

# *Docker* Intro to Containerization

A part of TechLabs Summer 23 Workshop  
Weekend

# Intro



As useful as it is, Docker can be a difficult topic to get started with for a beginner. For this reason we will attempt to cover this topic in 3 parts:

**1. *Intro to Containerization (Theory)***

**2. *Docker Tutorial***

**3. *Docker In Application***



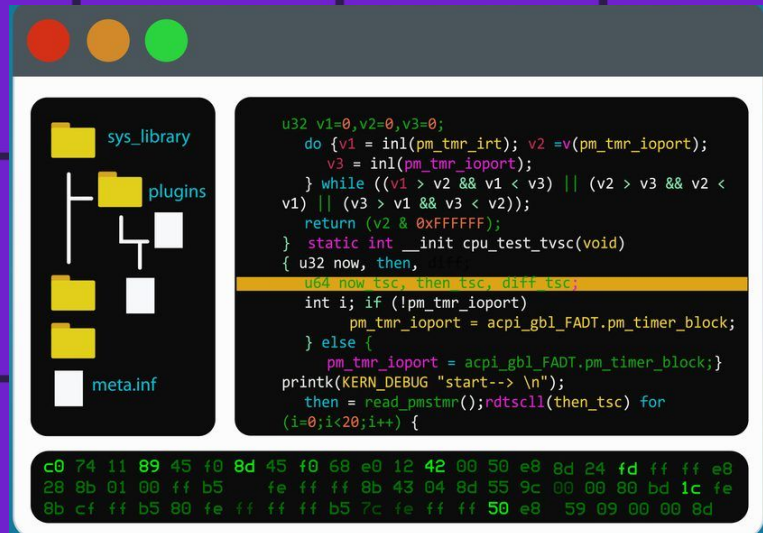
# *A short trek through **history** **hello world!***

Ever since we've started writing  
code, we've had the issue of how to ship  
code!!?

Why? What's the big issue you ask?



# What a dev workstation looks like:



Now that you're all familiar with code, you know how messy files, dependencies, packages, assets etc. can get

## *What the end-user sees:*



Ideally, user should never see code. What you want them to see is a single **executable**



# 01

## *Packaging!*

Process of bundling all  
code files into a single  
executable/clickable

# *Bundling/Packaging*

This paradigm worked for a while. For almost 20 years we compiled code and shipped only the end product. This distributable would mostly be in the form of a software floppy/CD

Eventually of course, the world was changed by the advent of ...

# WEB 0.0!

The OG disruptor. This changed everything.  
Why?! Really??!





## Internet Updates

With the internet it was possible to distribute OTW

## No connectivity


Software never needed to be connected before

## Hybrids

How do offline and online components work together

## Online

The new default shifted towards software being up to date/online



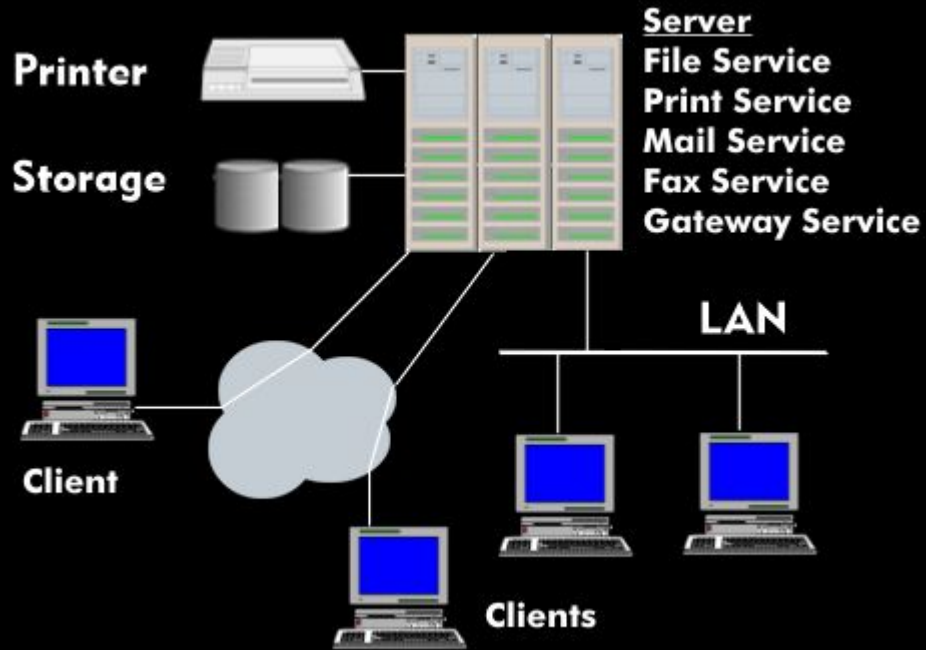
# Loading . . .

## 1990

Tim Berners-Lee sets up  
the first web server  
running at CERN

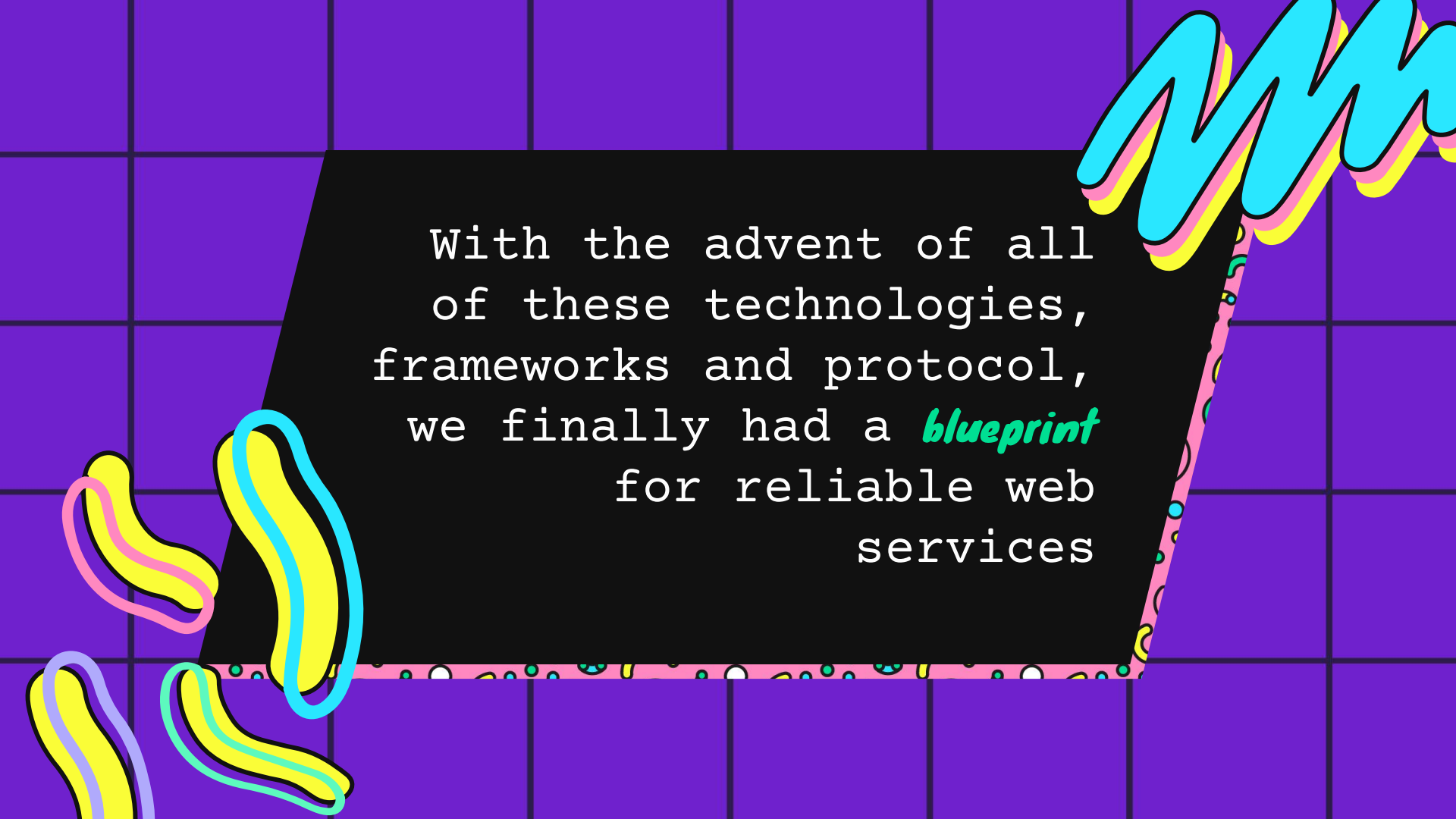
## 1998

SOAP was released. Chat servers  
are now popular, early application  
of the client-server architecture

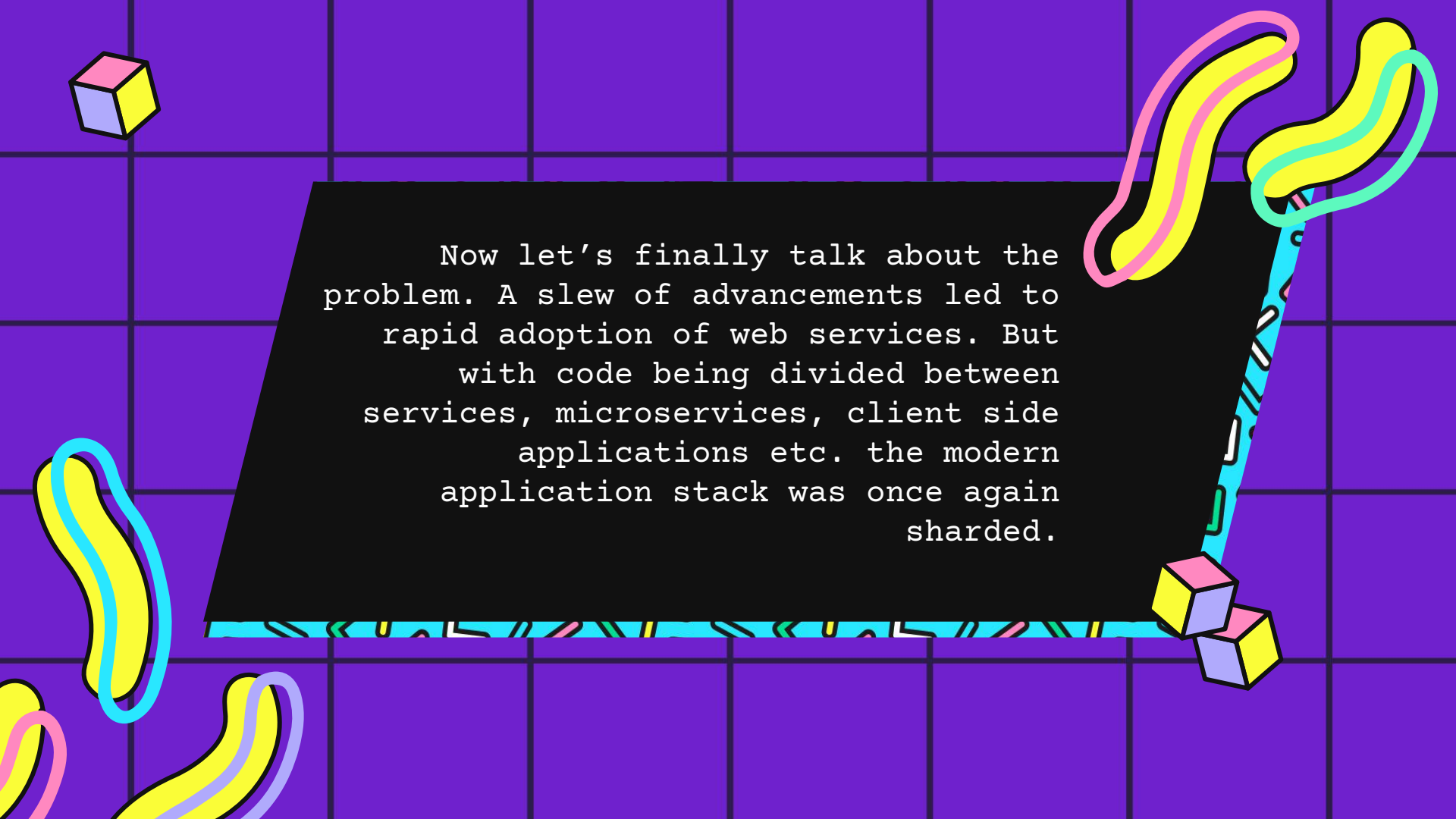


# *(REST)* 2004

Representational State  
Transfer is an  
architecture for  
well-behaved Web services



With the advent of all  
of these technologies,  
frameworks and protocol,  
we finally had a *blueprint*  
for reliable web  
services



Now let's finally talk about the problem. A slew of advancements led to rapid adoption of web services. But with code being divided between services, microservices, client side applications etc. the modern application stack was once again sharded.



# 02

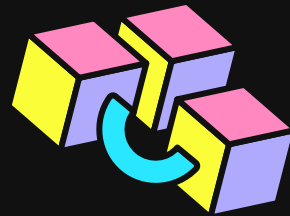
## *Containerization*

Packaging for the modern  
web

# *The goals remains the **same***

The challenge is confounded:

- Non-uniform servers
- Different computing power
- Harder to isolate and create clean run environments
- Dependency management
- Distributing configurations



# 2014 Enter Docker



- Built on Linux Containers (virtualization), extended application by using namespaces to create containers
- Slowly grew into an entire ecosystem for tools that manage containers
- With the growing threat of vulnerabilities, Docker offer secure containers



docker

