**Azure CI CD Pipeline End to End Project**

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| **Steps** | **Actions** | **Remarks** |
| Step 1 | Go to Terminal | **Go to Download the Tetris Game application.**  **https://github.com/Ashfaque-9x/Tetris-Game-App** |
| Step 2 | Login First Docker Hub   * **docker login -u "Your docker user name "** | Authenticating with existing credentials...  WARNING! Your password will be stored unencrypted in /home/aijuser/.docker/config.json.  Configure a credential helper to remove this warning. See  https://docs.docker.com/engine/reference/commandline/login/#credentials-store  Login Succeeded |
| Step 3 | Go to this path after you can Build the Tag  **“cd /home/aijuser/Desktop/Tetris-Game-App”**  Give your docker Hub user name and your system password.   * **sudo docker build -t mpsn/nit-app:tetris-game-app .**   Docker as be build. | [+] Building 2.0s (7/7) FINISHED docker:default  => [internal] load .dockerignore 0.0s  => => transferring context: 2B 0.0s  => [internal] load build definition from Dockerfile 0.0s  => => transferring dockerfile: 78B 0.0s  => [internal] load metadata for docker.io/library/nginx:latest 1.9s  => [internal] load build context 0.0s  => => transferring context: 12.66kB 0.0s  => [1/2] FROM docker.io/library/nginx@sha256:9d6b58feebd2dbd3c56ab5853333d627cc6e281011cfd6050fa4bcf2072c9496 0.0s  => CACHED [2/2] COPY . /usr/share/nginx/html/ 0.0s  => exporting to image 0.0s  => => exporting layers 0.0s  => => writing image sha256:d7a688519d1f8c6a82dcc23df0bde6307689085fb467be5536217e4bfc1cc4fa 0.0s  => => naming to docker.io/mpsn/nit-app:tetris-game-app |
| Step 4 | Go to Jenkins  Assigns a new tag to an existing Docker image.   * **docker tag nit-app/tetris-game-app:latest mpsn/nit-app:latest** |  |
| Step 5 | Give a docker name and personal access tokens.   * **echo "dckr\_pat\_Eov7L3ryVDQZYIeeJHDOLu-a\_UM" | docker login -u "mpsn" --password-stdin** | Replace "dckr\_pat\_Eov7L3ryVDQZYIeeJHDOLu-a\_UM" by your docker personal access token. |
| Step 6 | Now you can Push the Docker.   * **docker push mpsn/nit-app:latest** |  |
| Step 7 | **Run a Docker container.**  Give your docker container name and port number like (8081,8082,8083...)   * **docker run -d -p 8083:80 --name sample-container mpsn/nit-app:latest**   **Every time you give new name of the container and port number** | **Replace “mpsn” by your login name** |
| Step 8 | View the container is running or not.   * docker ps   Output :  CONTAINER ID IMAGE COMMAND CREATED STATUS PORTS NAMES  b50b2201417a mpsn/nit-app:latest "/docker-entrypoint.…" 30 seconds ago Up 30 seconds 0.0.0.0:8081->80/tcp, :::8081->80/tcp my1-container |  |
| Step 9 | **Go to web browser search** <http://localhost:8081/> | Tetris Game as be Running local host. |
| Step 10 | Stop the container. Give correct container name   * docker stop nit-container | docker stop my1-container |
| Step 11 | Remove the container. Give correct container name  * **docker rm nit-container** | docker rm my1-container |
| Step 12 | 1. Use a Specific Nginx Version 2. Try pulling the nginx image outside of Jenkins:  * **docker pull nginx** |  |
|  | 1. **In below row. Copy the commands.** 2. **Go to run the command in the jenkins.** 3. **Replace your docker name and personal access tokens.** |  |
| **Correct-Jenkins-Pipeline-Answers** | **cd /home/aijuser/Desktop/Tetris-Game-App**  **docker build -t mpsn/nit-app:tetris-game-app .**  **docker tag nit-app/tetris-game-app:latest mpsn/nit-app:latest**  **echo "dckr\_pat\_bD0wbhW74SSwKrJUPANsd\_XW5Wg" | docker login -u "mpsn" --password-stdin**  **docker push mpsn/nit-app:latest**  **docker run -d -p 8082:80 --name my2-container mpsn/nit-app:latest**  **docker ps** |  |