

IMPLEMENTATION OF A VIRTUAL DEKSTOP ENVIRONMENT FOR REMOTE MACHINE ARCHITECTURE

Prepared by: Mohammed Fahami Hussain

ABSTRACT

This project is done and submitted in partial fulfillment of the requirement of an Honors Degree in Network Computing at Coventry University, UK. This report serves as an information provider about the whole project contents as well as its development life cycle. This project is about the “Implementation of a Virtual Desktop Environment for Remote Machine Architectures”.

As the author has taken notice, organizations these days run on a networked system in most parts of the work and they all require administrators, either network administrators or system administrators to usually monitor all the clients in the network. Many the numbers of hosts in the network, more the burden for the administrator and many other troubles are bound to happen from a small slip-up. This project is being carried out to develop a system with the least amount of laws for the MNC (Multi National Companies) and organizations so that the author could provide a system that could overcome these problems.

By providing this Virtual Desktop Environment System, problems will be solved for the ease of both administrators and users of the Desktop PCs in the author’s country and any institution implementing this concept and system. And since the author has pursued his career in the field of network computing he is ought to come up with an efficient project using Mobile technologies with a blend of Wireless Media Architecture. For this purpose, the author is going to use a real Pocket PC to execute his system. The users can monitor and operate via Bluetooth from their Mobile Devices. An implementation of the wireless technology such as Bluetooth or Wi-Fi will be exploited to communicate the data transfer through real time networks and hosts.