Week 2 Day 1

Intro to Docker

Virtual Machines



Simulates a physical machine/server

- Virtualize an entire OS
- Use hypervisors

Pros

- Near total isolation
- Virtualization
- App runs reliably regardless of host

Cons

- Considered bulky
- Resource expensive

Containers



Bundle together apps and their dependencies

- Share underlying OS kernel
- Lighter weight
- Provided by an engine running on the host

Pros

- Lightweight
- Layers of isolation
- Virtualized view
- Isolated environment
- Run reliably regardless of host

Cons

Layers of isolation can cause issues

Containerization



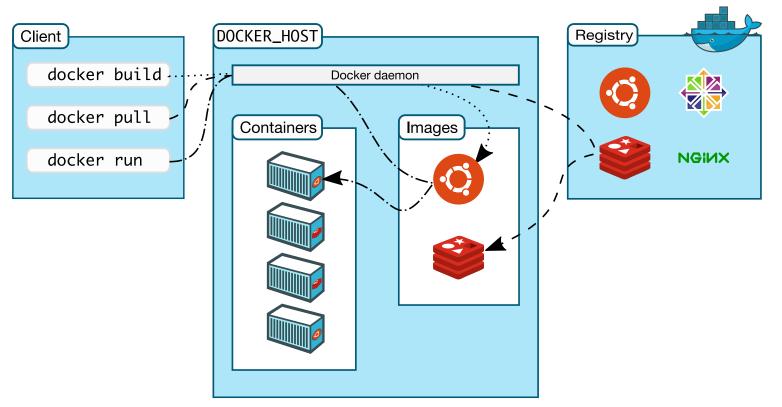
The process of putting our apps in a container

- Containers should be completely isolated from the outside world
- Linux is the foundation of most containers
- Containers are
 - Built from images
 - Run on an engine
 - Stateless
 - Virtualized and isolated



Open-source platform for developing, shipping, and running applications with containers

Runs on a Client-Server Architecture



Docker: Architecture



CLI

- Docker Command Line Interface
- Interacts with the Daemon
- Uses Rest API

Daemon

- Long running process of Docker
 - Manages objects
 - Containers
 - Images

DockerHub

Centralized place to store images

Docker: Objects



Building blocks that are managed by the daemon

- Images
 - Blueprint to construct a container
 - Created with a Dockerfile
- Containers
 - Runnable isolated instances of a set of processes and their dependencies
 - Built from an image
 - Managed by the daemon

Docker: Build a Container



- 1. docker create imagename
 - Creates a container in created state
 - Configures it to be ready to run
 - Needs to run manually
- 2. docker run flag imagename
 - Pull an image from registry if it doesn't exist locally
 - Creates and runs the container automatically

Docker: Container Management



- docker container Is
- docker ps –a
- docker container kill id
- docker container pause id
- docker container start id
- docker container rm flags id
- docker volume rm volname



Install Docker

