

Write an ansible playbook that creates different directories on Linux Machine.

Example:

/var/folder1/folder2

/tmp/folder3/folder4 .. etc

Make sure that all the directories are stored in a Variable and " Loops" are used in creating the directories.

Note: Check if the directories are already present and then create if not.

Steps - The playbook should create multiple directories such as
:/var/folder1/folder2 & /tmp/folder3/folder4

But first check for the already existing directories.

Step1- We loop over the specified directories and register their status

Step2 - loop over all the directories that were not present and create them

Inventory.txt

```
osboxes@ansiblecontroller:/assignment3$ cat inventory.txt
target1 ansible_host=192.168.0.102 ansible_ssh_pass=osboxes.org
```

Playbook.yml

```

-
name: Create different directories on Linux Machine
hosts: all
become: yes
vars:
  directories:
    - /var/folder1/folder2
    - /tmp/folder3/folder4
    - /etc/ansible/roles

tasks:
  - name: to check Already existing directories
    stat:
      path: "{{ item }}"
      register: dir_stat
      loop: "{{ directories }}"

  - name: Create the new directories
    file:
      path: "{{ item.item }}"
      state: directory
      loop: "{{ dir_stat.results }}"
      when: not item.stat.exists

```

Result

```

osboxes@ansiblecontroller:/assignment3$ ansible-playbook playbook.yml -i inventory.txt --extra-vars "ansible_sudo_pass=osboxes.org"
PLAY [Create different directories on Linux Machine] *****

TASK [Gathering Facts] *****
ok: [target1]

TASK [to check Already existing directories] *****
ok: [target1] => (item=/var/folder1/folder2)
ok: [target1] => (item=/tmp/folder3/folder4)
ok: [target1] => (item=/etc/ansible/roles)

TASK [Create the new directories] *****
changed: [target1] => (item={'changed': False, 'stat': {'exists': False}, 'invocation': {'module_args': {'path': '/var/folder1/folder2', 'follow': False, 'get_md5': False, 'get_checksum': True, 'get_mime': True, 'get_attributes': True, 'checksum_algorithm': 'sha1'}}, 'failed': False, 'item': '/var/folder1/folder2', 'ansible_loop_var': 'item'})
changed: [target1] => (item={'changed': False, 'stat': {'exists': False}, 'invocation': {'module_args': {'path': '/tmp/folder3/folder4', 'follow': False, 'get_md5': False, 'get_checksum': True, 'get_mime': True, 'get_attributes': True, 'checksum_algorithm': 'sha1'}}, 'failed': False, 'item': '/tmp/folder3/folder4', 'ansible_loop_var': 'item'})
changed: [target1] => (item={'changed': False, 'stat': {'exists': False}, 'invocation': {'module_args': {'path': '/etc/ansible/roles', 'follow': False, 'get_md5': False, 'get_checksum': True, 'get_mime': True, 'get_attributes': True, 'checksum_algorithm': 'sha1'}}, 'failed': False, 'item': '/etc/ansible/roles', 'ansible_loop_var': 'item'})

PLAY RECAP *****
target1                : ok=3    changed=1    unreachable=0    failed=0    skipped=0    rescued=0    ignored=0

osboxes@ansiblecontroller:/assignment3$

```