



MONOLITHS TO MICROSERVICES: APP TRANSFORMATION

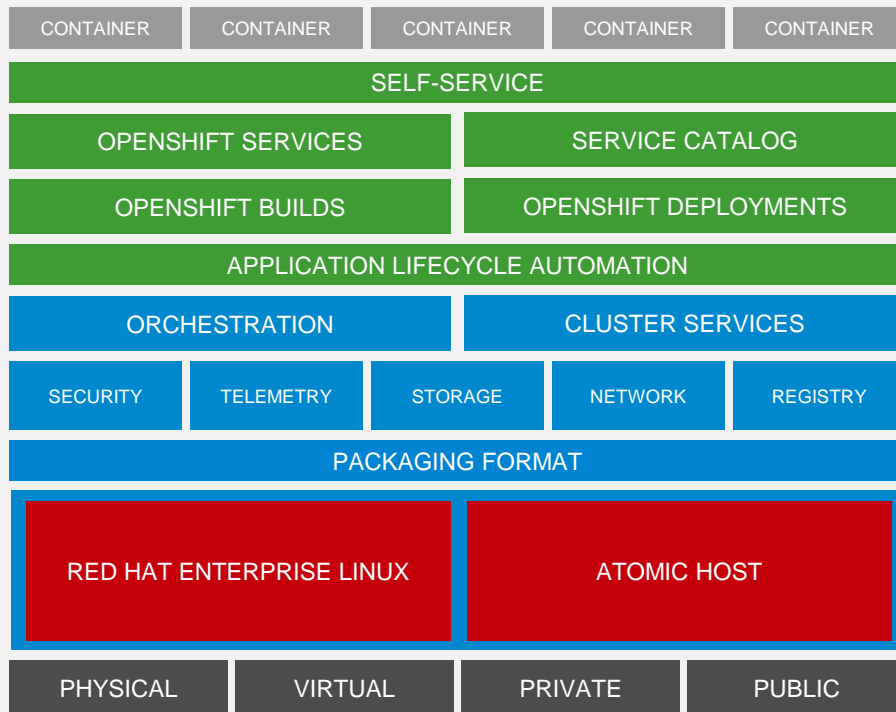
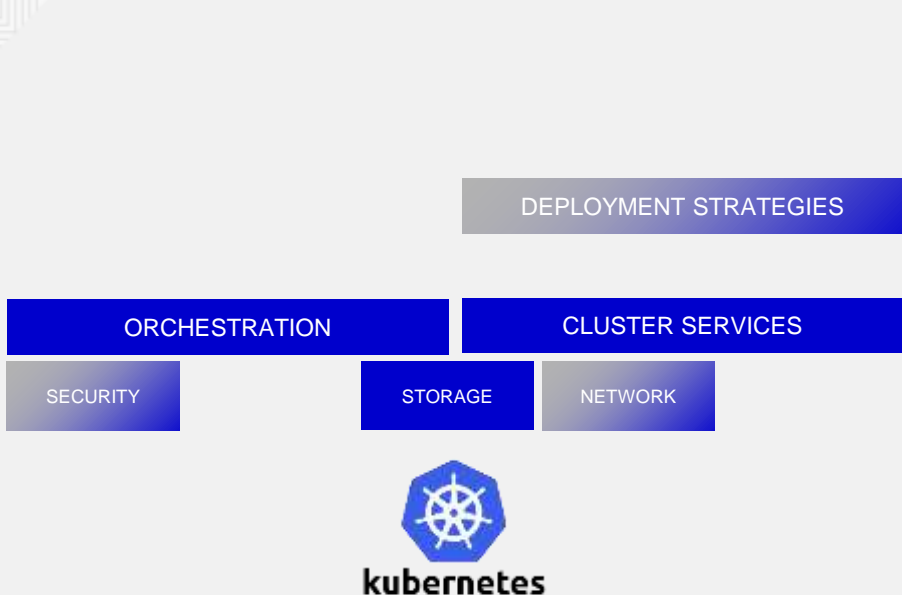
Hands-on Technical Workshop

A DEVELOPER INTRODUCTION TO OPENSIFT



A secure and enterprise-grade container application platform based on Kubernetes for traditional and cloud-native applications

OpenShift is Kubernetes++ for the Enterprise



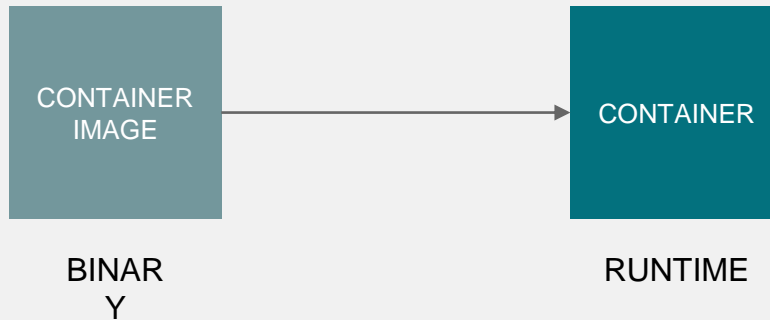
* NOTE: Graduated blocks are handled partially by Kubernetes and partially by OpenShift or are being added in Kubernetes upstream.

A container is the smallest compute unit

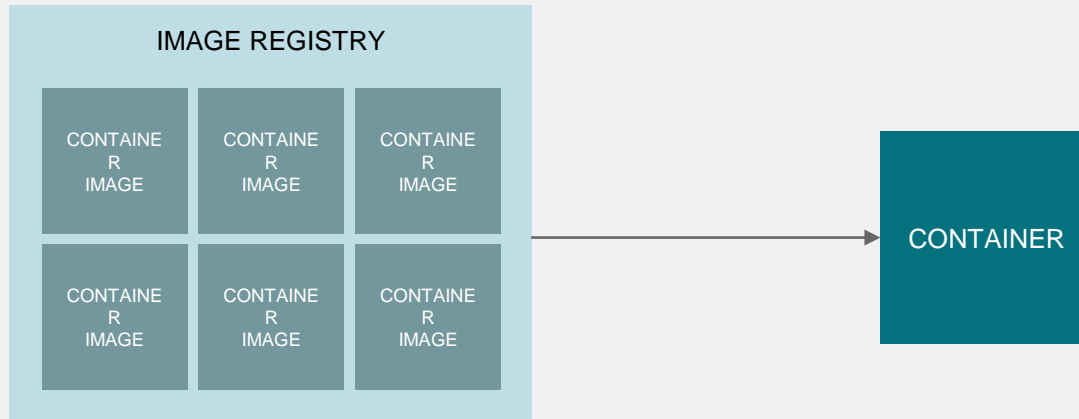


CONTAINER

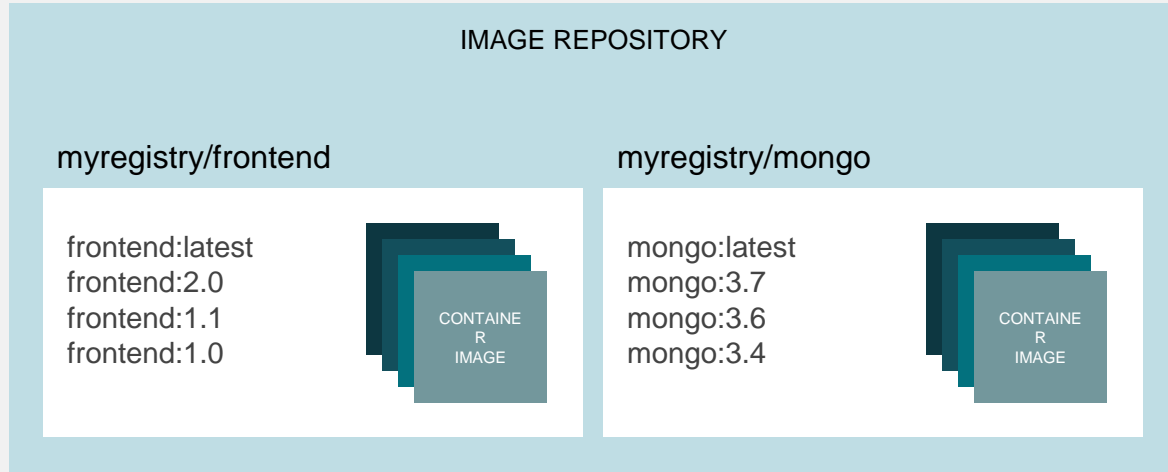
containers are created from
container images during a build



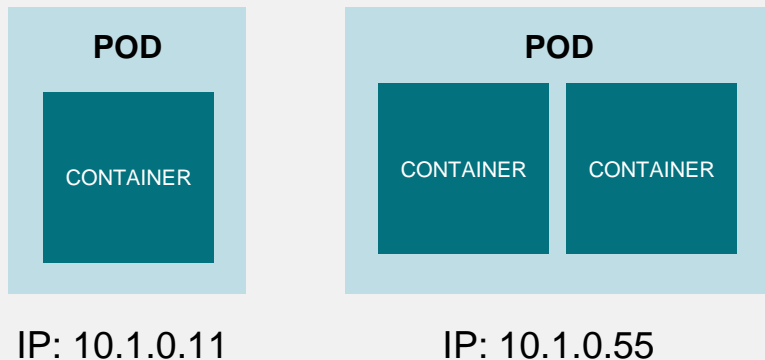
container images are stored in an image registry



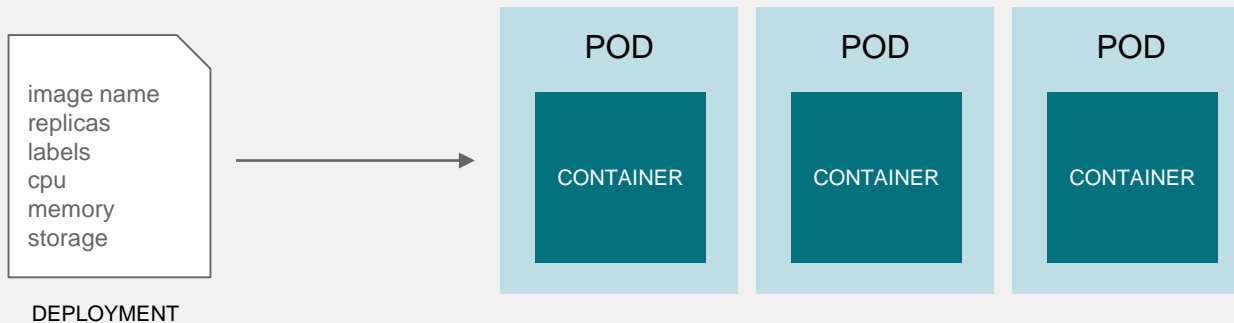
an image repository contains all versions of
an image in the image registry



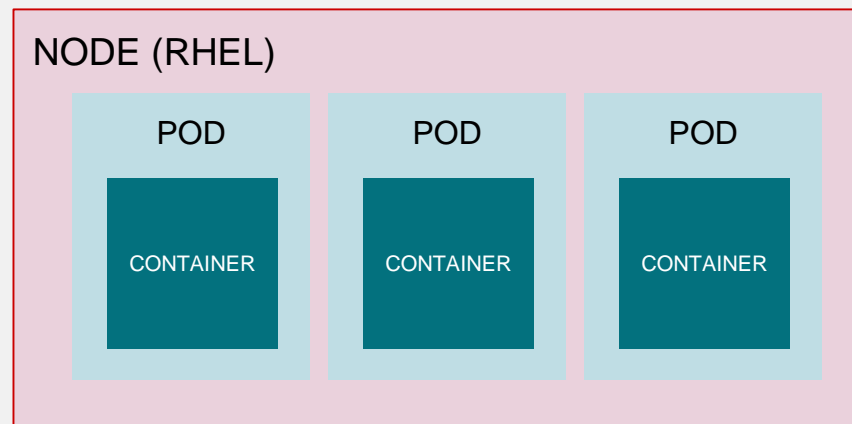
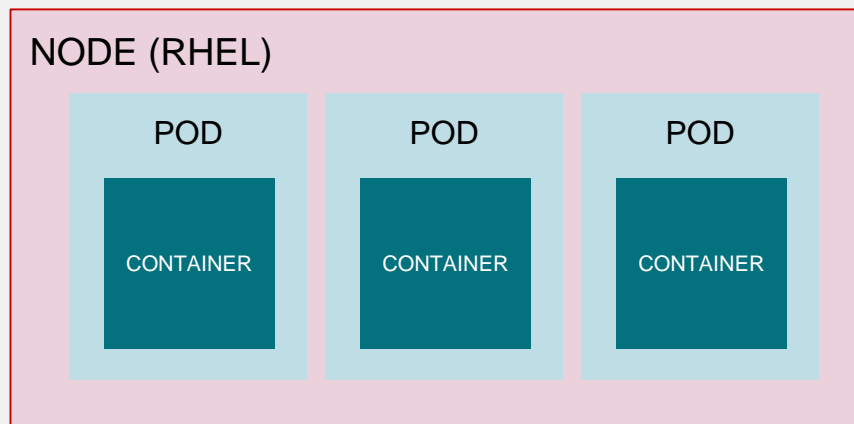
containers are wrapped in pods which are units of deployment and management, and share a common network address



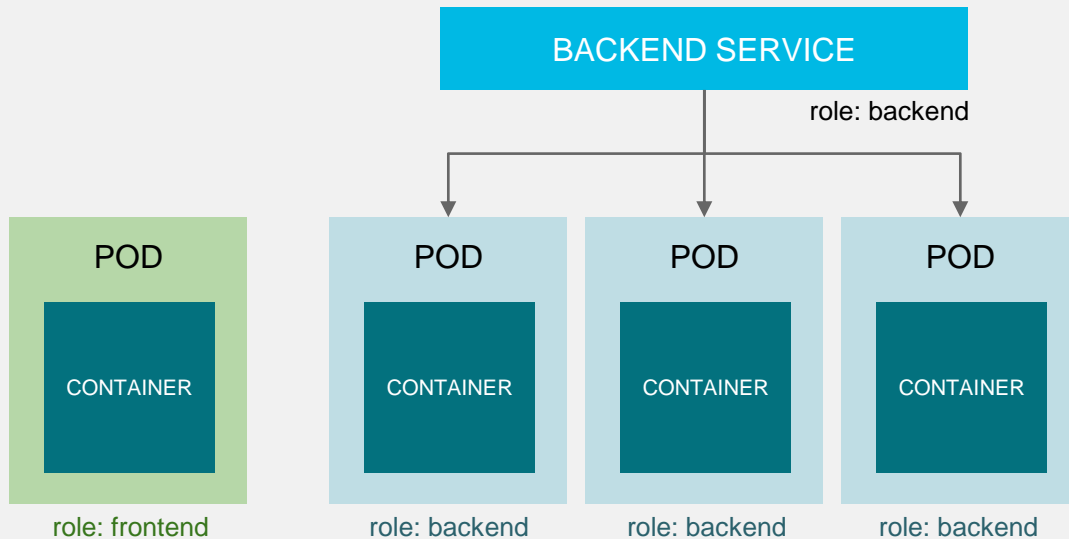
Pods configuration is defined in a deployment



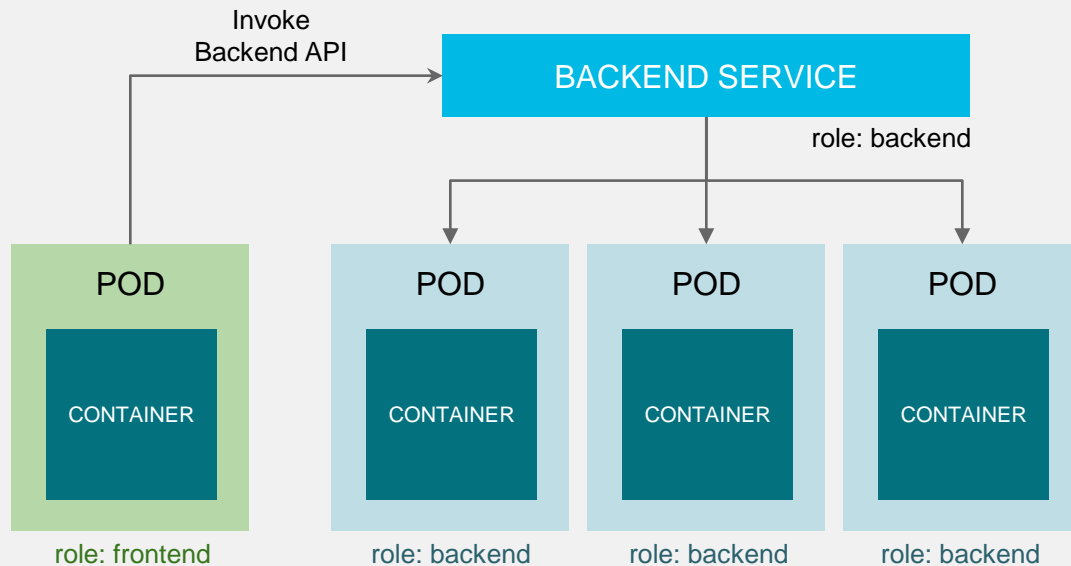
Pods are deployed to and run on nodes



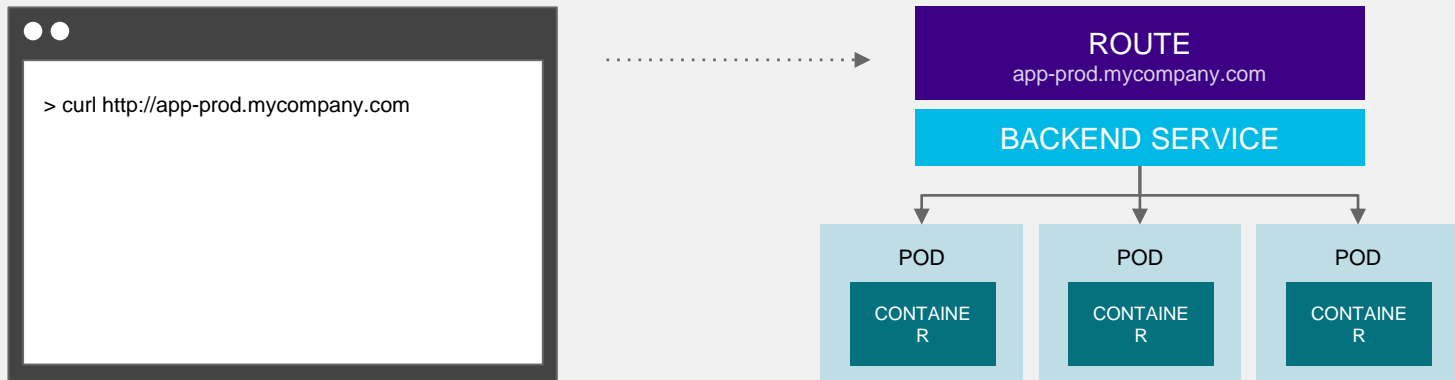
services provide internal load-balancing and service discovery across pods



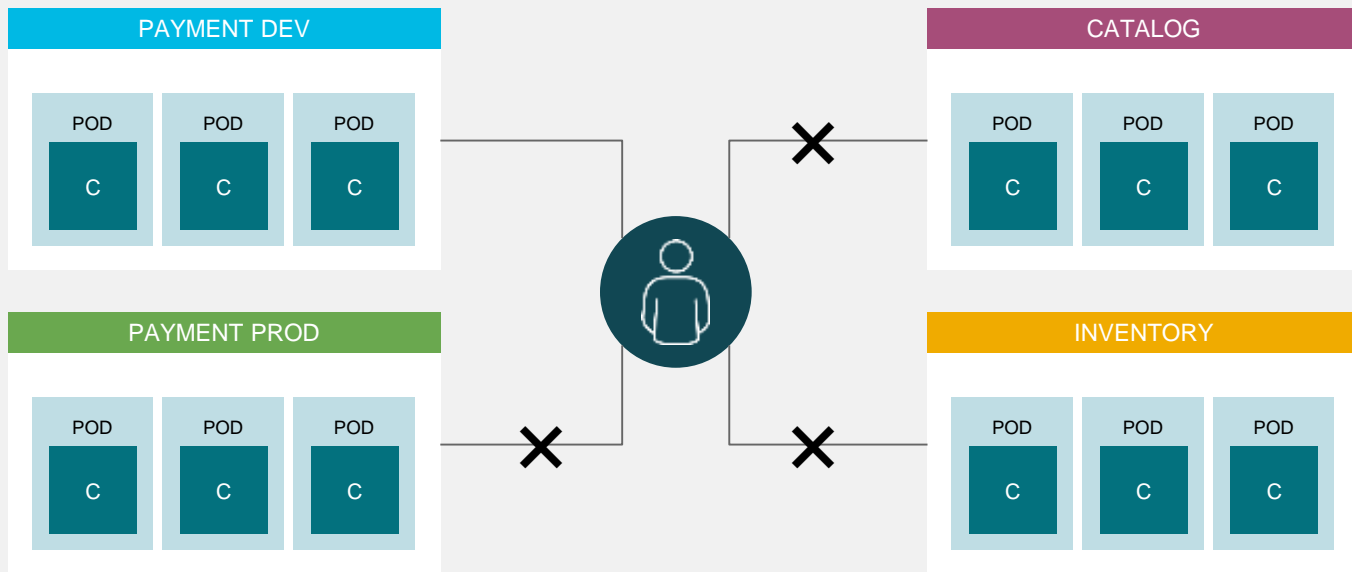
apps can talk to each other via services



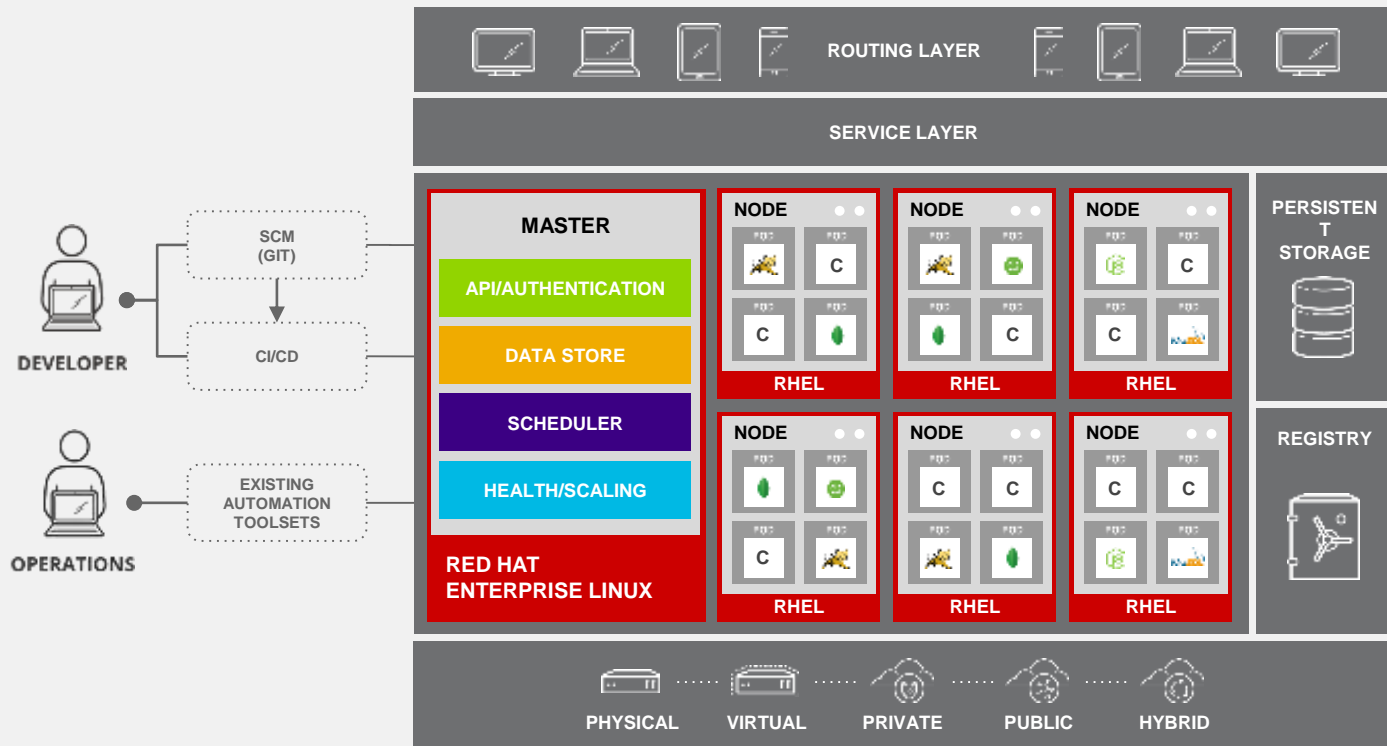
routes add services to the external load-balancer
and provide readable urls for the app



projects isolate apps across
environments, teams, groups and
departments

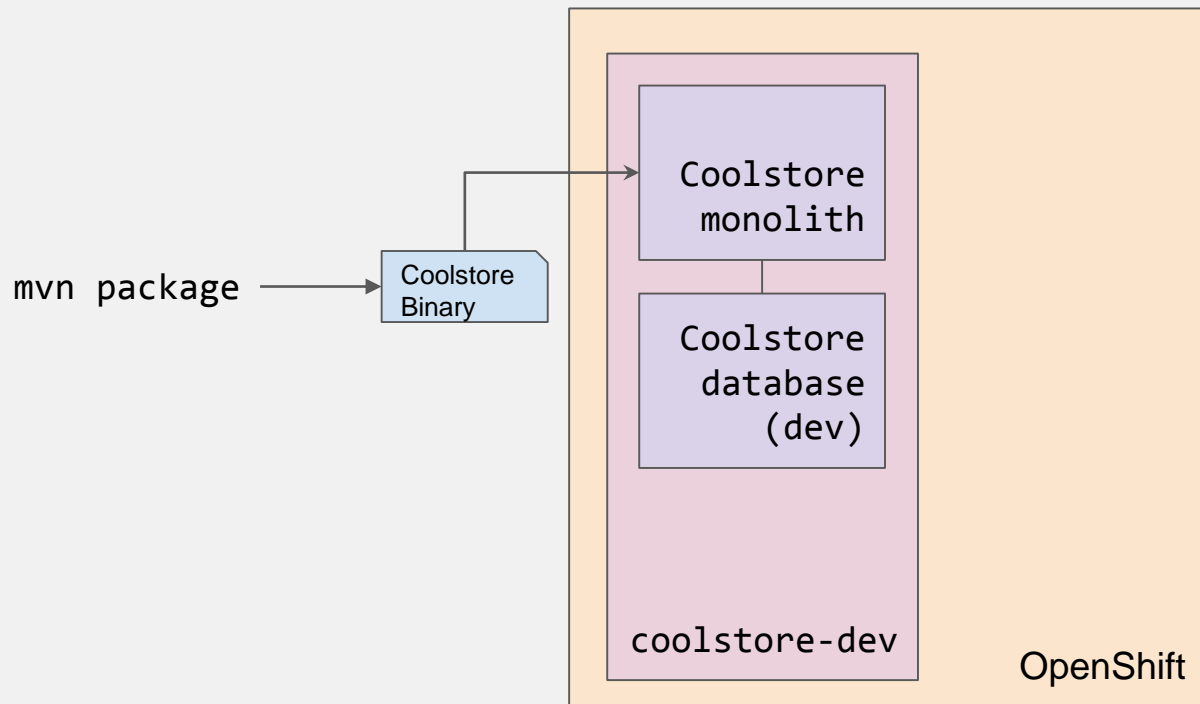


OPENSIFT ARCHITECTURE



LAB: DEVELOPER INTRODUCTION TO OPENSIFT

CURRENT STATE



GOAL FOR LAB

In this lab you will learn:

- Important OpenShift concepts for developers
- How OpenShift makes developers and architects happier
- How to do efficient round-trip development:
 - Separate **dev** from **prod** environments
 - Quick deployments using **rsync** / port-forwarding
 - Promoting apps using **CI/CD Pipelines**

LAB: DEVELOPER INTRO TO OPENSIFT

A man with wild hair, wearing a lab coat and goggles, is holding a pair of pliers. He has a serious expression. The background is a workshop or lab with various tools and equipment. A dark, semi-transparent overlay covers the top half of the image, containing white text. Another semi-transparent overlay is at the bottom, containing white text.

WEB: openshift-modernize-apps.katacoda.com
SLIDES (PDF): bit.ly/m2m-slides

SCENARIO 3

A DEVELOPER INTRODUCTION TO OPENSIFT

WRAP-UP AND DISCUSSION

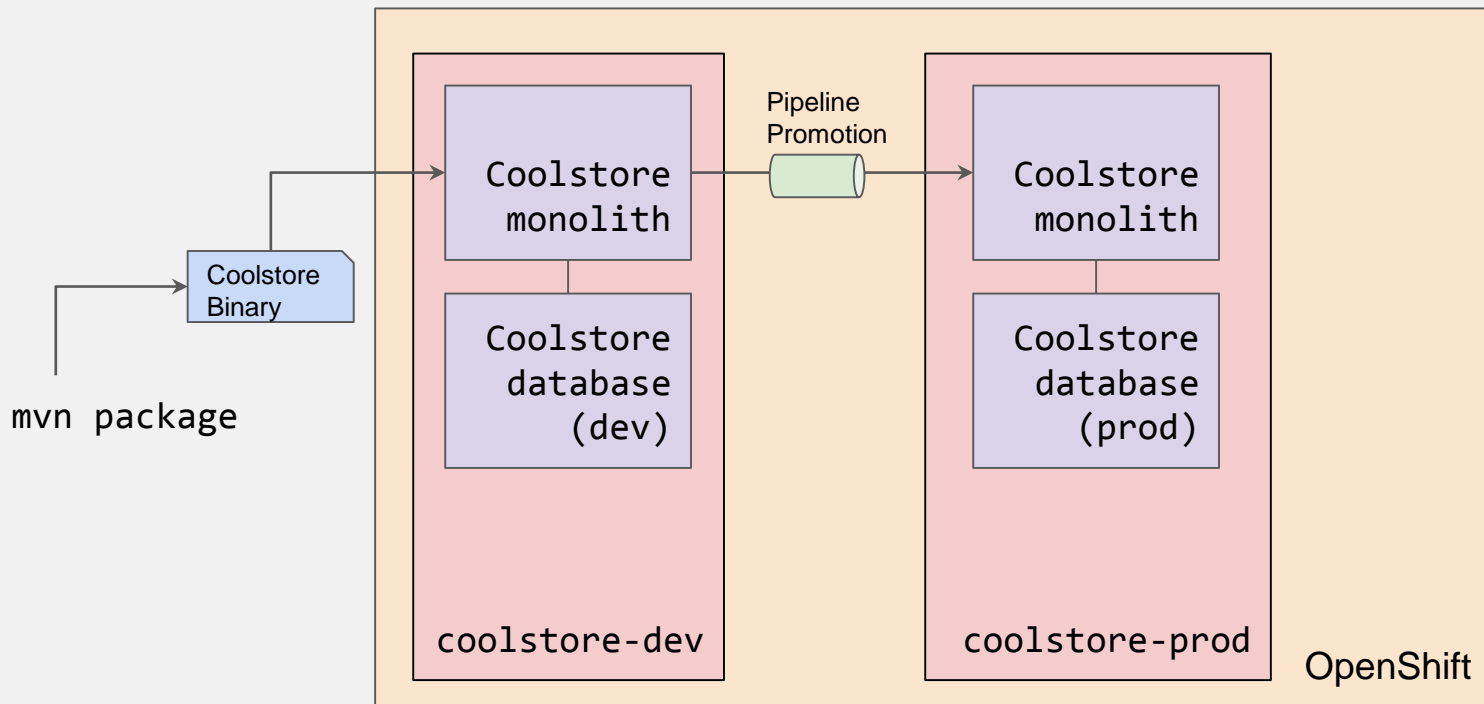
RESULT OF LAB

In this lab you learned how to:

- Do quick deployments with `oc rsync`
- Create a production environment separate from dev
- Promote tested/verified builds between environments using OpenShift pipeline builds

You should now have two projects (dev and prod) running the same CoolStore app! In the next lab we will begin the process of breaking the monolith up into microservices.

DESIRED RESULT OF SCENARIO 3



LEARN MORE: learn.openshift.com



Interactive Learning Portal

Our Interactive Learning Scenarios provide you with a pre-configured OpenShift instance, accessible from your browser without any downloads or configuration. Use it to experiment, learn OpenShift and see how we can help solve real-world problems.

Getting Started
with OpenShift for
Developers

START SCENARIO

Logging in to an
OpenShift Cluster

START SCENARIO

Deploying
Applications From
Images

START SCENARIO

Deploying
Applications From
Source

START SCENARIO

Using the CLI to
Manage Resource
Objects

START SCENARIO

Connecting to a
Database Using
Port Forwarding

START SCENARIO

Transferring Files
in and out of
Containers

START SCENARIO



THANK YOU



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