

* The Entire explanation will be based on 1 master 3 workers architecture but there is no rule in this but in dev environment 1 master multiple workers but in production master needs some backup replicas.

(i) Control Plane

(a) scheduler

(b) etcd

(c) API server

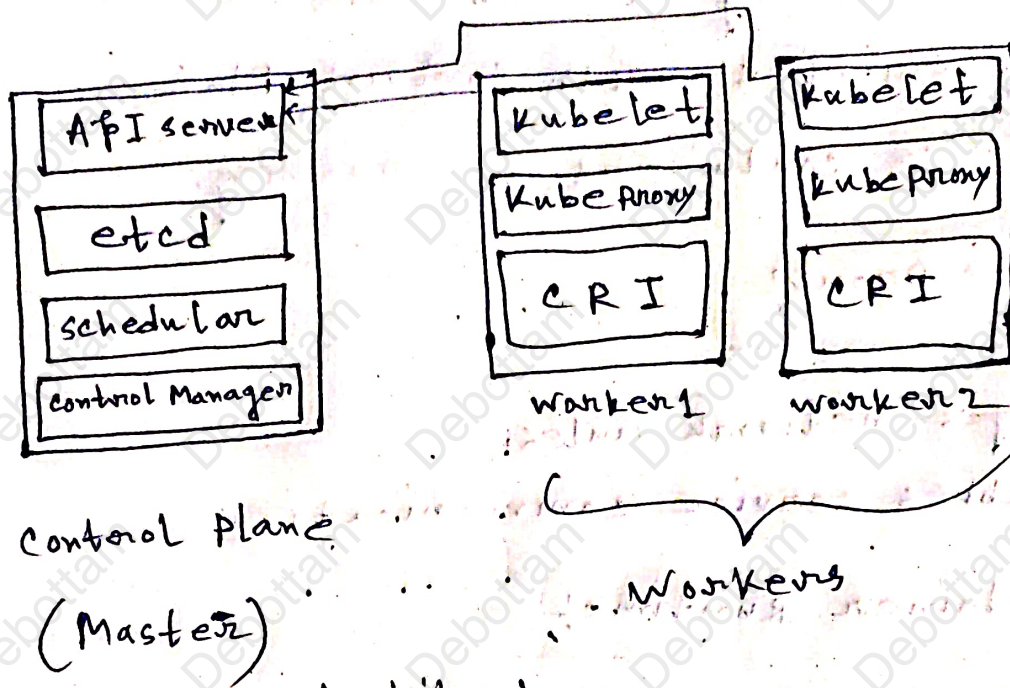
(d) Control Manager

(e) kube-proxy

(f) kubelet

(g) CRI
(Container
Runtime
Interface)

Kubernetes is a container orchestration distributed software, works using pods.



Architecture

1. API server:-

Entry point to the cluster.

All communication goes through it.

Handles REST requests (kubectl uses this)

2. etcd:-

Distributed key-value store

Stores cluster configuration and state.

3. scheduler:-

Assigns Pods to worker nodes.

Decides where workloads run.

4. Control Manager:-

Ensures desired state matches actual state

Handles replication, node health etc.

5. Kubelet:-

Agent running on each node
communicates with control plane
Ensures containers are running.

6. Kube Proxy:-

Manages network rules:
Enables service communication.

7. Container Runtime:-

Runs container (e.g. Docker, containerd)
Core Application concepts

(i) Pod:-

Smallest ~~deployable~~ deployable unit
in Kubernetes.
can contain one or multiple containers.

Shares:

Network
storage
IP address

Pods are ephemeral (temporary)

(ii) Deployment:-

Manages Replicasets

Enables rolling updates

Ensures desired number of Pods are
running.

(iii) Service:-

Exposes Pods to Network

Provides stable IP & DNS name.

Types:-

(i) Cluster IP

(ii) NodePort

(iii) LoadBalancer

(iv) ExternalName