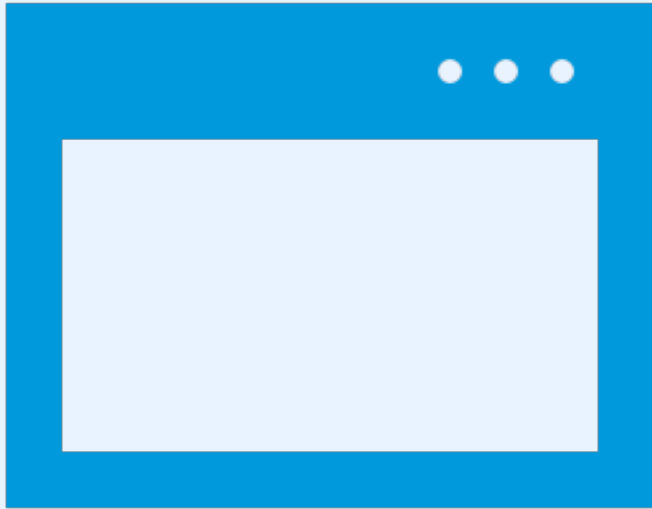


EXPLORING
WINDOWS
SUBSYSTEM
FOR LINUX 1
AND 2



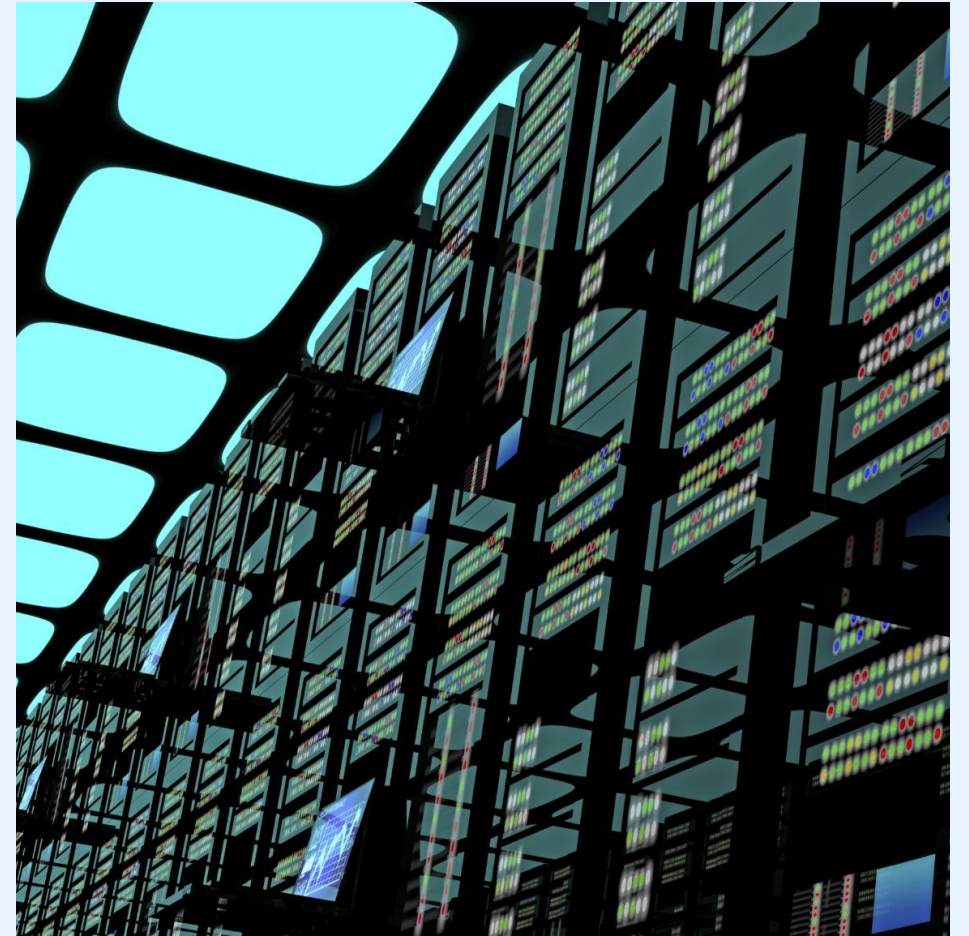
WSL 1



- WSL 1 is a compatibility layer built on top of Windows' NT kernel
- It translates Linux system calls into Windows system calls
- It provides limited access to the Windows file system

WSL 2

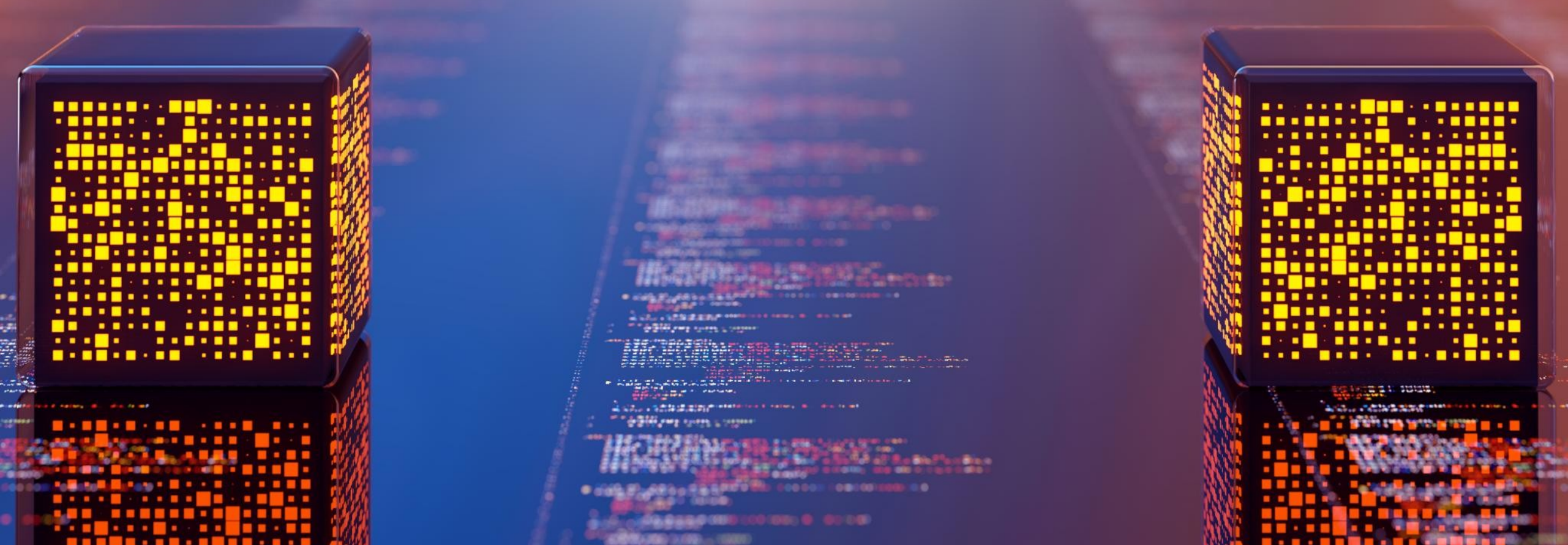
- WSL 2 is a lightweight full Linux kernel built on a virtual machine
- It provides better compatibility with Linux system calls
- It allows you to run Docker containers natively on Windows



WSL 2 + WINDOWS TERMINAL

- Windows Terminal is a new command-line interface for interacting with Windows and WSL
- It provides support for multiple tabs and customization options
- It enables developers to use different shells like PowerShell, cmd, and even third-party ones





WSL 2 + VISUAL STUDIO CODE

- Visual Studio Code is a popular open-source code editor from Microsoft
- It provides native support for WSL and integrates with the Windows Terminal
- Developers can use the same Visual Studio Code instance to edit code in both Windows and WSL environments

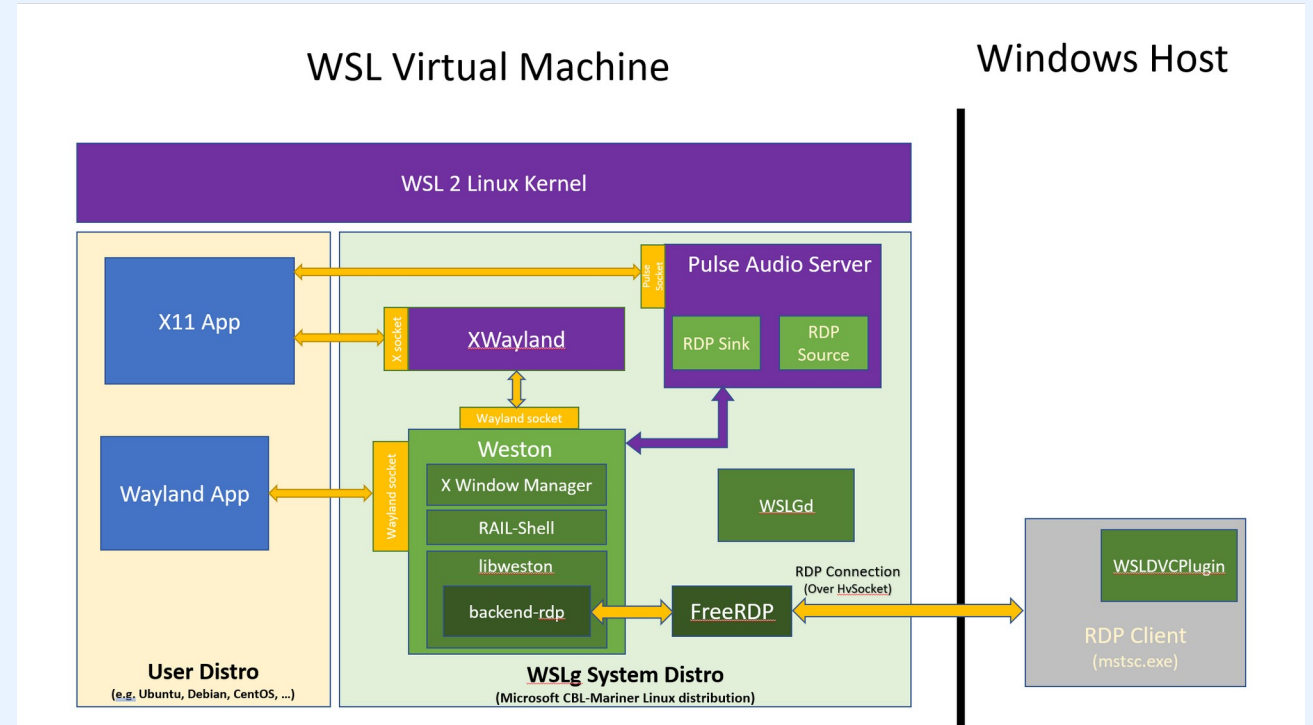
WSL 2 + REMOTE DEVELOPMENT

- Remote Development is an extension for Visual Studio Code
- It enables developers to work on a remote machine or in WSL
- Developers can edit, debug, and run code from a local instance of Visual Studio Code



WSLG (PREVIEW)

[GitHub - microsoft/wslg: Enabling the Windows Subsystem for Linux to include support for Wayland and X server related scenarios](https://github.com/microsoft/wslg)



RESOURCES

- [Set up a WSL development environment | Microsoft Learn](#)
- [GPU accelerated ML training in WSL | Microsoft Learn](#)
- [Manual installation steps for older versions of WSL | Microsoft Learn](#)