

Configuration Management Tool SALT STACK

Module 1 – Basic Our First Salt Commands

- ➤ Introducing Salt
- ➤ Installing Salt
- Configuring Salt
- ➤ Masterless Salt

Module 2 – Controlling Your Minions with Remote Execution

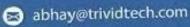
- > The structure of a remote execution command
- > Targeting strings
- > Remote execution modules and functions

Module 3 – Execution Modules – Write Your Own Solution

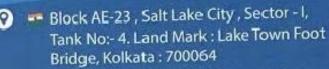
- > Exploring the source
- Cross-calling execution modules
- **▶** Grains
- > Reformatting return data













Module 4 – Defining the State of Your Infrastructure

- > Our first state
- > The pieces of a state declaration
- > Expanding to encompass multiple pieces of state
- > Dependencies using requisites

Module 5 – Expanding Our States with Jinja2 and Pillar

- > Adding a new minion
- ➤ Jinja2
- ➤ Apache2 or httpd?
- ➤ Defining secure minion-specific data in pillar
- ➤ Using pillar data in states

Module 6 – The Highstate and Environments

- ➤ The highstate
- > Environments
- > Environments in pillar
- > Expanding our base environment











Module 7 – The Reactor and the Event System

- ➤ The Salt event system
- > Event structure
- > Firing events from Salt
- > Firing events from custom code
- > Reacting to events









