

Docker and Docker Compose

.NET CORE

docker compose is a tool for defining and running multi-Container Docker applications. docker compose uses a YAML file to configure an application's services.

docker compose - Overview

https://docs.docker.com/compose/

With a single command, docker compose allows you to create and start all the services from your configuration. docker compose works in all environments: production, staging, development, testing, and CI/CD workflows.

Using docker compose is a three-step process:

- 1. Define your app's environment with a *Dockerfile* so it can be reproduced anywhere.
- 2. Define the services that make up your app in docker-compose.yml so they can be run together in an isolated environment.
- 3. Run docker-compose up and the *Compose* app starts and runs your entire app.

```
version: '2.0'
services:
 web:
    build: .
    ports:
    - "5000:5000"
    volumes:
    - .:/code
    logvolume01:/var/log
    links:
    - redis
  redis:
    image: redis
volumes:
  logvolume01: {}
```

Docker Compose - Features

https://docs.docker.com/compose/#features

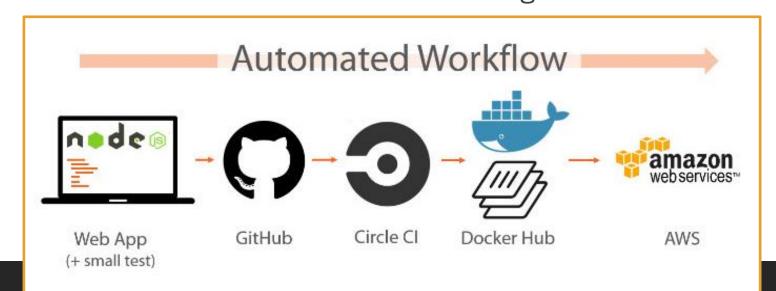
| Have many isolated environments on one host | Preserve volume data when containers are created | Recreate containers that have changed | A composition is portable between environments |
|--|--|---|---|
| Because <i>Compose</i> uses unique names for each project, the projects run independently of each other. Use -p to give your project a unique name. | When docker-compose up runs, it copies the volumes from the old container to the new container. This ensures that any data you've created in volumes isn't lost. | Compose re-uses existing containers if they haven't been changed. | You can use variables in the Compose file to customize your composition for different environments or different users. |

Docker Compose – Use Cases

https://docs.docker.com/compose/#common-use-cases

Compose is used Extensively with Continuous Deployment/Continuous Integration (CI/CD).

Compose is used in a development environment. The **Compose** File is used to automate testing configurations and dependencies so that workflows are automated and end-to-end testing is faster and easier.



Dockerfile

https://docs.docker.com/engine/reference/builder/ https://docs.docker.com/develop/develop-images/dockerfile_best-practices/

A **Dockerfile** is a file which is used by the docker build command to create a container **image**.

A *Dockerfile* is a text document that contains all the commands a user would call on the command line to assemble a Docker *image*.

docker build executes several command-line instructions in succession.

\$ docker build -t svendowideit/ambassador. Sending build context to Docker daemon 15.36 kB Step 1/4: FROM alpine:3.2 ---> 31f630c65071 Step 2/4: MAINTAINER SvenDowideit@home.org.au ---> Using cache ---> 2a1c91448f5f Step 3/4: RUN apk update && apk add socat && rm -r /var/cache/ ---> Using cache --> 21ed6e7fbb73 Step 4/4 : CMD env | grep _TCP= | (sed 's/.*_PORT_\([0-9]*\)_TCP=tcp:\/\\(.*\)/socat -t 100000000 TCP4-LISTEN:\1,fork,reuseaddr TCP4:\2:\3 \&/' && echo wait) | sh ---> Using cache ---> 7ea8aef582cc Successfully built 7ea8aef582cc

Dockerfile Format

https://docs.docker.com/engine/reference/builder/#format https://docs.docker.com/engine/reference/builder/#official-releases

The *Dockerfile* follows a format very similar to a bash script. Instructions are run sequentially. By convention, keywords are uppercase.

A **Dockerfile** must begin with a **FROM** instruction. **FROM** specifies the **Parent Image** from which you are building. **FROM** may only be preceded by one or more **ARG** instructions which declare arguments that are used in **FROM** lines in the **Dockerfile**.

Lines that begin with # are comments. # anywhere else in a line is treated as an argument.

Pre-made *images* for building *Dockerfiles* are available in the docker/*dockerfile* repo on Docker Hub (https://hub.docker.com/).

```
#this is a comment

MAINTAINER SvenDowideit@home.org.au

RUN apk update && apk add socat && rm -r /var/cache/

CMD env | grep _TCP= | (sed 's/.*_PORT_\([0-9]*\)_TCP=tcp:\/\\(.*\):\(.*\)/socat -t 1000000000 TCP4-

LISTEN:\1,fork,reuseaddr TCP4:\2:\3 \&/' && echo wait) | sh
```

ENV(ironment) variables

https://docs.docker.com/engine/reference/builder/#environment-replacement

The ENV instruction sets an environment variable <key> to <value>. The value will be in the environment for all subsequent instructions.

Environment variables set using ENV will persist when a container is run from the resulting image. docker inspect allows you to view them. You can change them with docker run -env <key>=<value>.

The ENV instruction has two forms.

- ENV <key> <value> sets a single variable to a value.
- ENV <key>=<value> ..., allows for multiple variables to be set at one time. Quotes and backslashes can be used to include (escape) spaces within values.

```
ENV <key> <value>
ENV <key>=<value> ...
```

```
ENV myName John Doe
ENV myDog Rex The Dog
ENV myCat fluffy
```

yields the same results as

```
ENV myName="John Doe" myDog=Rex\ The\ Dog \
    myCat=fluffy
```

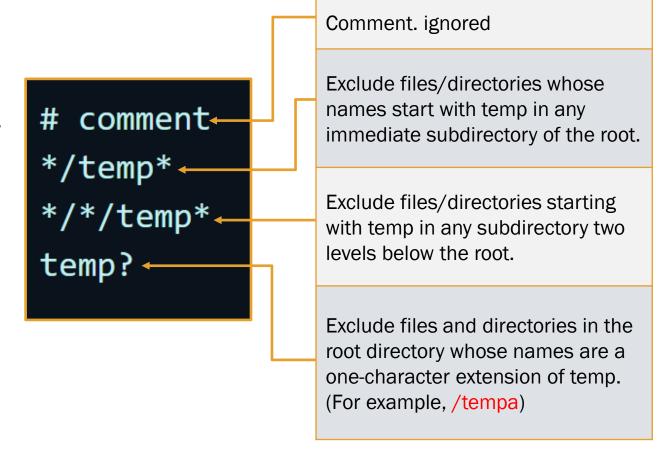
.dockerignore file

https://docs.docker.com/engine/reference/builder/#dockerignore-file

Exclude files and directories from docker build by adding a .dockerignore file to the context root directory.

Before the docker CLI sends the *context* to the *docker daemon*, it looks for a file named *.dockerignore*. Files mentioned in the *.dockerignore* are excluded.

The .dockerignore file is a newline-separated list of filenames relative to the root directory of the *context*. The root of the *context* is also the working directory.



Dockerfile commands – FROM

https://docs.docker.com/engine/reference/builder/#from

FROM initializes a new build stage and sets the *Base Image* for subsequent instructions. A *Dockerfile* must start with FROM.

ARG is the only instruction that may precede FROM in the *Dockerfile*.

FROM can appear multiple times within a single *Dockerfile* to create multiple images or use a build stage as a dependency for another.

Give a name to a new build stage by adding AS to the FROM instruction. The name can be used in subsequent FROM and COPY -- from=<name|index> instructions to refer to the image built in the previous stage.

FROM can use variables that are declared by any ARGs occurring before the first FROM.

An ARG declared before a FROM is outside of a build stage, so it can't be used in any instruction after a FROM. The FROM itself can use it.

FROM [--platform=<platform>] <image> [AS <name>]

```
ARG CODE_VERSION=latest
FROM base:${CODE_VERSION}
CMD /code/run-app

FROM extras:${CODE_VERSION}
CMD /code/run-extras
```

```
ARG VERSION=latest
FROM busybox:$VERSION
ARG VERSION
RUN echo $VERSION > image_version
```

Dockerfile commands - WORKDIR

https://docs.docker.com/engine/reference/builder/#workdir

WORKDIR sets the working directory for any RUN, CMD, ENTRYPOINT, COPY and ADD instructions that follow it in the Dockerfile. If a WORKDIR doesn't exist, it will be automatically assigned.

WORKDIR can be used multiple times in a **Dockerfile**. If a relative path is provided, it will be relative to the path of the previous WORKDIR.

WORKDIR can resolve environment variables previously set using ENV. Only environment variables explicitly set in the *Dockerfile* can be used.

WORKDIR /path/to/workdir

The output of pwd (path to working directory) in this Dockerfile will be /a/b/c

WORKDIR /a
WORKDIR b
WORKDIR c
RUN pwd

ENV DIRPATH /path
WORKDIR \$DIRPATH/\$DIRNAME
RUN pwd The output of pwd in this Dockerfile will be /path/\$DIRNAME

Dockerfile commands – RUN

https://docs.docker.com/engine/reference/builder/#run

RUN has 2 forms:

- RUN <command> (shell form, the command is run in a shell)
- RUN ["executable", "param1", "param2"] (exec form)

RUN will execute commands in a new layer on top of the current image and then commit the results. The resulting committed image will be used for the next *Dockerfile* step.

Layering RUN instructions and generating commits conforms to the core concepts of Docker where containers can be created from any point in an image's history.

'exec' form syntax makes it possible to RUN commands using a *base image* that does not contain the specified shell executable.

RUN /bin/bash -c 'source \$HOME/.bashrc; echo \$HOME'

RUN ["/bin/bash", "-c", "echo hello"]

Exec form syntax

Dockerfile commands - COPY

https://docs.docker.com/engine/reference/builder/#copy

The COPY instruction copies new files or directories from <src> and adds them to the filesystem of the *Container* at the path <dest>.

Multiple <src> resources may be specified. Paths are interpreted relative to the *context*. Each <src> may contain wildcards.

COPY has two forms:

- COPY [--chown=<user>:<group>] <src>... <dest>
- COPY [--chown=<user>:<group>] ["<src>",... "<dest>"] (used for whitespace)

The optional —chown flag specifies a given userName, groupName, or UID/GID combination to request specific ownership of the copied content.

```
COPY [--chown=<user>:<group>] <src>... <dest>
COPY [--chown=<user>:<group>] ["<src>",... "<dest>"]
```

```
COPY hom* /mydir/
```

adds all files starting with "hom".

COPY test.txt relativeDir/

adds "test.txt" to <WORKDIR>/relativeDir/

COPY --chown=55:mygroup files* /somedir/

If the user or group are invalid, the build fails on COPY.

Dockerfile commands – EXPOSE

https://docs.docker.com/engine/reference/builder/#expose

EXPOSE informs Docker that the container listens on the specified ports. By default, the port listens on TCP.

EXPOSE does not actually publish the port. It functions as documentation between those who build the image and those who run the container.

To publish the port when running the container, use the -p flag on docker run to publish and map one or more ports, or the -P flag to publish all exposed ports and map them to high-order ports.

You can override **Dockerfile** EXPOSE settings at runtime with the -p flag.

```
EXPOSE <port> [<port>/<protocol>...]
```

EXPOSE 80/udp

```
docker run -p 80:80/tcp -p 80:80/udp ...

To override EXPOSE settings
```

Dockerfile commands – CMD

https://docs.docker.com/engine/reference/builder/#cmd

CMD provides defaults for an executing container. These defaults can include an executable.

The CMD instruction has three forms:

- CMD ["executable","param1","param2"] (exec form. Preferred)
- CMD ["param1","param2"] (default params to ENTRYPOINT)
- CMD command param1 param2 (shell form)

There can only be one CMD instruction in a Dockerfile.

CMD does not execute anything at build time but specifies the intended command for the image.

FROM ubuntu
CMD ["/usr/bin/wc","--help"]

This **exec** form is the preferred format of CMD. Params must be expressed as strings in the array.

FROM ubuntu
CMD echo "This is a test." | wc -

Shell form. The <command> will execute in /bin/sh -c

Dockerfile commands – ENTRYPOINT (1/2)

https://docs.docker.com/engine/reference/builder/#entrypoint

ENTRYPOINT allows configuration of a container to run as an executable. It has two forms:

- ENTRYPOINT ["executable", "param1", "param2"] (exec form. Preferred)
- ENTRYPOINT command param1 param2 (shell form*)

When CMD omits the executable, you must specify an ENTRYPOINT instruction as well.

If CMD is used to provide default arguments for the ENTRYPOINT instruction, both the CMD and ENTRYPOINT instructions should use the JSON array format.

```
FROM ubuntu
ENTRYPOINT ["top", "-b"]
CMD ["-c"]
```

docker run -i -t --rm -p 80:80 nginx

This command starts nginx with its default content, listening on port 80:

Dockerfile commands – ENTRYPOINT(2/2)

https://docs.docker.com/engine/reference/builder/#exec-form-entrypoint-example

Command line arguments to docker run <image> will be appended after all elements in an **exec** form ENTRYPOINT, and will override all elements specified using CMD. This allows docker run <image> -d to pass the -d argument to the entry point. You can override the ENTRYPOINT instruction using the

FROM ubuntu
ENTRYPOINT ["top", "-b"]
CMD ["-c"]

docker run --entrypoint flag.

Use the **exec** form of **ENTRYPOINT** to set default commands/arguments and then use **CMD** to set <u>additional</u> defaults that are more likely to be changed on execution.

```
Configure the above, then run the container to see that 'top' is the only process.
 docker run -it --rm --name test top -H
top - 08:25:00 up 7:27, 0 users, load average: 0.00, 0.01, 0.05
          1 total, 1 running, 0 sleeping, 0 stopped,
Threads:
                                                           0 zombie
%Cpu(s): 0.1 us, 0.1 sy, 0.0 ni, 99.7 id, 0.0 wa, 0.0 hi, 0.0 si, 0.0 st
KiB Mem:
          2056668 total, 1616832 used, 439836 free,
                                                        99352 buffers
KiB Swap: 1441840 total,
                               0 used, 1441840 free. 1324440 cached Mem
 PID USER
                         VIRT
                                RES
                                       SHR S %CPU %MFM
                                                          TTMF+ COMMAND
                       19744
                               2336
   1 root
                                      2080 R 0.0 0.1
                                                        0:00.04 top
```

Dockerfile commands – LABEL

https://docs.docker.com/engine/reference/builder/#label

LABEL adds metadata to an image as a key-value pair.

- Include spaces by using quotes (or backslashes) as in command-line parsing.
- You can specify multiple labels on a single line.
- Labels included in parent images (images in the FROM line) are inherited.
- If a LABEL already exists with a different value, it's overwritten
- To view an image's labels, use docker image inspect command.

```
LABEL "com.example.vendor"="ACME Incorporated"
LABEL com.example.label-with-value="foo"
LABEL version="1.0"
LABEL description="This text illustrates \
that label-values can span multiple lines."
```

LABEL multi.label1="value1" multi.label2="value2" other="value3"

docker image inspect --format='' myimage

```
"com.example.vendor": "ACME Incorporated",
  "com.example.label-with-value": "foo",
  "version": "1.0",
  "description": "This text illustrates that label-values can span multiple lines.",
  "multi.label1": "value1",
  "multi.label2": "value2",
  "other": "value3"
}
```

Dockerfile commands – ADD

https://docs.docker.com/engine/reference/builder/#add

ADD copies new files, directories or remote file URLs from <src> and adds them to the filesystem of the image at the path <dest>.

- Multiple <src> resources may be specified.
- File or directory paths are interpreted as relative to the source of the build context.
- Each <src> may contain wildcards.
 Matching is done using Go's <u>filepath.Match</u> rules.

There are many more options and configurations for ADD in the docs linked above.

use a relative path to add "test.txt" to <WORKDIR>/relativeDir/

ADD test.txt relativeDir/

use an absolute path to add "test.txt" to /absoluteDir/

ADD test.txt /absoluteDir/

Escaping special chars. Adds "test.txt" to <WORKDIR>/relativeDir/

ADD arr[[]0].txt /mydir/

Dockerfile commands – VOLUME

https://docs.docker.com/engine/reference/builder/#volume

VOLUME creates a mount point with the specified name and marks it as holding externally mounted volumes from native host or other containers.

The value can be a JSON array, (VOLUME ["/var/log/"]), a plain string (VOLUME /var/log), or have multiple arguments (VOLUME /var/log /var/db).

docker run initializes the newly created volume with any data that exists at the specified location within the base image.

FROM ubuntu
RUN mkdir /myvol
RUN echo "hello world" > /myvol/greeting
VOLUME /myvol

The Dockerfile example above results in an image that causes docker run to create a new mount point at /myvol and copy the greeting file into the newly created volume.

Dockerfile commands – USER

https://docs.docker.com/engine/reference/builder/#user

USER sets the user's name or UID and the user group or GID to use when running the image for any RUN, CMD and ENTRYPOINT instructions that follow it in the *Dockerfile*.

The user will have only the specified group membership. Any other configured group memberships will be ignored.

On Windows, the user must be created first if it's not a built-in account. This is done with **net** user called as part of a **Dockerfile**.

USER <user>[:<group>]

USER <UID>[:<GID>]

Create Windows user in the container

RUN net user /add patrick

Set it for subsequent commands

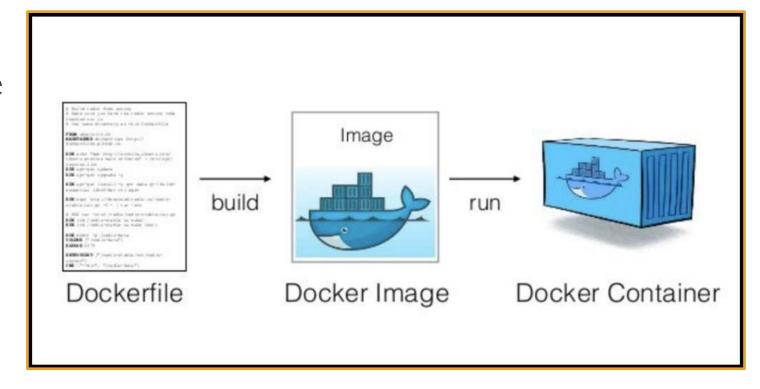
USER patrick

Resource

https://medium.com/@saurabh.singh0829/how-to-build-application-inside-and-outside-docker-dockerfile-structure-and-commands-f542b58cd830

How to build an application inside and outside of Docker.

Dockerfile structure and commands.



Sample ASP.NET Core App with SQL Server – Step-by-Step

- 1. Install <u>Docker Desktop</u> (includes Docker Engine, Docker CLI client, Docker Compose, Notary, Kubernetes, and Credential Helper.)
- 2. Create a new directory for your application. This is the 'context' of the project.
- 3. Docker doesn't work on versions earlier that Windows 10.

Virtual box won't work on Windows. (9 min mark in Edureka video)

Run windows powershell as administrator

Use docker -version to see what you have.

docker run hello-world => downloads the image automatically.

Docker pull ubuntu - to pull an image.

Docker run -it -d ubuntu => run the ubuntu image and create a container

EXIT to exit a container

Docker commit [containerNum] accountName/imageName

https://docs.microsoft.com/en-us/dotnet/core/docker/build-container

Tutorial: Containerize a .NET Core app

Make and containerize a .NET Core App with SQ: Server (below).

https://docs.docker.com/compose/aspnet-mssql-compose/

https://docs.docker.com/compose/gettingstarted/