

DEEPSHORE

DEEPTALK

ConfigMaps und Secrets

2020

Agenda

Grundlagen

Fallbeispiel

Kubernetes-Ressourcen

Zusammenfassung

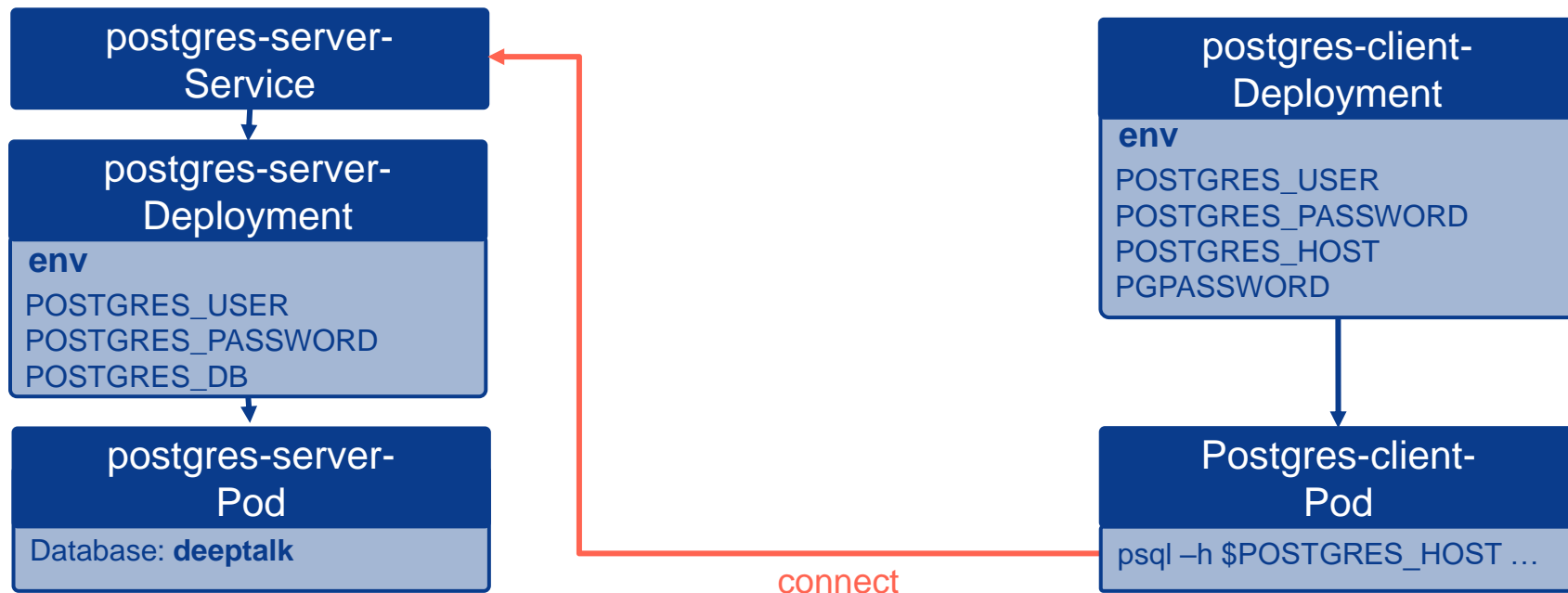
ConfigMaps

- Speichern von nicht vertraulichen Konfigurationsdaten
- Trennung von Konfiguration und Anwendungscode
- Key-Value-Paare
- Umgebungsvariablen, CLI-Argumente, Konfigurationsdateien

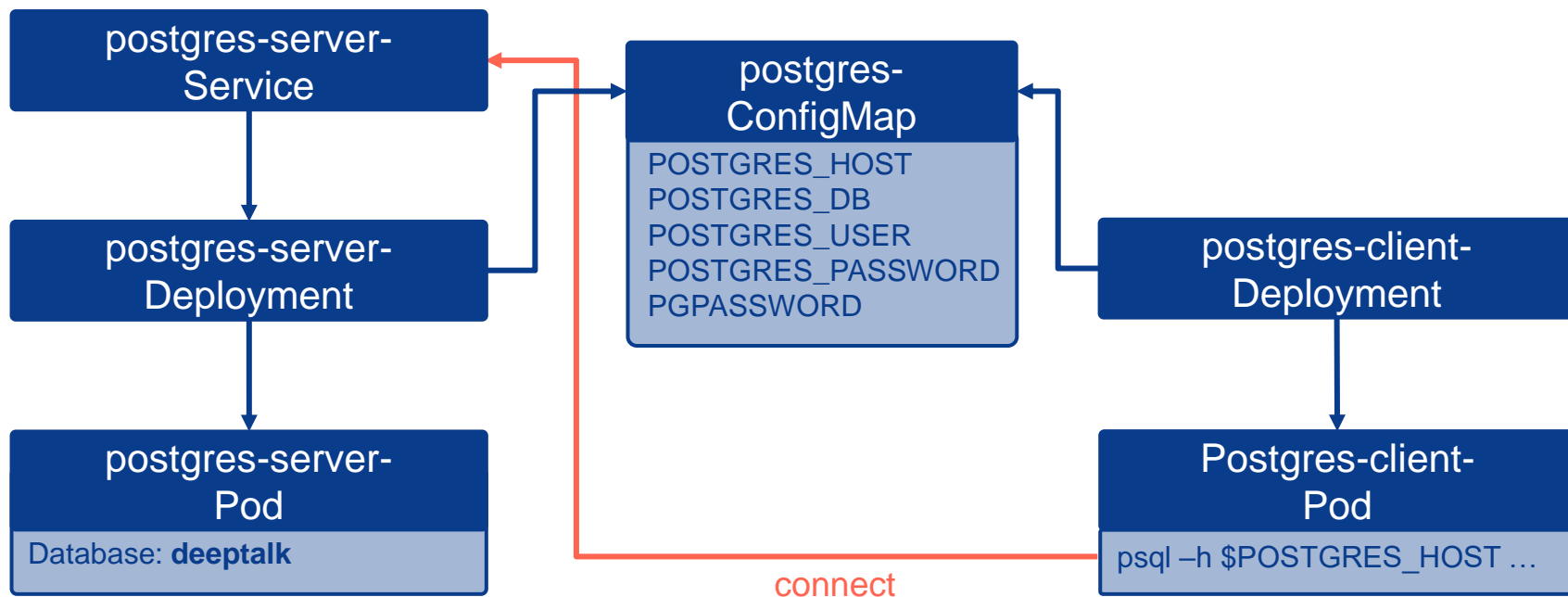
Secrets

- Speichern von vertrauenswürdigen Daten
 - Passwörter, Oauth-Tokens, SSH-Keys
- Key-Value-Paare (Value: base64-encoded)

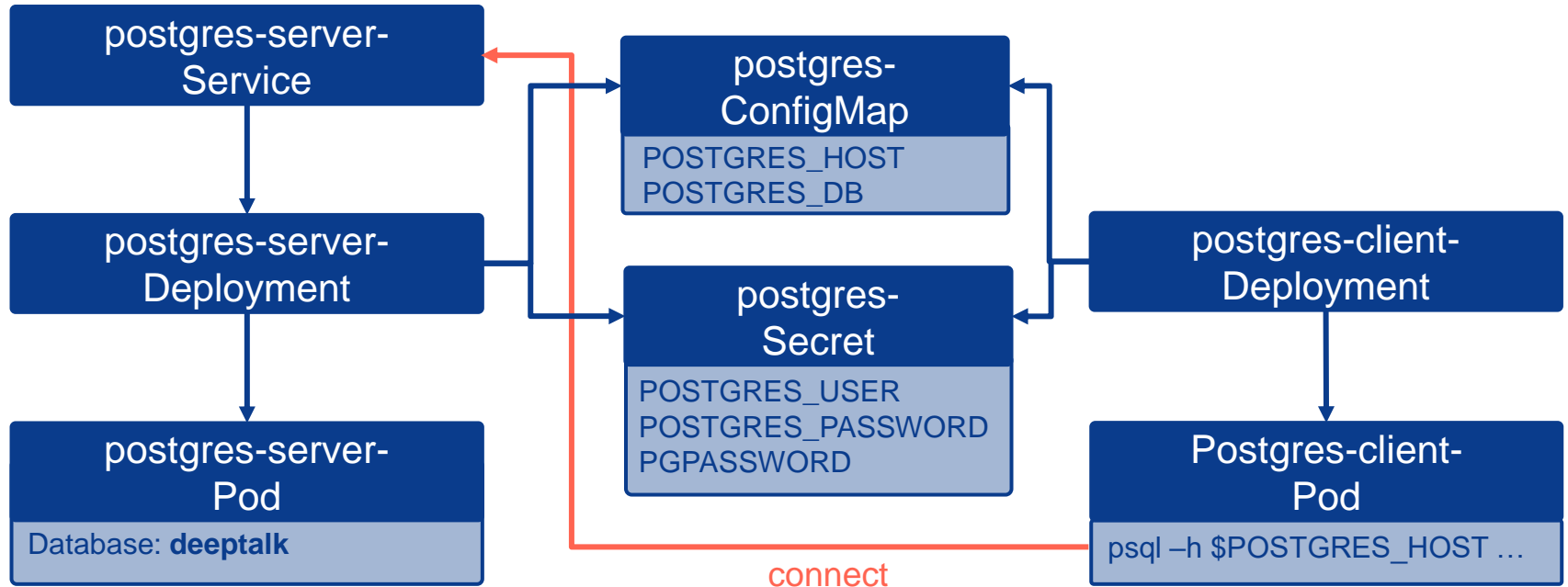
Setup 1: env



Setup 2: ConfigMap



Setup 3: ConfigMap + Secret



ConfigMaps und Secrets

```
apiVersion: v1
kind: ConfigMap
metadata:
  name: game-demo
data:
  # property-like keys; each key
  player_initial_lives: "3"
  ui_properties_file_name: "user-
  #
  # file-like keys
  game.properties: |
    enemy.types=aliens,monsters
    player.maximum-lives=5
  user-interface.properties: |
    color.good=purple
    color.bad=yellow
    allow.textmode=true
```

ConfigMaps

- „decouple environment-specific configuration from your [container images](#)“
- Key-Value-Paare
- Umgebungsvariablen, CLI-Argumente, Konfigurationsdateien

Secrets

- „store and manage sensitive information“
- Key-Value-Paare (Value: base64-encoded)
- Passwörter, OAuth-Tokens, SSH-Keys

Misc

Materialien zum Talk

<https://github.com/grothesk/deeptalk>

Weiterführendes

Postgres → <https://www.postgresql.org/>

Grafana → <https://grafana.com/>

Feedback , Anregungen, Themenvorschläge

florian.boldt@deepshore.de

malte.groth@deepshore.de

frederic.born@deepshore.de

DEEPSHORE

Vielen Dank.