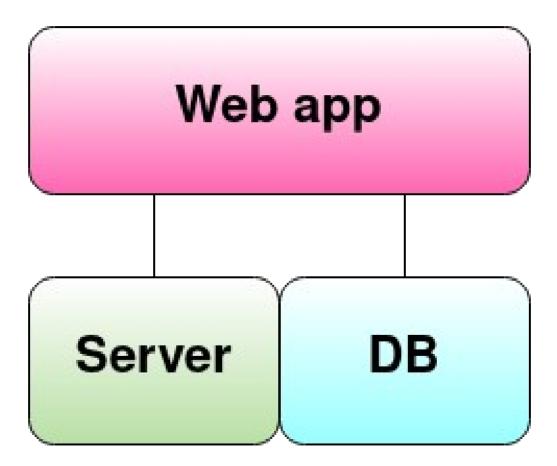
Introduction to DevOps Lecture 6 Containers and Docker

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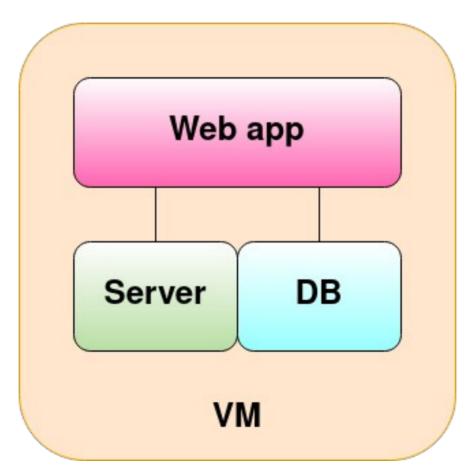
Virtualisation vs. Emulation

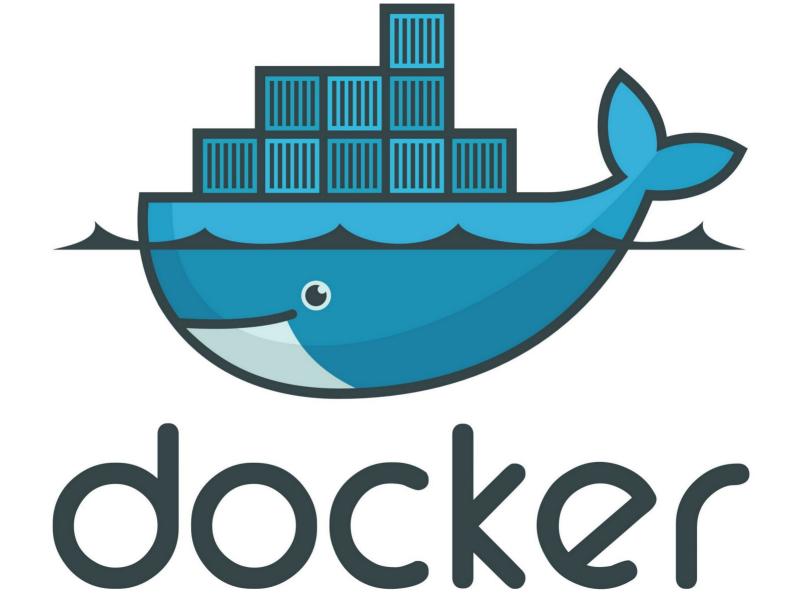
- Emulation Simulating the behaviour of a computer using software (i.e. software implementation of hardware)
- Virtualisation Like emulation, but with hardware acceleration (which makes it much faster!)

Imagine you're running a web app...

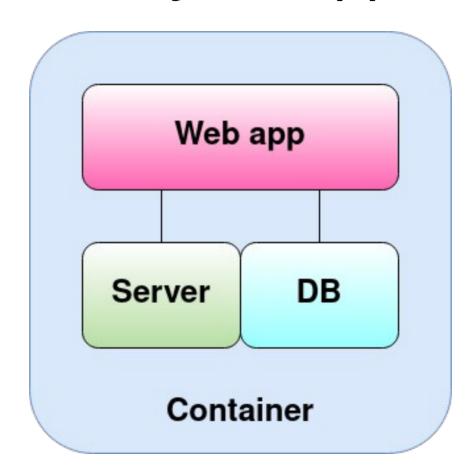


Web app on a VM





Containerise your application



Some terminology

- An image is a container on disk which isn't running
- So the difference between a container and an image is a bit like the difference between a process and a program

Docker commands

- docker build makes an image
- docker run launches a built image
- docker stop shuts down a container
- docker rm deletes an image

To create a container image, we use a script called a Dockerfile

Dockerfile command

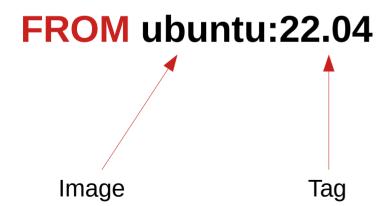
COMMAND args

Dockerfile command

COMMAND args

Not case sensitive, but conventionally written in uppercase

Derive one Dockerfile from another...



Run a command on a container during buildtime

RUN sudo apt install jenkins

Set an environment variable in the image

ENV VAR="this is a variable"

Set a variable within the Dockerfile

ARG VAR="this is a variable"

Require the user to specify a value when building the Dockerfile

ARG VAR

Copy a file from the host to the image

COPY my_file.txt files/

Tell Docker what command must be run when the container starts up

CMD my_app

Add metadata to an image

LABEL version="1.0"

Open a port on the container

EXPOSE 8080/tcp

Create and cd to a directory to work in

WORKDIR hello/world

That's all for this week!

Thanks for your attention!