Interfaces of saltstack :-

**Grains** :-

Grains is an interface that provides information specific to a minion. The information available through the grains interface is static. Grains gets loaded when the Salt minion starts. This means that the information in grains is unchanging. So grains information could be about the running kernel or the operating system. It is case insensitive; the names *FOO* and *foo* target the same grain.

**Listing grains**

Available grains can be listed by using the *grains.ls* module:

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| --- |
| **salt \* grain.ls** |

Grains data can be listed by using the grains.items module:

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| --- |
| **salt \* grains.items**  **Pillars :-**  A pillar is an interface that generates and stores highly sensitive data specific to a particular minion, such as cryptographic keys and passwords. It stores data in a key/value pair and the data is managed in a similar way as the Salt State Tree. The Salt Master server maintains a pillar\_roots setup that matches the structure of the file\_roots used in the Salt file server. |
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