

Introduction to Cloud Provisioning with Terraform

Introductions

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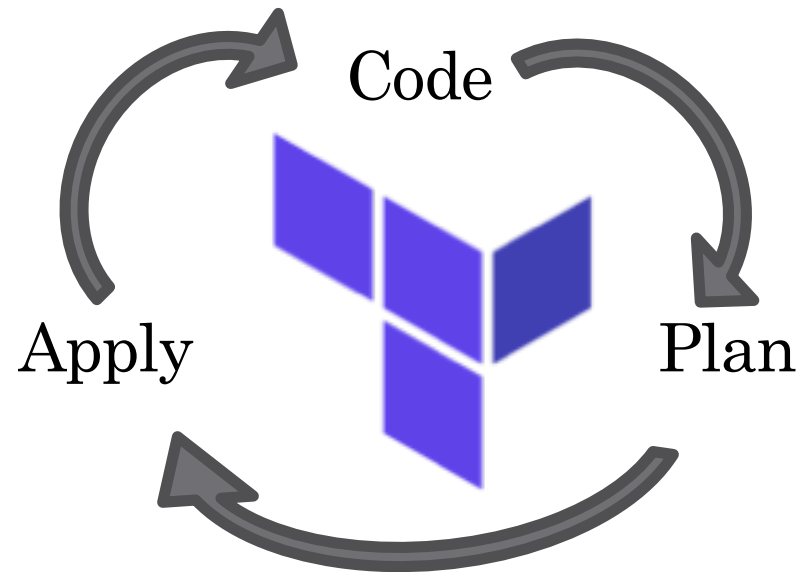
A better way?

- Terraform released in July 2014
- Built to make provisioning infrastructure declarable and flexible
 - a universal workflow
 - strong ecosystem of supported integrations
- YAML and JSON... are often frustrating
 - HCL introduced

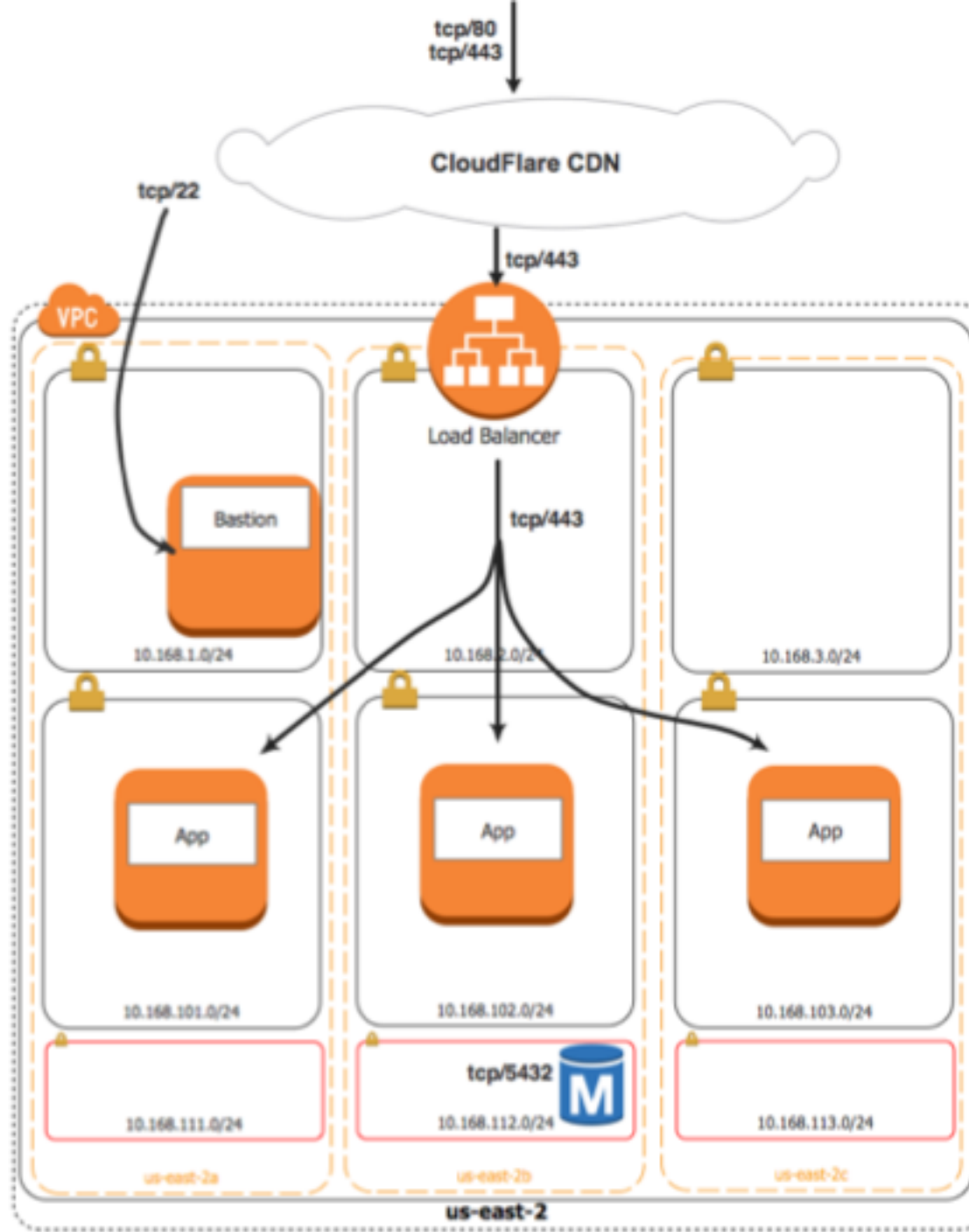
Terminology: a crash course

- Providers offer technology integrations and functionality
 - largely by wrapping third-party APIs
- Resources and Data Sources are made available via a *Provider* and are the building blocks used to codify and manage our infrastructure
 - made reusable via Modules
- Terraform has State which is at the heart of it's declarative nature and ability to manage the lifecycle of resources under it's control
- Terraform Variables serve as parameters to resources or modules
 - can be set at runtime, determined by a data source, or be configured on a per-environment basis to help keep code reusable and flexible

Terraform Workflow



Scenario



Okayokay... but

How?

How to draw an owl

1.



1. Draw some circles

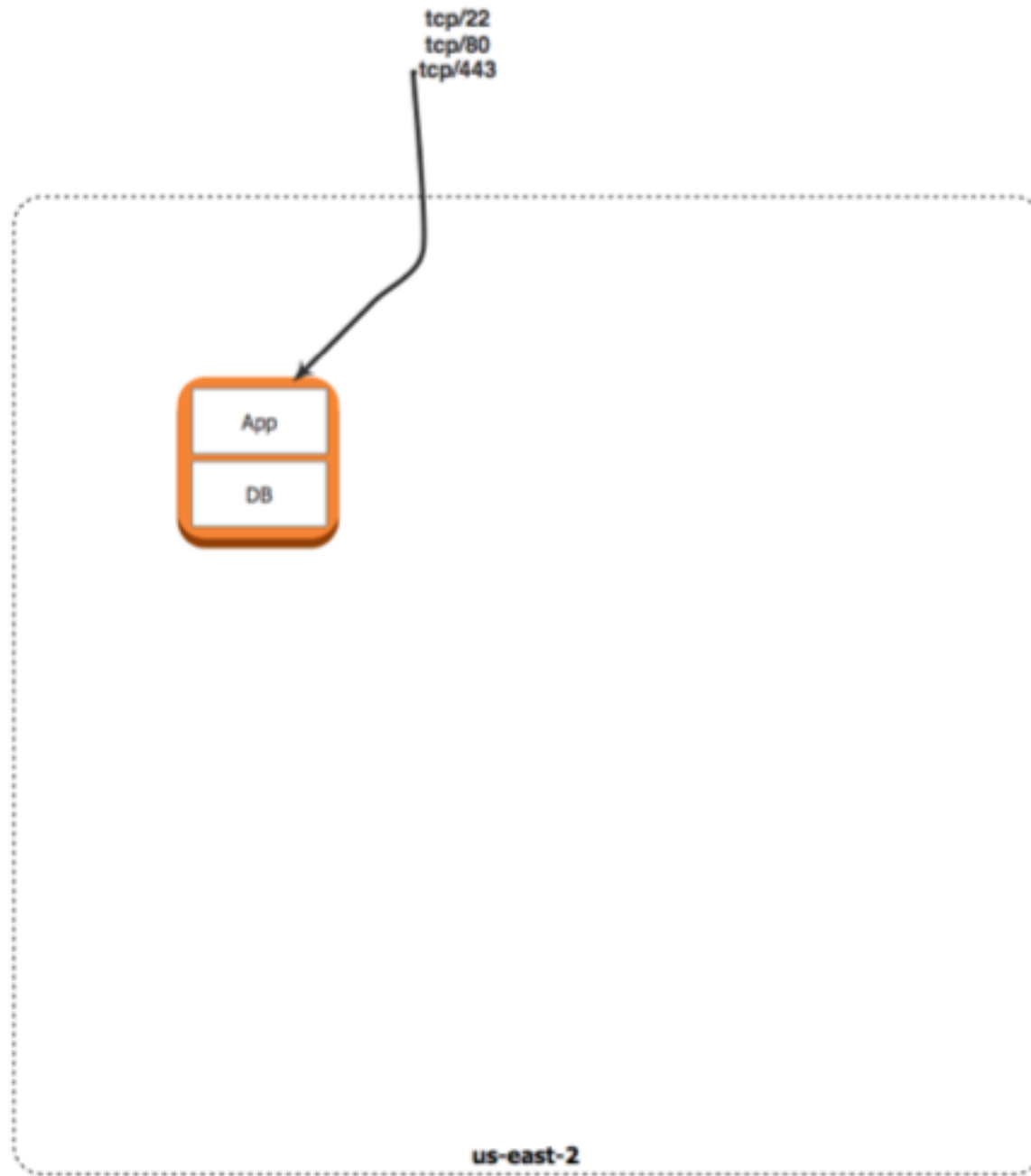
2.



2. Draw the rest of the fucking owl

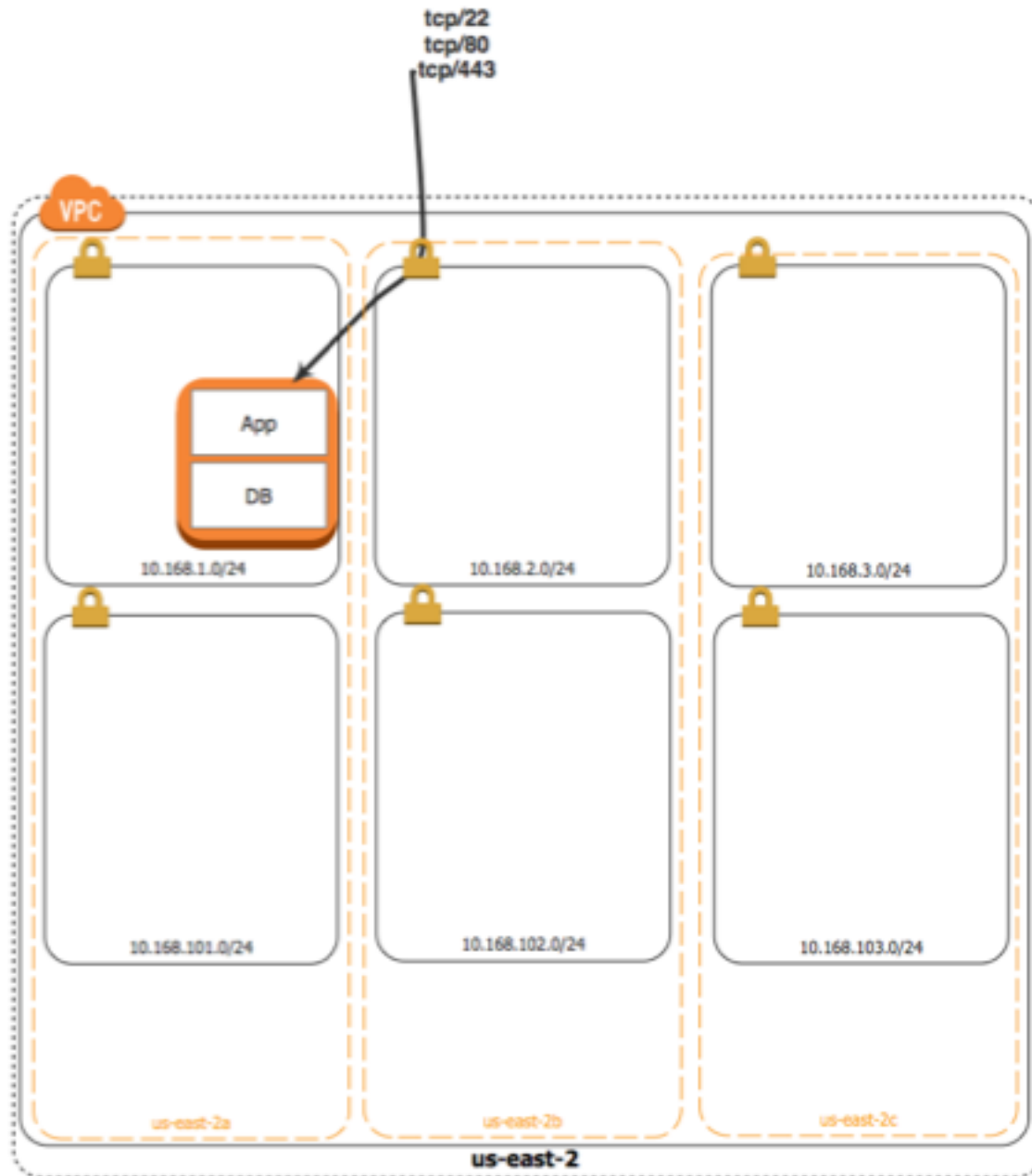
Milestone 1

Flag on the Moon



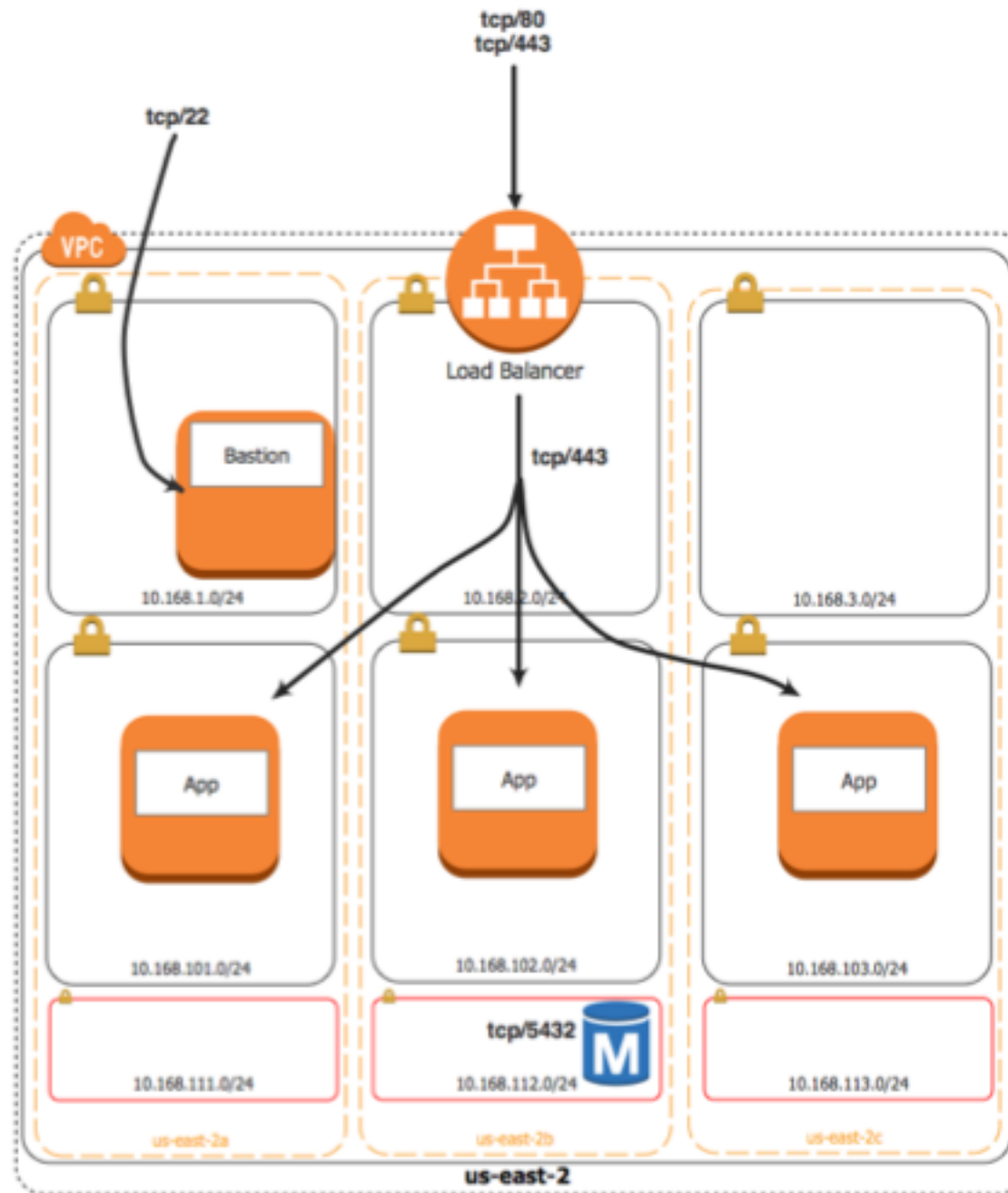
Milestone 2

VPCs with a little help from our friends?



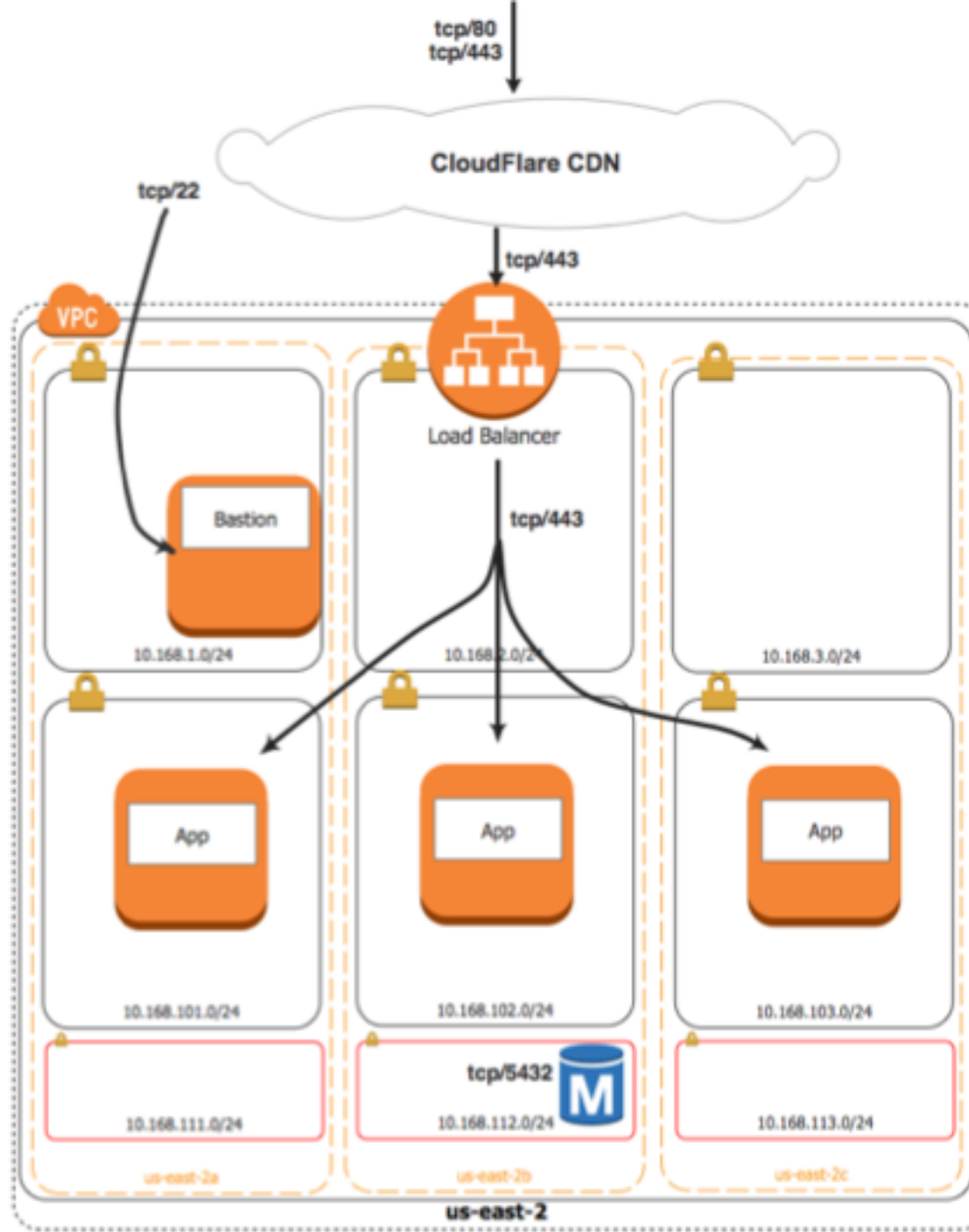
Milestone 3

Scalin' up, and scalin' out



Milestone 4

#goals?



Next steps

- Browse the documentation for the AWS Provider
 - Or for your cloud platform of choice
- Read up on Remote State management
 - Essential for working in team!
- Browse the Public Module Registry at registry.terraform.io
 - Many modules serve as a great starting place for your own code
- Try writing your own “app” module
- Have fun!

Questions?

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<https://github.com/jharley/terraform-intro>