

2023-04-22

Master of Puppets

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Infrastructure as Code and Configuration Management on an Open Source Budget

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└ Introduction, Tools Required

└ What's the Problem, and Why Should I Care?

└ What's the Problem, and Why Should I Care?

What's the Problem, and Why Should I Care?

1. The number of services we manage is growing faster than our headcount.
2. Manual configuration leads to manual errors and doesn't scale.
3. Some automation artifacts (e.g., golden images or VM templates) may lack reproducibility (often due to unrecorded manual changes).
4. Local, sandboxed development environments may be preferred to reduce iteration time and risk to production systems.

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- └ Introduction, Tools Required
- └ What's the Problem, and Why Should I Care?
- └ The Tradeoffs

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The Tradeoffs



Figure 1: XKCD 1205, "Is It Worth the Time?"



Figure 2: XKCD 1319, "Automation"



Figure 3: XKCD 2730, "Code Lifespan"

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└ Introduction, Tools Required

└ What Do You Want to Do About It?

└ Minimum Standards for a Viable Infrastructure as Code (IaC) Solution

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Minimum Standards for a Viable Infrastructure as Code (IaC) Solution

1. For any given service, define a single source of authority for:
 - ▶ installed packages
 - ▶ configuration files
 - ▶ running services
 - ▶ firewall rules
 - ▶ etc. with customization allowed for groups of servers.
2. Automatically apply all needed changes, but only when needed.
3. Maintain balance of consistency and separation of dev/test/prod environments.
4. Automatically maintain records of who made what change when (and ideally, why).
5. Prefer text over binaries (automation for base OS install instead of golden thick image or VM template).
6. Enable developers to test safely and minimize exposure to outside network.

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└─ Introduction, Tools Required

└─ What Do You Want to Do About It?

└─ Stretch Goals for a Viable IaC Solution

Stretch Goals for a Viable IaC Solution

1. Allow multiple dev/test environments.
2. Give admins their choice of development platform (Windows, macOS, Linux).
3. Enable management of multiple server OSes (at least multiple Unix, or possibly Windows).
4. Manage endpoints as well as servers.
5. Secure and track secrets (e.g., local database passwords) in central location.
6. Be a good neighbor on already-installed systems (only manage what has to be) and expand scope from there.
7. Avoid vendor lock-in.

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└ Introduction, Tools Required

└ What Do You Want to Do About It?

└ This Isn't the Only Possible Solution

This Isn't the Only Possible Solution

- ▶ Some tools used here are derived from our production environment.
- ▶ Other tools are ones I've used or promoted in other projects and contexts.
- ▶ These tools provide a working reference implementation that's cross-platform (if not totally cross-architecture) with zero purchasing price and open-source licensing.
- ▶ Replace any of them with other tools matching your local preferences and standards (the concepts are unchanged).

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└ Introduction, Tools Required

└ For the Admin Laptop/Desktop

└ Provisioning (1/2)

x

Provisioning (1/2)

Oracle VM VirtualBox without Extension Pack (GNU General Public License v2) Type 2 hypervisor for x86 platforms.

- ▶ Runs on Windows, Linux, and macOS (M1/M2 is in developer preview, and hasn't been tested for this application).
- ▶ Extension Pack is not open source, and use requires separate license from Oracle.

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- └ Introduction, Tools Required
- └ For the Admin Laptop/Desktop
 - └ VirtualBox Typical Use for Client Testing

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VirtualBox Typical Use for Client Testing



Figure 4: Typical Use of VirtualBox on Desktop

Easy, and works fine for testing new OSes or applications.



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- └ Introduction, Tools Required
- └ For the Admin Laptop/Desktop
 - └ VirtualBox Less Typical Use for Server Testing

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Figure 5: Less Typical Use of VirtualBox on Desktop

Easy? Maybe, but management effort scales with number of virtual machines, and the *easy* way to get access from your host OS tools (e.g., web browser) either requires manual port forwarding or exposing the VMs to your network.



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└ Introduction, Tools Required

└ For the Admin Laptop/Desktop

└ Provisioning (2/2)

x

Provisioning (2/2)

[HashiCorp Vagrant \(MIT License\)](#) Provisioning software for virtual machines.

- Supports programmatic creation of virtual machines and networks.
- Supports in-VM provisioning via file copy, Ansible, CFEngine, Chef, Docker, Podman, Puppet, and Salt.

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└ Introduction, Tools Required

└ For the Admin Laptop/Desktop

└ What's Vagrant Doing?

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What's Vagrant Doing?

A Vagrant VM is just a VirtualBox VM that:

- ▶ runs in the background (headless)
- ▶ is usually derived from a base installation from <https://app.vagrantup.com/>
- ▶ configured with a Ruby-syntax `Vagrantfile`
- ▶ usually supports a shared folder `/vagrant` mapped from the host OS
- ▶ supports ssh from the host operating system through an automatically-forwarded port (via `vagrant ssh`)

└─ For the Admin Laptop/Desktop

└─What's the Difference with Vagrant for a Single Virtual Machine?

X

[illegible]

Figure 6: Vagrant use for a single VM



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- └ Introduction, Tools Required

- └ For the Admin Laptop/Desktop

- └ How Does It Scale to Multiple Virtual Machines?

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How Does It Scale to Multiple Virtual Machines?



Figure 7: Vagrant use for multiple VMs

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- └ Introduction, Tools Required

- └ For the Admin Laptop/Desktop

- └ What If My Programs Can't Use Alternate Ports?

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What If My Programs Can't Use Alternate Ports?



Figure 8: Vagrant use for multiple VMs with a host-only network



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└─ Introduction, Tools Required

└─ For the Admin Laptop/Desktop

└─ Toolchains

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Toolchains

[Git](#) ([GNU General Public License v2](#)) Keeps track of and logs changes to files in folders. Allows multiple concurrent branches of development, and can push and pull code to/from remote servers (usually via ssh).

[Puppet Agent](#) ([Apache License](#)) Primarily needed for secret-management tools. Service can be stopped and disabled.

[Puppet Development Kit](#) ([Apache License](#)) Helper tools for developing and testing Puppet modules and classes.

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- └ Introduction, Tools Required

- └ For the Admin Laptop/Desktop

- └ Editing

Editing

[Microsoft Visual Studio Code \(MIT License\)](#) 800 pound gorilla of text editors, emacs for a new generation.

[Puppet VSCode Extension \(Apache License\)](#) Provides syntax highlighting, code completion, and linting of Puppet code. Integrates with Puppet Development Kit.

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└─ Introduction, Tools Required

└─ In the Vagrant VMs (and Production Servers)

└─ Configuration Management

x

Configuration Management

Puppet (primary server and agent) (Apache License) a tool that helps you manage and automate the configuration of servers.

- ▶ Code is declarative, describing the desired state of your systems, not the sequence of steps needed to get there.
- ▶ Puppet primary server stores the code defining your desired state, and compiles it with facts provided by the agent into a catalog
- ▶ Puppet agent translates the compiled catalog into host-specific commands and executes them.
- ▶ Run the agent on the Puppet primary server to have it define its own configuration.

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└ Introduction, Tools Required

└ In the Vagrant VMs (and Production Servers)

└ Version Control Server

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Version Control Server

[Gitea](#) (MIT License) self-hosted Git server, features:

- ▶ single Go binary with SQLite support.
- ▶ issue tracking and wikis.
- ▶ organizational hierarchy.
- ▶ OpenID Connect single sign-on (yes, it works with Azure Active Directory).
- ▶ branch protection and review before merge.
- ▶ webhooks to trigger automation on various events.

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- └ Introduction, Tools Required
- └ In the Vagrant VMs (and Production Servers)
- └ Continuous Deployment

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Continuous Deployment

[Adnan Hajdarevic \(adnanh\)'s Webhook](#) ([MIT License](#)) lightweight configurable tool written in Go, that allows you to easily create HTTP endpoints (hooks) on your server, which you can use to execute configured commands.

[r10k](#) ([Apache License](#)) provides a general purpose toolset for deploying Puppet environments and modules. Maps a branch in a Git repository to a Puppet environment.

Combining Git branches, Gitea webhooks, [adnanh's Webhook](#), and [r10k](#) allows easy management of multiple Puppet environments for developing and testing services.

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- └ Steps Toward Infrastructure as Code

- └ Installing and Setting Up the Tools

- └ VS Code, Puppet VS Code Extension, VirtualBox, Vagrant, Puppet Agent, Puppet Development Kit

VS Code, Puppet VS Code Extension, VirtualBox, Vagrant, Puppet Agent, Puppet Development Kit

Use default settings for all.

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└─ Steps Toward Infrastructure as Code

└─ Installing and Setting Up the Tools

└─ Git

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Git

- ▶ Windows, macOS, Linux installation: you should be able to follow [Software Carpentry's template workshop instructions](#) for installation.
 - ▶ Windows, macOS, Linux setup: following with Software Carpentry's [Setting Up Git](#) page, opening a command prompt and running:
 - ▶ `git config --global user.name "Your Name"`
 - ▶ `git config --global user.email "you@yourplace.edu"`
 - ▶ and either:
 - `git config --global core.autocrlf input` for macOS and Linux, or
 - `git config --global core.autocrlf false` for Windows
- should be enough to get started.

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- └ Steps Toward Infrastructure as Code
- └ Installing and Setting Up the Tools
- └ Git in Visual Studio Code

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Git in Visual Studio Code

- ▶ File / Open Folder
- ▶ Find existing folder, or create empty one.
- ▶ View / Source Control
- ▶ Initialize Repository button



Figure 9: VS Code Initialize Repo button

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- └ Steps Toward Infrastructure as Code
 - └ Installing and Setting Up the Tools
 - └ **Terminal in Visual Studio Code**

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Terminal in Visual Studio Code

► View / Terminal
Places you at the top-level
Git repository folder.



Figure 10: VS Code terminal window

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└─ Steps Toward Infrastructure as Code

└─ In the Vagrant Development Environment

└─ How To Make the First Vagrant VM?

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How To Make the First Vagrant VM?

We want a VM:

- ▶ running a Red Hat-family OS, version 8
- ▶ supporting a shared folder `/vagrant` mapped from the host OS

Start the definition of a new Vagrant VM in the repository folder with `vagrant init bento/rockylinux-8`, and look at the `Vagrantfile` that was just created.

(The bento Vagrant boxes are built by the [Chef Bento project](#).)

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- └ Steps Toward Infrastructure as Code
 - └ In the Vagrant Development Environment
 - └ The First Vagrantfile (1/2)

x

The First Vagrantfile (1/2)

Generated from `vagrant init bento/rockylinux-8`, filtered down to interesting commands and comments.

```
Vagrant.configure("2") do |config|
  config.vm.box = "bento/rockylinux-8"
  # config.vm.network "forwarded_port", guest: 80, host: 8080
  # config.vm.network "forwarded_port", guest: 80, host: 8080,
  #   host_ip: "127.0.0.1"
  # config.vm.network "private_network", ip: "192.168.33.10"
  # config.vm.provider "virtualbox" do |vb|
  #   # Customize the amount of memory on the VM:
  #   vb.memory = "1024"
  # end
```

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- └ Steps Toward Infrastructure as Code
 - └ In the Vagrant Development Environment
 - └ The First Vagrantfile (2/2)

x

The First Vagrantfile (2/2)

```
# config.vm.provision "shell", inline: <<SHELL
#   apt-get update
#   apt-get install -y apache2
# SHELL
end
```

You'll also see a 1 badge on the Source Control button in Visual Studio Code, indicating there's one pending change in the repository folder (the creation of the Vagrantfile).

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└─ Steps Toward Infrastructure as Code

└─ In the Vagrant Development Environment

└─ Installing a New Vagrant VM with `vagrant up`

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Installing a New Vagrant VM with `vagrant up`

- ▶ Running `vagrant up` from the Visual Studio Code terminal builds the VM.
- ▶ Running `vagrant ssh` from the Visual Studio Code terminal results in you being logged into a `vagrant` account in the Linux VM, which has passwordless sudo rights.
- ▶ If you exit back out to your host command prompt, you can do a `vagrant destroy` to shut down and delete the VM.

Once that's working, we'd like to record the new Vagrantfile into version control in Visual Studio Code, but there are complications.

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└─ Steps Toward Infrastructure as Code

└─ In the Vagrant Development Environment

└─ Setting Up Version Control (How to Ignore Machine-Generated Files)

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Setting Up Version Control (How to Ignore Machine-Generated Files)

► View / Source Control

Notice there are several other files in the repository folder now (the Source Control button probably has a badge of 3 now). These are from the `.vagrant` folder that Vagrant uses to track virtual machine information.

- Right-click one of the files, select "Add to .gitignore"
- Notice the file is absent from the Source Control button, and there's a new file `.gitignore`.
- Go back to the folder view (View / Explorer)
- Select the file `.gitignore` to open it in the editor
- Edit the only line in `.gitignore` to be just `.vagrant/` (no filename) and save the file.

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└ Steps Toward Infrastructure as Code

└ In the Vagrant Development Environment

└ Setting Up Version Control (Adding and Committing Useful Files)

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Setting Up Version Control (Adding and Committing Useful Files)

- ▶ Notice the Source Control badge now reads 2 (one for Vagrantfile, one for .gitignore).
- ▶ Right-click Vagrantfile, select "Stage Changes" (or hit + sign to right of Vagrantfile).
- ▶ Repeat for .gitignore.
- ▶ In the "Message" text entry, enter Define initial Vagrantfile and .gitignore and select the "Commit" button.

In theory, [Git commits should be "atomic"](#), i.e., a single, complete unit of work that can be described in a single sentence. In practice, we're often not that disciplined about it.

[Git commit messages should be short and imperative](#), completing the sentence, "when applied, this commit will ...".

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- └ Steps Toward Infrastructure as Code
 - └ In the Vagrant Development Environment
 - └ What Would We Like to Change?

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What Would We Like to Change?

Things to Fix

1. VM hostname is currently localhost, would like that to change.
2. Need some actual configuration (packages, config files, services, etc.)
3. Need multiple VMs (Git server, Puppet primary server, Puppet client, etc.)
4. Need Puppet agent to poll Puppet primary server for changes (requires name resolution from DNS, host file, etc.)

Tools for Fixing Things

1. Vagrantfile settings
2. VM provisioners (shell shown by default, but puppet provisioner also available)
3. Provisioners can also read from files (shell scripts, Puppet manifests)
4. Files in the repository folder (show up in /vagrant in the VMs)
5. DRY (don't repeat yourself) principle (avoid copy/paste)

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Reference Architecture

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Figure 11: Reference architecture

- ▶ Administrator only directly interacts with VS Code, host file manager, and any host IP clients (e.g., web browser)
- ▶ VMs communicate over shared internal network



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└─ Steps Toward Infrastructure as Code

└─ Minimum Viable IaC Part 1: Bootstrapping a Git Server

└─ Minimum Viable IaC Part 1: Bootstrapping a Git Server

Minimum Viable IaC Part 1: Bootstrapping a Git Server

- ▶ Vagrant allows for multiple provisioning blocks in the Vagrantfile.
- ▶ We'll use the `ansible` provisioner to install the Puppet agent in each VM (later, we'll let the puppet provisioner to do the rest of the setup in each VM).

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└─ Steps Toward Infrastructure as Code

└─ Minimum Viable IaC Part 1: Bootstrapping a Git Server

└─ Initial Vagrantfile for Git server

Initial Vagrantfile for Git server

```
Vagrant.configure("2") do |config|
  # general settings for all VMs
  config.vm.box = "bento/rockylinux-8"
  config.vm.provision "shell", path: "provision.sh"
  # settings specific to the git VM
  config.vm.define "git" do |git|
    git.vm.hostname = "git"
    git.vm.network "private_network", ip: "10.234.24.2",
      netmask: "255.255.255.0"
  end
end
```

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└─ Steps Toward Infrastructure as Code

└─ Minimum Viable IaC Part 1: Bootstrapping a Git Server

└─ Contents of `provision.sh`

Contents of `provision.sh`

```
#!/bin/bash
# Ensure working local DNS
nmcli con modify 'eth0' ipv4.dns+search 'theits23.rem.ro' \
    ipv4.ignore-auto-dns yes ipv4.dns '10.234.24.254'
systemctl restart NetworkManager
YUM="yum -q -y"
# Install puppet
$(YUM) install http://yum.puppet.com/puppet7-release-el-8.noarch.rpm
$(YUM) install puppet-agent
```

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└─ Steps Toward Infrastructure as Code

└─ Minimum Viable IaC Part 1: Bootstrapping a Git Server

└─ Build Git Server, Verify Puppet Exists, Then Commit Changes

Build Git Server, Verify Puppet Exists, Then Commit Changes

- ▶ `vagrant up git` to build
- ▶ `vagrant ssh git` to log in
- ▶ `sudo -i puppet --version` to see Puppet is installed
- ▶ `exit` to log out

In VS Code:

- ▶ View / Source Control
- ▶ add `Vagrantfile` and `provision.sh` to the staged changes
- ▶ commit changes with message `Define initial Git server and install puppet agent`

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└─ Steps Toward Infrastructure as Code

└─ Minimum Viable IaC Part 1: Bootstrapping a Git Server

└─ Adding a Second Provisioner

Adding a Second Provisioner

- ▶ Vagrant allows for multiple provisioning blocks in the Vagrantfile.
- ▶ Now that the Puppet agent is installed in the VM, we can use it to install and configure other items.
- ▶ Add a line below the shell provisioner in the Vagrantfile containing:
`config.vm.provision "puppet" # defaults to manifests/default.pp`

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└ Steps Toward Infrastructure as Code

└ Minimum Viable IaC Part 1: Bootstrapping a Git Server

└ Useful Puppet Resource Types (Most Common in **Bold**)

Useful Puppet Resource Types (Most Common in **Bold**)

- ▶ Command execution: **exec**, **cron**
- ▶ File-related: **file**, **filebucket**, **mount**, **tidy**
- ▶ Package management: **package**, **yumrepo**
- ▶ SELinux: **selboolean**, **selmodule**
- ▶ Services: **service**
- ▶ User-related: **group**, **ssh_authorized_key**, **user**
- ▶ Manifest structure: **notify**, **resources**, **schedule**, **stage**
- ▶ Resources are (usually) cross-platform, and are implemented through lower-level providers that are OS/platform-specific (e.g., **dnf**, **yum**, **apt**, etc. for packages).
- ▶ Other resource types can be written in Ruby if needed, but it's not often you'll need to write one.

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└─ Steps Toward Infrastructure as Code

└─ Minimum Viable IaC Part 1: Bootstrapping a Git Server

└─ Bootstrapping Git Server Configuration in Puppet (1/10)

x

In VS Code:

- View / Explorer
- Right-click empty area, make a new folder manifests
- Right-click manifests folder, create new file default.pp.

In manifests/default.pp, add:

```
node 'git.theits23.renf.ro' {  
  $fast_network = false # set true to load resources from Internet  
  # yum -g -y install git aglitts  
  package { [ 'git', 'sqlite', ]:  
    ensure => present,  
  }  
}
```

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└ Steps Toward Infrastructure as Code

└└ Minimum Viable IaC Part 1: Bootstrapping a Git Server

└└└ Bootstrapping Git Server Configuration in Puppet (2/10)

Bootstrapping Git Server Configuration in Puppet (2/10)

```
user { 'git': # adduser --system --create-home git
  ensure => present,
  system => true,
  managehome => true,
}
['.', 'custom', 'data', 'log'].each |$dir| {
  file { ["/var/lib/git/${dir}"]:
    ensure => directory,
    owner  => 'git',
    group  => 'git',
    mode   => '0750',
    require => User['git'],
  } # install -d -o git -g git -m 0750 /var/lib/git/${custom,data,log}
}
```

x

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└ Steps Toward Infrastructure as Code

└└ Minimum Viable IaC Part 1: Bootstrapping a Git Server

└└└ Bootstrapping Git Server Configuration in Puppet (3/10)

Bootstrapping Git Server Configuration in Puppet (3/10)

```
file { ['/etc/gitea']: # install -d -o root -g git -m 0770 /etc/gitea
  ensure => directory,
  owner  => 'root',
  group  => 'git',
  mode   => '0770',
  require => User['git'],
}
$ver = '1.18.5'
$giteaurl = "https://dl.gitea.com/gitea/${ver}"
$serviceurl = "https://raw.githubusercontent.com/go-gitea/gitea"
```

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└─ Steps Toward Infrastructure as Code

└─ Minimum Viable IaC Part 1: Bootstrapping a Git Server

└─ Bootstrapping Git Server Configuration in Puppet (4/10)

Bootstrapping Git Server Configuration in Puppet (4/10)

```
$git_source = $fast_network ? {  
  true  => "${git_src}/gitea-${ver}-linux-amd64",  
  default => "/vagrant/gitea/gitea-${ver}-linux-amd64",  
}  
  
file { ['/usr/local/bin/gitea':  
  ensure => present,  
  owner  => 'root',  
  group  => 'root',  
  mode   => '0755',  
  source => $git_source,  
  checksum => 'sha1',  
  checksum_value => 'a33afcfce0d3ba27667f40c99e5dfa91202fce6b3',  
}]
```

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└─ Steps Toward Infrastructure as Code

└─ Minimum Viable IaC Part 1: Bootstrapping a Git Server

└─ Bootstrapping Git Server Configuration in Puppet (5/10)

Bootstrapping Git Server Configuration in Puppet (5/10)

```
$servicesource = $fast_network ? {  
  true  => "${serviceurl}/${ver}/contrib/systemd/gitserver.service",  
  default => '/vagrant/gitserver.service',  
}  
  
file { ['/etc/systemd/system/gitserver.service':  
  ensure => present,  
  owner  => 'root',  
  group  => 'root',  
  mode   => '0644',  
  source => $servicesource,  
  checksum => 'sha1',  
  checksum_value => 'ff8403c9a5805e471d4ea01e279b23ef92c277d5',  
}]
```

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└─ Minimum Viable IaC Part 1: Bootstrapping a Git Server

└─ Bootstrapping Git Server Configuration in Puppet (6/10)

Bootstrapping Git Server Configuration in Puppet (6/10)

```
service { ['gitea']: # systemctl start gitea ; systemctl enable gitea
  ensure => running,
  enable => true,
  require => [
    File['/etc/systemd/system/gitea.service'],
    File['/usr/local/bin/gitea'],
  ],
}
```

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└─ Steps Toward Infrastructure as Code

└─ Minimum Viable IaC Part 1: Bootstrapping a Git Server

└─ Bootstrapping Git Server Configuration in Puppet (7/10)

x

Bootstrapping Git Server Configuration in Puppet (7/10)

```
$localnet = '10.234.24.0/24'
exec { 'allow webhooks to local network':
  command => "echo -e \ # wrapped for slide, should be one line
  '[webhook]\nALLOWED_HOST_LIST = ${localnet}' >> /etc/gitea/app.ini",
  provider => 'shell',
  onlyif   => 'test \ # wrapped for slide, should be one line
  ${group} -q ALLOWED_HOST_LIST /etc/gitea/app.ini; echo $? ' -eq 1',
  notify   => Service['gitea'],
}
```

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└─ Steps Toward Infrastructure as Code

└─ Minimum Viable IaC Part 1: Bootstrapping a Git Server

└─ Bootstrapping Git Server Configuration in Puppet (8/10)

x

Bootstrapping Git Server Configuration in Puppet (8/10)

```
exec { 'fix root URL for Gitea':  
  command => "perl -pi.bak \# wrapped for slide, should be one line  
    ~e 's#localhost:3000#10.234.24.2:3000#g' /etc/gitea/app.ini",  
  provider => 'shell',  
  onlyif   => 'test \# wrapped for slide, should be one line  
    $(grep -q 10.234.24.2:3000 /etc/gitea/app.ini; echo $?)' -eq 1',  
  notify   => Service['gitea'],  
}
```

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└─ Steps Toward Infrastructure as Code

└─ Minimum Viable IaC Part 1: Bootstrapping a Git Server

└─ Bootstrapping Git Server Configuration in Puppet (9/10)

x

Bootstrapping Git Server Configuration in Puppet (9/10)

```
exec { 'fix domain, ssh domain for Gitea':  
  command => "perl -pi.bak \ # wrapped for slide, should be one line  
    "= 'ssh= localhost# 10.234.24.28g' /etc/gitea/app.ini",  
  provider => 'shell',  
  onlyif   => 'test \ # wrapped for slide, should be one line  
    $(grep -q "= 10.234.24.2" /etc/gitea/app.ini;echo $?)' -eq 1',  
  notify   => Service['gitea'],  
}
```

Note: all of the preceding code is geared for bootstrapping and demonstrating fundamental resource types. Normally we use much higher-level abstractions for configuration where possible.

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└─ Steps Toward Infrastructure as Code

└─ Minimum Viable IaC Part 1: Bootstrapping a Git Server

└─ Bootstrapping Git Server Configuration in Puppet (10/10)

x

- ▶ At host terminal, run `vagrant provision git --provision-with puppet`
- ▶ If this fails due to the Vagrantfile having changed while the VM was running, run `vagrant reload`.
- ▶ Watch Puppet download, install, and configure Git.
- ▶ At host terminal, re-run `vagrant provision git --provision-with puppet`
- ▶ Watch Puppet determine no further changes need to be made.
- ▶ Add and commit the changes to Vagrantfile and default.pp.

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└─ Steps Toward Infrastructure as Code

└─ Minimum Viable IaC Part 1: Bootstrapping a Git Server

└─ Final Configuration of Gitea Through the Web

x

Final Configuration of Gitea Through the Web

- Head to <http://10.234.24.2:3000/> in the host browser for initial setup of Gitea.
 - Database Type: SQLite3
 - Gitea Base URL: <http://10.234.24.2:3000/>
 - Administrator Username: gitadmin
 - Password: (anything)
 - Email Address: (anything)
- On the host, generate an ssh key with `ssh-keygen -t ed25519`, then `cat ~/.ssh/id_ed25519.pub` (if you already have an ssh public key, you can cat it instead).
- Copy/paste the public key content into <http://10.234.24.2:3000/user/settings/keys>.
- At the host terminal, re-run `vagrant provision git --provision-with puppet` to finalize the last Gitea settings from Puppet.

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└─ Steps Toward Infrastructure as Code

└─ Minimum Viable IaC Part 1: Bootstrapping a Git Server

└─ Saving a Copy of the Vagrant repository in Gitea

x

Saving a Copy of the Vagrant repository in Gitea

In Gitea web interface:

- ▶ [Create new organization](#) theits23 to hold repositories.
- ▶ [Create new, uninitialized repository](#) iac-project in the theits23 organization.

In VS Code window:

- ▶ View / Source Control
- ▶ "3 dots" button above the commit message box / Remote / Add Remote
- ▶ URL: `git@10.234.24.2:theits23/iac-project.git`, Name: `origin`
- ▶ Click the Publish Branch button

Now every time you make a commit, you'll be able to push that commit to the remote repository.

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└─ Steps Toward Infrastructure as Code

└─ Minimum Viable IaC Part 2: Bootstrapping a Puppet Primary Server

└─ Minimum Viable IaC Part 2: Bootstrapping a Puppet Primary Server

x

Minimum Viable IaC Part 2: Bootstrapping a Puppet Primary Server

Repeat the same procedure to make a new Vagrant VM for Puppet. Realistically, a Puppet server needs at least 4 GB RAM, and extra cores don't hurt. Add the following to the Vagrantfile, right below the Git server definition:

```
config.vm.define "puppet" do |puppet|
  puppet.vm.provider "virtualbox" do |vb|
    vb.cpus = "2"
    vb.memory = "4096"
  end
  puppet.vm.hostname = "puppet"
  puppet.vm.network "private_network", ip: "10.234.24.3",
    netmask: "255.255.255.0"
end
```

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└─ Steps Toward Infrastructure as Code

└─ Minimum Viable IaC Part 2: Bootstrapping a Puppet Primary Server

└─ Bootstrapping Puppet Server Configuration in Puppet (1/11)

x

Bootstrapping Puppet Server Configuration in Puppet (1/11)

```
In manifests/default.pp, add:

node 'puppet.theita23.remf.ro' {
  package { ['puppetserver']:
    ensure => present,
  }
  service { ['puppetserver']:
    ensure => running,
    enable => true,
    require => Package['puppetserver'],
  }
  package { ['git']:
    ensure => present,
  }
}
```

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└─ Steps Toward Infrastructure as Code

└─ Minimum Viable IaC Part 2: Bootstrapping a Puppet Primary Server

└─ Bootstrapping Puppet Server Configuration in Puppet (2/11)

x

Bootstrapping Puppet Server Configuration in Puppet (2/11)

```
# Webhook to trigger r10k
$tarball = '/vagrant/webhook/webhook-linux-amd64.tar.gz'
exec { 'extract_webhook':
  command => "/bin/tar --strip-components=1 -xzf ${tarball}",
  cwd     => '/usr/local/bin',
  creates => '/usr/local/bin/webhook'
}
file { ['/usr/local/bin/webhook']:
  ensure => present,
  owner  => 'root',
  group  => 'root',
  mode   => '0755',
  require => Exec['extract_webhook'],
}
```

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└ Steps Toward Infrastructure as Code

└ Minimum Viable IaC Part 2: Bootstrapping a Puppet Primary Server

└ Bootstrapping Puppet Server Configuration in Puppet (3/11)

x

Bootstrapping Puppet Server Configuration in Puppet (3/11)

```
file { ['/etc/webhook.yaml']:  
  ensure => present,  
  owner  => 'root',  
  group  => 'root',  
  mode   => '0644',  
  source => '/vagrant/webhook/webhook.yaml',  
}  
file { ['/etc/systemd/system/webhook.service':  
  ensure => present,  
  owner  => 'root',  
  group  => 'root',  
  mode   => '0644',  
  source => '/vagrant/webhook/webhook.service',  
}
```

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└ Steps Toward Infrastructure as Code

└ Minimum Viable IaC Part 2: Bootstrapping a Puppet Primary Server

└ Bootstrapping Puppet Server Configuration in Puppet (4/11)

Bootstrapping Puppet Server Configuration in Puppet (4/11)

```
service { 'webhook':  
  ensure => running,  
  enable => true,  
  require => [  
    File['/etc/systemd/system/webhook.service'],  
    File['/etc/webhook.yml'],  
    File['/usr/local/bin/webhook'],  
  ],  
}
```

x

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└ Steps Toward Infrastructure as Code

└ Minimum Viable IaC Part 2: Bootstrapping a Puppet Primary Server

└ Bootstrapping Puppet Server Configuration in Puppet (5/11)

Bootstrapping Puppet Server Configuration in Puppet (5/11)

```
# r10k and dependencies
package { 'r10k';
  ensure => 'present',
  provider => 'puppetserver_gem',
}

['r10k', 'r10k-deploy-ref'].each |$f| {
  file { ["/usr/local/bin/${f}"];
    ensure => present,
    source => "/vagrant/webhook/${f}",
    owner  => 'root',
    group  => 'puppet',
    mode   => '0750',
  }
}
```

x

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└─ Steps Toward Infrastructure as Code

└─ Minimum Viable IaC Part 2: Bootstrapping a Puppet Primary Server

└─ Bootstrapping Puppet Server Configuration in Puppet (6/11)

Bootstrapping Puppet Server Configuration in Puppet (6/11)

```
file { ['/etc/puppetlabs/r10k':  
  ensure => directory,  
  owner  => 'root',  
  group  => 'puppet',  
  mode   => '0750',  
}  
file { ['/etc/puppetlabs/r10k/r10k.yaml':  
  source => '/vagrant/webhook/r10k.yaml',  
  owner  => 'root',  
  group  => 'puppet',  
  mode   => '0640',  
}
```

x

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└─ Steps Toward Infrastructure as Code

└─ Minimum Viable IaC Part 2: Bootstrapping a Puppet Primary Server

└─ Bootstrapping Puppet Server Configuration in Puppet (7/11)

Bootstrapping Puppet Server Configuration in Puppet (7/11)

```
# Prepare ssh keys for r10k git operations
$puppet_home = '/opt/puppetlabs/server/data/puppetserver'
file { "${puppet_home}/.ssh":
  ensure => directory,
  owner  => 'puppet',
  group  => 'puppet',
  mode   => '0700',
  require => Package['puppetserver'],
}
```

x

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└─ Steps Toward Infrastructure as Code

└─ Minimum Viable IaC Part 2: Bootstrapping a Puppet Primary Server

└─ Bootstrapping Puppet Server Configuration in Puppet (8/11)

Bootstrapping Puppet Server Configuration in Puppet (8/11)

```
$algo = 'md5$10'  
$keyfile = "${puppet_home}/.ssh/id_${algo}"  
$makekey = 'ssh-keygen -t ${algo} -f ${keyfile}'  
exec { 'create puppet ssh deploy key':  
  command => "${makekey} -q -N ''",  
  provider => 'shell',  
  user     => 'puppet',  
  creates  => ${keyfile},  
  require  => File["${puppet_home}/.ssh"],  
}
```

x

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└─ Steps Toward Infrastructure as Code

└─ Minimum Viable IaC Part 2: Bootstrapping a Puppet Primary Server

└─ Bootstrapping Puppet Server Configuration in Puppet (9/11)

Bootstrapping Puppet Server Configuration in Puppet (9/11)

```
-> exec { 'import git ssh host key':  
  command => "ssh-keyscan -t ecdsa git.theits23.renf.ro,10.234.24.2 \  
  # wrapped for slide, should be one line  
  > ${puppet_home}/.ssh/known_hosts",  
  provider => 'shell',  
  user     => 'puppet',  
  creates  => "${puppet_home}/.ssh/known_hosts",  
}
```

x

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└─ Steps Toward Infrastructure as Code

└─ Minimum Viable IaC Part 2: Bootstrapping a Puppet Primary Server

└─ Bootstrapping Puppet Server Configuration in Puppet (10/11)

Bootstrapping Puppet Server Configuration in Puppet (10/11)

```
# Prepare initial clone directories for riik  
file { [  
  '/etc/puppetlabs/code/environments',  
  '/etc/puppetlabs/code/environments/production'  
]:  
  ensure => directory,  
  owner  => 'puppet',  
  group  => 'puppet',  
  mode   => '0750',  
}
```

x

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└─ Steps Toward Infrastructure as Code

└─ Minimum Viable IaC Part 2: Bootstrapping a Puppet Primary Server

└─ Bootstrapping Puppet Server Configuration in Puppet (11/11)

Bootstrapping Puppet Server Configuration in Puppet (11/11)

- ▶ At host terminal, run `vagrant up puppet`
- ▶ Puppet server will get installed in one run (OS, shell provisioner, puppet provisioner).
- ▶ At host terminal, re-run `vagrant provision puppet --provision-with puppet`
- ▶ Watch Puppet determine no further changes need to be made.
- ▶ Add and commit the changes to Vagrantfile and default.pp.

x

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└ Typical Infrastructure as Code Workflows

└ puppet-control Repository

└ Getting puppet-control Repository

x

Getting puppet-control Repository

In VS Code:

- ▶ File / New Window
- ▶ View / Source Control
- ▶ Click the Clone Repository button
- ▶ URL: <https://github.com/puppetlabs/control-repo.git>
- ▶ Create a new folder somewhere outside the Vagrant repository folder, put the clone there.
- ▶ Open repository when prompted

In Gitea web interface:

- ▶ Create new, uninitialized repository puppet-control in the theits23 organization.

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└ Typical Infrastructure as Code Workflows

└ puppet-control Repository

└ Saving a Local (Gitea) Copy of puppet-control

x

Saving a Local (Gitea) Copy of puppet-control

In VS Code window with the puppet-control repository open:

- ▶ View / Source Control
- ▶ "3 dots" button above the commit message box / Remote / Remove Remote
- ▶ Select origin as the remote to remove
- ▶ "3 dots" button above the commit message box / Remote / Add Remote
- ▶ URL: git@10.234.24.2:theits23/puppet-control.git
- ▶ Name: origin
- ▶ Click the Publish Branch button

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└ Typical Infrastructure as Code Workflows

└ Webhook Between Gitea and Puppet

└ Webhook Between Gitea and Puppet

x

Webhook Between Gitea and Puppet

We want to automatically have changes to a Puppet code repository stored in Gitea automatically show up on the Puppet server.

Gitea can be configured to make a web request when certain events occur on any or all branches in a repository. In our case:

- ▶ Every change to every branch will trigger a web request to the webhook service on the Puppet server.
- ▶ The webhook service will be told what branch was changed.
- ▶ The webhook service will run a defined script with a command parameter including the branch name.
- ▶ The script will run the `r10k` program to check out that branch, pull down prewritten modules from [Puppet Forge](#) or Git repositories, and deploy an entire Puppet environment defining multiple servers.

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- Typical Infrastructure as Code Workflows
- Webhook Between Gitea and Puppet
- General Data Flows

x

General Data Flows



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└ Typical Infrastructure as Code Workflows

└ Webhook Between Gitea and Puppet

└ /etc/webhook.yaml

/etc/webhook.yaml

```
- id: r10k
  execute-command: /usr/local/bin/r10k-deploy-ref
  command-working-directory: /tmp
  pass-arguments-to-command:
    - source: payload
      name: ref
```

x

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└ Typical Infrastructure as Code Workflows

└ Webhook Between Gitea and Puppet

└ /usr/local/bin/r10k-deploy-ref

x

/usr/local/bin/r10k-deploy-ref

```
#!/bin/bash
if [ $# -ne 1 ]; then
  echo "Usage: $0 REF"
  echo "Example: $0 refs/heads/production"
  exit 1
else
  # "How to split a string in shell and get the last field"
  # -- https://stackoverflow.com/a/5125518
  REF="${1}"; BRANCH=$(echo "${REF}" | rev | cut -d/ -f1 | rev)
  /usr/local/bin/r10k deploy environment "${BRANCH}" -p
  /opt/puppetlabs/bin/puppet generate types --environment "${BRANCH}" \
    --codedir /etc/puppetlabs/code
fi
```

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- └ Typical Infrastructure as Code Workflows

- └ Webhook Between Gitea and Puppet

- └ `/usr/local/bin/r10k`

`/usr/local/bin/r10k`

`#!/bin/bash`

`/opt/puppetlabs/bin/puppetserver ruby \`
`/opt/puppetlabs/server/data/puppetserver/jruby-gems/bin/r10k` **00**

x

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└ Typical Infrastructure as Code Workflows

└ Webhook Between Gitea and Puppet

└ Gitea configuration

Gitea configuration

- ▶ Add the puppet user's public key as a deploy key for the puppet-control repository.
- ▶ Configure an outgoing webhook in the puppet-control repository, pointed at <http://puppet.thaita23.renif.ro:9000/books/r10k>.

x

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└ Typical Infrastructure as Code Workflows

└ GitHub Flow for Managing Development/Testing/Bugfix Environments

└ GitHub Flow for Managing Development/Testing/Bugfix

x



Figure 13: GitHub Flow applied to Puppet development

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- └ Typical Infrastructure as Code Workflows
 - └ Provisioning a New Web Server in Puppet
 - └ Roles, Profiles, and Component Modules

x

The roles and profiles method

- ▶ A server has one overall role
- ▶ That role can have things common with servers in other roles, including:
 - ▶ security baselines
 - ▶ who gets sudo
 - ▶ ...
- ▶ Those common things are profile classes, include all you want into the role
- ▶ Profile classes may include other profile classes, and also include component modules
- ▶ Component modules typically manage one piece of software (Apache, Samba, etc.)
- ▶ Lots of component modules for various software at [Puppet Forge](#).

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└ Typical Infrastructure as Code Workflows

└ Provisioning a New Web Server in Puppet

└ Provisioning a New Web Server in Puppet (1/10)

x

Provisioning a New Web Server in Puppet (1/10)

Modify the Vagrantfile to include a web server VM:

```
config.vm.define "web" do |web|
  web.vm.hostname = "web"
  web.vm.network "private_network", ip: "10.234.24.4",
    netmask: "255.255.255.0"
end

and the Puppet manifests/default.pp to include:

node 'web.theits23.ru' {
  notify { ['web to be configured from puppet server':
    message => 'Web server to be configured from the Puppet server.'
  ]
}
```


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└ Typical Infrastructure as Code Workflows

└ Provisioning a New Web Server in Puppet

└ Provisioning a New Web Server in Puppet (2/10)

x

Provisioning a New Web Server in Puppet (2/10)

In VS Code window for the `iac-project` repository:

- ▶ Run `vagrant up web` and verify the web server VM is created and prints the warning message about getting configured from the Puppet server.
- ▶ Add, commit, and push the changes to `Vagrantfile` and `default.pp`.

In VS Code window for `puppet-control` repository:

- ▶ View / Source Control
- ▶ "3 dots" button above the commit message box / Branch / Create Branch From
- ▶ Use `production` branch as source, name the new branch `new_webserver`
- ▶ Click the Publish Branch button

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└ Typical Infrastructure as Code Workflows

└ Provisioning a New Web Server in Puppet

└ Provisioning a New Web Server in Puppet (3/10)

Provisioning a New Web Server in Puppet (3/10)

In Puppetfile, ensure the lines

```
mod 'puppetlabs-apache', '9.1.2'  
mod 'puppetlabs-concat', '7.4.0'  
mod 'puppetlabs-inifile', '6.0.0'  
mod 'puppetlabs-stdlib', '8.5.0'
```

exist (all these modules are from [Puppet Forge](#)). Add and commit this change with a message like set up current module versions.

x

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└ Typical Infrastructure as Code Workflows

└ Provisioning a New Web Server in Puppet

└ Provisioning a New Web Server in Puppet (4/10)

x

Provisioning a New Web Server in Puppet (4/10)

In the puppet-control manifests/site.pp, replace the node default entry with:

```
node default {  
  $classes = lookup('classes', Variant[String])  
  case $classes {  
    String[]: { include $classes }  
    default: { fail('This node did not receive any classification') }  
  }  
}
```

Save, add, and commit this change with a message like `derive node classes from Hiera` — this is a simpler version of [Updating Puppet classification with hiera to use the modern lookup command](#).

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└ Typical Infrastructure as Code Workflows

└ Provisioning a New Web Server in Puppet

└ Provisioning a New Web Server in Puppet (5/10)

Provisioning a New Web Server in Puppet (5/10)

Make a new file `site-modules/profile/manifests/apache.pp` in the puppet-control repository. Add the following lines to it:

```
# Summary: Configures Apache to a site-specific standard
class profile::apache {
  class {'apache': }
  # other things can go here, like mounting
  # partitions for logs or content
}
```

Save, add, and commit this change with a message like `define apache profile.`

x

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└ Typical Infrastructure as Code Workflows

└ Provisioning a New Web Server in Puppet

└ Provisioning a New Web Server in Puppet (6/10)

Provisioning a New Web Server in Puppet (6/10)

Edit the file `site-modules/role/manifests/webserver.pp` in the `puppet-control` repository. Add the following lines to it below `include profile::base`:

```
include profile::apache
```

Save, add, and commit this change with a message like `update webserver role to use Apache`.

x

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└ Typical Infrastructure as Code Workflows

└ Provisioning a New Web Server in Puppet

└ Provisioning a New Web Server in Puppet (7/10)

Provisioning a New Web Server in Puppet (7/10)

Use Hier to Separate Data from Code

- Stores site-specific data in YAML, JSON, or HOCON formats
- Supports a lookup hierarchy by hostname, domain, OS, OS family, etc.
- Supports public-key encrypted data (admins encrypt values with shared public key, Puppet decrypts on the fly with private key)

x

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└ Typical Infrastructure as Code Workflows

└ Provisioning a New Web Server in Puppet

└ Provisioning a New Web Server in Puppet (8/10)

x

Provisioning a New Web Server in Puppet (8/10)

Make a new file `data/nodes/web.theits23.remf.ro.yaml` in the `puppet-control` repository. Add the following lines to it:

```
---
classes: role::webserver
```

Save, add, and commit this change with a message like `'web' a web server`. Then push all the commits to the remote Git repository with the `Sync Changes` button.

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└ Typical Infrastructure as Code Workflows

└ Provisioning a New Web Server in Puppet

└ Provisioning a New Web Server in Puppet (9/10)

x

Provisioning a New Web Server in Puppet (9/10)

- Log into the web server and edit the Puppet agent settings with `vagrant ssh web -c "sudo vi /etc/puppetlabs/puppet/puppet.conf"` to add lines
[agent]
environment=new_webserver
- Generate a certificate signing request (CSR) for the Puppet agent on the new web server with `vagrant ssh web -c "sudo -i puppet agent -t"` and log out.
- Sign the CSR on the Puppet primary server with `vagrant ssh puppet -c "sudo -i puppetserver ca sign --certname web.theits23.renf.ro"`
- Apply changes to the web server through the Puppet agent with `vagrant ssh web -c "sudo -i puppet agent -t"`

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└ Typical Infrastructure as Code Workflows

└ Provisioning a New Web Server in Puppet

└ Provisioning a New Web Server in Puppet (10/10)

x

Provisioning a New Web Server in Puppet (10/10)

- Verify you've got a working web server by pointing the host web browser to <http://10.234.24.4/>

Once we're happy with the changes to the web server, we can merge them into production in Gitea:

- [Make a new pull request](#) from the `new_webserver` into production
- Merge the pull request and delete the `new_webserver` branch
- Edit the web VM's `puppet.conf` with `vagrant ssh web -c "sudo vi /etc/puppetlabs/puppet/puppet.conf"` and remove the `environment=new_webserver` line.

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└─ Conclusion

└─ Did We Meet the Goals?

└─ Minimum Standards for a Viable Infrastructure as Code (IaC)
Solution

x

Minimum Standards for a Viable Infrastructure as Code (IaC) Solution

Puppet covers

1. For any given service, define a single source of authority for packages, configuration files, running services, firewall rules, etc. with customization allowed for groups of servers.
2. Automatically apply all needed changes, but only when needed.
3. Maintain balance of consistency and separation of dev/test/prod environments.

Git covers

4. Automatically maintain records of who made what change when (and ideally, why).

Vagrant (mostly) covers

5. Prefer text over binaries (automation for base OS install instead of golden thick image or VM template).
6. Enable developers to test safely and minimize exposure to outside network.

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└─ Conclusion

└─ Did We Meet the Goals?

└─ Stretch Goals for a Viable IaC Solution

x

Stretch Goals for a Viable IaC Solution

Puppet covers

1. Allow multiple dev/test environments.
2. Give admins their choice of development platform (Windows, macOS, Linux).
3. Enable management of multiple server OSes (at least multiple Unix, or possibly Windows).
4. Manage endpoints as well as servers.
5. Secure and track secrets (e.g., local database passwords) in central location.
6. Be a good neighbor on already-installed systems (only manage what has to be) and expand scope from there.
7. Avoid vendor lock-in.

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└─ Conclusion

└─ Things We Didn't Get To

└─ Things We Didn't Get To

x

Things We Didn't Get To

- ▶ Cross-platform support in Puppet
- ▶ Running Puppet agent as a service
- ▶ Encrypted data in Hiera
- ▶ Options for separating Hiera data by OS, OS family, domain, etc.
- ▶ Enterprise Node Classifiers to centrally control which nodes get which environment
- ▶ Deeper dive into "facts" gathered by each node that inform the compiled catalog
- ▶ Distributing files and templates from Puppet
- ▶ Adding parameters to profile classes (usually populated from Hiera)
- ▶ Puppet Development Kit for building your own component modules
- ▶ More Gitex settings (branch protection, centralized authentication, ...)

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└─ Conclusion

└─ Software Credits

└─ Software Credits

x

Software Credits

All presentation content edited with Visual Studio Code, tracked with Git, and hosted in GitHub.

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Questions?