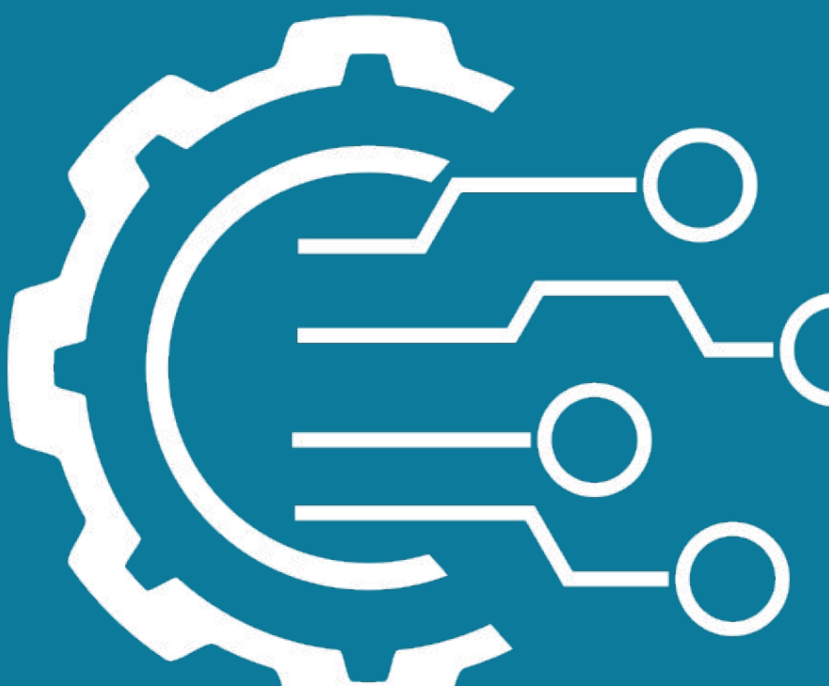
Technitute_

Advanced Kalman Filtering and Sensor Fusion

Setting up the C++ Development Environment

Ubuntu 64-bit 20.04.2.0 LTS Virtual Machine



Setting up the C++ Development Environment

Overview

The simulation code and exercises that go with this course are all developed in C++ and tested on Linux Ubuntu 64-bit 20.04.2.0 LTS. Linux and C++ were selected as they are very commonly used in industry for this type of development and implementation. So to follow along with the exercises in this course, you will need to be running Ubuntu Linux.

The simulation code for this course is able to be cross-compiled to other operating systems (such as Windows and Mac), so you are free to do this if you have the expertise, however this course will not cover those details.

If you already have a copy of Linux installed and running, you're welcome to use that. So that everyone else can follow along, you have the option of using a Virtual Machine.

Virtual Machine Setup

A virtual machine is a bit like a mini computer running inside of your own computer, whatever you do in the VM, stays in the VM. Any mistakes that happen in the VM, will not affect your main computer. The VM can also run a different version of the operating system, so you can run the VM on Windows and inside the VM install Ubuntu! This is the easiest option and most recommended option for anyone not familiar with the Linux operating system.

We recommend that you use VMWare to run the VM. There is a free version for Windows and Linux operating systems called Workstation Player. You can also use a different VM software such as VirtualBox.

The instructions for the setup are very similar no matter what virtual machine software you use::

1. Download and install your VM software (such as VMware Player or VirtualBox)
2. Download the Linux Ubuntu ISO (Ubuntu 20.04.2.0 LTS)
3. Using your VM software, create a new Virtual Machine and Install Ubuntu on it

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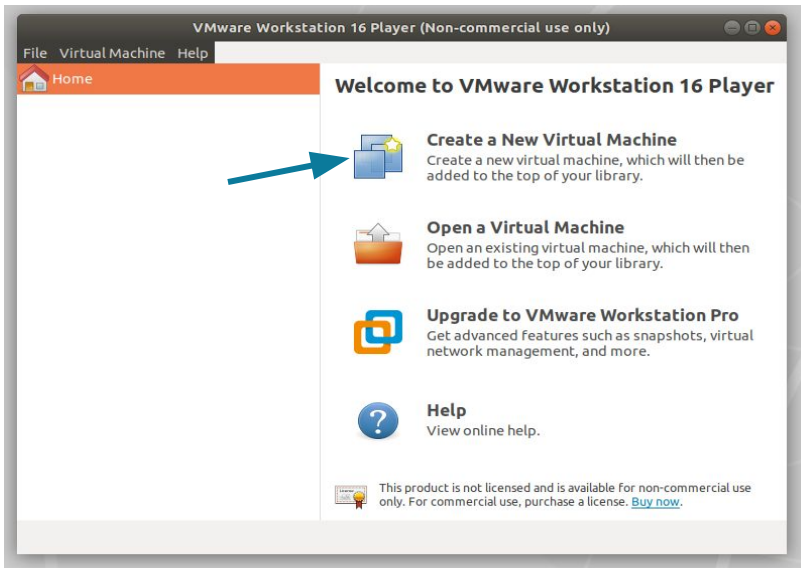
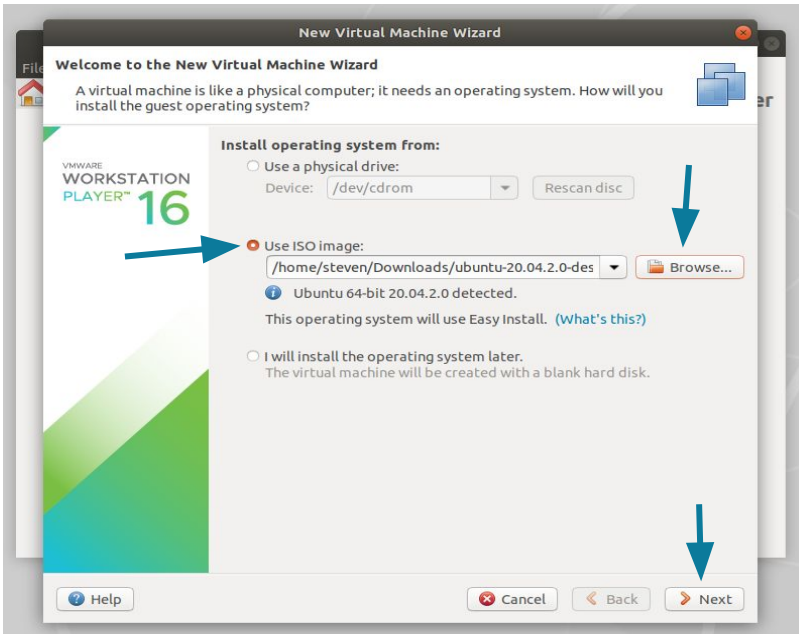
Windows/Linux (WMware Player) Setup

1. Download and install VMware Player (http://www.vmware.com/products/player/playerpro-evaluation.html)
2. Download Linux Ubuntu ISO (Ubuntu 20.04.2.0 LTS) (https://ubuntu.com/download/desktop)
3. Run VMware Player
4. Click Create a New Virtual Machine



5. Select “Use ISO image” and browse to the path where you downloaded the Ubuntu ISO image
6. Click Next



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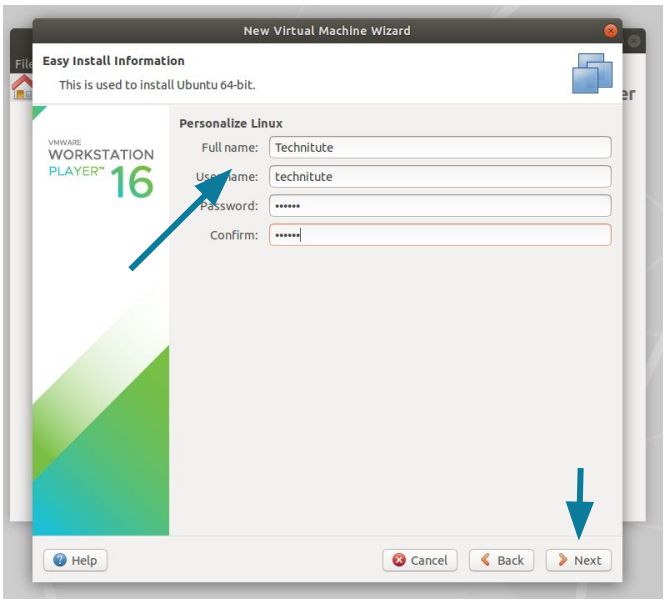
7. Enter username and password for your account that you want to create on the Ubuntu VM
8. Click Next



9. Enter the name that you want to call the VM and where you would like to save the VM file (i.e the virtual hard drive of the VM)
10. Click Next

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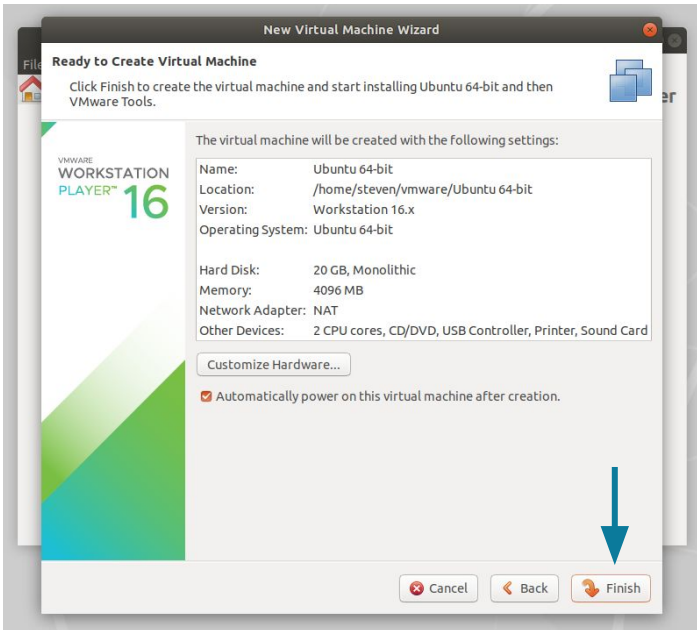
11. Enter the Disk Size you want to create
12. Click Next

13. Review the details and Click Finish



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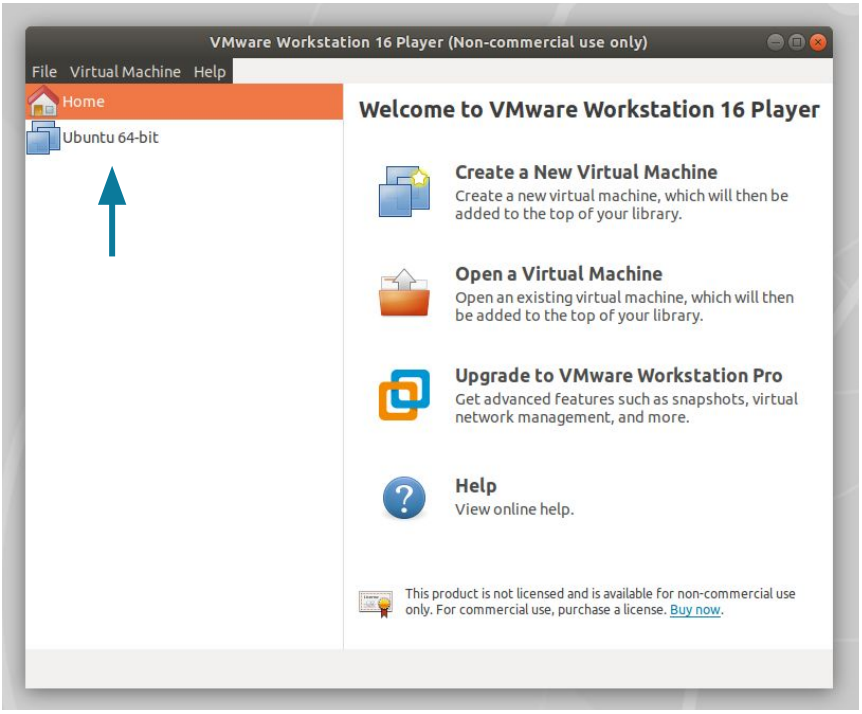
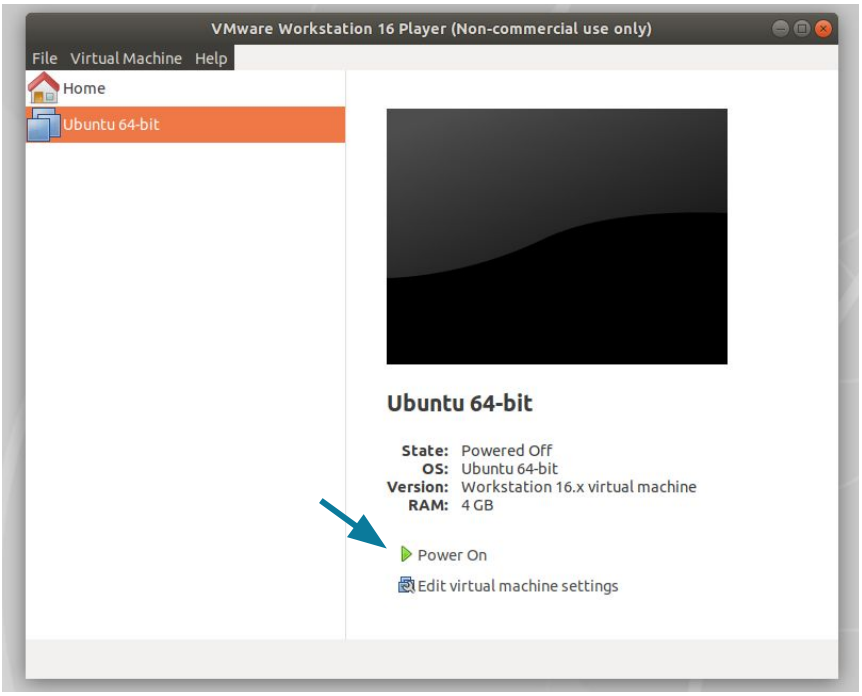
14. Click on your new Virtual Machine



15. Click Power On to start the VM



16. Install Ubuntu (should be mostly automatic)
17. Use your account details to log into your new Ubuntu Account!

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Ubuntu C++ Development Setup

Once you have your Ubuntu VM setup, we need to install a few applications so that you can compile C++ code that we will be using in this course. You can also install an IDE (such as VSCode) or text editor to help make programming easier.

1. Open a new Terminal Window in your VM (Ctrl-Alt-t)
2. Install the c++ compiler and other software:
    a. sudo apt install build-essential git cmake
    b. (Enter your password as needed to run as sudo)
3. (Optional) Install VSCode
    a. sudo snap install --classic code
    b. (Enter your password as needed to run as sudo)
4. Done! That should be all you need to start developing and compiling C++ with Ubuntu linux on this VM.