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T11-15

Lab Assignment 7

AIM: To understand Docker architecture and container life cycle, install docker, deploy container in docker.

LAB OUTCOME:

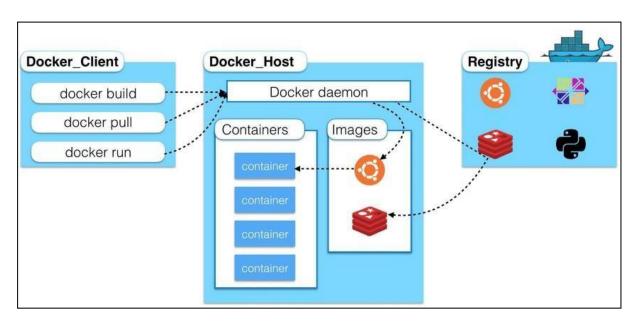
LO1, LO5 Mapped.

THEORY:

Docker is a technology that allows you to package and run applications and their dependencies in a consistent and isolated environment called a container. Think of it like a shipping container for your software – it contains everything your application needs to run, such as code, libraries, and settings, all bundled together.

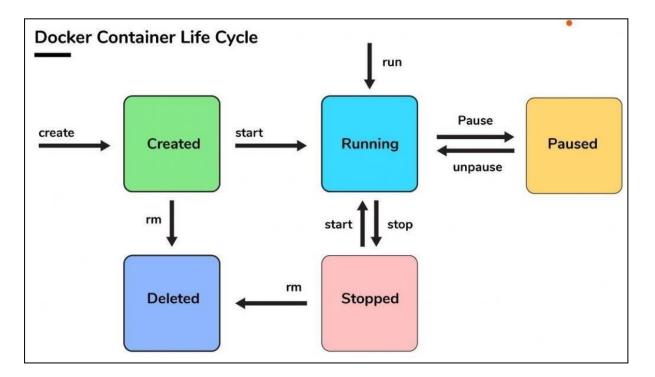
Docker Architecture:

- 1. **Docker Engine**: This is like the core of Docker. It's a program that runs on your computer or server and manages containers. It consists of the Docker daemon (a background service) and the Docker command-line interface (CLI).
- 2. Images: Containers start from images. An image is like a blueprint or template for a container. It includes all the files and instructions needed to create a container. Images can be shared and used to create multiple containers.
- **3. Containers**: These are the instances of images. When you run an image, it becomes a container. Containers are isolated environments that contain your application and its dependencies, making sure it runs consistently across different systems.
- **Registry**: A registry is like a library of Docker images. Docker Hub is a popular public registry, but you can also set up private registries. You can push (upload) and pull (download) images to/from registries.



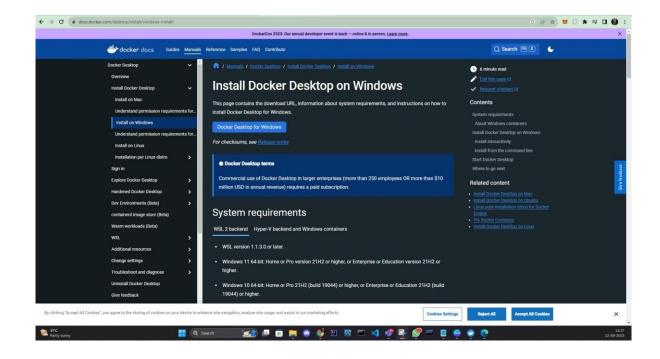
Life Cycle of a Container:

- 1. Create: You start by creating a container from an image using the `docker run` command. This creates an isolated instance of your application.
- 2. Run: Once created, you can start the container with `docker start`. Your application runs within the container as if it's on its own little computer.
- 3. Pause and Resume: You can pause a running container with `docker pause` and then resume it with `docker unpause`. This can be handy for saving resources when a container isn't actively in use.
- 4. Stop: When you're done with a container, you can stop it with `docker stop`. This gracefully shuts down your application.
- 5. Start: You can later start the container again with `docker start`, and it will resume from where it left off.
- 6. Remove: If you no longer need a container, you can remove it with `docker rm`. This deletes the container, but not the image it was created from.
- 7. Cleanup: You can also clean up unused images with `docker image prune` to free up storage space.



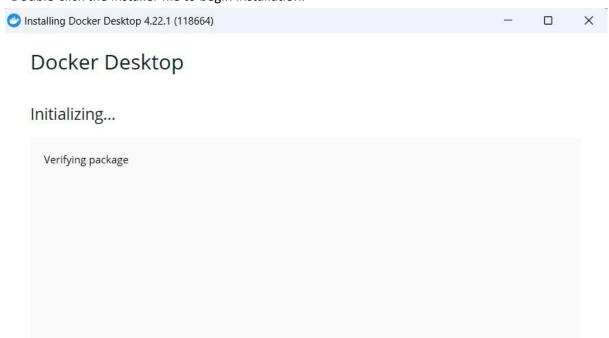
Installation steps of docker with screenshot.

- 1. Download Docker Desktop for Windows:
- Visit https://www.docker.com/products/docker-desktop and download the installer.



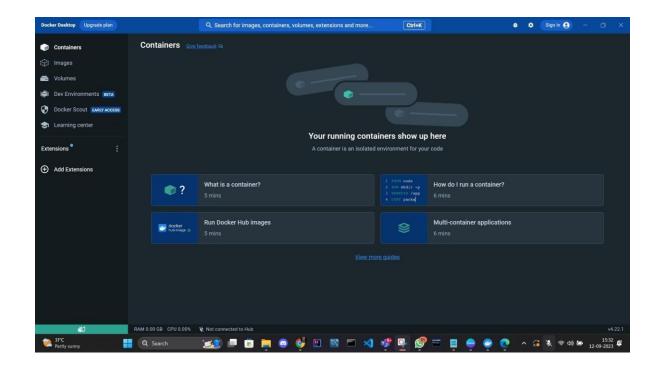
2. Run the Installer:

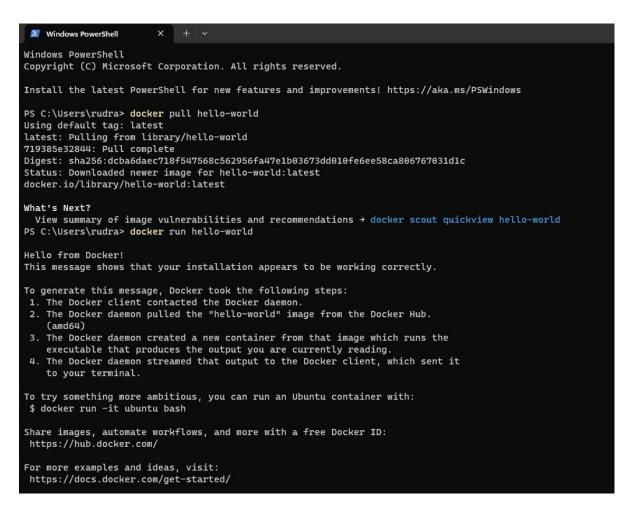
- Double-click the installer file to begin installation.

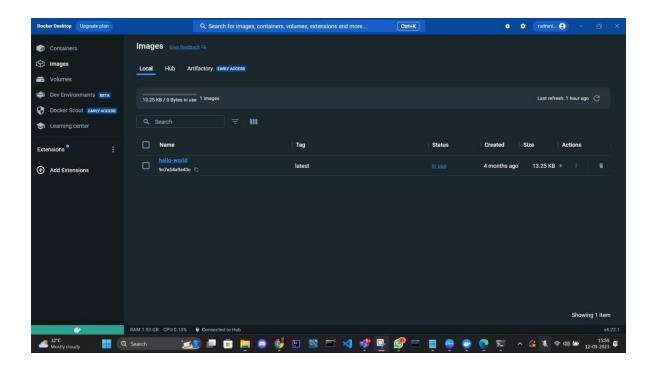


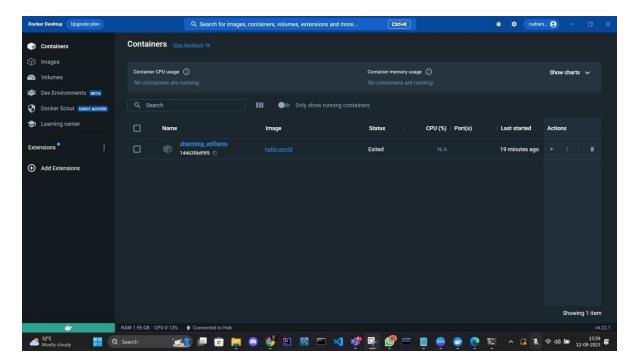
3. Configuration Options:

- After installation, access Docker settings by right-clicking the Docker icon on the desktop. Now, you're ready to configure Docker Desktop for Windows.









CONCLUSION:

Docker simplifies the process of developing, testing, and deploying applications because it ensures that what works on your development machine will also work in other environments, like a production server, without the "it works on my machine" problem. It's especially valuable in modern software development and deployment workflows, where consistency and scalability are essential.