

Day two highlights

Facts

- Information gathered about the managed hosts
- Specific to the host being managed (IP, memory, disk info, date/time and etc)
- Gathered by the **setup** module

```
$ ansible all -m setup
```

- Use debug module to show the **ansible_facts** variable contents
- Facts are gathered automatically by default when running **playbooks**
- Turn off using **gather_facts: false**
- Custom facts can be set on each managed host:

```
/etc/ansible/facts.d/factfile.fact
```

Magic variables

- hostvars
 - inventory_hostname
 - groups
 - group_names
-
- *You can use debug module to explore these variables*

Task Control - loops

- name: First Play

hosts: all

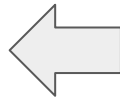
tasks:

- service:

name: "{{ item }}"

state: started

loop:



- httpd

- firewalld

Older loop structures as follows::

- with_nested
- with_file
- with_fileglob
- with_random_choice
- with_sequence

and others

Task Control - conditions

- name: First Play

hosts: all

tasks:

- service:

name: httpd

state: started

when: **CONDITION1** [and|or **CONDITIONX**]...



CONDITIONS can also be specified as a **list of items**. In that case, ALL conditions in the list must be met in order for the module to be executed (equivalent to logical **and**)

Handlers

- Will only be executed if a **module has a changed status and notifies the handler**
- If to be executed, it executes after all tasks have executed
- If multiple handlers are notified, the order of execution depends on the order the handlers are declared in the playbook and not the order of notification
- Handlers need names as we need to **notify** the handlers by name
- The **handlers** key is at the same indentation level as the **tasks** key

```
---
# Handlers are executed after all tasks have completed in a play
# Handlers are executed in the order declared and not order of being called
- name: First Play, shows handlers.
  hosts: localhost
  tasks:
    - name: Task1
      debug:
        msg: "Task 1 executed"
      notify: handler2
    - name: Task2
      debug:
        msg: "Task 2 executed"
      notify: handler1
    - name: Task3
      debug:
        msg: "Task 3 executed"

# The handlers below will not be called as the debug task by default does
# not affect the changed attribute

handlers:
  - name: handler1
    debug:
      msg: "Handler 1 executing"
  - name: handler2
    debug:
      msg: "Handler 2 executing"
```

```
- name: Second Play, shows handlers, with changed_when attribute set for the debug tasks
hosts: localhost
tasks:
  - name: Task4
    debug:
      msg: "Task 4 executed"
    notify: handlerB
    changed_when: true
  - name: Task5
    debug:
      msg: "Task 5 executed"
    notify: handlerA
    changed_when: true
  - name: Task6
    debug:
      msg: "Task 6 executed"
    changed_when: true

handlers:
  - name: handlerA
    debug:
      msg: "Handler A executing"
  - name: handlerB
    debug:
      msg: "Handler B executing"
```

...

Handling Errors

- name: First Play

hosts: all

force_handlers: true|false

tasks:

- service:

name: httpd

state: started

ignore_errors: true|false

failed_when: CONDITION

changed_when: CONDITION

Blocks

```
- name: Play to show error handling
hosts: servera
remote_user: devops
#become: true      #commented to trigger error in block
tasks:
  - block:
    - name: Install httpd
      yum:
        name: httpd
        state: latest
    - name: Deploy apache config file
      copy:
        src: httpd-info.conf
        dest: /etc/httpd/conf.d/httpd-info.conf
    - name: Restart httpd. Not the best way, should use handler
      service:
        name: httpd
        state: restarted
  rescue:
    - debug:
        msg: An error occurred

    - name: Generate error log event on managed host
      shell: logger -p local4.err "Error occured in error.yml playbook"
      #changed_when: false
  always:
    - name: Generate info log event in managed host
      shell: logger -p info "Reached end of error.yml playbook"
      #changed_when: false
```