Docker

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Introduction - History

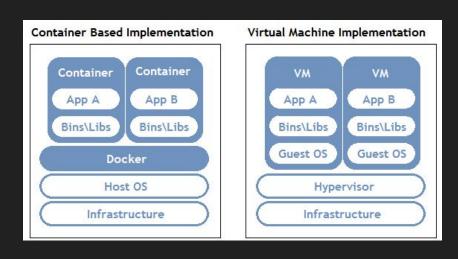
Before Docker and Virtual Machines, if companies wanted to run a specific Server OS they would need to buy a server dedicated to that OS and no other. But then came Hypervisors.

Virtual Machine

Hypervisors allow us to take specified portions of the server to use to run a microserver with an operating system of our choosing, well allowing us to specify the amount of resource and space we want to dedicate to that one specific portion

Docker:

With Docker, it run on one dedicated OS, with no need for a Hypervisor, the Docker Engine will allow you to create Container - which are like microserver. This microserver is lightweight compared to a Virtual Machine, meaning it boots up quickly (in seconds) well running any OS, as long as that OS has the same Kernel as the OS the Docker Engine is running on.



Why is it so lightweight and What is a container

The reason Docker Containers are so lightweight is the fact they do need to re-run a Kernel for each microserver they want to run, meaning the Operating system of a Container can just easily communicate with the Kernel of the Host Machine. This also rises the question of size, the microservers of a Docker Container are much smaller as they don't contain a kernel, as well as a Hypervisor

Container

A Container is a set of process that runs in isolation, with no interference or communication of outside process - this means anyone who runs that container, will get the same results as the first time as the container was built. A program that manages these containers, is called a container engine, its job is the communicate with kernel to give the containers access to system resources specified or otherwise.

Docker Engine

With the Docker Engine you can create destroy and manage Containers, like a client server architecture with CRUD functions, but for container management. The Docker daemon is where the Containers are found and run in the background and are controlled by a Docker Client.

Docker Container

A Docker Container consent of application code and other dependencies, needed to build the container. For example a Maven Container, would need maven in its binary files to be able to run.

Docker Image

An image is like a Zip file with the blueprints to create a container, to build an image you would need a Dockerfile in your project, which has instructions on how to make the image, and run it.

Building an Image - Dockerfiles

To create a dockerfile, first we start with the base image, this is the foundation of the image. - In itself, it is a official image provide by docker and it can contain a specified operating system. You can create your own

After the base image, the middle section of the file is usual for setting environments, or copying workdir to the base image.

RUN - this instruction is used when you want to execute a command, while building the image, and only when building the image

CMD - This instruction servers as a way to execute your image, and is ran when your container starts up

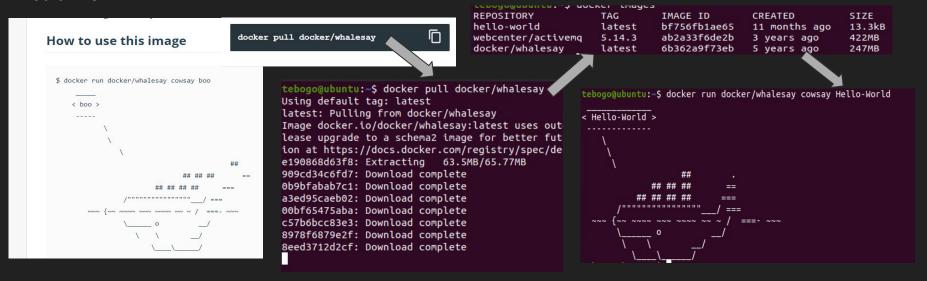
```
# we will use openjdk 8 with alpine as it is a very small linux distro
FROM openjdk:8-jre-alpine3.9

# copy the packaged jar file into our docker image
COPY target/demo-0.0.1-SNAPSHOT.jar /demo.jar

# set the startup command to execute the jar
CMD ["java", "-jar", "/demo.jar"]
```

Docker Hub

Docker Hub is a repository with a varist amount of Images, that are shared with other developers. You can find pre-build images here to use and manipulate to your liking, most images on docker hub come with detailed instructions on how use them and set environments if needed. If i wanted an image from Docker hub all I would need to do in my command line is run docker pull and the name of the Image I would like



Reference

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