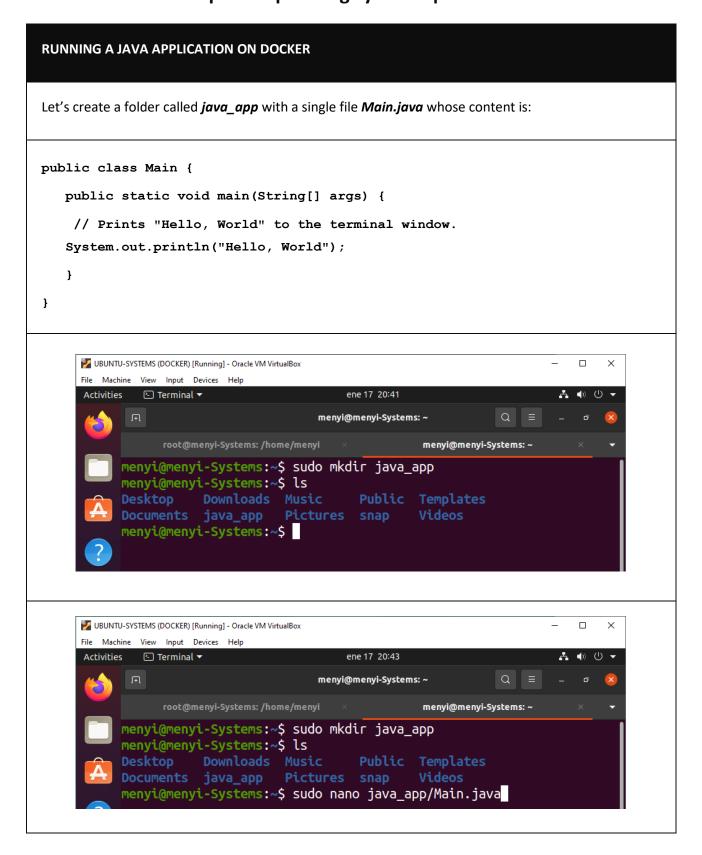
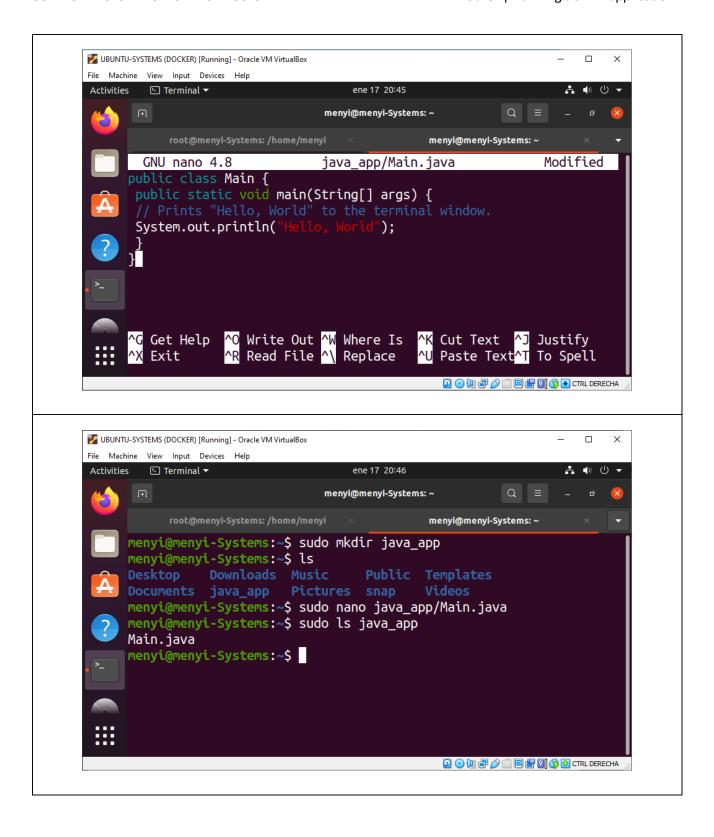
UNIT 04: Basic concepts of operating systems | DOCKER Exercises





1. RUN USING A DOCKERFILE

It is possible to create an image which compiles and runs the file.

We will use the last openjdk version.

The image will be created in the folder java_app

Create and save file **Dockerfile** in **java_app** folder with the following code:

FROM openjdk

COPY . /usr/src/myapp

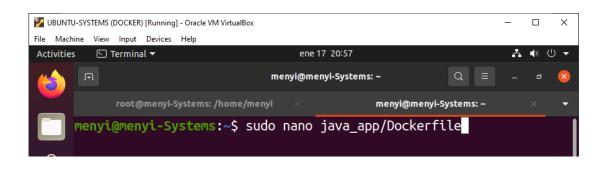
WORKDIR /usr/src/myapp

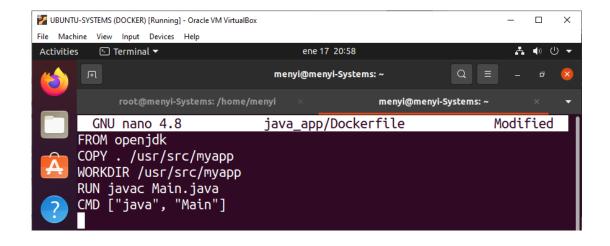
RUN javac Main.java

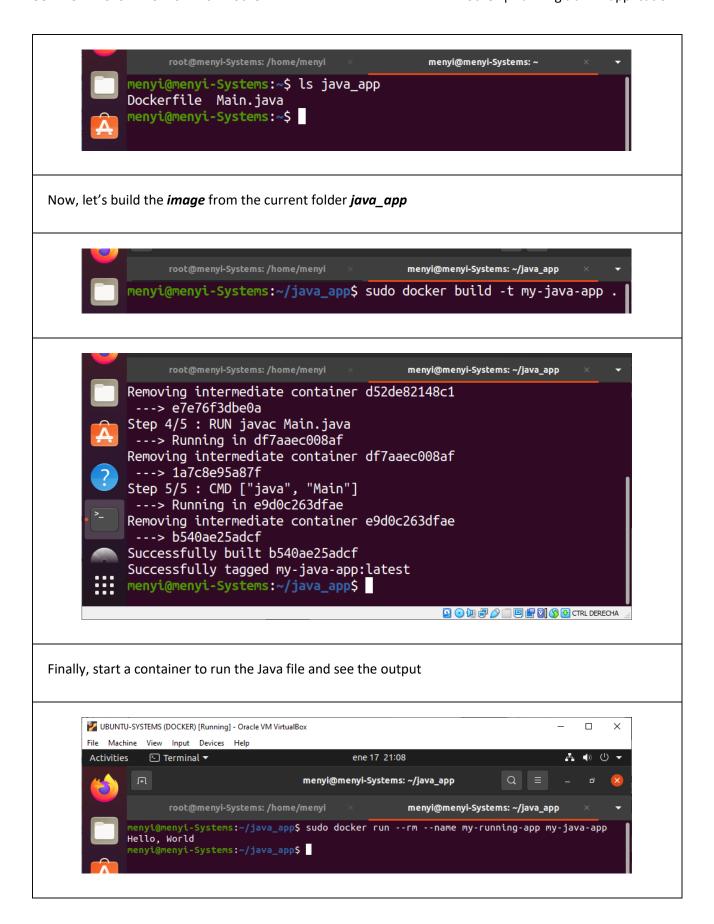
CMD ["java", "Main"]

The code basically copies the contents from the current directory into /usr/src/myapp.

Then, the Java application will be complied and run.







2 - RUN USING VOLUMES NON-INTERACTIVELY

First, create a **volume** named **java-vol** to save the Java application



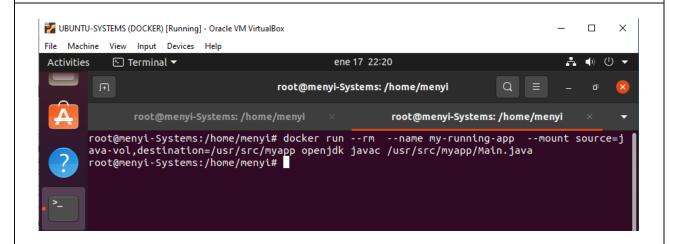
Before running the *container*, we should check where it is really located with *docker inspect*

For example, in this case, the real content location will be /var/lib/docker/volumes/javavol/_data

So, just copy the Java file Main.java into the volume folder and check it

```
root@menyi-Systems:/home/menyi x root@menyi-Systems:/home/menyi x root@menyi-Systems:/home/menyi# cp java_app/Main.java /var/lib/docker/volumes/java-vol/_data root@menyi-Systems:/home/menyi# ls /var/lib/docker/volumes/java-vol/_data Main.java root@menyi-Systems:/home/menyi#
```

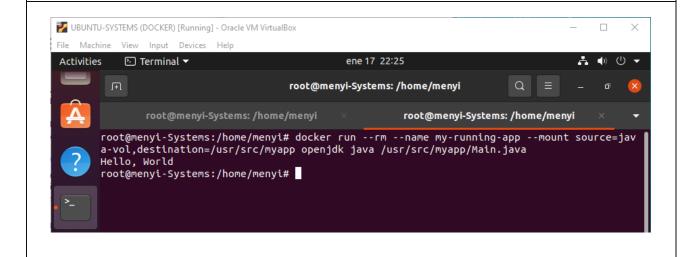
At this point we can *compile* the Java file *Main.java* associating the volume location.



It is not necessary to create an image, but the main disadvantage is that we need to create two different containers to compile and run.

The first container should have created the *Main.class* in the *volume* folder.

Finally, we can run the compiled file.



3 - RUN USING VOLUMES INTERACTIVELY

Using the *same volume as in Part 2*, it is possible to run a container with an *interactive bash* from an *openjdk image* (default option without bash opens a *jshell*, and we have not studied)

