myconfigmap.yaml

apiVersion: v1

kind: ConfigMap

metadata:

name: my-config

data:

player\_initial\_lives: 3

ui\_properties\_file\_name: "myuser-interface.properties"

game.properties: |

enemy.types=firstline,zoomzoom

player.maximum-lives=5

user-interface.properties: |

color.good=green

color.bad=red

allow.textmode=true

kubectl apply -f myconfigmap.yaml

kubectl describe configmaps my-config

kubectl get configmaps my-config -o yaml

kubectl create configmap myconfig-fromurl --from-file=game.properties

kubectl describe configmaps myconfig-fromurl

kubectl get configmaps myconfig-fromurl -o yaml

kubectl create -f configmap-multikeys.yaml

kubectl create -f pod-configmap-env-var-valueFrom.yaml

kubectl get configmaps special-config -o yaml

kubectl describe pod/dapi-test-pod

kubectl logs dapi-test-pod

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myconfigmap.yaml

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apiVersion: v1

kind: ConfigMap

metadata:

name: my-config

data:

player\_initial\_lives: "3"

ui\_properties\_file\_name: "myuser-interface.properties"

game.properties: |

enemy.types=firstline,zoomzoom

player.maximum-lives="5"

user-interface.properties: |

color.good=green

color.bad=red

allow.textmode=true

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game.properties

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enemies=aliens

lives=3

enemies.cheat=true

enemies.cheat.level=xyz

secret.code.passphrase=XXXXXYYYYYYY

secret.code.allowed=true

secret.code.lives=30

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configmap-multikeys.yaml

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apiVersion: v1

kind: ConfigMap

metadata:

name: special-config

namespace: default

data:

SPECIAL\_LEVEL: Level4

SPECIAL\_TYPE: poweruser

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pod-configmap-env-var-valueFrom.yaml

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apiVersion: v1

kind: Pod

metadata:

name: my-dapi-test-pod

spec:

containers:

- name: test-container

image: k8s.gcr.io/busybox

command: [ "/bin/sh", "-c", "echo $(SPECIAL\_LEVEL\_KEY) $(SPECIAL\_TYPE\_KEY)" ]

env:

- name: SPECIAL\_LEVEL\_KEY

valueFrom:

configMapKeyRef:

name: special-config

key: SPECIAL\_LEVEL

- name: SPECIAL\_TYPE\_KEY

valueFrom:

configMapKeyRef:

name: special-config

key: SPECIAL\_TYPE

restartPolicy: Never

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