We're updating the Ansible community mission statement! Participate in our survey and let us know - What does Ansible mean to you? (https://www.surveymonkey.co.uk/r/DLG9FJN)

You are reading the **latest** (stable) community version of the Ansible documentation. If you are a Red Hat customer, refer to the <u>Ansible Automation Platform Life Cycle</u> (https://access.redhat.com/support/policy/updates/ansible-automation-platform) page for subscription details.

Blocks

Blocks create logical groups of tasks. Blocks also offer ways to handle task errors, similar to exception handling in many programming languages.

- Grouping tasks with blocks
- Handling errors with blocks

Grouping tasks with blocks

All tasks in a block inherit directives applied at the block level. Most of what you can apply to a single task (with the exception of loops) can be applied at the block level, so blocks make it much easier to set data or directives common to the tasks. The directive does not affect the block itself, it is only inherited by the tasks enclosed by a block. For example, a *when* statement is applied to the tasks within a block, not to the block itself.

Block example with named tasks inside the block

```
tasks:
  - name: Install, configure, and start Apache
    block:
      - name: Install httpd and memcached
        ansible.builtin.yum:
          name:
          - httpd
          - memcached
          state: present
      - name: Apply the foo config template
        ansible.builtin.template:
          src: templates/src.j2
          dest: /etc/foo.conf
      - name: Start service bar and enable it
        ansible.builtin.service:
          name: bar
          state: started
          enabled: True
   when: ansible_facts['distribution'] == 'CentOS'
    become: true
    become_user: root
    ignore_errors: true
```

In the example above, the 'when' condition will be evaluated before Ansible runs each of the three tasks in the block. All three tasks also inherit the privilege escalation directives, running as the root user. Finally, <code>ignore_errors: true</code> ensures that Ansible continues to execute the playbook even if some of the tasks fail.

Names for blocks have been available since Ansible 2.3. We recommend using names in all tasks, within blocks or elsewhere, for better visibility into the tasks being executed when you run the playbook.

Handling errors with blocks

You can control how Ansible responds to task errors using blocks with rescue and always sections.

Rescue blocks specify tasks to run when an earlier task in a block fails. This approach is similar to exception handling in many programming languages. Ansible only runs rescue blocks after a task returns a 'failed' state. Bad task definitions and unreachable hosts will not trigger the rescue block.

Block error handling example

```
tasks:
- name: Handle the error

block:
- name: Print a message
ansible.builtin.debug:
msg: 'I execute normally'

- name: Force a failure
ansible.builtin.command: /bin/false

- name: Never print this
ansible.builtin.debug:
msg: 'I never execute, due to the above task failing, :-('

rescue:
- name: Print when errors
ansible.builtin.debug:
msg: 'I caught an error, can do stuff here to fix it, :-)'
```

You can also add an always section to a block. Tasks in the always section run no matter what the task status of the previous block is.

Block with always section

```
- name: Always do X
block:

- name: Print a message
    ansible.builtin.debug:
    msg: 'I execute normally'

- name: Force a failure
    ansible.builtin.command: /bin/false

- name: Never print this
    ansible.builtin.debug:
    msg: 'I never execute :-('
always:

- name: Always do this
    ansible.builtin.debug:
    msg: "This always executes, :-)"
```

Together, these elements offer complex error handling.

Block with all sections

```
- name: Attempt and graceful roll back demo
   - name: Print a message
     ansible.builtin.debug:
       msg: 'I execute normally'
   - name: Force a failure
     ansible.builtin.command: /bin/false
   - name: Never print this
     ansible.builtin.debug:
       msg: 'I never execute, due to the above task failing, :-('
   - name: Print when errors
     ansible.builtin.debug:
       msg: 'I caught an error'
   - name: Force a failure in middle of recovery! >:-)
     ansible.builtin.command: /bin/false
   - name: Never print this
     ansible.builtin.debug:
       msg: 'I also never execute :-('
 always:
   - name: Always do this
     ansible.builtin.debug:
       msg: "This always executes"
```

The tasks in the block execute normally. If any tasks in the block return failed, the rescue section executes tasks to recover from the error. The always section runs regardless of the results of the block and rescue sections.

If an error occurs in the block and the rescue task succeeds, Ansible reverts the failed status of the original task for the run and continues to run the play as if the original task had succeeded. The rescued task is considered successful, and does not trigger

[max_fail_percentage] or [any_errors_fatal] configurations. However, Ansible still reports a failure in the playbook statistics.

You can use blocks with flush_handlers in a rescue task to ensure that all handlers run even if an error occurs:

Block run handlers in error handling

tasks: - name: Attempt and graceful roll back demo block: - name: Print a message ansible.builtin.debug: msg: 'I execute normally' changed_when: true notify: Run me even after an error - name: Force a failure ansible.builtin.command: /bin/false rescue: - name: Make sure all handlers run meta: flush_handlers handlers: - name: Run me even after an error ansible.builtin.debug: msg: 'This handler runs even on error'

New in version 2.1.

Ansible provides a couple of variables for tasks in the rescue portion of a block:

ansible_failed_task

The task that returned 'failed' and triggered the rescue. For example, to get the name use <code>ansible_failed_task.name</code> .

ansible_failed_result

The captured return result of the failed task that triggered the rescue. This would equate to having used this var in the register keyword.

Note

In ansible-core 2.14 or later, both variables are propagated from an inner block to an outer rescue portion of a block.

See also

Ansible playbooks (playbooks_intro.html#playbooks-intro)

An introduction to playbooks

Roles (playbooks reuse roles.html#playbooks-reuse-roles)

Playbook organization by roles

<u>User Mailing List (https://groups.google.com/group/ansible-devel)</u>

Have a question? Stop by the google group!

Real-time chat (../community/communication.html#communication-irc)

How to join Ansible chat channels