

LAB 06 : Develop simple containerised app using docker

WINDOWS

- Docker : open source platform that enables you to build ship & run applications inside lightweight & portable containers.

→ it's a tool that is used to package your code dependencies & runtime environment into a single container.

*] Steps : 01 Using Docker application.

→ Download docker (desktop) from browser

→ In command prompt, type `wsl` → to check if present, otherwise install `wsl`

`wsl --install`

→ Turn on `wsl` in control panel through turn windows feature on or off

(TUTORIAL in docker app)

→ Install docker

→ click on student → continue

→ click on 'what's the container' tutorial

→ In browser → type

`github.com/docker/welcome-to-docker` in browser (repository.)

→ copy the code link

→ In cmd, create directory & in that, clone the repo.

`git clone <link>`

→ `cd welcome-to-docker` (present in that repo)

→ `docker build -t welcome-to-docker`

then in (images → docker) app → run → Options → port no

or `docker run -d -p 5000:5000 welcome-to-docker`

→ Now go to docker desktop, click on the welcome-to-docker link appeared after running.

(win cmd)

1] to configure manually,

→ go to cmd

→ make a directory (mkdir `docker-proj`)

→ cd `<a>`

→ notepad `app.py`

// flask enabled, if not, configure it first

Paste the python code given in Lab.

3 files → 1) `app.py` 2) `Requirements.txt`
3) `Dockerfile`. (Github)

Go to folder location & type cmd

> ren `Dockerfile.txt` `Dockerfile`

> docker build -t `docker-proj` *

(need to wait for building)

> docker run -p `5000:5000` `docker-proj`
In web localhost o/p

Need to go to docker desktop & open the
file < your project name >
`docker-proj`

→ Gives Hello Docker! as output.