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Experiment 10 : Dockerfiles

Aim:

To learn Dockerfile instructions, build an image for a sample web application using DOCKERFILE.

Theory:

Dockerfiles are the cornerstone of creating Docker images. They contain a set of instructions that automate the process of building a Docker image, specifying everything from the base operating system to the application code, dependencies, and configuration settings.

1. What is a Dockerfile?

A **Dockerfile** is a plain text file that defines the steps required to build a Docker image. It contains a series of commands (or instructions) that specify how the image should be constructed.

- Purpose: Automate the creation of Docker images for reproducibility, scalability, and consistency.
- Format: Written in a simple scripting language, using instructions like FROM, RUN, COPY, CMD, etc.

2. Basic Structure of a Dockerfile

A typical Dockerfile looks like this:

Use an official Python runtime as a parent image FROM python:3.9-slim

Set the working directory inside the container

```
WORKDIR /app

# Copy the current directory contents into the container at /app
COPY . /app

# Install any necessary dependencies
RUN pip install --no-cache-dir -r requirements.txt

# Make port 80 available to the world outside this container
EXPOSE 80

# Define environment variable
ENV NAME World

# Run app.py when the container launches
CMD ["python", "app.py"]
```

3. Common Dockerfile Instructions

1. FROM (Base Image)

Purpose: Specifies the base image for your Docker image.

Example:

```
FROM ubuntu:20.04
FROM node:14
FROM python:3.9-slim
```

● Note: This is the first instruction and is mandatory in most cases.

2. WORKDIR (Set Working Directory)

 Purpose: Defines the directory inside the container where subsequent instructions will be executed.

Example:

WORKDIR /app

3. COPY (Copy Files)

Purpose: Copies files or directories from the host system into the container.

Example:

COPY . /app

Variants:

- COPY <src> <dest>: Copies a file or directory from the build context to the container.
- ADD is similar but supports remote URLs and tar file extraction.

4. RUN (Execute Commands)

Purpose: Executes commands inside the container during the image build process.

Example:

```
RUN apt-get update && apt-get install -y curl
RUN pip install --no-cache-dir -r requirements.txt
```

● **Tip:** Each RUN creates a new layer in the image. Combine commands with & & to reduce image size.

5. EXPOSE (Expose Ports)

Purpose: Informs Docker that the container will listen on the specified network ports at runtime.

Example:

EXPOSE 80

● **Note:** This does **not** publish the port; it's just a way to document which ports should be exposed.

6. ENV (Set Environment Variables)

Purpose: Sets environment variables inside the container.

Example:

```
ENV APP_ENV=production
```

7. CMD (Default Command)

Purpose: Specifies the default command to run when the container starts.

Example:

```
CMD ["python", "app.py"]
```

- Key Points:
 - Only **one** CMD instruction is allowed.
 - O If you provide a command when running the container (docker run), it will override CMD.

8. ENTRYPOINT (Set Entry Point)

Purpose: Defines a command that will always be executed when the container starts.

Example:

```
ENTRYPOINT ["python"]
CMD ["app.py"]
```

● Difference from CMD: ENTRYPOINTS not overridden unless explicitly done with --entrypoint in docker run.

4. Building Images from a Dockerfile

To build an image, use the docker build command:

```
docker build -t myapp:latest .
```

- -t myapp:latest: Tags the image as myapp with the latest tag.
- .: Specifies the build context (the current directory).

Build Options:

- -f <file>: Specify a custom Dockerfile name.
- --no-cache: Build the image without using the cache.
- --build-arg <arg>: Pass build-time arguments.

5. Managing Docker Images

List Images:

docker images

Remove an Image:

```
docker rmi myapp:latest
```

Run a Container from an Image:

```
docker run -p 8080:80 myapp:latest
```

6. Multi-Stage Builds (Advanced)

Multi-stage builds help reduce image size by separating the build environment from the runtime environment.

```
# Stage 1: Build stage
FROM node:14 AS build
WORKDIR /app
COPY package.json ./
RUN npm install
COPY . .

# Stage 2: Production stage
FROM node:14-slim
WORKDIR /app
COPY --from=build /app /app
CMD ["node", "server.js"]
```

This technique helps keep the final image lean by excluding unnecessary build tools.

7. Best Practices for Dockerfiles

- 1. Use Minimal Base Images: e.g., alpine for small image sizes.
- 2. Leverage Caching: Order instructions from least to most frequently changing.
- 3. **Reduce Layers:** Combine RUN commands with &&.
- 4. **Avoid Root:** Run applications as non-root users when possible.
- 5. Clean Up: Remove unnecessary files after installation to reduce image size.

Screenshots:

"author": "taha",

"license": "ISC"

"dependencies":

"express": "^5.1.0"

9

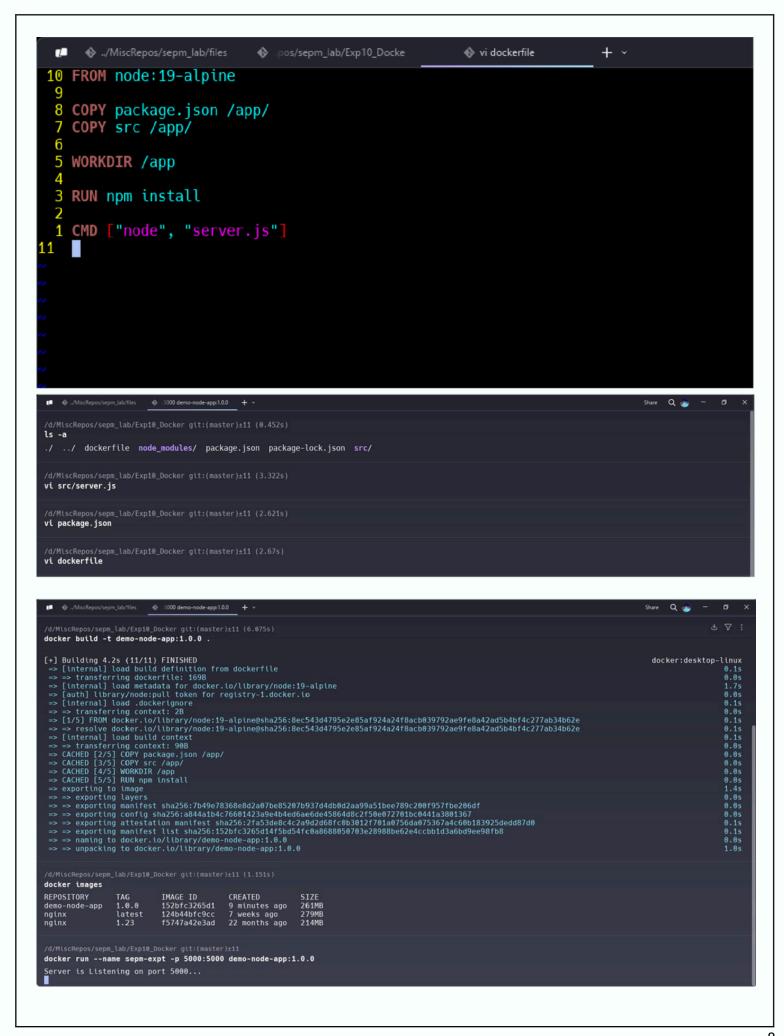
10

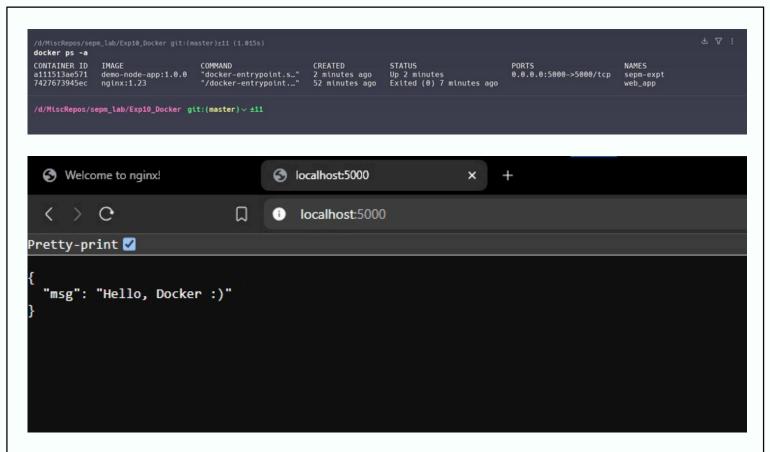
11 12

13

14 }

```
Share Q 🌚 🗕 🗗
     const express = require("express");
1 const app = express();
2 const PORT = process.env.PORT || 5000;
   3
4 app.get("/", (req, res) => {
5    res.status(200).json({ msg: "Hello, Docker :)" });
6 });
7
   8 const init = async () => {
9    try {
10      app.listen(PORT, () => {
11         console.log(`Server is Listening on port ${PORT}...`);
12    }
13    }
14      console.log(`Server is Listening on port ${PORT}...`);
15    }
16    console.log(`Server is Listening on port ${PORT}...`);
17    console.log(`Server is Listening on port ${PORT}...`);
18    console.log(`Server is Listening on port ${PORT}...`);
19    console.log(`Server is Listening on port ${PORT}...`);
10    console.log(`Server is Listening on port ${PORT}...`);
11    console.log(`Server is Listening on port ${PORT}...`);
12    console.log(`Server is Listening on port ${PORT}...`);
13    console.log(`Server is Listening on port ${PORT}...`);
14    console.log(`Server is Listening on port ${PORT}...`);
15    console.log(`Server is Listening on port ${PORT}...`);
16    console.log(`Server is Listening on port ${PORT}...`);
17    console.log(`Server is Listening on port ${PORT}...`);
18    console.log(`Server is Listening on port
10 app.
11 cc
12 });
13 } catc
14 cons
15 }
16 };
17 init();
               console.log(`Server is Listening on port $!
});
} catch (error) {
   console.log("There was an error : ", error);
}
                                                 ./MiscRepos/sepm_lab/files
                                                                                                                                                                                                                                                                     vi package.json
                                {
                                                     "name": "docker_demo",
                 1
                                                     "version": "1.0.0",
                                                     "description": "",
                                                     "main": "src/server.js",
                4
5
6
                                                      "scripts":
                                                                       "start": "node src/server.js"
                7
                                                     "keywords": [],
                8
```





Conclusion:

We have learnt Dockerfile instructions, built an image for a sample web application using DOCKERFILE