

# Dockers

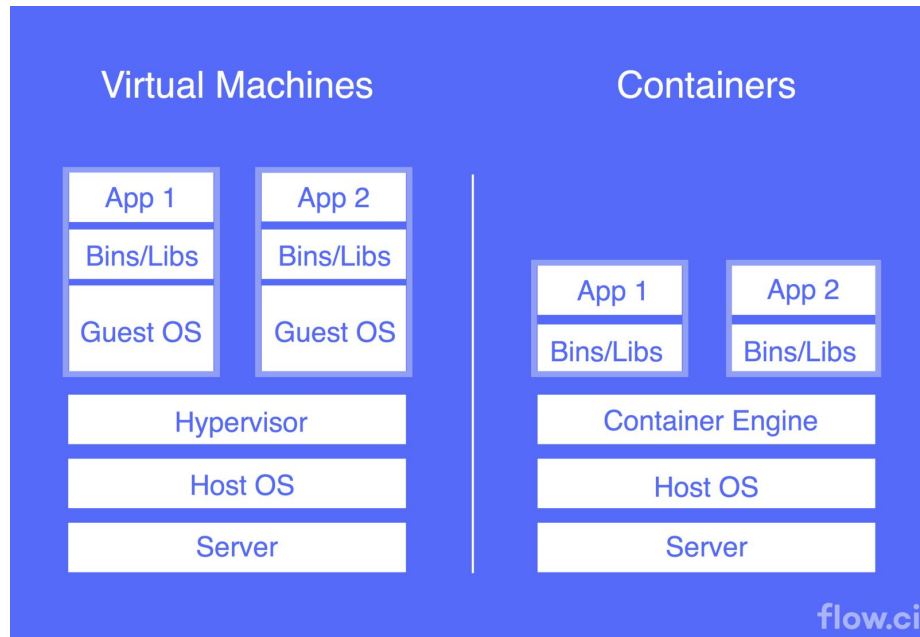
Alejandro Jurnet  
Pau Marcer





# Introduction to Dockers

- Operating system level virtualization.
- Pack the minimum set of tools to allow us to create virtualized apps.
- Run directly onto the operating system, there is no hypervisor.





# Introduction to Dockers

- Dockers are based on **images** and **containers**.
- Images can be build with various methods from source code.
- Containers are the running image on the docker machine.
- This Structure allows any image to be runned as a container on any docker capable machine without the need of modifying the code, thus docker allows our applications to be portable.
- Docker allows for application dependencies, so we can have an app distributed in various images.
- There is a centralized repository where we can obtain a huge variety of images, then depending on our needs we can choose the most appropriate for our case



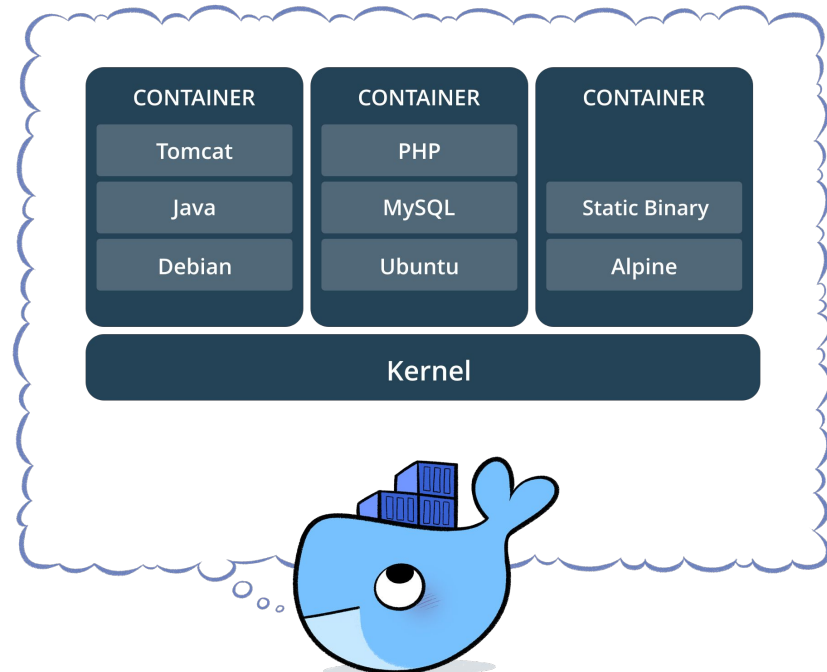
# Introduction to Dockers

## Pros/Cons

- Good for deploying a lot of services on the same machine with low overhead cost.
- Dockers doesn't require any hypervisor, this allows for smaller images, and faster startup/replication time. But this affects the way the container communicates to the OS, restricting the possible operations.
- Dockers share the OS, hypervisors have a copy of the OS, so the isolation is worst.
- Docker linux images are restricted to linux and cannot be used on windows.

# Dockers: Container

- Configured when created from the base image (static) OR configured when starting an image (dynamic)
- Containers are stateless (no data is saved when the container stops).





# Dockers: Container

- Containers can be stacks of images( we can have multiple base images in our container).
- Containers can have different level of isolation
  - Network level with private virtual subnets
  - Hardware level with privileged access.
- No need to use the whole OS if not needed by our app.



# Dockers: Images

Docker images are the most elemental of docker structures

- Read only template with the instructions on how to build the container and the data.
- Can be obtained from public or private repositories.
- Compatible between docker hosts with the same architecture (unix -> unix)
- Usually provide a full service (SQL, Web Server).



# Dockers: Images

When building a new image we always will use lots of images

- Every new file or modification that we add into the final image will be a new image (containing just the new data) that will be added on top of the base one.

Images are build with Dockerfiles





# Dockers: Dockerfile

Dockerfiles are a set of commands that allow the user to configure new build images

- **ENV:** Set an environment variable in the container.
- **EXPOSE:** Expose a port or range of the container.
- **FROM:** Base image of the container.
- **WORKDIR:** Base directory to work
- **MKDIR:** Create a directory in the container.
- **RUN:** Run a command in the default shell.
- **CMD:** Run a command without shell. Also is used normally to specify the application we want to run.



# Dockers: Dockerfile

Dockerfile only allows us to specify the image build and base run point

- Dockerfile does not specify how the image will be run
  - Network, volumes
- We need Docker Compose for that.



# Dockers: Docker compose

Docker Compose allows for:

- Run multiple images, from repos or Dockerfiles at once.
- Assign dependencies between containers.
- Restart containers on failure.
- Create and attach the containers to our private networks.
- Control the open ports and bindings between containers.
- Publish ports in order to open the access to a service.



# Dockers: Docker compose

Docker compose steps:

1. Define your app's environment with a Dockerfile so it can be reproduced anywhere.
2. Define the services that make up your app in docker-compose.yml so they can be run together in an isolated environment.
3. Run docker-compose up and Compose starts and runs your entire app



# Network

The docker networking is fully configurable, we can use the existing networks or create new networks, the main features of the network are defined by the used driver.

- Bridge:
  - Usually used when your applications run in standalone containers that need to communicate
  - Creates an interface between the outside world and the container.



# Network

- Host:
  - Use the host's networking directly, meaning that they share the IP and reserved ports.
  - Some precautions must be take to avoid collisions with same ports in the host and container.
- Overlay:
  - Containers running on different Docker hosts to communicate, or when multiple applications work together using swarm services



# Swarm

Docker machines can be setup in swarm mode in order to create a cluster of dockers and share resources.

- On swarm mode, we can run services instead of containers, a service is a container replicated N times on the swarm.
- The swarm overlay type networking is capable of reaching the container/service on any of the docker machines of the swarm.
- Swarm is build with manager and worker nodes.



# Quick start to dockers

- Running a container:
  - `$ docker run --name debian-it -it debian`
    - This runs a new debian container with the given name and an interactive shell.
- Creating a volume
  - `$ docker volume create my-vol`
- Mounting a volume when creating a container
  - `$ --mount source=my-vol,target=/app`
- To create a network
  - `$ docker network create --driver bridge --subnet=192.168.0.1/24 --gateway=192.168.0.1 --ip-range=192.168.0.128/24 [my_network]`





# Quick start to dockers

Dockerfile:

```
FROM python:3
```

```
ADD script.py /
```

```
ADD requirements.txt
```

```
ENV env=test
```

```
RUN pip install -r requirements.txt
```



# Quick start to dockers

version: '3'

services:

db:

image: postgres

web:

build: .

command: python3 manage.py runserver 0.0.0.0:8000

volumes:

- ./code

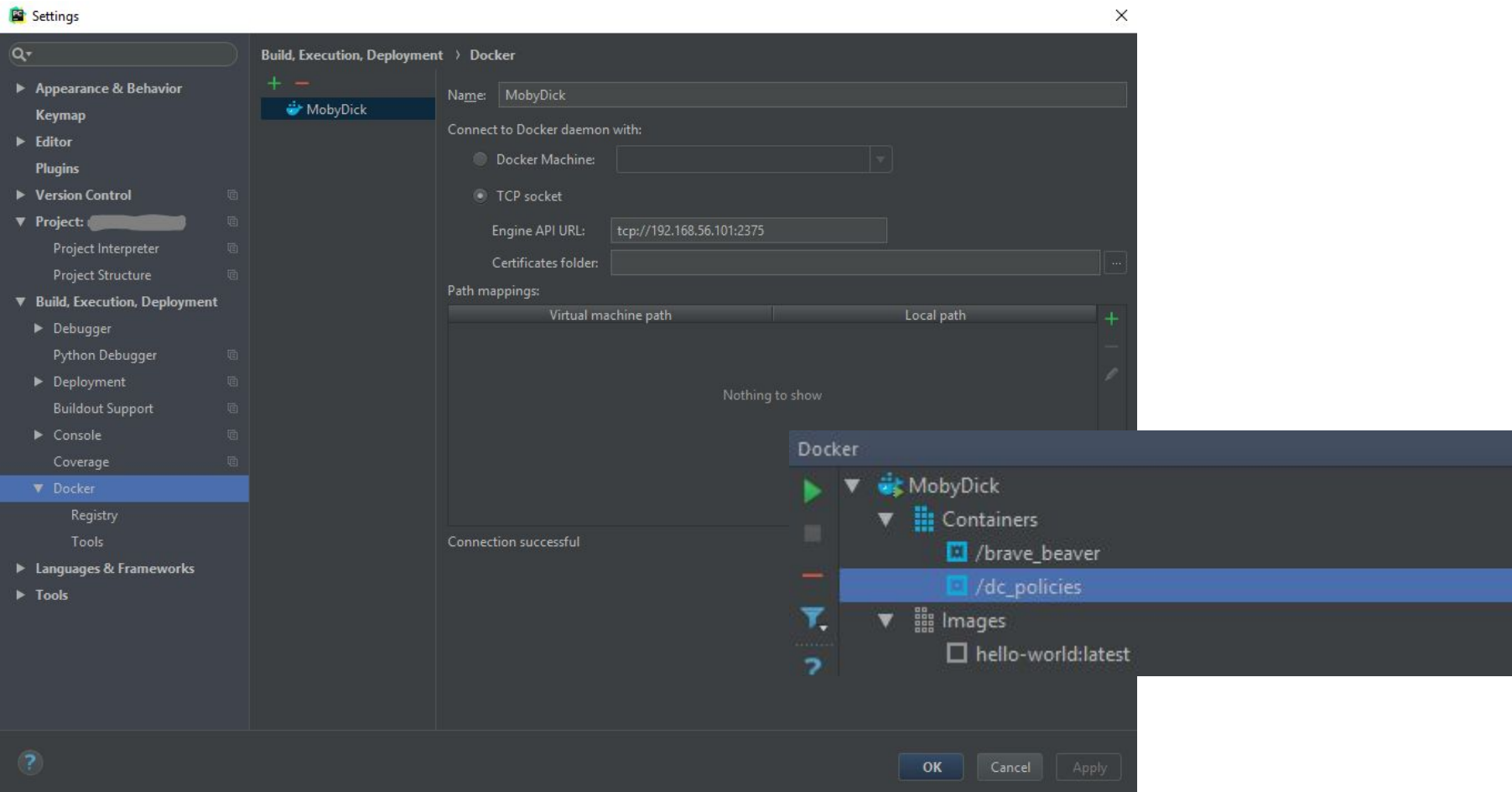
ports:

- "8000:8000"

depends\_on:

- db

# Pycharm plugin





# Conclusions

- Dockers are very useful to deploy microservices and create some distributed environments.
- Very easy and well documented.
- Multi-platform and huge community.
- It's little difficult to start using dockers.
- Strong technology that is growing.