



Container World

February 26-28, 2018

SANTA CLARA CONVENTION CENTER, CA

**Bringing the Promise of Cloud
Native to the Enterprise**

#ContainerWorld

@ContainerWrld

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Container World

Containers: Polyglot Ninjas for Build and Delivery Toolchains

Mandy Hubbard, Software Engineer/QA at CS Disco

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About Me

Mandy Hubbard

 @DevMandy

Software Engineer/QA Architect,
CS Disco, Inc.



In which we talk about Ninjas

Today's session

- Monoliths: The good old days
- New and improved CI/CD
- Show me the Code!
- Try this at home

THE Build Machine

Ye Olde Workstationne

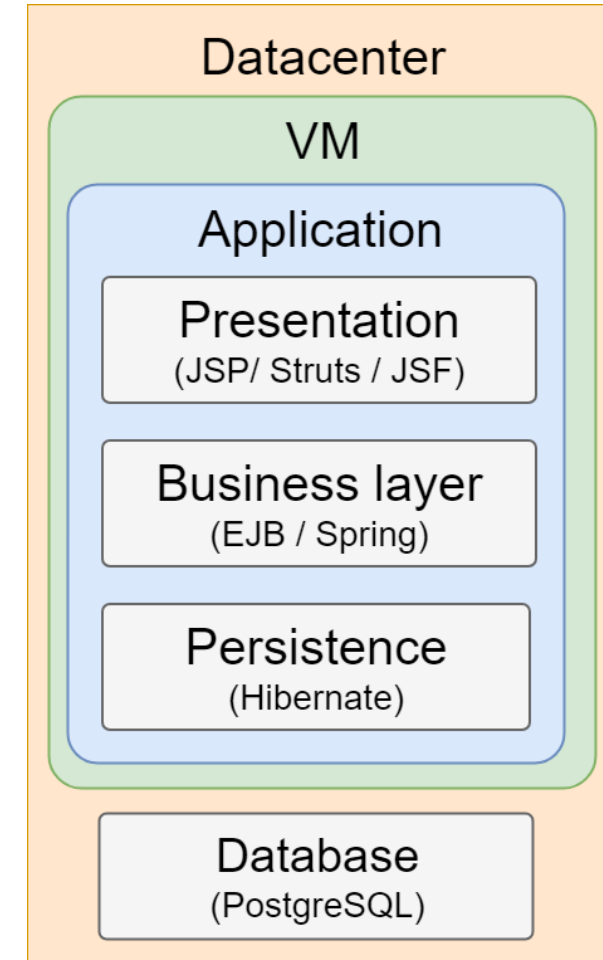
- IT took care of it
- Stayed where you put it
- Enduring configuration
- Warm footrest

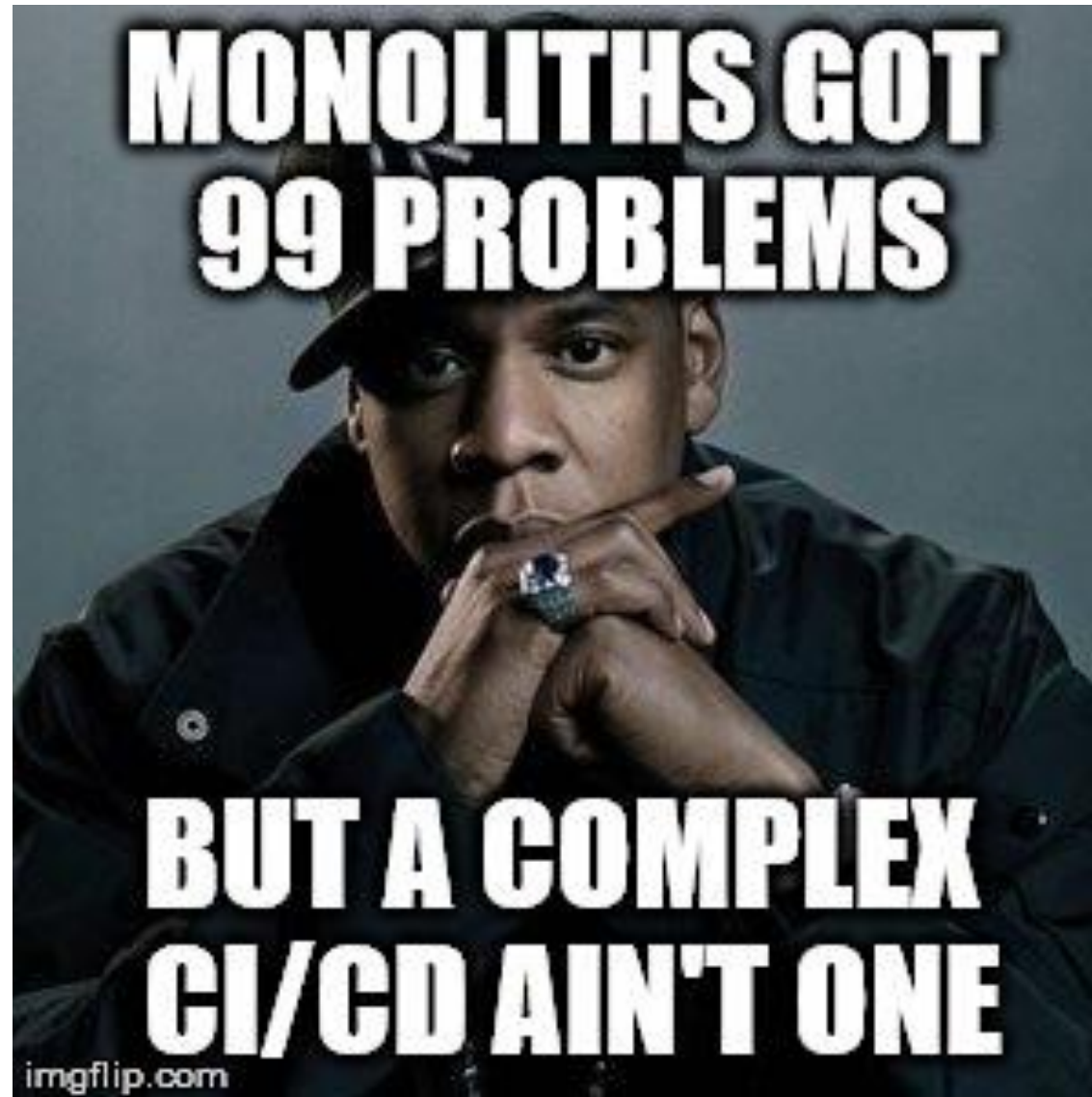


THE Monolithic Build Target

Ye Olde Application Stackke

- Well-defined environment
- Consistent language and tools
- Single application
- Deployment?
 - Ops ˘(ツ)˘/





Why Microservices

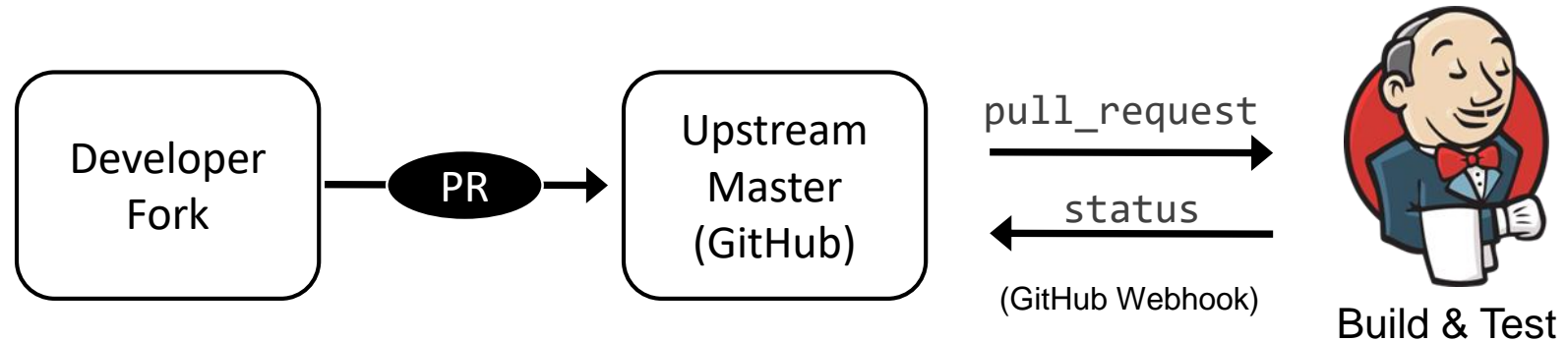
Reduced cost + Reduced risk

- Deploy services independently
- Make small, isolated units of change
- Scale at a more granular level
- Use the best tool for each task


CI/CD Platform- Just Pick One


Commercial Products		Open Source	Public Cloud
<ul style="list-style-type: none">• Jenkins• Travis• TeamCity• CircleCI• Codeship• GitLab CI• Buddy• Wrecker• Semaphore• Solano Labs• AppVeyor• Assertible• Shippable• Nevercode• Bamboo• Distelli• FinalBuilder• Buildkite	<ul style="list-style-type: none">• QuickBuild• UrbanCode• Chef• BuildMaster• Puppet• Meister• Vexor• Flosum• Continua CI• XL Deploy• Codefresh• MidVision Rapid Deploy• Magnum CI• Buddybuild• Phabricator• Bitrise• OctopusDeploy	<ul style="list-style-type: none">• GoCD• PHPCI• Hudson• CruiseControl• Integrity• Gump• Strider• Buildbot• Continuum• CABIE• Done.io• Buildout• easyCIS• Cake• Spinnaker	<ul style="list-style-type: none">• AWS CodePipeline• AWS CodeBuild• Azure Continuous Delivery• Azure App Service• Visual Studio Team Services• Google mostly partners (Jenkins Spinnaker etc.)• IBM Bluemix Continuous Delivery


Continuous Integration



Add more commits by pushing to the **master** branch on [mandyhubbard23/golang_rest_api](#).




**Some checks haven't completed yet**
1 expected check

**Checking for ability to merge automatically...**
Hang in there while we check the branch's status.

[Update branch](#)

[Squash and merge](#)

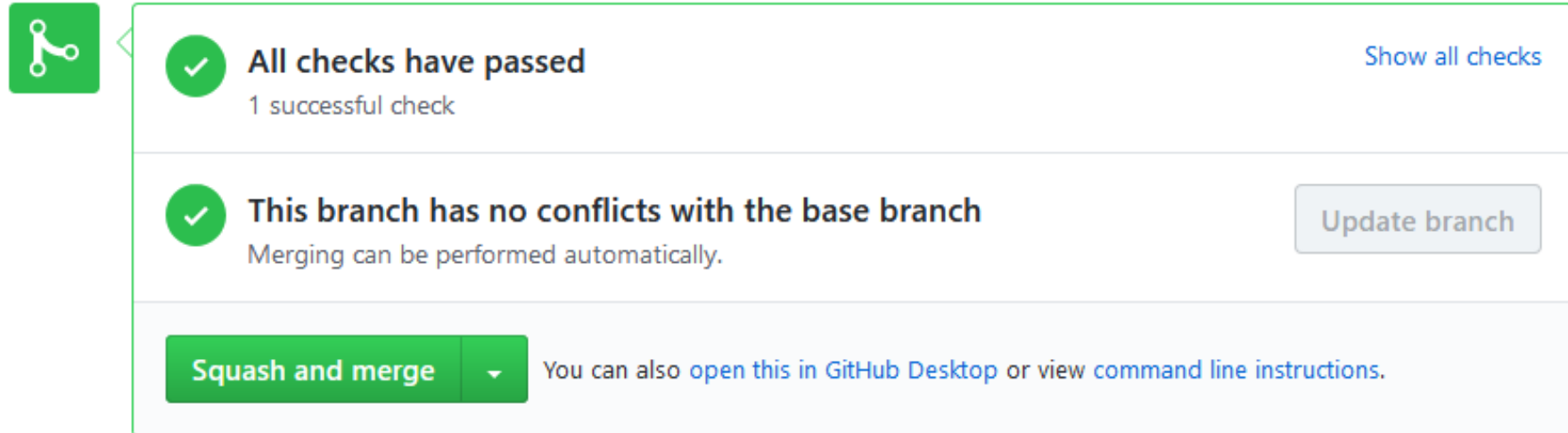


You can also [open this in GitHub Desktop](#) or view [command line instructions](#).

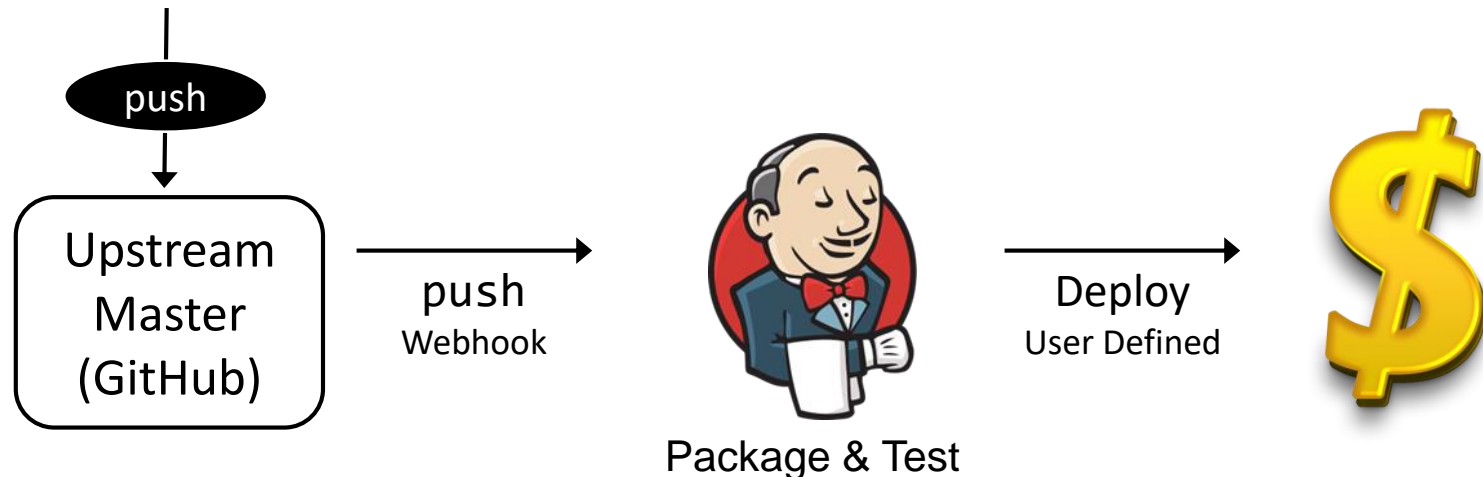
[Hide all checks](#)

Continuous Deployment

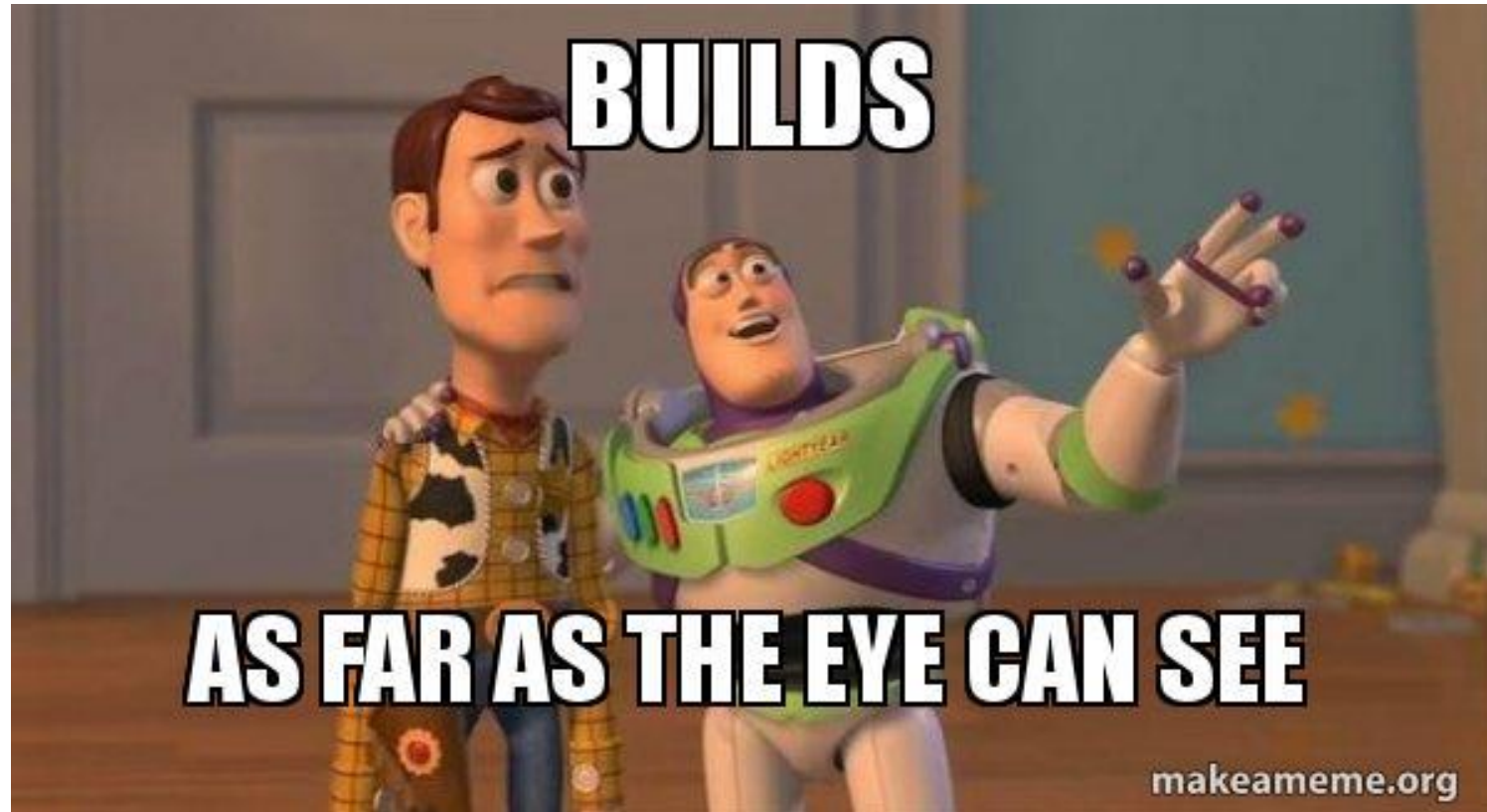
Add more commits by pushing to the `master` branch on `mandyhubbard23/golang_rest_api`.



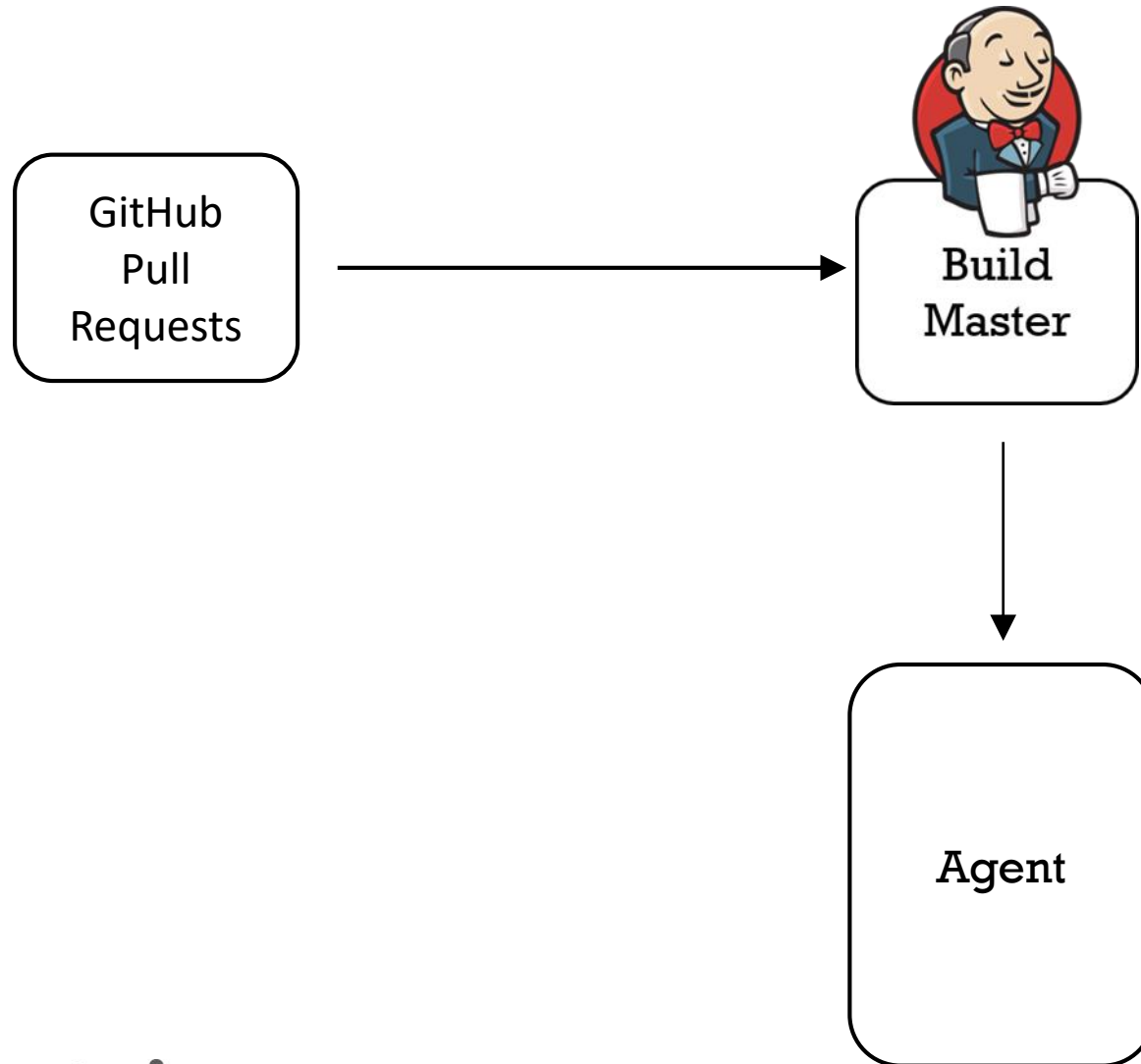
The image shows a GitHub status bar for a commit. It features a green checkmark icon on the left. The main content area has a green background and contains two status messages: 'All checks have passed' with a green checkmark and '1 successful check', and 'This branch has no conflicts with the base branch' with a green checkmark and 'Merging can be performed automatically.' To the right of the first message is a link 'Show all checks'. To the right of the second message is a button 'Update branch'. At the bottom left is a green button 'Squash and merge' with a dropdown arrow. To the right of this button is a text link: 'You can also [open this in GitHub Desktop](#) or view [command line instructions](#).'



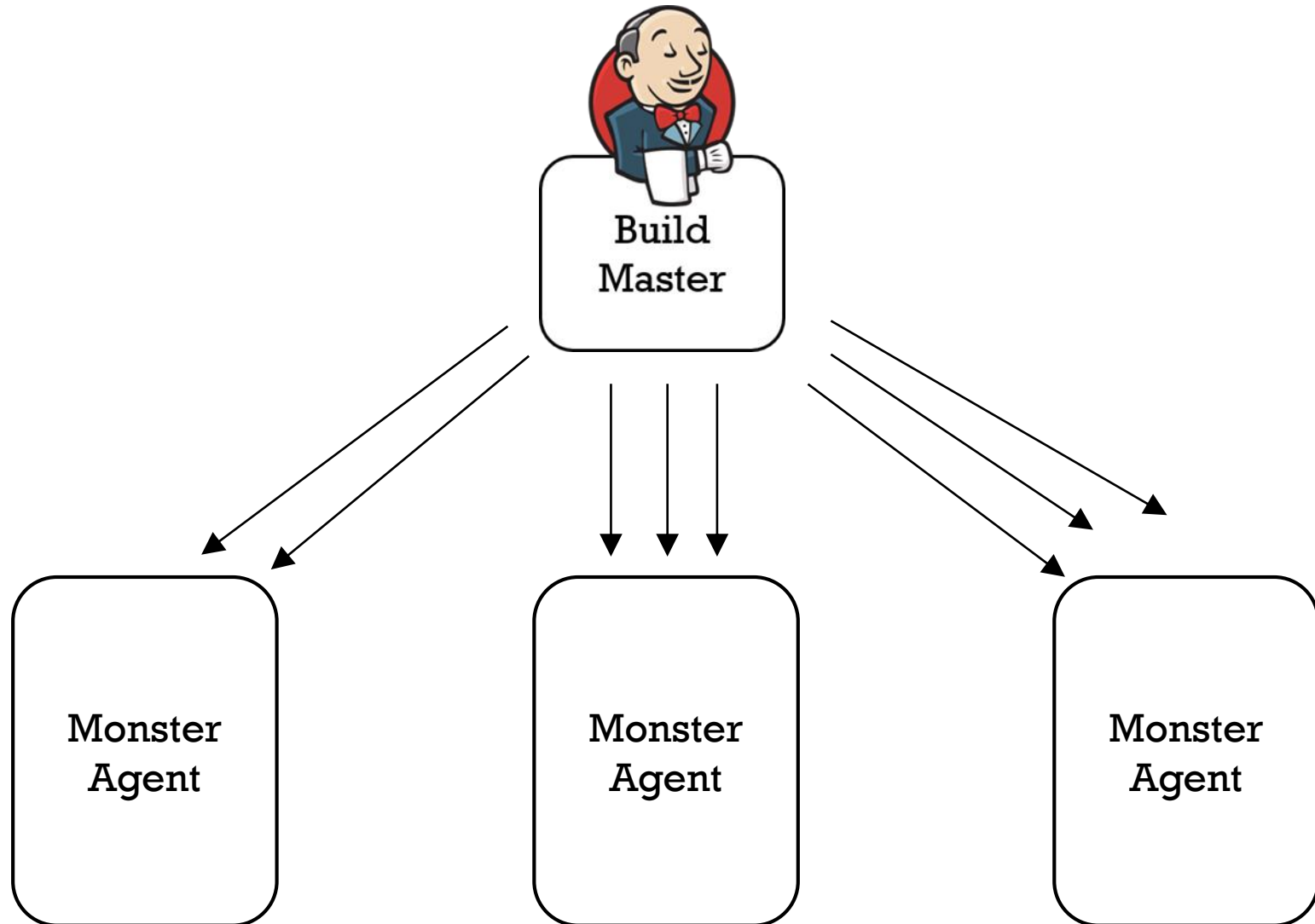
Continuous Integration x Microservices =



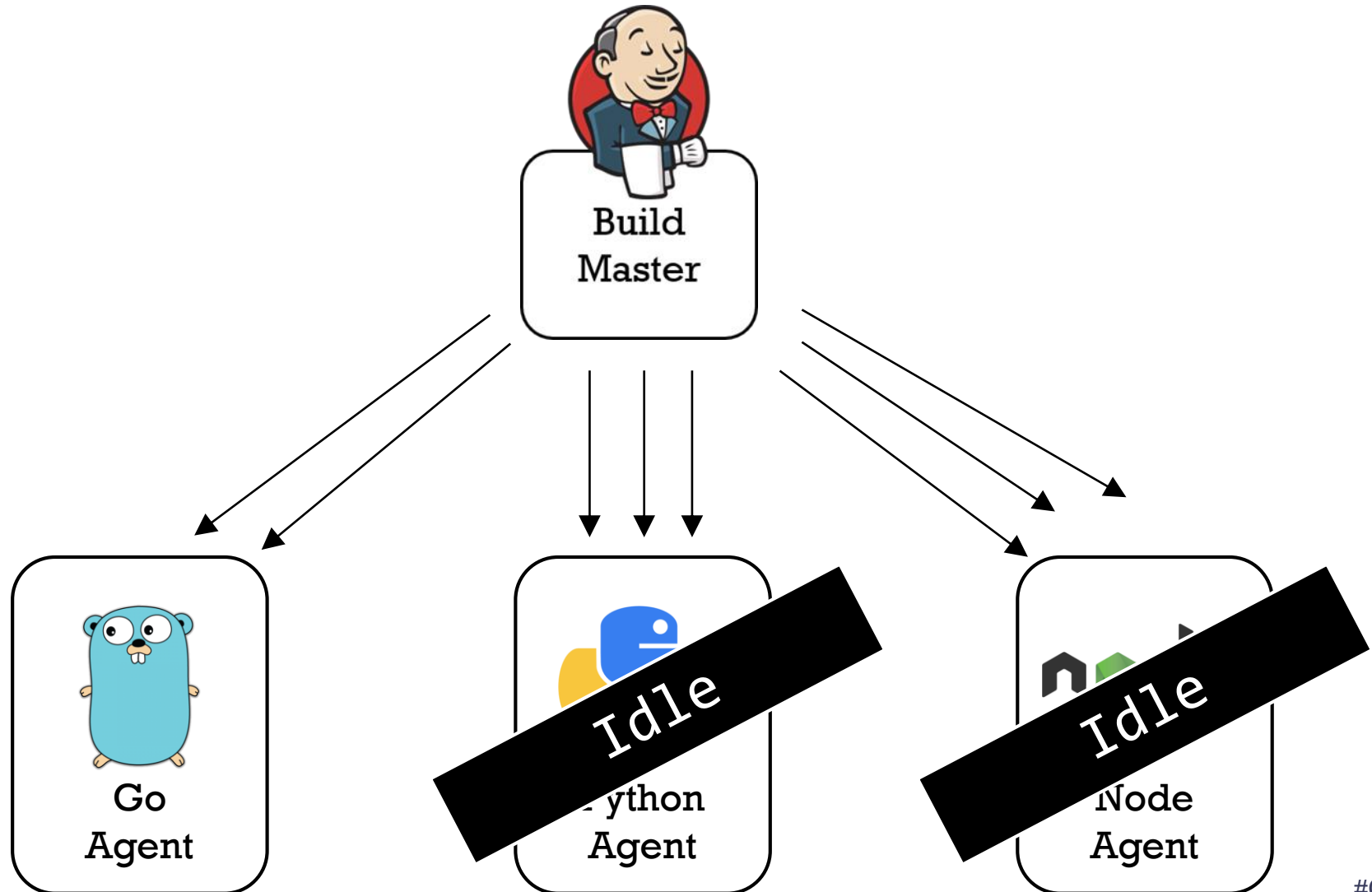
Master Agent Relationship



EC2 Build Monsters

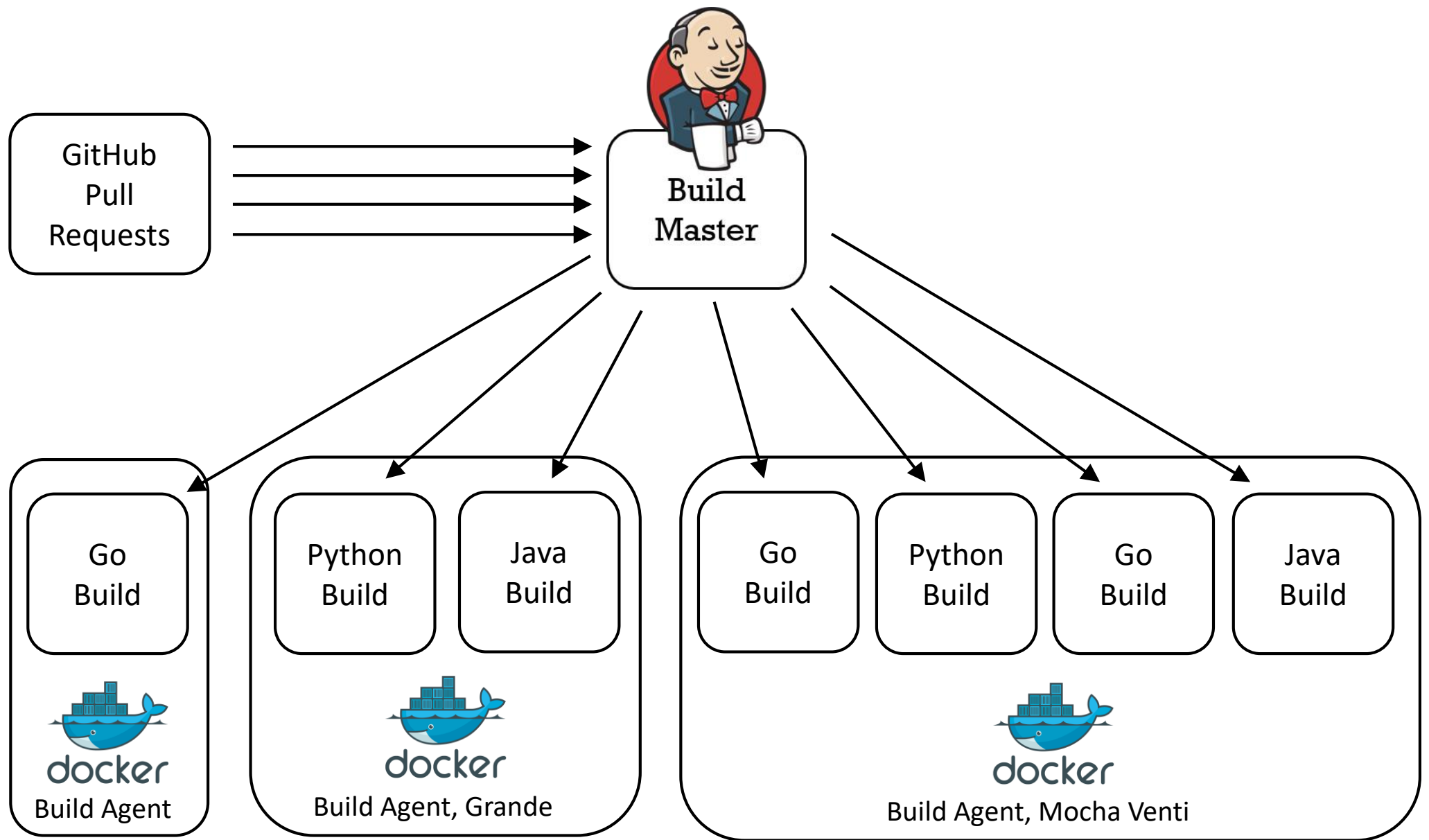


EC2 Build Snowflakes



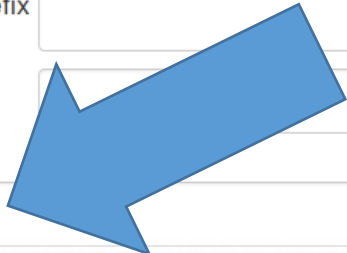
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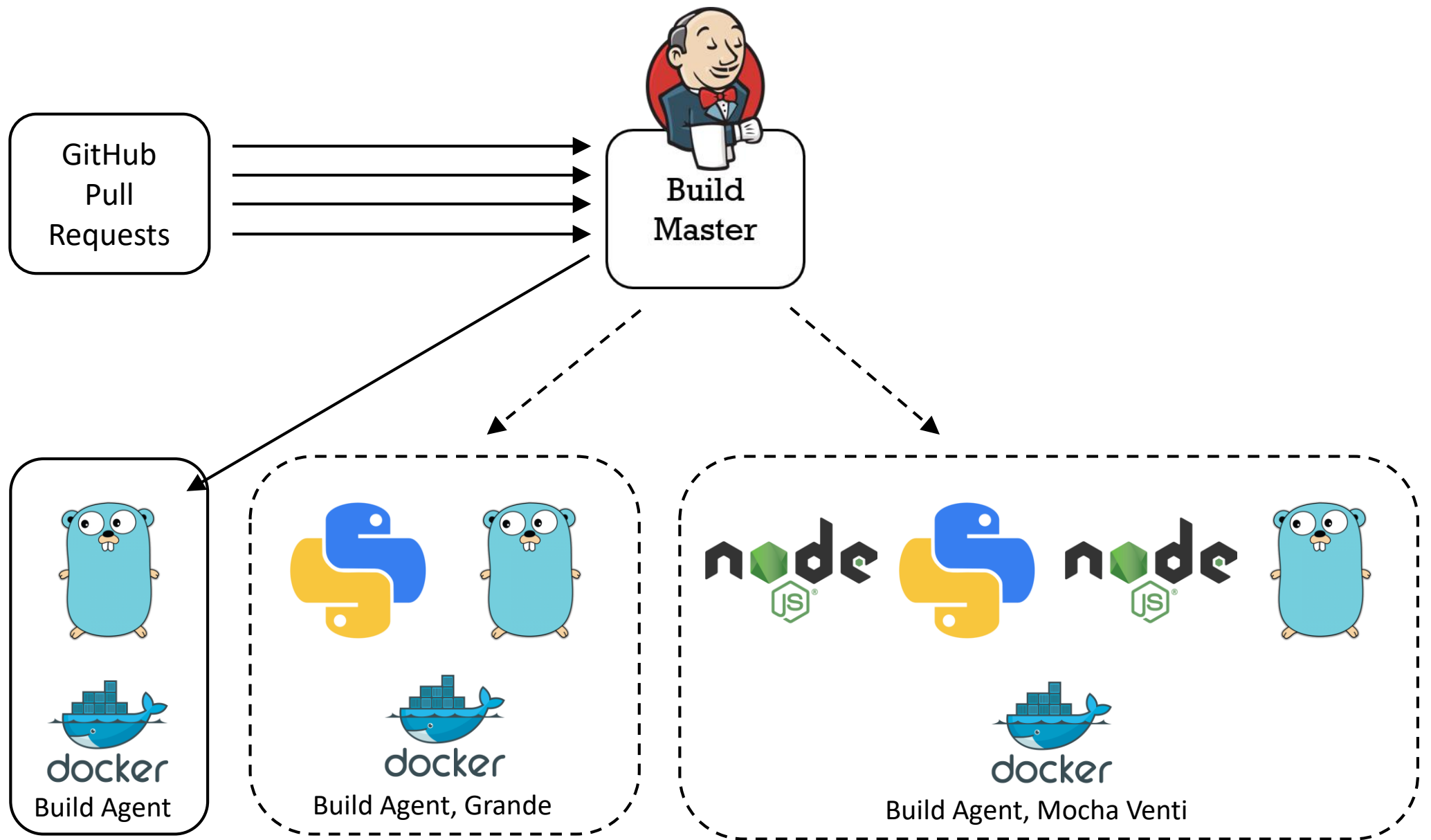




Jenkins EC2 Plugin Configuration

AMI ID	<input type="text" value="ami-97785bed"/>	<input type="button" value="Check AMI"/>
Instance Type	<input type="text" value="C4Large"/>	
EBS Optimized	<input type="checkbox"/>	
Availability Zone	<input type="text" value="us-east-1a"/>	
<input type="checkbox"/> Use Spot Instance		
Security group names	<input type="text" value="default"/>	
Remote FS root	<input type="text" value="/var/jenkins_home"/>	<input type="button" value="?"/>
Remote user	<input type="text" value="jenkins"/>	
AMI Type	<input type="text" value="unix"/>	<input type="button" value="?"/>
	Root command prefix	<input type="text"/>
	Slave command prefix	<input type="text"/>
	Remote ssh port	<input type="text"/>
Labels	<input type="text" value="docker-enabled"/>	<input type="button" value="?"/>





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Code Examples

Because `Code` is so much cooler than diagrams

Dockerfile: Go Service

```
FROM golang:1.9.4-alpine3.7 as builder
WORKDIR /go/src/github.com/devmandy/go-rest-api
COPY service/* ./
```

```
RUN apk update && apk add git
RUN go get -u github.com/onsi/ginkgo/ginkgo && go get -u
github.com/onsi/gomega/...
```

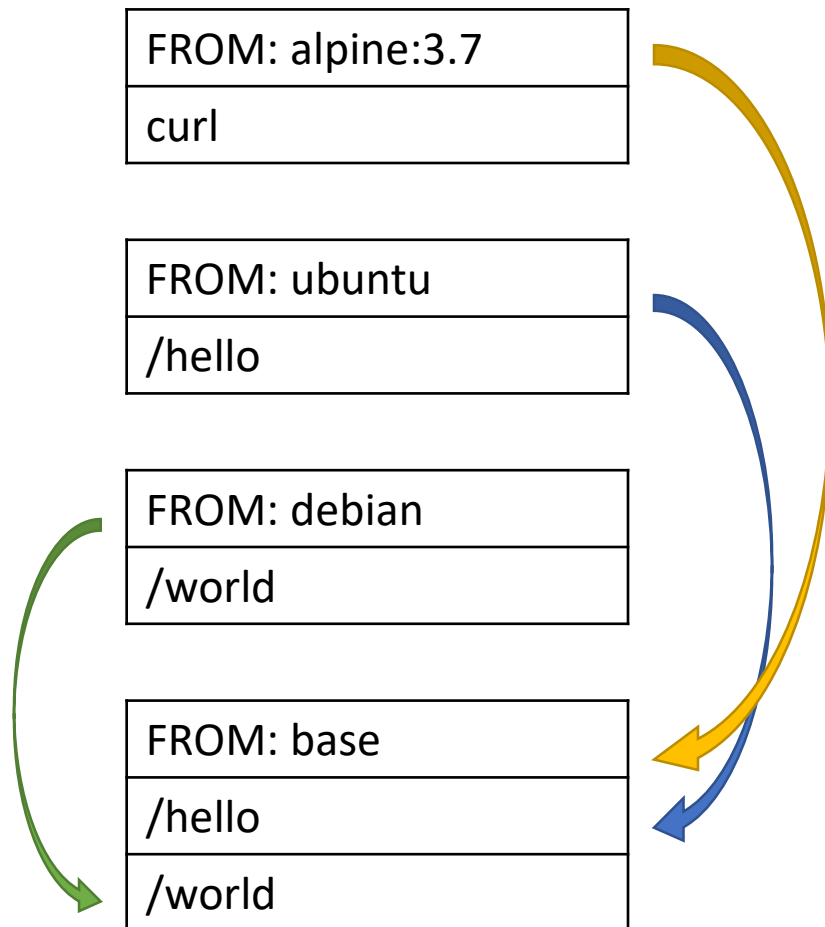
```
RUN go test
RUN go build service.go
```

```
#Production Docker image
```

```
FROM alpine:3.7
WORKDIR /root/
COPY --from=builder /go/src/github.com/devmandy/go-rest-api/service .
CMD ["/service"]
```

```
EXPOSE 8123
```

PROTIP: Multi-stage Docker Builds



```
FROM alpine:3.7 as base
RUN apk add --no-cache curl
```

```
FROM ubuntu as second
RUN echo hello > /hello
LABEL image=second
```

```
FROM debian as third
RUN echo world > /world
LABEL image=third
```

```
FROM base
COPY --from=second /hello /hello
COPY --from=third /world /world
```


Dockerfile: Go Service

#Stage 1 - Define builder image

FROM golang:1.9.4-alpine3.7 as builder

WORKDIR /go/src/github.com/devmandy/go-rest-api

COPY service/* ./

RUN apk update && apk add git

RUN go get -u github.com/onsi/ginkgo/ginkgo && go get -u
github.com/onsi/gomega/...

RUN go test

RUN go build service.go

#Stage 2 - Define production Docker image

FROM alpine:3.7

WORKDIR /root/

COPY --from=builder /go/src/github.com/devmandy/go-rest-api/service .

CMD ["/service"]

EXPOSE 8123

Dockerfile Repo Magic

Branch: master ▾


New pull request

Create new file








Upload files

Find file

Clone or download ▾

 DevMandy Add Dockerfile and move requirements.txt

Latest commit bd8964d 8 hours ago

 deploy	Add additional files	8 hours ago
 src	Add additional files	8 hours ago
 Dockerfile	Add Dockerfile and move requirements.txt	8 hours ago
 README.md	Update readme	8 hours ago
 build.env	Add additional files	8 hours ago
 build.sh	Add additional files	8 hours ago
 requirements.txt	Add Dockerfile and move requirements.txt	8 hours ago

```
node('docker-enabled') {
    stage('Checkout') {
        checkout scm
    }
    stage('Build Docker Image') {
        sh '''docker build -t devmandy/go_rest_api:"${version}" .'''
    }

    stage('Push to DockerHub') {
        docker.withRegistry('https://index.docker.io/v1/',
            'dockerhub') {
            sh '''docker push devmandy/go_rest_api:"${version}"'''
        }
    }
}
```

Dockerfile: Python Service

```
FROM qnib/pytest as test
WORKDIR /src/python-rest-api
COPY ./ .
```

```
RUN pytest
```

```
#Production Docker image
```

```
FROM python:alpine3.7
WORKDIR /src/python-rest-api
COPY ./ .
RUN pip install --no-cache-dir -r requirements.txt
```

```
ENTRYPOINT ["python", "main.py"]
EXPOSE 5000
```

Jenkinsfile: Python Service

```
node('docker-enabled') {  
    stage('Checkout') {  
        checkout scm  
    }  
    stage('Build Docker Image') {  
        sh '''docker build -t devmandy/python_rest_api:"${version}" .'''  
    }  
  
    stage('Push to DockerHub') {  
        docker.withRegistry('https://index.docker.io/v1/', 'dockerhub') {  
            sh '''docker push devmandy/python_rest_api:"${version}"'''  
        }  
    }  
}
```

Containerizing the Build Environment

Recap

- Put build and deployment instructions in a Jenkinsfile in your repo
- Run build and deployment steps inside a container
- Use generic build agents rather than snowflakes
- Dynamically scale your docker-enabled agents

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Developers

Getting Build out of Dev's Way

Share Your Build Containers with Dev

Reliable code environments for everyone, easy as 1-2-3

1. Clone the repo
2. Run 'docker build' using a stage target
3. Mount the workspace inside the container

Dockerfile: Go Service

#Stage 1 - Define builder image

FROM golang:1.9.4-alpine3.7 as builder

WORKDIR /go/src/github.com/devmandy/go-rest-api

COPY service/* ./

RUN apk update && apk add git

RUN go get -u github.com/onsi/ginkgo/ginkgo && go get -u
github.com/onsi/gomega/...

RUN go test

RUN go build service.go

#Stage 2 - Define production Docker image

FROM alpine:3.7

WORKDIR /root/

COPY --from=builder /go/src/github.com/devmandy/go-rest-api/service .

CMD ["/service"]

EXPOSE 8123

Containerized Dev Environments

Dev: “That’s so easy!”

1 - Clone the repo

```
$ git clone git@github.com:DevMandy/go_rest_api.git
```

2 - Run docker build and stop after the builder stage

```
$ docker build -t dev-env --target builder .
```

3 - Mount the workspace in the builder container

```
$ docker run --rm -v  
"$(pwd)"/service:/go/src/github.com/devmandy/go_rest_api:rw dev-env
```

#SecContainerOps

Security in a Box (almost)

- Developers wake up thinking about security - not!
- Designated applications require audited tools access
- SecOps fears developer machines are the Wild West
- Containerized dev tools may be certified by the Security team
- 1.8 added Docker Content Trust - signed containers

The Last Mile – Disposable Jenkins

Icing on your continuously delivered cake

- Containerize the Jenkins master
- Inject credentials at runtime
- Pre-configure plugins and credentials
- All code lives in GitHub
- Manual configuration and configuration tools are unnecessary

Containerized Takeaways

Thoughts for the flight home

- CI/CD is needed to achieve benefits of microservices
- There's a perfect process that fits your needs – find it!
- Once you get the hang of it, the technical aspects are easy
- Developers will love workspaces in a box

Resources

- Jenkins World *Disposable Jenkins* presentation - <http://bit.ly/2hfWQHiDevMandy>
- Disposable Jenkins blog post - <http://bit.ly/2okRqOtDevMandy>
- Sample Go implementation - https://github.com/DevMandy/go_rest_api
- Sample Python implementation – <https://github.com/DevMandy/python-rest-api>
- Slides available at - <https://github.com/DevMandy/ContainerWorld>
- Questions? Twitter: @DevMandy or LinkedIn: mandyhubbard



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Thank You!

Mandy Hubbard

 **@DevMandy**

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