

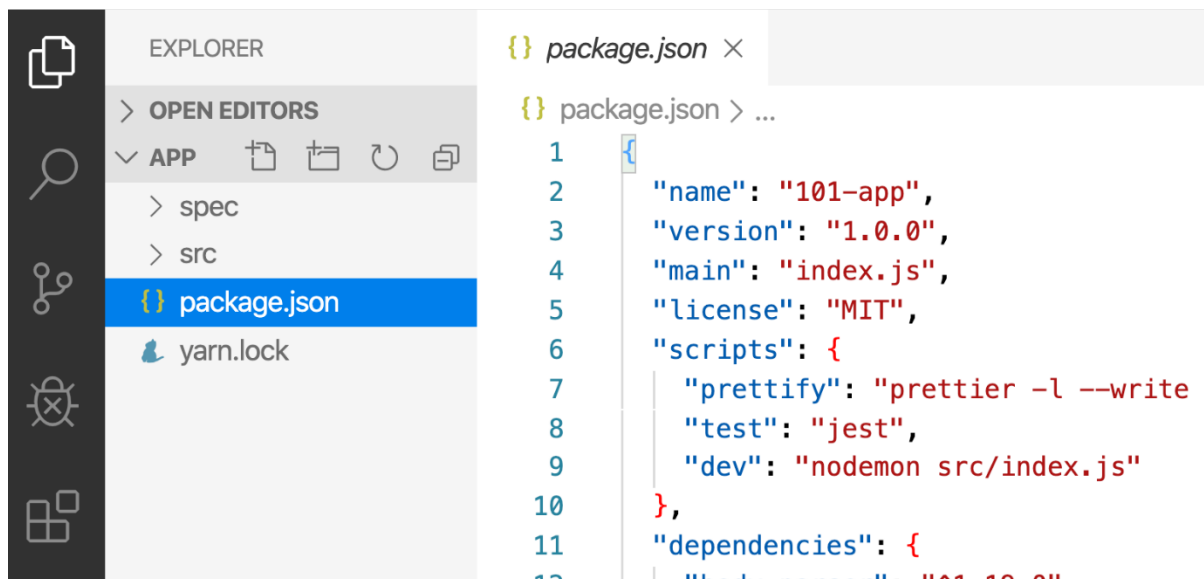
## CUSTOMER CARE REGISTRY

### UPLOAD IMAGE TO IBM CONTAINER REGISTRY

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## Containerize the app

- Docker running locally. Follow the instructions to [download and install Docker](#)
- An IDE or a text editor to edit files. Docker recommends using [Visual Studio Code](#).
- A conceptual understanding of [containers and images](#).



## Build the app's container image

In order to build the [container image](#), you'll need to use a [Dockerfile](#). A Dockerfile is simply a text-based file with no file extension. A Dockerfile contains a script of instructions that Docker uses to create a container image.

1. In the [app](#) directory, the same location as the [package.json](#) file, create a file named [Dockerfile](#). You can use the following commands below to create a Dockerfile based on your operating system.
  - Mac / Linux
  - Windows

In the Windows Command Prompt, run the following commands listed below.

Change directory to the `app` directory. Replace `\path\to\app` with the path to your `getting-started\app` directory.

```
$ cd \path\to\app
```

Create an empty file named `Dockerfile`.

```
$ type nul > Dockerfile
```

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2. Using a text editor or code editor, add the following contents to the `Dockerfile`:

```
3. # syntax=docker/dockerfile:1
4. FROM node:12-alpine
5. RUN apk add --no-cache python2 g++ make
6. WORKDIR /app
7. COPY . .
8. RUN yarn install --production
9. CMD ["node", "src/index.js"]
10. EXPOSE 3000
```

#### Note

Select an instruction in the `Dockerfile` example to learn more about the instruction.

11. Build the container image using the following commands:

In the terminal, change directory to the `getting-started/app` directory.

Replace `/path/to/app` with the path to your `getting-started/app` directory.

```
$ cd /path/to/app
```

Build the container image.

```
$ docker build -t getting-started.
```