

Deployment and Docker

Vocab

- Development Environment (dev)
 - The environment where you write your code
 - Ex. Your laptop
 - Add features; Find and eliminate bugs
- Production environment (prod)
 - The environment where your app will eventually live
 - The live server with real end users
 - Do everything we can to avoid bugs in production

Deployment Headaches

- It works on my laptop!
- Run your code in production and it's broken
- Many causes
 - Different version of compiler/interpreter
 - Dependancies not linked
 - Hard-coded path
 - Different environment variables
 - etc

Virtual Machines

- Simulate an entire machine
- Run the the virtual machine (VM) in your development environment for testing
- Run an exact copy of the VM on the production server
- No more surprise deployment issues
- Simulating an entire machine can be inefficient
 - If you've ran a VM on your laptop you know how slow this can get

Containers

- Containers are the new [not so new anymore] hot thing
- Effectively runs lightweight VMs
- Cross platform
 - And portable

Security

- Can't break out of the container
- If an attacker compromises the server, they can only access what you put in the container
 - Can't "rm -f /" your entire machine
 - Patch the exploited vulnerability and rebuild the image
- The attacker can still cause significant damage and steal private data
 - The just can't destroy your physical server box

Security

- Sometimes an app has to allow code injection attacks to function
 - AutoLab
 - AWS
 - Heroku
 - Digital Ocean
- Run user code in their own container

Docker

- Docker is software that's used to create containers
- Install Docker in your development environment to test containers
- Install Docker in your production environment to run containers in the same environment

Dockerfile

- To start working with Docker, write a Dockerfile
- This file contains all the instructions needed to build a Docker image
 - Some similarities to a Makefile

Dockerfile

- Let's explore this sample Dockerfile
- This Dockerfile creates an image for a node.js app

```
FROM ubuntu:18.04

RUN apt-get update

# Set the home directory to /root
ENV HOME /root

# cd into the home directory
WORKDIR /root

# Install Node
RUN apt-get update --fix-missing
RUN apt-get install -y nodejs
RUN apt-get install -y npm

# Copy all app files into the image
COPY . .

# Download dependencies
RUN npm install

# Allow port 8000 to be accessed
# from outside the container
EXPOSE 8000

# Run the app
CMD ["node", "ecom_app.js"]
```

Dockerfile

- The first line of your Dockerfile will specify the base image
- This image is downloaded and the rest of your Dockerfile adds to this image
- In this example: We start with Ubuntu 18.04
 - Our Dockerfile can run Linux commands in Ubuntu

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EXPOSE 8000
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```
# Run the app
```

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Dockerfile

- Use the RUN keyword to run commands in the base image
- Use this for any setup of your OS before setting up your app
- In this example: Updating apt-get which is used to install software

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Dockerfile

- Use ENV to set environment variables
 - Setting the home directory here
 - Can use ENV to setup any other variables you need
- Use WORKDIR to change your current working directory
 - Same as "cd"

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Dockerfile

- Since we're starting with a fresh image of Ubuntu
 - Only the default software is installed
- RUN commands to install all required software for your app
 - Typically your development tools for your language of choice

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CMD ["node", "ecom_app.js"]
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Dockerfile

- COPY all your app file into the image
- "." denotes the current directory
- Run docker from your apps root directory
 - The the first "." will refer to your apps directory
- We changed the home and working directory to /root
 - The second "." refers to /root in the image

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Dockerfile

- Now that your app's files are in the image, run all app-specific commands
 - Order is important
 - Don't depend on your app files before copying them into the image
- Use RUN to install dependencies and perform any other required setup

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Dockerfile

- Use EXPOSE to allow specific ports to be accessed from outside the container
- By default, all port are blocked
 - Container is meant to run in isolation
- To run a web app in a container, expose the port that your runs on

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```

Dockerfile

- Finally, use CMD to run you app
- Important: Do not use RUN to run your app!
- RUN will execute the command when the image is being built
- CMD will execute when the container is ran
- We do not want the app to run when the image is being built

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Docker Containers

- We can now build a Docker image
 - From the command line run "docker build -t <image_name> ."
- Great, but we wanted a container
- An image is use to create containers
 - Similar to using a class to create objects

Docker Containers

```
docker container run --publish <local_port>:8000 --detach <image_name>
```

- Once you have an image, run this line in the command line to create and run a container where
 - `--publish <local_port>:8000` - maps a port on the host machine to an exposed port in the container
 - `--detach` - runs the container in the background
 - `<image_name>` matches the image name chosen when you created the image

Docker Containers

```
docker container run --publish <local_port>:8000 --detach <image_name>
```

- After running this command your app should be accessible from <local_port>