

Assignment-1

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Batch-3

What Is Docker And Why Do We Need It?

The Problem Statement

Let's consider that you're working on an application which requires multiple technologies to be used for developing the different components like the Frontend, Backend, Database etc... Everything seems to be good, but while you're working with all these technologies on your machine, most often there arises a problem where one technology needs one version of a dependency and some other technology needs a different one to work. Adding to this, it might also happen that your application may not work the same way on someone else's machine or when you deploy it to different environments with different OS or hardware, it fails to run.

In order to solve all these frequent problems we use something called virtualization, let's discuss this in more detail

The Solution: Virtualization

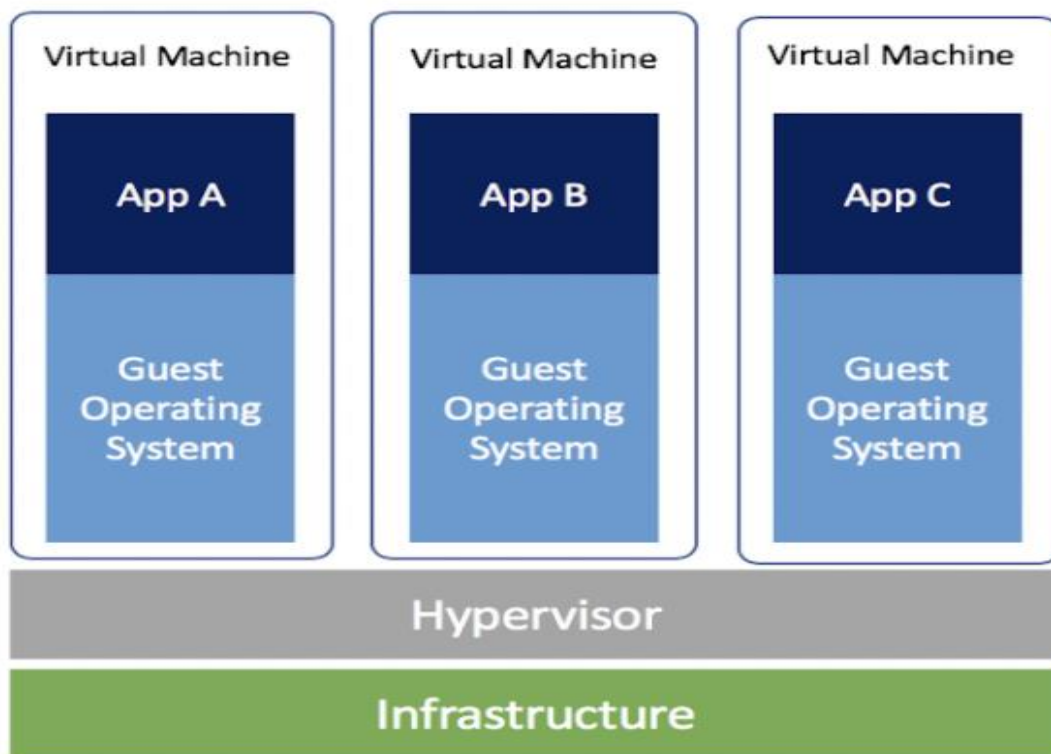
Virtualization is a process whereby a software is used to create an abstraction layer over computer hardware that allows the hardware elements of a single computer to be divided into multiple virtual computers. The main idea of virtualization would be to isolate the components of our application and their dependencies into individual self-contained units that can run anywhere without any dependency or OS conflicts.

Now that we know what virtualization means, we can use it in order to solve our above stated problem. There are two ways to achieve this by leveraging the concept virtualization:

1. Virtual Machines

A Virtual Machine is essentially an emulation of a real computer that executes programs like a real computer. Virtual machines run on top of a physical machine using a **Hypervisor**. A hypervisor, in turn, runs on a host machine.

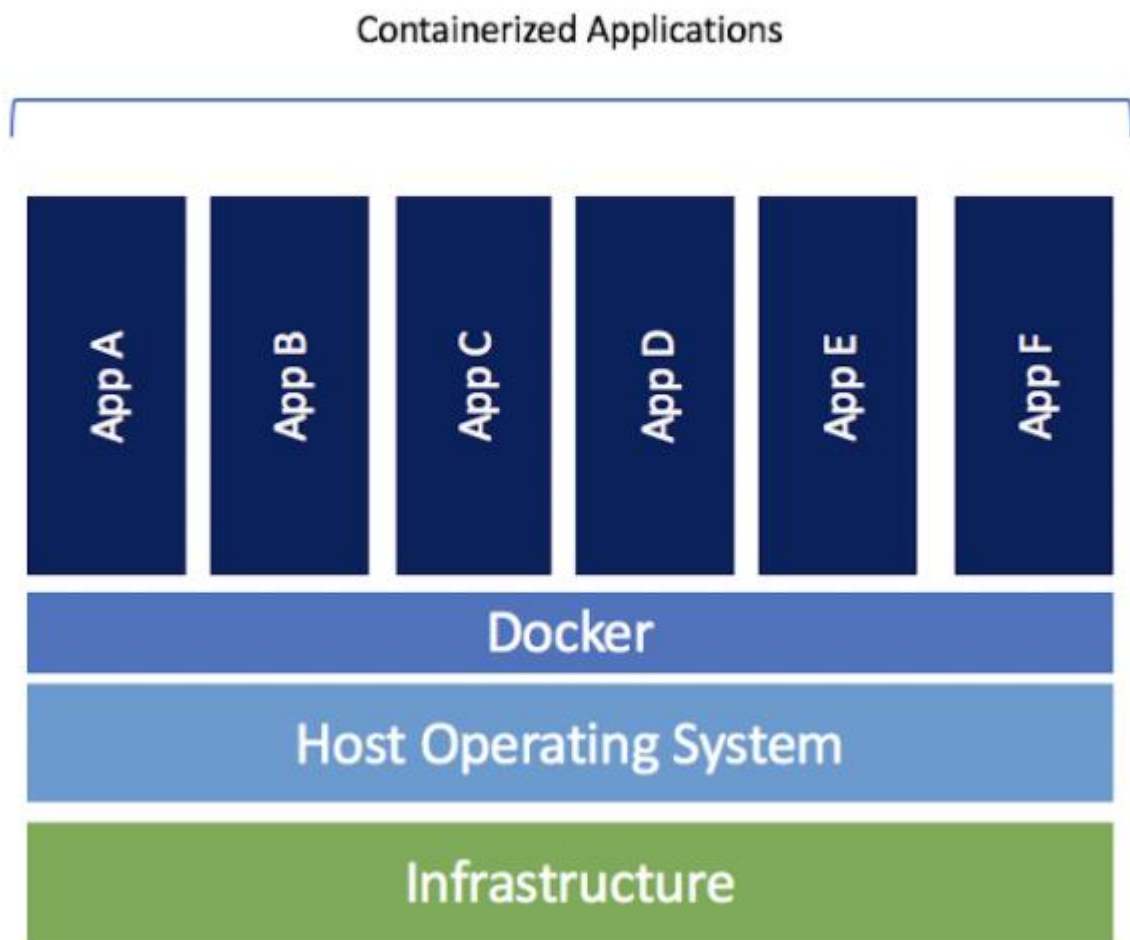
A **Hypervisor** is a piece of software, firmware, or hardware that a virtual machine runs on top of. The host machine provides the virtual machines with resources, including RAM and CPU. These resources are divided between virtual machines and can be distributed based on the applications that run on individual virtual machines.



Even though, virtual machines have solved the problem by now making our applications to run in isolation, with their own set of dependencies/libraries and OS requirements, the main issue here is that they're very heavy since each virtual machine has its own Guest operating system thereby consuming a higher portion of the host machine's resources and so take up a lot of time to start or create. This is where containers come to the rescue.

2. Containers

Containers are a light-weight, more agile way of handling virtualization, and since they don't use a software like hypervisor, you can enjoy faster resource provisioning and speedier availability of new applications. Unlike virtual machines which provide a hardware level virtualization, containers provide an operating-system level virtualization due to which they're very simple and easy to work with.



Since containers are lightweight, they consume a lot less resources of the host machine compared to virtual machines. You can easily share containers while you work, and be sure that everyone you share with gets the same container that works in the same way irrespective of version conflicts between dependencies or OS.

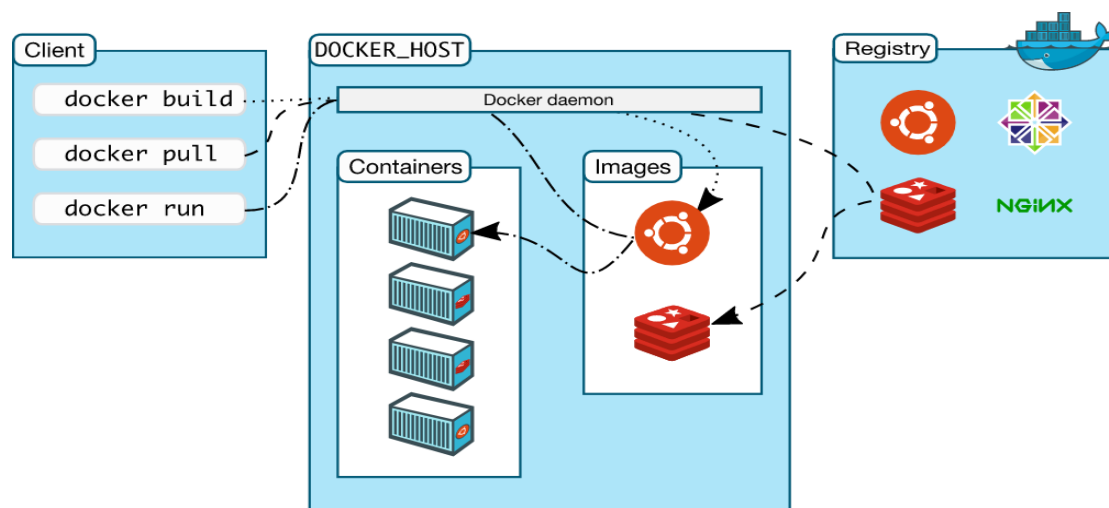
Now What is Docker?

Docker is a tool which helps in developing, shipping, and running your applications on containers and enables you to separate your applications from your infrastructure so you can deliver software quickly.

It provides the ability to package and run an application in an isolated environment i.e; containers. The isolation and security allows you to run many containers simultaneously on a given host.

Docker architecture

Docker uses a client-server architecture. The Docker *client* talks to the Docker *daemon*, which does the heavy lifting of building, running, and distributing your Docker containers. The Docker client and daemon *can* run on the same system, or you can connect a Docker client to a remote Docker daemon. The Docker client and daemon communicate using a REST API, over UNIX sockets or a network interface. Another Docker client is Docker Compose, that lets you work with applications consisting of a set of containers.



Docker Desktop

Docker Desktop is an easy-to-install application for your Mac, Windows or Linux environment that enables you to build and share containerized applications and microservices. Docker Desktop includes the Docker daemon ([dockerd](#)), the Docker client ([docker](#)), Docker Compose, Docker Content Trust, Kubernetes, and Credential Helper. For more information, see [Docker Desktop](#).

Docker registries

A Docker *registry* stores Docker images. Docker Hub is a public registry that anyone can use, and Docker is configured to look for images on Docker Hub by default. You can even run your own private registry.

When you use the `docker pull` or `docker run` commands, the required images are pulled from your configured registry. When you use the `docker push` command, your image is pushed to your configured registry.

Docker Engine

The **Docker Engine** is the core containerization technology responsible for creating and managing all the containers and other Docker objects. It acts a client-server application consisting of:

1. The **Docker Daemon**, which is a daemon process that runs in the background, keeps listening for any API requests and manages the Docker objects accordingly
2. A set of **APIs** in order to communicate with the Docker daemon
3. The **Docker CLI client** which helps users to communicate with the docker daemon and carry out the user's requests by using these Docker APIs

Docker Image

A Docker image is just a template which includes a set of instructions or commands that are used in order to create the actual container. We can use the same docker image to create multiple docker containers

Docker Container

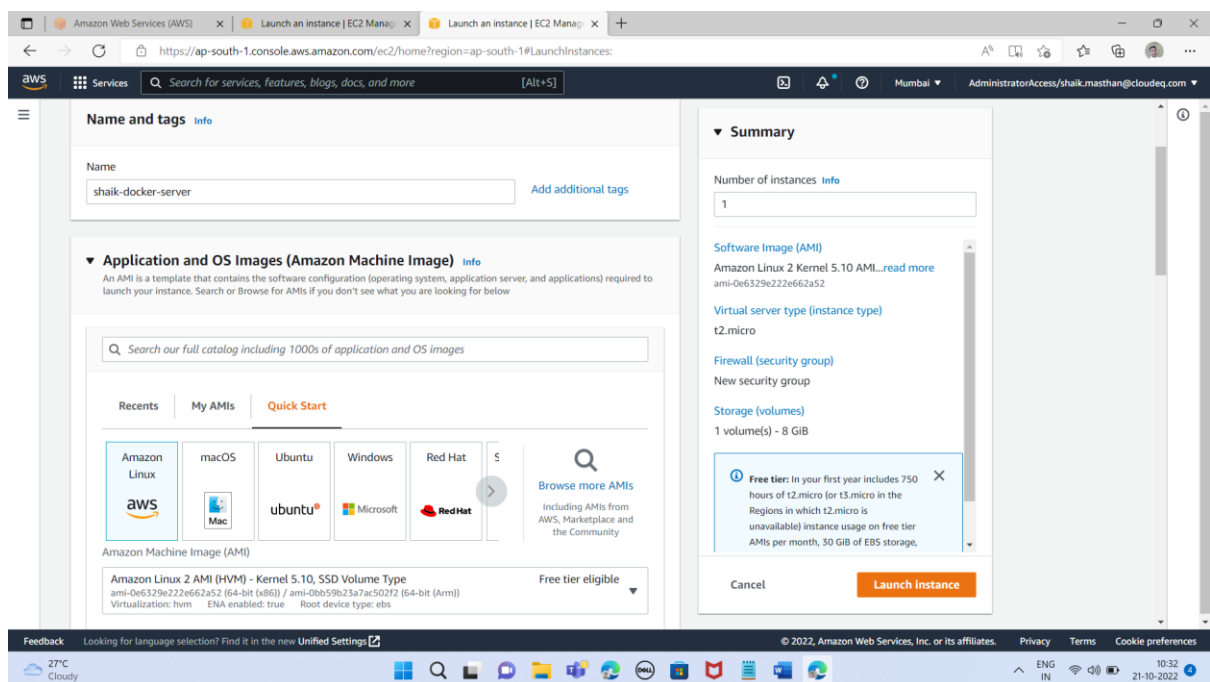
A Docker container is the actual instance which is based off of an image, and packages all the dependencies, libraries that an application needs and runs it in loosely coupled isolation

EC2 creation

Step1:

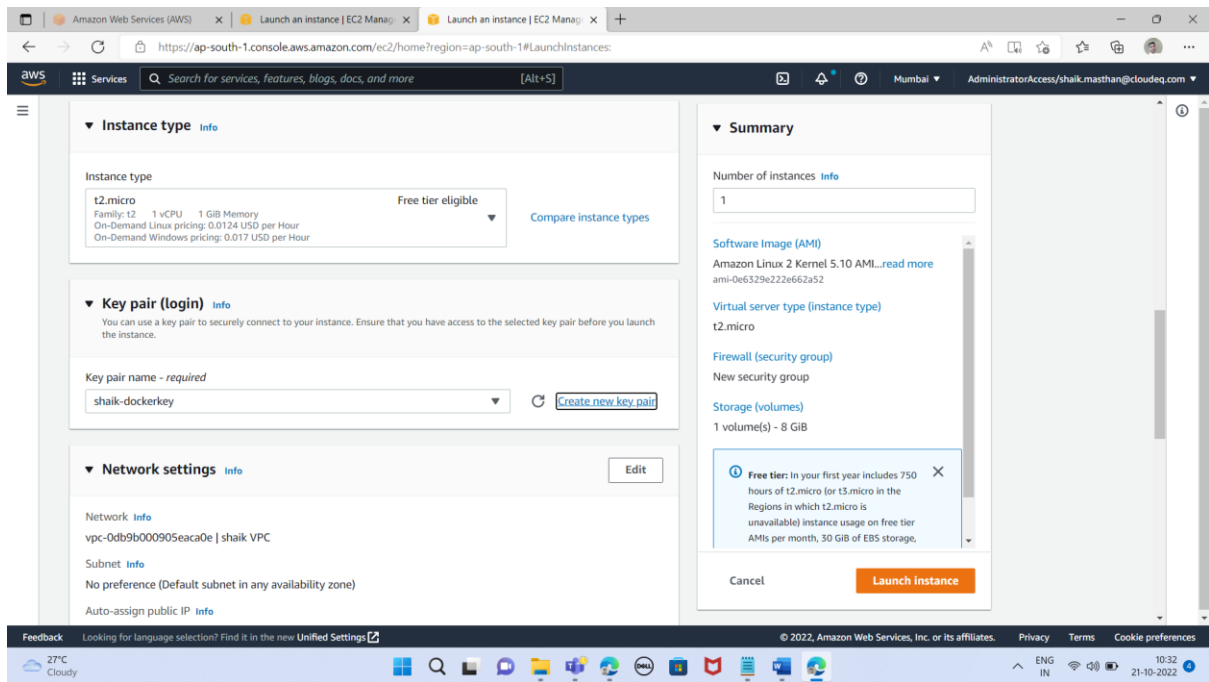
Now go to AWS Console search on ec2 create one instance

Given name on instance and select image as per requirement and number of instance:1

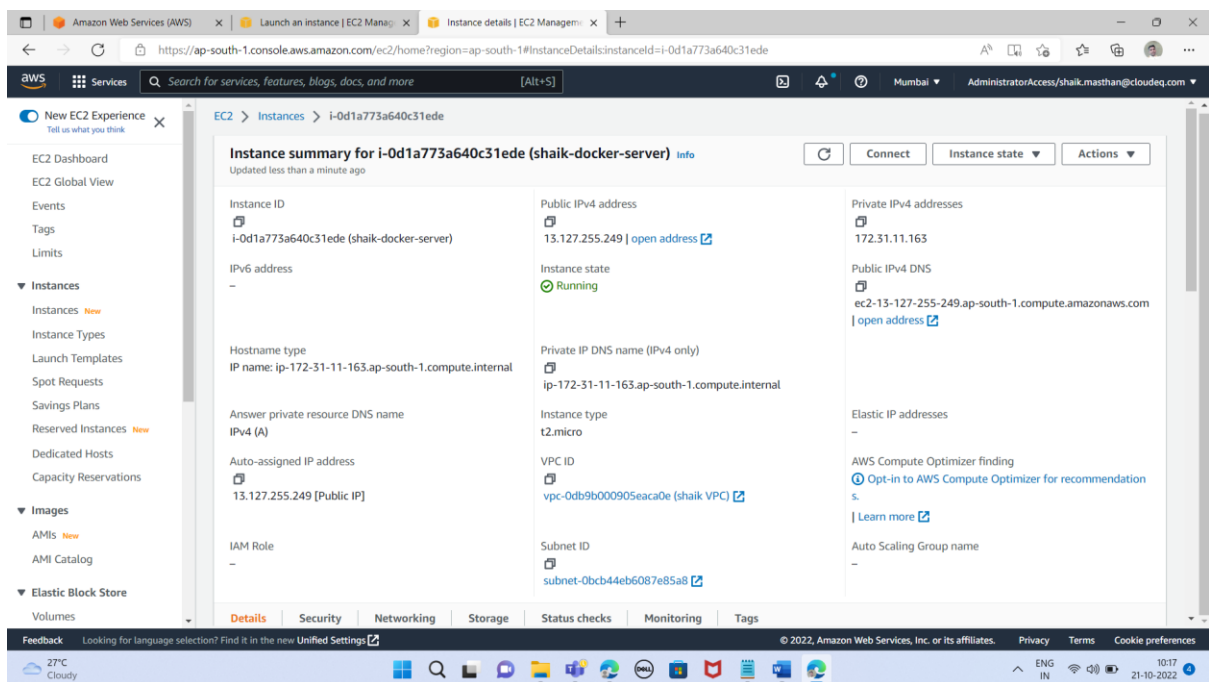


Step-2

Select t2.micro instance ,Create one key pair and remaining are takes default

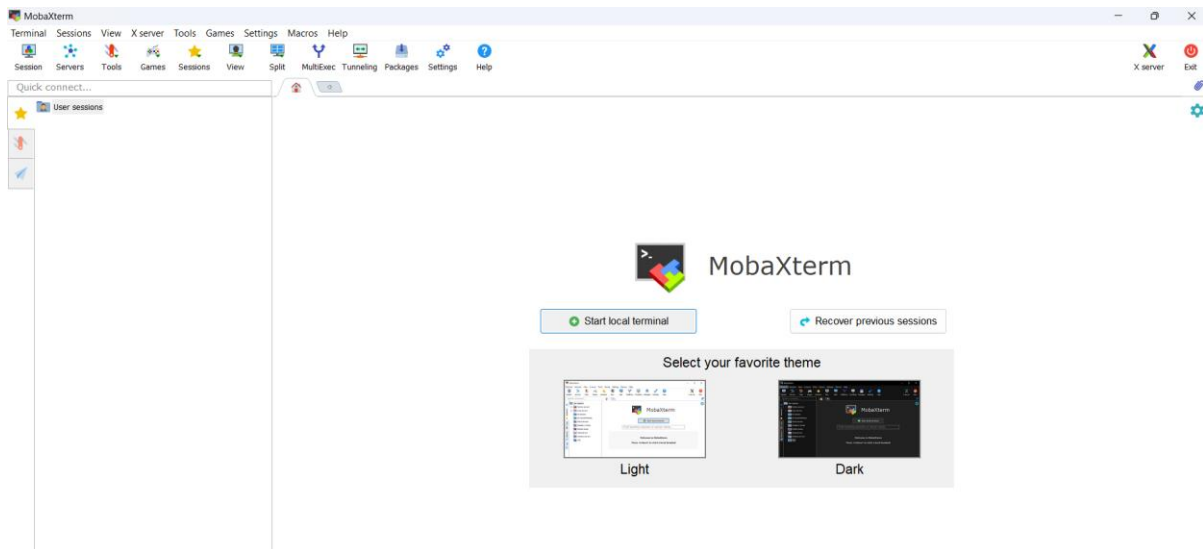


Now finally launch the instance, now I have launched ec2 instance successful



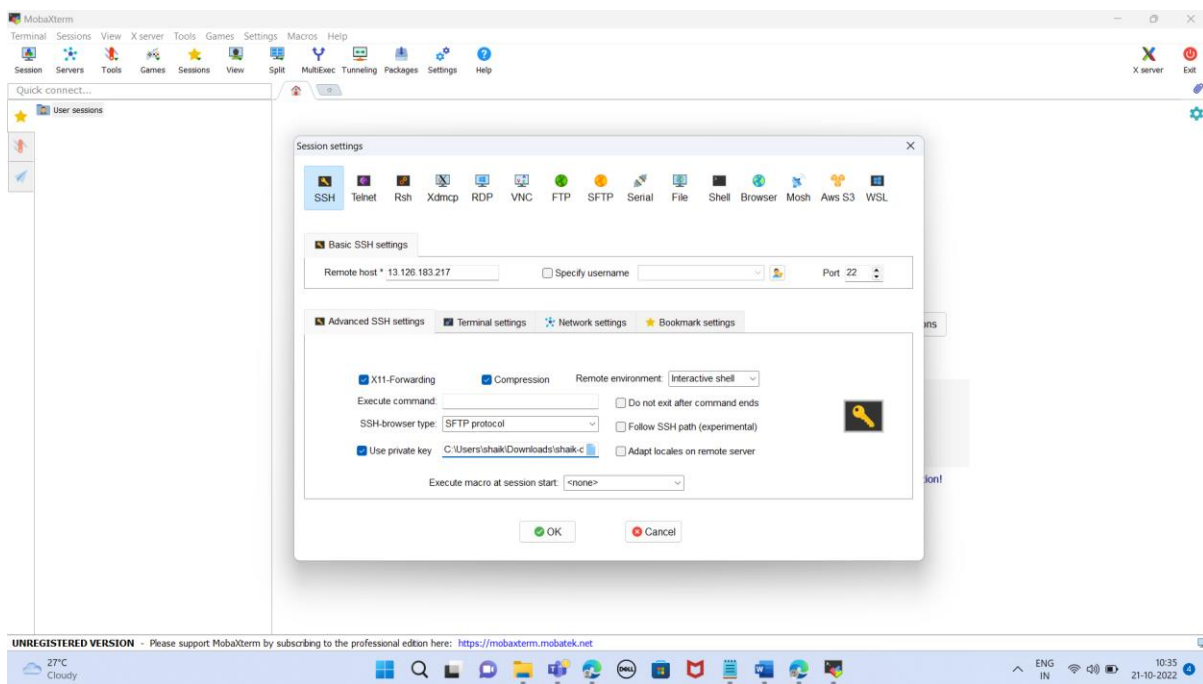
Step-3

Now I have installed MobaXterm



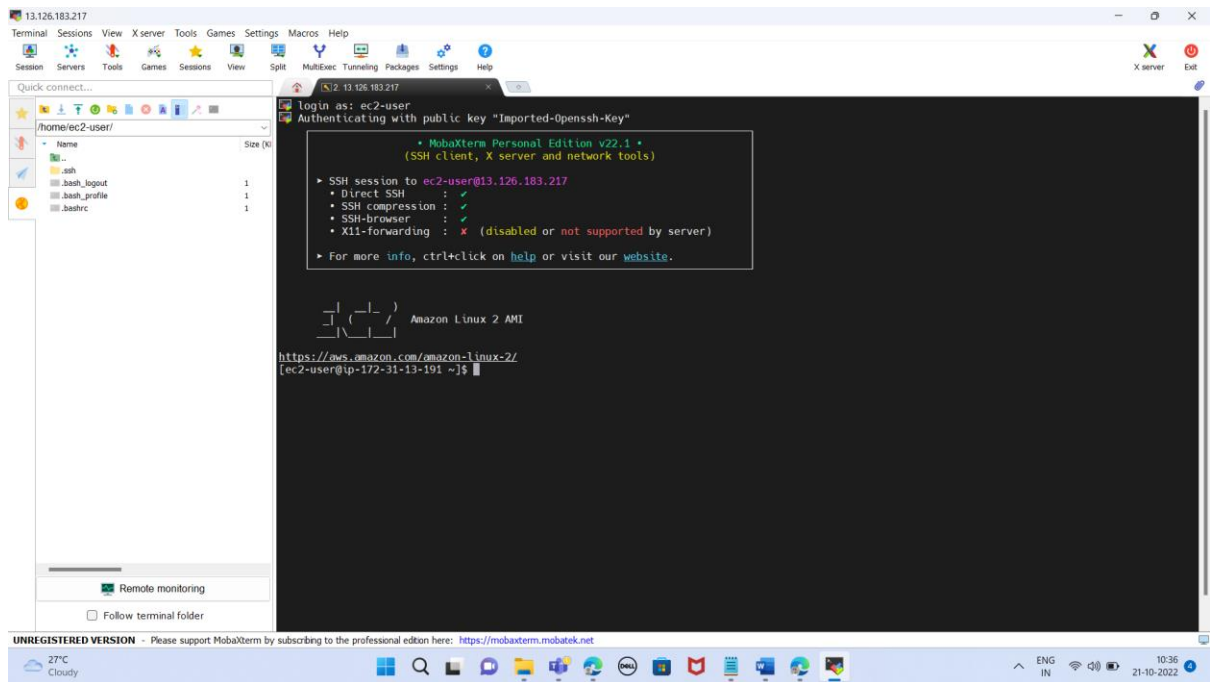
Step-4

Now I want to connect that instance using mobaXterm using public ip



Step-5

After connect asking username-ec2user



Now I have successful connected ec2 instance

