### Devops





### **Learning Objectives**

By the end of this lesson, you will be able to:

- Declare and modify Puppet resources
- Define and write Puppet classes
- Define and write Puppet modules
- Install Puppet module from an external repository
- Execute a module against a Puppet master with an agent





### What are Puppet Resources?

A resource may represent any component in a system like a package, file, user, or service. They are the basic building blocks of any system and are used to perform configuration management operations on Puppet agents.



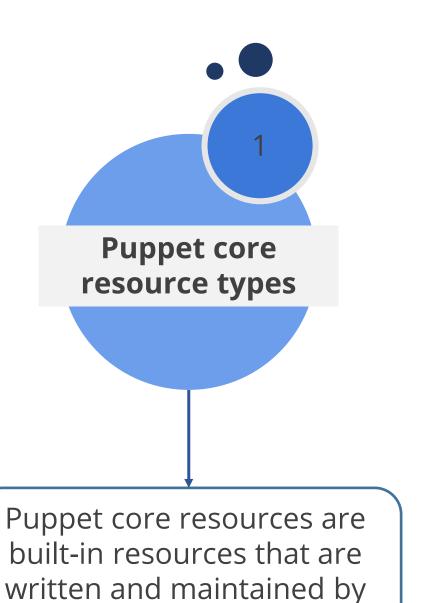




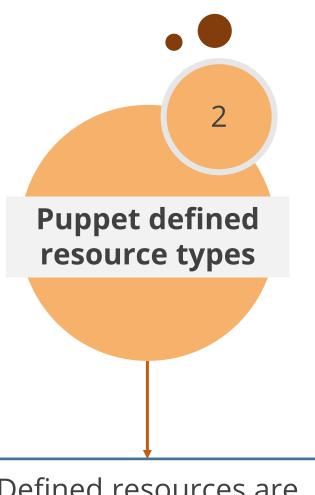


### **Types of Puppet Resources**

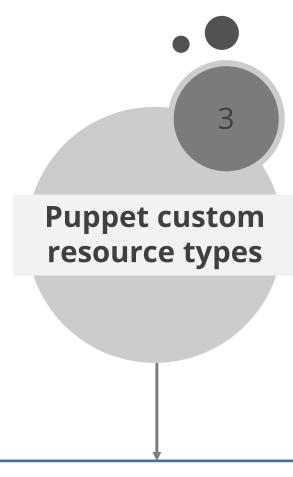
There are three types of Puppet resources. Puppet uses resources and resource types in order to describe the configurations for a system.



Puppet Labs.



Defined resources are lightweight resources that are the combination of existing resources.



Custom resources are the ones whose attributes can be changed throughout the lifetime of the resource.





### **Characteristics of Puppet Resources**

### **Declarative**

Resources describe what Puppet should manage or modify in a system, without giving any information related to the process used to manage the system.

### Idempotent

Same resources can be used to configure a system multiple times. This gives the same result or output every time.

### Unique

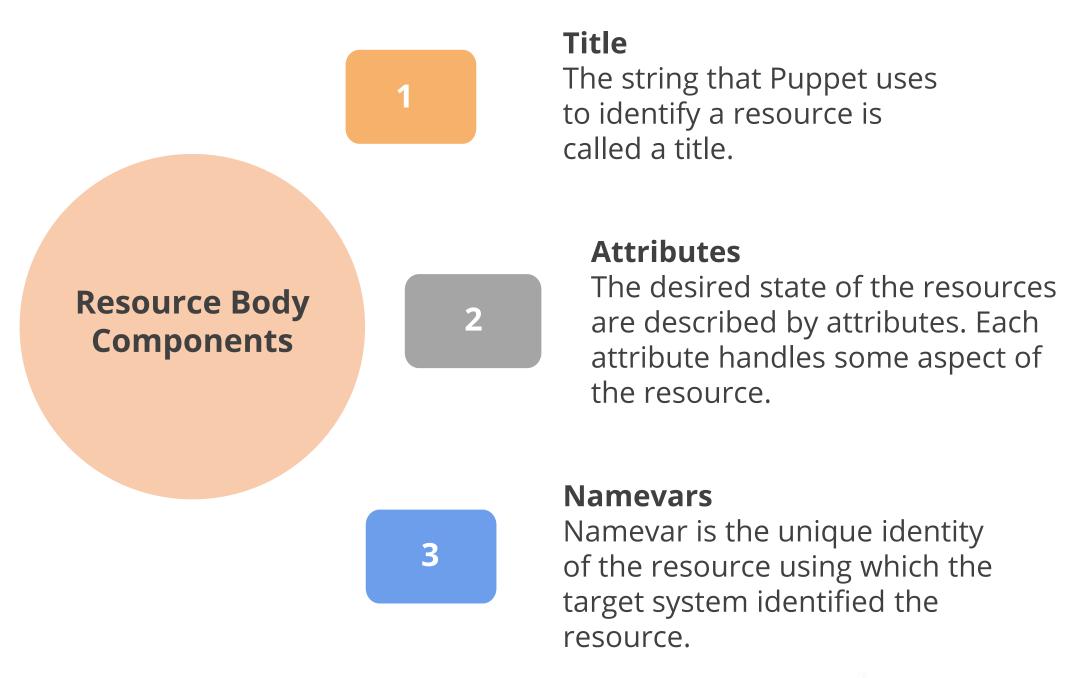
Resources in Puppet are unique. Two resources cannot be identical because each resource declares a desired end state of a system.





### **Resource Body Components**

The three main resource body components are given below:







### **Resource Syntax**

A basic resource syntax contains:

- The resource type without quotes
- A pair of curly braces
- Title string followed by a colon
- Any number of attributes and value pairs

### **Example:**

```
file {
'/etc/passwd':
ensure => file,
owner => 'root',
group => 'root',
mode => '0600', }
```





### **Viewing and Modifying Puppet Resources**

Users can view and modify the state of a system's resource using the **puppet resource** command.

Viewing a resource state:

**Syntax:** 

puppet resource resource type

**Example:** 

puppet resource zone output: zone { 'global': ensure => 'running', brand => 'solaris', iptype => 'shared', zonepath => '/', }

Modifying a resource state:

**Syntax:** 

puppet resource resoure type state

**Example:** 

puppet resource service svc:/network/dns/client :default enable=false Notice:

/Service[svc:/network/d ns/client:default]/enab le: enable changed 'true' to 'false'





### **Assisted Practice**

### Viewing Puppet Resources Using Command Line

### **Problem Statement:**

Use the command line to view the pre-defined Puppet resources



### **Assisted Practice: Guidelines**

### Steps to perform:

- 1. Use Puppet resource command to view the types of Puppet resources
- 2. Use Puppet description command to view a detailed description of the Puppet resources
- 3. Use Puppet resource command with an appropriate tag to list the resources with same resource types
- 4. Use Puppet resource command with an appropriate tag to view a particular resource



### Assisted Practice Creating and Removing Puppet Resources

### **Problem Statement:**

Use the command line to create and remove Puppet resources

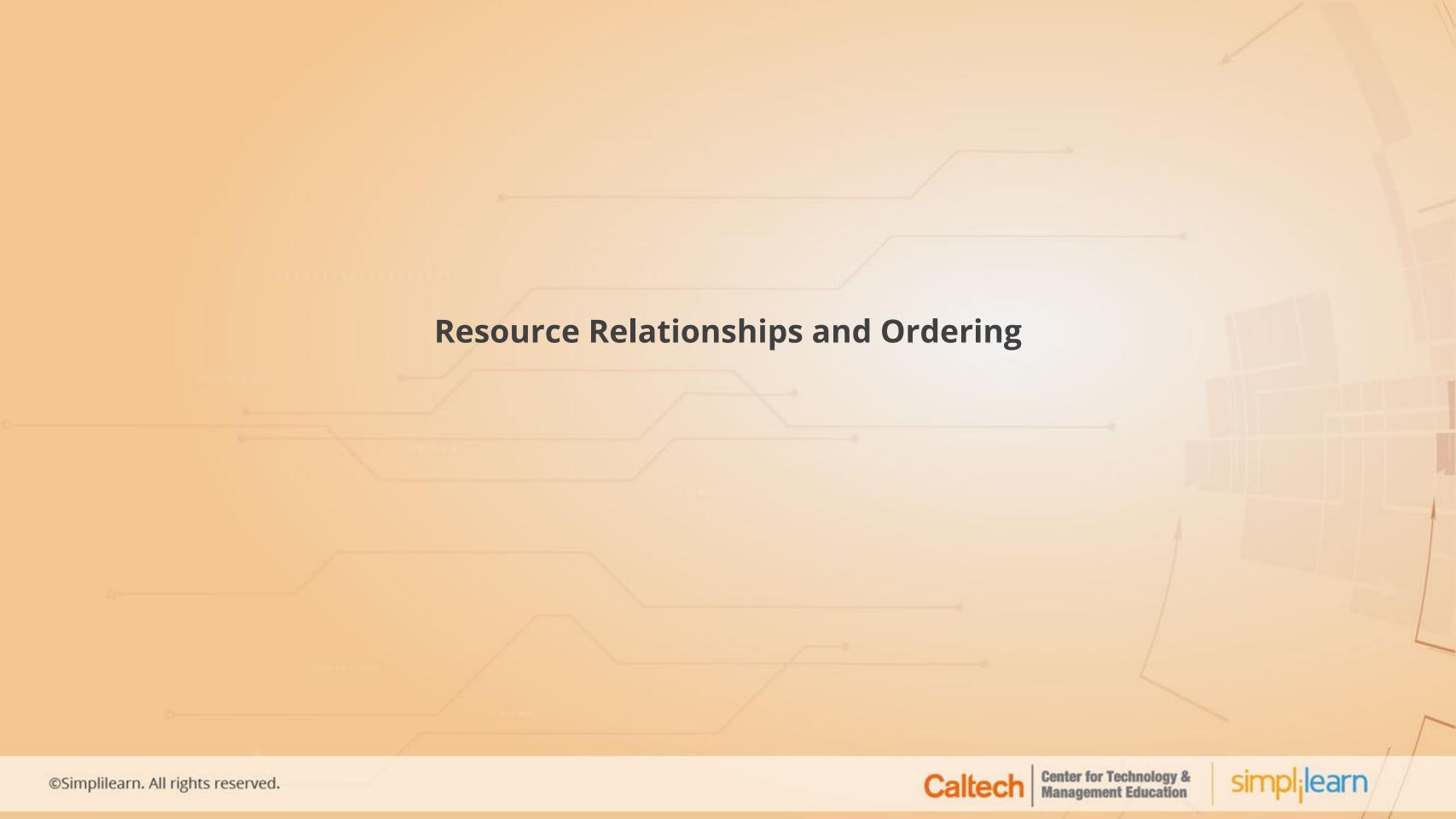


### **Assisted Practice: Guidelines**

### Steps to perform:

- 1. Use Puppet resource command to create a new user resource
- 2. Use command line to add attributes and values for the new user resource
- 3. Use command line to remove a user resource





### **Resource Relationships and Ordering**

By default, when not specified, Puppet applies resources in the order they are declared in the manifest.

For cases when a set of resources must always be managed in a particular sequence, Puppet offers the following ways to specify the sequence:

Relationship metaparameters

2 Chaining arrows

The require function





### **Relationship Metaparameters**

There are four metaparameters that can be used to establish the order of resources. They can be used as attributes in any resource and value of metaparameter must be a reference to a resource.

Following are the four metaparameters:

Applies a resource **before** the target resource before Applies a resource **after** the target resource require Applies a resource **before** the target resource and refreshes the target notify resource by notifying if there are any changes in the dependencies Applies a resource after the target resource and refreshes the resource if subscribe the target resources change





### **Relationship Metaparameters**

Using before and require metaparameters create the same sequence. They can be used as shown in the following examples:

### **Before Metaparameter**

```
package { 'openssh-server':
    ensure => present,
    before =>
File['/etc/ssh/sshd_config'],
}
```

### **Require Metaparameter**

```
file { '/etc/ssh/sshd_config':
    ensure => file,
    mode => '0600',
    source =>
    'puppet://modules/sshd/sshd_c
    onfig',
    require => Package['openssh-server'],
}
```

Both of the above resource declarations specify that the package ['openssh-server'] resource must be applied before file['/etc/ssh/sshd\_config'] resource.





### **Relationship Metaparameters**

Using notify and subscribe metaparameters create the same sequence. They can be used as shown in the following examples:

### **Notify Metaparameter**

```
file { '/etc/ssh/sshd_config':
    ensure => file,
    mode => '0600',
    source =>
    'puppet://modules/sshd/sshd_c
    onfig',
    notify => Service['sshd'],
}
```

### **Subscribe Metaparameter**

```
service { 'sshd':
    ensure => running,
    enable => true,
    subscribe =>
File['/etc/ssh/sshd_config'],
}
```

Both of the above resource declarations specify that the Service['sshd'] resource should be refreshed after File['/etc/ssh/sshd\_config'] resource is applied and vice-versa.





### **Chaining Arrows**

Puppet lets users define relationships on the basis of the sequence of two or more resources using the chaining arrow operators.

Types of chaining arrow operators:

Ordering arrow (->)	Applies the resource on the left before the one on the right
Notifying arrow (~>)	Applies the resource on the left before the one on right. If the left- hand resource changes, the right-hand resource gets refreshed

Operands to be used on either side of the operators include:

1 Resource declarations

**2** Resource definitions





### **Chaining Arrows**

An example of using chaining arrows with **resource declarations** in the Puppet manifests is given below:

```
Package['ntp'] -> File['/etc/ntp.conf'] ~> Service['ntpd']
```

### NOTE

An operand can be shared between more than two resource declarations, linking the resources together in a timeline.





### **Chaining Arrows**

An example of using chaining arrows with **resource definitions** in the Puppet manifests is given below:

```
package { 'openssh-server':
    ensure => present,
} # and then:
-> file { '/etc/ssh/sshd_config':
    ensure => file,
    mode => '0600',
    source => 'puppet://modules/sshd/sshd_config',
} # and then:
-> service { 'sshd':
    ensure => running,
    enable => true,
}
```





### The require Function

The require function is used to declare a resource in order to make it a dependency for other resources.

### Example:

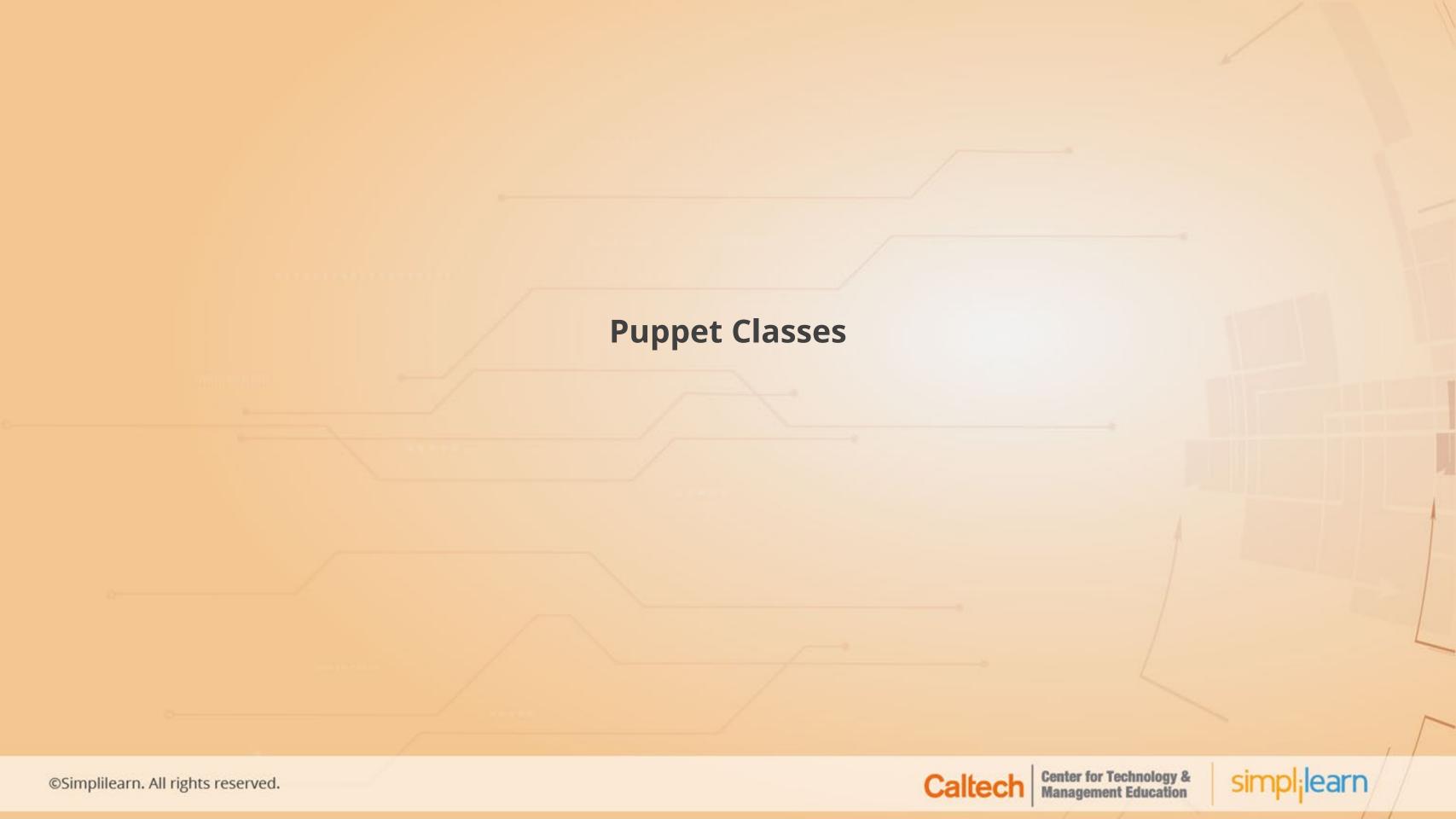
```
class wordpress {
  require apache
  require mysql
  ...
}
```

### **NOTE**

Require function does not have a reciprocal form like relationship metaparameters and chaining arrows.







### What are Puppet Classes?

A Puppet class is a collection of resources that are grouped together and given a name. The grouped resources form a large, customized configuration to create a desired state in a system by invoking the class with its name.





### **Defining a Puppet Class**

Defining a class includes:

The **class** keyword followed by the name of the class

A comma-separated parameter list enclosed in a pair of curly braces

The **Inherits** keyword followed by a single class name

A class body should contain one or more resource declarations





### **Syntax for Defining a Puppet Class**

**Syntax:** 

```
class class_name {
  class body
}
```

**Example:** 

```
class base::linux {
  file { '/etc/passwd':
    owner => 'root',
    group => 'root',
    mode => '0644',
}
file { '/etc/shadow':
    owner => 'root',
    group => 'root',
    mode => '0440',
}
```





### **Class Parameters and Variables**

• Parameters are entities that allow a class to request external data.

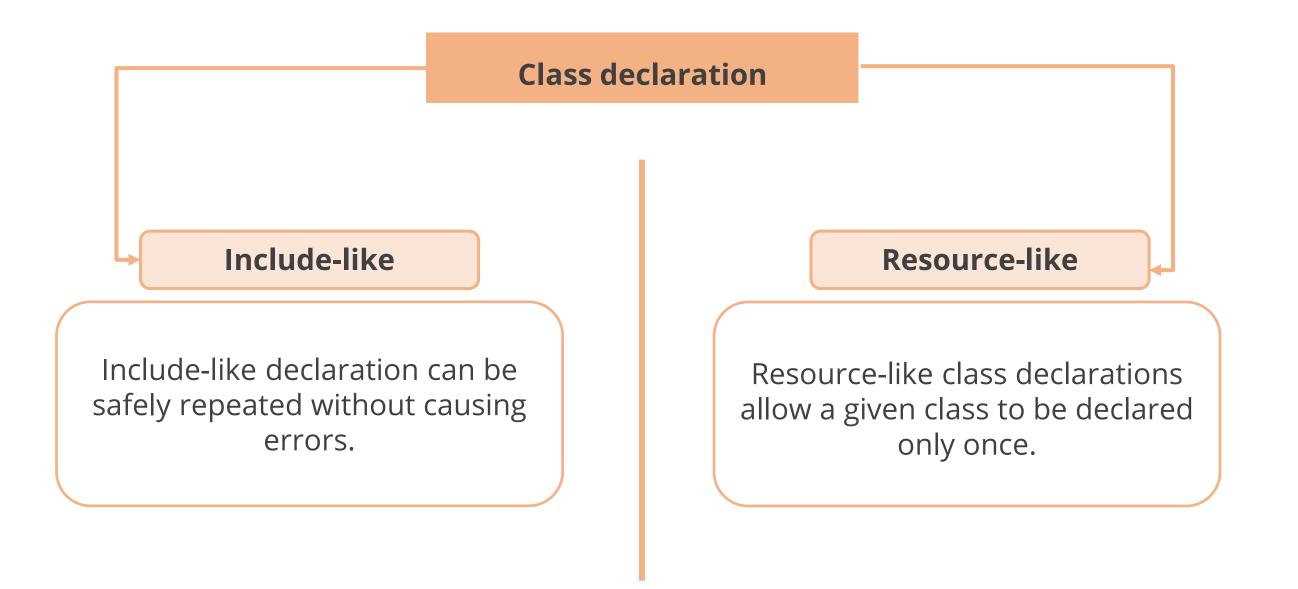
- Class parameters can be used as normal variables inside the class definition.
- Users can define parameters with or without datatypes.
- The variables \$title and \$name are set to the class name by default.
- Values of these variables are taken as inputs from users.





### **Declaring a Class**

Declaring classes in a Puppet manifest will add all the resources included in the class to the catalog.







### **Include Function**

Users can add classes in a catalog using the include function. The include function can be used in the following ways:

### A single class name

include base::linux

### A single class reference

include
Class['base::linux']

### A comma separated list of class names

include base::linux, apache

### An array of class names

```
$my_classes =
['base::linux', 'apache']
include $my_classes
```





### Assisted Practice Defining and Declaring Puppet classes

### **Problem Statement:**

Define and Declare a Puppet class in a Puppet manifest

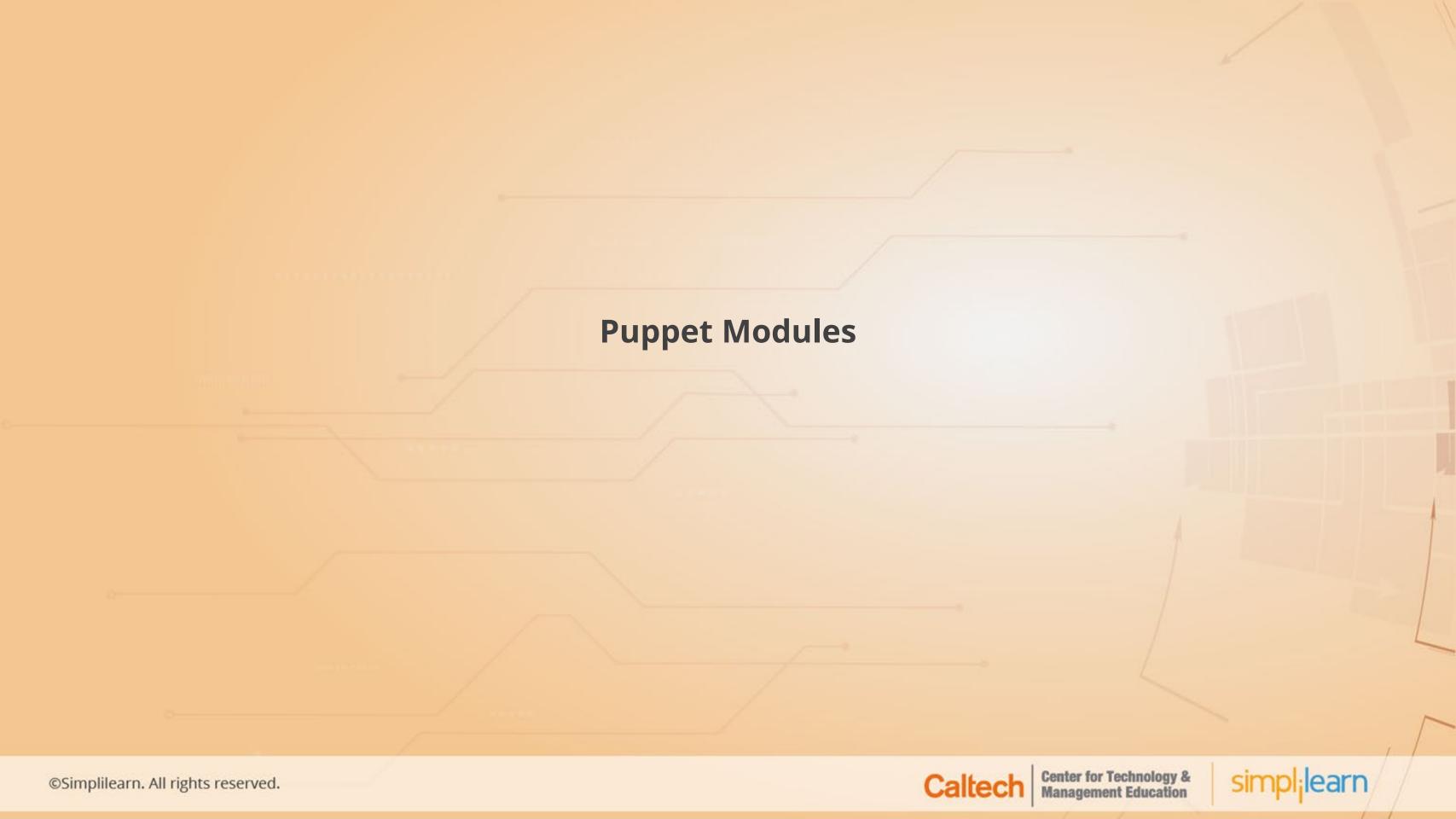


### **Assisted Practice: Guidelines**

### Steps to perform:

- 1. Define a Puppet class with a package resource in it
- 2. Add a service resource in the previously defined class
- 3. Declare the class in the manifest using include-like function





### **Puppet Modules**

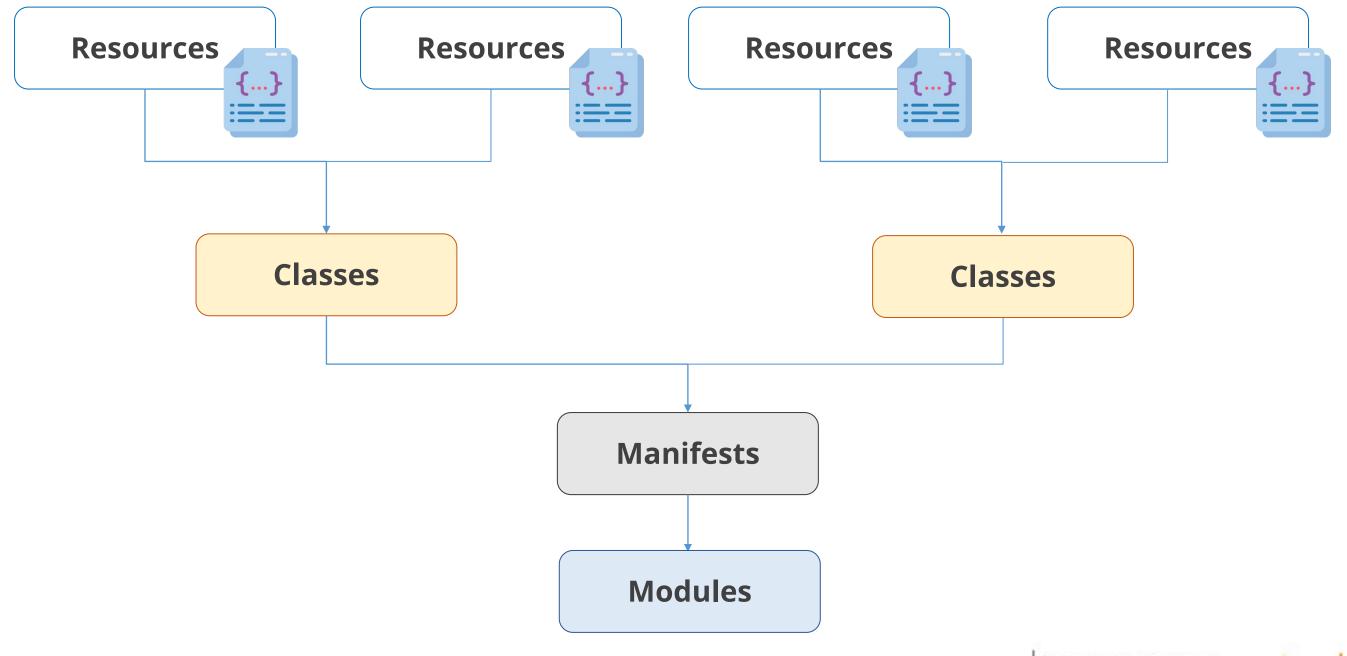
Puppet module is a tree directory that contains the files needed for a given configuration such as a manifest. It is a reusable and shareable entity in Puppet.

- Puppet modules can be custom written or installed from Puppet.
- Module names should contain only lowercase alphabets, numbers, and underscores.
- Module names should begin with a lowercase letter.



### **Puppet Modules**

The following diagram shows the relationship between Puppet modules and other Puppet components:







# **Installing Puppet Modules**

Puppet modules can be installed from module repositories that contain pre-built modules using command line.

Use the command given below for installation:

puppet module install --module\_repository http://dev-forge.example.com puppetlabs-apache

#### **NOTE**

To change the default module repository, users can edit the module\_repository setting in the puppet.conf file.



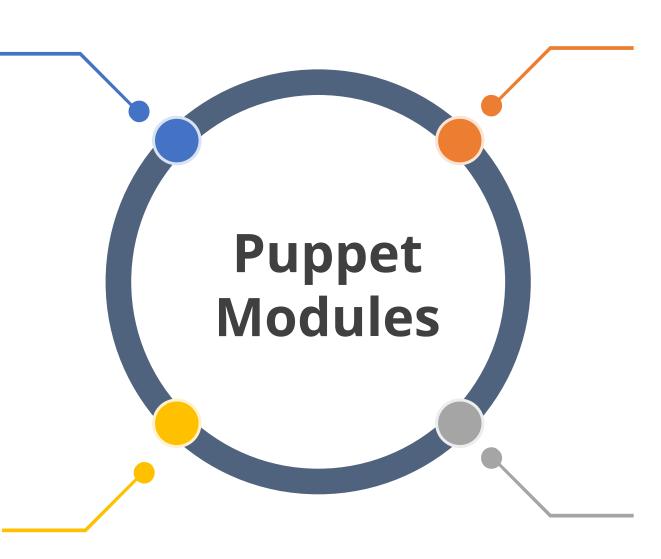


## **Writing Puppet Modules**

A module includes:

#### The <Module> class

The main class of the module that shares the same name as the module and is defined in init.pp file



#### The config class

Contains resources related to configuring the installed software

#### The install class

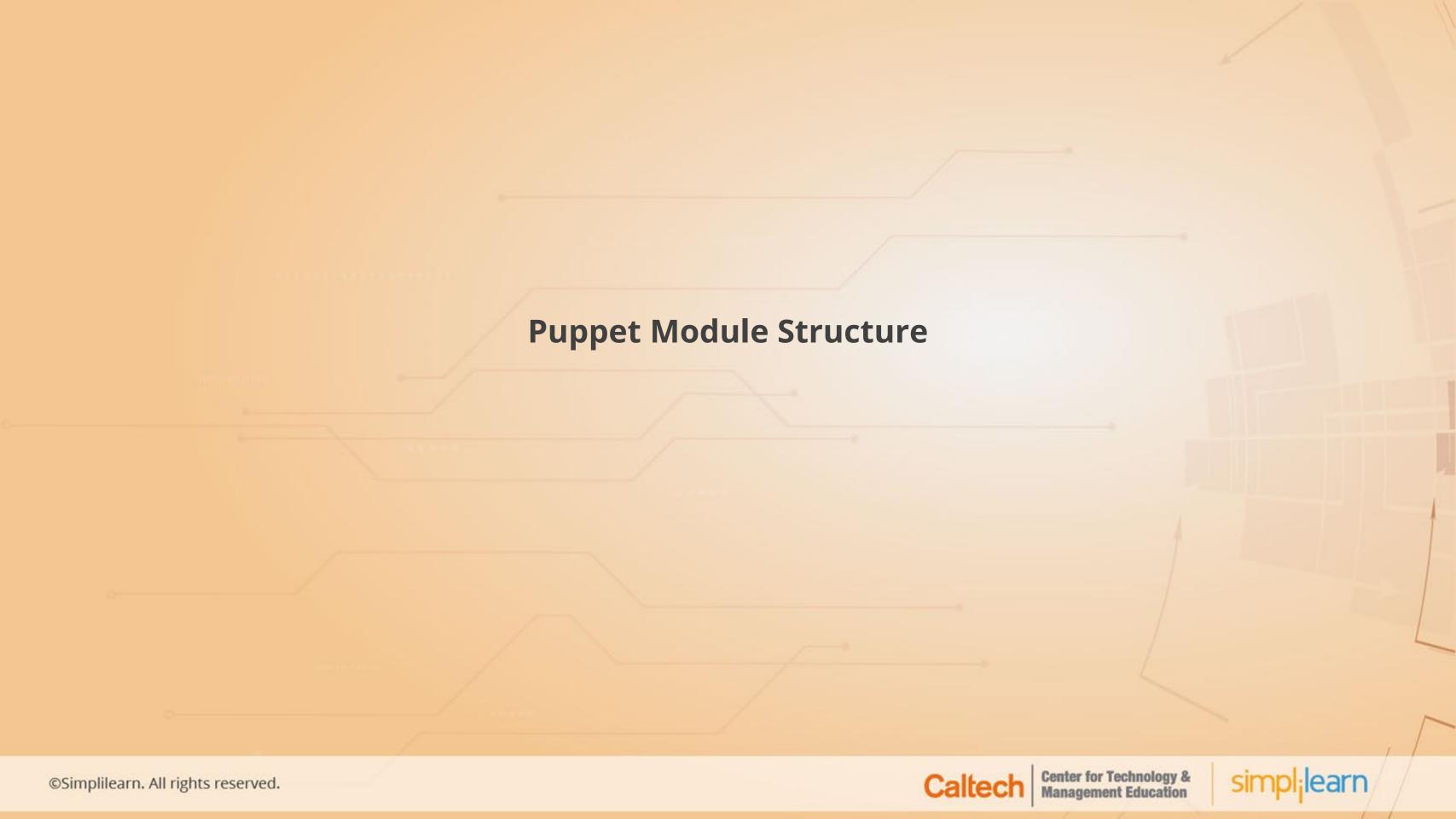
Contains all of the resources related to installing the software



Contains service resources as well as anything related to the running state of the software







## **Puppet Module Structure**

Puppet modules have a specific directory structure where nodes can discover and load classes, resources, facts, manifests, and other Puppet components.

The structure of the directory is given below:

```
module-name/
|- manifets
|- init.pp
|- files
|- templates
|- facts
|- files
|- service.conf
|- functions
```

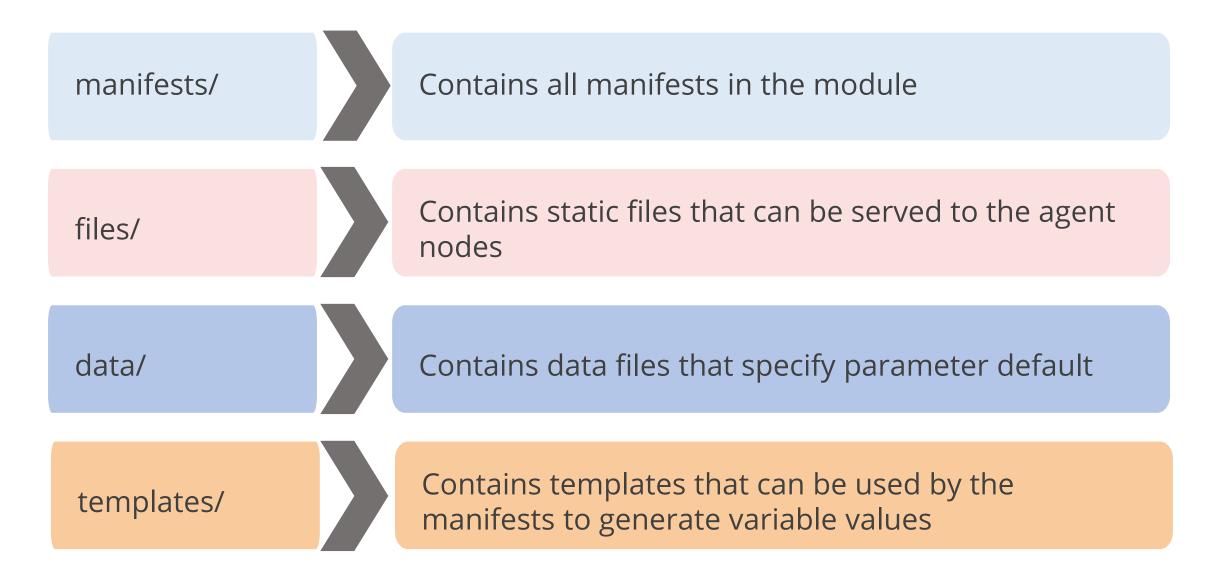




## **Puppet Module Structure**

All the sub-directories in a module hold different entities required by Puppet master to apply configuration management to agent nodes.

The following are the most common subdirectories with their respective content:





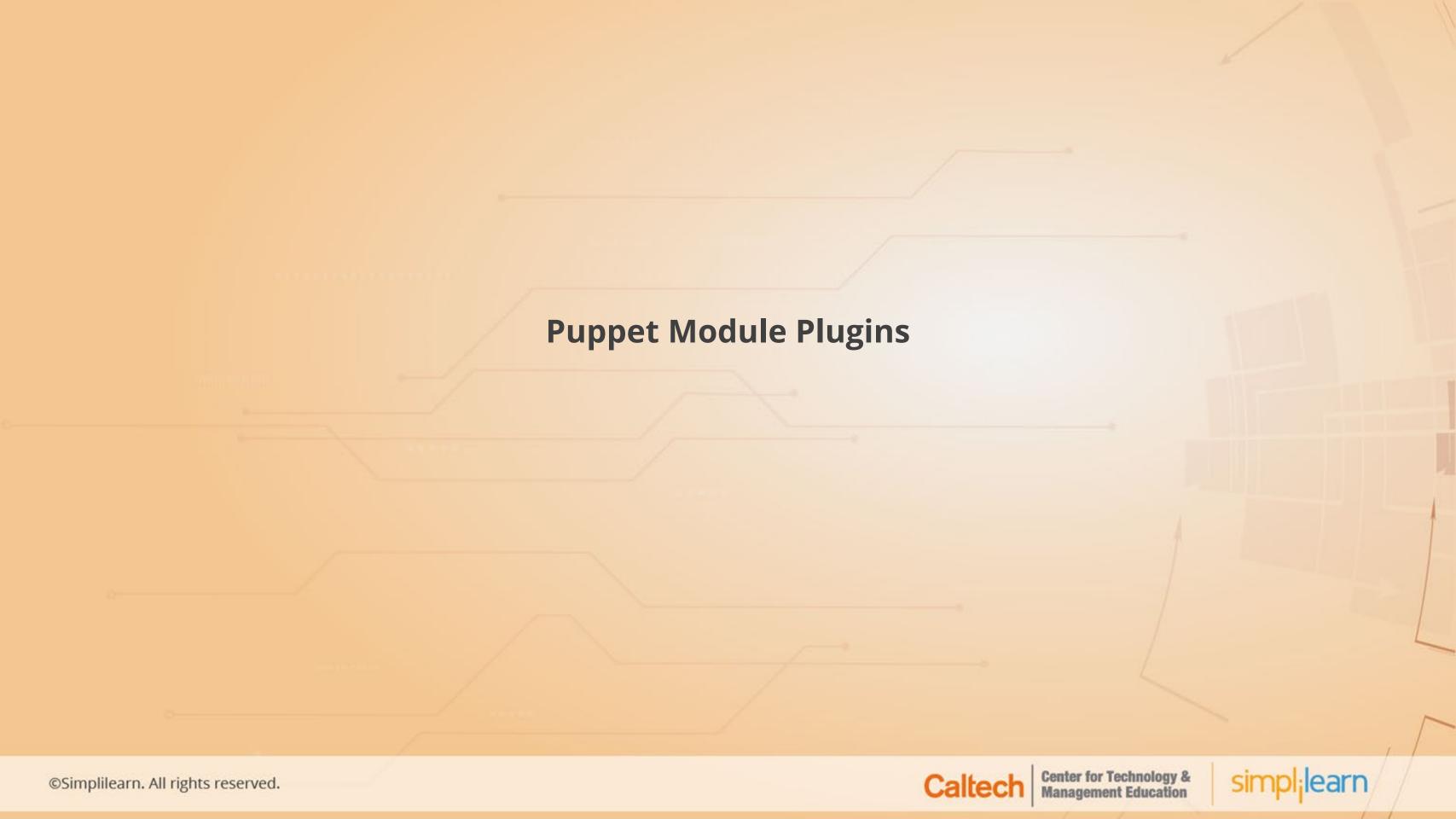


### **Puppet Module Structure**

Contains external facts that are synced with agent facts/ nodes Contains custom functions written by users in functions/ Puppet language Contains plugins such as custom facts and custom lib/ resource types Contains custom functions and resource providers puppet/







# **Puppet Module Plugins**

Plugins in Puppet modules enable various features such as custom facts and functions to manage the agent nodes. Plugins can be in-built in the module as well as developed by users.

The following are the most common subdirectories with their respective content:

Plugin type	Description	Used by	Module Subdirectory
Custom facts	Facts provide information about a specific system state.	Puppet agents	lib/facter
External facts	External facts provide a way to set facts statically with structured data.	Puppet agents	Facts/
Puppet functions	Functions are written in Puppet language to return calculated values.	Only Puppet server	functions/





# **Puppet Module Plugins**

The following are the most common subdirectories with their respective content:

Plugin type	Description	Used by	Module Subdirectory
Ruby functions	Functions are written in Ruby language to return calculated values.	Only Puppet server	lib/puppet/functions
Resource types	These are written in Puppet to add new resource types to Puppet.	Puppet agents and Puppet server	Facts/lib/puppet/type
Resource providers	These are written in Puppet to add new resource providers to Puppet.	Puppet agents and Puppet server	functions/lib/puppet/provider





# Assisted Practice Creating a Puppet Module

#### **Problem Statement:**

Create a custom module on the Puppet master



### **Assisted Practice: Guidelines**

#### Steps to perform:

- 1. Create the module structure
- 2. Generate the metadata for the module
- 3. Explore the module directories





# **Assisted Practice**Installing Module from the Command Line

#### **Problem Statement:**

Install, upgrade, and uninstall modules using command line



#### **Assisted Practice: Guidelines**

#### Steps to perform:

- 1. Install Puppet module from Puppet Labs
- 2. Upgrade Puppet module to the latest version available
- 3. Uninstall Puppet module





# **Assisted Practice**Managing Modules from the Command line

#### **Problem Statement:**

List, search, and install modules from external repositories using the command line



#### **Assisted Practice: Guidelines**

#### Steps to perform:

- 1. List the modules installed in the specified module path
- 2. Search the Puppet labs module repositories for a module
- 3. Install module from another repository





# Assisted Practice Installing PHP from Puppet master to Puppet Agent

#### **Problem Statement:**

Set up a Puppet module to install PHP from Puppet master to Puppet agent



#### **Assisted Practice: Guidelines**

#### Steps to perform:

- 1. Install PHP modules in Puppet master
- 2. Pull configurations from Puppet master to Puppet agent
- 3. Verify PHP installation in Puppet agent





# **Key Takeaways**

- A Puppet resource may represent any components of a system such as package, file, users, and services.
- By default, Puppet resources are applied in the order they are declared in the main manifest. To change the order dynamically, user can use relations metaparameters, chaining arrows, and require function.
- A Puppet class is a collection of resources that form a large and customized configuration to create a desired state in a system.
- A Puppet modules is a collection of manifests, classes, and resources organised in a specific directory structure.

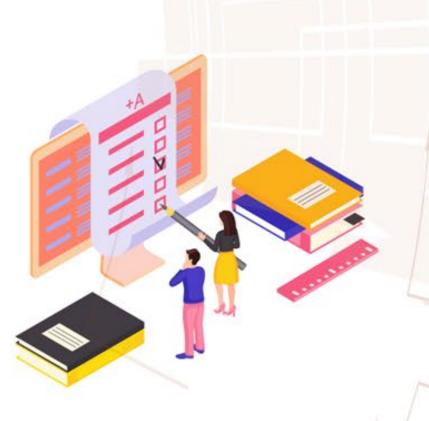




1

### Which of the following represents a Puppet resource?

- A. System files
- B. Users
- C. Services
- D. All of the above





Which of the following represents a Puppet resource?

- A. System files
- B. Users
- C. Services
- D. All of the above



The correct answer is

System files, users, and services all represent a Puppet resource.

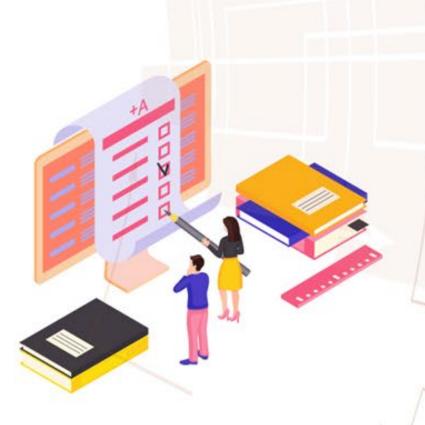




2

### What are Puppet classes made up of?

- A. Puppet modules
- B. Puppet resources
- C. Puppet catalog
- D. None of the above





2

What are Puppet classes made up of?

- A. Puppet modules
- B. Puppet resources
- C. Puppet catalog
- D. None of the above



The correct answer is **B** 

A collection of Puppet resources make up Puppet classes.

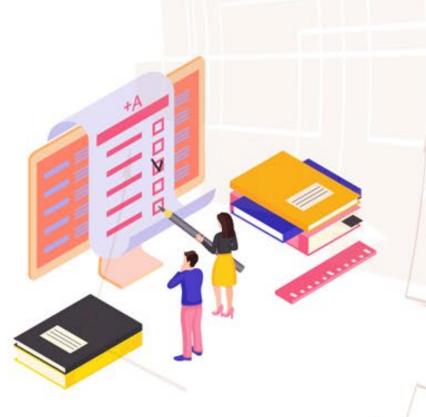




3

Which of the following variables are set as class name by default?

- A. \$title
- B. \$name
- C. Both A and B
- D. None of the above





3

Which of the following variables are set as class name by default?

- A. \$title
- B. \$name
- C. Both A and B
- D. None of the above



The correct answer is C

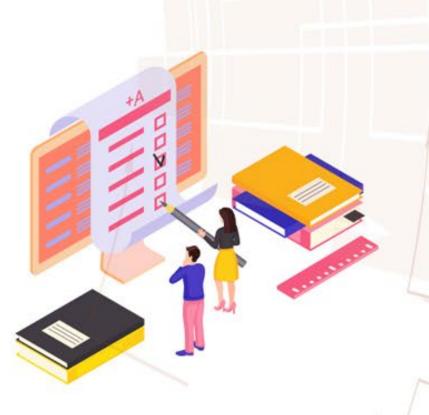
Puppet programming language uses \$title and \$name variable as reserved variables with value equal to the class name.



4

Which attribute is edited in the puppet.conf file to change the default module repository?

- A. Module\_repository
- B. Module\_directory
- C. Module\_fact
- D. None of the above





Which attribute is edited in the puppet.conf file to change the default module repository?

- A. Module\_repository
- B. Module\_directory
- C. Module\_fact
- D. None of the above



The correct answer is A

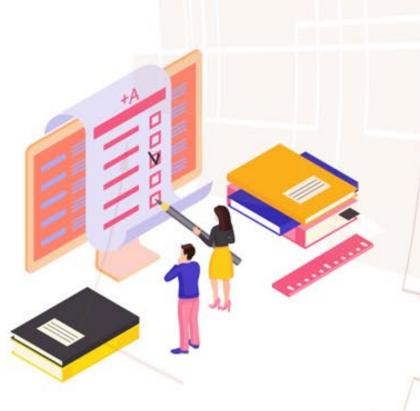
Module\_repository attribute can be edited to change the default module repository.



5

Which of the following sub directories in a module contains plugins?

- A. facts/
- B. functions/
- C. lib/
- D. puppet/





5

Which of the following sub directories in a module contains plugins?

- A. facts/
- B. functions/
- C. lib/
- D. puppet/



The correct answer is

lib/ sub directory in a module contains all plugins.



# **Lesson-End Project**

# **Deployment from Github Using Ansible**



#### **Problem Statement:**

You are a DevOps engineer at XYZ Ltd. Your company is developing an application for its online business marketing. You are asked to deploy apache server on all the systems that are used to host the application.

**Domain:** E-commerce

#### **Steps to perform:**

- 1.Install Puppet agent on target systems
- 2.Set up apache server on the Puppet master system
- 3. Pull the configurations from Puppet master to Puppet agent nodes

