Run the container with a mounted directory. Create an infinite loop that adds the current timestamp each second into the file within the mounted directory. Detach the container but not exit it. Check the file is growing on the host using `watch` or `tail`.

Search a JupyterLab on Docker Hub, run it on Play with Docker and open it in a separate tab. To succeed in the task you have to be able to map ports from the Docker container to the host. The host in your case is an instance of Play with Docker. the syntax of port mapping is similar to directory mapping

```
$> docker run -p <host_port>:<container_port> <image>
```

Figure out why `timestamper.sh` is not executing. Fix it.

Get the data from the container automatically by a single command that run the container.

Rewrite `timestamper.sh` such a way it can read seconds of a lifetime as a parameter from the environment variable.

To set an environment variable when you run a container, use the parameter `--env <variable>=<value>`.

Rewrite `timestamper.sh` such a way it runs with default lifetime and don’t fail when its environment variable contains a garbage.

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