Table of Contents

Preface-MH9 v

1. Introduction-MH9 11
What does Programming Kubernetes Mean? 11
A Motivational Example 12

2. Kubernetes API basics-MH9 1
The API Server 1
The Kubernetes API 1
Using the API from the Command Line 1

3. Basics of `client-go`-SS 3
Kubernetes Objects in Go 3
Clientsets 3
Informers and Caching 3
API Machinery 3

4. Using Custom Resources-SS 5
Type definitions 5
Validating Custom Resources 5
Advanced Features of Custom Resources 5
A Developers View on Custom Resources 5

5. Automating Code Generation-SS 7

6. Controllers and Operators-MH9 9
The Controller Loop 9
Optimistic Concurrency 9

Edge Versus Level Driven Triggers 9

7. Solutions For Writing Operators-MH9. 11
Kubebuilder 11
The Operator SDK 11
Metacontroller 11
Other Approaches 11

8. Custom API Servers-SS. 13
Use Cases For Custom API Servers 13
Approaches Writing Custom API Servers 13

9. Cloud Native Programming Languages-MH9. 15
The Approach 15
Metaparticle 15
Ballerina 15
Pulumi 15

10. Advanced Topics-SS. 17
Custom Subresources 17
Custom Resources Versioning 17
Production-ready Deployments Of Custom Resources 17
Getting The Permissions Right For Custom Resources 17
Performance Considerations For Custom Resources 17

A. Resources. 19

Index. 21