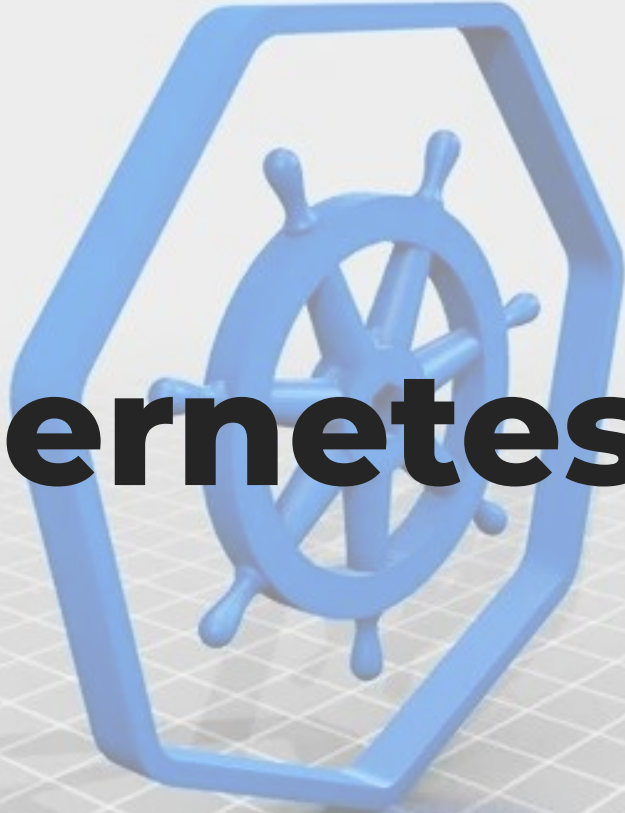


Kubernetes



01

Minikube - A Local
Single-Node
Kubernetes Cluster

Installing
Kubernetes

02

Accessing
Minikube

03

04

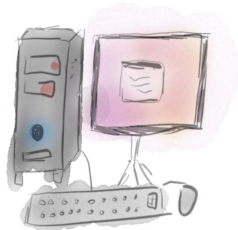
Kubernetes
Building Blocks

Agenda

1. Installing Kubernetes

The different Kubernetes configuration options





Node_001

CPU: 3000
RAM: 64Gb



Node_5b

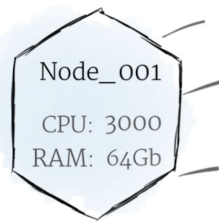
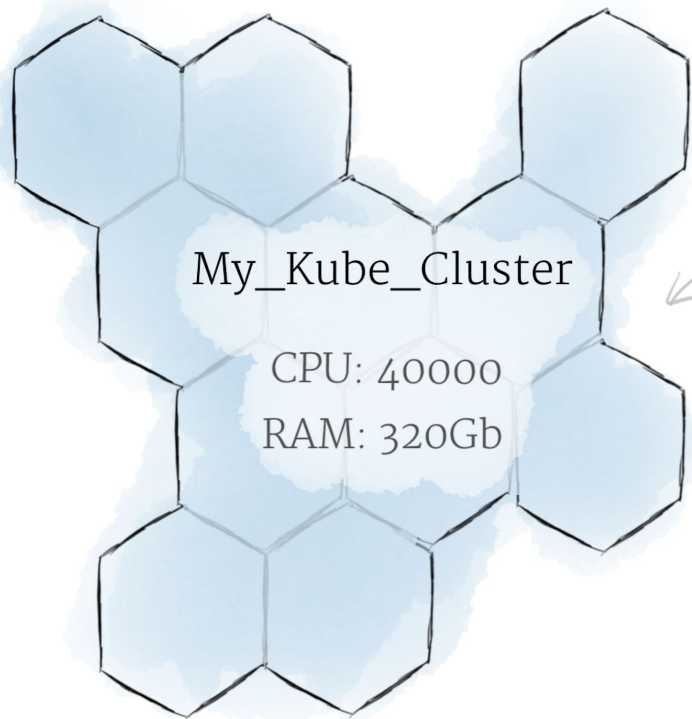
CPU: 1000
RAM: 16Gb



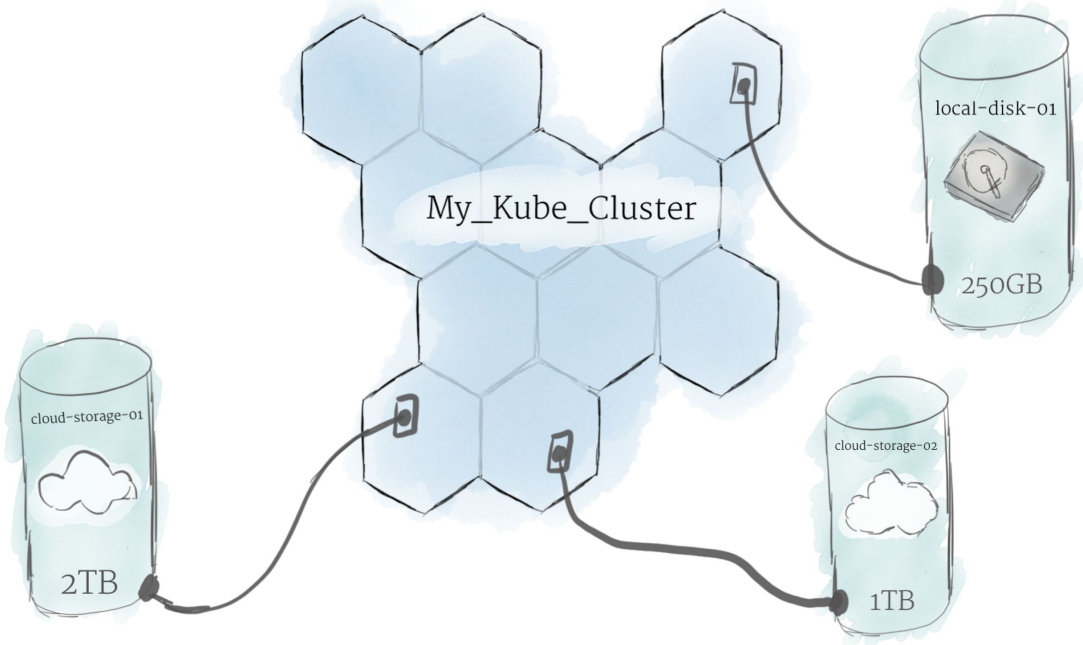
Node_mini

CPU: 100
RAM: 512Mb

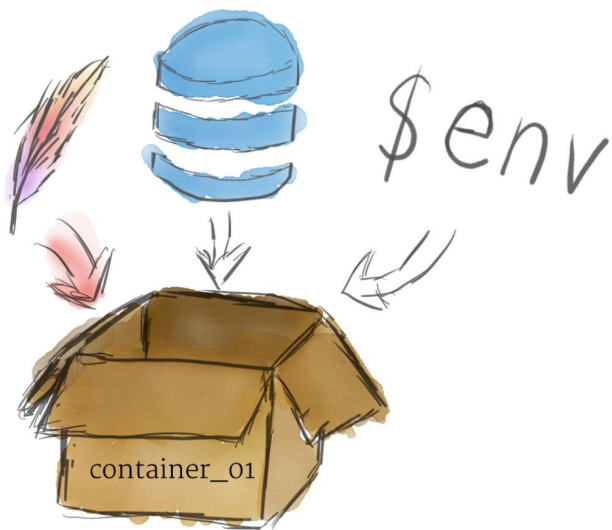
Nodes is the
smallest unit
of computing
hardware in
Kubernetes.



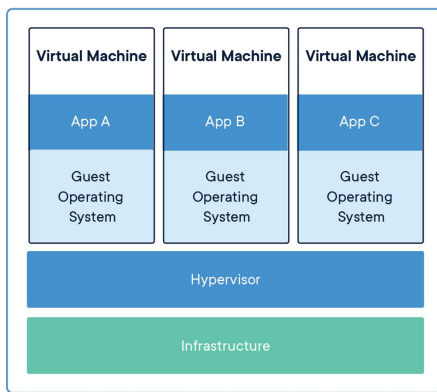
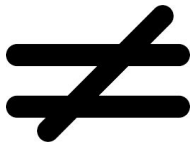
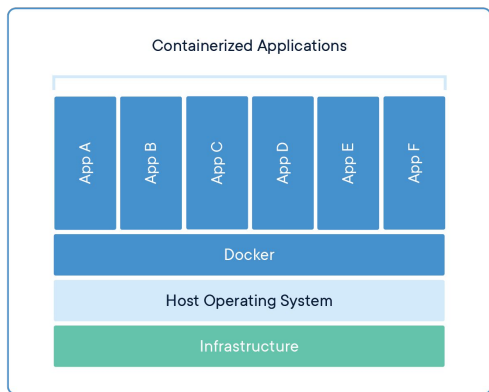
In Kubernetes
nodes pool
together their
resources to
form a more
powerful
machine.

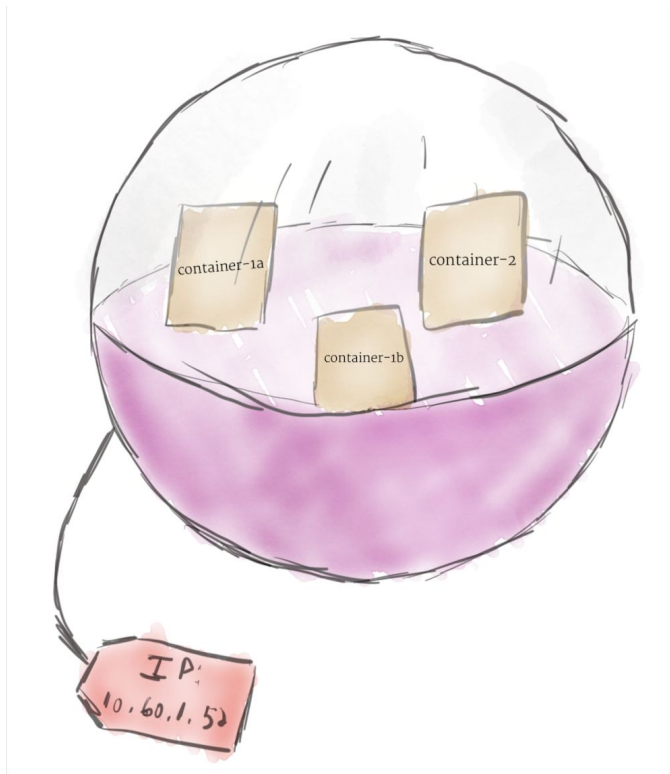


**To store data permanently,
Kubernetes
uses Persistent
Volumes.**



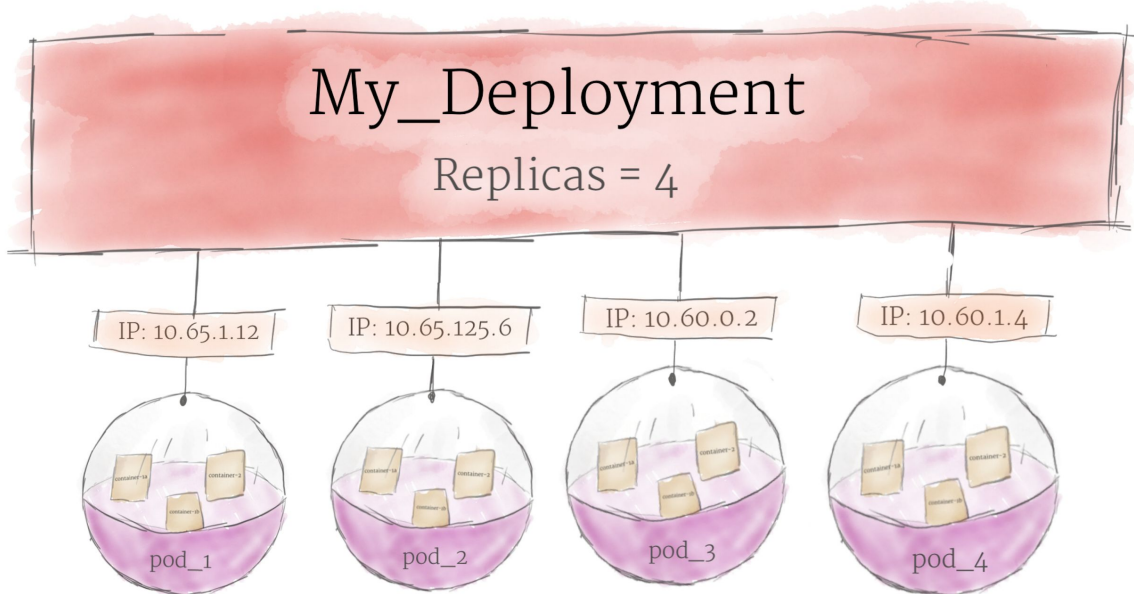
**Programs
running on
Kubernetes are
packaged as
Linux
containers.**





**Kubernetes doesn't
run containers
directly; instead it
wraps one or more
containers into a
higher-level structure
called a **pod**.**

**A deployment's
primary
purpose is to
declare how
many replicas
of a pod should
be running at a
time.**



Kubernetes can be installed using different configurations.

**All-in-One Single-Node
Installation**

01

**Single-Node etcd,
Single-Master and
Multi-Worker Installation**

02

**Single-Node etcd,
Multi-Master and
Multi-Worker Installation**

03

**Multi-Node etcd,
Multi-Master and
Multi-Worker Installation**

04

2. Minikube

Install Minikube on local Linux, macOS, and Windows workstation.



Minikube, single-node local
Kubernetes cluster
(Hands-on)



3. Accessing Minikube

Configure kubectl for Linux, macOS, and Windows.



Kubernetes cluster can be accessed via any one of the following methods:

1. Command Line Interface (CLI) tools and scripts
2. Web-based User Interface (Web UI) from a web browser
3. APIs from CLI or programmatically (Hands-on)



4. Kubernetes Building Blocks

fundamental building blocks, such as Pods,
ReplicaSets, Deployments, Namespaces, etc



Discuss **Kubernetes**
building blocks, e.g. Pods,
ReplicaSets, Deployments,
Namespaces.
(Hands-on)



Thanks!

