

Workshop Preparation

There are some prerequisites for the workshop. You will need to install the following software on your laptop:

- Docker Community Edition (CE)
- Visual Studio Code
- .NET Core SDK
- (optional) Git client

If you already have satisfied these prerequisites, you can skip them.

Install software

Install the following software (if not already installed) on your laptop:

Docker CE

Download link: [Docker Community Edition \(CE\)](#).

On Windows, you need Hyper-V to be enabled on your machine in order to install Docker for Windows CE. If you have not enabled Hyper-V, do so now. [Here](#) you find a description of how to enable Hyper-V on Windows. Make sure to double-check the prerequisites.

For downloading Docker CE, you need to login with your Docker Id. Create one if you don't already have a Docker Id.

During the installation of Docker CE, do not switch to Windows containers. We will only use Linux containers. After the installation you need to log out and login again (sometimes reboot your machine).

After the installation, start the Docker engine by double clicking the Docker for Windows icon.

Visual Studio Code

This workshop assumes you are working with Visual Studio Code.

Download link: [Visual Studio Code](#)

.NET Core SDK

Install the .NET Core SDK (not the runtime!) version 3.1.

Download link: [.NET Core SDK](#)

Git client

Install the Git client for your OS to interact with the Pitstop repo on Github.

Download link: [Git](#)

Get access to Github

If you do not already have a Github account, create one by going to the [Github website](#) and click on the *Sign up* link in the top right corner. Make sure you are logged into Github with your account.