



kubernetes

Why kubernetes ?



Container Clusters

- What if we have 10s, 100s, 1000s of running containers on multiple VMs?
- How to deploy, scale, restart, manage all of these containers?
- What problems do they solve?
 - Management
 - Metrics
 - Health checks
 - Security
 - Abstraction of hardware
 - Networking
 - Scheduling
 - Scaling
 - Deployment
 - Rollbacks
 - Zero-downtime / blue-green
 - Service discovery

A Brief Kubernetes History

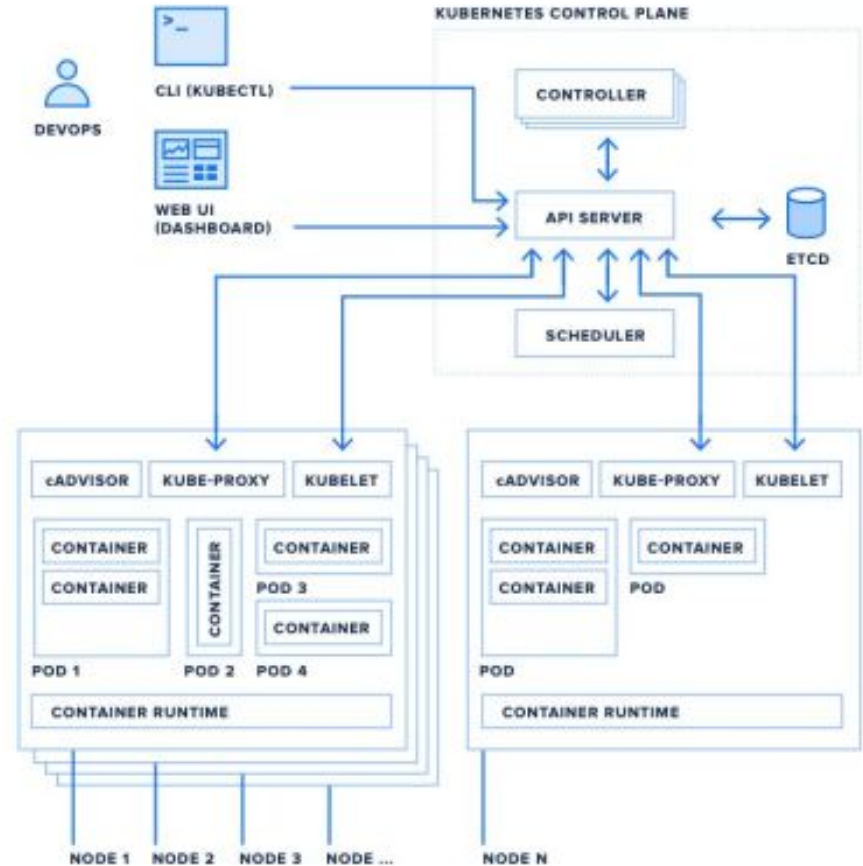
- “K8s”
- Evolved out of Borg (Google’s internal container cluster)
- Open sourced ~2014
- Grew in popularity, open source velocity increased
- Now the most popular container cluster (most cloud platforms have some sort of managed K8s offering)
- Features added regularly and frequently
- Cloud Native / CNCF - Kubernetes, Prometheus, Fluentd

Kubernetes Architecture

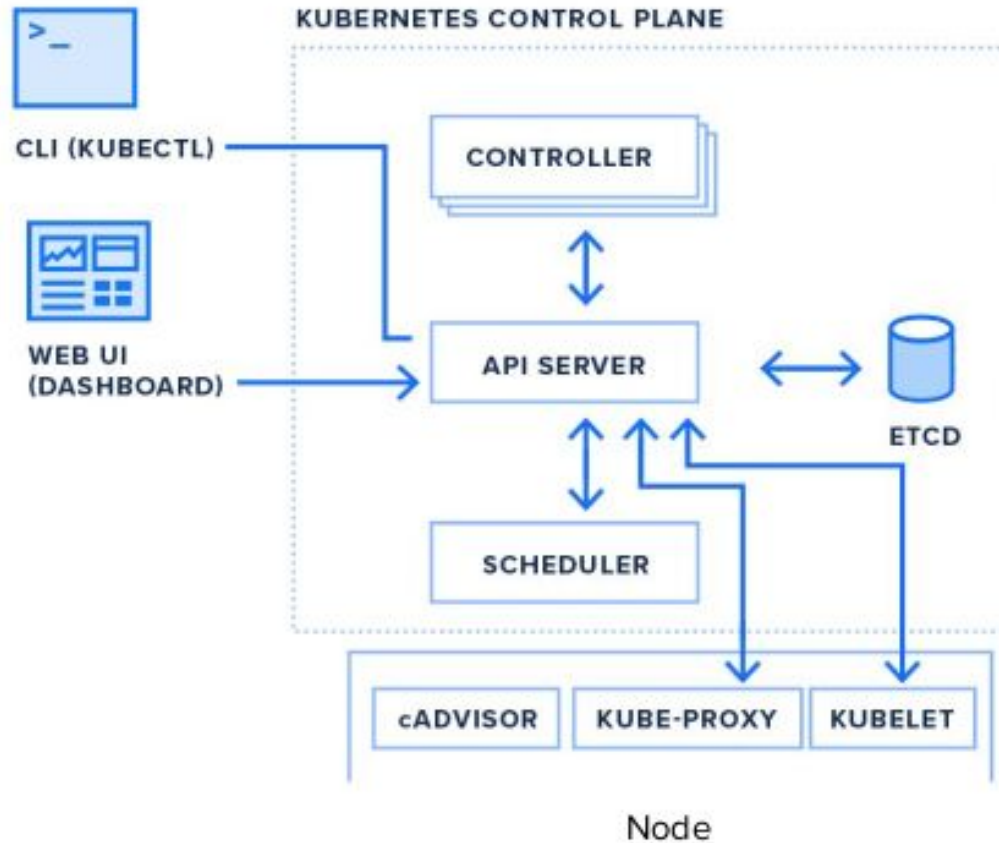
- Client side :- CLI(KUBECTL)

WEB UI(DASHBOARD)

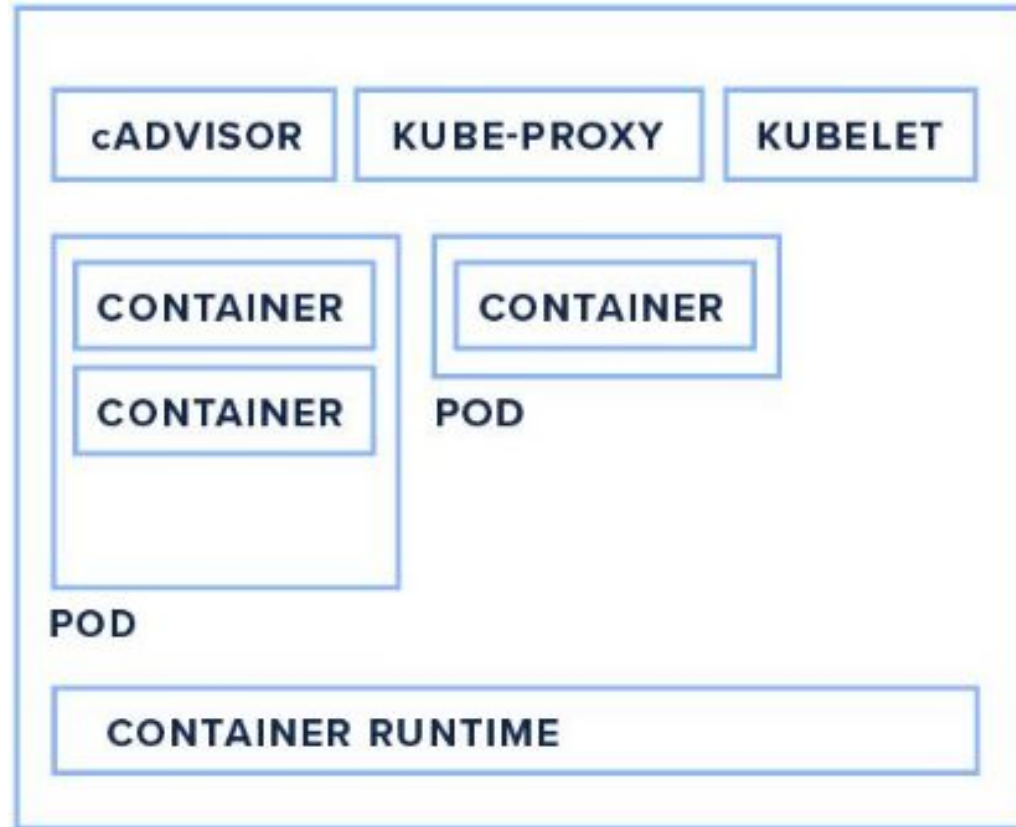
- Kubernetes Control plane or master node
- Minions node or worker node



Kubernetes control plane



Kubernetes worker nodes



Kubernetes installation

Single Node

- Docker desktop
- Minikube

Custom kubernetes

- Kubeadm
- Kubespray

Cloud

- AWS - EKS
- Azure - AKS
- Google - GKE

Some K8s commands

Minikube start

Minikube stop

Kubectl version

Kubectl get

Kubectl apply

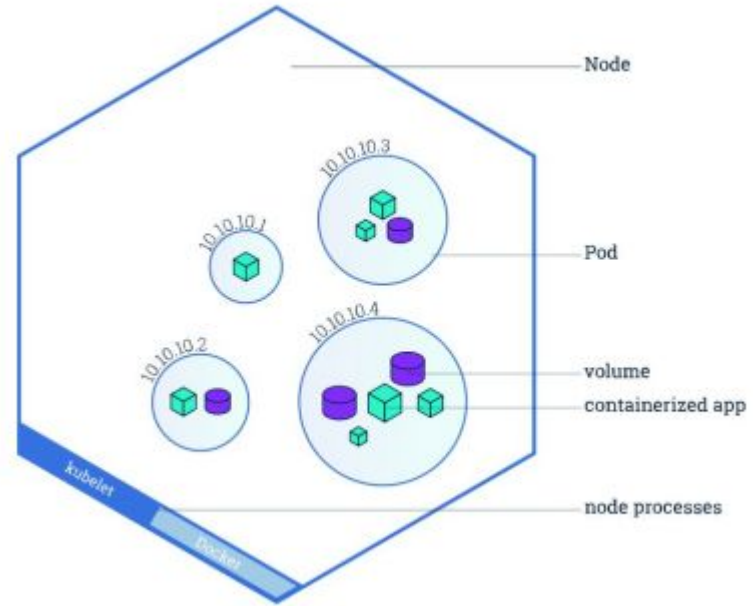
Kubectl create

Kubectl delete

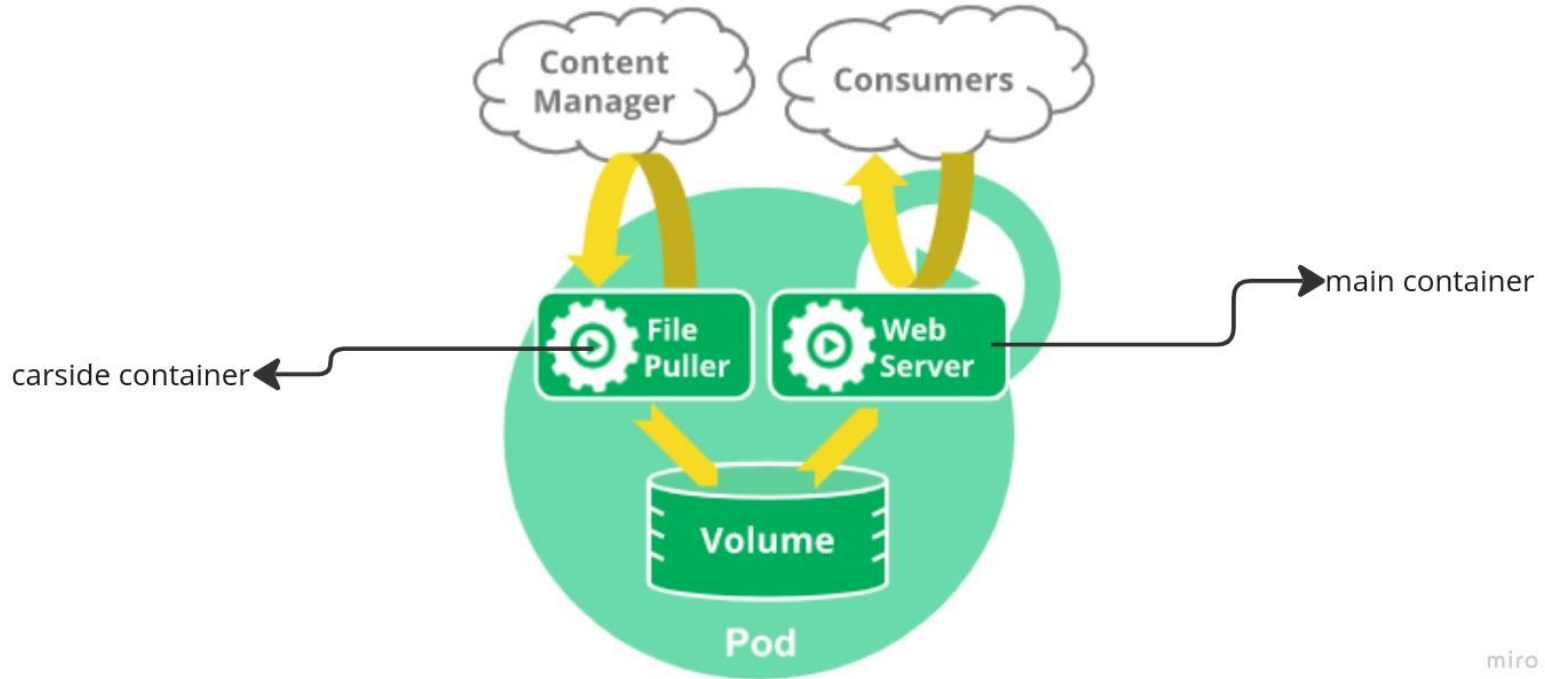
K8s components

PODS

- **Pods** are the smallest deployable units of computing that you can create and manage in Kubernetes.
- A **Pod** is a group of one or more containers.
- **Pods** that run a single container.
- **Pods** that run multiple containers that need to work together.
- **Pod** containers share resources
 - Storage
 - Network (localhost)
 - Always run on the same Node



Multiple containers in single pod



Create a container

Create a yaml file eg :- ak.yaml

```
apiVersion: v1
kind: Pod
metadata:
  name: akpod1 # name of your any kind type
spec: # to create env
  containers:
  - name: akc1
    image: aakashgaur57/apache_ka_code
    ports:
    - containerPort: 80
```

