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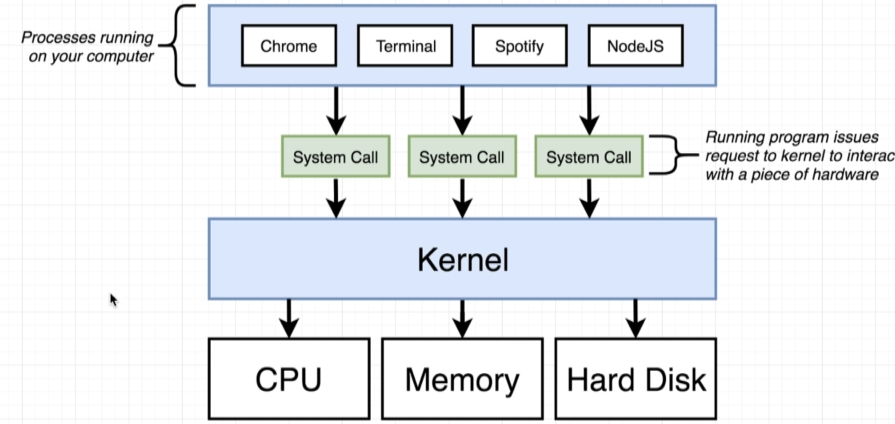
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1. Introduction

**The Kernel** is a running software process that governs acces sbetween all the programs that are running on your computer and all the physical hardware that is connected to your computer as well. Intermediate layer that governs access between the programs and the actual hard drive.



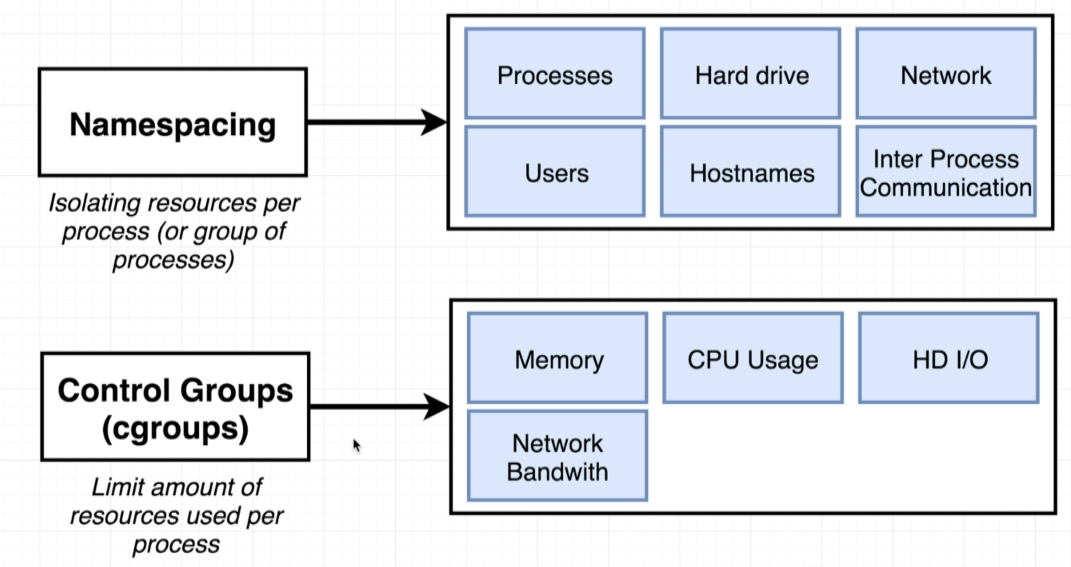
**CentOS** (Community Enterprise Operating System) is a Linux distribution that provides a free, enterprise-class, community-supported computing platform functionally compatible with its upstream source, Red Hat Enterprise Linux (RHEL).[5][6] In January 2014, CentOS announced the official joining with Red Hat while staying independent from RHEL,[7] under a new CentOS governing board.[8][9]

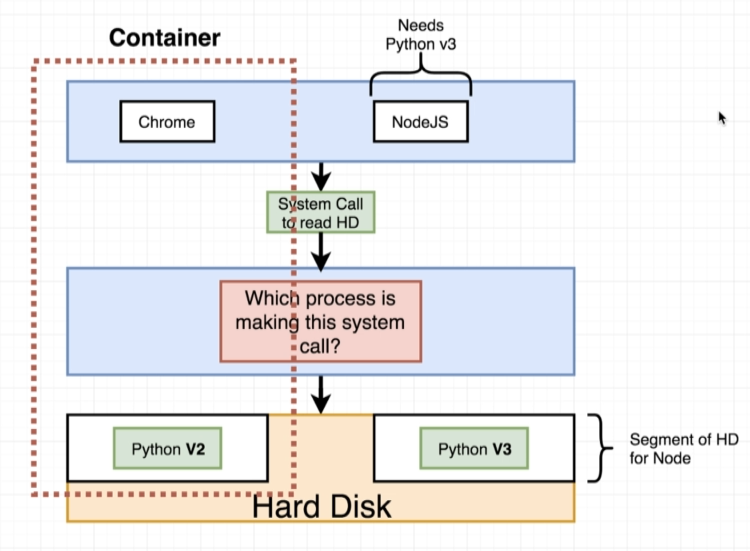
**Docker Hub** is a registry service on the cloud that allows you to download Docker images that are built by other communities. You can also upload your own Docker built images to Docker hub. In this chapter, we will see how to download and the use the Jenkins Docker image from Docker hub.

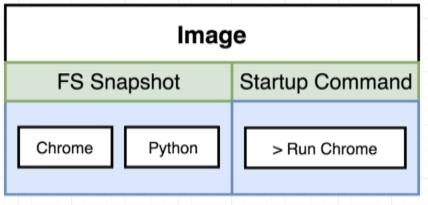
I**solate processes:**

**Namespaces** are named program regions used to limit the scope of variables inside the program. They are used in many programming languages to create a separate region for a group of variables, functions, classes, etc. With namespacing we are allowed to allocate resources as per a process or a group of processes and we essentially saying that anytime a particular process ask for a resource, we’re going to direct it to this one little specific area of the given piece of the hardware. But namespacing can be used even for software elements as well. We can namespace a process to restrict the area of a hard drive that is available for, or the network devices that are available or the ability to talk to other process. “redirect request for resource”

**Control Groups** – limit the amount of resources that a particular process can use. So namespacing is for saying: Hey, this area of the harddrive is for this proess, a control group can be used to limit the amount of memory that a process can use, the amount of CPU, the amount of harddrive I/O and network bandwidth.

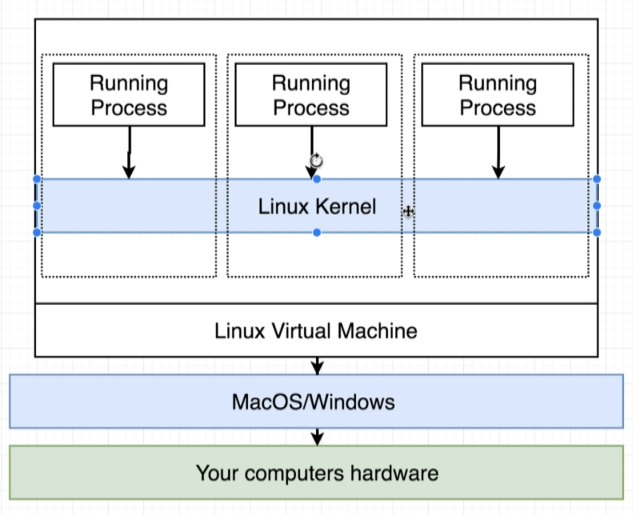






Container is a running process along with a subset of physical resources on your there are allocated to that process specifically.

An image is really kind of a snapshot of the file system along with a very specific start up command. Namespacing and Control Groups are not are not included by default with all operating systems – they are linux specific.

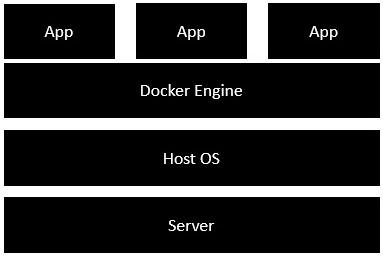
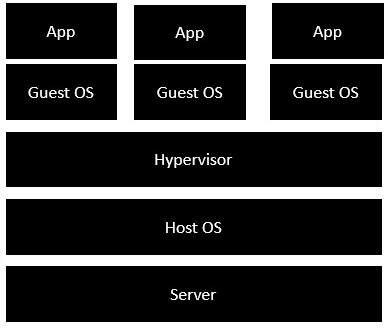


**Alpine**

Is a term in the docker world for an image that is as small and compact as possible. Many popular repositories are going to offer Apline versions of their image (node:alpine). In an alpine version of an image you’re not going to get a bunch of additional pre-installed programs. So the default node installation might include extra programs like say get or a package manager or text editor …

When alpine you get the absolute most strict down version. Only ping and node :D mbe text editor. If we need node and npm we are good to go w this.

* 1. Virtualization vs Containerization



1. Dockerfile
2. FROM – specify the docker image what we want to use as base

FROM alpine

1. RUN – execute some commands while we are preparing our custom image

RUN apk add –update redis

1. CMD – what shuld be executed when our image is used to start up a brand new container

CMD [“redis-server”]

1. LABEL
2. MAINTAINER (deprecated)
3. EXPOSE
4. ENV
5. ADD
6. COPY

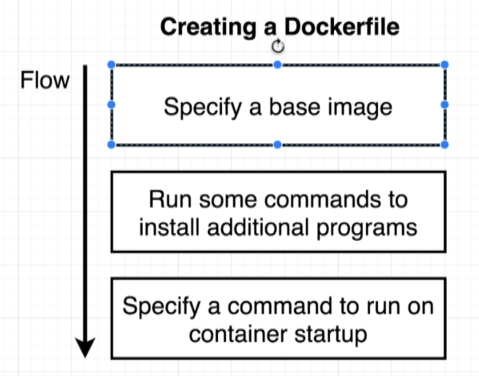
COPY ./ ./ ------------ COPY <src> <dest>

1. ENTRYPOINT
2. VOLUME
3. USER
4. WORKDIR

WORKDIR /path/to/workdir

The WORKDIR instruction sets the working directory for any RUN, CMD, ENTRYPOINT, COPY and ADD instructions that follow it in the Dockerfile. If the WORKDIR doesn’t exist, it will be created even if it’s not used in any subsequent Dockerfile instruction. Effects even the docker exec command.

1. ARG
2. ONBUILD
3. STOPSIGNAL
4. HEALTCHECK
5. SHELL

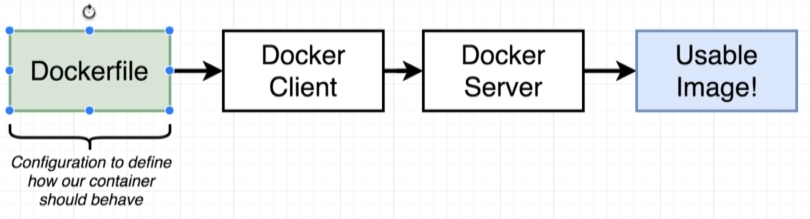


**Minimizing Cache Busting and Rebuilds**



e.g. now if you change the index.js the npm install does not need to rerun. Cache works until the first change.

* 1. Creating a Docker Image

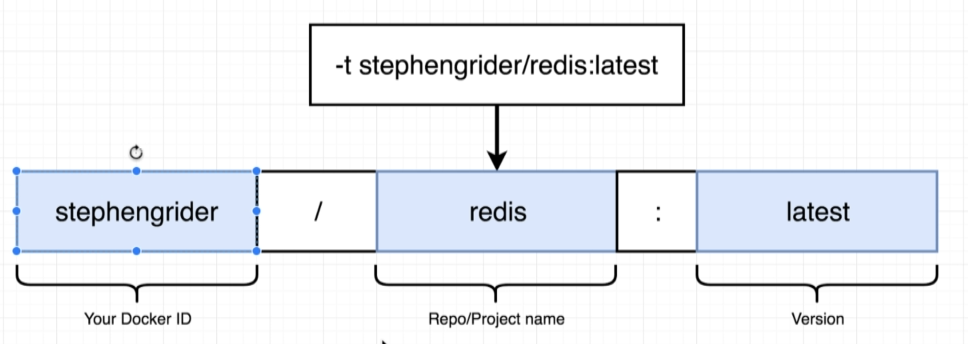


* Docker build .

(. – is the build context, set of files that belongs to our projects)

Docker Cache – if you want to change your Dockerfile you want the change to happen as far down as possible – the order matters when caching.

-t (tag the image, so we will not need to memorize / copy the image IDs )



Alpine and redis – these does not contain the docker ID because they are community images.

Whenever you want to create a custom image name it <docker id>/ …

* Docker commit –c ‘CMD [“redis-server”]’ <container id> (add a default command)

Pref Dockerfile because it is reusable. – fluid relation between containers and images.

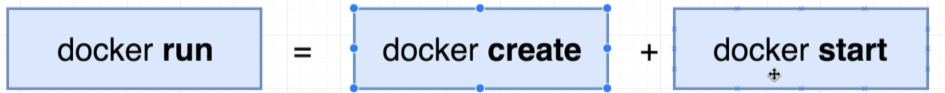
1. Docker commands

Bonus:

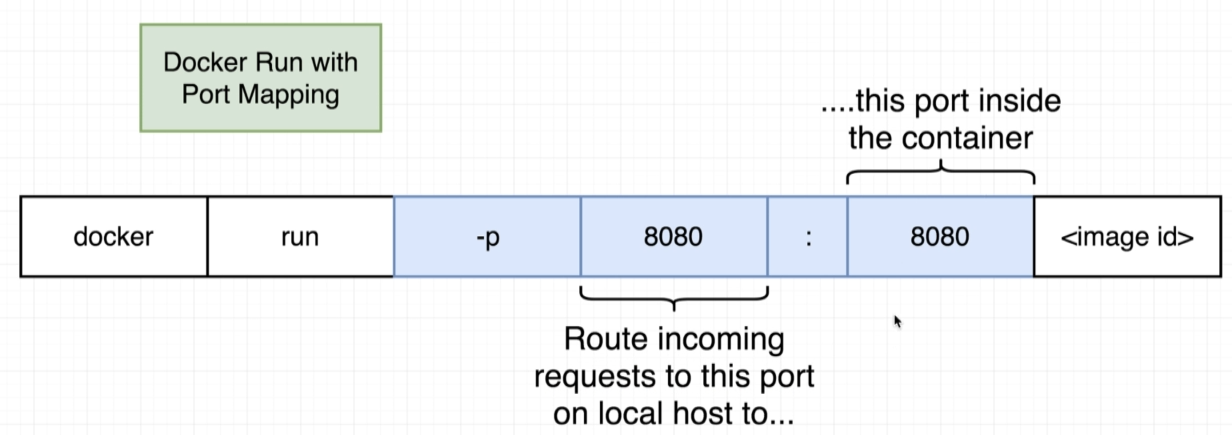
cat /etc/\*-release – get your linux distribution

1. Docker run <image name> <override initial command>

Create a container out of an image.



The process of creating the container is where we kind of take the file system in here and kind of prep it for use in this new container when we create the container. To start we execute the startup program.



* These 2 ports do not have to be identical e.g. 5000:8080 -> localhost:5000 (we redirected it to 5000)

1. Docker ps - to verify if docker is running? List containers (running)!
   1. Docker ps –a lists all of the images on the computer
2. Docker images
3. Docker rmi ImageID
4. Sudo service doker start / stop / status
5. Docker logs <container id> -> retrieve logs gen. by a given image
6. Docker system prune (deletes even the cache) – delete the containers that are sitting around and eating up the space.
7. Docker stop <container id> : a hardware signal is sent to the prim process of the container (SGITERM)
8. Docker kill <container id> : SIGKILL
9. Docker exec –it <container id> <command> (exec – run command in a running container)

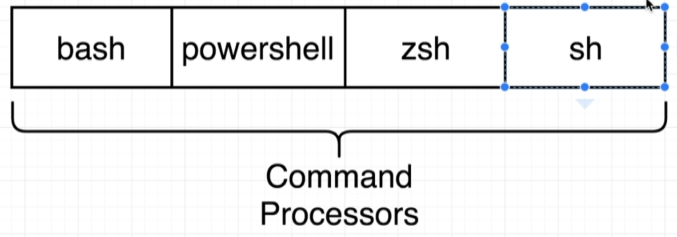
* -i standard in
* -t text formatting?

Open up a shell or a terminal in a context of your running container:

1. Docker exec –it <container id> sh

-a : attached? Give me any output coming from there

Sh is a command processor, something that allows us to type commands in and have them be executed inside that container.



1. Docker run –it <image name> sh
2. Docker build .
3. Docker build –t brt:latest .

Start up a new container and run shell. Give me access to that shell. Typical is to start with an initial process like web server and then attach to it the shell w docker exec.

1. Docker compose – communication between the containers.

FROM node:alpine

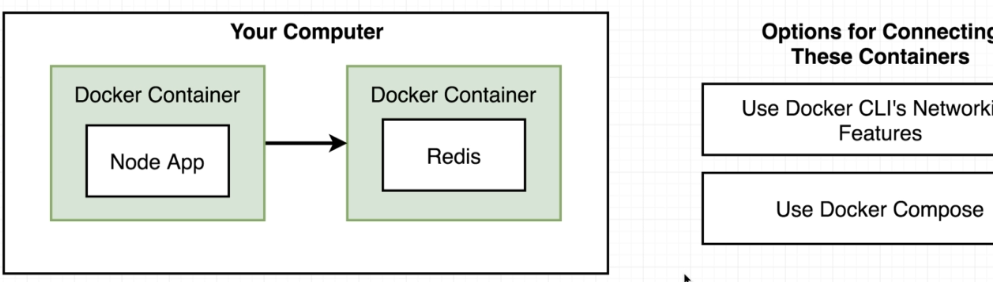
WORKDIR ‘/app’

COPY package.json .

RUN npm install

COPY . .

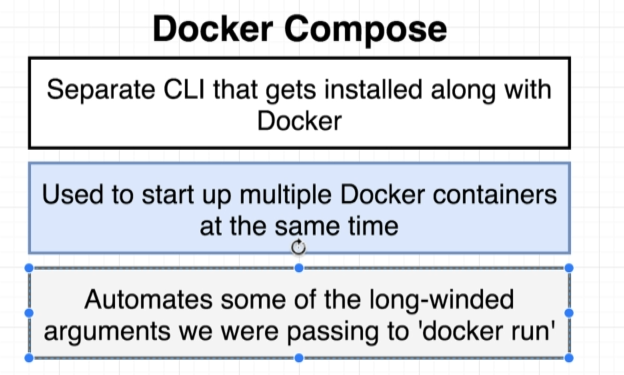
CMD [“npm”, “start”]



These 2 containers have no automatic communication between them. To allow the node app to be able to reach the Redis server and store some information we need to setup some networking infrastructure between them two.

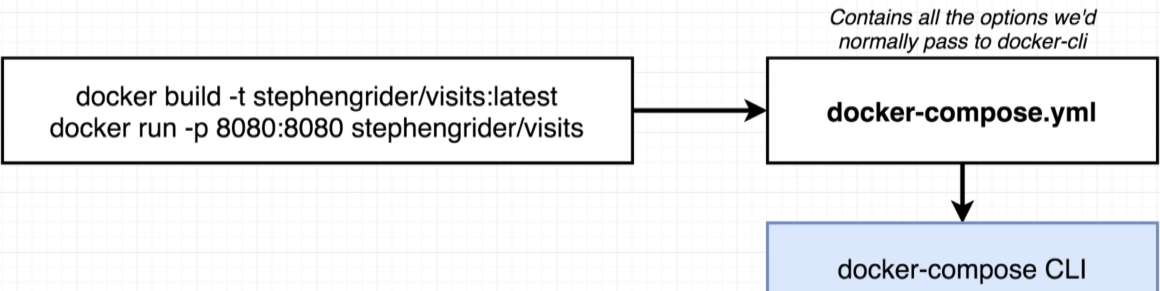
**Docker Swarm:** When you are trying to manage containers across multiple physical or virtual machines.

**Docker Compose**: When you are trying to define a multi container application. It’s a separate CLI, gets installed with the docker. Docker compose really exists to keep you from having to write out a tons of different repetitive commands with the docker cli.



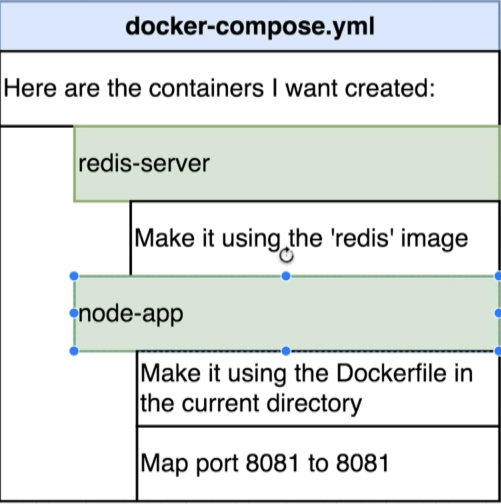
**Docker Networks**: rtfm.

* 1. docker-compose.yml

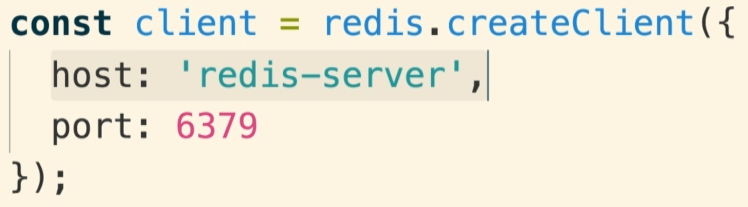


To make use of docker compose we’re going to use the same commands – docker build, docker run – but we will encode them into a very special file: **docker-compose.yml**. (w special syntax)

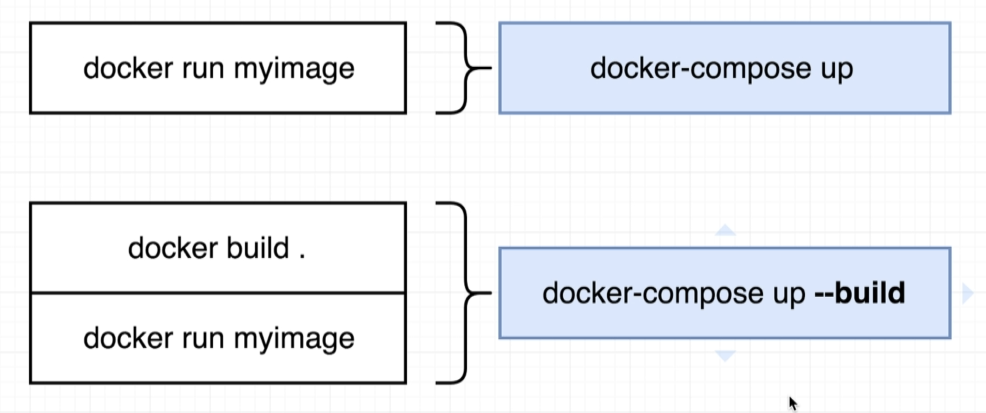
\*Map: map the port of the image to the local machine



To refer on the server from the node.js code:



* 1. docker compose commands



Remember: one of the main purpose of docker compose is to make docker run easier.

1. Docker-compose down

Next: Container Maintenance with Compose mp4