EXP. 9: Containerizing App with Docker

1) App source (minimal Express app):

Create a folder myapp/inside add these files

```
JS server.js
               {} package.json ×
{} package.json > ...
         "name": "docker-nodejs-app",
         "version": "1.0.0",
         "description": "A simple Node.js Express app containerized with Docker",
         "main": "server.js",
         "scripts": {
           "start": "node server.js",
           "dev": "nodemon server.js",
           "test": "echo \"Error: no test specified\" && exit 1"
         "keywords": ["docker", "nodejs", "express", "containerization"],
         "author": "Your Name",
"license": "MIT",
         "dependencies": {
           "express": "^4.18.2",
           "cors": "^2.8.5",
           "helmet": "^7.1.0",
           "dotenv": "^16.3.1"
         "devDependencies": {
           "nodemon": "^3.0.2"
         "engines": {
           "node": ">=18.0.0",
"npm": ">=8.0.0"
```

app.js:

```
// Initialize when page loads
document.addEventListener('DOMContentLoaded', function() {
    initializeApp();
    setupEventListeners();
    checkHealthStatus();
});
// Set up all button click handlers
function setupEventListeners() {
    const getUsersBtn = document.getElementById('getUsersBtn');
       getUsersBtn.addEventListener('click', fetchUsers);
   const addUserForm = document.getElementById('addUserForm');
    if (addUserForm) {
       addUserForm.addEventListener('submit', handleAddUser);
    const checkHealthBtn = document.getElementById('checkHealthBtn');
    if (checkHealthBtn) {
       checkHealthBtn.addEventListener('click', checkHealth);
```

```
Fetch Users (GET API Call)

ync function fetchUsers() {
    const resultDiv = document.getElementById('usersResult');
    const btn = document.getElementById('getUsersBtn');

  // Show loading state
btn.innerHTML = '<div class="loading"></div> Loading...';
btn.disabled = true;
   try {
  const response = await fetch('/api/users');
  const data = await response.json();
          if (data.success) {
    displayUsers(data.data, resultDiv);
    displayUsers(data.data, result succession);
                  displayusers - resultDiv.className = '
                   resultDiv.textContent = 'Error: ${data.message}';
resultDiv.className = 'result error';
          itch (error) {
    resultDiv.textContent = 'Network Error: ${error.message}';
    resultDiv.className = 'result error';
          btn.innerHTML = '<i class="fas fa-users"></i> Fetch Users';
btn.disabled = false;
Add User (POST API Call)
onc function handleAddUser(e) {
  e.preventDefault();
   const nameInput = document.getElementById('userName');
const emailInput = document.getElementById('userEmail');
const resultDiv = document.getElementById('addUserResult');
   const userData = {|
  name: nameInput.value.trim(),
  email: emailInput.value.trim()
            onst response = await fetch('/api/users', {
    method: 'POST',
    headers: {
        'Content-Type': 'application/json',
                 body: JSON.stringify(userData)
           const data = await response.json();
          if (data.success) {
    resultDiv.innerHTML = '<div class="result success">User Added Successfully!</div>';
    e.target.reset();
                  resultDiv.textContent = 'Error: ${data.message}';
resultDiv.className = 'result error';
    catch (error) {
  resultDiv.textContent = 'Network Error: ${error.message}';
  resultDiv.className = 'result error';
```

2) .dockerignore:

```
# IDE files
.vscode/
.idea/
*.swp
*.swo
*~
# OS generated files
.DS_Store
.DS Store?
.Spotlight-V100
.Trashes
ehthumbs.db
Thumbs.db
.git
.gitignore
Dockerfile*
docker-compose*
.dockerignore
```

```
dockerignore

1  # Dependencies
2  node_modules
3  npm-debug.log*
4  yarn-debug.log*
5  yarn-error.log*
6
7  # Runtime data
8  pids
9  *.pid
10  *.seed
11  *.pid.lock
12
13  # Coverage directory used by tools like istanbul coverage
15  *.lcov
16
17  # nyc test coverage
18  .nyc_output
19
19  # Grunt intermediate storage
20  .grunt
21  # Bower dependency directory
22  # Bower components
```

3) Dockerfile -Multi-stage, (dev/prod friendlily)

4) docker-compose.yml (optional, for local dev)

Create docker-compose.yml to run locally with environment overrides and volume mount for live reload (dev):

For production, remove volumes and use the baked-in CMD.

```
docker-compose.yml

version: '3.8'

services:
    app:
    build:
    context: .
    dockerfile: Dockerfile
    container_name: docker-nodejs-app
    ports:
    - "${PORT:-3000}:3000"
    environment:
    - NODE_ENV={NODE_ENV:-production}
    - PORT=3000
    - APP_VERSION=${APP_VERSION:-1.0.0}
env_file:
    - .env
    restart: unless-stopped
    healthcheck:
    test: ["CMD", "node", "-e", "require('http').get('http://localhost:3000/health', (res) =>
    interval: 30s
    timeout: 10s
    retries: 3
    start_period: 40s
    networks:
    - app-network
    volumes:
    # Mount logs directory if needed
    - ./logs:/app/logs
```

5) Build & run (com1mands)

From myapp/ directory:

Build image:

```
# build using Dockerfile
docker build -t myapp:latest
```

Run container:

```
docker run --rm -p 3000:3000 \
  -e GREETING="Hello Docker"\
  --name myapp-derno myapp:latest
```

Using docJQer-compose tdev):

```
docker-compose up --build
# stop i..,ith Ctrl+C or in another terminal:
# docker-compose down
```

Verify:

- Open http://localhost:3000/ you should see the ,greeting.
- Health: curl http://localhost:3000/health.

6) Tag1& push to Doclker Hub (optional):

```
# Login

docker- login

# tag (replace USER with your dockerhub username)

docker- tag rnyapp: latest YOI.JR_OOCKERHLrn_USER/rnyapp:1 ..0. 0

# push

docker- push YOUR_DOCK ERHUB_USER/ my app : 1. 0..0.
```

6) Extra best practices & tips:

- Use . env files for secrets in dev (with docker-compose and env_file), but **never** commit secrets to git.
- Use a non-root user in the image (example demonstrates it).
- Keep image s¹1im: prefer node:18-alpine or distroless images.
- Pin base images to a specific version for reproducibility.
- Security scan images (e.g., docker scan).
- Fairproduction orchestration use Ku'bernetes, ECS, or similar deploy the pushed image there.
- Ifyourapp needs file persistence, mount vo'lumes (-v) or use external storage; containers should be ephemeral.