Ansible - 2

You have been asked to:

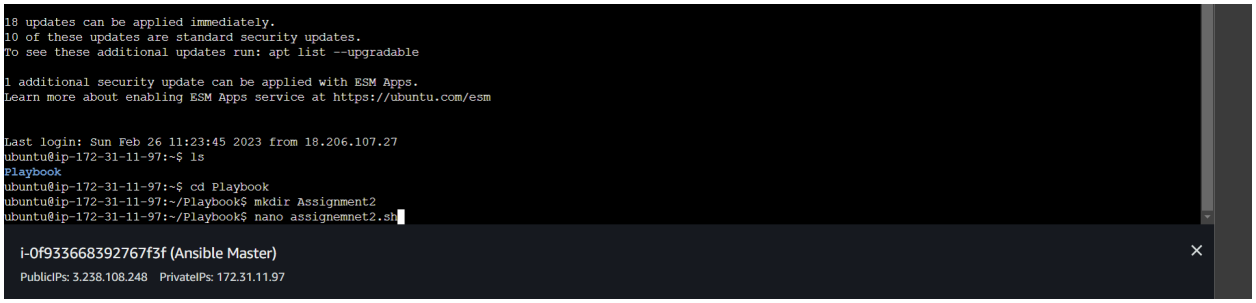
- Create a script which can add text “This text has been added by custom script” to /tmp.1.txt
- Run this script using Ansible on all the hosts

Let us create a shell file which when ran will create a file with given statement.

mkdir assignment2.yaml

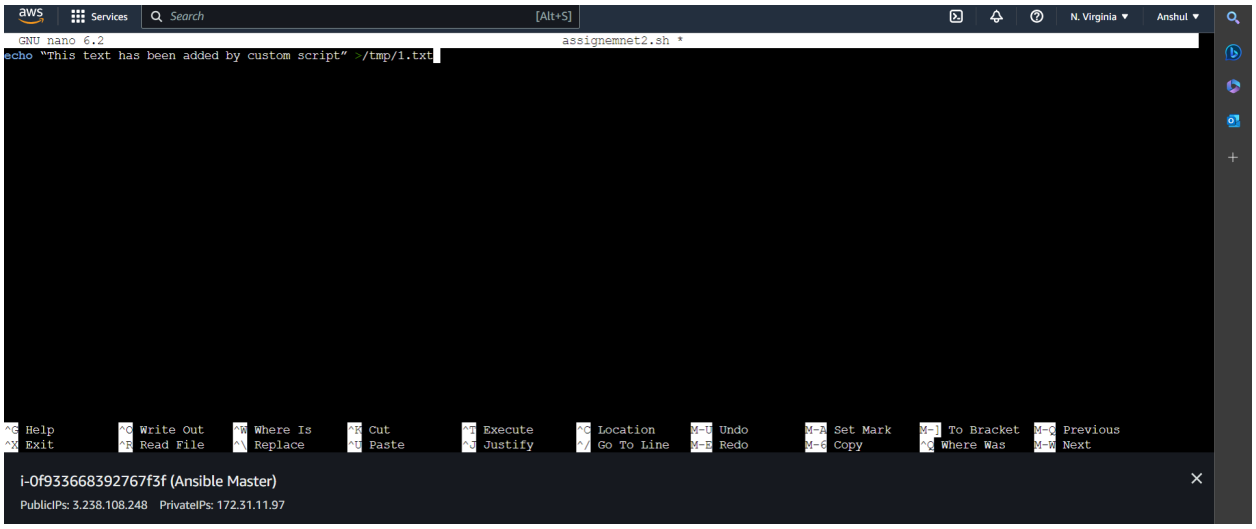
cd assignment2.yaml

Nano assignment2.sh



Paste: echo “This text has been added by custom script” >/tmp/1.txt

When this script is ran by any means it will create a 1.txt text file at /tmp with contents as stated.



Now let us create a Playbook yaml file which will run this script in both the servers.

```
---
- name: task for assign2 on slave1
  hosts: slave1
  become: true
  tasks:
   - name: running a script on slave1
     script: assignemnet2.sh
- name: task for assign2 on slave2
  hosts: slave2
  become: true
  tasks:
   - name: running a script on slave2
     script: assignemnet2.sh
```

The script is defining two tasks to be performed on two different hosts, "slave1" and "slave2", respectively.

For the task on "slave1", the script specifies that it should run a shell script called "assignemnet2.sh", with elevated privileges (using the "become: true" option).

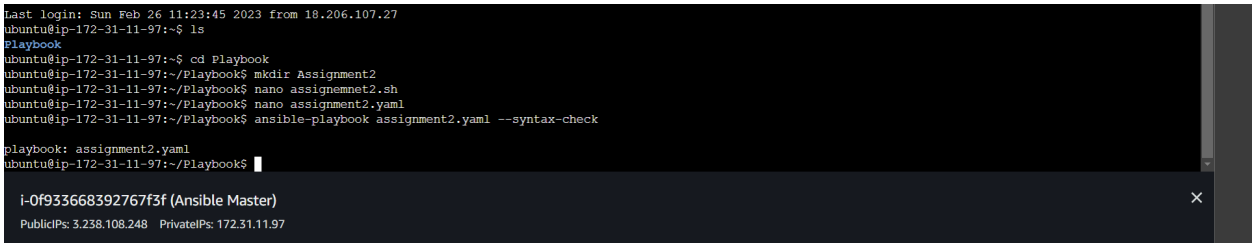
The task on "slave2" is similar, except that it is performed on a different host.

LEt us create Playbook for this. Just create a file:
nano <filename>.yaml

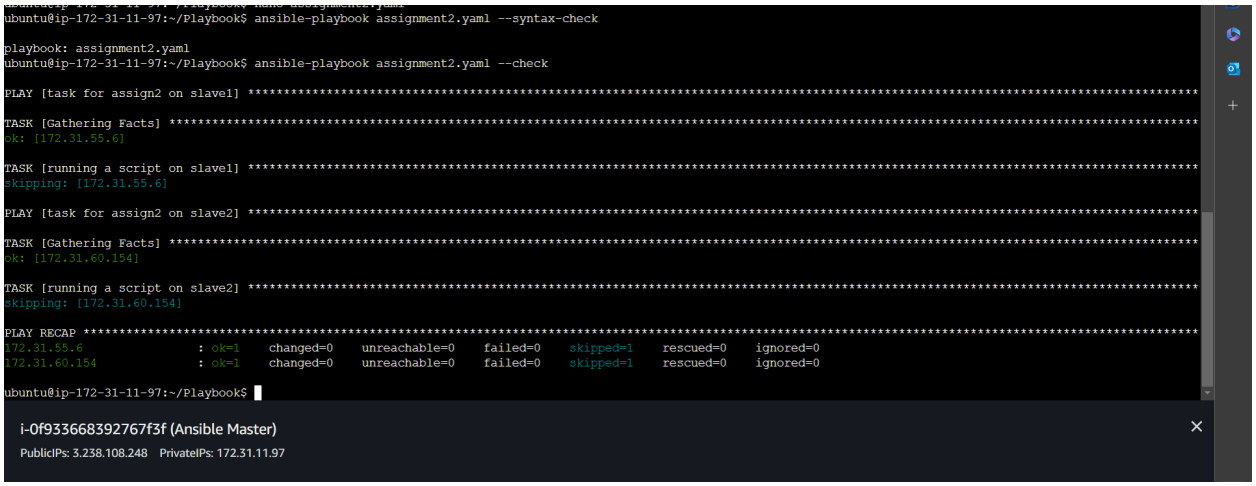
And paste above script here

Let us syntax check and dry run this yaml file like before.

For syntax check use command: ansible-playbook <file.yaml>--syntax-check

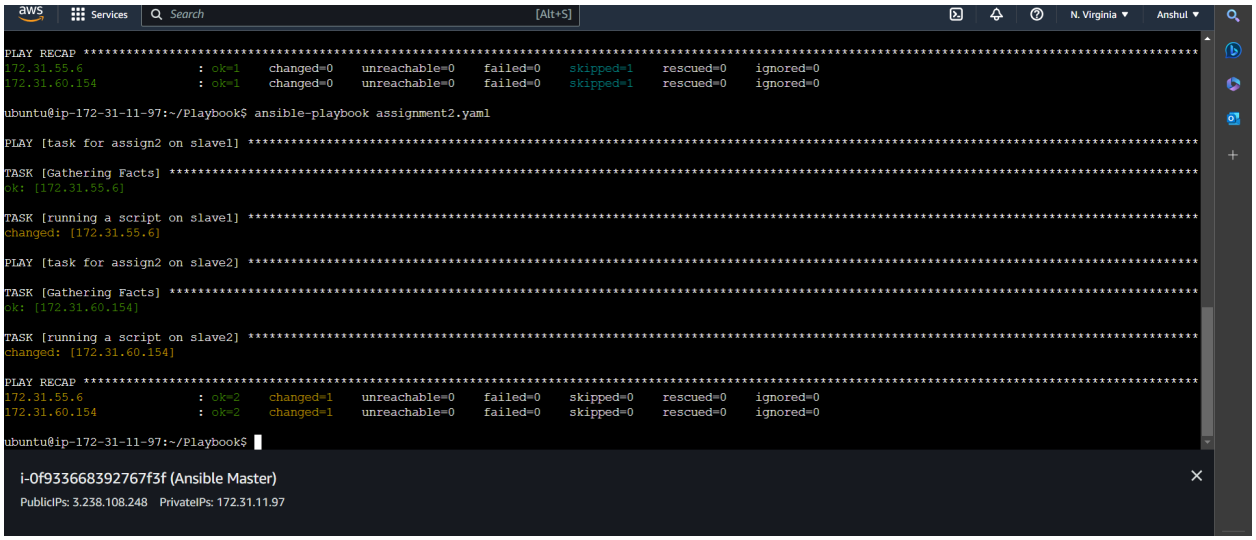


For dry run use command:ansible-playbook <file.yaml> --check

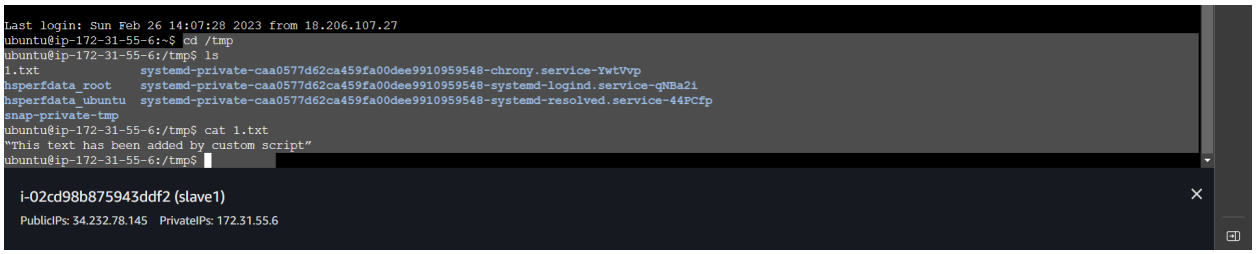


Now let us run the playbook to see actual results.

ansible-playbook <filename.yaml>



Now let us see if file with those contents are reflected or not. Do this in both slave servers:
cd /tmp
Cat 1.txt



Conclusion: We can create files or do any changes in Slave servers by creating and running shell script files with the help of a playbook file from the master server.
The changes can be made on n number of servers with help of a single playbook run.