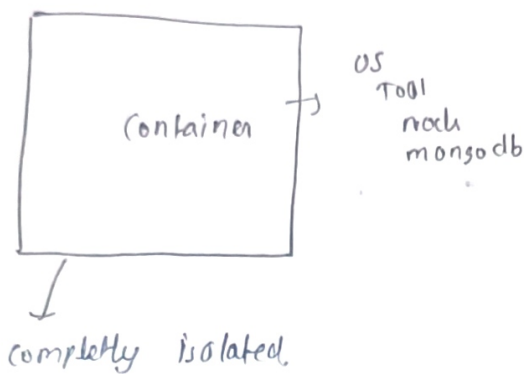


// Docker



Daemon

// First docker image

→ docker run -it ubuntu
 ↓ ↓
 Command interactive mode image name

At first it will check that at your local computer whether you have ubuntu or not if not then it will download the ubuntu image from hub.docker.com and then it will create a container and this image will be run in that container which is completely isolated from outside of that container.

Using docker, you can quickly deploy and scale application into any environment and reliable, low cost way to build, ship and run distributed application. at any scale.

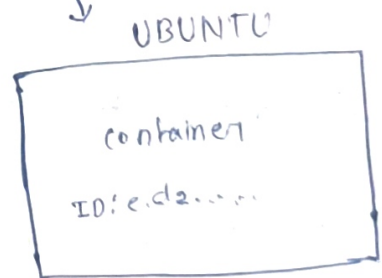
cmd

→ docker

↓
to see all docker commands

→ docker -v

↓
to check version of docker



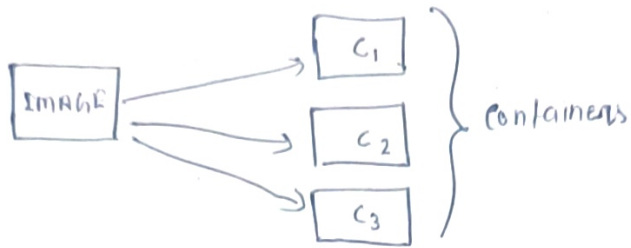
[Ctrl+C] → to exit from container



use --name to give name to your container

→ docker run -it --name <name> <image_name>

A single image can be use to run in multiple containers, and each contain is isolated from each other.



→ docker container ls → This will show your running container on your local machine.

→ docker container ls -a] → This will show all containers on your machine (exited & running)

every container on your machine have unique name.
you can start or stop a container. by.

→ docker start <name>] → this will start on exited container

→ `docker stop <name>`] → This will stop an running container

If you want to execute any command in a container, (make sure it's running) you can do by this:

→ docker exec <name> <command>

↓ ↓

name of container command you want
to run inside the
container.

This will run that command in that container, shows the result and get back to "cmd".

// But if you want to keep running this ~~code~~ container in "cmd", you can do by this:

→ `docker exec -it <name> bash`

↓

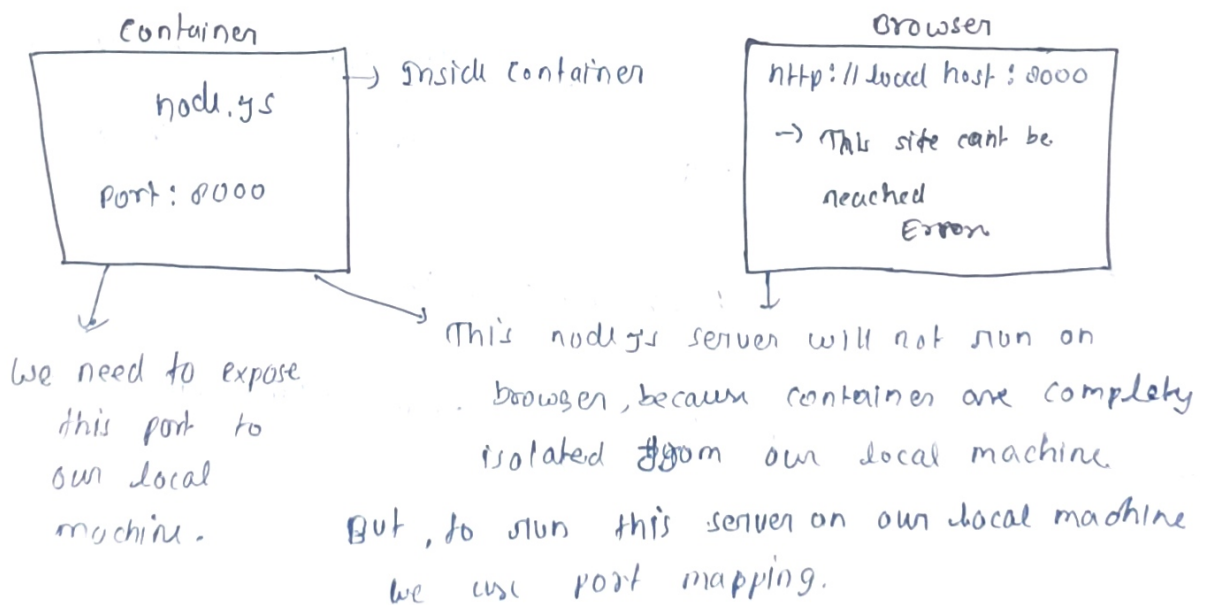
By adding this flag called "Interactive" keep running the container.

Shell name of ubuntu.

→ `docker images`] → By this we can see all images in our machine

// To explore images you can go to
"hub.docker.com"

// Port mapping



→ `docker run -it -p 3000:3000 <image-name>`

`-it` `-p` `3000:3000` `<image-name>`

This flag is used for port-mapping.

3000:3000

your local machine server port

your container server port

image name that you want to run

This line means 8000 (container ~~server~~ server running port will be exposed to 3000 port on your machine.

We can now run server on our local container's

machine browser on 3000 port.

"http://localhost:3000"

→ we can also do multiple port mapping, because some image run on two or more ports. e.g - mailhog

e.g → `docker run -p 8025:8025 -p 1025:1025 mailhog/mailhog`

① ②

image-name

// Environment variable

→ `docker run -it -p 1025:1025 -e key=value -e key=value <image-name>`

// Dockerization of Node.js Application.

Inside your node.js application create a file named

"Dockerfile" → Be careful with name.

node.js
index.js
package.json
package-lock

Dockerfile

first we have to choose a base image.

[OS] eg (ubuntu, windows, macos).

- ~~Let's~~
① Let's go with ubuntu
↓
to run node.js we need
to install node on ubuntu.
② To install node.js on ubuntu we need
follow these steps
Refer to any documentation

ubuntu

→ FROM ubuntu

- Run apt-get update
- Run apt-get install -y curl
- ~~Run~~ Run curl -sL <Link>
- Run apt-get upgrade -y
- Run apt-get install -y node.js

→ Copy package.json package.json
↓
our local machine
file get copied
to image

→ Copy package-lock.json pack...

→ Copy main.js index.js
↓ ↓
local machine file name image copied file name

→ Run npm install.

→ ENTRYPOINT ["node", "index.js"]

- ③ Then we need to copy our
source file to the
~~container~~ image.

#

all those underline command
should be capital.

eg RUN, FROM, COPY

→ ENTRYPOINT ["node", "index.js"]



after writing these code in "dockerfile".

go to cmd inside of that folder location and

Run !

→ docker build -t <name-of-image> .

↓
path of the file

• means it exist in same folder.

Docker will perform some step
and create your image as
per your instructions.

you can run your docker image by.

→ docker run -it <name-of-image> -p 8080:8080

↓
don't forget to map the
port.

and you can go inside your running container
by.

→ docker exec -it <Id-of-container> bash]

you will enter inside the container and now you can see the
files by 'ls' command.

you can even see the code inside your index.js by command.

→ cat index.js

// code

we can also choose "node" as our base so, we need not install ubuntu and then inside the ubuntu node.js.

Caching Layers.

If we make some change in our index.js and rebuild the docker image, in above step where no changes are made → run fast and when it will find some change, this step then after that step it will run every command again.

that why the ordering of the docker command inside the dockerfile should be carefully.

so the common command should be above and where we are going to make change should be below, so we don't need to run every command every time.

Publishing to hub.

go to "hub.docker.com" ~~the~~ sign in there and create a repository.

you will get a name like

<username>/<repo-name>

e.g. add1491/my-1st-docker-img → copy this

and create an image with the same name.

→ docker build -t add1491/my-1st-docker-img .

after that go to cmd. and run

→ docker push <name-of-newly-created-image>

↓

But make sure you are logged in inside your local machine.

To login your docker locally, run command.

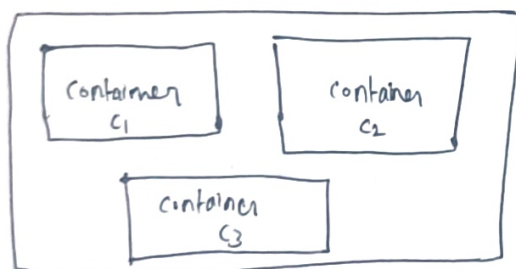
→ docker login

username: aditi4451

password:

and enter

// docker compose



↓
docker compose

→ services

→ port mapping

→ Env variable

docker-compose.yml ^{extension}

version: "3.8"

services:

postgres:

image: postgres

ports:

- '4000:4000'

environment:

key = value

key = value

redis:

image: redis

ports:

environment:

key = value

container
name

image
from
hub.docker.com

It will run an stack of containers.

To run this

→ docker compose up.

To close this

→ docker compose down