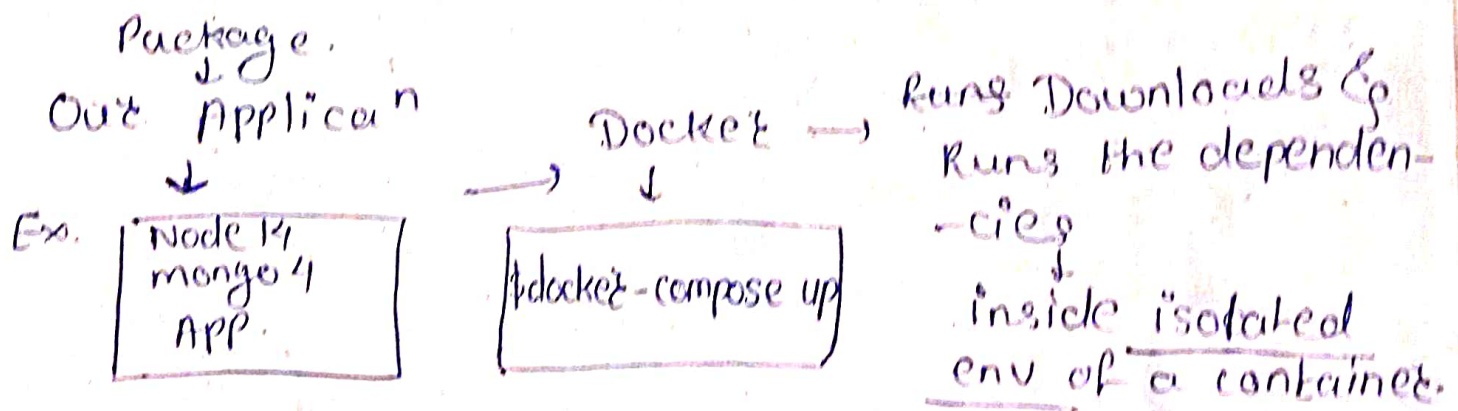


What is Docker?

A platform for — Building  
Running &  
Shipping Applications.

Application developed on one machine → Run & developed on other machines.

Reasons —  
i) One or more files missing,  
ii) Software version mismatch.  
iii) Diff configuration settings  
(env variables, etc)



Delete Application with all its dependencies in one go —  
\$ docker-compose down --rm all

# Virtual Machines Vs Container.

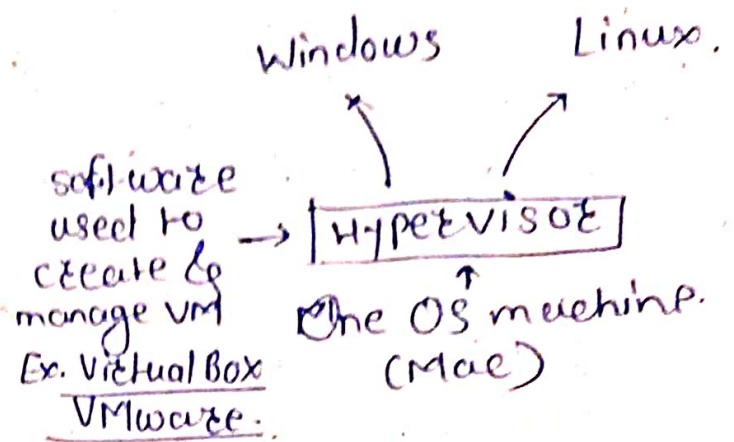
## Container

An isolated environment for running an application.

- Allow running multiple apps in isolat<sup>n</sup>.
- Are light weight.
- Use OS of the host (don't contain full OS of own)
- Start quickly.
- Needs less hardware resources.

## Virtual machine.

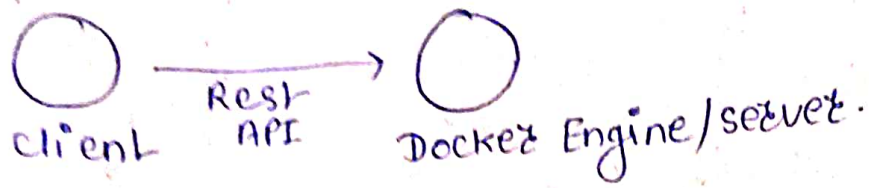
An abstraction of a machine (physical hardware)



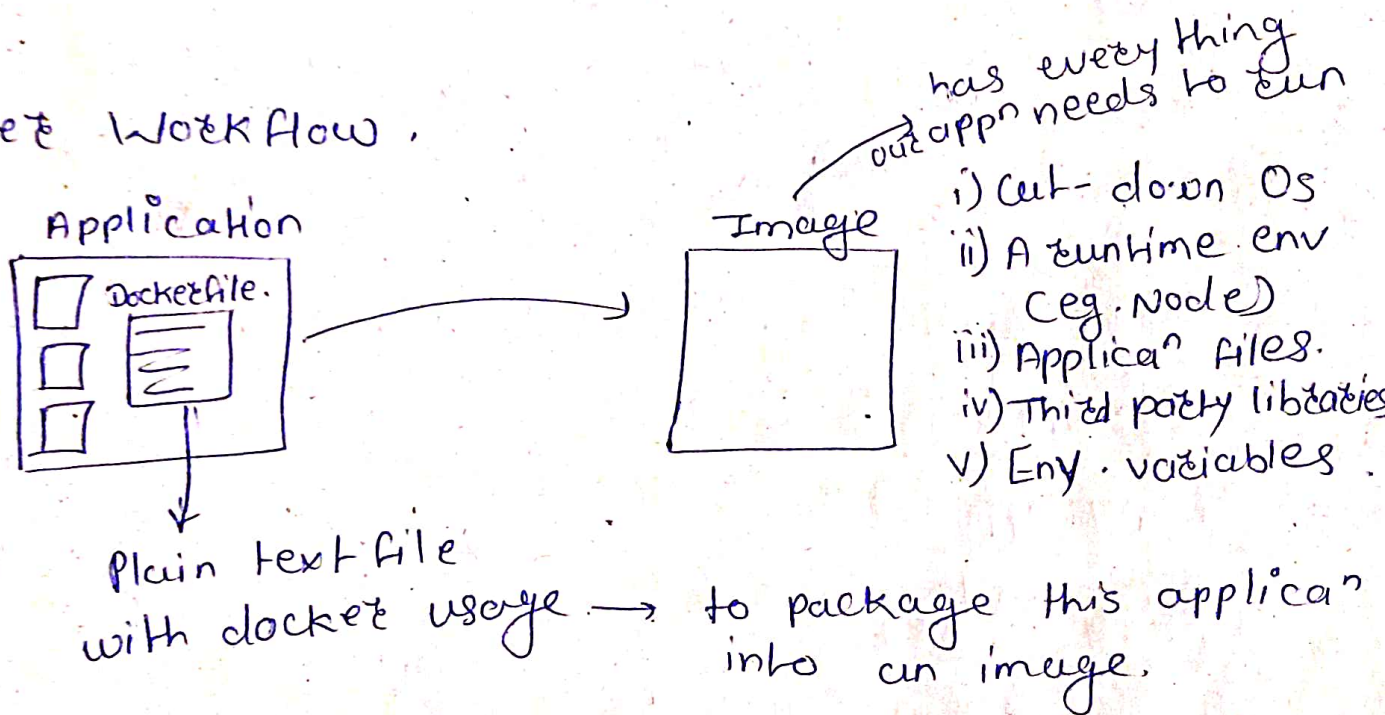
## Problems -

- Each VM needs a full-blown OS.
- Slow to start.
- Resource Intensive.

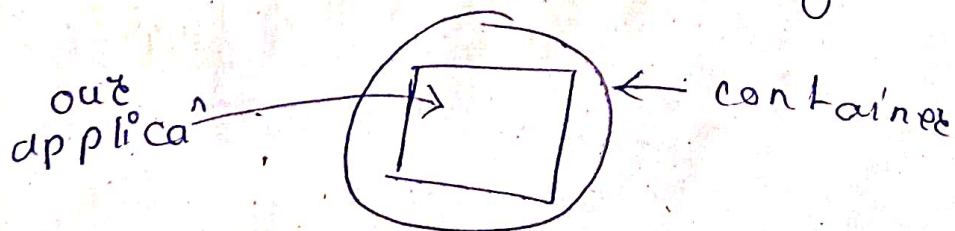
# Docker Architecture -



## Docker Workflow



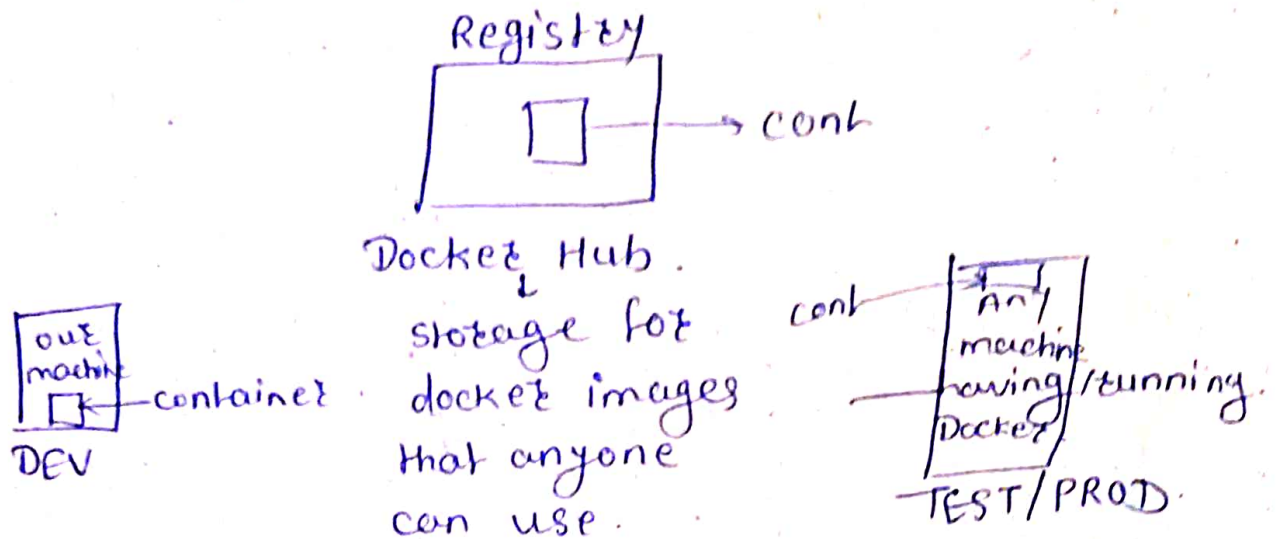
Containers - special kind of process.  
having its own kind of file sys. which is provided by an image.





So instead of running an applica<sup>n</sup> in particular process ↓

we tell docker to run it inside a container (an isolated env)



Docker in Action →

start with an OS

Install Node

Copy app files

Run node app.js

First project

Dockerfile →

FROM

COPY

WORKDIR  
CMD

all files  
/app  
node

install

node:alpine

/app

to this directory

app/app.js →

installe<sup>n</sup> to  
execute comman

for small applica<sup>n</sup>  
linux structure.  
Distribution.  
Ex. Ubuntu Fedora  
Debian Alpine  
Sentos

In terminal).

/Desktop/hello-docker

← our project.

mm-docker build -t hello-docker

To see all the images in our PC.

comm-docker image ls.

To run our image.

mm-docker run hello-docker

To pull / download docker image from dockerhub  
to our PC.

Comm-docker pull username/Application name /  
image name

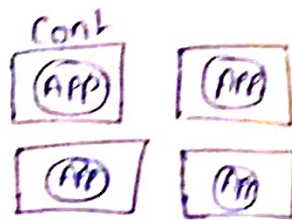
# Kubernetes.

## 1. What is Kubernetes —

- Open source container orchestration tool management.
- Developed by Google.
- Helps manage containerized applications in different deployment environments  
like - physical machines,  
virtual machines.  
cloud. env.

## 2. Problems Kubernetes solves —

- Trend from Monolith to Microservices.
- Use of containers.
- Demand for a proper way of managing those nos. of containers.

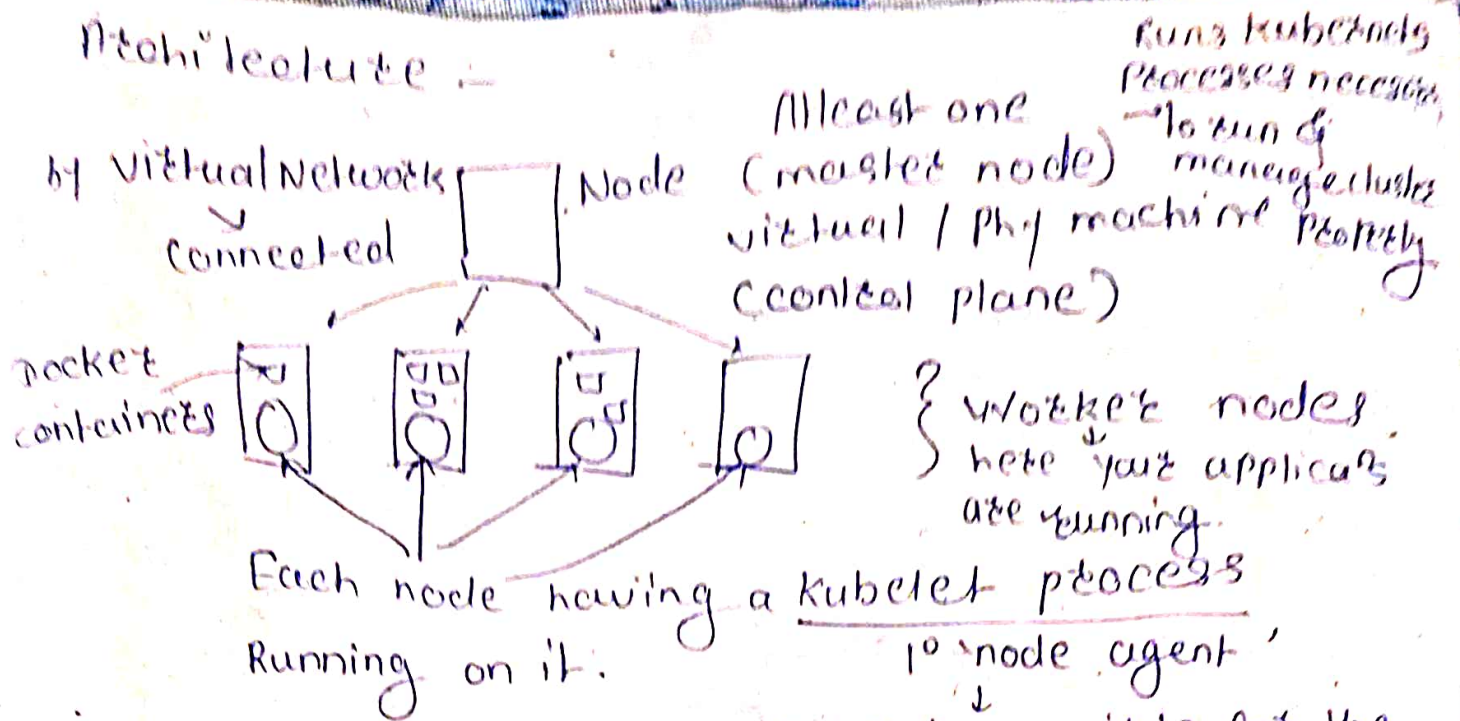


## 3. What features do orchestration tools offer?

- High Availability or no downtime.
- Scalability or high performance.
- Disaster recovery - backup & restore.

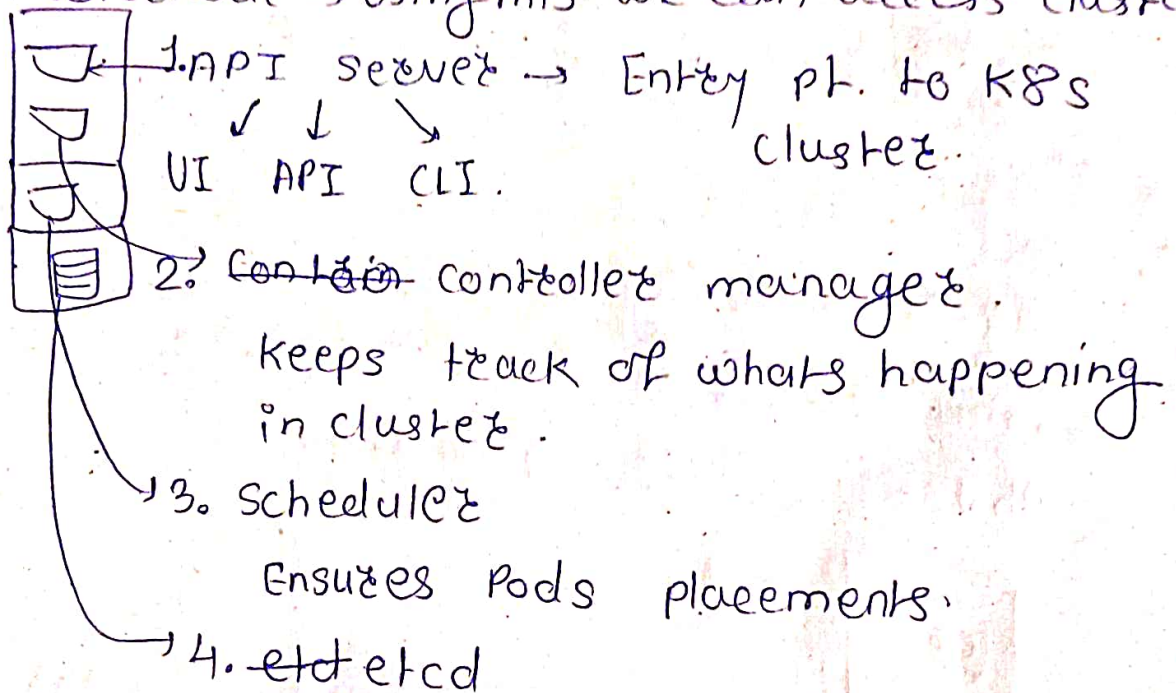


Architecture :-



↓  
makes it possible for the cluster to talk to e/c & Run application processes or execute task on nodes.


master node → Using this we can access cluster



Kubernetes backing store.

Key value storage.

Data of each node & container stored cluster.

Virtual Network  → creates one unified machine.

Control Plane Nodes.  
(can be multiple)

handful of master  
processes  
much imp.

Worker Nodes.

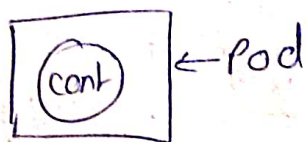
high workload.  
much bigger &  
more resources.

Kubernetes components.

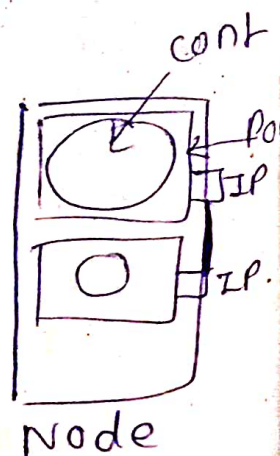
Pod      ConfigMap      StatefulSet  
Service      Secret      DaemonSet  
Ingress      Deployment      Node.

1. Pod - Abstraction of Cont.

- layer 1 running env on top of container.
- smallest unit in Kubernetes.
- Abstraction over container.



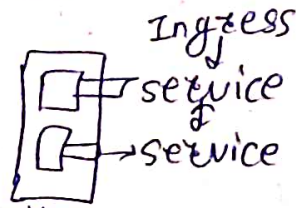
- Usually 1 application cont per pod.
- Each pod gets its own IP address.





2. service — communication.

- Permanent IP address of pod.
- lifecycle of pod & service not connected



3. Ingress. Route traffic into cluster.

- Instead of service request first goes to ingress.

4. ConfigMap — ext configuration.

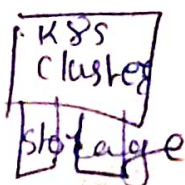
- To change the database URL.
- External configuration of your application stored.

5. secret — ext configuration.

- It's just like config map
- But used to store secret data.
- Encrypt credentials.
- Use it as a env variables or as a properties file.

6. Volume — data persistence.

- Data storage on local machine.
- or remote, outside of k8s cluster.

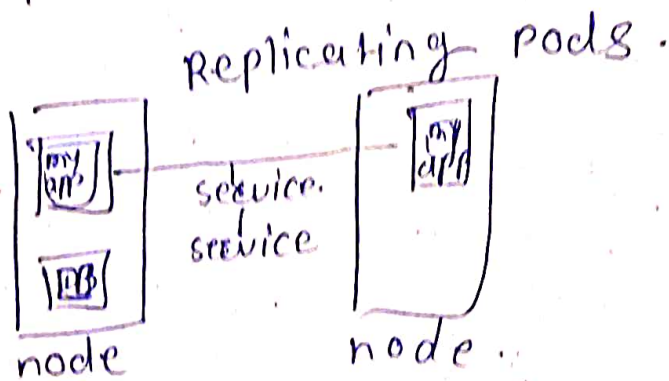


## 7. Distributed Systems.

- If pod fails
- Then we have copy.

## 8. Deployment <sup>Replica<sup>n</sup></sup> → for stateless Apps.

- Blueprint for "my-app" pods.



- cannot replicate data.

## 9. StatefulSet (sts) → for stateful Apps or DBs.

- To avoid data inconsistency → Replica<sup>n</sup>
- read/write restriction