

Objective

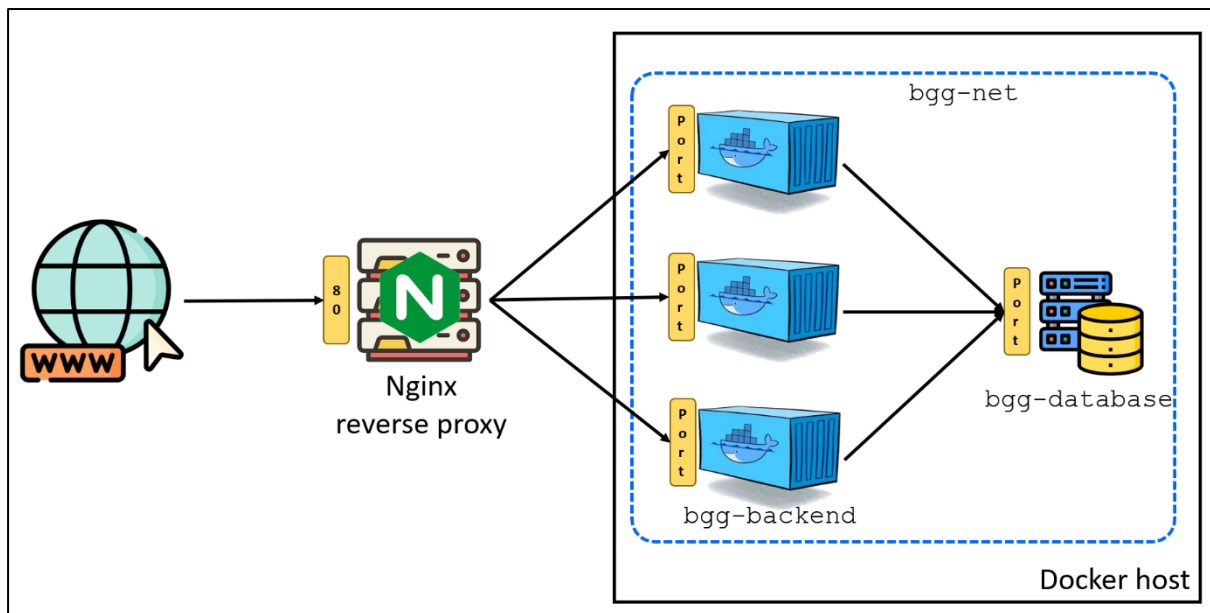
The objective of this workshop is use Terraform's HCL to write scripts to provision Docker containers and a reverse proxy.

Setup

For this workshop create a directory call `workshop01` in the repository you have create in step a. above. All the files for this workshop should be created in `workshop01` directory.

Workshop

In this workshop you will automate the provisioning of the following infrastructure shown in the following diagram.



The infrastructure stack consists of

1. Docker network called `bgg-net`
2. Container running MySQL database (`bgg-database`) inside `bgg-net`
3. A specified number of containers running a Nodejs application (`bgg-backend`). These web applications connect to MySQL database. These applications are also provisioned inside `bgg-net`
4. An instance of Nginx running on a separate server which routes traffic to the `bgg-backend` instances.

The following are detail description of provisioning each of the resource in the stack.

Network (**bgg-net**)

- Create a Docker network called `bgg-net`. This network will be used for all the containers in our application.

Database (**bgg-database**)

- Provision a Docker volume to be used by the database.
- Use the image `chukmunlee/bgg-database:v3.1` to create the `bgg-database` container
- Mount the Docker volume that you have created under `/var/lib/mysql`. The database will be created in this volume rather than inside the container
- Expose MySQL port 3306
- The database should be created inside `bgg-net` network

Application (**bgg-backend**)

- Create 3 instances of the application using the following image: `chukmunlee/bgg-backend:v3`
- Add the following environment variables
 - `BGG_DB_USER` set to `root`
 - `BGG_DB_PASSWORD` set to `changeit`
 - `BGG_DB_HOST` set to the application database resource name
- The internal port of the application is 3000. Choose a suitable external port to port bind to

Nginx Reverse Proxy

- Provision a Ubuntu server. Use Ubuntu 20.04 x64
- Add a SSH key to the server so you can SSH into the server
- Install Nginx and enable the service with the following commands
 - `/usr/bin/apt update -y`
 - `/usr/bin/apt upgrade -y`

- o `/usr/bin/apt install nginx -y`
- o `/usr/bin/systemctl start nginx`
- o `/usr/bin/systemctl enable nginx`
- **Create a Nginx configuration file called `nginx.conf` with the container endpoints. Use the following template**

```
user www-data;
worker_processes auto;
pid /run/nginx.pid;

events {
    worker_connections 768;
}

http: {
    access_log /var/log/nginx/access.log;
    error_log /var/log/nginx/error.log;
    gzip on;
    upstream apps {
        least_conn;
        # the following list the container endpoints
        # one server line for each endpoint
        # eg server <docker_host_ip>:<exposed_port>;
        server docker_host_ip:exposed_port_0;
        server docker_host_ip:exposed_port_1;
        server docker_host_ip:exposed_port_2;
    }
    server {
        listen 80;
        location / {
            proxy_pass http://apps;
        }
    }
}
```

Hint: this configuration file should be generated from the `bgg-backend` external ports

- **Replace the `/etc/nginx/nginx.conf` on the reverse proxy with your `nginx.conf`.**
- **Signal Nginx to reload the new configuration with the following command**
 - o `/usr/sbin/nginx -s reload`, or
 - o `/usr/bin/systemctl restart nginx`

Outputs

Your Terraform script should produce the following artefacts and outputs

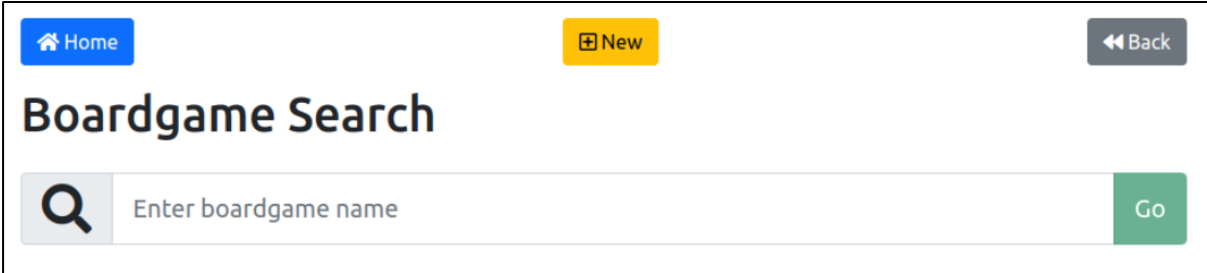
- Reverse proxy IP address
- List of all the container endpoint in the following format

`<docker_host_ip>:<exposed_port>`

- An empty file call `root@<reverse_proxy_ip>`

Test

Test your deployment by browsing to `http://<reverse_proxy_ip>`.
You should see the following

A screenshot of a web application interface. At the top, there are three buttons: a blue 'Home' button with a house icon, a yellow 'New' button with a plus icon, and a grey 'Back' button with a left arrow icon. Below these is the title 'Boardgame Search' in a large, bold, dark font. Under the title is a search bar with a magnifying glass icon on the left, the placeholder text 'Enter boardgame name' in the center, and a green 'Go' button on the right.

Submission

When you have completed this workshop, commit your work to the repository.
The instructor will clone your repository at the end of the course.