Ansible Playbooks



What is Task?

- A task is the smallest unit of action you can **automate** using an **Ansible playbook.**
- A task is the application of a module to perform a specific unit of work.

```
tasks:
    - name: Install httpd and firewalld
    yum:
        name:
        - httpd
        - firewalld
        state: latest
```



What is Play?

 A play is a sequence of tasks to be applied, in order, to one or more hosts selected from your inventory.

```
name: Enable Intranet Services
hosts: nodel.techbeatly.com
become: yes
tasks:
  - name: Install httpd and firewalld
    yum:
      name:
        httpd
        - firewalld
      state: latest
  - name: Enable and Run Firewalld
    service:
      name: firewalld
      enabled: true
      state: started
  - name: firewalld permitt httpd service
    firewalld:
      service: http
      permanent: true
      state: enabled
      immediate: yes
```



What is Playbooks?

- Ansible Playbooks are **lists of tasks** that automatically execute for your specified inventory or groups of hosts.
- One or more Ansible tasks can be combined to make a play an ordered grouping of tasks mapped to specific hosts and tasks are executed in the order in which they are written
- Playbooks are Ansible's configuration, deployment, and orchestration language.
- In a playbook, you can save the sequence of tasks in a play into a human-readable and immediately runnable form.



Example of Playbook

```
name: Enable Intranet Services
hosts: nodel.techbeatly.com
become: yes
tasks:
  - name: Install httpd and firewalld
      name:
        - httpd
        - firewalld
      state: latest
  - name: Enable and Run Firewalld
    service:
     name: firewalld
      enabled: true
      state: started
  - name: firewalld permitt httpd service
    firewalld:
      service: http
     permanent: tr
     state: enabled
     immediate: yes
  - name: httpd enabled and running
    service:
     name: httpd
      enabled:
      state: started
  - name: Test html page is installed
    copy:
      content: "Welcome to the example.com intranet!\n'
      dest: /var/www/html/index.html
name: Test intranet web server
hosts: localhost
become: no
tasks:
  - name: connect to intranet webserver
   uri:
      url: http://lab.techbeatly.com
      status code: 200
```





Syntax Verification

- Prior to executing a **playbook**, it is good practice to perform a **verification** to ensure that the **syntax** of its contents is correct.
- The ansible-playbook command offers a **--syntax-check** option that you can use to verify the syntax of a playbook. The following example shows the successful syntax verification of a playbook.

```
[root@eoc-ansible-controller ~]# ansible-playbook --syntax-check lamp-setup.yaml
playbook: lamp-setup.yaml
```



Running playbooks

- The ansible-playbook command is used to run playbooks.
- The command is executed on the control node and the name of the playbook to be run is passed as an argument:

```
[root@eoc-ansible-controller ~]# ansible-playbook lamp-setup.yaml
```



Appendix



Formatting an Ansible Playbook(I-5)

- A playbook is a text file written in YAML format, and is normally saved with the extension yaml or yml.
- The playbook uses **indentation** with space characters to indicate the structure of its data.
- YAML does not place strict requirements on how many spaces are used for the indentation, but there are two basic rules.
 - Same Indentation.
 - Items that are children of another item must be indented more than their parents.



Formatting an Ansible Playbook (2-5)

- A playbook begins with a line consisting of three dashes (---) as a start of document marker.
- It may end with three dots (...) as an end of document marker
- In between those markers, the playbook is defined as a list of plays.
- An item in a YAML list starts with a single dash followed by a space. For example, a YAML list might appear as follows:
 - apple - orange - grape
- In the preceding playbook example, the line after --- begins with a dash and starts the first (and only) play in the list of plays.
- The play itself is a collection of **key-value** pairs.
- Keys in the same play should have the same indentation.



Formatting an Ansible Playbook (3-5)

- The following example shows a **YAML** snippet with three keys.
- The first two keys have simple values.
- The third has a list of three items as a value.

```
name: just an example
hosts: webservers
tasks:
  - first
  - second
  - third
```



Formatting an Ansible Playbook (4-5)

```
- name: Configure important user consistently
```

- The second key in the play is a hosts **attribute**, which specifies the hosts against which the play's tasks are run.
- Like the argument for the ansible command, the hosts attribute takes a host pattern as a value, such as the names of managed hosts or groups in the inventory.

 hosts: ansi-node1
- Finally, the last key in the play is the tasks attribute, whose value specifies a list of tasks to run for this play. This example has a single task, which runs the user module with specific arguments

```
tasks:
    - name: newbie exists with UID 4000
    user:
        name: newbie
        uid: 4000
        state: present
```



Formatting an Ansible Playbook (5-5)

The tasks attribute is the part of the play that actually lists, in order, the tasks to be run on the managed hosts.

Each task in the list is itself a collection of key-value pairs.

In this example, the only task in the play has two keys:

- Name is an optional label documenting the purpose of the task.
- User is the module to run for this task.
- Its arguments are passed as a collection of **key-value** pairs, which are children of the module



The following is another example of a tasks attribute with multiple tasks:

 Using the service module to ensure that several network services are enabled to start at boot:

```
tasks:
 - name: web server is enabled
    service:
     name: httpd
      enabled: true
 - name: NTP server is enabled
    service:
     name: chronyd
      enabled: true
 - name: Postfix is enabled
    service:
      name: postfix
      enabled: true
```

