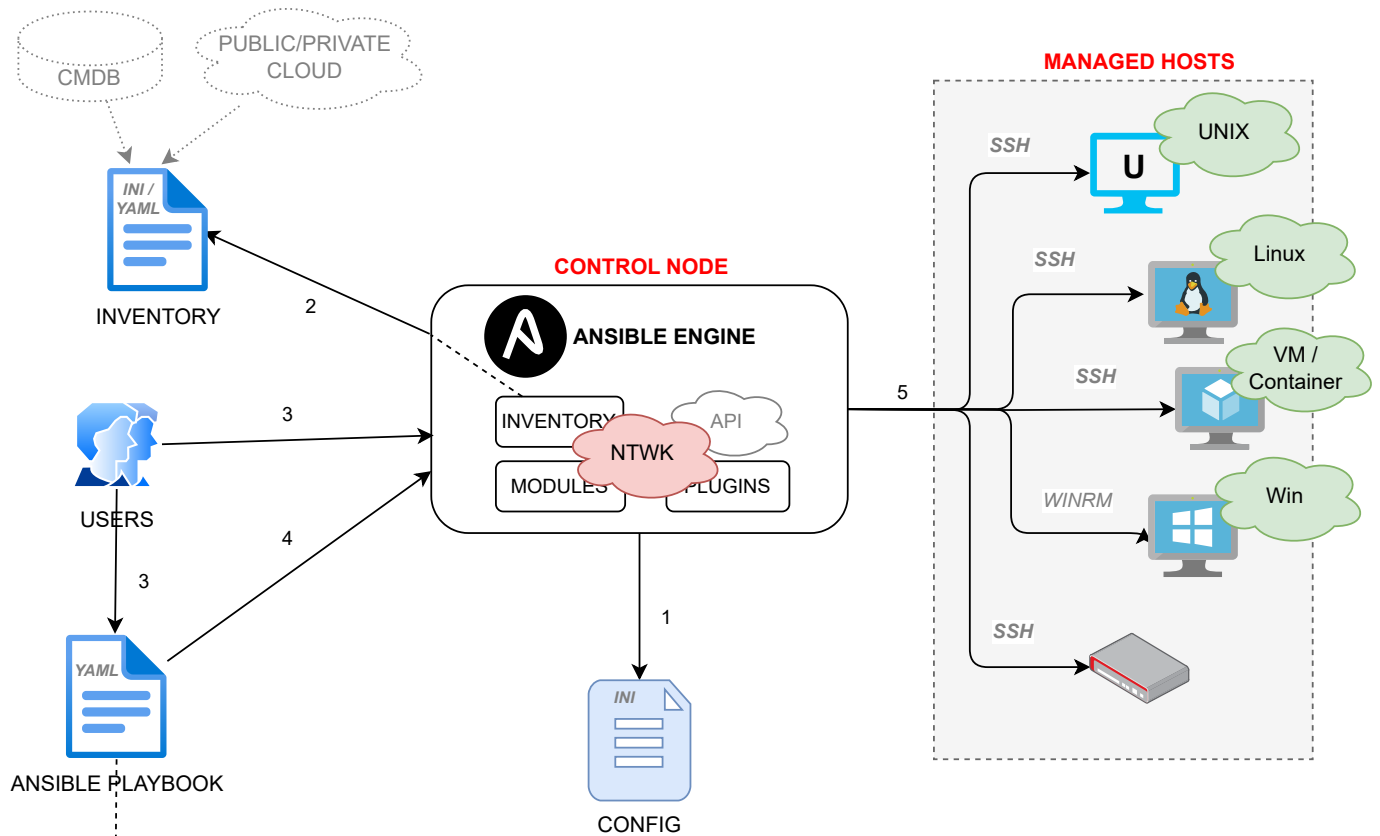


ANSIBLE ARCHITECTURE



THE BASICS

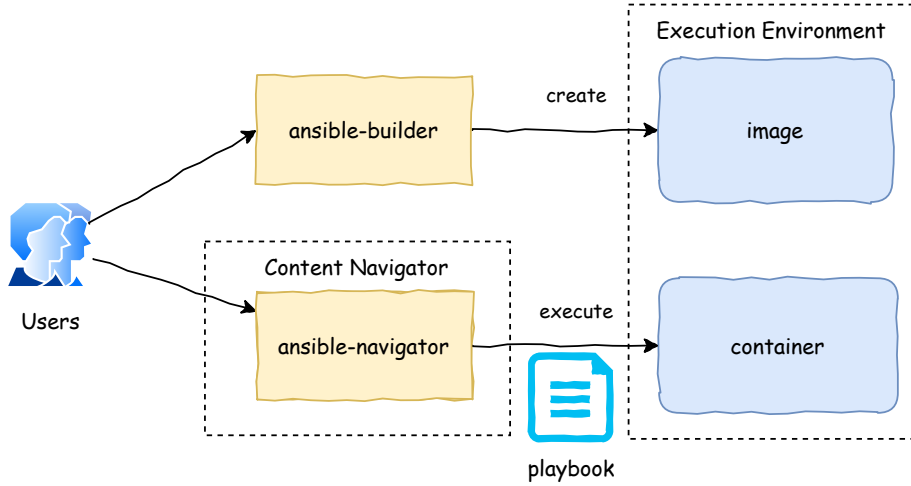
```
- name: Play 1
  hosts:
    - HOST a
    - HOST b
    - GROUP c
  tasks:
    - name: Task 1
    - name: Task 2
    - name: Task 3
- name: Play 2
  hosts:
    - Host b
    - Host d
  tasks:
    - name: Task 1
    - name: Task 2
...
```

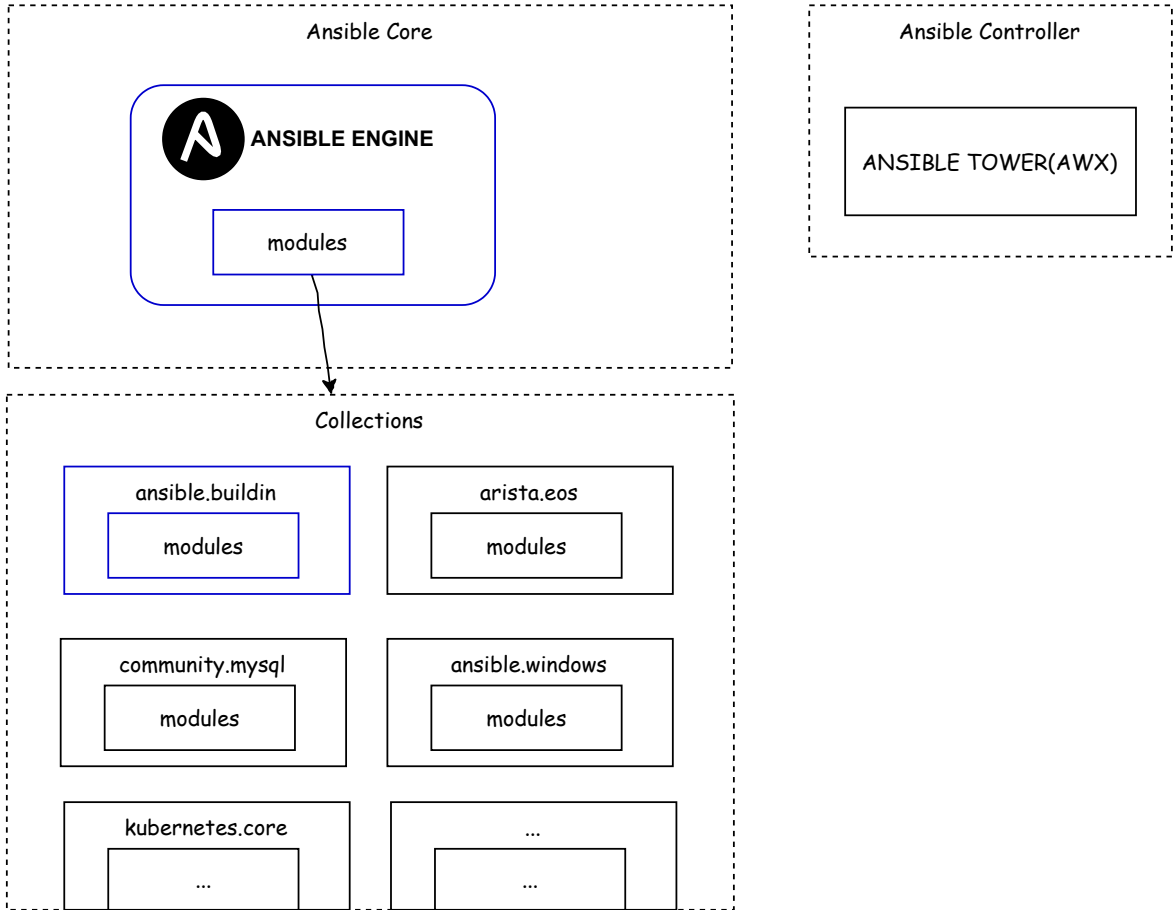
1. A **playbook** contains a **LIST** of **PLAYS**
2. A **PLAY** contains a **LIST** of **TASKS** to be performed on the **listed HOSTS** within the **PLAY**.
3. A **TASK** is a **MODULE** (singular, 1 task = 1 module). Modules are written in Python Language.

A bit more info :)

In **EACH PLAY**:

1. Tasks are executed **sequentially** (within the **PLAY**).
2. **Each Task** will be performed on **ALL HOSTS concurrently** (depends on **fork** setting).
3. Hosts that **fails** a task will **not proceed** to the next task.





Inventory

./myinventory

host_0

[group_a]

host_[1:3]

192.168.0.1

INI

./myinventory

all:

children:

ungrouped:

hosts:

host_0:

group_a:

hosts:

host_1:

host_2:

host_3:

192.168.0.1:

YAML

./host_vars/host_0

value: 10

msg: Hello World

./group_vars/group_a

apps: My App v2