

# A DEVELOPER INTRODUCTION TO OPENSHIFT

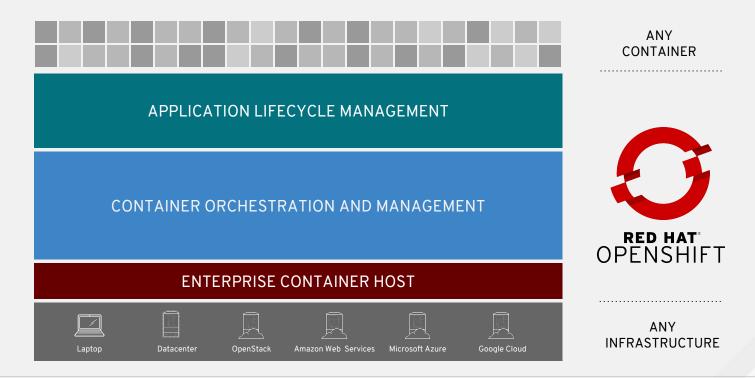




A secure and enterprise-grade container application platform based on Kubernetes for traditional and cloud-native applications

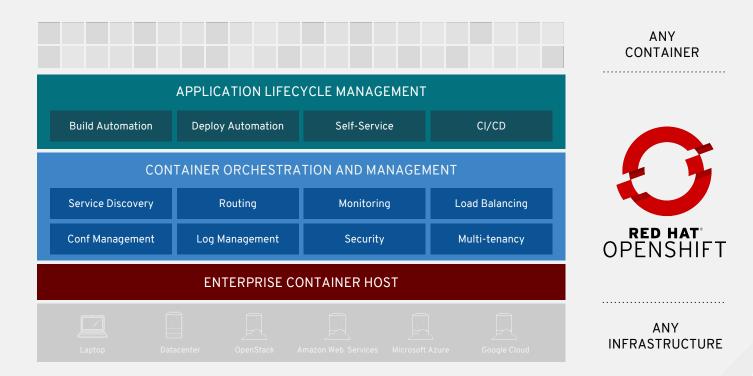


## CLOUD-NATIVE CAPABILITIES WITH RED HAT OPENSHIFT





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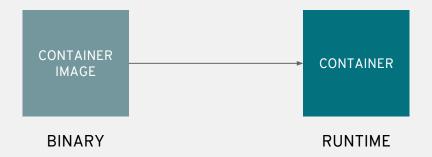


## A container is the smallest compute unit



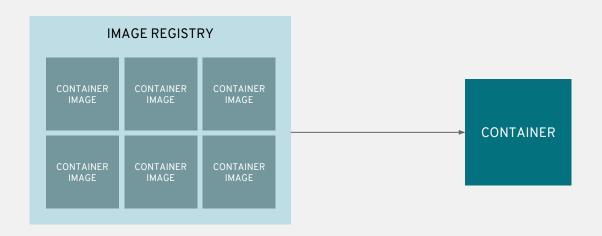


# containers are created from container images during a build



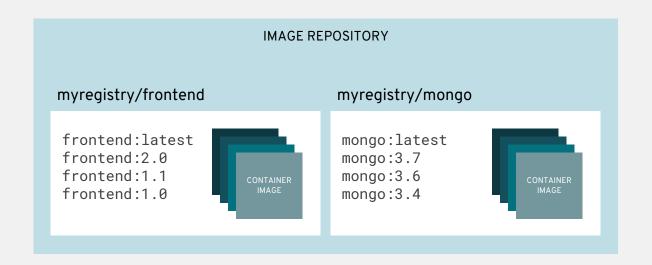


# container images are stored in an image registry





# an image repository contains all versions of an image in the image registry

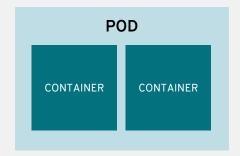




# containers are wrapped in pods which are units of deployment and management, and share a common network address



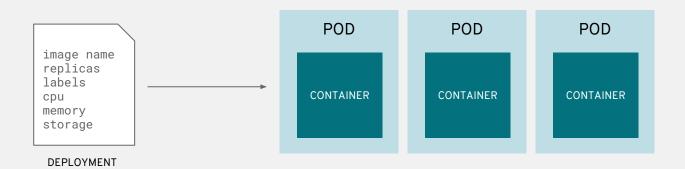




IP: 10.1.0.55

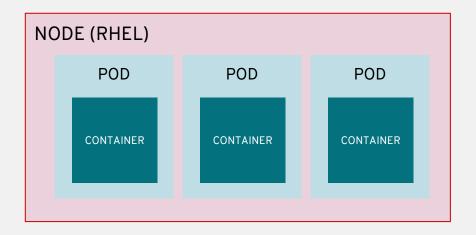


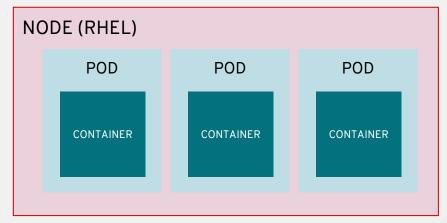
# pods configuration is defined in a deployment





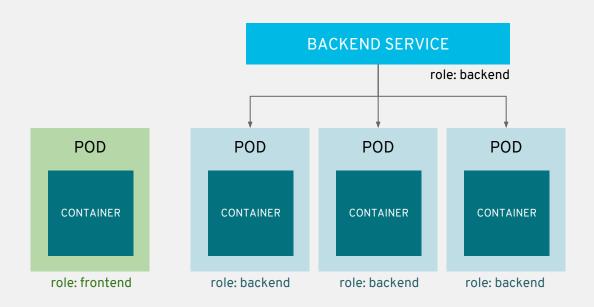
### pods are deployed to and run on nodes





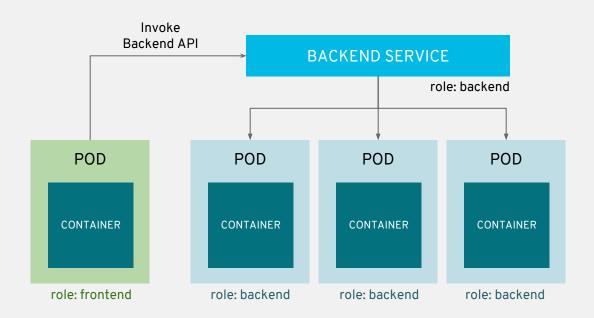


# services provide internal load-balancing and service discovery across pods



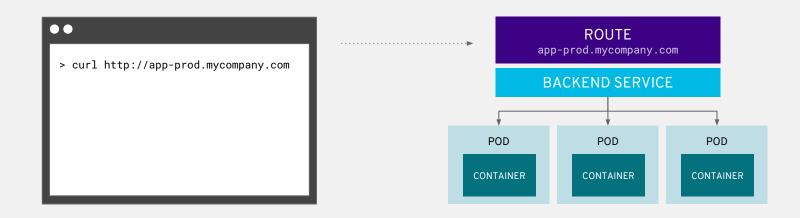


### apps can talk to each other via services



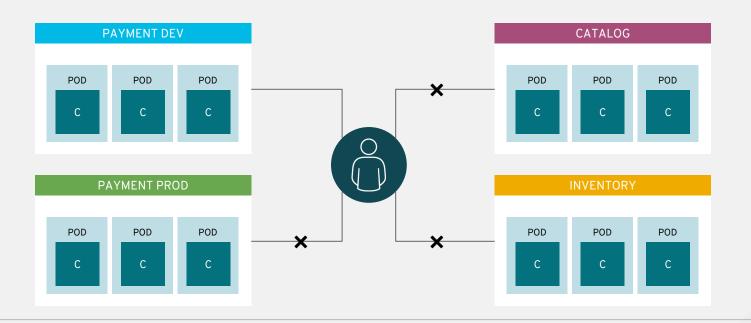


# routes add services to the external load-balancer and provide readable urls for the app



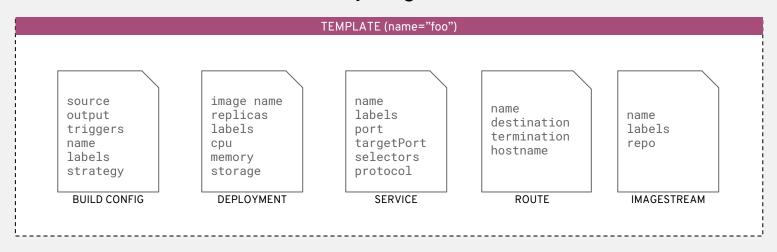


# projects isolate apps across environments, teams, groups and departments





# templates define a blueprint for an application that can be instantiated within a project



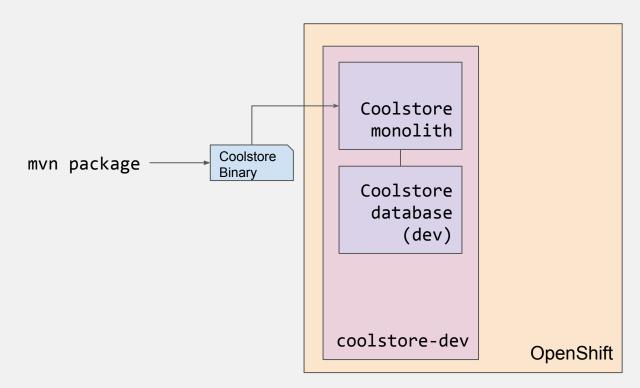
\$ oc new-app foo



# LAB: DEVELOPER INTRODUCTION TO OPENSHIFT



### **CURRENT STATE**



### **GOAL FOR LAB**

#### In this lab you will learn:

- Important OpenShift concepts for developers
- How OpenShift makes developers and architects happier
- How to do efficient round-trip development:
  - Separate dev from prod environments
  - Quick deployments using rsync / port-forwarding
  - Promoting apps using CI/CD Pipelines



## LAB: DEVELOPER INTRO TO OPENSHIFT

WEB: openshift-modernize-apps.katacoda.com SLIDES (PDF): bit.ly/m2m-slides

SCENARIO 3 A DEVELOPER INTRODUCTION TO OPENSHIFT

## WRAP-UP AND DISCUSSION



### RESULT OF LAB

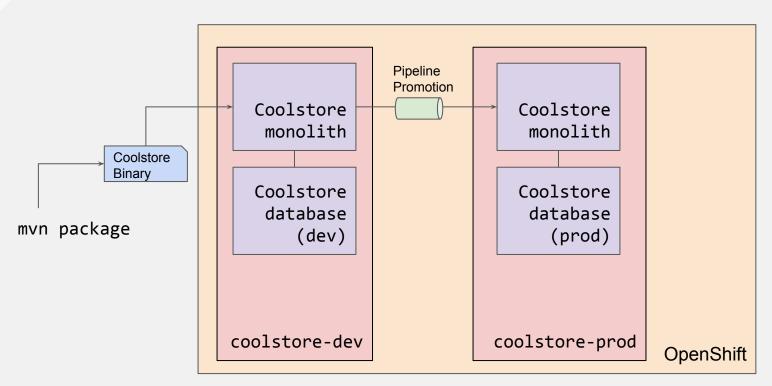
In this lab you learned how to:

- Do quick deployments with oc rsync
- Create a production environment separate from dev
- Promote tested/verified builds between environments using OpenShift pipeline builds

You should now have two projects (dev and prod) running the same CoolStore app! In the next lab we will begin the process of breaking the monolith up into microservices.



### DESIRED RESULT OF SCENARIO 3



## LEARN MORE: learn.openshift.com



## Interactive Learning Portal

Our Interactive Learning Scenarios provide you with a pre-configured OpenShift instance, accessible from your browser without any downloads or configuration. Use it to experiment, learn OpenShift and see how we can help solve real-world problems.

Getting Started with OpenShift for Developers

START SCENARIO

Logging in to an OpenShift Cluster

START SCENARIO

Deploying Applications From Images

START SCENARIO

Deploying Applications From Source

START SCENARIO

Using the CLI to Manage Resource Objects

START SCENARIO

Connecting to a Database Using Port Forwarding

START SCENARIO

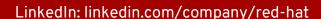
Transferring Files in and out of Containers

START SCENARIO



## THANK YOU





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