

## Playbooks

The YAML files created to automate the tasks are called playbooks. They consist plays, tasks, and handlers. A playbook can have one or more plays and each play executes one or more tasks. Everything is executed in a top to bottom fashion. Keys that typically appear in a playbook are:

1. name – description of the play (optional but recommended)
2. hosts – name of host/group that is the target of the play
3. connection – method used to connect to the target hosts
4. gather\_facts – value that specifies whether to collect the host-specific fact variables
5. tasks – list of jobs to be executed

## Post-Execution

Ansible will output a summary of each play. There are four return types for each task: ok, changed, unreachable, and failed. If the return value is ok, the task was completed successfully. If the return type is changed, that means that the task was successful but the module changed an attribute. If unreachable was returned, that means that Ansible was unable to connect to the host. Lastly, if failed was returned, that means that there is an error somewhere and the task did not successfully finish.