# **CLOUD COMPUTING LAB MANUAL**

## Dr. AMBEDKAR INSTITUTE OF TECHNOLOGY

(An Autonomous Institution, Aided by Govt. of Karnataka)
Affiliated to Visveswaraya Technological University
Near Jnana Bharathi Campus, Mallathalli, Bengaluru - 560056

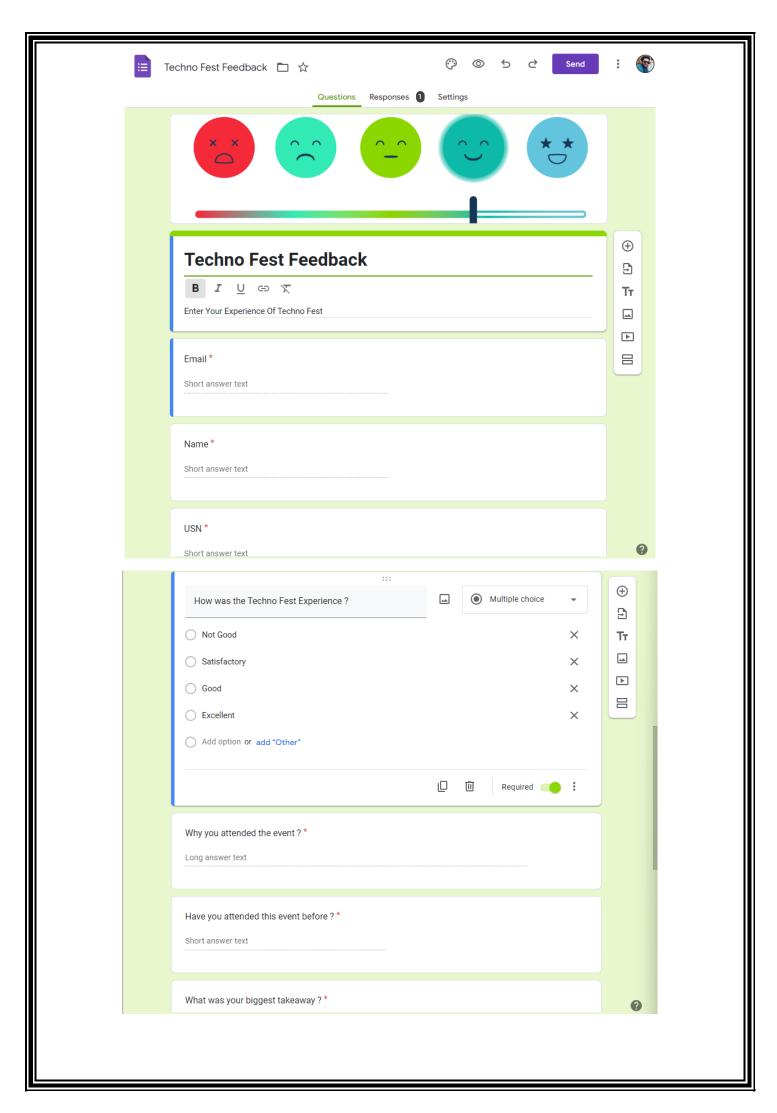
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has satisfactorily complete	d the course of Experiments in Practical
	prescribed by the
University	***************************************
in the Laboratory of this (	College in the year.
Date	Signature of the Teacher Incharge of the Batch
	Head of the Department
	Name of the Candidate
(( ))	USN
	Examination Centre
	Data of Practical Examination

# **INDEX**

Name of the student: USN: Class: 6<sup>th</sup> SEM ISE Year: 3

Expt No.	Date	Title of the Experiment	Page No	Date of Submission	Remarks
1	23-04-2024	Design Google Form and Google Sheets		30-04-2024	
2	30-04-2024	Salesforce : Product Information		07-05-2024	
3	30-04-2024	Salesforce : Master Child Relationship		07-05-2024	
4	07-05-2024	Salesforce: Visual Force page		21-05-2024	
5	21-05-2024	Codeanywhere and Database program		28-05-2024	
6	28-05-2024	Working of Git and GitHub		4-06-2024	
7	4-06-2024	Virtualization by installing Virtual box/VMware Workstation with different flavors of Operating System on Windows 10.		11-06-2024	
8	11-06-2024	Codeanywhere: file handling		18-06-2024	
9	11-06-2024	Unix Scripting Demonstration		18-06-2024	
10	20-06-2024	Docker Program		28-06-2024	



### **EXPERIMENT 1: DESIGN GOOGLE FORM AND GOOGLE SHEETS**

### AIM:

Working of Google Form to develop event feedback form.

### **REQUIREMENTS:**

Internet Connection, Google Account

#### THEORY:

Google Form is a survey administration software included as a part of the free, web based Google Docs Editor Suite offered by Google. They are used to create online forms and

Surveys with multiple question types. One can analyse results in real time and from any device. The collected information can be automatically entered into a spreadsheet.

Features include, but are not limited to menu search, shuffle for questions for randomized order, limiting responses to once per person, shorter URLs, custom themes, automatically generating answers, validation and upload file option for users, answering questions that require them to Share content or files from their computer or Drive.

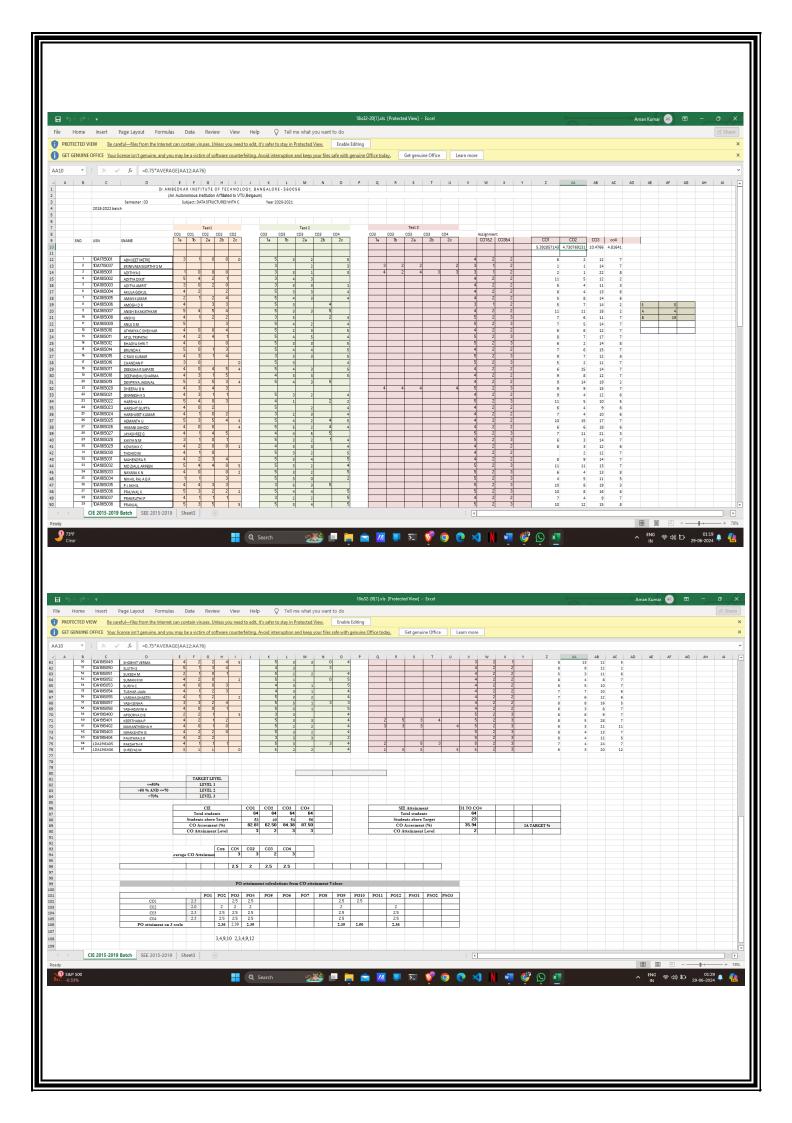
### **PROCEDURE:**

- 1. On your web browser login to your gmail-id.
- 2. On the top right corner, click on the Google Apps icon (:) and select Forms App.
- 3. To create a new form, either click on 'Blank' or browse through the templates under 'Start a new form'
- 4. Rename the form by clicking on the top left corner Space named as 'Untitled form'
- 5. The title and description of the form can be provided under the 'Questions tab'.
- 6. To add the survey questions, under the 'Questions' tab, do the following:
- Click 'Untitled Question' and type the question to be asked. You can add questions by clicking on (Add Question) icon)
- To change the questions type, click the down arrow() option on the right side and you can choose one among the following types:
- [ Short answer, Paragraph, Multiple Choice, Checkboxes, Dropdown, file upload, linear scale, Multiple Choice grid, Checkbox grid, Date, Time ]
- Add response options (for example, Option 1 = A, Option 2 = B and so on) based on the selected question type.
- To delete a question, click on delete button ( ).
- Click on 'Required' option if the response is mandatory.
- 7. To edit questions do the following:
- Drag to reorder the questions.
- Click More (three dots) to add a description and response validation.
- 8. Response validation puts a condition on the type of response to be written.
- To add an image to a question, click on 'Add image' icon
- To add a video to a question, click on 'Add video' icon.
- To add a section, click on 'Add Section' icon on the right side.

- 9. To send form to other users, click on the 'send' button in the top right corner. You can send your response via Email, link, Embed HTML options.
- 10. To know the responses, click on the 'Responses' tab in the form. The Responses can be viewed in different formats:
- 'Summary' option gives the graphical representation of the responses to each question, it can be in the form of a bar graph, pie chart etc
- 'Question' option gives all the responses to each question. We can select a particular question in the drop down or we can slide through each question
- 'Individual' option is a slide through option where response to all the questions by each user can be obtained.
- -The responses can be downloaded as a '.csv' file.
- -Print all responses and Delete all responses options are available.
- 11. The 'Settings' tab provides ways to handle 'Questions', 'Responses', presentation with form defaults and Question defaults, used for creating the form.

### **RESULT:**

Designing and Demonstration of the usage of Google form is demonstrated and a google form for	event
eedback is developed.	



### **EXPERIMENT 1 CONTINUATION : GOOGLE SHEETS**

### AIM:

Working of Google Sheets to create the 'COURSE OUTCOME CALCULATION' Spreadsheet.

### **REQUIREMENTS:**

Internet connection, Google account

#### THEORY:

Google sheets is a spreadsheet program included as a part of the free, web-based Google Docs Editor Suite offered by Google. It is an online spreadsheet app that lets you to create and format spreadsheets. People can work simultaneously, can see changes as they may make them and the change is saved automatically.

#### **PROCEDURE:**

- 1. Go to Google Apps on your web browser and Click on google Sheets.
- 2. Click on 'Blank' to get a new untitled spreadsheet and rename the file.
- 3.To create the 'COURSE OUTCOME CALCULATION' information through spreadsheets, insert in the cells, college Name, Branch, Name, Semester, Subject Name, Subject Code and Title.
- 4. The columns in the sheets should have serial number, USN, CIE I marks along with course outcomes (CO1, CO2, CO3) for the particular question (1a, 1b, 2a, 2b, 2c) that it belongs to and similarly CIE II marks along with course outcome and similarly Assignment I marks.
- 5. The next three columns are CO1, CO2, CO3 which are the sum of marks obtained in each course outcome through CIE and Assignment marks.
- FORMULA: = SUM (E16, F16, G16, Q16) where E16, F16, G16, 916 are particular cell numbers
- 6. We can apply this formula for all the root rows by clicking on the bottom right corner of the cell and dragging it to all rows, needed. Formulas are typed in that particular cell.
- 7. The average of each course outcome (75% of average) is calculated as:
- FORMULA: = 0.75 \* AVERAGE (T16: T30) where T16: T30 are the number of rows to which the formula is applied in T column. The calculated value will appear in the cell.
- 8. The target level is set as LEVEL 1 (<40%), LEVEL2C>40% and <75%) and LEVEL3(>75%)
- 9. The total students for each course outcome (CO1, CO2, CO3) is inserted.
- 10.Students above target for each course outcome is calculated using:

FORMULA: = COUNTIF(T16:T30, ">=" & T13)

This is to check if each individual student has scored above the average calculate in Step 1 or not). The calculated value will appear in the cell.

11. To calculate CO Assessment (.1.) we use the formula,

FORMULA = (E43/E42 \* 100)

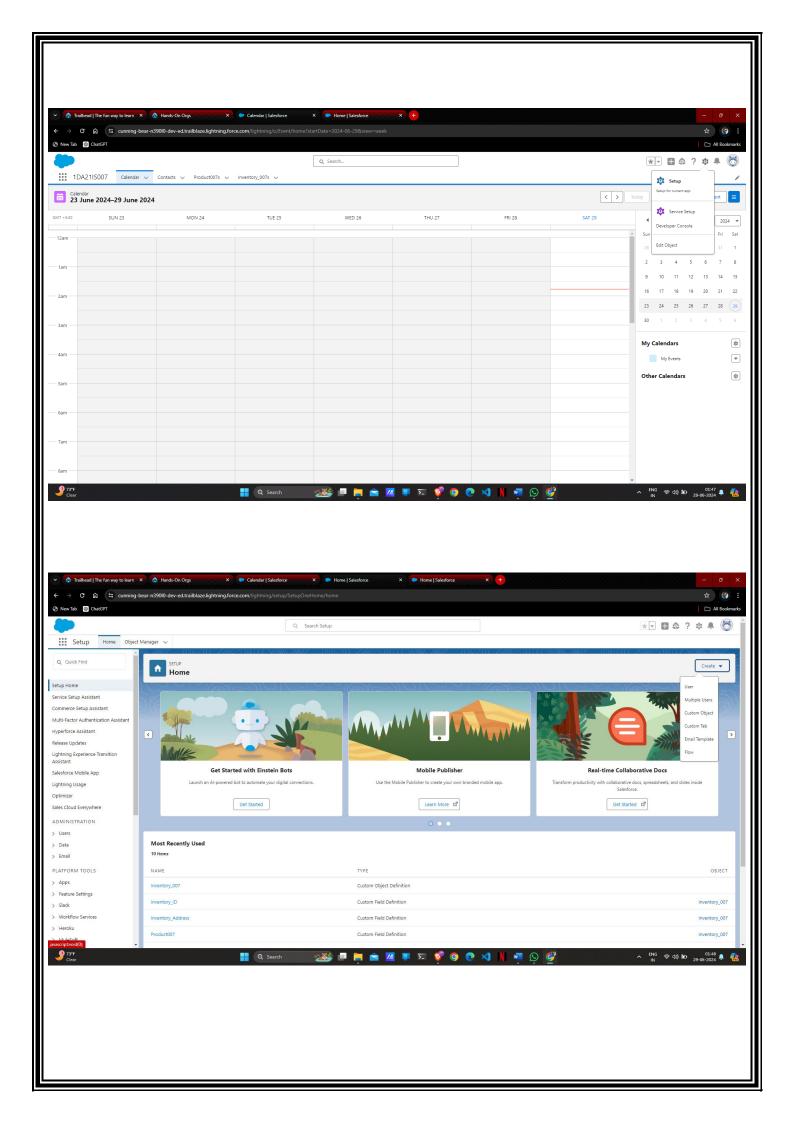
E43 → Students above target

 $E42 \rightarrow Total students$ 

The calculated value will appear in the cell. The Co Assessment 1. is used to calculate the

12. CO Attainment Level, using:

FORMULA: = IF (E44 > 75, "3", IF (AND (E44 > 40, E44 < 75, "2", IF (E44 < 40, "1", "0"))) where, E44 → CO ASSEGSEMENT (%)
13. We can calculate the above formulas for one course outcome, suppose, COI and then click on the bottom right corner of the cell and drag it to the columns CO2 and CD3 for each formula.
14. All the changes made are saved automatically.
рестит.
RESULT: The working of Google sheets for COURSE OUTCOME CALCULATION is demonstrated.
The working of Google sheets for COOKSE OUTCOME CALCULATION is demonstrated.



### **EXPERIMENT 2: Salesforce: Product Information**

### AIM:

Create an application in Salesforce.com to maintain product information.

### **REQUIREMENTS:**

Internet Connection, Google account, Salesforce account

#### **THEORY:**

Salesforce is a company that makes cloud-based Software designed to help businesses find more prospects, close more deals and wow customers with amazing service. Customer 360 is their complete suite of products, unites sales, service, marketing, commerce, and IT teams with a single, shared view of customer information, helping us grow relationship with customers and employees alike.

#### **PROCEDURE:**

- 1. Go to trailhead, salesforce.com on your browser.
- 2. Create an account on Salesforce.
- 3. Login to Salesforce and click on your profile icon on Hands-on-orgs.
- 4. Choose your playground and click on Launch.
- 5. Click on setup icon on the top right corner and select 'Setup' (Setup for current app).
- 6. Once the setup window appears, then select the 'Quick find' box and search App Manager and Click on it.
- 7. Click on New Lightning App, window appears, fill in the App Details, they include, AppName, Developer Name, and Description. Click on Next and then Next.
- 8. Select the Utility items and Navigation items required for your app. Click on next.
- 9. Choose the user profiles, select system administrator, that can access the app. Click on Save and finish
- 10. Click on App Launcher (:::), search for your app and click on it. A new window appears where you can view the features, tabs in your App.
- 11. Go to object manager (in Setup) and Click on New object Create a new custom object with label as product. Click on Save.
- 12. Click on object Manager and select the created custom object, Product. Select Fields and Relationships option and Click on new. The fields are as follows:

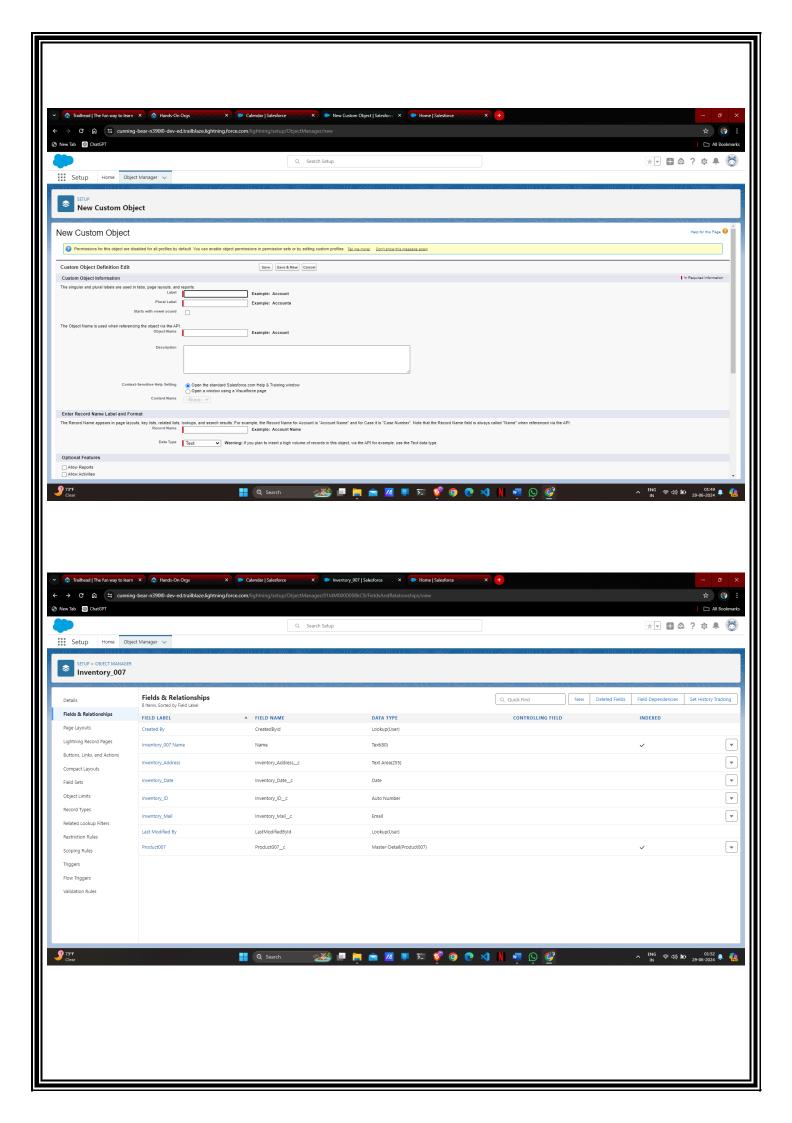
Field Data Type

Product\_id autonumber

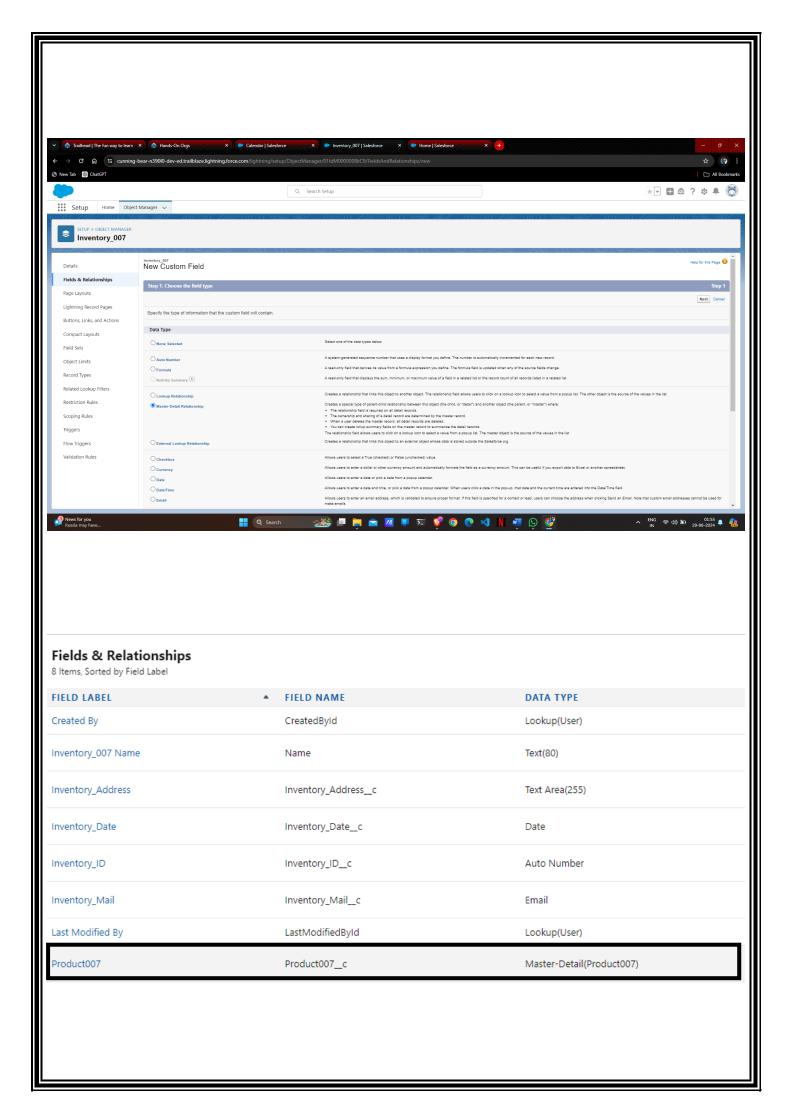
Product\_name text
Description text area
Quantity number
Price number
Purshase\_date date

Click on Save, to save the fields.

- 13. Click on Home. In this Quick find box, search tabs and click on it.
- 14. Click on New, in the custom Object Tabs. Select object as Product and Select a Tab Style. Click on Next and then Next. Under 'Include Tab', select your custom App. Click Save.



15. Now, you can view the Custom object Tab, Product in your App, Inventory. 16. Click on New, to add records under the object, 'Product'.
RESULT: Application in salesforce.com to maintain product information is created.



### **EXPERIMENT 3: Salesforce : Master-Child Relationship**

### AIM:

Create an application in salesforce.com to demonstrate master-child relationship for generating Invoice Bill,

### **REQUIREMENTS:**

Internet connection, Google account, Salesforce account

#### **THEORY:**

Salesforce is a company that makes cloud-based software, designed to help businesses find more prospects, close more deals and wow customers with amazing service. Customer 360, is their complete suite of products, united Sales, service, marketing, commerce and IT teams with a single, Shared view of customer information, helping us grow relationship with customers and employees alike

### **PROCEDURE:**

- 1. Go to trailhead.salesforce.com on your browser.
- 2. Create an account on Salesforce.
- 3. Login to salesforce and click on your Profile icon on

the top right corner and click on Launch. Hands-on-org

- 4. Choose your playground and dick on Launch.
- 5. Create an App, Inventory.
- 6. Go to Setup. Click on object manager. Click New Object.
- 7. Create a custom object named, Product.
- 8. Go to Object Manager, select the object, product.

Go to fields and Relationship and add the following

fields:

Field DataType

Product id autonumber

Product\_name text

Description text area

Quantity number

Price number

Purchase-date date

9. Create another custom Object named, Invoice.

10. Go to object manager, select the object, Invoice.

Click on Fields and Relationship and add the following fields:

Field Datatype

Invoice id autonumber

Invoice-name text

Address text area

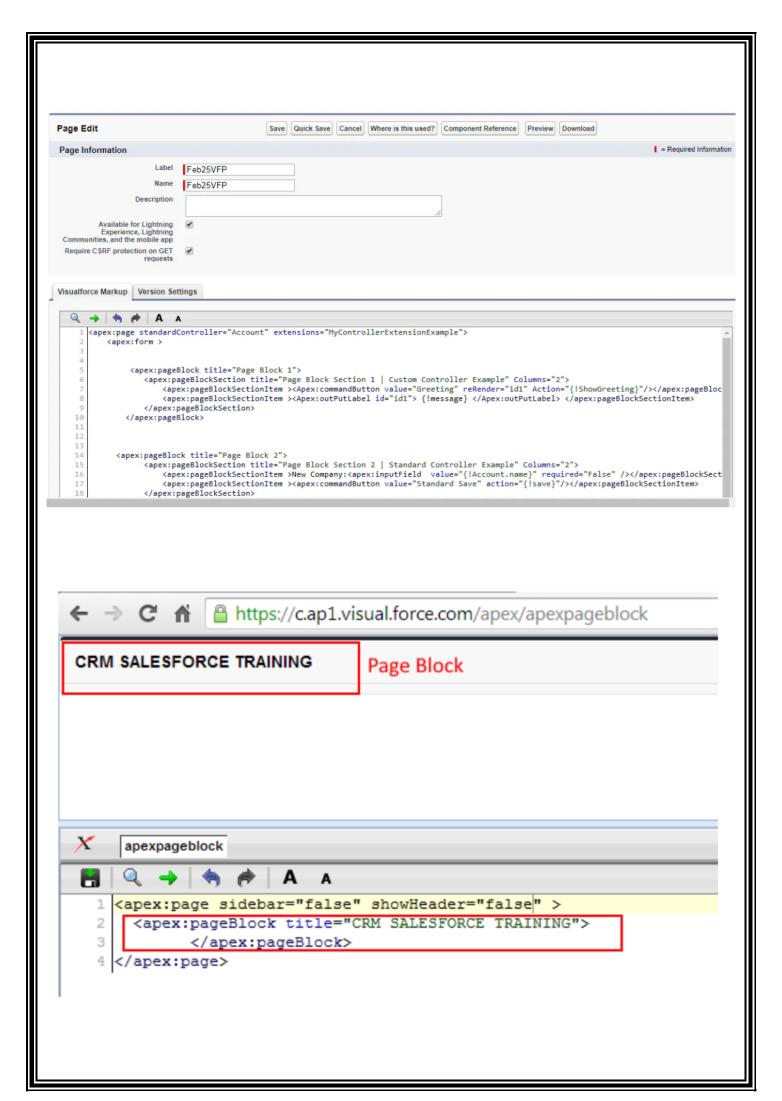
Date date

Mail email

- 11. Create another field under Invoice's fields and Relationship . Click Next.
- 12. Select the object to which this object is related to, that is, in the drop down, select, Product, click on Next and then Save.
- 13. Go to Home. In the quick find box, search tabs and click on it.
- 14. Under custom object Tabs, click new, select object 'Product' and tab style. Click next and Save.
- 15. Under custom object Tabs, click new, select object 'Invoices' and tab style. Click next and Save.
- 16. Go to App Launcher and select your app, Inventory..
- 17. When the App window appears add records into object Product by clicking on New under the Product's tab.
- 18. To add records into the object 'Invoice', click on New, under the Invoice tab. Now, Select the particular Product record from the drop down list, to enter Invoice details for that record (Product). Here, Invoice is the master and Product is the child.

### **RESULT:**

The application in salesforce.com to demonstrate master-child relationship for generating Invoice Bill is created.



### **EXPERIMENT 4 : Salesforce: Visual Force page**

### AIM:

Develop a Visual Force Page to demonstrate the working of basic visual components.

### **REQUIREMENTS:**

Internet connection, salesforce account

### **PROCEDURE:**

({!\$User.Username})

1. Go to trailhead.salesforce.com on your browser and

login to your Salesforce account.

2. Click on profile icon present in the top right corner and

select Hands-on-orgs. Launch the playground.

- 3. Click on Setup icon in the top right corner and select Developer Console.
- 4. Click on File in the Developer Console window. Click New >> Visualforce Page.
- 5. Enter the filename as index.vfp Enter the following code:

```
<apex:page>
<h1> intro</h1>
 {! $ User.FirstName & ` ` & $ User.LastName} 
 The year today is {!YEAR((TODAY()))} 
 The date tomorrow will be {! DAY(TODAY()+1)} 
 Lets find maximum : {!MAX(1,2,81,9,80)} 
 The square root of 81 is : {!SQRT(81)}
</apex: page>
6. Save the file and click on Test>>Run All
7. Repeat Steps 5 and 6 for the programs index1.vfp and index2.vfp
Index1.vfp
<apex:page standardController="Account">
<apex:pageBlock title="User Details">
<apex:pageBlockSection title="Expand">
{!$User.FirstName } {!$User.LastName }
```

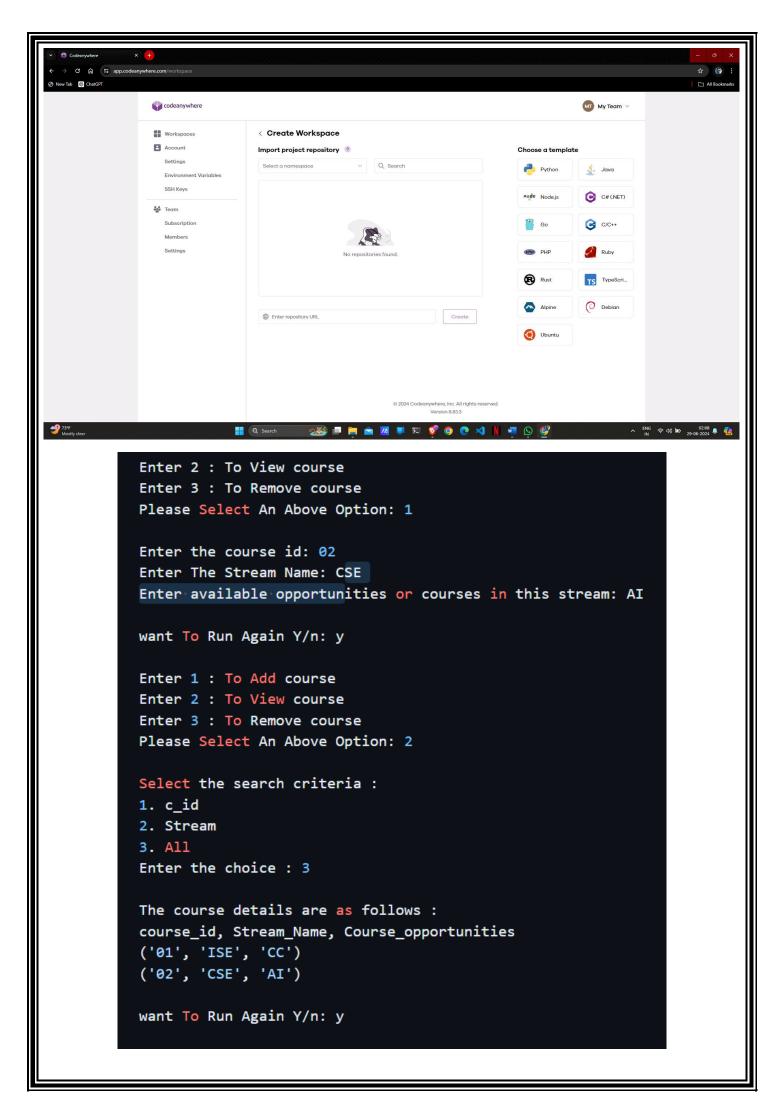
```
</apex:pageBlockSection>
</apex:pageBlock>
<apex:pageBlock title="Morning Session">
<apex:pageBlockSection title="Expressions" columns="1">
{! $User.FirstName & ' ' & $User.LastName }
The year today is {!YEAR(TODAY())}
p>Tomorrow will be day number {!DAY(TODAY() + 1)} 
Let's find a maximum: {!MAX(1,2,3,4,5,6,85,4,3,2,1)}
The square root of 81 is {!SQRT(81)}
Is it true? {!CONTAINS('salesforce.com', 'force.com')}
{!IF(CONTAINS('salesforce.com', 'force.com'),
'Yes','No')}
p \ge \{IF(DAY(TODAY()) \le 4,
'Before the 4th', 'The 4th or after')}
</apex:pageBlockSection>
</apex:pageBlock>
<apex:pageBlock title="Afternoon Session">
<apex:pageBlockSection title="Account Summary">
Name: {!Account.Name } <br/>
Phone: {!Account.Phone } <br/>
Industry: {!Account.Industry } <br/> 
Revenue: {!Account.AnnualRevenue } <br/>
</apex:pageBlockSection>
</apex:pageBlock>
<apex:pageBlock title="Contacts">
<apex:pageBlockTable value="{! Account.contacts}" var="contact">
<apex:column value="{!contact.Name}"/>
<apex:column value="{!contact.Title}"/>
<apex:column value="{!contact.Phone}"/>
</apex:pageBlockTable>
</apex:pageBlock>
</apex:page>
index2.vfp
<apex:page standardController="Account">
```

```
<apex:form >
  <apex:pageBlock title="Edit Account">
  <apex:pageBlockSection >
  <apex:inputField value="{! Account.Name}"/>
  <apex:inputField value="{! Account.Phone}"/>
  <apex:inputField value="{! Account.Industry}"/>
  <apex:inputField value="{! Account.AnnualRevenue}"/>
  <apex:pageBlockSection>
  <apex:pageBlockButtons >
  <apex:pageBlockButtons>
  <apex:pageBlockButtons>
  </apex:pageBlockButtons>
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  <a>pex:pageBlockSect
```

- 8. Click on the Preview to the output of the program.
- 9. For all the program, index1.vfp, enter the account details, Click on the Save Label.
- 10. Now, copy the id of that particular record from the 'url' above.
- 11. Click on the Preview to the output of index2.vfp.
- 12. In the url, paste the id copied previously and press enter to see the account details on the page.

### **RESULT:**

The working of the basic visual components is shown by developing a visual force page.



### **EXPERIMENT 5: Codeanywhere and Database program**

### AIM:

Develop a web application project using Codeanywhere.com and collaborate with backend database.

### **REQUIREMENTS:**

Internet Connection, Code anywhere account

### THEORY:

Codeanywhere is a cloud IDE. It saves time by deploying a development environment in second enabling you to code, learn, build and collaborate on your projects. It is a fully featured web-based code editor. One can team up with their fellow developers and collaborate on their projects. It has pre-installed language runtime and tools for all popular programming languages.

### **PROCEDURE:**

- 1. Create an account in codeanywhere by providing your email-id and password through sign up option.
- 2. Verify your account by clicking on the link sent to the given email id.
- 3. Create a new container in the dashboard by clicking on 'New Container'
- 4. Select Python and Click on create.
- 5. Once the Container is created, an IDE workspace will open
- 6. Create new project by clicking on new folder option and name it 'Project'.
- 7. Create a new file named 'dbprogram.py' by clicking on new file option.
- 8. Open 'new tab' and go to official website of Codcanywhere. Then click on 'Dashboard' and go to 'Advanced Topics". Now Click on Installing MSBL.

To install MySQL in your container, you have to run the following commands in the IDE terminal:

sudo apt-get update

sudo apt-get install mysql

sudo service mysql status

9. Once the installation is done, type the following

command:

mysq1 - user = root - password = root

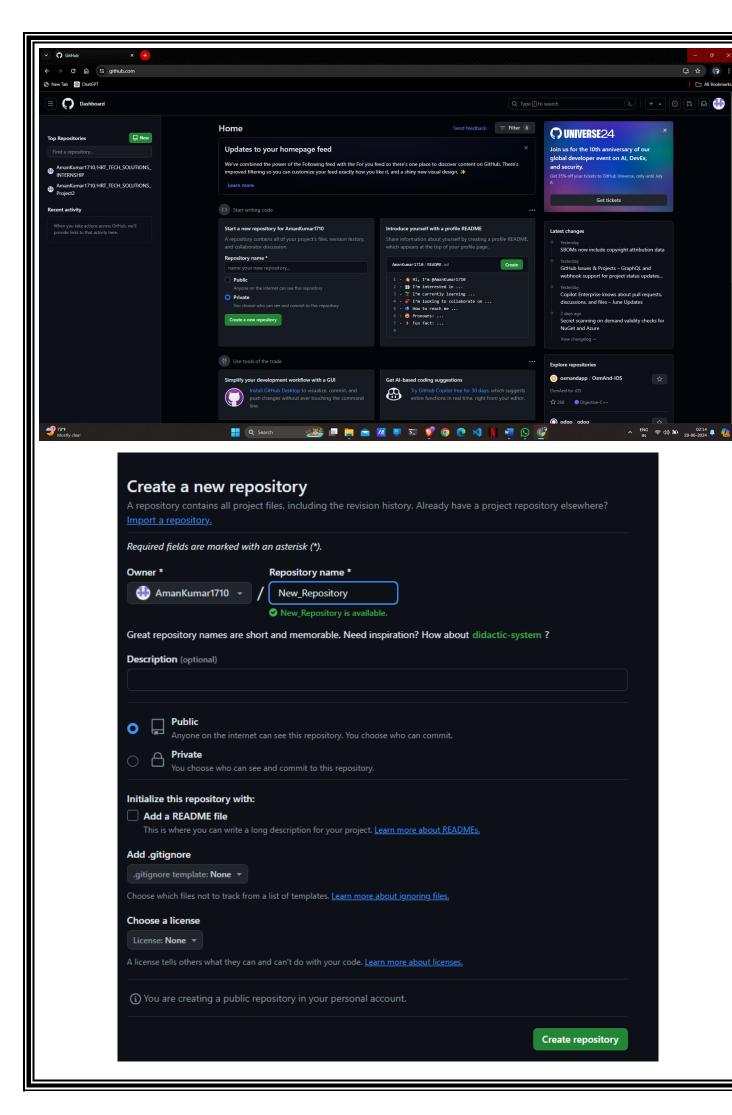
10. Now create a new database named 'COURSEMATCH'

```
using the following command:
create database COURSEMATCH;
USE COURSEMATCH;
11. Now create new table in the database using the
following command:
Create table course details (Cid varchar(10),
Stream varchar(5), Cname varchar(10));
12. Insert values into the table using the command:
insert into course-details values ('1', 'ISE', 'CC')
13. To display the table, use the following command:
select * from course details;
14. To describe the table, use the following command:
desc course details;
15. Prerequisites to run the program:
Download mysql-connector module
pip install mysql - connector – python
→ Download pandas module
Pip install pandas
16. Now in the file 'doprogram.py', write the following code:
import os
import platform
import mysql.connector
import pandas as pd
mydb = mysql.connector.connect (host = "localhost",
user = "root",
passwd = "root",
database = "COURSEMATCH")
mycursor = mydb.cursor()
def courseInsert():
L = ()
c id = int(input("Enter the course id : "))
L.append (c id)
Stream = input("Enter stream name: ")
L.append(stream)
```

```
c_name = input("Enter courses in this stream: ")
L.append (c name)
course = (L)
sql = "insert into course details (c id, stream, c name) values (%s, %s, %s)"
mysql.execute(sql, course)
mydb.commit()
def Cview():
print(" Select the search criteria")
print(" 1. cid")
print(" 2. Stream")
print (" 3. ALL")
ch = int (input("Enter the choice: "))
if ch==1:
Sc = int (input("C=id: "))
C = (S)
sql = "Select * from course details where
c id = '%s'"
mycursor.execute(sql, ())
elif ch==2:
S = input("Enter stream Name: ")
n = (S)
sql = "select * from course details where
Stream = '%s'"
mycurson.execute (sql, n)
elif ch == 3:
Sql = "select * from Course-details"
mycursor.execute (sql)
res = mycursor.fetchall()
print(" The course details are as follows : ")
print(" Course id, stream Name, Course-Opportunities"
for x in res:
print (x)
```

```
def removeCourse():
C id = int (input("Enter the couse-id of the
Course to be deleted: "))
Ci = (C_id.)
Sql = "Delete from course_details where c_id=%s"
mycursor.execute (Sql, ci)
mydb.commit()
def Menuset():
print("Enter 1 : To Add Couse")
print(" Enter 2 : To view Course")
print(" Enter 3: To remove Course")
try:
user Input = int (input(" Please select an above
option:"))
except value Error:
exit ("In Hey! That's not a number!")
else:
print("\n")
if (userInput == 1):
course_Insert()
elif (userInput == 2):
view().
elif (userInput == 3):
removeCourse()
else:
print("Enter correct choice :..")
Menuset ()
def runAgain():
runAgain = input('\n Want to run again y/n: ")
while (runAgain.lower() == 'y'):
if (platform.system() == "windows"):
print (os.system ('cls'))
else:
```

print (os.system ('clear'))
MenuSet ()
runAgn = input('\n Want to run again y/n :")
runAgain ()
17. In the console/terminal to run the code type:
python dbprogram.py
18. The output will be displayed.
RESULT:
Thus ,Development of web application project using Codeanywhere.com is complete and collaborated it with backend database.



### **EXPERIMENT 6: Working of Git and Github**

### AIM:

Demonstrate the working of Git and Github.

### **REQUIREMENTS:**

Internet Connection, Github account.

#### THEORY:

Github is a provider of Internet hosting for software development and version control using Git. It offers the distributed version control and source code management. It provides access control and several collaboration features such as bug tracking, feature requests, task management.

### **PROCEDURE:**

- 1. Create an account on GitHub by providing your email-id and password. Give a username.
- 2. Verify your account by entering the code sent to your email-id.
- 3. To create a repository on GitHub, click on create repository option. Enter the repository name and click on create repository.
- 4. Open new tab and type 'git-scm.com', to download Git for Windows.
- 5. Create a folder on your PC with few files and directories.
- 6. Right click on the folder created and click on 'Git Bash Here' option.
- 7. Type the command:

git init

to create an empty Git repository in specified directory

8. To clone the repository created on GitHub onto the local machine, first copy the url from GitHub and then type the following command on Git console:

git clone <repo>

9. Type the command:

git config user.name <name>

git.config user.email <email>

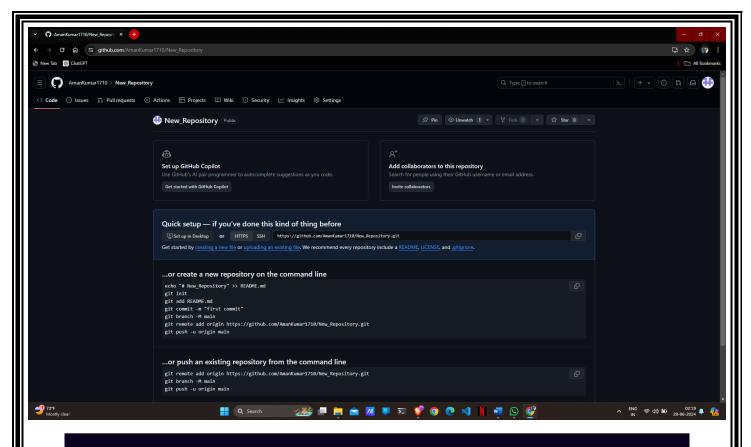
to define author name and email to be used for all commits in the current repository.

10. To add a file or directory to your repository before next commit, type

the command:

git add <file> / <directory>

11. To list which files are staged, upstaged, and untracked, type the



### IHECHIKARA@DESKTOP-KGB10SU MINGW64 ~/Desktop/Git and GitHub tutorial

\$ git init

Initialized empty Git repository in C:/Users/IHECHIKARA/Desktop/Git and GitHub tutorial/.git/

```
IHECHIKARA@DESKTOP-KGB10SU MINGW64 ~/Desktop/Git and GitHub tutorial (main)
$ git commit -m "first commit"
[main (root-commit) 48195f0] first commit
1 file changed, 8 insertions(+)
create mode 100644 todo.txt
```

```
IHECHIKARA@DESKTOP-KGB10SU MINGW64 ~/Desktop/Git and GitHub tutorial (main)

$ git push -u origin main
Enumerating objects: 3, done.

Counting objects: 100% (3/3), done.

Delta compression using up to 4 threads

Compressing objects: 100% (2/2), done.

Writing objects: 100% (3/3), 325 bytes | 325.00 KiB/s, done.

Total 3 (delta 0), reused 0 (delta 0), pack-reused 0

To https://github.com/ihechikara/git-and-github-tutorial.git

* [new branch] main -> main

Branch 'main' set up to track remote branch 'main' from 'origin'.
```

```
IHECHIKARA@DESKTOP-KGB10SU MINGW64 ~/Desktop

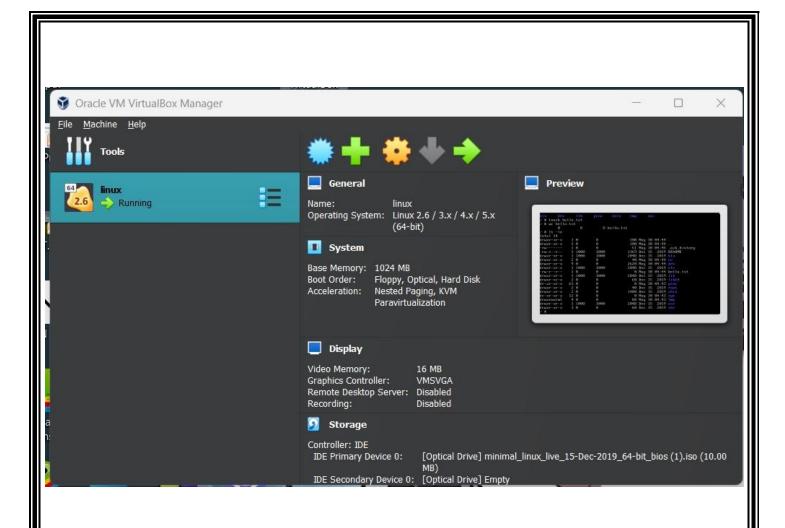
$ git clone https://github.com/ihechikara/git-and-github-tutorial.git
Cloning into 'git-and-github-tutorial'...
remote: Enumerating objects: 14, done.
remote: Counting objects: 100% (14/14), done.
remote: Compressing objects: 100% (11/11), done.
remote: Total 14 (delta 2), reused 10 (delta 1), pack-reused 0
Receiving objects: 100% (14/14), done.
Resolving deltas: 100% (2/2), done.
```

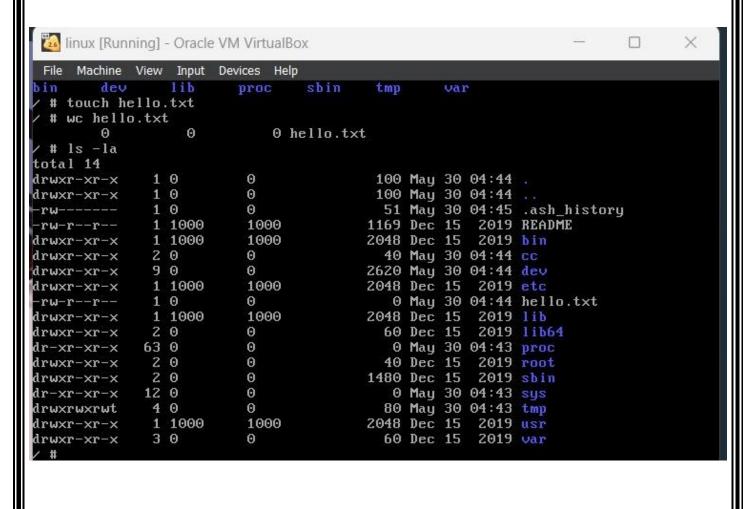
```
git status -s
12. To commit the files or directory, to save changes permanently, type the command:
git commit -m <message>
13. To get the commit history, type,
git log
14. To push the files stored in the folder on the local machine to remote
GitHub repository, type,
git push <repo><branch>
repo -> url (via HTTP or SSH)
• It creates a named branch in the remote repository if it doesn't exist.
• Once, you click enter, we get a dialog box asking to sign in with a code, click on it.
• A url with code will be displayed.
• Copy the code and click on the url.
• The url takes you to a device activation page and paste the code there. Then click on 'Authorize
GitCredentialManager'.
• Now the file is pushed onto GitHub remote repository and can be accessed anywhere with the internet and
login credentials.
15. To create a git ignore files, type the command:
touch .gitignore
16. Type the filename along with extension inside the gitignore file
created, and these files will be ignored when pushed to the
repository.
17. To check the branch in the console,
Type:
git checkout -b B
Now the branch is B
18. Type:
git push origin B
A new branch named B is created in the GitHub repository.
```

### **RESULT:**

command:

Thus, the demonstration of Git and Github is complete.





### **EXPERIMENT 7: Virtual box**

### AIM:

Demonstrate Virtualization by installing Virtual box / VMware Workstation with different flavors of OS on Windows 10

### **REQUIREMENTS:**

Virtual Box installed, os other than windows 10

### THEORY:

Virtual Box is a general-purpose full virtualizer for x86 hardware, targeted at server, desktop and embedded use.

### **PROCEDURE:**

- 1. Go to Oracle virtual box on your web browser. Click on 'downloads' option
- 2. Under Virtualbox 6.1.34 platform packages, Click on "Windows hosts", VM cs downloaded
- 3. A dialog window appears, click on Next and then 'Finish'
- 4. After installation, click on New on Oracle VM and Name your file.
- 5. Set the memory size as required
- 6. Set hard disk by clicking on 'create a virtual hard disk now'.
- 7. Click on Settings, Go to storage, Click on empty. Click on disc symbol at the right corner of the window and click on 'Choose disk file'. Select folder containing OS to be virtually used.
- 8. Double click on the Machine you created in Step 4 to run the machine (power on)
- 9. To create a directory, use the command
- # mk dir CC
- 10. To list all files, use the command

# 1s

11. To change directory, use the command

# cd CC

12. To create a new file,

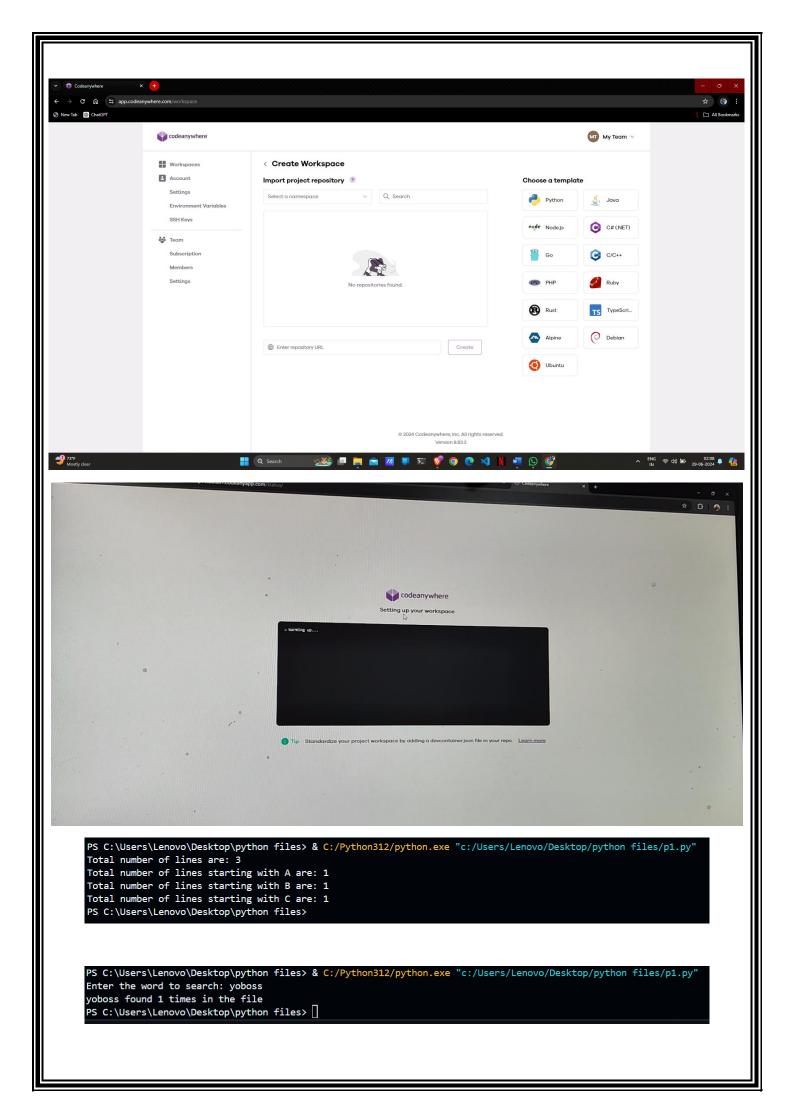
# cat > 'file.name'

This is my first file.

13. To remove a file,

# rm 'file name'

```
14. # wc 'file name'
This command tells how many lines, words, and characters are these in a file.
15. The grep command is used to look for strings in the file
# grep -i "this" 'file_name'
Output: This is my first file
16. The command to know the present working directory:
# pwd
17. To view file contents,
# eat 'file-name'
18. To view the online reference manuals,
# man
19. Command to move / rename file file 1 to file 2:
# mv file 1 file 2
20. The command to display number of bytes occupied by the contents of the directory
# du
21. The command to display the calender,
#cal
22. The Command to display date and time,
#date
23. The command to remove a directory,
# om CC
RESULT:
The working of Virtual Box to demonstrate Virtualization is shown.
```



### **EXPERIMENT 8: FILE HANDLING IN CODEANYWHERE**

### AIM:

Demonstrate a file handling program on Codeanywhere.com.

### **REQUIREMENTS:**

Internet Connection, Code anywhere account

### **THEORY:**

Codeanywhere is a cloud IDE. It saves time by deploying a development environment in seconds enabling you to code, learn, build and collaborate on your projects. One can team up with their fellow developers and collaborate on their projects. It has pre-installed Language runtime and tools for all popular programming languages.

### **PROCEDURE:**

- 1. Create an account in Codeanywhere by providing your email-id and password through Sign up option.
- 2. Verify your account by clicking on the link sent to given email-id.
- 3. Create a new container in the Dashboard by clicking on 'New Container'.
- 4. Select Python and click on create
- 5. Once the container is created, an IDE workspace will open.
- 6. Create new project by clicking on new folder option and name it 'Project'.
- 7. Create a new file named '1.py' by clicking on new file option.
- 8. Type the following code in the file:

```
def program 5():
```

with open("/workspaces/python/test-project/merge.txt", "r") as f1:

```
data = f1.readlines()
```

```
cnt lines = 0
```

$$cnt_A = 0$$

cnt 
$$B = 0$$

cnt 
$$C = 0$$

for line in data:

```
cnt_lines += 1
```

```
if line[0] == 'A':
       cnt A += 1
     elif line[0] == 'B':
       cnt B += 1
     elif line[0] == 'C':
       cnt C += 1
  print("Total number of lines:", cnt lines)
  print("Total number of lines starting with A:", cnt A)
  print("Total number of lines starting with B:", cnt B)
  print("Total number of lines starting with C:", cnt C)
program5()
9. Save the file '1.py'
10. Create a file named 'merge.txt' using new file option and enter text.
11. Save the file merge.txt. Copy the path of the file and paste it in the code's open() function.
12. In the console to run the code, type:
def program6():
  cnt=0
  word search = input('Enter the word to search:')
  with open("/workspaces/python/merge1.txt","r") as f1:
     for data in f1:
       words=data.split()
       for word in words:
          if(word==word search):
            cnt+=1
  print(word_search,"found",cnt,"times from the file")
  return cnt
cnt1=program6()
with open("/workspaces/python/merge3.txt","w") as f2:
  f2.write(str(cnt1))
16. Save the file '2.py'
17. Create a file named 'merge.txt' using new file option and enter the text.
18. Save the file 'merge.txt' Copy the path of the file and paste it in the open() function.
```

19. In the console to run the code:
Type, python 2.py
20. The output will be displayed in the console and a new file result.txt is created inside which the output will be written.
RESULT:
Thus, the file handling in codeanywhere is complete.

```
Year='date +%Y'
Month='date +%m'
Day='date +%d'
Hour='date +%M'
Second='date +%S'
Next_Two_days=$(date -d "$Day + 2 days")
echo 'date' >> tea.txt
echo "Current Date is: $Day/$Month/$Year" >> pea.txt
echo "Current Time is: $Hour:$Minute:$Second" >> pea.txt
echo "Day after two days:$Next_Two_days" >> pea.txt
while read line; do
echo $line
done < $file
```

C:\Users\Lenovo\Desktop\python files>

Sat Jun 21 10:41:54 IST 2024

Current Date is: 21-06-2024

Current Time is: 11:32:45

### **EXPERIMENT 9: UNIX SCRIPTING DEMONSTRATION**

### AIM:

Demonstrate a procedure to launch virtual machine using Try Stack to execute bash program.

### **REQUIREMENTS:**

Git bash installed.

### THEORY:

Virtual box is a general-purpose full virtualizer for x86 hardware, targeted at server → desktop and embedded use. Git bash is an application for Microsoft Windows environments which provides an emulation layer for Git Command line experience. A shell is a terminal application used to interface with OS through written commands.

### **PROCEDURE:**

- 1. Open the git bash terminal on your system.
- 2. Type, vi file\_name.txt

To open the vi editor

3. The vi editor opens. Type 'i' to open the

editor in Insert mode.

4. Once it is opened in Insert mode,

Type the following code,

#!user/bin/bash

Year = 'date + % Y'

Month = 'date + %m'

Day = 'date + %d'

Hours = 'date + %H'

Minute = 'date + %M'

Second = 'date + %S'

echo 'date' >> book.txt

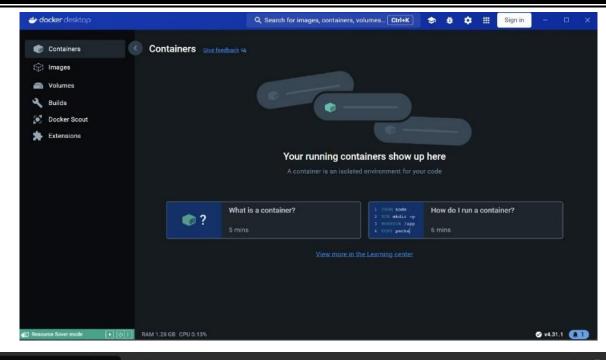
echo "Current Date is: \$Day - \$Month - \$Year" >> book.txt

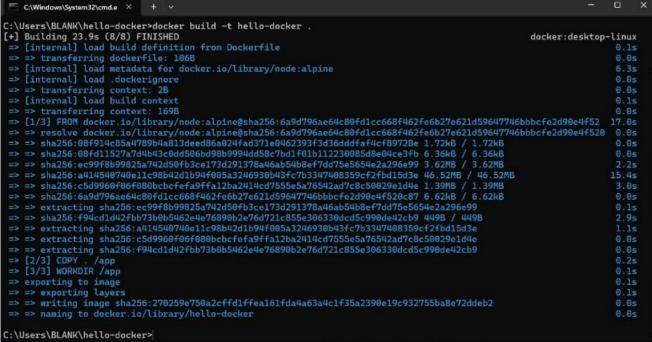
echo "Current Time is: \$Hour: \$Minute: \$Second" >> book.txt

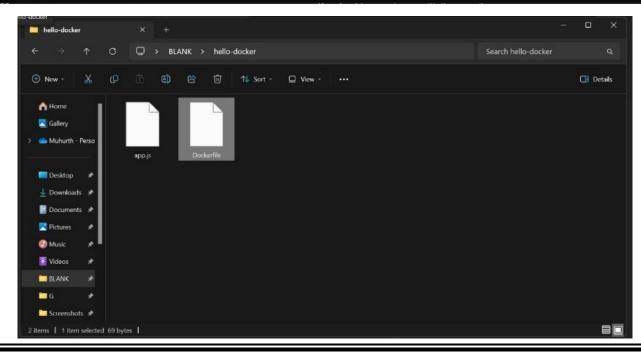
file = 'book.txt'

while read line: do

echo \$line
done < \$file
5. Click 'ESC' on your keyboard and Type,
: wq!
Now the code is saved and you have quit from
vi editor
6. In the git console, type, bash filename.txt, to see the code's output in the git bash console.
7. Type, cat filename.txt to see the code
8. Type, cat book.txt, to see the output in the
file.
RESULT:
Thus ,using Unix we have demonstrated scripting.







### **EXPERIMENT 10: DOCKER PROBLEM**

### AIM:

Demonstrate the working of Docker Containers to build a custom app using open source - Play with Docker (PLOD).

### **REQUIRMENTS:**

Internet Connection ,Node.js ,Docker Desktop for windows.

### THEORY:

Docker is an open-source platform that allows developers to automate the deployment, scaling, and management of applications using containerization. Containers are lightweight, standalone, and executable software packages that include everything needed to run a piece of software, including the code, runtime, libraries, and system tools. Docker containers are portable and ensure that the application runs consistently regardless of the environment. Play with Docker (PWoD) is an online, interactive playground that allows users to experiment with Docker in a browser-based environment. It provides a sandbox environment where you can create, run, and manage Docker containers without needing to install Docker locally.

#### **PROCEDURE:**

- 1. Install nodejs form node.js.org
- 2. Go to docs.docker.com
- 3. Click 'Download and Install'
- 4. Select 'Docker Desktop for Windows'
- 5. Check if docker is installed by running the following command in command prompt

docker version'.

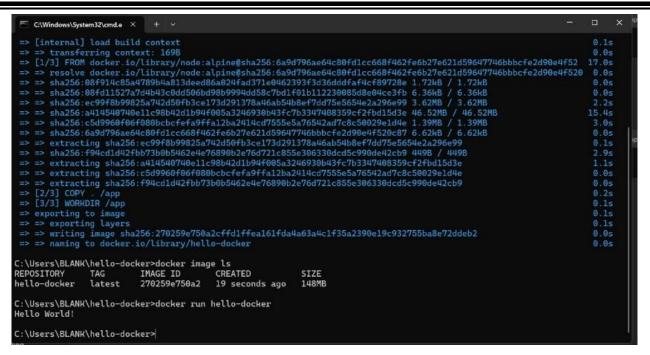
- 6. Create the new folder locally
- 7. Create app.js file in the created folder
- 8. In the app.js file, insert the following code,

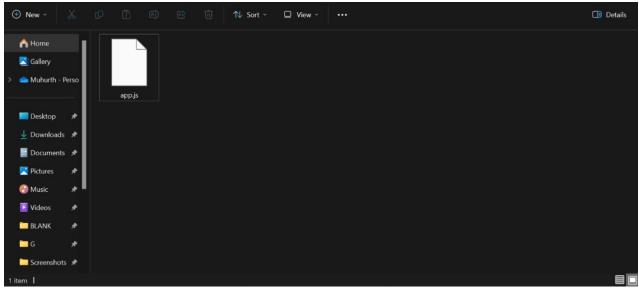
'Consle.log('Hello world!')

- 9. Open command prompt in the current folder and enter, 'node app.js'
- 10 Check if the output is 'Hello World!'
- 11. Now create a new file in the same directory called 'Dockerfile' .Note that there is no extension for this file.
- 12. In the Dockerfile, enter the following commands;

FROM node: alpine

COPY /app







#### Hello Docker!

This is being served from a **docker** container running Nginx.

### WORKDIR /app

CMD node app.js

- 13. Save the Dockefile after entering the above commands
- 14. The dockerfile will be saved in .txt format. To rename the file, do the following
- a. Open and in the current directory
- b. type 'ren Dockerfile .txt Dockerfile'
- 15. Now, we have to build a docker image. In the current directory, open command prompt and enter the following command

'docker build -t hello-docker'

The "-t" represents that the Dockerfile is in the current directory.

16. After the build is complete end the following command to check whether the image is created

'docker image ls'

You should be the repository name as 'hello-docker'. Type docker run hello-docker

17. Now, we use the following command to run the app.js file from anywhere from our computer. Once you run the above command, you should be able to see the following output:

"Hello World!".

### Alternative way to execute online:-

- 1. Go to "https://labs.play-with-docker.com"
- 2. Login with github
- 3. Click on start
- 4. Click on "Add new Instance"
- 5. In the terminal of the instance, type the following commands

docker pull codewithmosh/hello-docker

6. Enter the following command to check if the docker image was successfully pulled

docker image Is

You will be able to see the repository name as "codewithmosh/hello-docker"

- 7. Now, run docker run codewithmosh/hello-docker
- 8. You will be able to see the output as "Hello World!"

### **RESULT:**

Thus ,Demonstrating the working of Docker Containers to build a custom app using open source - Play with Docker (PLOD) is complete.