

Using Virtualization for Development

This page is definitely outdated and the screencasts mentioned here do not exist any longer.

Introduction

[Virtualization is] a technique for hiding the physical characteristics of computing resources from the way in which other systems, applications, or end users interact with those resources. This includes making a single physical resource (such as a server, an operating system, an application, or storage device) appear to function as multiple logical resources; or it can include making multiple physical resources (such as storage devices or servers) appear as a single logical resource. *Mann, Andi*

There are a few virtualization products available to the general public. The most popular of those are created by [VMWare](#). [Microsoft](#) and [Parallels](#) are other players in the virtualization market. What follows is VMWare and Mac centric. In particular we will describe the steps necessary to create a new linux virtual machine on an intel Mac running Mac OS X 10.5. Users of other host/hosted operating systems and/or virtualization products would follow pretty much identical steps.

Installation

The first thing to do is to download and install a 30-day trial version of [VMWare Fusion](#) for the Mac. The trial version is fully functional but will expire after 30 days unless a license is purchased.

Create a New Virtual Machine

The creation of a new virtual machine is pretty simple. This [screencast](#) shows how to create a virtual linux box running Ubuntu 7.

Use a Virtual Machine

This [screencast](#) shows how a virtual machine looks like and how it interacts with the host Mac OS X system.

Development With a Virtual Machine

This [screencast](#) shows how to do development with a virtual machine. It shows how to use Emacs on the Mac to edit, build and debug files on the virtual machine.

LSST uses of Virtual Machines

For DC3, we're trying out virtual machines as a [supported development platform](#).