Exercise 3.3: Finish Cluster Setup

1. View the available nodes of the cluster. It can take a minute or two for the status to change from `NotReady` to `Ready`. The `NAME` field can be used to look at the details. Your node name will be different.

```
student@master:˜$ kubectl get node
```

```
NAME     STATUS   ROLES    AGE     VERSION
worker   Ready    <none>   50s     v1.19.1
master   Ready    master   28m     v1.19.1
```

2. Look at the details of the node. Work line by line to view the resources and their current status. Notice the status of `Taints`. The master won't allow non-infrastructure pods by default for security and resource contention reasons. Take a moment to read each line of output, some appear to be an error until you notice the status shows `False`.

```
student@master:˜$ kubectl describe node master
```

```
Name:               master
Roles:              master
Labels:             beta.kubernetes.io/arch=amd64
                    beta.kubernetes.io/os=linux
                    kubernetes.io/hostname=master
                    node-role.kubernetes.io/master=
Annotations:        kubeadm.alpha.kubernetes.io/cri-socket: /var/run/dockershim.sock
                    node.alpha.kubernetes.io/ttl: 0
                    projectcalico.org/IPv4Address: 10.142.0.3/32
                    volumes.kubernetes.io/controller-managed-attach-detach: true
CreationTimestamp:  Mon, 07 Jan 2020 22:04:03 +0000
Taints:             node-role.kubernetes.io/master:NoSchedule
<output_omitted>
```

3. Allow the master server to run non-infrastructure pods. The master node begins tainted for security and performance reasons. We will allow usage of the node in the training environment, but this step may be skipped in a production environment. Note the **minus sign (-)** at the end, which is the syntax to remove a taint. As the second node does not have the taint you will get a `not found` error.

```
student@master:˜$ kubectl describe node | grep -i taint
```

```
Taints:             node-role.kubernetes.io/master:NoSchedule
Taints:             <none>
```

```
student@master:˜$ kubectl taint nodes \
        --all node-role.kubernetes.io/master-
```

```

node/master untainted
error: taint "node-role.kubernetes.io/master:" not found
```

4. Now that the master node is able to execute any pod we **may** find there is a new taint. This behavior began with v1.12.0, requiring a newly added node to be enabled. It has reappeared in versions since then. View, then remove the taint if present. It can take a minute or two for the scheduler to deploy the remaining pods.

```
student@master:˜$ kubectl describe node | grep -i taint
```

```
Taints:             node.kubernetes.io/not-ready:NoSchedule
Taints:             <none>
```

```
student@master:~$ kubectl taint nodes \
         --all node.kubernetes.io/not-ready-
```

```

node/lfs58-node-1a0a untainted
error: taint "node.kubernetes.io/not-ready:" not found
```

5. Determine if the DNS and Calico pods are ready for use. They should all show a status of `Running`. It may take a minute or two to transition from `Pending`.

```
student@master:~$ kubectl get pods --all-namespaces
```

```
NAMESPACE     NAME                                       READY     STATUS    RESTARTS   AGE
kube-system   calico-node-jlgwr                          1/1       Running   0          6m
kube-system   calico-kube-controllers-74b888b647-wlqf5   1/1       Running   0          6m
kube-system   calico-node-tpvnr                          2/2       Running   0          6m
kube-system   coredns-78fcdf6894-nc5cn                   1/1       Running   0          17m
kube-system   coredns-78fcdf6894-xs96m                   1/1       Running   0          17m
<output_omitted>
```

6. **Only if** you notice the `coredns-` pods are stuck in `ContainerCreating` status you may have to delete them, causing new ones to be generated. Delete both pods and check to see they show a `Running` state. Your pod names will be different.

```
student@master:~$ kubectl get pods --all-namespaces
```

```
NAMESPACE     NAME                        READY   STATUS            RESTARTS   AGE
kube-system   calico-node-qkvzh           2/2     Running           0          59m
kube-system   calico-node-vndn7           2/2     Running           0          12m
kube-system   coredns-576cbf47c7-rn6v4    0/1     ContainerCreating 0          3s
kube-system   coredns-576cbf47c7-vq5dz    0/1     ContainerCreating 0          94m
<output_omitted>
```

```
student@master:~$ kubectl -n kube-system delete \
    pod coredns-576cbf47c7-vq5dz coredns-576cbf47c7-rn6v4
```

```
pod "coredns-576cbf47c7-vq5dz" deleted
pod "coredns-576cbf47c7-rn6v4" deleted
```

7. When it finished you should see a new tunnel, `tunl0`, interface. It may take up to a minute to be created. As you create objects more interfaces will be created, such as `cali` interfaces when you deploy pods, as shown in the output below.

```
student@master:~$ ip a
```

```
<output_omitted>
4: tunl0@NONE: <NOARP,UP,LOWER_UP> mtu 1440 qdisc noqueue state
UNKNOWN group default qlen 1000
    link/ipip 0.0.0.0 brd 0.0.0.0
    inet 192.168.0.1/32 brd 192.168.0.1 scope global tunl0
       valid_lft forever preferred_lft forever
6: calib0b93ed4661@if4: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu
1440 qdisc noqueue state UP group default
    link/ether ee:ee:ee:ee:ee:ee brd ff:ff:ff:ff:ff:ff link-netnsid 1
    inet6 fe80::ecee:eeff:feee:eeee/64 scope link
       valid_lft forever preferred_lft forever
<output_omitted>
```