

# IN719 Systems Administration

## A Puppet Module for Hosts Files

### Introduction

Last time we made a Puppet module for `sudo`. That module wasn't very flexible, however. It only worked because we configure `sudo` in the exact same way on every system. Today we'll make a more flexible module to manage our hosts files. To accomplish this, we'll make use of Puppet's *variables*, *conditionals*, and *templates*.

### 1 Module setup

Create a standard module structure in the `/etc/puppet/modules` directory of your puppetmaster.

```
hosts_file
hosts_file/manifests
hosts_file/files
hosts_file/templates
```

Create an `init.pp` file in your `manifests` subdirectory.

### 2 Module manifest

Put the following code in your `init.pp` file. Adjust the IP addresses to match your systems.

```
class hosts_file {
  if $osfamily == 'Debian' {
    include deb_hosts
  }
  elsif $osfamily == 'windows' {
    include win_hosts
  }
}

class hosts_file::deb_hosts {
  file { ["/etc/hosts"] :
    ensure => present,
    owner  => 'root',
    group  => 'root',
    mode   => 0444,
    content => template('hosts_file/debhosts.erb'),
  }
}

class hosts_file::win_hosts {
  file { ["C:\\windows\\System32\\drivers\\etc\\hosts"] :
    ensure => present,
    content => template('hosts_file/winhosts.erb'),
  }
}
```

There are a few new things happening in this manifest.

- We're using a *variable*, `$osfamily`. We can define and use our own variables, but many variables are populated for us by a utility called *Factor*. You can see a list of the core facts produced by Factor at [http://docs.puppetlabs.com/facter/1.6/core\\_facts.html](http://docs.puppetlabs.com/facter/1.6/core_facts.html).
- We are using an `if/elsif` structure to conditionally select which Puppet class to use based in the operating system of the agent.
- Instead of copying over static files, we are using *templates*. The template files are to be placed in the `templates` subdirectory of the module. Puppet's templates use the `erb` (Embedded Ruby) templating system.

### 3 Template files

Finally, we need to write our template files in the `templates` subdirectory of our module. The text of those files is below.

#### `debhosts.erb`

```
127.0.0.1      localhost <%= hostname %>
10.26.1.50     ad ad.sqrawler.com
10.26.1.51     app app.sqrawler.com
10.26.1.52     db db.sqrawler.com
10.26.1.53     mgmt mgmt.sqrawler.com
10.26.1.54     backup backup.sqrawler.com

# The following lines are desirable for IPv6 capable hosts
::1           localhost ip6-localhost ip6-loopback
ff02::1       ip6-allnodes
ff02::2       ip6-allrouters
```

#### `winhosts.erb`

```
127.0.0.1      localhost <%= hostname %>
10.26.1.50     ad ad.sqrawler.com
10.26.1.51     app app.sqrawler.com
10.26.1.52     db db.sqrawler.com
10.26.1.53     mgmt mgmt.sqrawler.com
10.26.1.54     backup backup.sqrawler.com
```

In these templates we are inserting the correct value for the local host name with the `hostname` variable that is defined by Factor.

### 4 Follow up

You can, and should, read more about Puppet templates at <http://docs.puppetlabs.com/learning/templates.html>.