



How do containers in a Pod communicate with each other?

Containers in a **Kubernetes Pod** communicate with each other in the following ways:

1. Shared Network Namespace (localhost communication)

- All containers in a Pod share the **same network namespace**.
- This means they can communicate **via localhost (127.0.0.1)** and ports.
- Example:
If one container runs a web server on port **5000**, another container in the same Pod can access it using:

```
sh
-----
curl http://localhost:5000
```

2. Shared Storage (Volumes)

- Containers can communicate indirectly by writing and reading from a **shared volume**.
- Example:
 - A logging container writes logs to a shared volume.
 - Another container reads and processes these logs.

3. Inter-Process Communication (IPC)

- Containers within the same Pod can use **inter-process communication (IPC)** like **Unix domain sockets**.

4. Environment Variables and Files

- One container can expose configuration details as **environment variables** or files (e.g., using a ConfigMap), and another container can read them.

To see all containers

```
kubectl get pod multi-container-pod -o jsonpath="{.spec.containers[*].name}"
```

- **View logs of a specific container in a pod:**

```
sh
```

```
kubectl logs <pod-name> -c <container-name>
```

Example

Container 1 (web-server)

- Runs an **NGINX web server** on **port 80**.
- Writes a **message to a shared volume** (/usr/share/nginx/html/index.html).
- **Container 2 (env-reader)**
 - Reads the **environment variable** from web-server.
 - Prints it to logs.
- **Container 3 (volume-reader)**
 - Reads the **shared file** from the **volume**.
 - Prints the content to logs.
- **Container 4 (http-client) (Newly added)**
 - Uses `curl` to **make an HTTP request** to web-server.
 - Fetches `index.html` and prints the response.

Summary

- ✓ web-server exposes an HTTP web server on **localhost**.
- ✓ env-reader reads **environment variables** and logs them.

- ✔ volume-reader reads **shared volume files** and prints them.
- ✔ http-client **makes an HTTP request** to web-server and retrieves the message.

```
apiVersion: v1
kind: Pod
metadata:
  name: multi-container-pod
spec:
  volumes:
    - name: shared-storage
      emptyDir: {}

  containers:
    # Container 1: Web Server (Exposes HTTP, Writes to Shared Volume)
    - name: web-server
      image: nginx
      env:
        - name: MESSAGE
          value: "Hello from Web Server!"
      volumeMounts:
        - name: shared-storage
          mountPath: /usr/share/nginx/html
      command: ["/bin/sh", "-c"]
      args:
        - echo "Shared Data: Hello from Web Server!" > /usr/share/nginx/html/index.html;
        - nginx -g "daemon off;"

    # Container 2: Reads from Environment Variable
    - name: env-reader
      image: busybox
      env:
        - name: MESSAGE
          valueFrom:
            fieldRef:
              fieldPath: metadata.name
      command: ["/bin/sh", "-c"]
      args:
        - echo "Pod Name: $MESSAGE";
        - echo "Env Var from Web Server: $MESSAGE";
        - sleep 3600;

    # Container 3: Reads from Shared Volume
    - name: volume-reader
      image: busybox
      volumeMounts:
        - name: shared-storage
          mountPath: /data
      command: ["/bin/sh", "-c"]
      args:
```

```
- echo "Reading from Shared Volume:";  
  cat /data/index.html || echo "File not found!";  
  sleep 3600;
```

Container 4: Makes HTTP Request to web-server

```
- name: http-client  
  image: curlimages/curl  
  command: ["/bin/sh", "-c"]  
  args:  
    - echo "Making HTTP Request to web-server...";  
      curl -s http://localhost/index.html;  
      sleep 3600;
```

How do containers within the same Kubernetes Pod communicate with each other?

- A) By using separate network namespaces for each container
- B) By using the loopback interface (localhost) and shared network namespace
- C) By assigning a unique IP address to each container within a Pod
- D) By using a Kubernetes Service to expose internal communication

Answer: B) By using the loopback interface (localhost) and shared network namespace