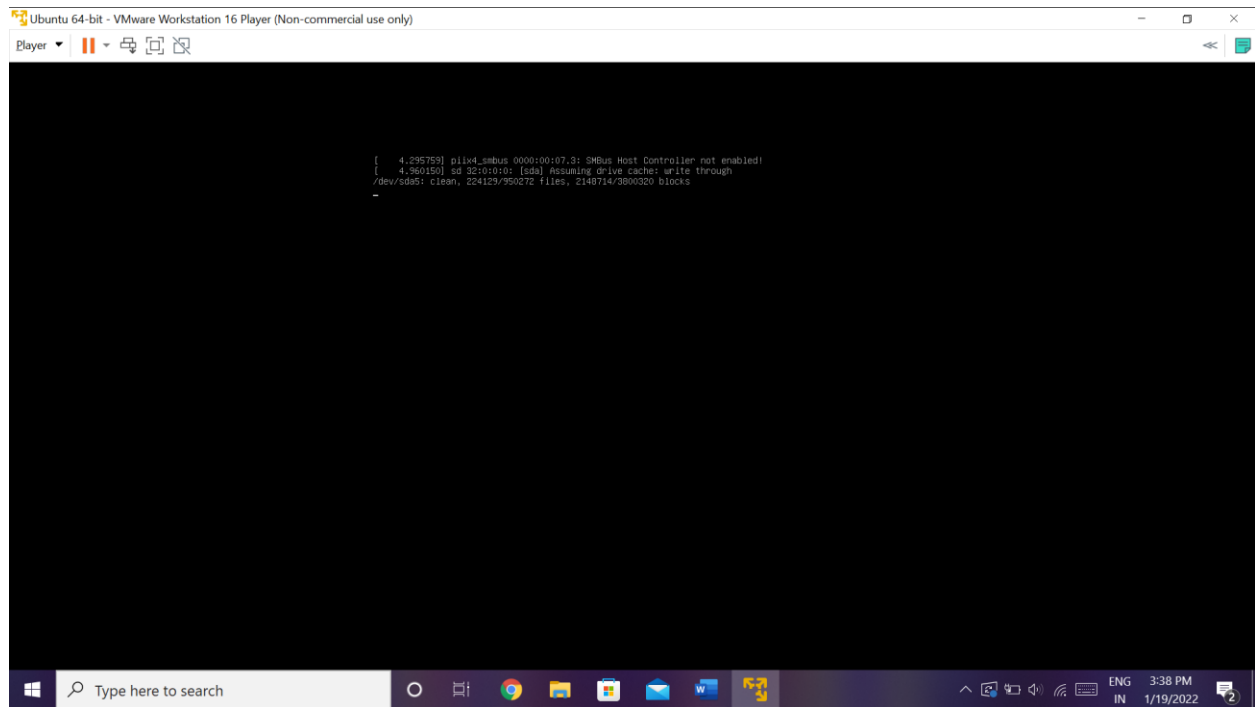
The Virtual Machine that has been created



Memory settings for the created machine



Hard Disk and other related information of the system



Turing on the virtual machine .

Screenshots of the Virtual Machine :

