

# .NET Core & Containers

## Why should I care?

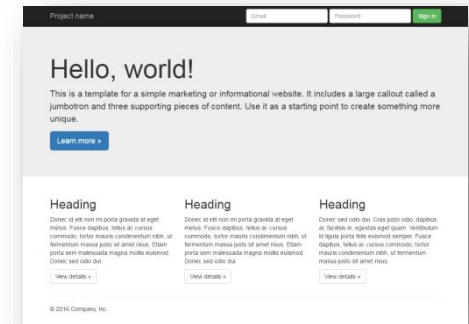
Daniel Musiał  
IT T@Ik, 29/09/2016

# Agenda

- 1 Developers' primary focus
- 2 Challenges of deployment
- 3 Achieving greater isolation
- 4 What is container-based virtualization?
- 5 How Docker simplifies containerization (DEMO)
- 6 Summary & Questions

# Developers' primary focus

```
public class TcpClientSample
{
    public static void Main()
    {
        byte[] data = new byte[1024]; string input, stringData;
        TcpClient server;
        try{
            server = new TcpClient("...", port);
        }catch (SocketException){
            Console.WriteLine("Unable to connect to server");
            return;
        }
        NetworkStream ns = server.GetStream();
        int recv = ns.Read(data, 0, data.Length);
        stringData = Encoding.ASCII.GetString(data, 0, recv);
        Console.WriteLine(stringData);
        while(true){
            Console.WriteLine();
            input = Console.ReadLine();
            if (input == "exit") break;
            if (input != null){
                newchild.Properties["id"].Add(
                    "Auditing.CommitChanges();
                    newchild.Close();
                    -1);
            }
        }
    }
}
```



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**IT WORKS**  
*on my machine*

# Developers' primary focus

```
public class TcpClientSample
{
    public static void Main()
    {
        byte[] data = new byte[1024]; string input, stringData;
        TcpClient server;
        try{
            server = new TcpClient("...", port);
        }catch (SocketException){
            Console.WriteLine("Unable to connect to server");
            return;
        }
        NetworkStream ns = server.GetStream();
        int rcv = ns.Read(data, 0, data.Length);
        stringData = Encoding.ASCII.GetString(data, 0, rcv);
        Console.WriteLine(stringData);
        while(true){
            input = Console.ReadLine();
            if (input == "exit") break;
            if (input != null){
                newchild.Properties["id"].Add(
                    "Auditing.Departments");
                newchild.CommitChanges();
                newchild.Close();
            }
        }
    }
}
```



Production environment

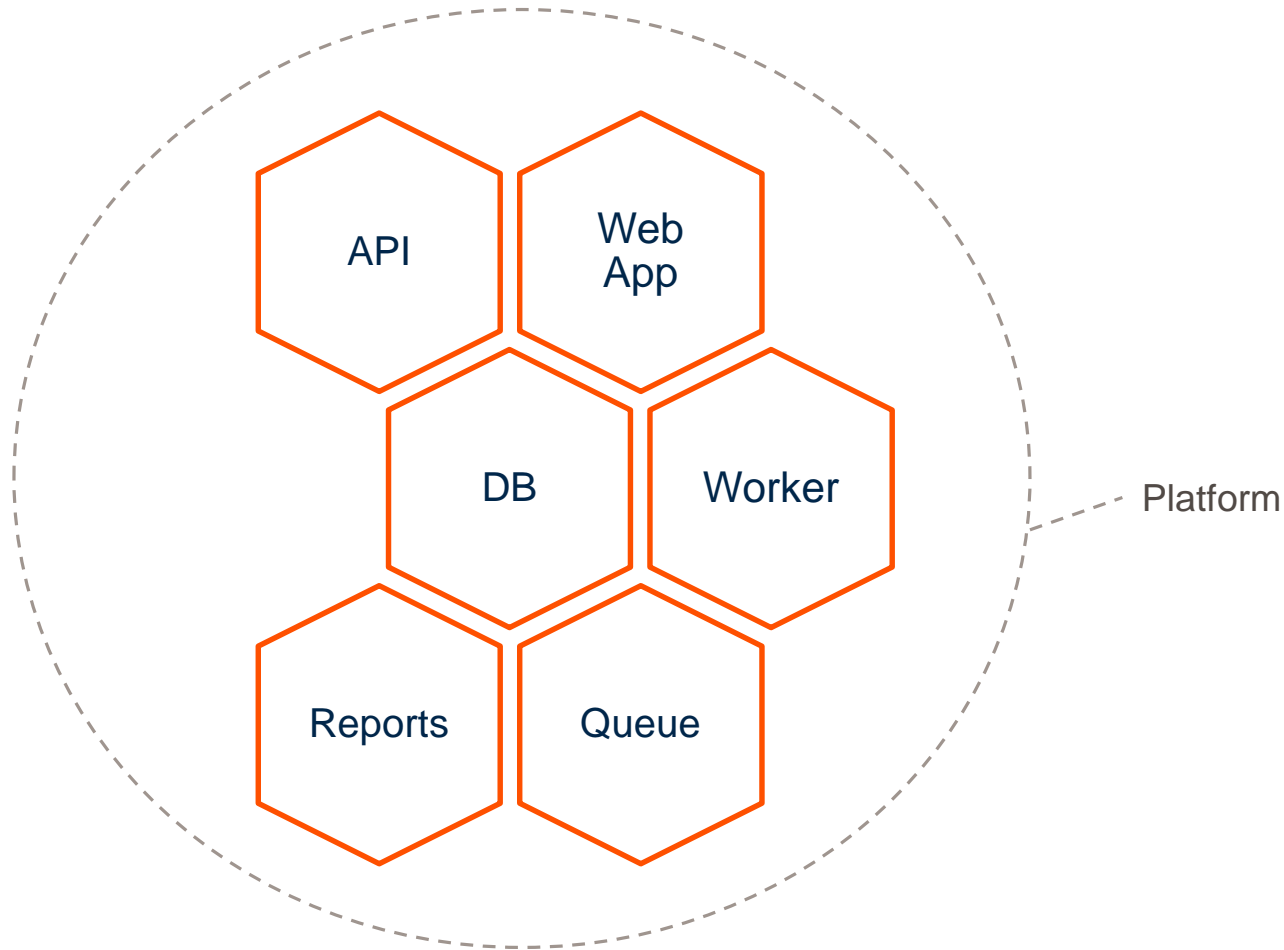
# Challenges of deployment

- 1 Multi-component packages of software
- 2 Multiple dependencies and configurations
- 3 Multiple different deployment environments

# Challenges of deployment

Multi-component packages of software

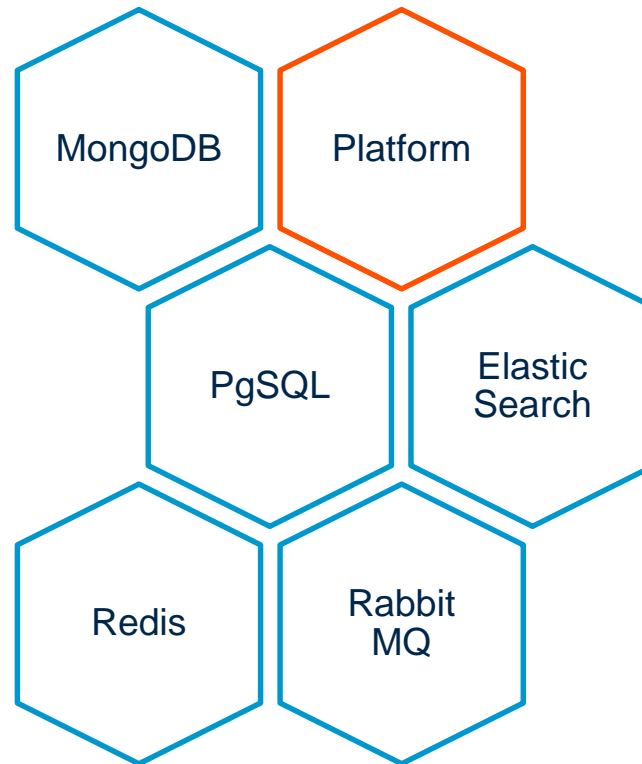
1



# Challenges of deployment

Multiple dependencies and configurations

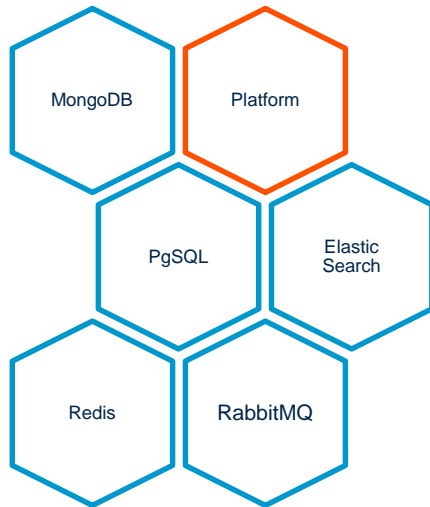
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# Challenges of deployment

Multiple different deployment environments

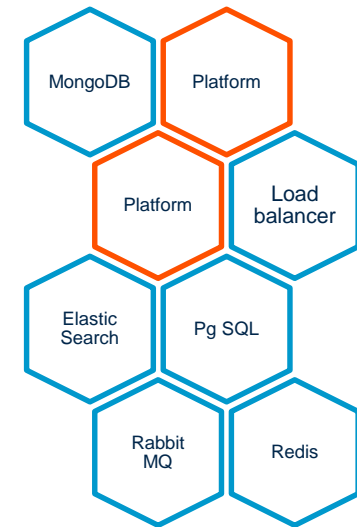
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DEV



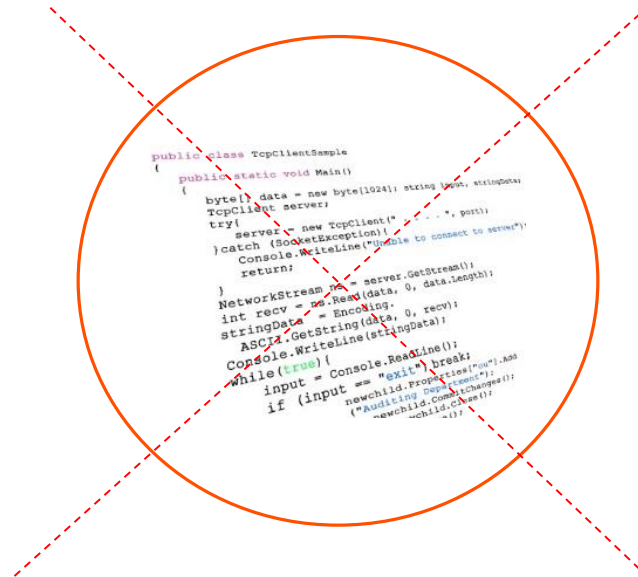
QA



PROD



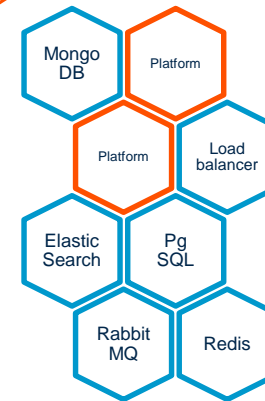
# Achieving greater isolation



Software **does not** live in isolation!

# Achieving greater isolation

```
public class TcpClientSample
{
    public static void Main()
    {
        byte[] data = new byte[1024]; string input, stringData;
        TcpClient server;
        try
        {
            server = new TcpClient("...", port);
        } catch (SocketException)
        {
            Console.WriteLine("Unable to connect to server");
            return;
        }
        NetworkStream ns = server.GetStream();
        int recv = ns.Read(data, 0, data.Length);
        stringData = Encoding.ASCII.GetString(data, 0, recv);
        Console.WriteLine(stringData);
        while (true)
        {
            input = Console.ReadLine();
            if (input == "exit") break;
            if (input == "newchild")
            {
                newchild.Properties["new"].Add
                ("Adding ChildChange()");
                newchild.Close();
            }
        }
    }
}
```



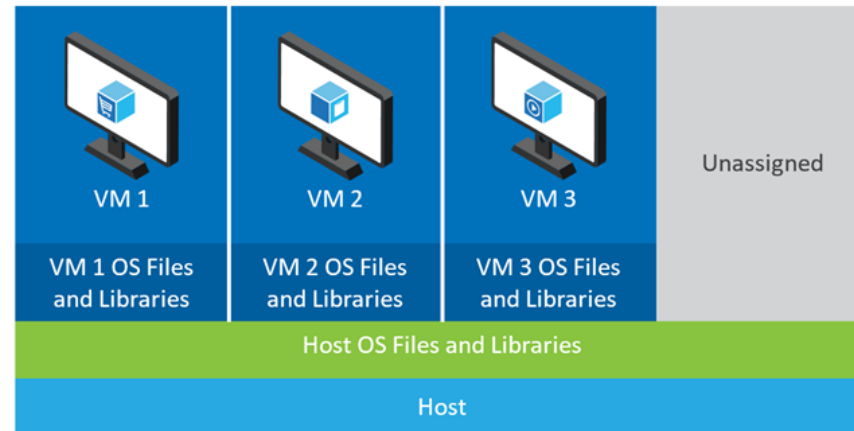
How can we achieve full isolation?

# Achieving greater isolation

## Virtual Machines

To provide full isolation VMs need to

- Have their own copies of OS files, libraries and application code
- Have a full in-memory instance of an OS
- Pay the cost of the OS boot and the in-memory footprint for its own private copies



Can we do better?

# Achieving greater isolation

## The Container Way

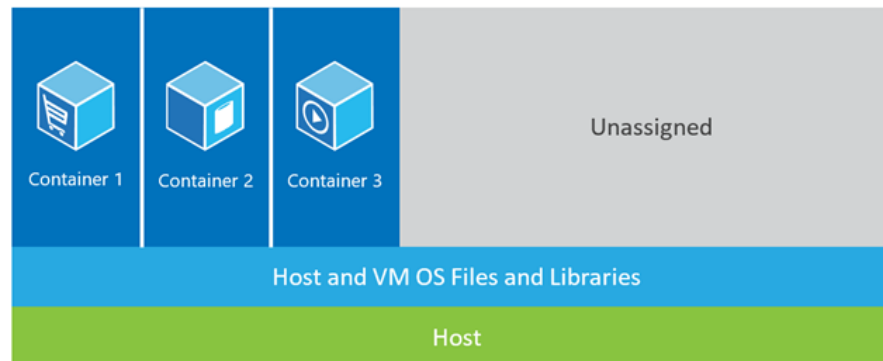


# Achieving greater isolation

## The Container Way

### How containers differ from VMs?

- They share the host operating system, including the kernel and libraries.
- They don't need to boot an OS, load libraries or pay a private memory cost for those files.
- They only consume as much incremental space (memory and disk space) as necessary for the application to run in the container.

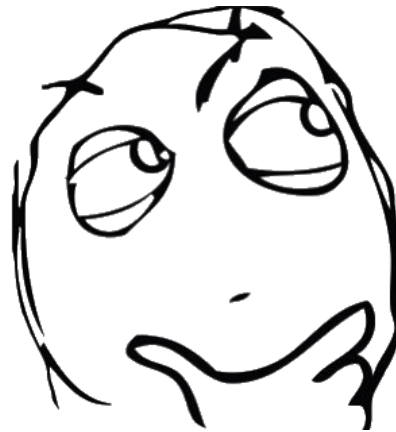


Containers are much more lightweight than VMs! They're virtualized OSs

# What is container-based virtualization?

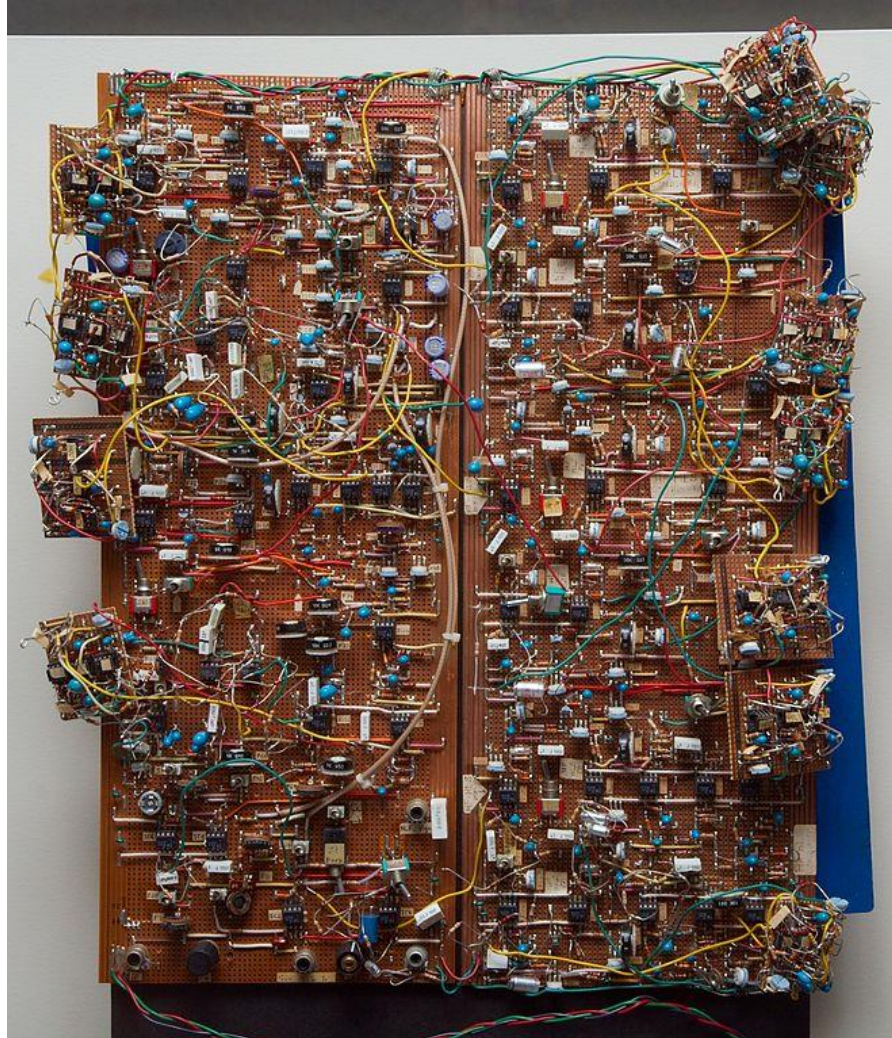
Is this a new concept? **No!**

- BSD Jails
- Unix Chroot / cgroups / namespace isolation
- Solaris Zones
- Other



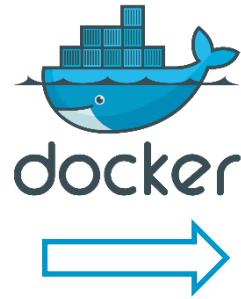
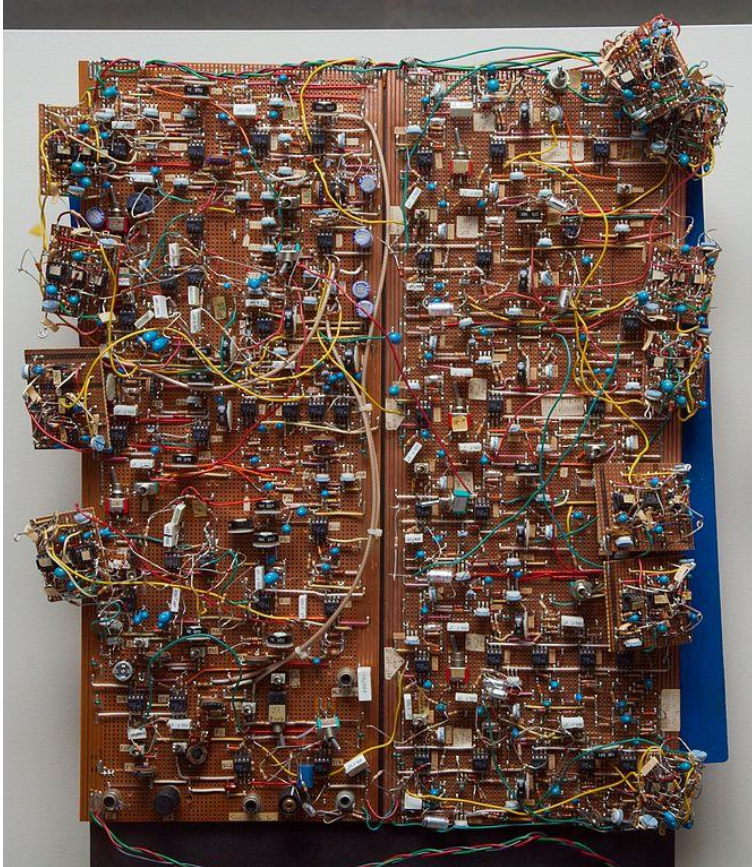
If it's so great, why haven't we used it before?

# What is container-based virtualization?





# How Docker simplifies containerization





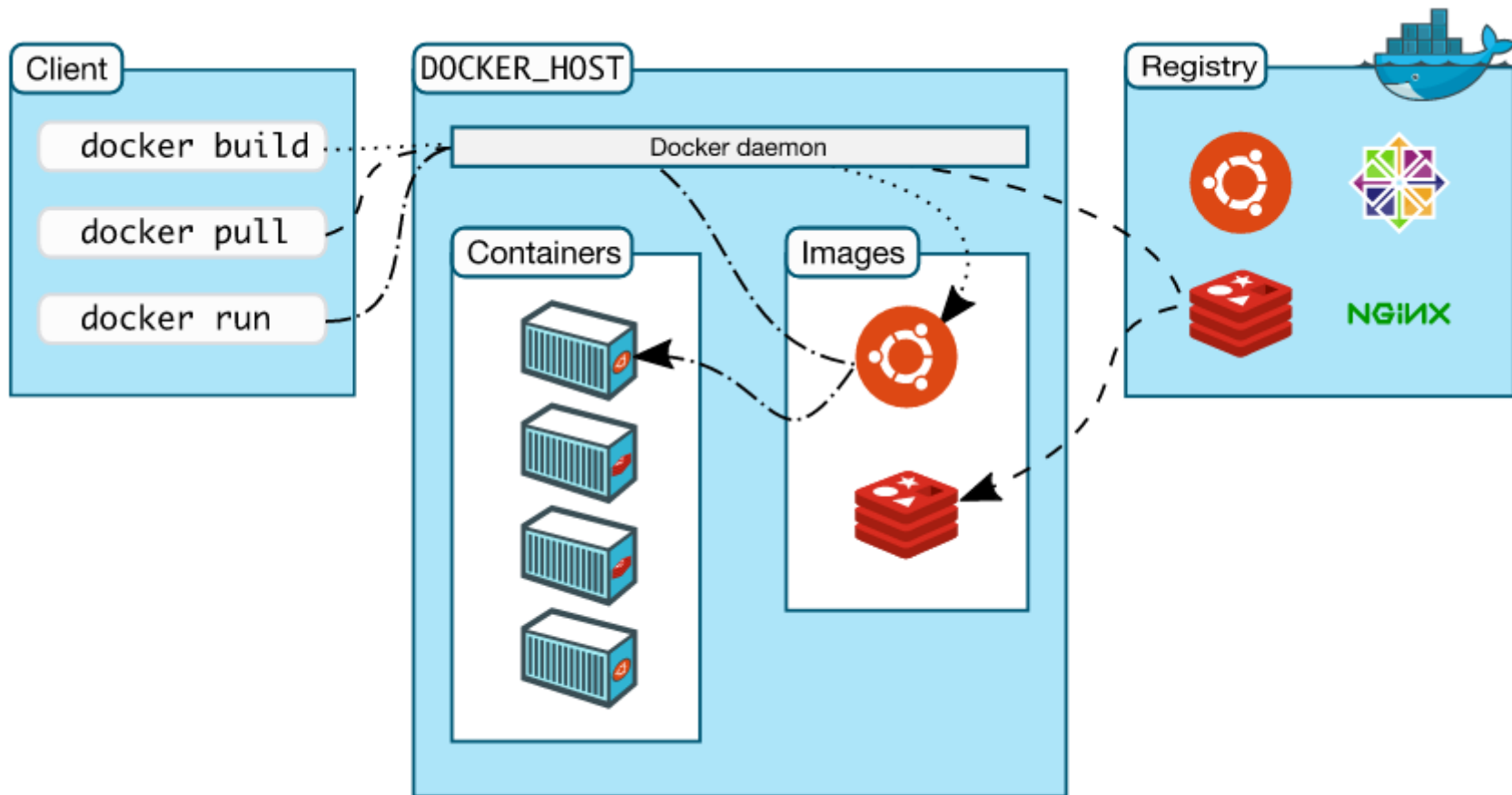
# How Docker simplifies containerization

## What is Docker?

- Open Source engine for creating and managing containers (native support for Linux, Mac and Windows)
- Allows to create and run containers based on **images** with lightweight footprint and minimal overhead
- Allows to create and share custom images (Docker Hub)
- Provides a standard and simple way of automating image creation (Dockerfile) and composition (docker-compose)

**Build once, run anywhere**

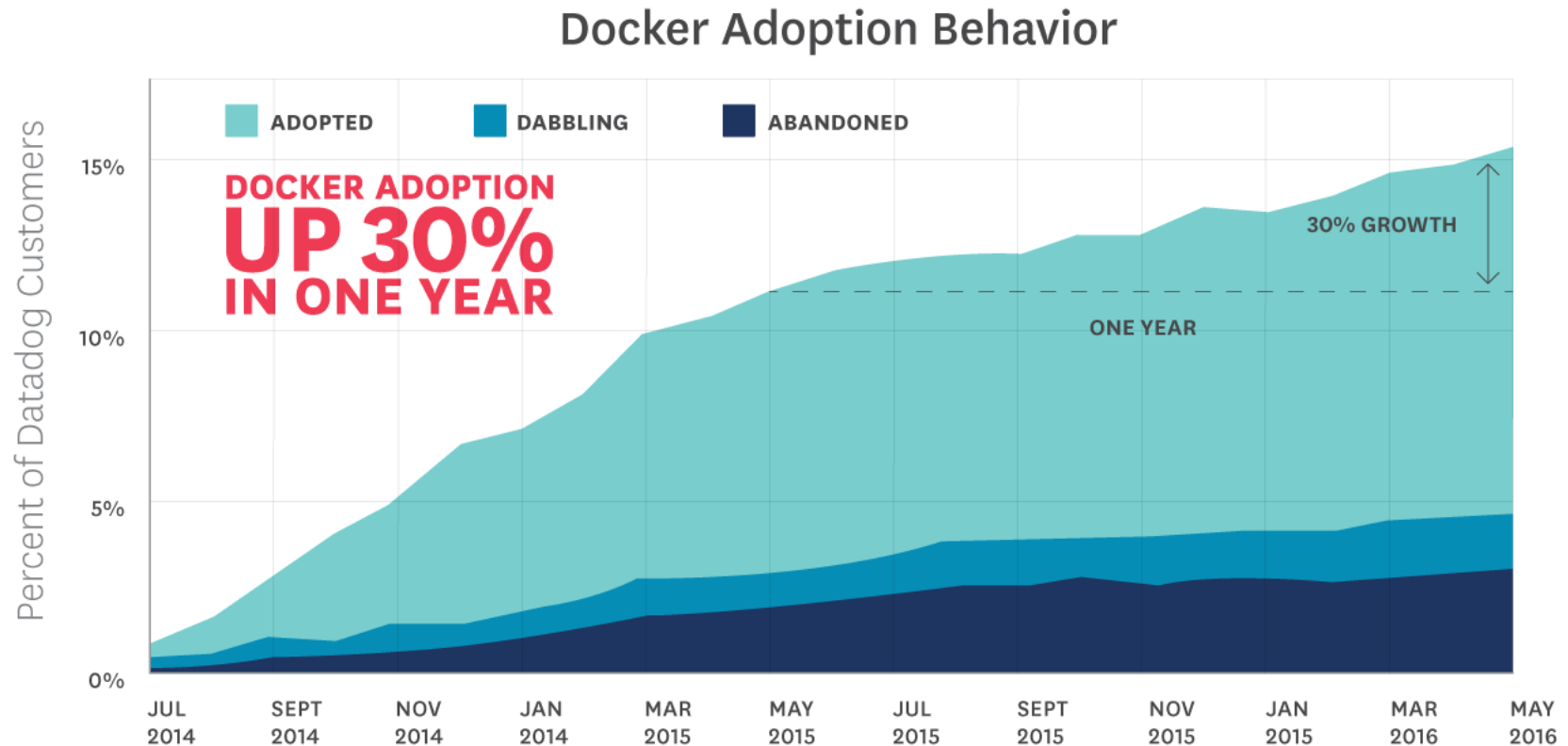
# How Docker simplifies containerization



# How Docker simplifies containerization (DEMO)

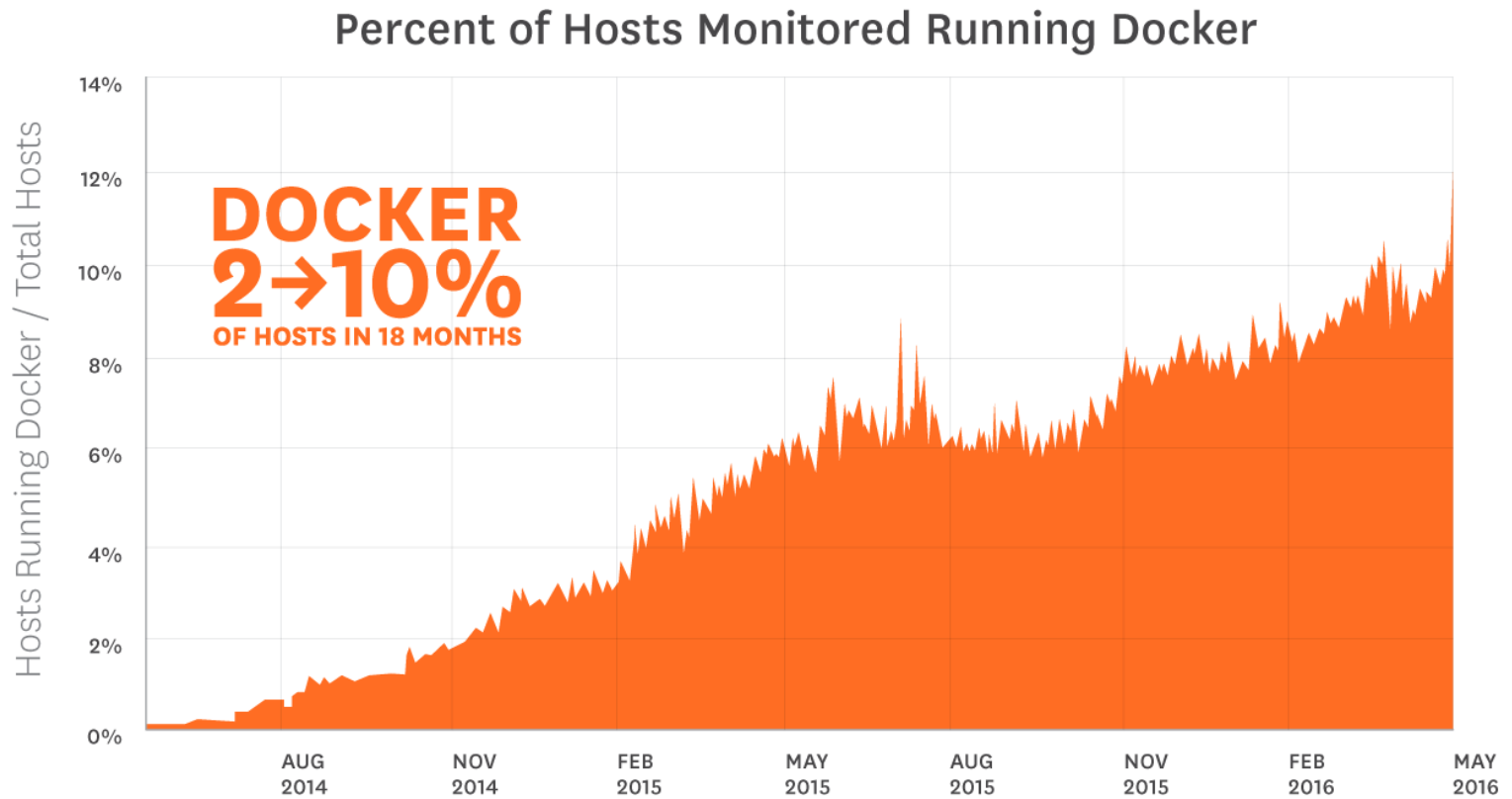


# How Docker simplifies containerization



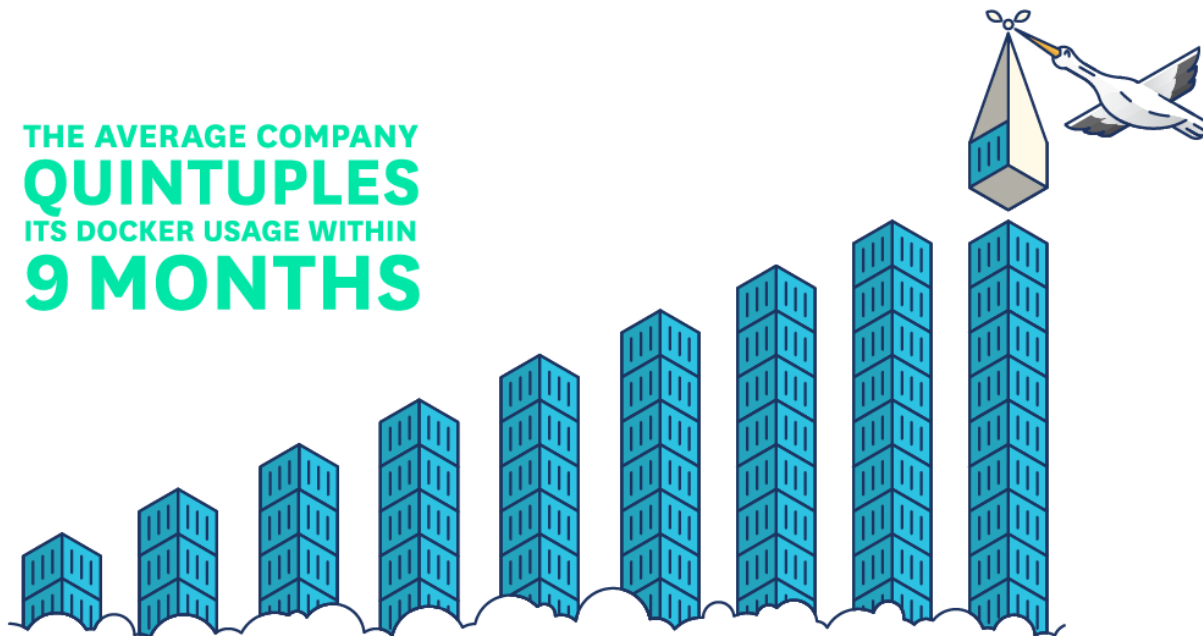
Source: Datadog

# How Docker simplifies containerization



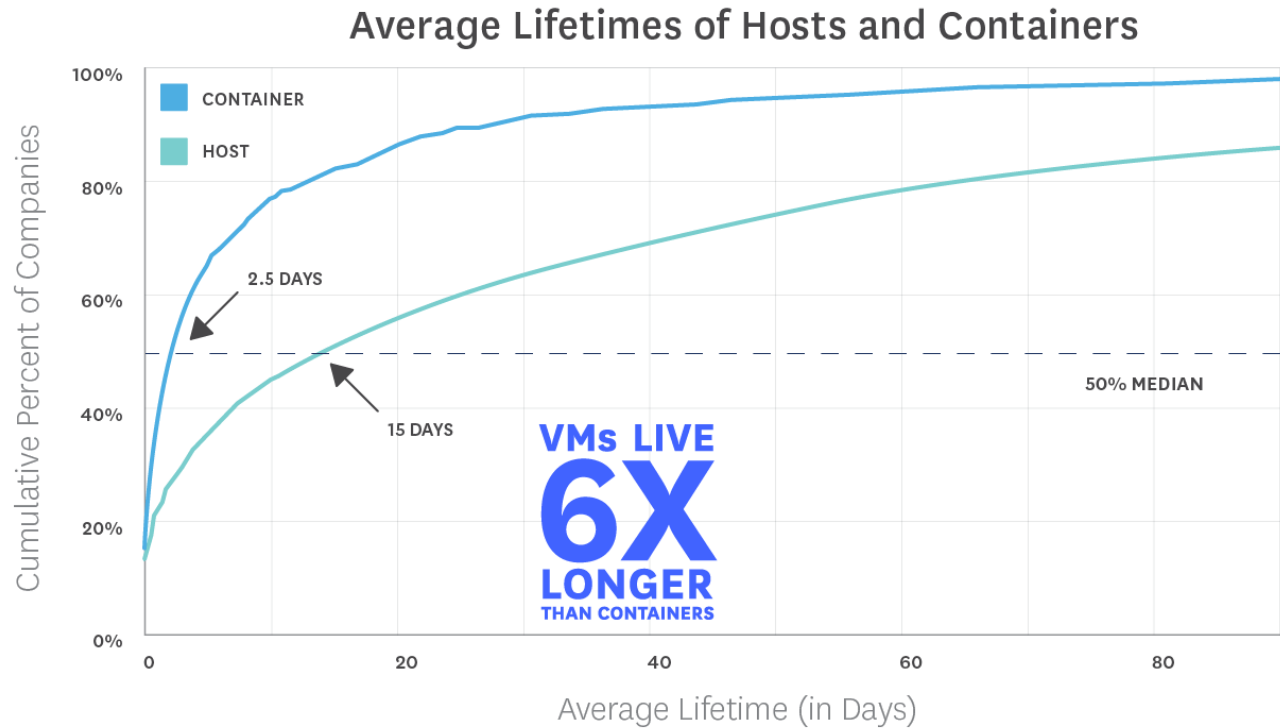
Source: Datadog

# How Docker simplifies containerization



Source: Datadog

# How Docker simplifies containerization



Source: Datadog

# ...so why should I care?

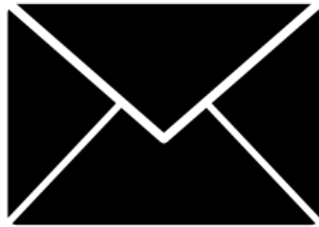
- 1 You want rapid deployment
- 2 You want less sleepless nights before a production deployment
- 3 You want to microservice your app and/or go DevOps with your team
- 4 You want to save time by reusing publicly available images
- 5 You want to be up-to-date with latest cloud trends



# Where's the catch?

- 1 Container management, orchestration and activity logging becomes a challenge
- 2 Potential mass security threats because of shared kernel

# Questions

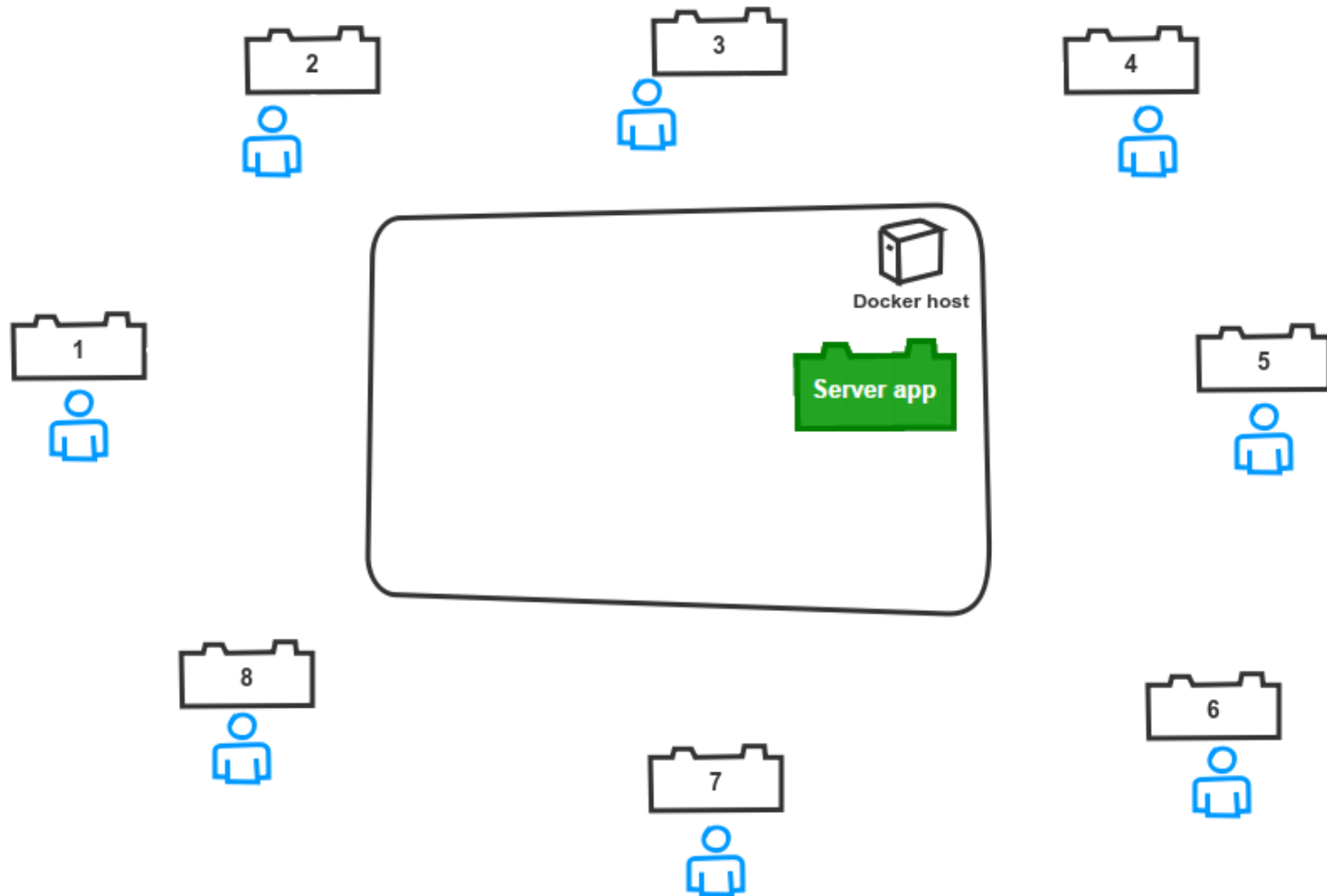


daniel.musial@capgemini.com



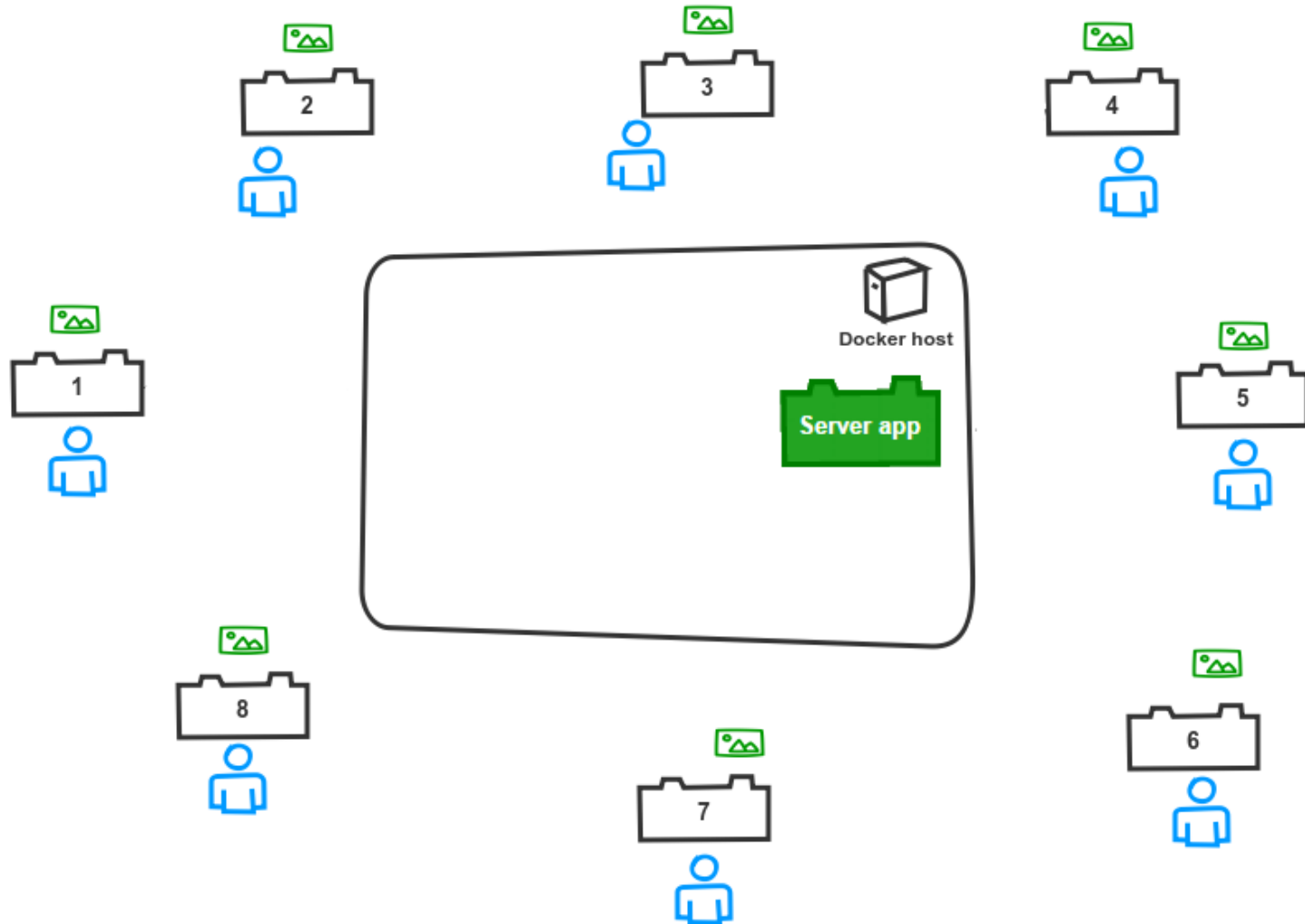
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# Workshops



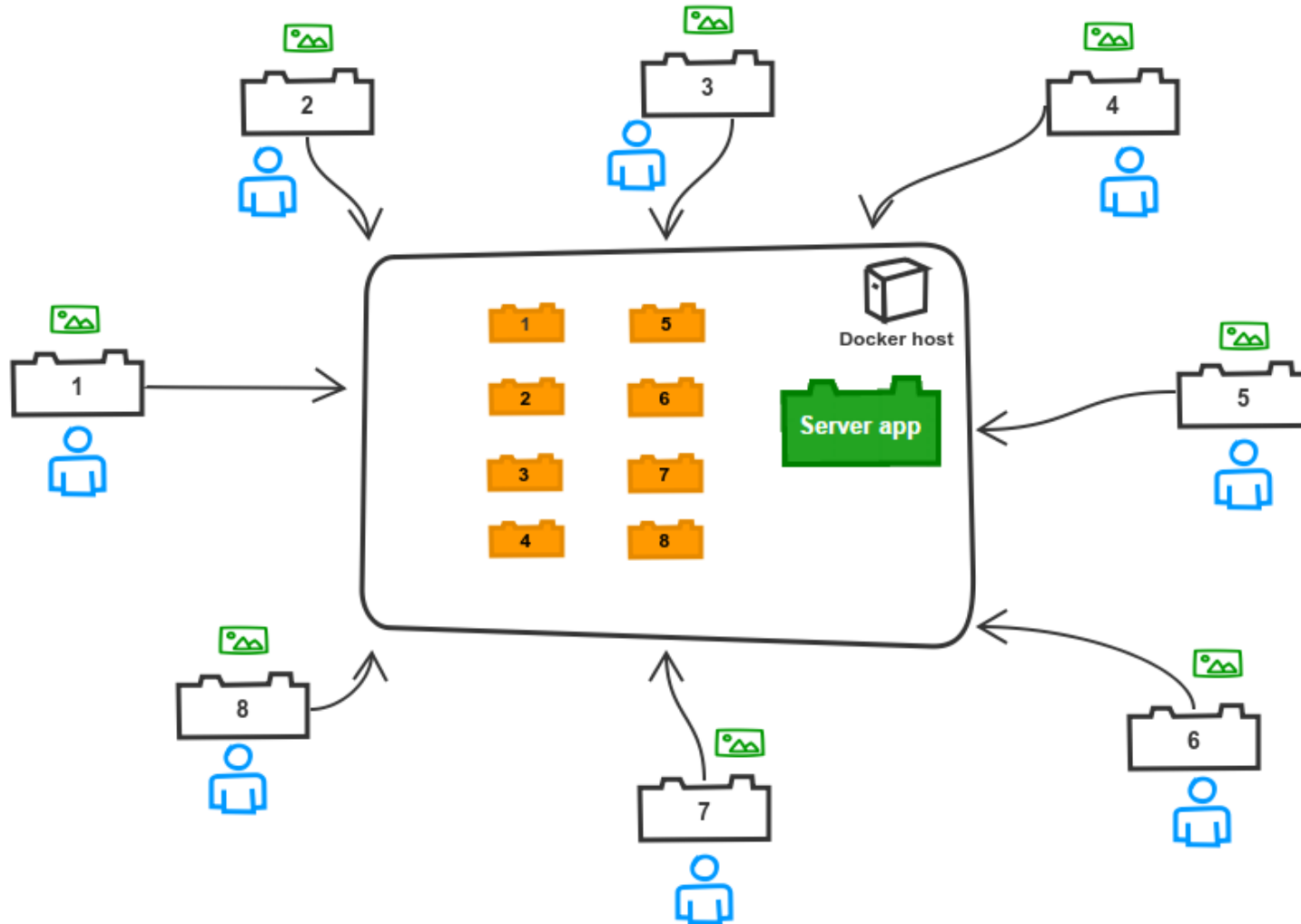
[www.sketchboard.io](http://www.sketchboard.io)

# Workshops



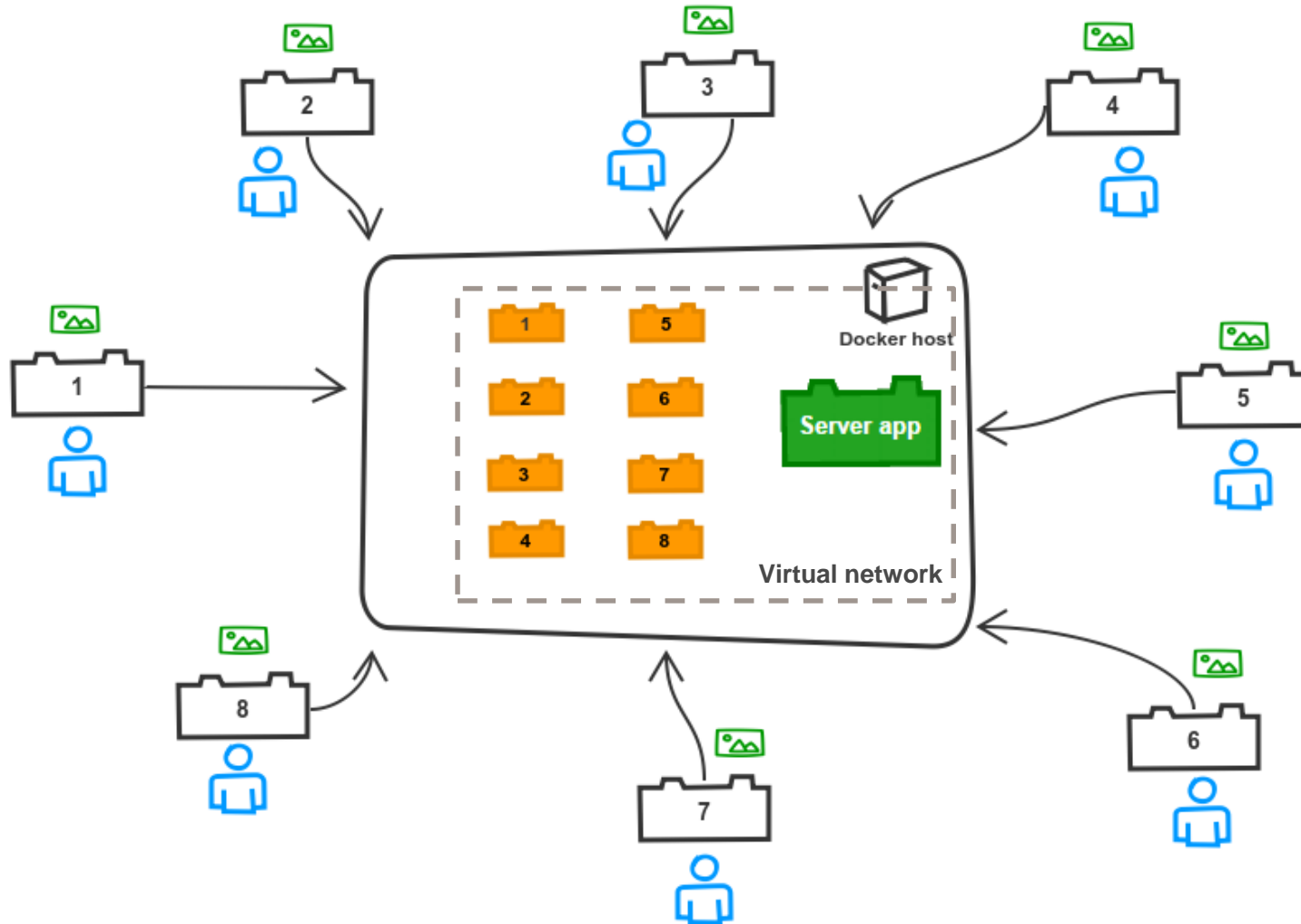
[www.sketchboard.io](http://www.sketchboard.io)

# Workshops



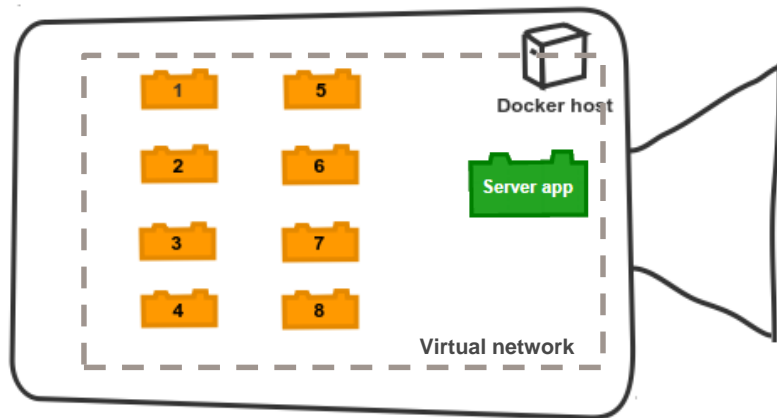
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# Workshops



[www.sketchboard.io](http://www.sketchboard.io)

# Workshops



# Image credits

- <https://azure.microsoft.com/pl-pl/blog/containers-docker-windows-and-trends/>
- <http://www.wallpapersxl.com/wallpapers/2192x1594/programing/653722/programing-sample-programming-code-653721.6.jpg>
- [https://upload.wikimedia.org/wikipedia/commons/thumb/3/37/Dolby\\_SR\\_breadboard.jpg/665px-Dolby\\_SR\\_breadboard.jpg](https://upload.wikimedia.org/wikipedia/commons/thumb/3/37/Dolby_SR_breadboard.jpg/665px-Dolby_SR_breadboard.jpg)
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