

# Docker

A Gentle Introduction

# Motivation

Traditional developing way:

1. SSH into production server
2. Go to project directory
3. \$ git pull
4. Install dependencies (curl, interpreter for our Language...)
5. Deploy our code

# Motivation

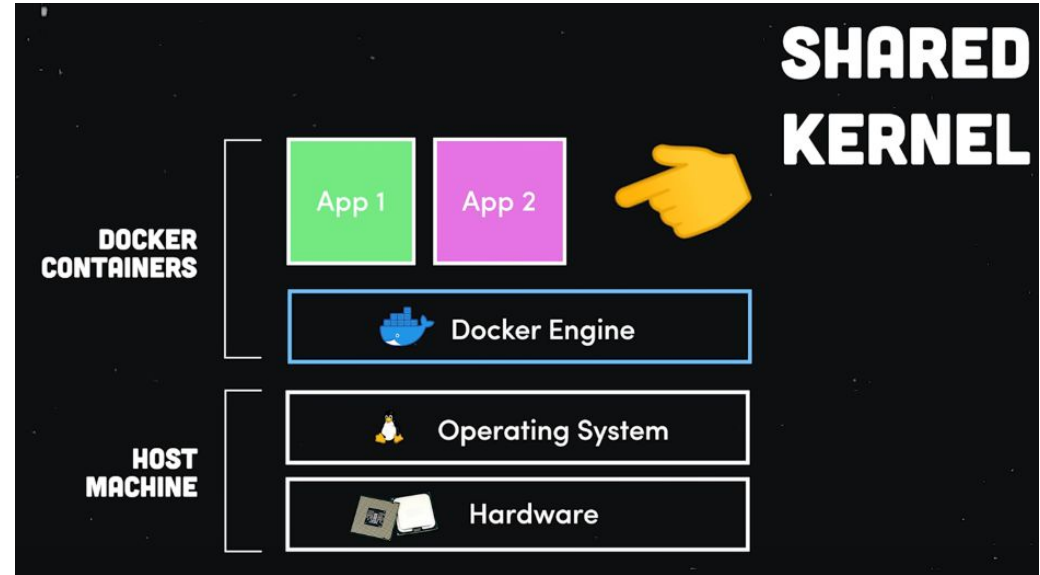
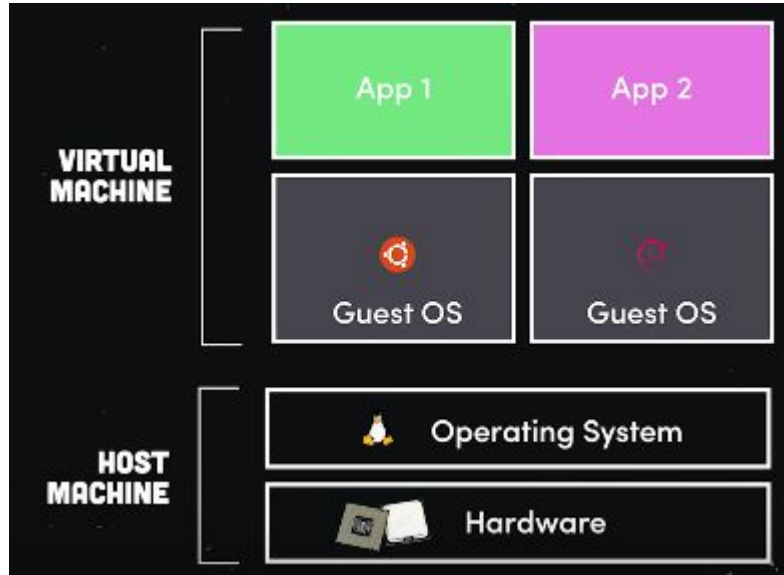
Running multiple applications on the same host:

- Isolation for security reasons;
- Separate hosts for each application;
- Run in different VMs in the host

# Solution: Docker

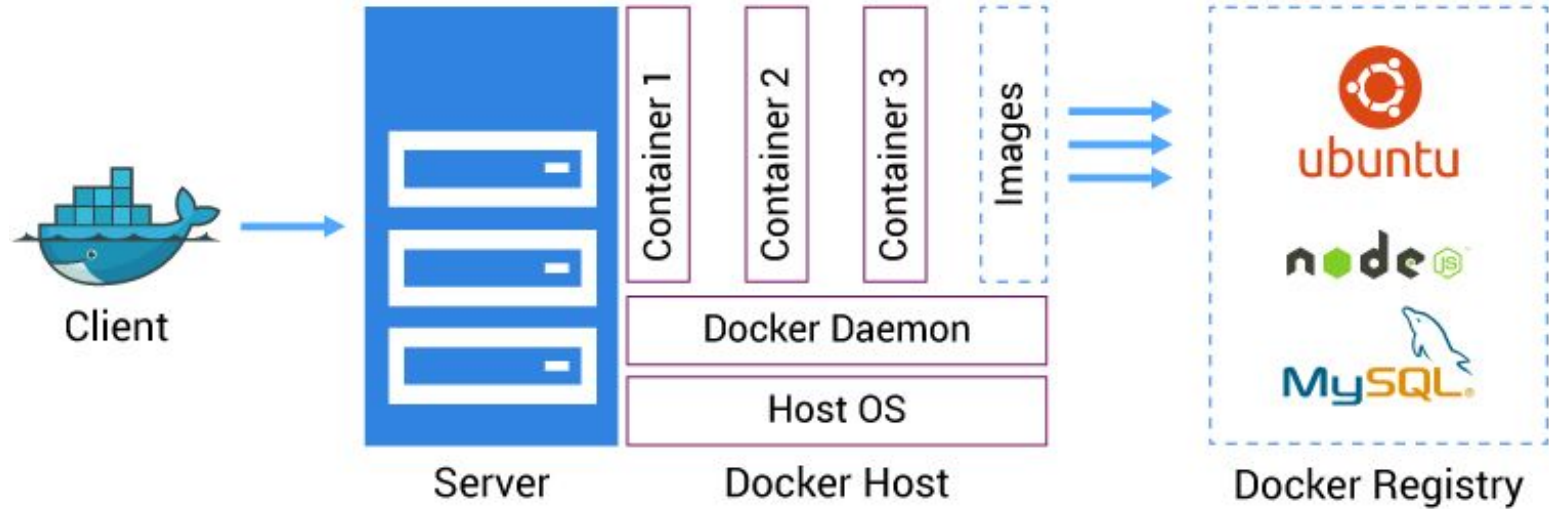
- Faster development;
- Encapsulation is easy;
- Same behavior on local machine, dev, staging and production server;
- Easy to scale;
- Good monitoring;
- Lighter than VMs (faster boot, less space taken, not OS-dependent);
- When using Docker on applications, we implicitly standardize our application (by following Docker's guidelines), hence making our application runnable on any environment, mainly because Docker is used by 99% of cloud services;

# How it works?



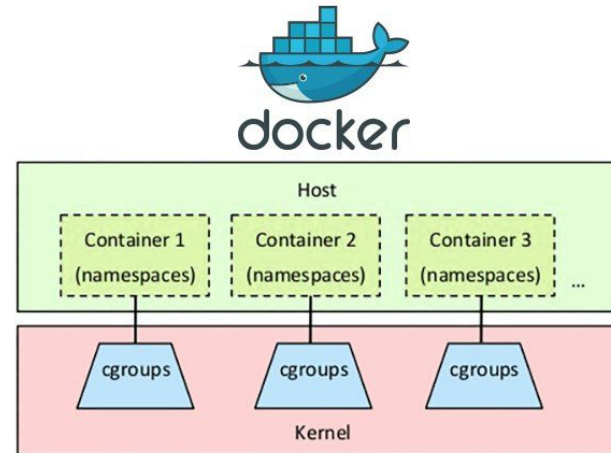
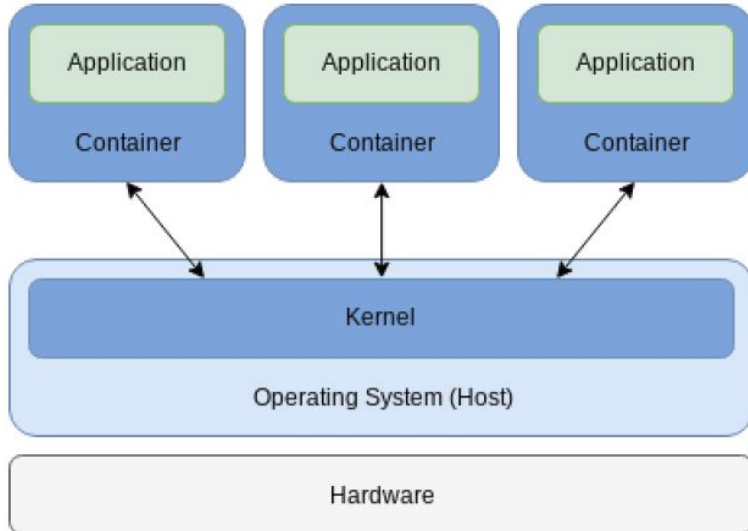
“Docker is just a fancy way to run a process, not a virtual machine.”

# How it works?



# Why Docker excels?

- AuFS/overlay2/btrfs: layered filesystem;
- LXC/runC (libcontainer): relies on namespaces and cgroups;
- Shares resources with the Host OS;



# Why Docker excels?

- The layered filesystem is one of the factors why Docker excels;

- VM case:

**1GB container image -> 1 VM that needs 1GB x NumberOfVMs**

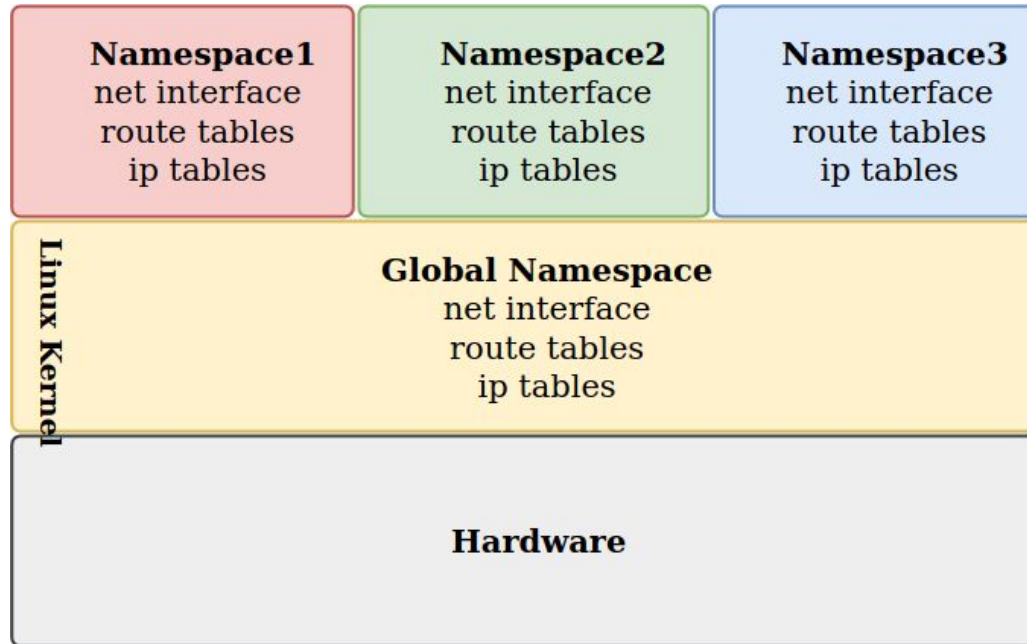
- Docker case: (layered filesystem)

**The 1GB Image is shared throughout the whole OS kernel, 1000 containers running?**



# Why Docker excels?

- LXC (Linux Container): namespaces



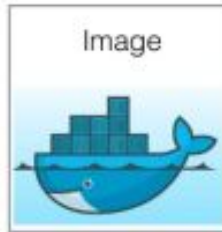
# Terminology

- Container: instance that encapsulates wished SW, created by images;
- Image: basic element of a container;
- Ports: a way to containers to talk with each other or with the Host OS
- Volume: shared directory



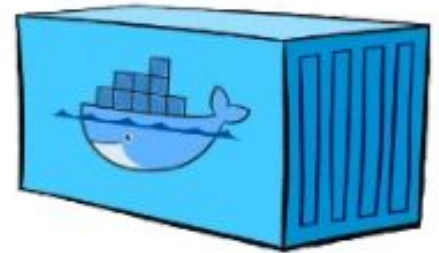
Dockerfile

*docker build app*



app

*docker run <image>*



running app container

BORA METER MÃO EM DOCKER