

2024S-T2 CSDD1008 - Software Quality and Testing 01 (M11 Group 1)

In-Class Lab -6 - Building and Deploying a Go Application with Docker Swarm on Azure

Access the Application via Azure Public IP: <http://4.248.12.230:8081/>

Docker Hub Repository: <https://hub.docker.com/r/saim meghana1/go-hostname-app>

Git Hub Repo Link : <https://github.com/MeghanaSangawar/In-Class-Lab-6>

Group - A	
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1. Development of the Go Application

Description of the Go application.

This Go application serves a web page displaying student information. It selects a random student from a predefined list and generates unique contact details (email and phone number) for the selected student. The information is displayed in a simple, styled HTML format. The program listens on port 8081 and shows the student's ID, name, email, and phone number. The server is started with the `http.ListenAndServe` function.

Steps to run the GoApplication Locally

1. Open and Run the Application

Open main.go in VSCode:

- Launch VSCode.
- Open the "main.go" file from your project directory.

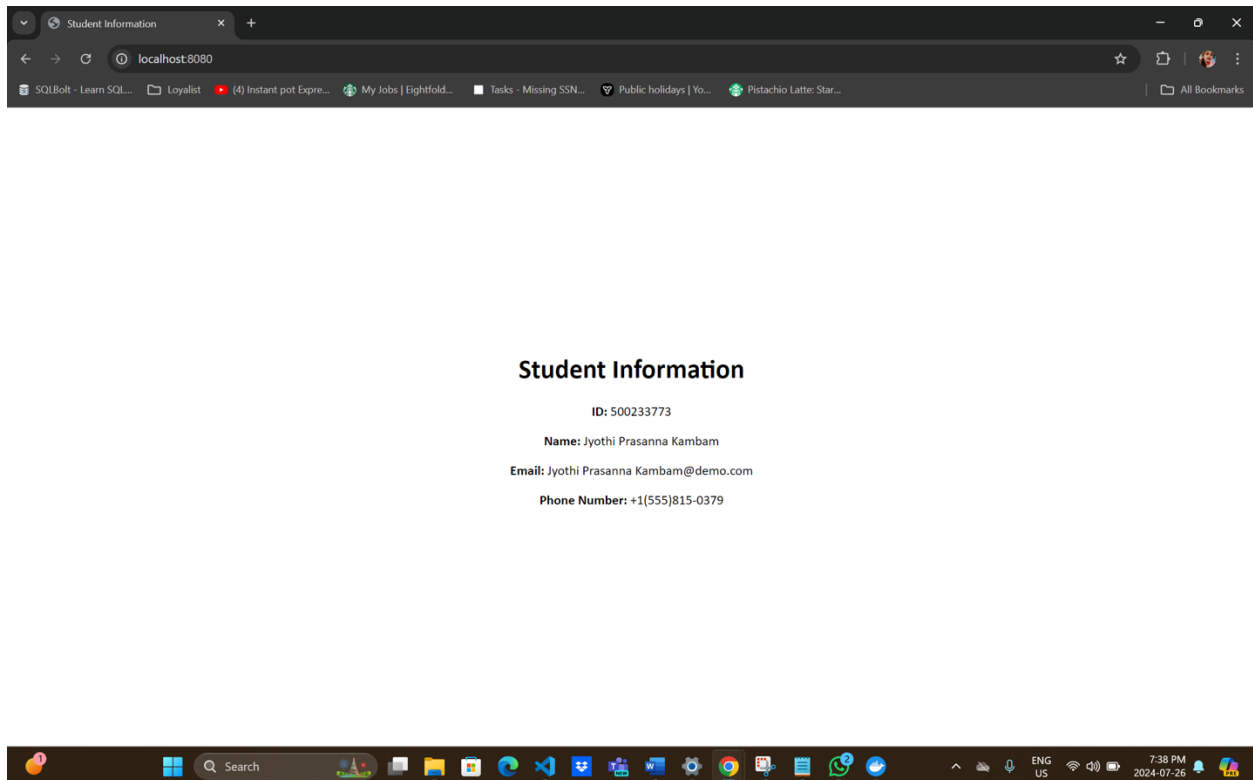
Run the Application:

Open the Terminal in VSCode

#In the terminal, execute the following command:
go run main.go

- Open any Browser in your computer
- Navigate to <http://localhost:8080> to view the application running locally.

Screenshot of the application running locally.



2. Explanation of the code, including key functionalities.

1. Imports and Type Definition:

- The code imports necessary packages like `fmt`, `math/rand`, `net/http`, `os`, and `time` for various functionalities such as formatting strings, generating random numbers, handling HTTP requests, accessing system information, and working with time.
- A struct `UserDetails` is defined to hold a student's name, email, and phone number.

2. Student List and Email Domains:

- A list of students with names and IDs is defined.
- An array of email domains is provided to generate random email addresses.

3. Utility Functions:

- `generateUniqueEmail`: Creates a unique email address for a student using a random domain.
- `generateUniquePhoneNumber`: Generates a random phone number.
- `generateUserDetails`: Populates the `UserDetails` struct with the student's name and the generated email and phone number.

4. HTTP Handler Function:

- The handler function serves the main logic for the web server.
- It seeds the random number generator to ensure unique random values on each request.
- The machine's hostname is used to further randomize the selection of a student.
- A student is randomly selected, and their details are generated.
- The information is formatted into an HTML response, including the student's ID, name, email, and phone number.

5. Main Function:

- The main function sets up the HTTP server to listen on port 8080 and uses the handler function to respond to incoming requests.
- The server starts and waits for requests, serving the student information page when accessed.

3. Creating the Docker Image

Dockerfile contents and explanation.

This Dockerfile sets up a Docker image for a Go application. It uses the Go version 1.22 image as the starting point. Inside the container, it sets the working folder to /app. Then, it copies all the files from the current folder on your computer into this folder in the container. It builds the Go application into an executable file named main with specific settings to make it work on Linux. The Dockerfile also tells Docker that the application will use port 8081. Finally, it sets the container to run the main file by default when it starts. This process ensures the Go application is ready to run in a Docker container.

#Commands to Build, Test, and Push a Docker Image

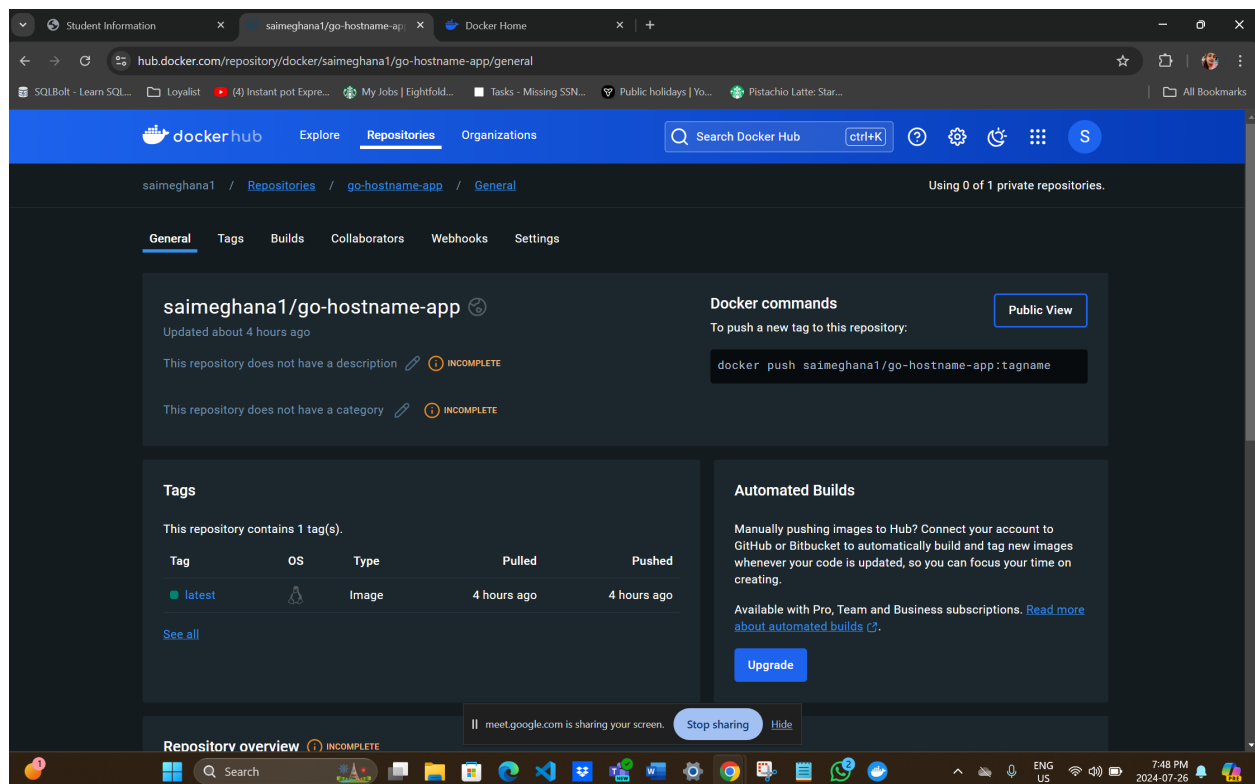
docker build -t saimeghana1/go-hostname-app:latest .

docker run -d -p 8081:8080 saimeghana1/go-hostname-app:latest

#Command to push the Docker Image to Docker Hub

docker push saimeghana1/go-hostname-app:latest

Screenshot of the Docker Hub repository page



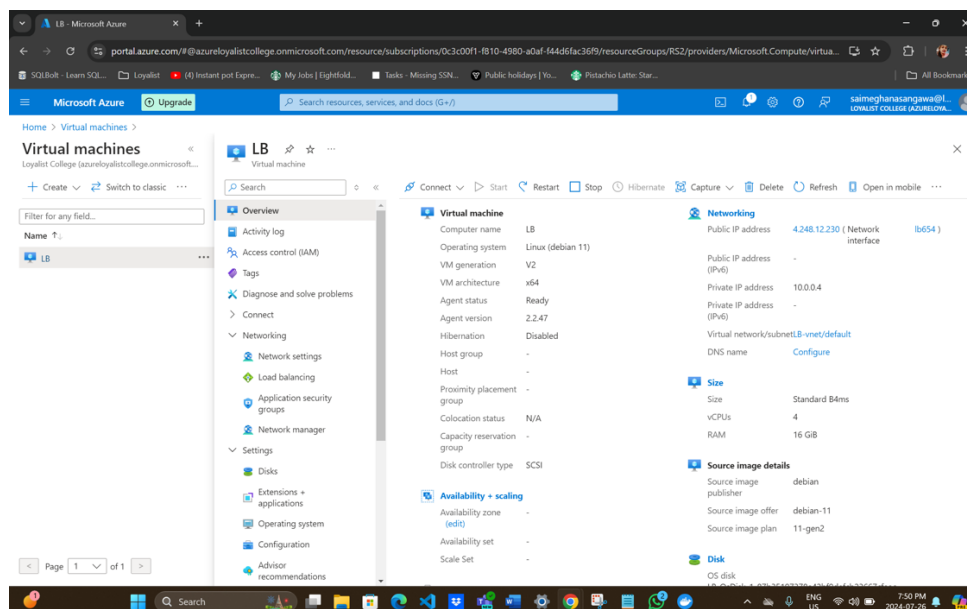
4. Setting Up Azure Virtual Machine

1. Create a Debian-Based VM:

1. Log in to the Azure Portal.
2. Go to “Virtual machines” and click “Add”.
3. Enter VM details:
 - Select subscription.
 - Create or choose a resource group.
 - Name VM.
 - Choose a region.
 - Select “Debian” as the image.
 - Pick the VM size.
 - Choose “Password” for authentication.
 - Enter your username and password.
4. Configure disks and networking.
5. Review your settings and click “Create”.

2. Configure Security Groups:

1. Go to the “Networking” tab of your VM.
2. Add inbound rules to allow:
 - Port 22 for SSH.
 - Port 80 for HTTP.
 - Port 443 for HTTPS.



5. Deploying Application with Docker Swarm

- 1.Initialize Docker Swarm: Start Docker Swarm mode on your VM to enable container orchestration.
- 2.Deploy the Service: Create a Docker service to run your application, specifying the number of replicas and the ports for exposure.
- 3.Test the Application: Verify that your application is running correctly by accessing it via your VM's public IP address and specified port.
- 4.Verify the Deployment: Inspect the service to ensure it is running as expected.

Commands to verify the deployment

Initialize Docker Swarm mode on your VM

```
sudo docker swarm init
```

Deploy a Docker service with 4 replicas, exposing port 8081 on the VM and mapping it to port 8080 in the container

```
sudo docker service create --name myservice --publish 8081:8080 --replicas 4  
saimeghana1/go-hostname-app:latest
```

Check the status of the deployed service

```
sudo docker service ls
```

Update the service to use the latest image version

```
sudo docker service update --image saimeghana1/go-hostname-app:latest myservice
```

Test the application by accessing it via your VM's public IP address and port 8081

Open a web browser and go to: `http://<VM_PUBLIC_IP>:8081`

Recreate the service with the same settings

```
sudo docker service create --name myservice --publish 8081:8080 --replicas 4  
saimeghana1/go-hostname-app:latest
```

Running multiple containers under one public IP Address in different browsers

