

HOW TO USE THIS DECK

This slide deck is meant to accompany the Ansible RHEL workshop, both sections if needed.

Note that this deck is optional - the workshop content explains each and every Ansible idea in detail already.

HOW TO IMPROVE THIS DECK

The workshop is a collaborative effort. Help us to improve it! You can leave comments, and the BU will make sure to work on this. Tag for example Roland (Wolters) or Sean (Cavanaugh) to ensure that they pick it up.

Speaking about the BU: the fact that this deck is now owned by an organization and not individuals anymore hopefully ensures for the future that the deck stays up2date over time.

THANKS

HUGE THANK YOU to the following people - without them, this deck would not have been possible.

First and foremost, thanks to:

KEV

He did the base work for this slide deck by migrating everything from ansible.red, and his fingerprint shows almost on each and every slide. Thank you so much for your cooperation and helping us and of course for submitting this in the first place.

But others should not go unmentioned:

Russell
Matt
Will
Götz

Thanks for providing input, helping proofread, error check, and keep Kev smiling when he needed to.



Red Hat
Ansible
Automation

Ansible RHEL Automation Workshop

Introduction to Ansible RHEL Automation for System Administrators and Operators



Red Hat

Housekeeping

- Timing
- Breaks
- Takeaways

What you will learn

- Introduction to Ansible Automation
- How it works
- Understanding modules, tasks & playbooks
- How to execute Ansible commands
- Using variables & templates
- Tower - where it fits in
- Basic usage of Tower
- Learn major Tower features: RBAC, workflows and so on

Introduction

Topics Covered:

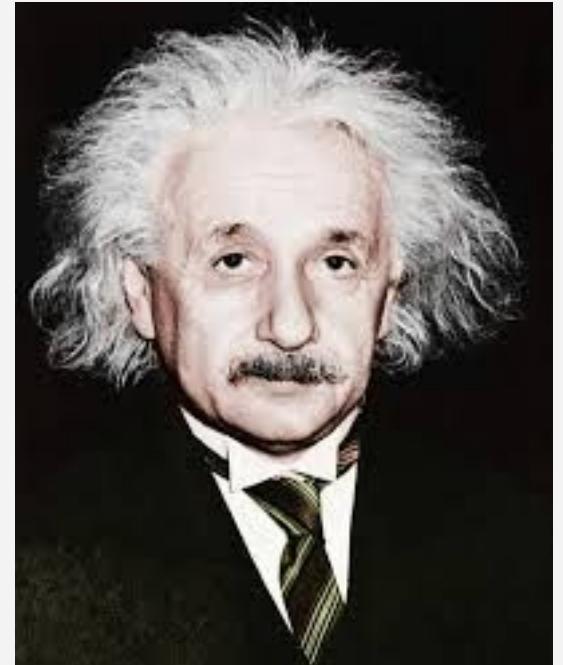
- What Ansible Automation is
- What it can do



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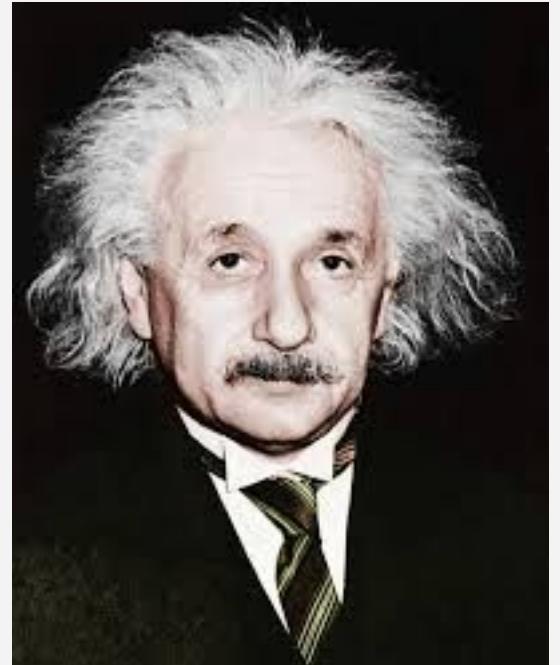
"Insanity is doing the same thing over and over again and expecting different results."

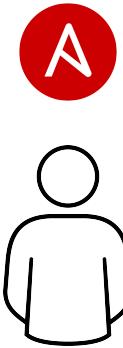
Albert Einstein



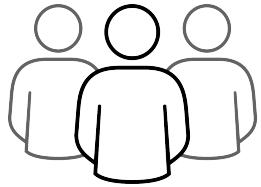
"Insanity is doing the same thing over and over again manually when you could have automated it with Ansible."

probably not Albert Einstein

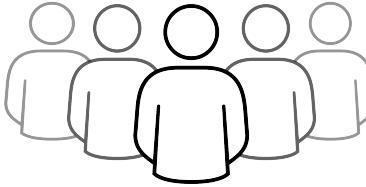




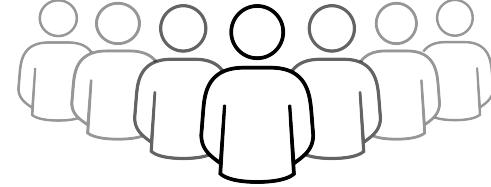
Automation happens when one person meets a
problem they never want to solve again



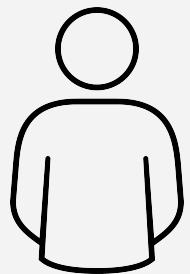
ACCELERATE



INTEGRATE



COLLABORATE



When we talk about
“repeatable processes,”
unfortunately, we’re often
thinking of manual steps to
assure we end up at the
same destination as
before.

Getting an IP Assigned

Contact Robert at [ext 2491](#) and request an IP in production servers range. Tell him which data center and he'll assign one in the correct subnet.

(this goes the same for dev and test)

Production servers range: 10.210.

Building The New Server



- In VMware VCenter right-click the CLUSTER and select “New Virtual Machine”
- Give the new server a name that’s compliant with the [VM Production Server naming standards and acceptable naming policy](#), per IT management. Non-compliant names will be logged and potentially disconnected.

Name	Capacity	Provisioned	Free
VMNFS	10.82 TB	6.68 TB	4.59 TB
VMISO	10.82 TB	6.23 TB	4.59 TB
LAB4A	1.29 TB	922.89 GB	880.57 GB

- Select VMNFS storage

Guest OS Family: Linux

Guest OS Version: Red Hat Enterprise Linux 7 (64-bit)

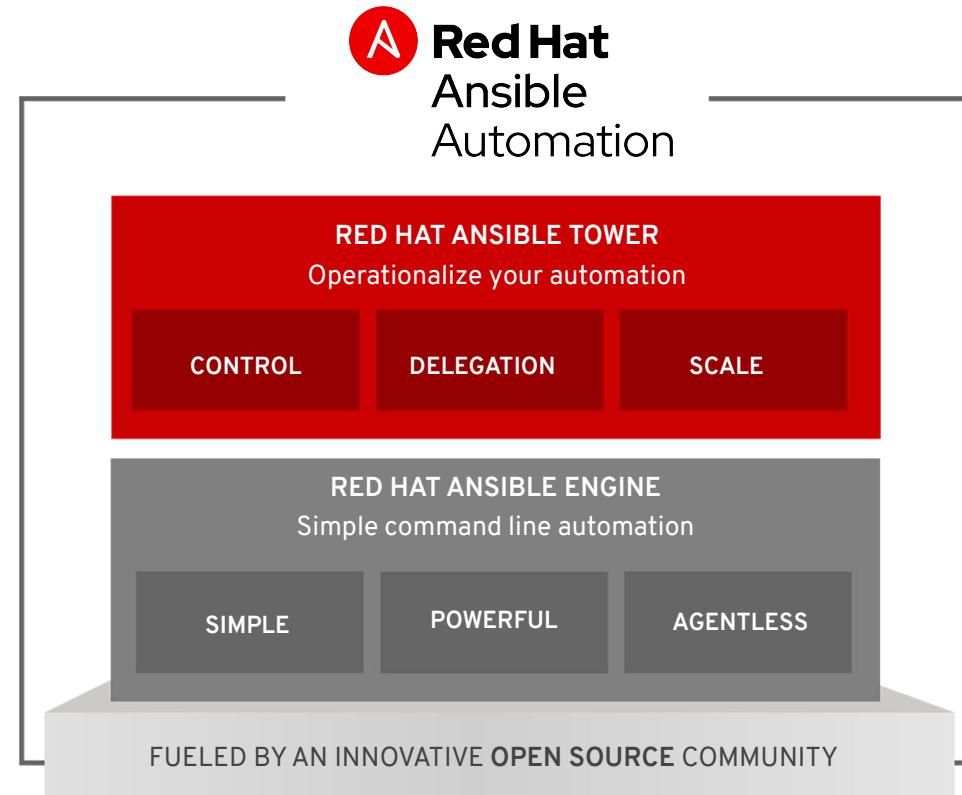
- Red Hat Enterprise Linux 8 (64-bit)
- Red Hat Enterprise Linux 7 (64-bit)
- Red Hat Enterprise Linux 6 (64-bit)
- Red Hat Enterprise Linux 5 (32-bit)
- Red Hat Enterprise Linux 5 (64-bit)
- Red Hat Enterprise Linux 5 (32-bit)

What is Ansible Automation?

Ansible Automation is the enterprise framework for automating across IT operations.

Ansible Engine runs Ansible Playbooks, the automation language that can perfectly describe an IT application infrastructure.

Ansible Tower allows you scale IT automation, manage complex deployments and speed productivity.



Why Ansible?



Simple

Human readable automation

No special coding skills needed

Tasks executed in order

Usable by every team

Get productive quickly



Powerful

App deployment

Configuration management

Workflow orchestration

Network automation

Orchestrate the app lifecycle



Agentless

Agentless architecture

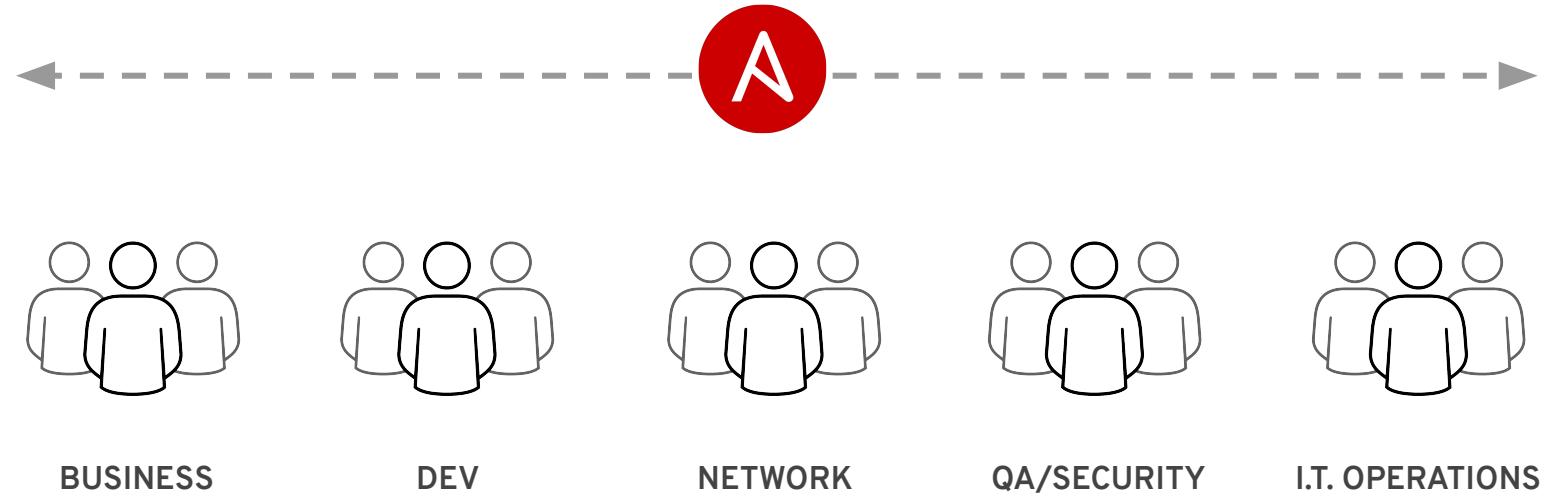
Uses OpenSSH & WinRM

No agents to exploit or update

Get started immediately

More efficient & more secure

Ansible Automation works across teams





What Can I Stick Together With This Glue?

The bottle gives you suggestions as to what materials work best

Do this...

GLUE TWO THINGS TOGETHER AND MAKE THEM STICK

On these...

Wood

Stone

Ceramics

Bricks

Metal

Glass

Foam

And more...



What Can I Automate Using Ansible?

Automate the deployment and management of your entire IT footprint.

Do this...

Orchestration

Configuration Management

Application Deployment

Provisioning

Continuous Delivery

Security and Compliance

On these...

Firewalls

Load Balancers

Applications

Containers

Clouds

Servers

Infrastructure

Storage

Network Devices

And more...

Ansible automates technologies you use

Time to automate is measured in minutes

Cloud	Virt & Container	Windows	Network	Devops	Monitoring
AWS	Docker	ACLs	Arista	Jira	Dynatrace
Azure	VMware	Files	A10	GitHub	Airbrake
Digital Ocean	RHV	Packages	Cumulus	Vagrant	BigPanda
Google	OpenStack	IIS	Bigswitch	Jenkins	Datadog
OpenStack	OpenShift	Regedits	Cisco	Bamboo	LogicMonitor
Rackspace	+more	Shares	Cumulus	Atlassian	Nagios
+more		Services	Dell	Subversion	New Relic
Operating Systems	Storage	Configs	F5	Slack	PagerDuty
	Netapp	Users	Juniper	Hipchat	Sensu
Rhel And Linux	Red Hat Storage	Domains	Palo Alto	+more	StackDriver
Unix	Infinidat	+more	OpenSwitch		Zabbix
Windows	+more		+more		+more

Endless Use Cases For Ansible

- ✿ Ansible is NOT just a Config Management Tool.
- ↳ Ansible is NOT just an Application Deployment Tool.
- ☁ Ansible is NOT just a Provisioning Tool.
- Ζ Ansible is NOT just a CI/CD Tool.
- ✏ Ansible is NOT just an Audit and Compliance Tool.
- ♉ Ansible is NOT just an Orchestration Tool.

Ansible is a powerful automation engine...
with strong use cases for all of the above tasks.

Section 1

Engine

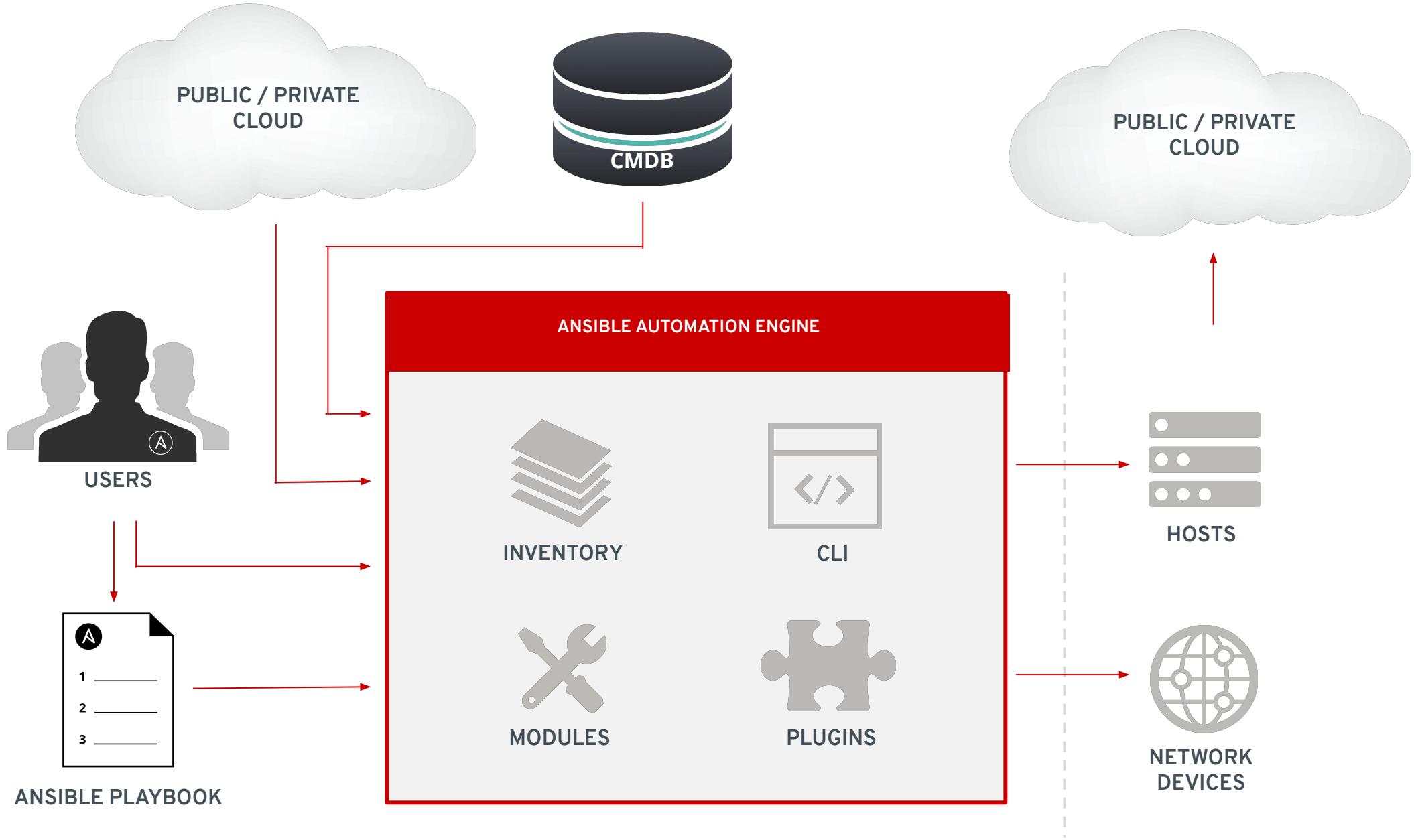
Exercise 1.1

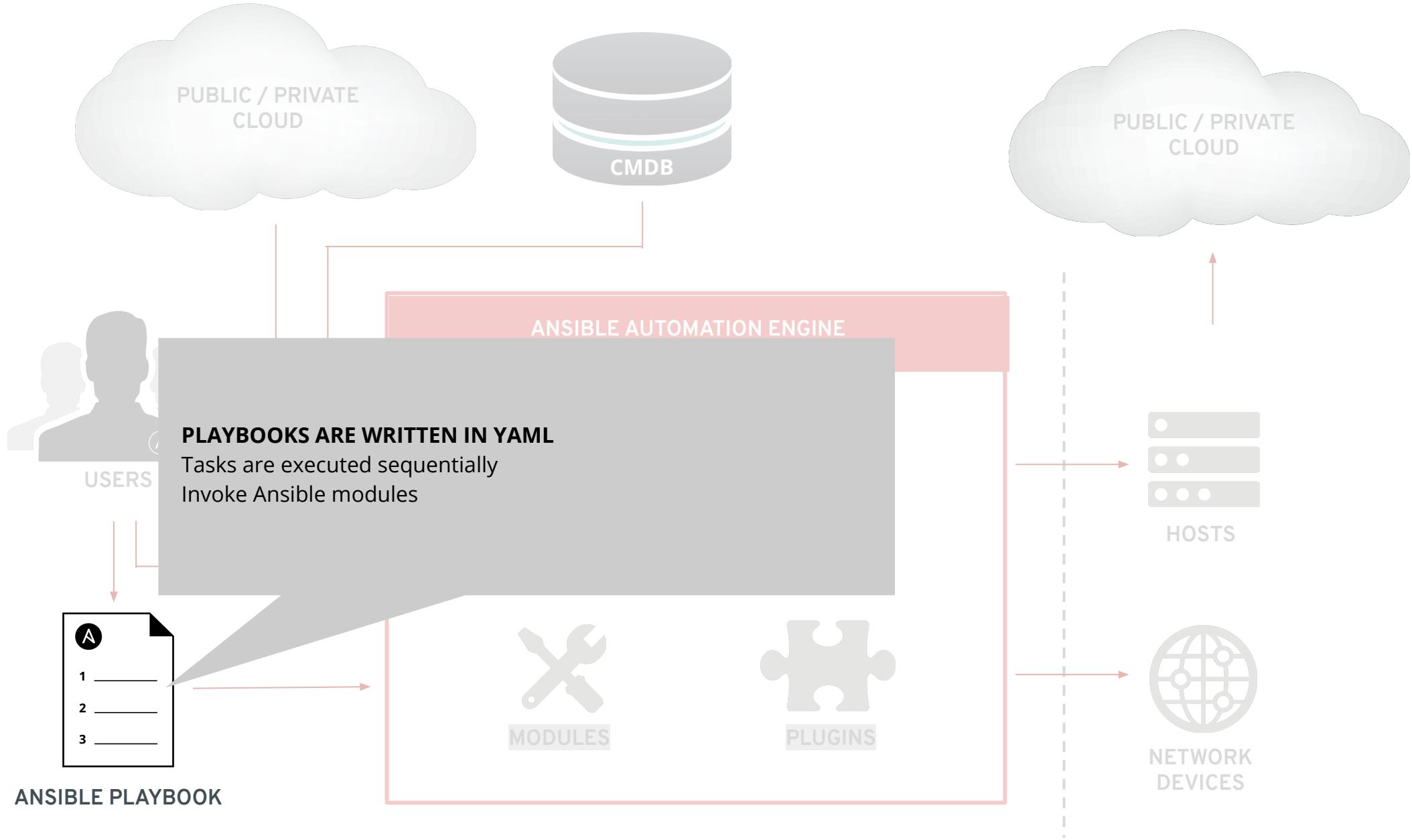
Topics Covered:

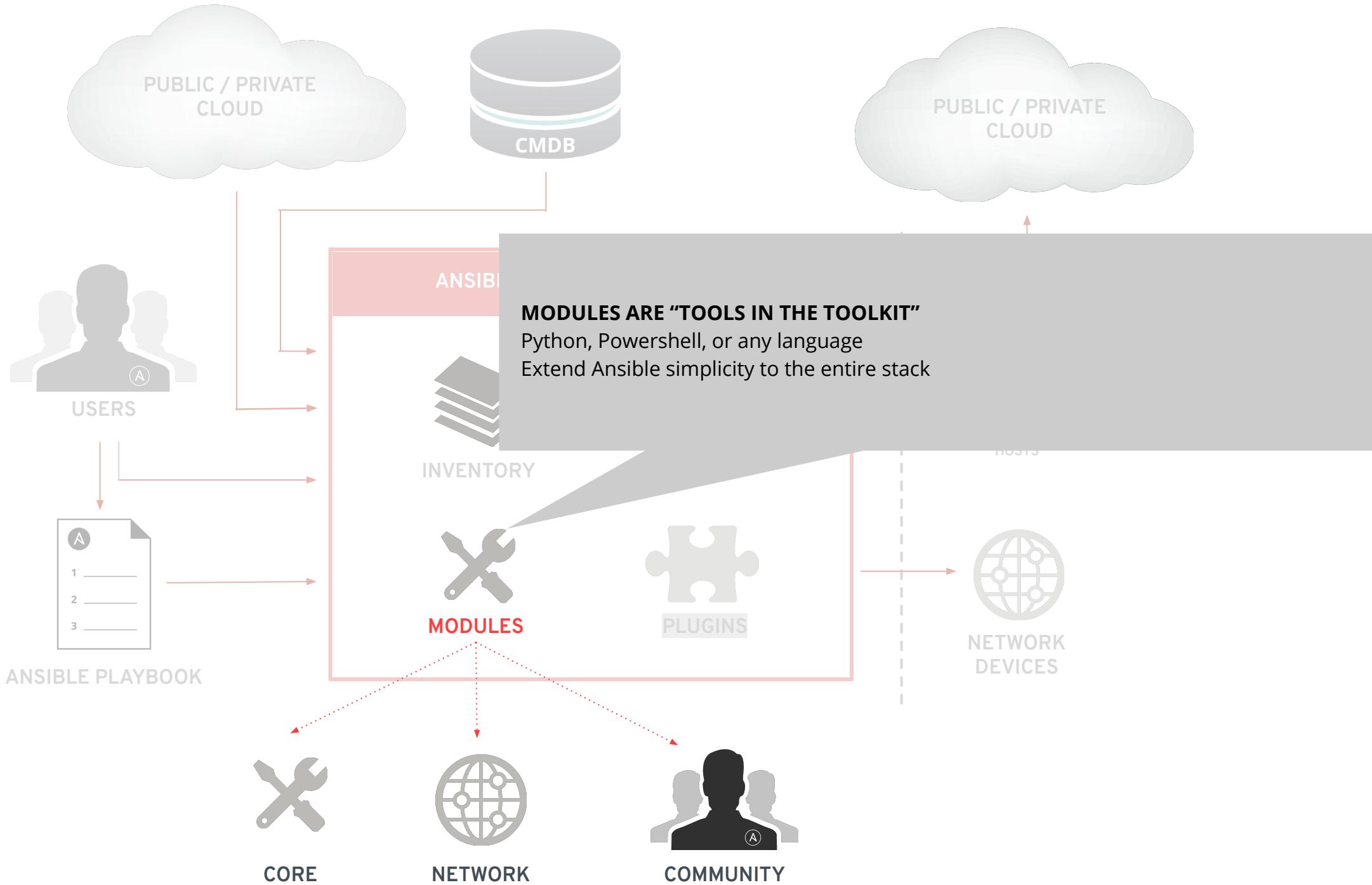
- Understanding the Ansible Infrastructure
- Check the prerequisites

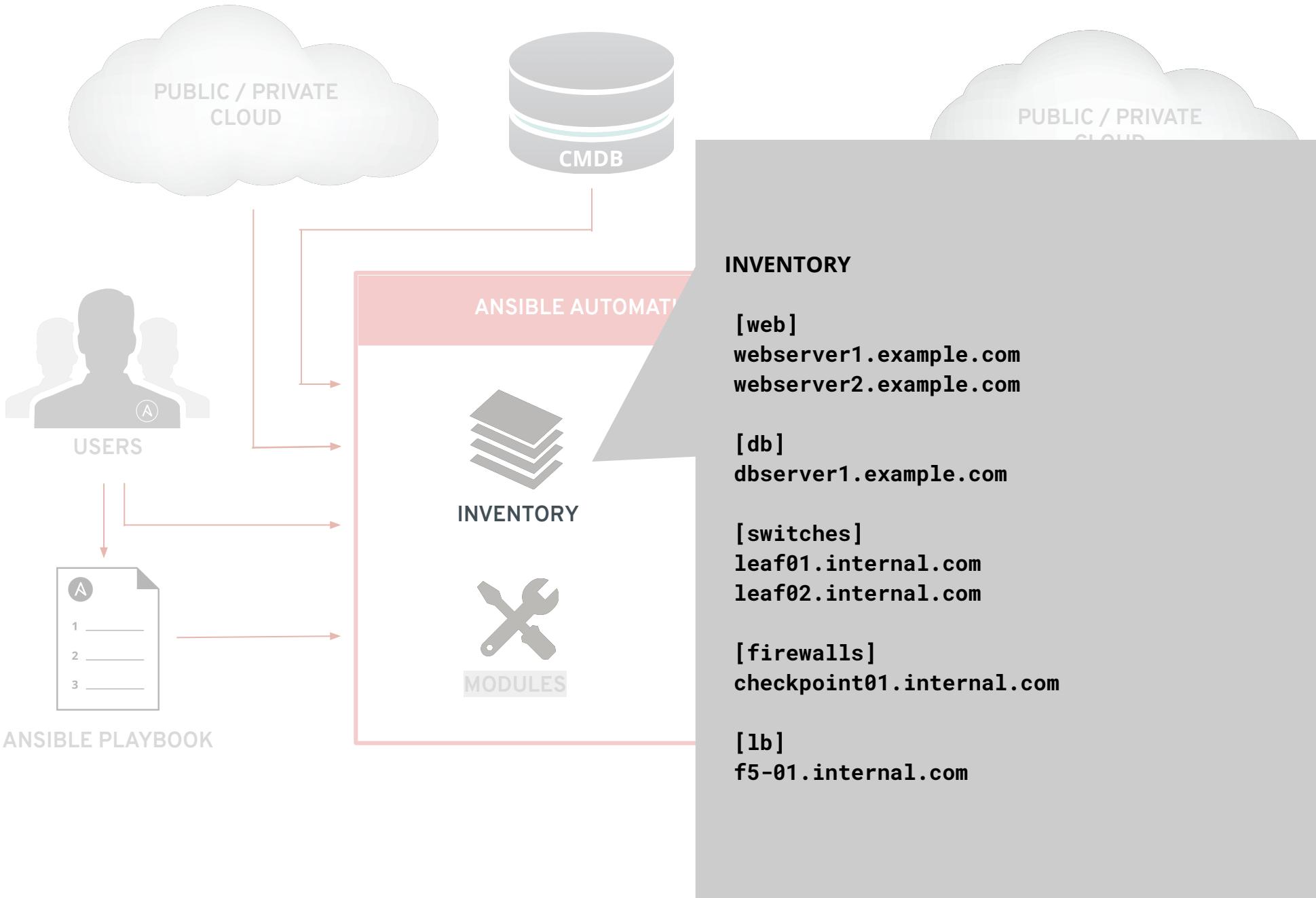


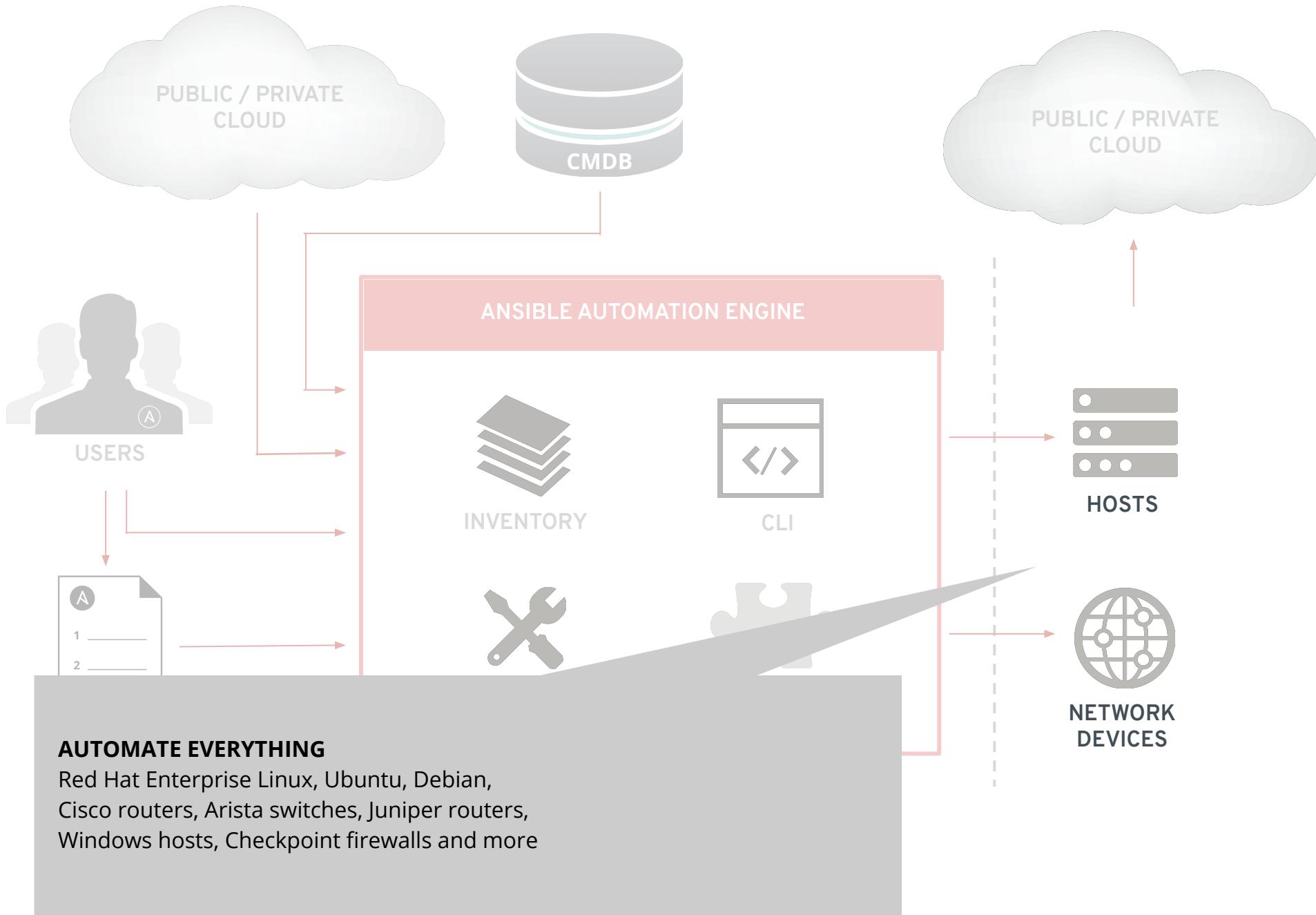
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LINUX AUTOMATION

150+
Linux Modules

AUTOMATE EVERYTHING LINUX

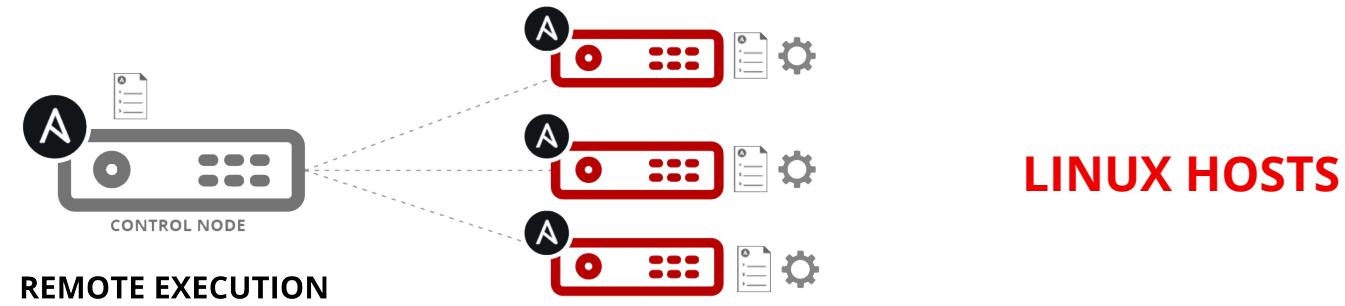
Red Hat Enterprise Linux, BSD,
Debian, Ubuntu and many more!

ONLY REQUIREMENTS:
Python 2 (2.6 or later)
or Python 3 (3.5 or later)

ansible.com/get-started

How Ansible Linux Automation works

Module code is copied to the managed node, executed, then removed



Verify Access

- Follow the steps to access environment
- Use the IP provided to you, the script only has example IP
- Which editor do you use on command line?
If you don't know, we have a short intro



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**Exercise Time - Do Exercise 1.1 Now In Your
Lab Environment!**



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Exercise 1.2

Topics Covered:

- Ansible inventories
- Main Ansible config file
- Modules and ad-hoc commands



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Inventory

- Ansible works against multiple systems in an **inventory**
- Inventory is usually file based
- Can have multiple groups
- Can have variables for each group or even host

Understanding Inventory - Basic

```
# Static inventory example:  
[myservers]  
10.42.0.2  
10.42.0.6  
10.42.0.7  
10.42.0.8  
10.42.0.100  
host.example.com
```

Understanding Inventory - Variables

[app1srv]

```
appserver01 ansible host=10.42.0.2  
appserver02 ansible host=10.42.0.3
```

[web]

```
node-[1:30] ansible host=10.42.0.[31:60]
```

[web:vars]

```
apache listen port=8080  
apache root path=/var/www/mywebdocs/
```

[all:vars]

```
ansible user=kev  
ansible ssh private key file=/home/kev/.ssh/id_rsa
```

Understanding Inventory - Variable Precedence

```
[webservers]
web01 ansible_host=52.14.208.176 tmp_dir=/tempdir
web02 ansible_host=52.14.208.179 tmp_dir=/tmpwsdir
```

```
[appservers]
app01 ansible_host=18.221.195.152
app02 ansible_host=18.188.124.127
```

```
[loadbalancers]
balancer01 ansible_host=3.15.11.56
```

```
[webservers:vars]
ansible_user=ec2-user
ansible_notify_owner=frances
apache_max_clients=288
```

Host variables apply to the host and override group vars

Group variables apply for all devices in that group

Ansible Inventory - Managing Variables In Files

```
[user@ansible ~]$ tree /somedir
```

```
/somedir
    └── group_vars
        └── app1srv
        └── db
        └── web
    ├── inventory
    └── host_vars
        └── app01
        └── app02
        └── app03
```

```
[user@ansible ~]$ cat /somedir/inventory
```

```
[web]
node-[1:30] ansible_host=10.42.0.[31:60]

[appxsrv]
app01
app02
app03
```

```
[user@ansible ~]$ cat /somedir/group_vars/web
```

```
apache_listen_port: 8080
apache_root_path: /var/www/mywebdocs/
```

```
[user@ansible ~]$ cat /somedir/host_vars/app01
```

```
owner_name: Chris P. Bacon
owner_contact: 'cbacon@mydomain.tld'
server_purpose: Application X
```

Understanding Inventory - Groups

There is always a group called "all" by default

```
[nashville]
```

```
bnaapp01
```

```
bnaapp02
```

```
[atlanta]
```

```
atlapp03
```

```
atlapp04
```

```
[south:children]
```

```
atlanta
```

```
nashville
```

```
hsvapp05
```

Configuration File

- Basic configuration for Ansible
- Can be in multiple locations, with different precedence
- Here: `.ansible.cfg` in the home directory
- Configures where to find the inventory

The Ansible Configuration

Configuration files will be searched for in the following order:

- **ANSIBLE_CONFIG** (environment variable if set)
- **ansible.cfg** (in the current directory)
- **~/.ansible.cfg** (in the home directory)
- **/etc/ansible/ansible.cfg** (installed as Ansible default)

First Ad-Hoc Command: ping

- Single Ansible command to perform a task quickly directly on command line
- Most basic operation that can be performed
- Here: an example Ansible ping - not to be confused with ICMP

```
$ ansible all -m ping
```

Ad-Hoc Commands ping

```
# Check connections (submarine ping, not ICMP)
[user@ansible] $ ansible all -m ping
```

```
web1 | SUCCESS => {
    "ansible_facts": {
        "discovered_interpreter_python": "/usr/bin/python"
    },
    "changed": false,
    "ping": "pong"
}
```

The Ansible Command

Some basics to keep you from getting stuck

--help (Display some basic and extensive options)

```
[user@ansible ~]$ ansible --help
Usage: ansible <host-pattern> [options]
```

Define and run a single task 'playbook' against a set of hosts

Options:

- a MODULE_ARGS, --args=MODULE_ARGS
module arguments
- ask-vault-pass ask for vault password
- B SECONDS, --background=SECONDS

... and about another 100 lines

Ad-Hoc Commands

Here are some common options you might use:

-m MODULE_NAME , --module-name=MODULE_NAME

Module name to execute the ad-hoc command

-a MODULE_ARGS , --args=MODULE_ARGS

Module arguments for the ad-hoc command

-b , --become

Run ad-hoc command with elevated rights such as sudo, the default method

-e EXTRA_VARS , --extra-vars=EXTRA_VARS

Set additional variables as key=value or YAML/JSON

Ad-Hoc Commands

Here are some common options you might use:

```
# Check connections to all (submarine ping, not ICMP)  
[user@ansible] $ ansible all -m ping
```

```
# Run a command on all the hosts in the web group  
[user@ansible] $ ansible web -m command -a "uptime"
```

```
# Collect and display known facts for server "web1"  
[user@ansible] $ ansible web1 -m setup
```

Ansible Modules

Using **ansible-doc --list** to list all modules

```
[user@ansible ~] $ ansible-doc --list

a10_server                                Manage A10 Networks... server object.
a10_server_axapi3                            Manage A10 Networks... devices
a10_service_group                           Manage A10 Networks... service groups
a10_virtual_server                          Manage A10 Networks... virtual server...
aci_aaa_user                                 Manage AAA users (aaa:User)
aci_aep                                     Manage attachable Access Entity Profile...
aci_aep_to_domain                           Bind AEPs to Physical or Virtual Domains...
aci_ap                                      Manage top level Application Profile...
aci_bd                                       Manage Bridge Domains (BD) objects...
aci_bd_subnet                               Manage Subnets (fv:Subnet)
aci_bd_to_l3out                             Bind Bridge Domain to L3 Out (fv:RsBDToOut)

... thousands of modules...
```

Ansible Modules

Using `ansible-doc` to specify one module

```
[user@ansible ~]$ ansible-doc copy
> COPY      (/usr/lib/python2.7/site-packages/ansible/modules/files/copy.py)
```

The `copy` module copies a file from the local or remote machine to a location on the remote machine. Use the [fetch] module to copy files from remote locations to the local box. If you need variable interpolation in copied files, use the [template] module. For Windows targets, use the [win_copy] module instead.

* note: This module has a corresponding action plugin.

OPTIONS (= is mandatory):

- attributes

Attributes the file or directory should have. To get supported flags look at the man page for `chattr` on the target system. This string should contain the attributes in the same order as the one displayed by `lsattr`.

`=' operator is assumed as default, otherwise `+' or `-' operators need to be included in the string.

(Aliases: attr) [Default: (null)]

version_added: 2.3

Ansible Modules

“I can’t find a module that does what I need it to do!”

command

shell

raw

script*



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**Exercise Time - Do Exercise 1.2 Now In Your
Lab Environment!**



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Exercise 1.3

Topics Covered:

- Playbooks basics
- Running a playbook



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An Ansible Play in an Ansible Playbook

A play

```
- hosts: db
vars:
  software:
    - mariadb-server
roles:
  - install_wordpress_db

- hosts: web
vars:
  software:
    - httpd
    - php
roles:
  - install_wordpress_web
```

Another play

An Ansible Play (Common Elements)

This is not an exhaustive list, but contains most of the elements you will commonly see in an Ansible play.

Connections:

hosts	The declarative list of hosts or groups against which this play will run.
connection	Allows you to change the connection plugin used for tasks to execute on the target.
port	Used to override the default port used in a connection.
remote_user	User to define / override which user is connecting to the remote system
become	Boolean that controls if privilege escalation is used or not on Task execution. (also <code>become_flags</code> , <code>become_user</code> , <code>become_method</code>)

An Ansible Play (Common Elements)

This is not an exhaustive list, but contains most of the elements you will commonly see in an Ansible play.

Information Handling:

name	Identifier. Can be used for documentation, in or tasks/handlers.
gather_facts	Boolean (default <code>yes</code>) allows the bypass of fact gathering. This can speed up connection time where facts are not needed in a playbook. This refers to the content retrieved by the <code>setup</code> module.
no_log	Boolean that controls information disclosure and logging.
ignore_errors	Boolean. When set to <code>yes</code> , errors will be ignored unless absolutely fatal to the playbook execution
check_mode	Also known as “dry run” mode, will evaluate but not execute. For modules that support check mode, the module will report the expected result without making any changes as a result of the tasks.

An Ansible Play (Common Elements)

This is not an exhaustive list, but contains most of the elements you will commonly see in an Ansible play.

Inventory Handling:

order

Controls the sorting of hosts as they are used for executing the play. Possible values are inventory (default), sorted, reverse_sorted, reverse_inventory and shuffle.

Variable Handling:

vars

Dictionary/map of variables

vars_files

List of files that contain vars to include in the play.

vars_prompt

list of variables to prompt for on launch.

An Ansible Play (Common Elements)

This is not an exhaustive list, but contains most of the elements you will commonly see in an Ansible play.

Task Handling:

pre_tasks	A list of tasks to execute before roles.
roles	List of roles to be imported into the play
tasks	Main list of tasks to execute in the play, they run after roles and before post_tasks .
post_tasks	A list of tasks to execute after the tasks section.
handlers	Also known as “dry run” mode, will evaluate but not execute. For modules that support check mode, the module will report the expected result without making any changes as a result of the tasks.

Common Ansible Play Elements: Hosts

```
- name: install a LAMP stack
hosts: web,db,appserver01
become: yes
vars:
    my_greeting: Welcome to my awesome page
    favorite_food: fried pickles

roles:
    - install_lamp_elements

tasks:
- name: write the index file
  copy:
    content: "{{ my_greeting }}. Enjoy some {{ favorite_food }}"
    dest: /var/www/html/index.html
  notify: reload_apache

handlers:
- name: reload_apache
  service:
    name: httpd
    state: reloaded
```

Ansible Tasks Using Modules:

```
---
tasks:
- name: Ensure httpd package is present
  yum:
    name: httpd
    state: latest

- name: Ensure latest index.html file is present
  copy:
    src: files/index.html
    dest: /var/www/html/

- name: Restart httpd
  service:
    name: httpd
    state: restart
```

Running an Ansible Playbook:

The many colors of Ansible

A task executed as expected, no change was made.

A task executed as expected, making a change

General text information and headers

A conditional task was skipped

A bug or deprecation warning

A task failed to execute successfully

Running an Ansible Playbook:

```
[user@ansible] $ ansible-playbook apache.yml  
  
PLAY [webservers] ****  
  
TASK [Gathering Facts] ****  
ok: [web2]  
ok: [web1]  
ok: [web3]  
  
TASK [Ensure httpd package is present] ****  
ok: [web2]  
ok: [web1]  
ok: [web3]  
  
TASK [Ensure latest index.html file is present] ****  
ok: [web2]  
ok: [web1]  
ok: [web3]  
  
TASK [Restart httpd] ****  
ok: [web2]  
ok: [web1]  
ok: [web3]  
  
PLAY RECAP ****  
webservers : ok=3      changed=3  unreachable=0  failed=0
```



The “Setup” module

The “yum” module

The “copy” module

The “service” module



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**Exercise Time - Do Exercise 1.3 Now In Your
Lab Environment!**



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Exercise 1.4

Topics Covered:

- Working with variables
- What are facts?



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An Ansible Playbook Variable Example

```
---
- hosts: all

vars:
    var_one: one is the loneliest number
    var_two: two can be as sad as one
    var_three: three dog night said that
    var four: "{{ var_three }} {{ var_one }}"
    var five: "and that {{ var_two }}."
```

**three dog night said that one is the loneliest number
and that two can be as sad as one.**

Ansible Variables and Facts

```
"ansible_facts": {  
    "ansible_default_ipv4": {  
        "address": "10.41.17.37",  
        "macaddress": "00:69:08:3b:a9:16",  
        "interface": "eth0",  
    ...  
}
```

A variable,
defined in
our playbook

```
vars:  
    mynewip: 10.7.62.39
```

This is a template file
for `ifcfg-eth0`, using a
mix of discovered
facts and variables to
write the static file.

```
DEVICE="{{ ansible_default_ipv4.interface }}"  
ONBOOT=yes  
HWADDR="{{ ansible_default_ipv4.macaddress }}"  
TYPE=Ethernet  
BOOTPROTO=static  
IPADDR={{ mynewip }}
```

Variable Precedence

Ansible can work with metadata from various sources as variables. Different sources will be overridden in an order of precedence.

1. extra vars *(Highest - will override anything else)*
2. task vars (overridden only for the task)
3. block vars (overridden only for tasks in block)
4. role and include vars
5. play vars_files
6. play vars_prompt
7. play vars
8. set_facts
9. registered vars
10. host facts
11. playbook host_vars
12. playbook group_vars
13. inventory host_vars
14. inventory group_vars
15. inventory vars
16. role defaults *(Lowest - will be overridden by anything else listed here)*

Facts

- Just like variables, really...
- ...but: coming from the host itself!
- Check them out with the setup module

Gather facts on target machine

```
$ ansible -m setup  
localhost | SUCCESS => {  
    "ansible_facts": {  
        "ansible_all_ipv4_addresses": [  
            "192.168.122.1",  
            "172.21.208.111"  
        ],  
        "ansible_all_ipv6_addresses": [  
            "fe80::8f31:b68d:f487:2775"  
        ],  
    }  
}
```



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**Exercise Time - Do Exercise 1.4 Now In Your
Lab Environment!**



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Exercise 1.5

Topics Covered:

- Conditionals
- Handlers
- Loops



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Advanced Playbooks: Conditionals via VARS

Choose your own adventure, based on variables, facts and more!

```
vars:  
  my_mood: happy  
  
tasks:  
  - name: conditional task, based on my_mood var
```

```
debug:  
  msg: "Come talk to me. I am {{ my_mood }}!"  
when: my_mood == happy
```

Alternatively

```
debug:  
  msg: "Feel free to interact. I am {{ my_mood }}"  
when: my_mood != grumpy
```

Advanced Playbooks: Conditionals via FACTS

Choose your own adventure, based on variables, facts and more!

```
tasks:
- name: Install apache
  apt:
    name: {{ item }}
    state: latest
  with_items:
    - apache2
  when: ansible_distribution == 'Debian' or ansible_distribution == 'Ubuntu'

- name: Install httpd
  yum:
    name: {{ item }}
    state: latest
  with_items:
    - httpd
  when: ansible_distribution == 'Red Hat Enterprise Linux'
```

Advanced Playbooks: Handler Tasks

This is NOT a handler task, but has similar function

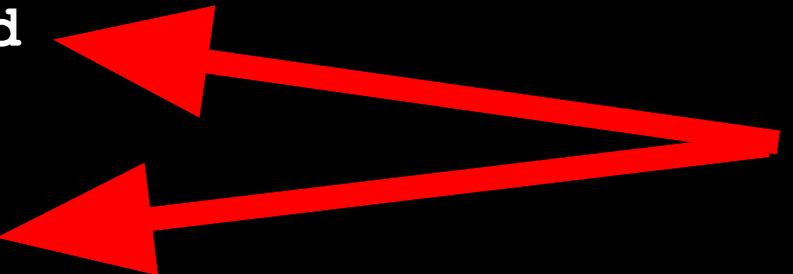
```
- name: Ensure httpd package is present
  yum:
    name: httpd
    state: latest
    register: http_results

- name: Restart httpd
  service:
    name: httpd
    state: restart
  when: httpd_results.changed
```

Advanced Playbooks: Handler Tasks

A handler task is run when a referring task result shows a change.

```
tasks:  
- name: Ensure httpd package is present  
  yum:  
    name: httpd  
    state: latest  
  notify: restart_httpd  
  
handlers:  
- name: restart_httpd  
  service:  
    name: httpd  
    state: restart  
  when: httpd_results.changed
```



Advanced Playbooks: Handler Tasks

What happens when a handler task is called?

```
tasks:  
- name: Ensure httpd package is present  
  yum:  
    name: httpd  
    state: latest  
    notify: restart_httpd  
  
- name: Standardized index.html file  
  copy:  
    content: "This is my index.html file for {{ ansible_host }}"  
    dest: /var/www/html/index.html  
    notify: restart_httpd
```

If either one of these tasks notifies of a **changed** result, the handler will be notified **ONCE**.

```
TASK [Ensure httpd package is present] ****  
ok: [web2]  
ok: [web1] UNCHANGED  
  
TASK [Standardized index.html file] ****  
ok: [web2]  
ok: [web1] CHANGED  
  
NOTIFIED: [restart_httpd] *** ****  
ok: [web2]  
ok: [web1]
```

HANDLER RUNS ONCE

Advanced Playbooks: Handler Tasks

What happens when a handler task is called more than once?

```
tasks:  
- name: Ensure httpd package is present  
  yum:  
    name: httpd  
    state: latest  
    notify: restart_httpd  
  
- name: Standardized index.html file  
  copy:  
    content: "This is my index.html file for {{ ansible_host }}"  
    dest: /var/www/html/index.html  
    notify: restart_httpd
```

If **both** of these tasks notifies of a **changed** result, the handler will be notified **ONCE**.

```
TASK [Ensure httpd package is present] ****  
ok: [web2]  
ok: [web1] CHANGED  
  
TASK [Standardized index.html file] ****  
ok: [web2]  
ok: [web1] CHANGED  
  
NOTIFIED: [restart_httpd] *** ****  
ok: [web2]  
ok: [web1]
```

HANDLER RUNS ONCE

Advanced Playbooks: Handler Tasks

What happens when no tasks notify a handler task?

```
tasks:  
- name: Ensure httpd package is present  
  yum:  
    name: httpd  
    state: latest  
    notify: restart_httpd  
  
- name: Standardized index.html file  
  copy:  
    content: "This is my index.html file for {{ ansible_host }}"  
    dest: /var/www/html/index.html  
    notify: restart_httpd
```

If **neither one** of these tasks notifies of a **changed** result, the handler task **does not run**.

```
TASK [Ensure httpd package is present] ****  
ok: [web2] UNCHANGED  
ok: [web1] UNCHANGED  
  
TASK [Standardized index.html file] ****  
ok: [web2]  
ok: [web1] UNCHANGED  
  
PLAY RECAP ****  
web2 : ok=2 changed=0 nreachable=0 failed=0 skipped=0 rescued=0 ignored=0  
web1 : ok=2 changed=0 nreachable=0 failed=0 skipped=0 rescued=0 ignored=0
```

HANDLER DOESN'T RUN AT ALL

Advanced Playbooks: Variables & Loops

Using loops to save time with tasks

- yum:
 - name: httpd
 - state: latest
- yum:
 - name: httpd-tools
 - state: latest
- yum:
 - name: mysql-server
 - state: latest
- yum:
 - name: php56-mysql
 - state: latest



Advanced Playbooks: Variables & Loops

Using loops to save time with tasks

```
- name: ensure a list of packages installed
  yum:
    name: "{{ packages }}"
    state: latest
  vars:
    packages:
      - httpd
      - httpd-tools
      - mysql-server
      - php56-mysqlnd
      - php56-common
      - php56-xml
```

Advanced Playbooks: Variables & Loops

Using loops to save time with tasks

```
vars:  
  bad_packages:  
    - "@^gnome-desktop-environment"  
    - make  
    - gcc  
    - tftp-server  
    - telnet-server  
  
tasks:  
  - name: list of bad packages are not present  
    yum:  
      name: "{} { bad_packages } {}"  
      state: absent  
      check mode: yes
```



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Exercise 1.6

Topics Covered:

- Templates



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Advanced Playbooks: Variables & Templates

Using a system fact or declared variable to write a file

```
- name: Ensure apache is installed and started
  hosts: web
  become: yes
  vars:
    http_port: 80
    http_docroot: /var/www/mysite.com

  tasks:
    - name: Verify correct config file is present
      template:
```

```
        src: templates/httpd.conf.j2
        dest: /etc/httpd/conf/httpd.conf
```

The diagram illustrates the flow of variable values from a playbook to a template and then to the final configuration file. A yellow oval encloses the variables `http_port` and `http_docroot`. A yellow box highlights the template block. A yellow arrow points from the variables in the playbook to the corresponding placeholder in the template source. Another yellow arrow points from the template source to the final configuration file excerpt.

```
## Excerpt from httpd.conf.j2

# Change this to Listen on specific IP addresses as shown below to
# prevent Apache from glomming onto all bound IP addresses.
#
# Listen 80 ## original line
Listen {{ http_port }}

# DocumentRoot: The directory out of which you will serve your
# documents.
# DocumentRoot "/var/www/html"
DocumentRoot {{ http_docroot }}
```



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**Exercise Time - Do Exercise 1.6 Now In Your
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Exercise 1.7

Topics Covered:

- What are roles?
- How they look like
- Galaxy



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Roles

- Roles: Think Ansible packages
- Roles provide Ansible with a way to load tasks, handlers, and variables from separate files.
- Roles group content, allowing easy sharing of code with others
- Roles make larger projects more manageable
- Roles can be developed in parallel by different administrators

Better start using roles now!

Role structure

- Defaults: default variables with lowest precedence (e.g. port)
- Handlers: contains all handlers
- Meta: role metadata including dependencies to other roles
- Tasks: plays or tasks
Tip: It's common to include tasks in main.yml with "when" (e.g. OS == xyz)
- Templates: templates to deploy
- Tests: place for playbook tests
- Vars: variables (e.g. override port)

```
user/
  └── defaults
      └── main.yml
  └── handlers
      └── main.yml
  └── meta
      └── main.yml
  └── README.md
  └── tasks
      └── main.yml
  └── templates
  └── tests
      └── inventory
          └── test.yml
  └── vars
      └── main.yml
```

Ansible Galaxy

Sharing
Content

Community

Roles, and
more

v1 - Set config file to use on boot.

1. Write multiple configuration files
 - For each environment/region
2. Inspect metadata on boot and use the matching config file

v1 - Set config file to use on boot.

1. Write multiple configuration files
 - For each environment/region
2. Inspect metadata on boot and use the matching config file



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**Exercise Time - Do Exercise 1.7 Now In Your
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Exercise 1.8

Topics Covered:

- A bonus lab - try it on your own, and when time permits



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You are on your own!

You know it all - now use it!



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**Exercise Time - Do Exercise 1.8 Now In Your
Lab Environment!**



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Section 2

Tower

Exercise 2.1

Topics Covered:

- Introduction to Tower

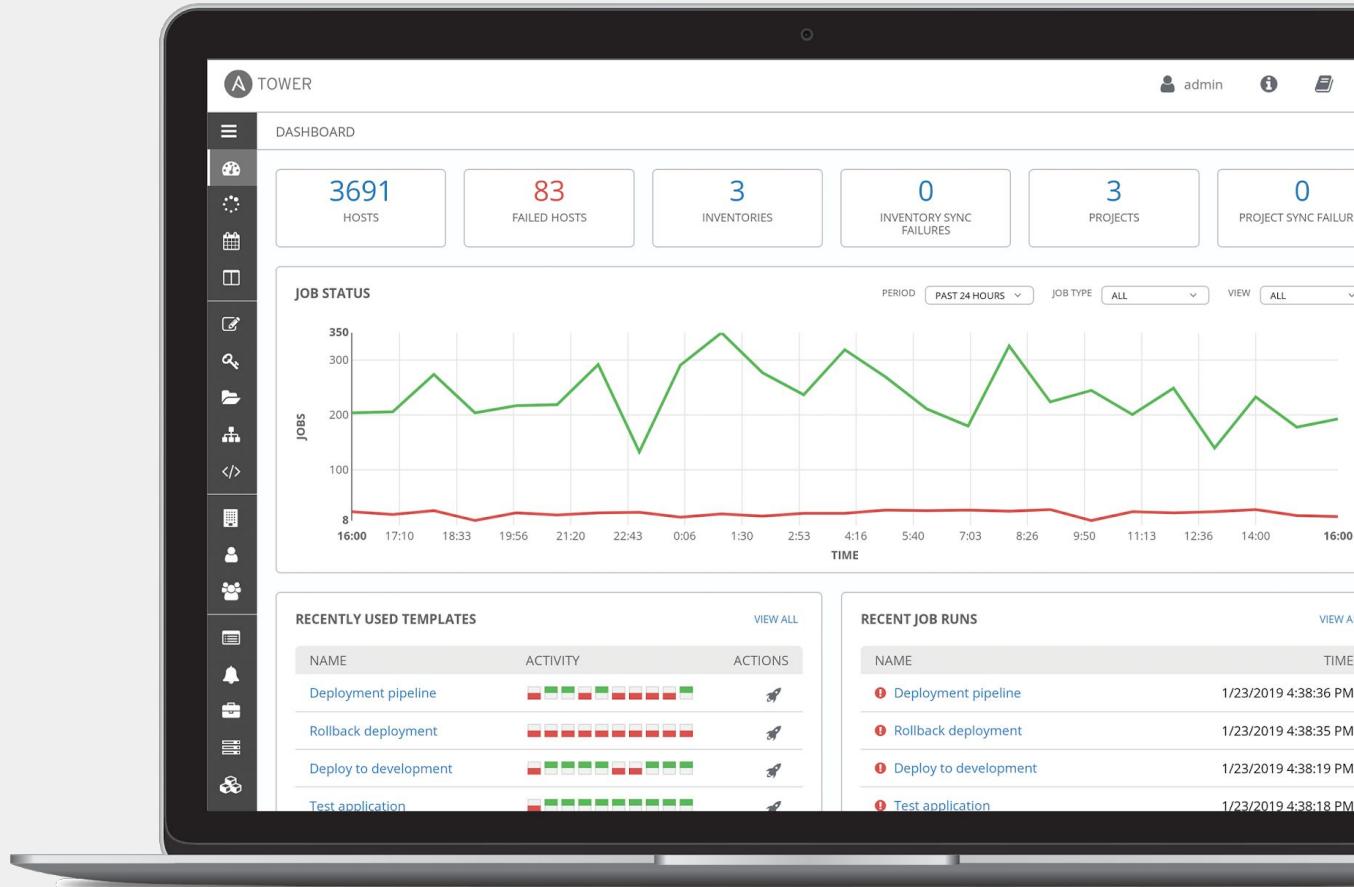


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What is Ansible Tower?

Ansible Tower is a UI and RESTful API allowing you to scale IT automation, manage complex deployments and speed productivity.

- Role-based access control
- Deploy entire applications with push-button deployment access
- All automations are centrally logged
- Powerful workflows match your IT processes



Red Hat Ansible Tower

RBAC

Allow restricting playbook access to authorized users. One team can use playbooks in check mode (read-only) while others have full administrative abilities.

Push button

An intuitive user interface experience makes it easy for novice users to execute playbooks you allow them access to.

RESTful API

With an API first mentality every feature and function of Tower can be API driven. Allow seamless integration with other tools like ServiceNow and Infoblox.

Workflows

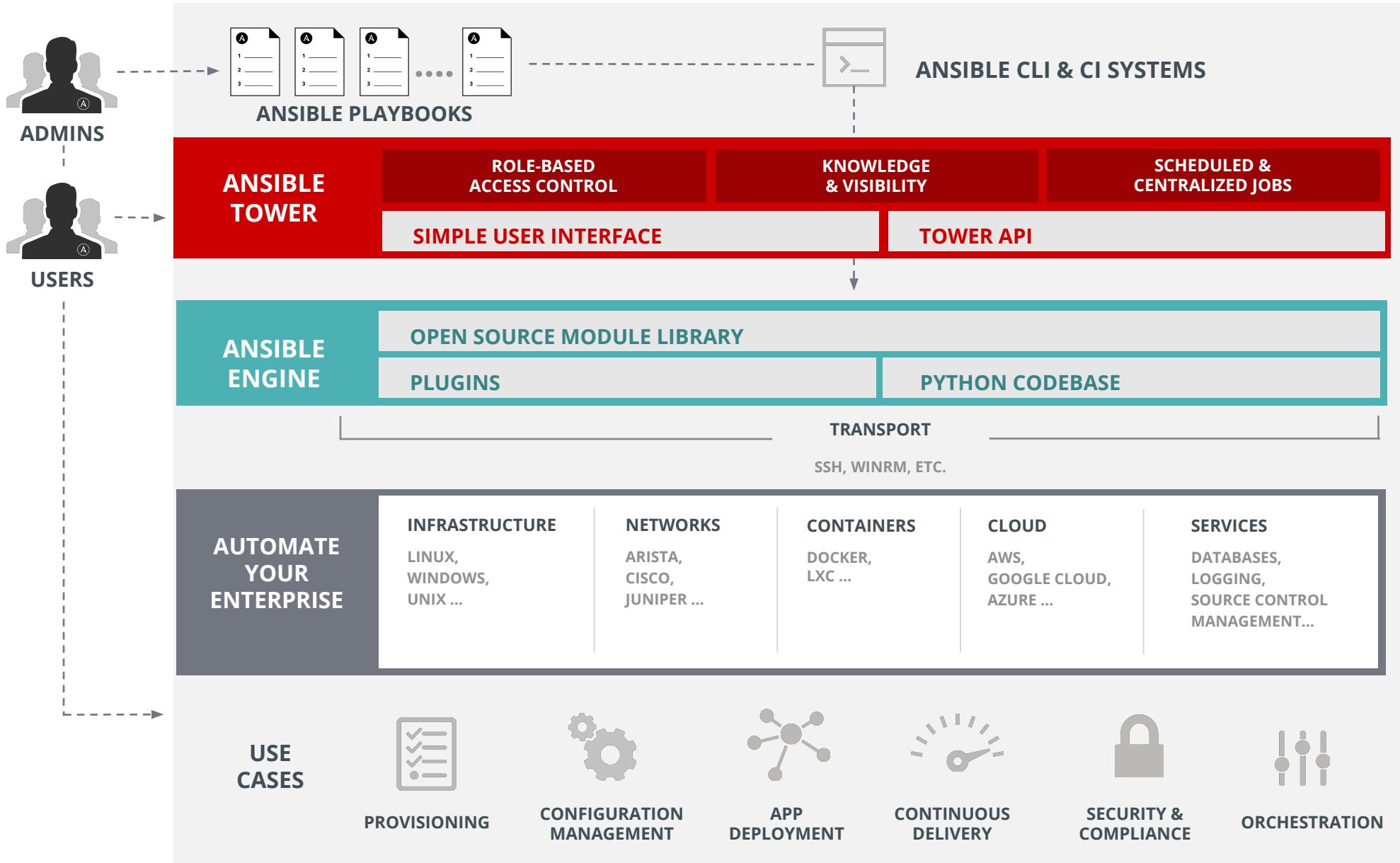
Ansible Tower's multi-playbook workflows chain any number of playbooks, regardless of whether they use different inventories, run as different users, run at once or utilize different credentials.

Enterprise integrations

Integrate with enterprise authentication like TACACS+, RADIUS, Azure AD. Setup token authentication with OAuth 2. Setup notifications with PagerDuty, Slack and Twilio.

Centralized logging

All automation activity is securely logged. Who ran it, how they customized it, what it did, where it happened - all securely stored and viewable later, or exported through Ansible Tower's API.





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Exercise 2.2

Topics Covered:

- Inventories
- Credentials

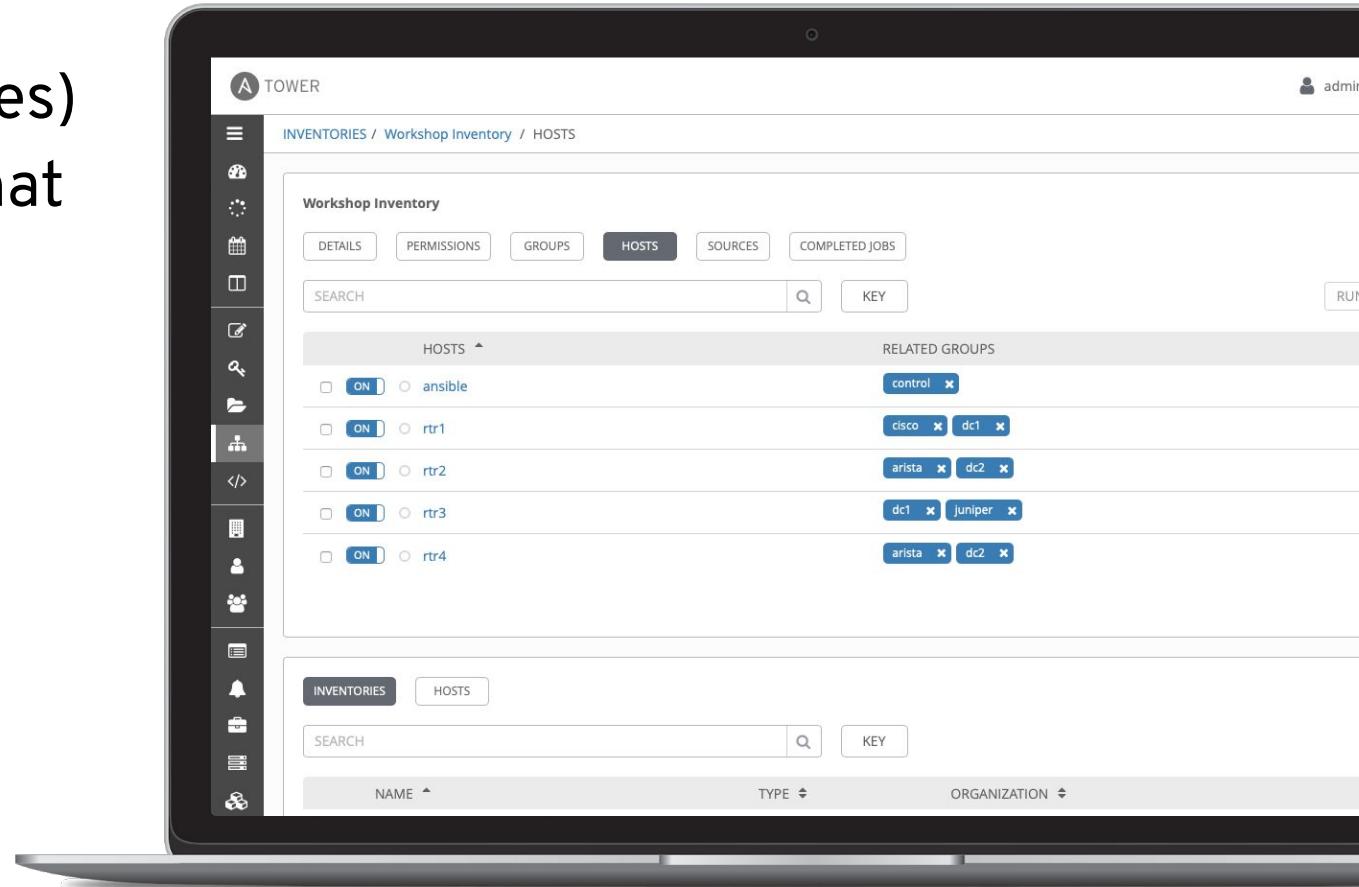


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Inventory

Inventory is a collection of hosts (nodes) with associated data and groupings that Ansible Tower can connect to and manage.

- Hosts (nodes)
- Groups
- Inventory-specific data (variables)
- Static or dynamic sources

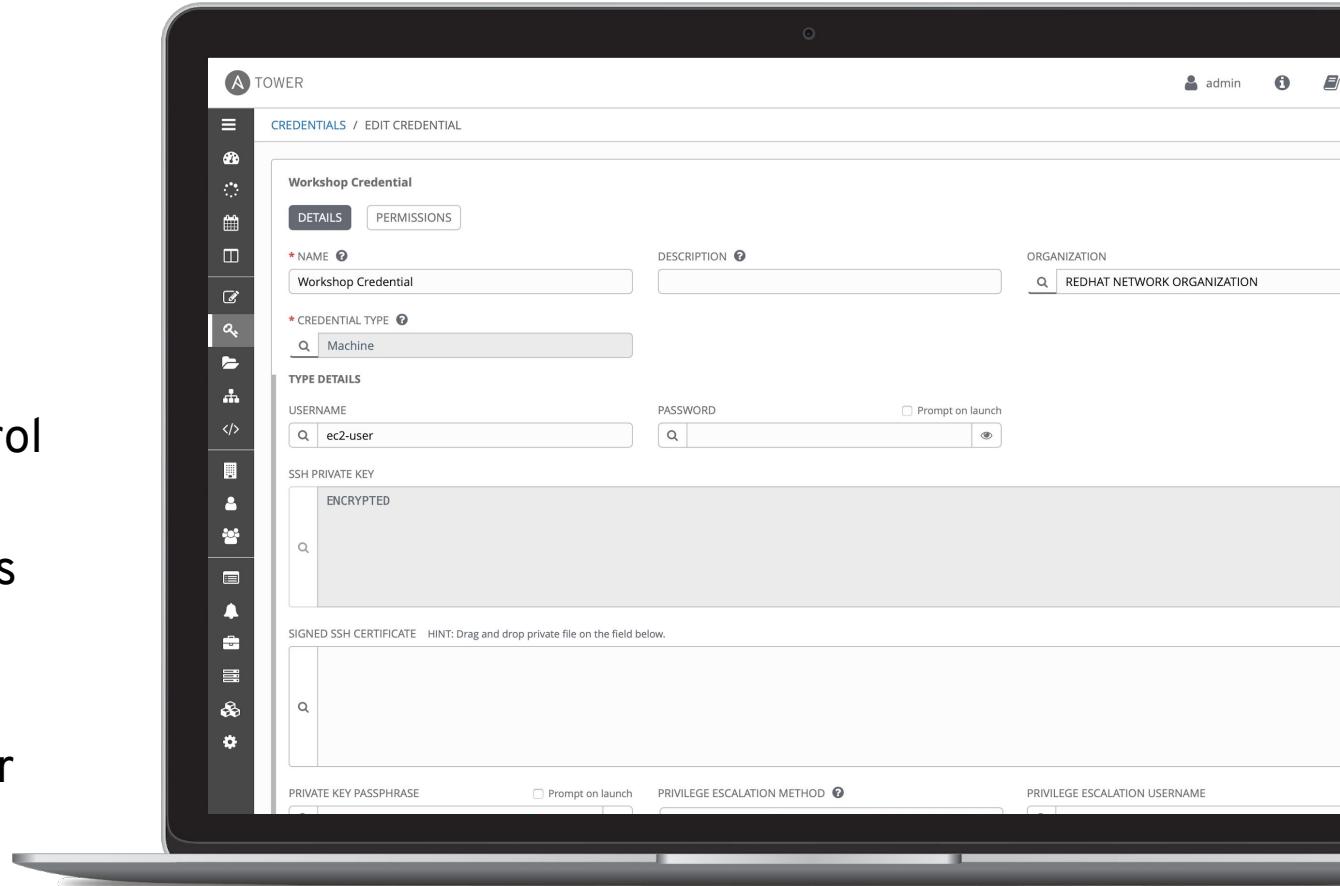


Credentials

Credentials are utilized by Ansible Tower for authentication with various external resources:

- Connecting to remote machines to run jobs
- Syncing with inventory sources
- Importing project content from version control systems
- Connecting to and managing network devices

Centralized management of various credentials allows end users to leverage a secret without ever exposing that secret to them.





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**Exercise Time - Do Exercise 2.2 Now In Your
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Exercise 2.3

Topics Covered:

- Projects
- Job Templates

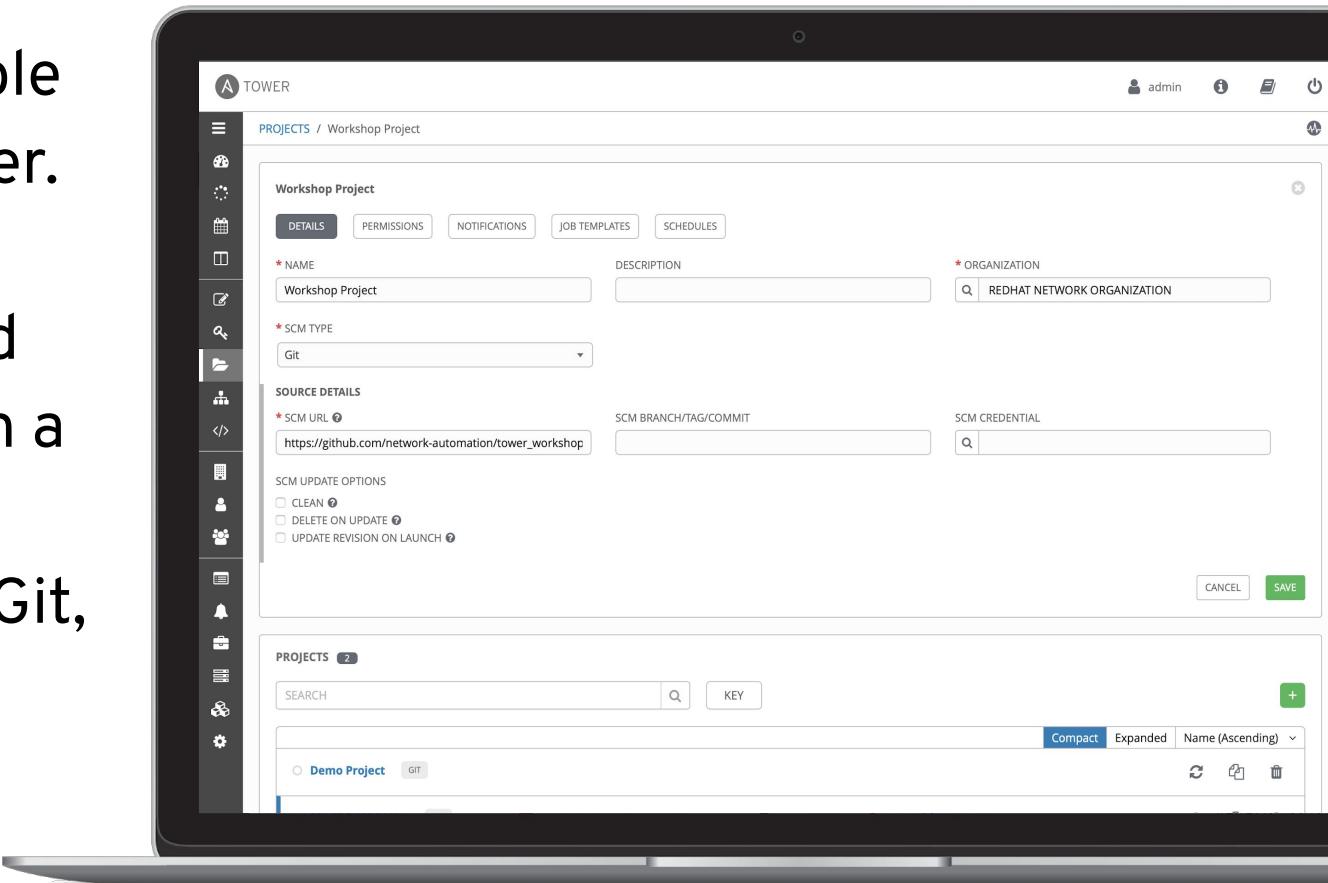


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Projects

A Project is a logical collection of Ansible Playbooks, represented in Ansible Tower.

You can manage Ansible Playbooks and playbook directories by placing them in a source code management system supported by Ansible Tower, including Git, Subversion, and Mercurial.



Job Templates

Everything in Ansible Tower revolves around the concept of a **Job Template**. Job Templates allow Ansible Playbooks to be controlled, delegated and scaled for an organization.

Job templates also encourage the reuse of Ansible playbook content and collaboration between teams.

A **Job Template** requires:

- An **Inventory** to run the job against
- A **Credential** to login to devices.
- A **Project** which contains Ansible Playbooks



TOWER

admin

≡
VIEWS
Dashboard
Jobs
Schedules
My View
RESOURCES
Templates
Credentials
Projects
Inventories
</> Inventory Scripts
ACCESS
Organizations
Users
Teams
ADMINISTRATION
Credential Types
Notifications
Management Jobs
Instance Groups
Applications
Settings

TEMPLATES

TEMPLATES 6

SEARCH



KEY



Compact Expanded Name (Ascending) ▾

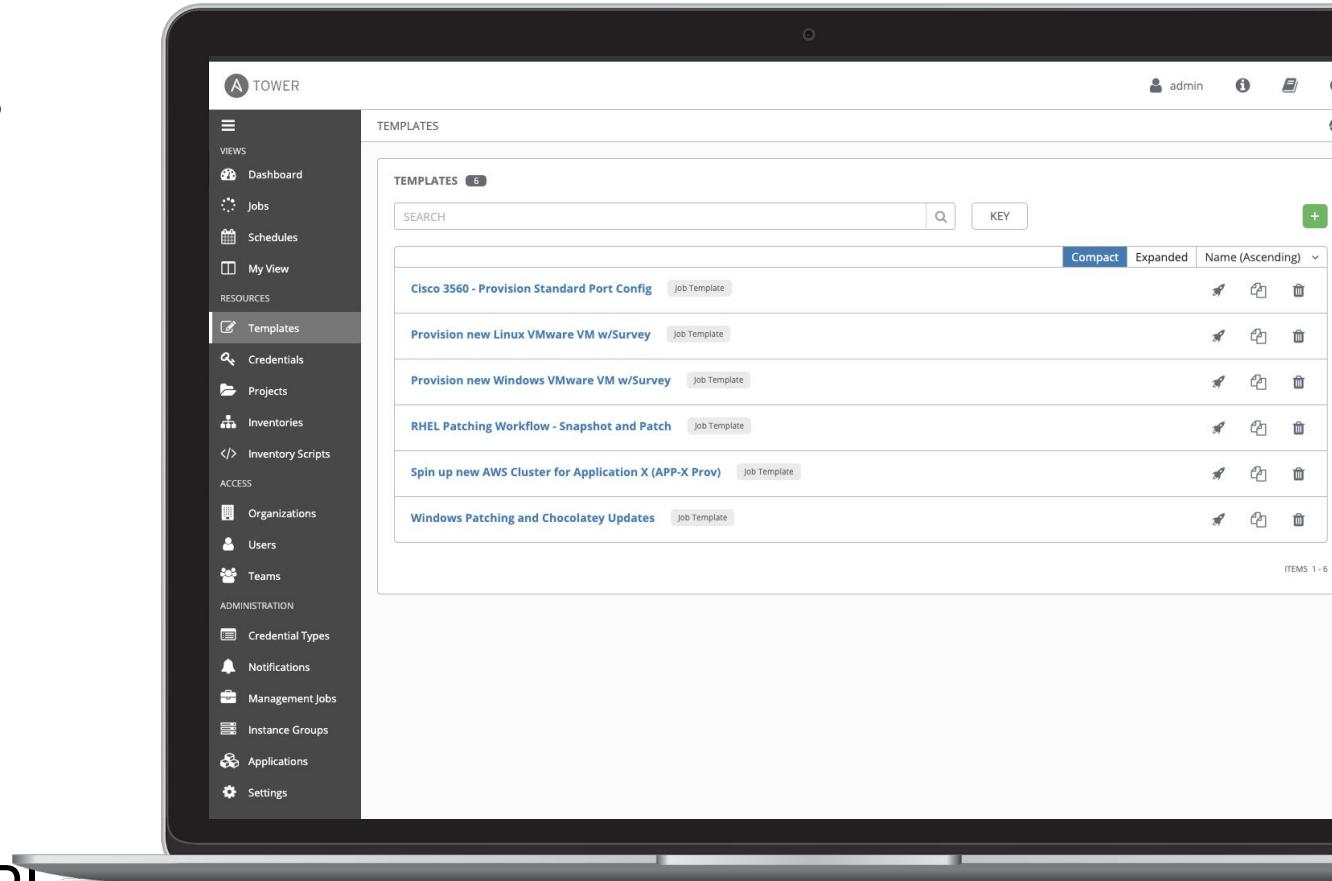
[Cisco 3560 - Provision Standard Port Config](#) Job Template [Provision new Linux VMware VM w/Survey](#) Job Template [Provision new Windows VMware VM w/Survey](#) Job Template [RHEL Patching Workflow - Snapshot and Patch](#) Job Template [Spin up new AWS Cluster for Application X \(APP-X Prov\)](#) Job Template [Windows Patching and Chocolatey Updates](#) Job Template

ITEMS 1 - 6

Job Templates

A Job Template is where all the pieces come together, defining how your Ansible job will run. A Job Template is made up of:

- Inventory
- Project (containing a playbook)
- Credentials
- Survey or optional vars
- Jobs can be launched via GUI or API



Expanding on Job Templates

Job Templates can be found and created by clicking the **Templates** button under the *RESOURCES* section on the left menu.



The screenshot shows the Ansible Tower interface. The left sidebar has a dark theme with the following navigation items:

- VIEWS: Dashboard, Jobs, Schedules, My View
- RESOURCES: **Templates** (highlighted), Credentials, Projects, Inventories, Inventory Scripts
- ACCESS: Organizations, Users, Teams
- ADMINISTRATION

The main content area is titled "TEMPLATES" and shows a list of six job templates:

Template Name	Type	Action Buttons
Demo Job Template	Job Template	Edit, Copy, Delete
Network-Commands	Job Template	Edit, Copy, Delete
Network-Restore	Job Template	Edit, Copy, Delete
Network-System	Job Template	Edit, Copy, Delete
Network-Time	Job Template	Edit, Copy, Delete
Network-User	Job Template	Edit, Copy, Delete

At the bottom right of the main area, it says "ITEMS 1 - 6". The top right of the screen shows the user "admin" and various system icons.

Executing an existing Job Template

Job Templates can be launched by clicking the **rocketship button** for the corresponding Job Template

The screenshot shows the Ansible Tower web interface. On the left is a dark sidebar with navigation links: Views (Dashboard, Jobs, Schedules, My View), Resources (Templates, Credentials, Projects, Inventories, Inventory Scripts), Access (Organizations, Users, Teams), and Administration. The 'Templates' link is currently selected. The main content area is titled 'TEMPLATES' and shows a list of six job templates: 'Demo Job Template', 'Network-Commands', 'Network-Restore', 'Network-System', 'Network-Time', and 'Network-User'. Each template entry includes a 'Job Template' badge and three action icons in a grid: a rocketship (highlighted with a red box), a copy symbol, and a trash can. The interface also features a search bar, a 'KEY' button, and filter options for 'Compact', 'Expanded', and 'Name (Ascending)'. At the bottom right, it says 'ITEMS 1 - 6'.

Creating a new Job Template (1/2)

New Job Templates can be created by clicking the plus button



The screenshot shows the TOWER interface for managing job templates. The left sidebar has a dark theme with various navigation options: Views (Dashboard, Jobs, Schedules, My View), Resources (Templates, Credentials, Projects, Inventories, Inventory Scripts), Access (Organizations, Users, Teams), and Administration. The 'Templates' option is currently selected. The main content area is titled 'TEMPLATES' and shows a list of six job templates. Each template entry includes the name, a 'Job Template' badge, and three icons for edit, copy, and delete. A green plus button is located in the top right corner of the template list, which is highlighted with a red box. The top right corner of the entire interface also features a green plus button.

Template Name	Type	Actions
Demo Job Template	Job Template	
Network-Commands	Job Template	
Network-Restore	Job Template	
Network-System	Job Template	
Network-Time	Job Template	
Network-User	Job Template	

Creating a new Job Template (2/2)

This **New Job Template** window is where the inventory, project and credential are assigned. The red asterisk * means the field is required.

The screenshot shows the 'New Job Template' configuration window. On the left is a sidebar with navigation links for Views, Resources, Access, and Administration. The 'Templates' link is currently selected. The main window has tabs for Details, Permissions, Completed Jobs, Schedules, and Add Survey. The Details tab is active. It contains fields for Name, Description, Job Type (Run), Inventory, Project, Playbook, Credential, Forks, Limit, Verbosity, Job Tags, Skip Tags, Labels, Instance Groups, Job Slicing, Timeout, Show Changes, and Options (Enable Privilege Escalation, Allow Provisioning Callbacks). Most fields have a red asterisk indicating they are required.

NEW JOB TEMPLATE

DETAILS PERMISSIONS COMPLETED JOBS SCHEDULES ADD SURVEY

* NAME

DESCRIPTION

* JOB TYPE Run

* INVENTORY PROMPT ON LAUNCH

* PROJECT PROMPT ON LAUNCH

* PLAYBOOK Choose a playbook

CREDENTIAL PROMPT ON LAUNCH

FORKS 0

LIMIT PROMPT ON LAUNCH

* VERBOSITY 0 (Normal)

JOB TAGS PROMPT ON LAUNCH

SKIP TAGS PROMPT ON LAUNCH

LABELS

INSTANCE GROUPS PROMPT ON LAUNCH

JOB SLICING 1

TIMEOUT PROMPT ON LAUNCH

SHOW CHANGES OFF

OPTIONS

ENABLE PRIVILEGE ESCALATION

ALLOW PROVISIONING CALLBACKS



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**Exercise Time - Do Exercise 2.3 Now In Your
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Exercise 2.4

Topics Covered:

- Surveys



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Surveys

Tower surveys allow you to configure how a job runs via a series of questions, making it simple to customize your jobs in a user-friendly way.

An Ansible Tower survey is a simple question-and-answer form that allows users to customize their job runs. Combine that with Tower's role-based access control, and you can build simple, easy self-service for your users.

Creating a Survey (1/2)

Once a Job Template is saved, the **Add Survey Button** will appear

ADD SURVEY

Click the button to open the Add Survey window.

The screenshot shows the Ansible Tower web interface. On the left is a dark sidebar with navigation links: Views, Dashboard, Jobs, Schedules, My View, Resources, Templates (which is selected), Credentials, Projects, Inventories, Inventory Scripts, Access, and Organizations. The main area has a title 'TEMPLATES / Configure Banner'. A modal window titled 'Configure Banner' is open. Inside the modal, there are several configuration sections: 'DETAILS' (selected), 'PERMISSIONS', 'NOTIFICATIONS', 'COMPLETED JOBS', 'SCHEDULES', and 'EDIT SURVEY' (which is highlighted with a red rectangle). Below these are fields for 'NAME' ('Configure Banner'), 'DESCRIPTION', 'JOB TYPE' ('Run'), 'INVENTORY' ('Workshop Inventory'), 'PROJECT' ('Workshop Project'), 'PLAYBOOK' ('network_banner.yml'), 'CREDENTIAL' ('Workshop Credential'), 'FORKS' ('0'), 'LIMIT' (empty), 'VERBOSITY' ('0 (Normal)'), 'JOB TAGS' (empty), 'SKIP TAGS' (empty), and 'LABELS' (empty). At the bottom right of the modal is a 'PROMPT ON LAUNCH' checkbox. The top right of the main interface shows the user 'admin' and various system icons.

Creating a Survey (2/2)

The Add Survey window allows the Job Template to prompt users for one or more questions. The answers provided become variables for use in the Ansible Playbook.

The screenshot shows the 'Edit Survey Prompt' configuration window. At the top left, there's a 'CONFIGURE BANNER | SURVEY ON' button. The main area is titled 'EDIT SURVEY PROMPT' and contains the following fields:

- * PROMPT**: A text input field containing "Please enter the banner text".
- DESCRIPTION**: A text input field containing "Please type into the text field the desired banner".
- * ANSWER VARIABLE NAME**: A text input field containing "net_banner".
- * ANSWER TYPE**: A dropdown menu showing "Textarea".
- MINIMUM LENGTH**: A numeric input field set to "0".
- MAXIMUM LENGTH**: A numeric input field set to "4096".
- DEFAULT ANSWER**: An empty text input field.

At the bottom left, there's a checked checkbox labeled "REQUIRED". At the bottom right, there are "CLEAR" and "UPDATE" buttons. On the right side of the window, there's a 'PREVIEW' section with a large text input field containing "Please enter the banner text" and "Please type into the text field the desired banner". This preview field has a blue edit icon and a trash icon. Below the preview is a small 'X' icon.

Using a Survey

When launching a job, the user will now be prompted with the Survey. The user can be required to fill out the Survey before the Job Template will execute.

The screenshot shows the TOWER application interface. On the left is a dark sidebar with various navigation options: Views, Dashboard, Jobs, Schedules, My View, Templates (which is selected), Credentials, Projects, Inventories, Inventory Scripts, Organizations, Users, and Teams. The main area is titled 'TEMPLATES' and lists several job templates: 'Network-Restore' (Job Template), 'Network-System' (Job Template), 'Network-Time' (Job Template), and 'Network-User' (Job Template). To the right of these templates is a 'CONFIGURE BANNER' dialog box. The dialog has tabs for 'SURVEY' (which is selected) and 'PREVIEW'. It contains a text field with the placeholder 'Please type into the text field the desired banner' and a note '* PLEASE ENTER THE BANNER TEXT'. At the bottom of the dialog are 'CANCEL' and 'NEXT' buttons. The background behind the dialog shows the list of templates.



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**Exercise Time - Do Exercise 2.4 Now In Your
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Exercise 2.5

Topics Covered:

- Role based access control



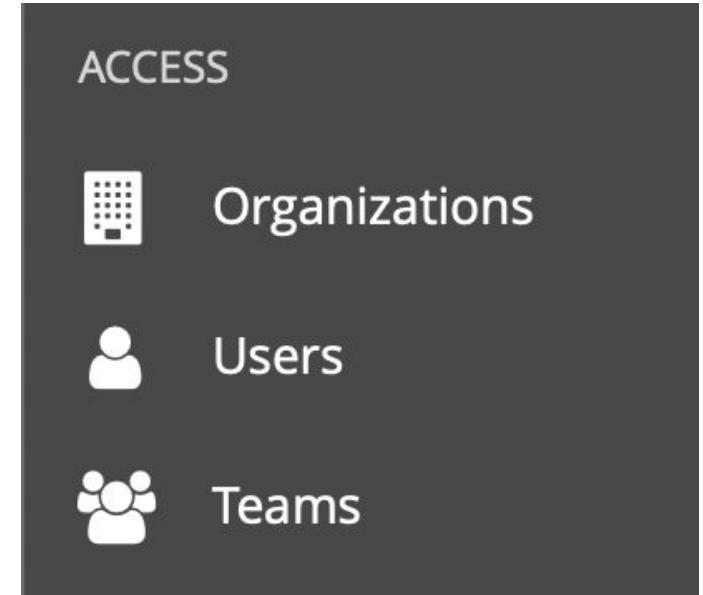
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Role Based Access Control (RBAC)

Role-Based Access Controls (RBAC) are built into Ansible Tower and allow administrators to delegate access to inventories, organizations, and more. These controls allow Ansible Tower to help you increase security and streamline management of your Ansible automation.

User Management

- An **organization** is a logical collection of users, teams, projects, inventories and more. All entities belong to an organization with the exception of users.
- A **user** is an account to access Ansible Tower and its services given the permissions granted to it.
- **Teams** provide a means to implement role-based access control schemes and delegate responsibilities across organizations.



Viewing Organizations

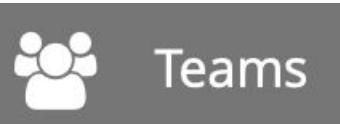
Clicking on the **Organizations** button in the left menu will open up the Organizations window

The screenshot shows the Red Hat Tower interface with the 'Organizations' button highlighted in the left sidebar. The main window displays three organization cards: 'Default', 'REDHAT COMPUTE ORGANIZATION', and 'REDHAT NETWORK ORGANIZATION'. Each card provides a summary of its resources.

Organization	Users	Teams	Inventories	Projects	Job Templates	Admins
Default	0	0	1	1	1	0
REDHAT COMPUTE ORGANIZATION	0	2	0	0	0	0
REDHAT NETWORK ORGANIZATION	2	2	1	1	6	1

Viewing Teams

Clicking on the **Teams** button
will open up the Teams window



in the left menu

The screenshot shows the Ansible Tower web interface. On the left, there is a dark sidebar with various navigation options: Views, Dashboard, Jobs, Schedules, My View, Resources, Templates, Credentials, Projects, Inventories, Inventory Scripts, Access, Organizations, Users, and Administration. The "Teams" option is highlighted with a light blue background. The main content area has a header "TEAMS" with a sub-count of "4". Below the header is a search bar and a "KEY" button. A table lists four teams: "Compute T1" and "Compute T2" belong to "REDHAT COMPUTE ORGANIZATION", while "Netadmin" and "Netops" belong to "REDHAT NETWORK ORGANIZATION". Each team entry has edit and delete icons in the "ACTIONS" column. At the bottom right of the table, it says "ITEMS 1 - 4".

NAME	ORGANIZATION	ACTIONS
Compute T1	REDHAT COMPUTE ORGANIZATION	
Compute T2	REDHAT COMPUTE ORGANIZATION	
Netadmin	REDHAT NETWORK ORGANIZATION	
Netops	REDHAT NETWORK ORGANIZATION	

Viewing Users

Clicking on the **Users** button
will open up the Users window



in the left menu

The screenshot shows the Ansible Tower web interface. On the left, there is a dark sidebar with various navigation options: Views, Dashboard, Jobs, Schedules, My View, Templates, Credentials, Projects, Inventories, Inventory Scripts, Organizations, Users (which is highlighted in grey), and Teams. The main content area has a title "USERS" and a sub-section title "USERS 8". It features a search bar with a magnifying glass icon and a "KEY" button. A green "+" button is located in the top right of the list area. The table has columns: USERNAME, FIRST NAME, LAST NAME, and ACTIONS (with edit and delete icons). The data in the table is as follows:

USERNAME	FIRST NAME	LAST NAME	ACTIONS
admin			
bbelcher	Bob	Belcher	
gbelcher	Gene	Belcher	
lbelcher	Louise	Belcher	
libelcher	Linda	Belcher	
network-admin	Larry	Niven	
network-operator	Issac	Assimov	
tbelcher	Tina	Belcher	

At the bottom right of the main content area, it says "ITEMS 1 - 8". In the top right corner of the main window, there are icons for user (admin), information (i), notes (notebook), and power (power).



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Exercise 2.6

Topics Covered:

- Workflows



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Workflows

Workflows can be found alongside Job Templates by clicking the **Templates** button under the *RESOURCES* section on the left menu.

The screenshot shows the Ansible Tower web interface. The left sidebar has a dark theme with the following navigation items:

- VIEWS: Dashboard, Jobs, Schedules, My View
- RESOURCES: **Templates** (selected), Credentials, Projects, Inventories, Inventory Scripts
- ACCESS: Organizations, Users, Teams
- ADMINISTRATION

The main content area is titled "TEMPLATES" and shows a list of six templates:

Template Name	Type	Action Buttons
Demo Job Template	Job Template	Run, Edit, Delete
Network-Commands	Job Template	Run, Edit, Delete
Network-Restore	Job Template	Run, Edit, Delete
Network-System	Job Template	Run, Edit, Delete
Network-Time	Job Template	Run, Edit, Delete
Network-User	Job Template	Run, Edit, Delete

At the bottom right of the main area, it says "ITEMS 1 - 6". The top right of the screen shows the user "admin" and various system icons.

Adding a new Workflow Template

To add a new **Workflow** click on the green + button
This time select the **Workflow Template**

The screenshot shows the Ansible Tower web interface. The left sidebar has a dark theme with the following navigation items:

- Views: Dashboard, Jobs, Schedules, My View.
- Resources: Templates (selected), Credentials, Projects, Inventories, Inventory Scripts.
- Access: Organizations, Users.

The main content area is titled "TEMPLATES" and shows a list of templates. A modal window is open over the list, centered on the first template, "Backup network configurations". The modal has two tabs at the top: "Compact" (selected) and "Expanded". The expanded view shows the template details and three action icons: a rocket (Run), a clipboard (Edit), and a trash can (Delete). A red box highlights this expanded view. In the top right corner of the modal, there is a green button with a white plus sign (+).

Template Name	Type	Action Icons
Backup network configurations	Job Template	Run, Edit, Delete
Configure Banner	Job Template	Run, Edit, Delete
Demo Job Template	Job Template	Run, Edit, Delete
Network-Commands	Job Template	Run, Edit, Delete
Network-Restore	Job Template	Run, Edit, Delete
Network-System	Job Template	Run, Edit, Delete

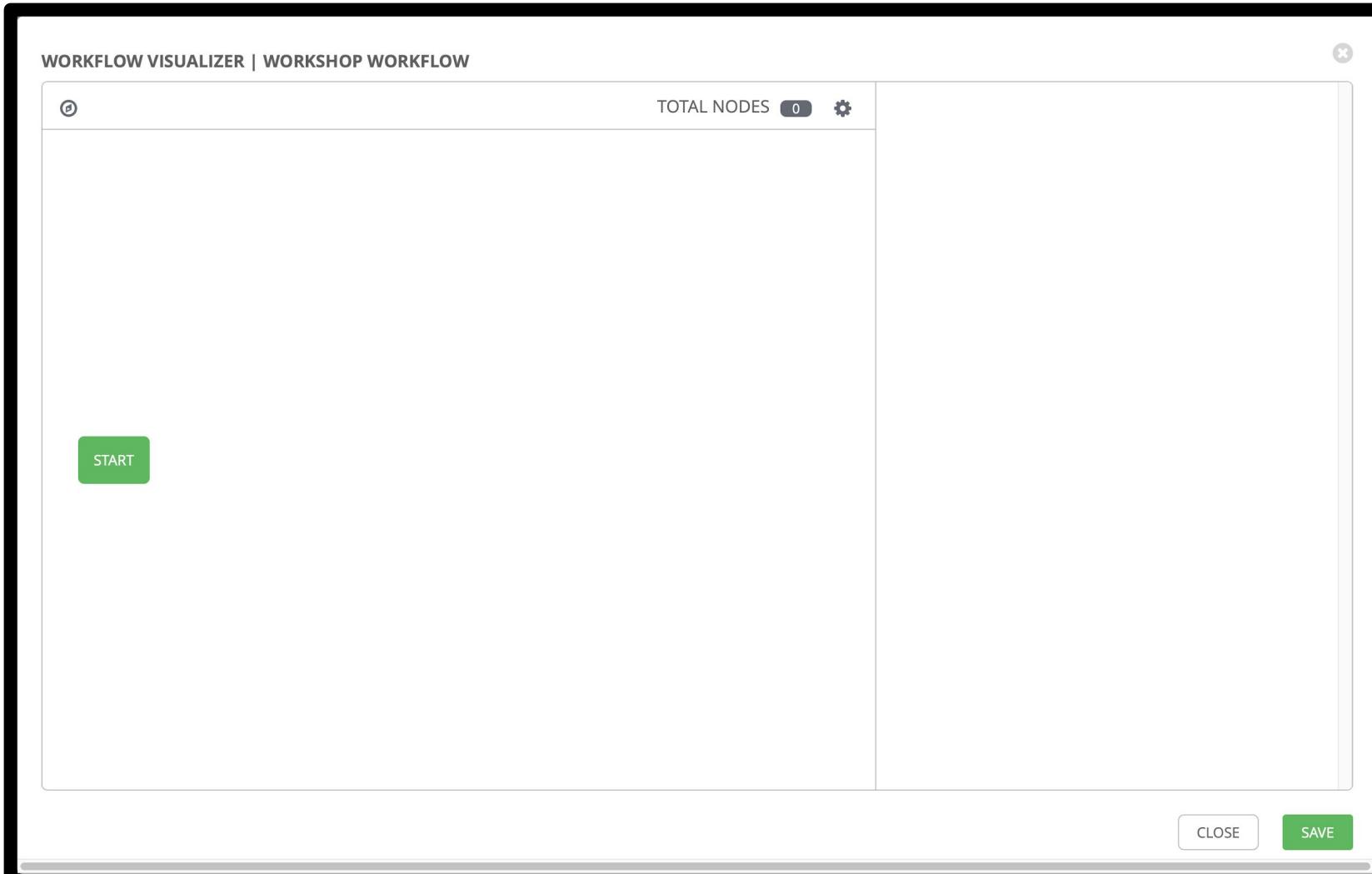
Creating the Workflow

Fill out the required parameters and click **SAVE**. As soon as the Workflow Template is saved the **WORKFLOW VISUALIZER** will open.

The screenshot shows the Ansible Tower interface for creating a new workflow template. The left sidebar has 'Templates' selected. The main area shows the 'Workshop Workflow' template details. A red box highlights the 'WORKFLOW VISUALIZER' button, which is located below the tabs: DETAILS, PERMISSIONS, NOTIFICATIONS, COMPLETED JOBS, SCHEDULES, and ADD SURVEY. The 'NAME' field contains 'WORKSHOP WORKFLOW'. The 'ORGANIZATION' field shows 'Default'. Under 'INVENTORY', there is a dropdown set to 'Workshop Inventory'. Under 'OPTIONS', there is a checkbox for 'ENABLE CONCURRENT JOBS'. At the bottom, there are tabs for 'YAML' and 'JSON', with 'YAML' selected. The 'EXTRA VARIABLES' section is currently empty, showing only the number '1'.

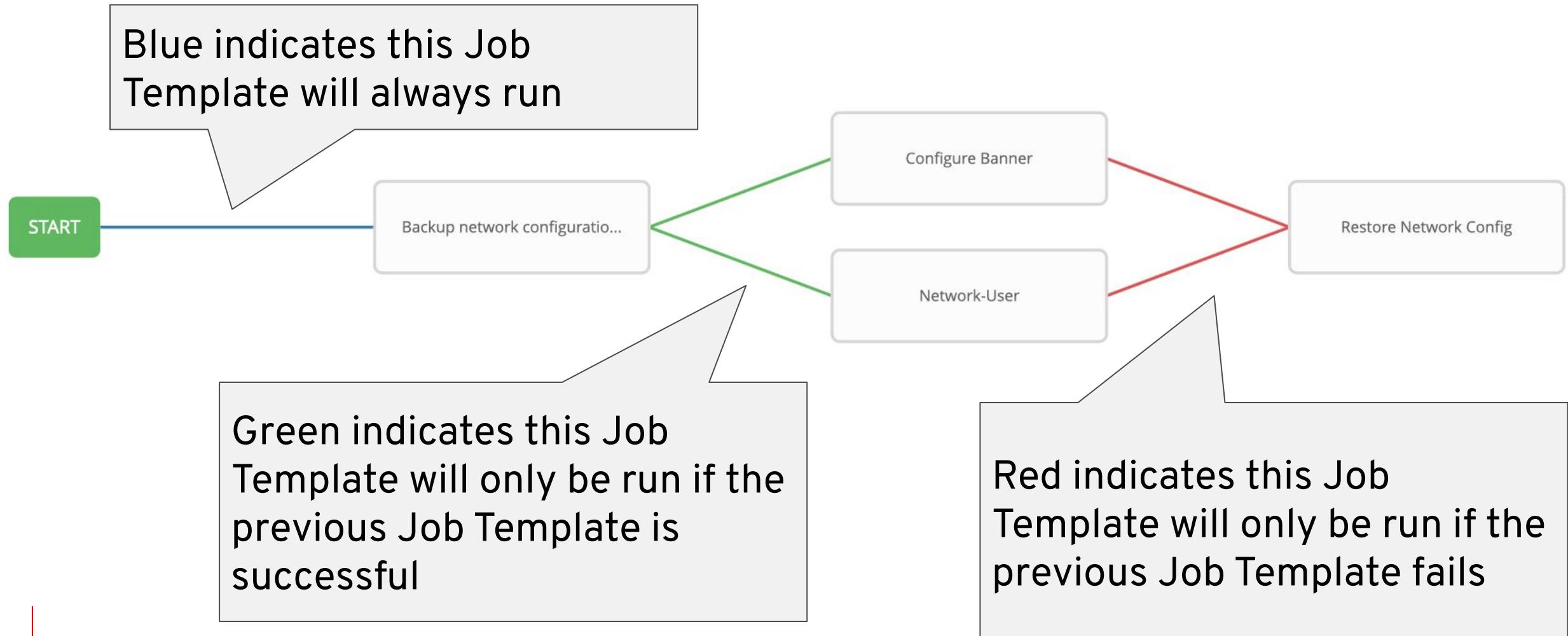
Workflow Visualizer

The workflow visualizer will start as a blank canvas.



Visualizing a Workflow

Workflows can branch out, or converge in.





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Exercise 2.7

Topics Covered:

- Wrap-up



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You are on your own!

You know it all - now use it!



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Thank you



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