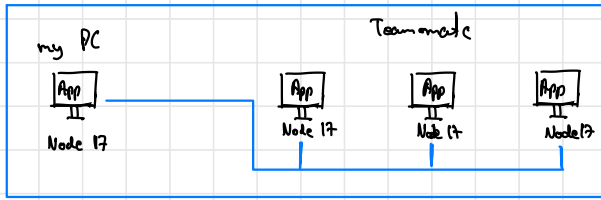
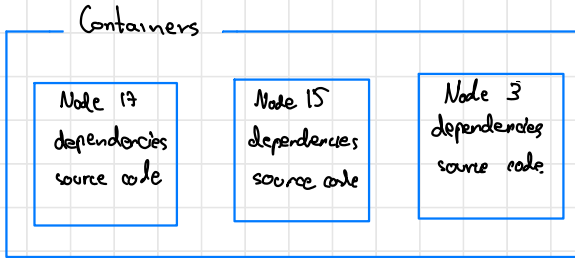


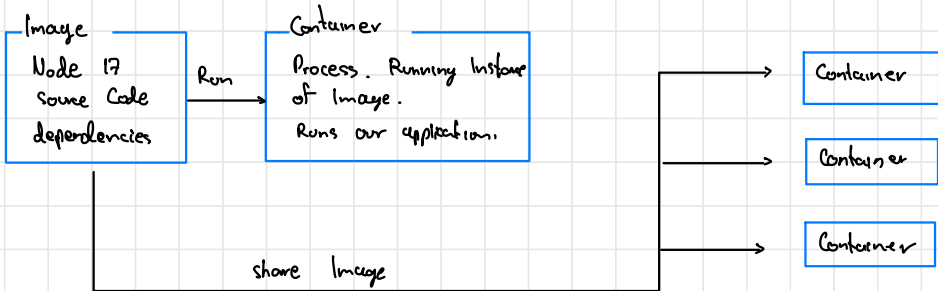
- **Docker**: is a tools to manage a container
- **Container**: is an object that contain all necessary environment setup for a specific application



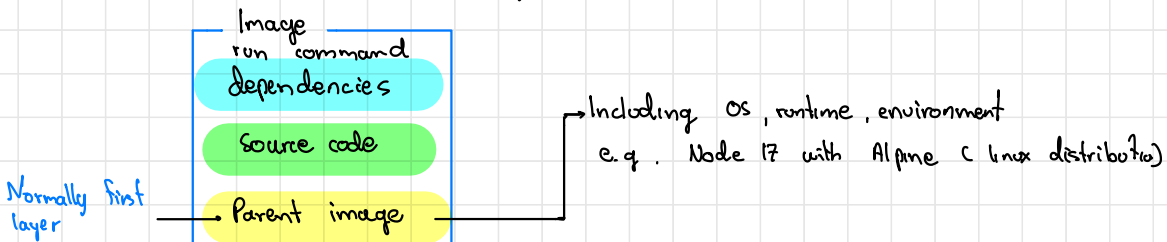
example: I have an app that requires a specific version of Node 17 to run, if I want to share my application to my friend, they also need Node 17 setup.



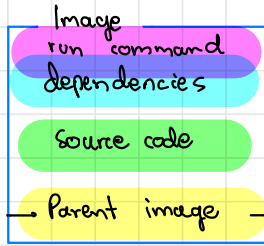
- + Container is similar to Virtual Machine but share host's operating system & faster.
- **Image**: It is like a blueprints for containers.



- + Layer of Image: Image is built of a lot of layer



- **Docker file** : is a file contain all instruction to Docker how to create an image with all the layer that we want (that we specified)



## + Creating Dockfile

directory of our application

this means copy api directory (current dir is api)

Copy to image not directory (we specified it as WORKDIR)

Parent Image layer

Source Code layer

Dependency layer

Install parent image: Node 17 on alpine linux distribution.

like macro. telling that every command will be run/install to this directory (this is image directory)

install all dependencies (all dependencies is specified in package.json)

Specify what command to run at runtime (when this image is built)

- Specify a port (this is due to a specified port in api app)

- this will be used to make port mapping

## + Building Image from Dockfile

On terminal :

C:\Users\meng> cd api

C:\Users\meng\api> docker build -t myapp .

stand for tag

relative path to the docker file

## • Dockerignore

If we have all dependencies / module installed in project tree, we don't want to copy these file to the image because we will use `RUN npm install` to install all dependencies any way.

**Solution:** .dockerignore

- 1 add .dockerignore to the project tree
- 2 add a name of a file or folder that we want to exclude in .dockerignore file.

## • Docker's command

`docker images`

show all images that we have

`docker run --name myapp_c1 -p 4000:4000 -d myapp:v1` run the image  
tag to give our container a name      publish a container's port  
detach mode (wait block terminal)

`docker ps`

`-a`

show running container  
show a non-running container as well

`docker stop`

`myapp_c1`

either container's ID or name

`docker start`

`myapp_c2`

run a existing container.

`docker build`

`-t myapp2:v1`

version

build an image  
relative path to the docker file

`docker image rm`

`myapp`

`-f`

image's name

delete image (work if no container use them)  
force to delete even though some container is using them

`docker container rm`

`myapp_c2`

delete a container.

`docker system prune`

`-a`

delete all image, container, volume.

## Layer Caching

```
Dockerfile X
1 FROM node:16-alpine
2
3 WORKDIR /app
4
5 COPY package.json .
6
7 RUN npm install
8
9 COPY . .
10
11 EXPOSE 4000
```

we copy this first to be able to install dependencies as another layer

Terminal Output:

```
>>> CACHED [2/5] WORKDIR /app 0.0s
>>> CACHED [3/5] COPY package.json 0.0s
>>> CACHED [4/5] RUN npm install 0.0s
>>> [5/5] COPY . . 0.1s
>>> exporting to image 0.1s
>>> exporting layers 0.1s
>>> writing image sha256:a0f31bc08b040de9f42045273a4437b2726ba0ef1afa9f05a1ed 0.0s
>>> naming to docker.io/library/myapp0 0.0s
```

we made some change in app.js but no change in other place so the cached image from previous build is used

## Volumes

- + after building an image, you cannot change the image. If you modify some source code then you need to build a new image. This is not convenient because we cannot see a change suddenly after our modification.
- + Volumes can map a folder in our computer to a folder in the container so if we make changes on the source file, the container will response to that change to. but the image won't be changed any way, we still need to build a new image.

-v

**docker** run --name myapp-c-nodemon -p 4000:4000 -rm -v C:\Users\api\app myapp:nodemon

name log      port mapping for      absolute path on Docker container      remove container after stop

-v /app/node\_modules myapp:nodemon

map this folder in container to a folder managed by docker. so it is persist.

- **Docker Compose** : similar to makefile, use to store all instructions how to run an image or multiple images.

```

1 version: "3.8"
2 services:
3   api:
4     build: ./api
5     container_name: api_c
6     ports:
7       - '4000:4000'
8     volumes:
9       - ./api:/app
10      - ./app/node_modules
  
```

version of compose

project api (later we can have more)

a path where Dockerfile is

set a name for a container that will be built.

map a local port to an image port

create volumes.

build and run a docker compose

**docker-compose down --rm all -v**

↓                      ↓

remove all            remove all

image created        volume created by it

by it

stop a docker compose. it remove container automatically

## • Dockerizing a React App

- step:
1. make docker file how an image should be built
  2. make dockerignore file to tell docker to ignore our node\_modules folder when building an image.
  3. Edit our docker-compose file to add the new project or service

## Microservice Vs Monolithic

- smaller unit
  - scale independently,
  - smaller chance that if one of them goes down, the whole system goes down.
  - It runs on open-source technology so no vendor lock-in
  - Since they are smaller in most case, they are easier to understand
  - smaller, faster to deploy
  - easier to scale.
  - Calls between microservices will go through API
- Develop as one unit
  - Deploy as one unit
  - hard to scale.

server 1
frontend   backend   business logic

server 2
frontend   backend   business logic

## Cloud Native