

# WHAT ARE WE GOING TO LEARN

1. Container basics
2. Exposing ports
3. Networking
4. Storage
5. Logs
6. Environment variables



Time  
variant

# lesson 1

- WHAT is a CONTAINER
- Get container to say CIAO!  
+ something else
- Duck everything → ooooh



# Defining a container

- A container packages up all the code and dependencies needed for an app to run
- Containers isolate software from environment
- Solves the problem of getting software to run reliably in different environments
- Images become containers at runtime
- Containers use portions of the host OS' resources
- Stateless
  - There are ways to persist data in a container

# Container pros

- Containers enable isolation
  - Decouple applications from OS
  - Secure workspace
- Containers enable portability
  - Can run on any machine, can deploy on any machine
  - What you build and run locally is same in production
- Containers enable scaling
  - Lightweight and can be modified with ease
- Their use
  - Most commonly at REA we use containers to run our app images and any dependencies

# Extra reading

- [What is a container](#)
- [Why containers?](#)
- [Container vs VM](#)

CREATE Our Own...  
CONTAINER

...But How ??

→ Docker Docs 

# Best resource

- <https://docs.docker.com/engine/reference/commandline>
- Look at the side tab, it consists of all docker commands you could ever need.



Exercise  
Time



## WHAT DO WE HAVE RUNNING

- List currently running containers
- List ALL containers
- Echo containers to terminal  
by id



# EXTRA SPICE



□ Run a container in daemon mode



does the file persist?

- Run bash shell on container
- Create a file in your container
- Stop & re-start container

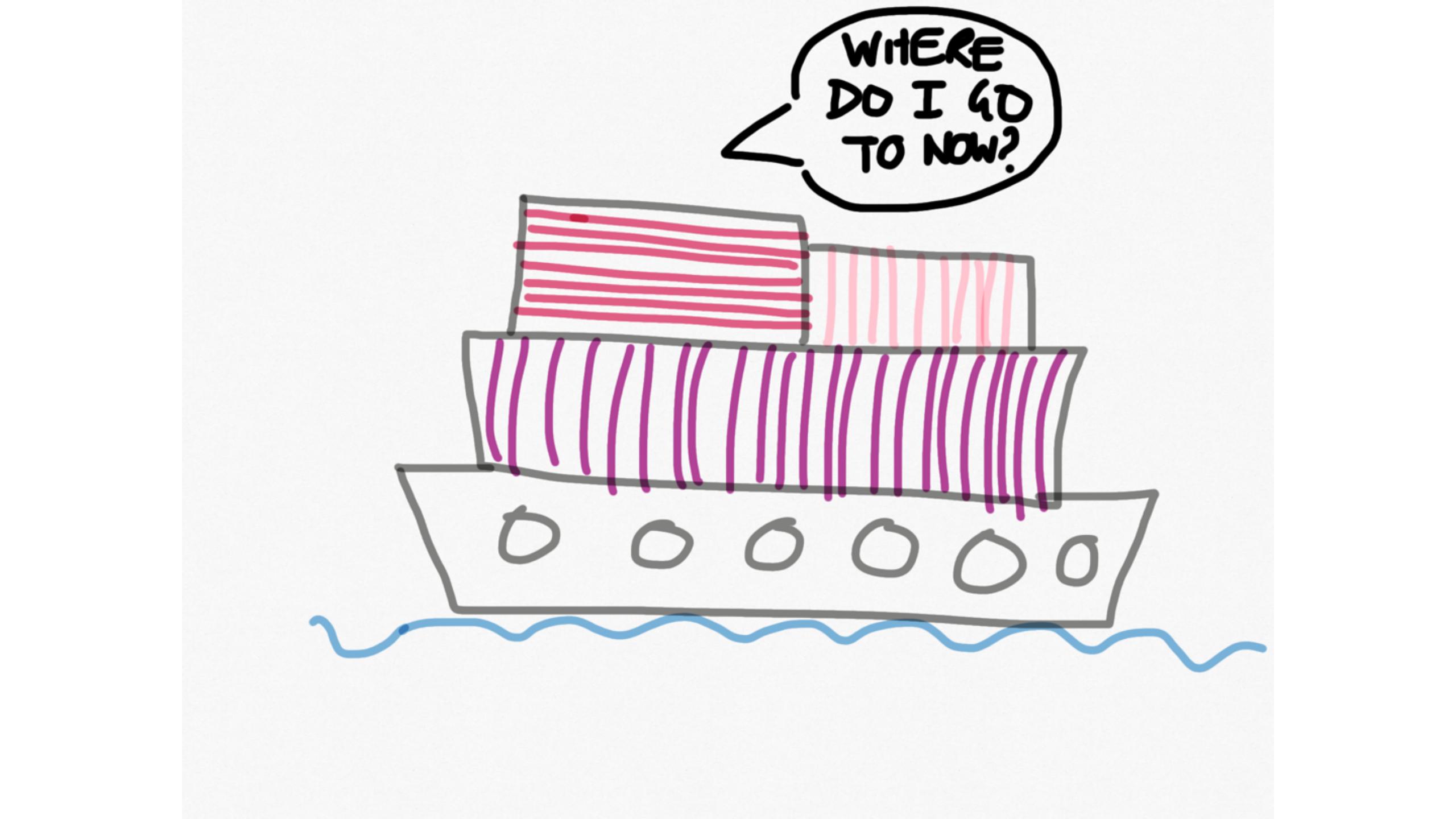
# CLEAN IT ALL UP

- Stop all running containers
- Remove the containers
- Remove a container automatically after it has finished running
- Force a running container to be removed



# lesson 2

- ☐ Understand how ports work
- ☐ Expose / publish port for a container



WHERE  
DO I GO  
TO NOW?

# Like a shipping port?

- A ship is assigned a specific port to deliver goods.
- In a network, a port is defined as a place where things can communicate with each other.
  - E.g. port 80 for HTTP/TCP connections
- In Docker, a container needs a port to talk to other things too.
  - E.g. Talk to other Docker containers

Exercise  
Time



# Resources

- [Docker run](#)
- [Exposing port](#)

# EXPOSE A PORT

- What ports are currently occupied
- Map host port 1234 to port 80 on your container
- Check the app is running on port 1234
- Expose a port without specifying a port, check app is running
  - ↳ what port is it on now?

# PORT MAPPING

CURRENT



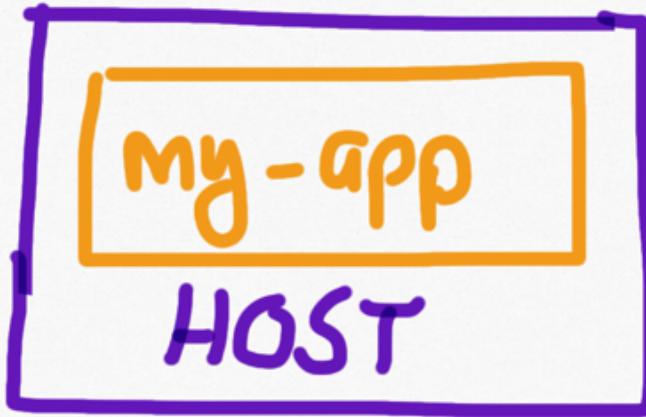
- By default my-app listens on port 80

docker ps

... ... ... ...

PORTS  
80/tcp

IDEAL



↳ localhost

- We want my-app to listen on port 1234

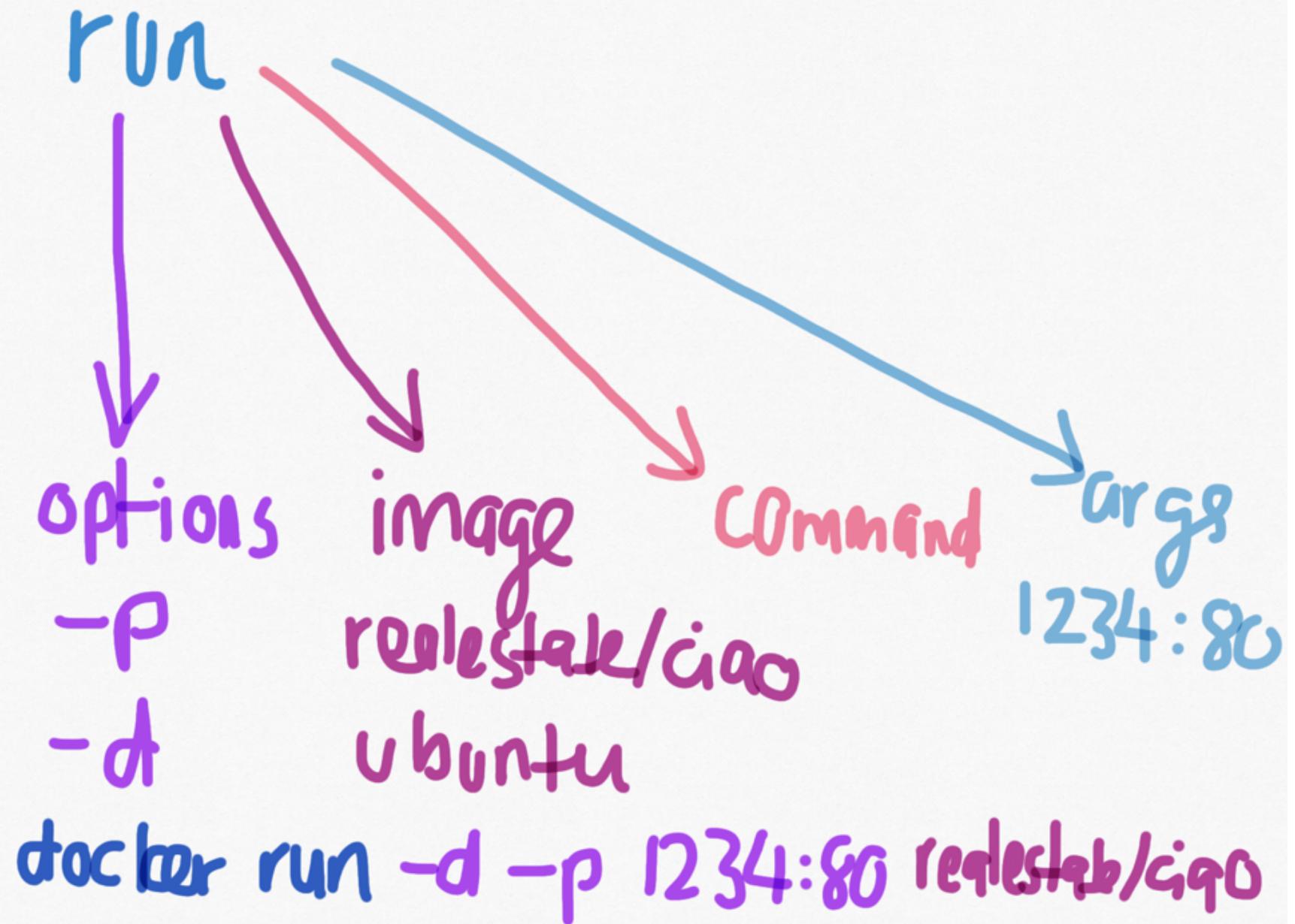
docker ps

... ... ... ...

PORTS

1234

→ 80/tcp



# Lesson 3

- Understand why Networks are useful
- Create our own network with 2 different containers
- Inspect the network & delete it!

# Our problem

PROXY

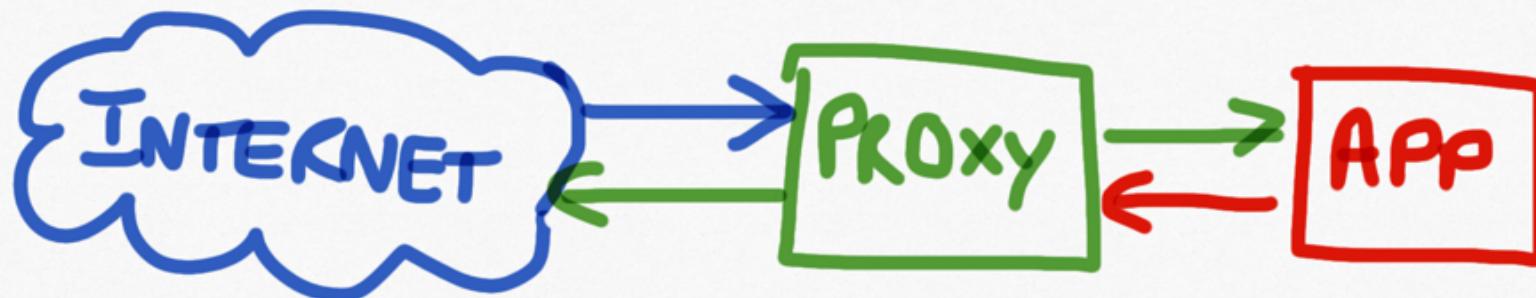
???

APP



NOTE: this is a common REA setup

# We Want:



1. Proxy to be able to talk to the app
2. Proxy to be able to talk out to the internet
3. Be able to see where the proxy & app are sitting locally

Exercise  
Time

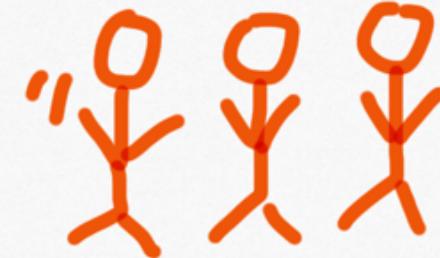


# Resources

- [Network](#)
- Use `realestate/ciao-proxy` as image for the proxy
  - This is an NGINX server that is configured as a [reverse proxy](#)
  - It is currently listening on port 80
  - It is set up to forward requests specifically to ‘app’
  - NB: Make sure that you call your app container ‘app’

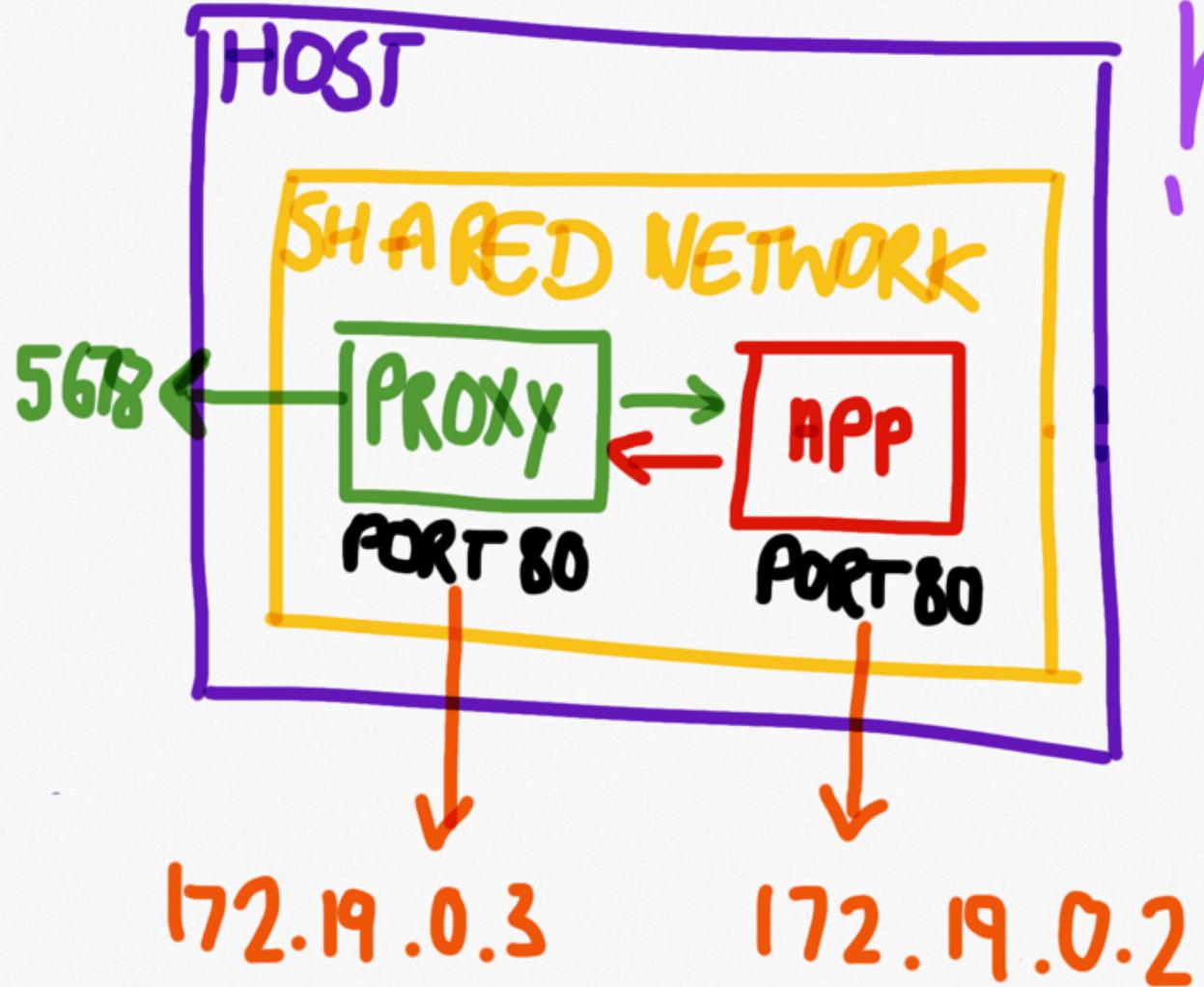
# LET'S GET NETWORKING

- List current networks
- Create a network
- Run an app container in the network
- Run a proxy container in the network
- Expose a port on proxy, check we can access the app



## EXPLORE Our NETWORK

- Check the containers are running in the network
- What are the IP addresses for our app and proxy container?
- Hit the proxy! Do you get a greeting? What about on port 80?
- Remove the network



WHAT IT  
'LOOKS'  
LIKE

Whew, feeling a bit like this?



# lesson 4

- Understand what bind mount & volumes are
- Do a bind mount & create a volume → how are they diff?
- Create named, anonymous & shared volumes

# Resources

- [Docker volume](#)
- [Docker bind mount](#)
- [Understanding volumes](#)

Exercise  
Time



# BIND MOUNT A DIRECTORY

- Set a \$PATH you want to have a copy of on your container
- Run a container using bind mount w bash shell attached
- Try to write within the mounted directory
- Do your changes persist after you stop the container?
- Do they persist if container is removed?

good for:  
Sharing config files, source  
code or artifacts

performant  
but need  
the underlying  
file system  
structure

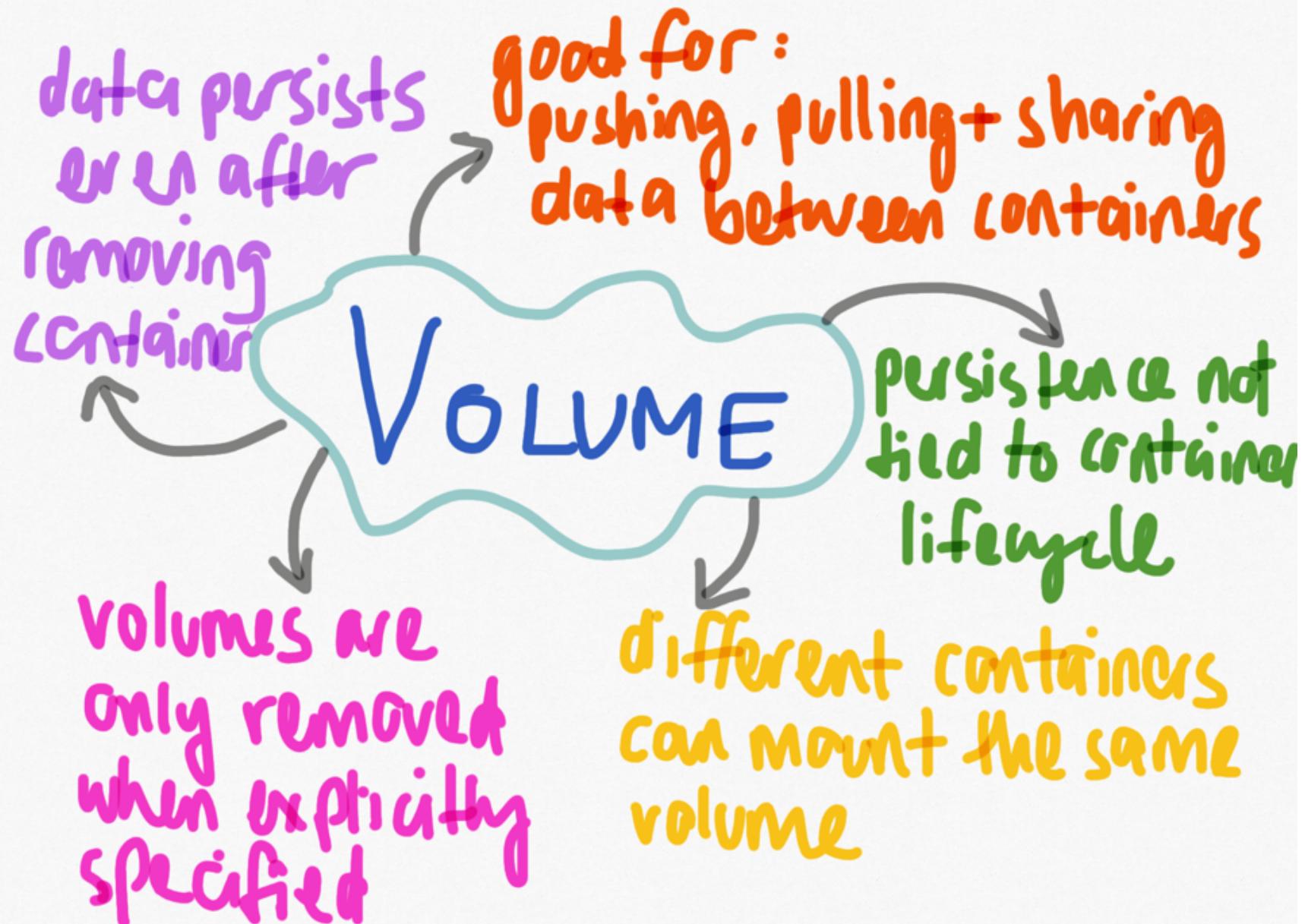
BIND Mount

need something  
to exist on  
host to mount  
into container

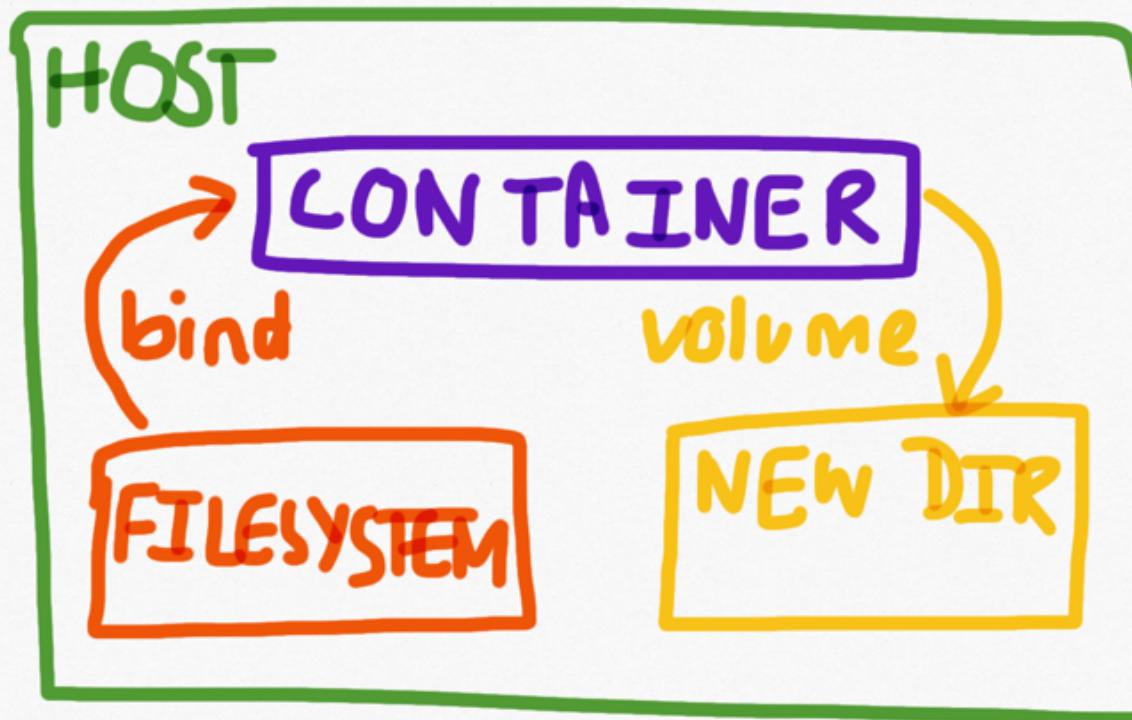
AND THAT'S ABOUT ALL...

# All About The... Volume

- Create a named volume that mounts  
my-cache → /cache
- Create a file in /cache
- Stop the container and check if  
the volume exists
- Remove the container and check  
if the volume exists... why?



# BIND Mount vs. VOLUME



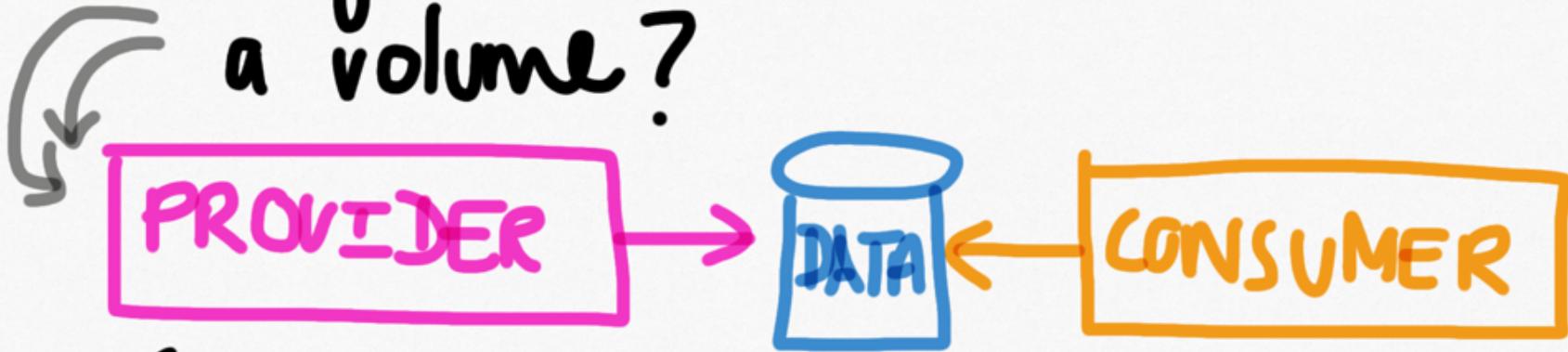
# ANONYMOUS VOLUME



- ✓ MORE Storage
- ☐ Start a container using --rm & mount an anon volume at /very-temp
- ☐ How could we make this more secure?
- ☐ Stop the container, what happens?

# SHARED VOLUME

- Why would we want to share a volume?



- Create a container which 'provides' the volume
- Create a container which 'consumes' it

Are we done yet? ...so close



# Lesson 5

- Check logs for our container
- How could we utilise these ?

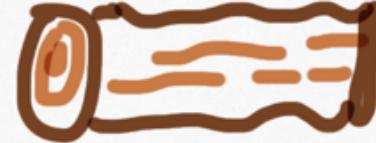
Exercise  
Time



# Resources

- [Docker Logs](#)

## LOGGIN' TIME

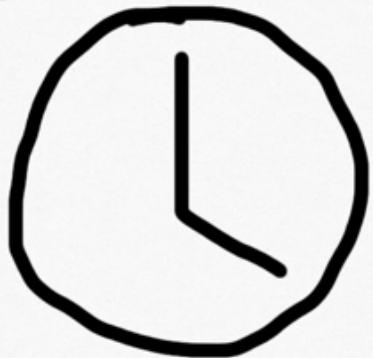


- Get logs for a container
- Display time and details in the logs
- Get real time output in the logs

# lesson 6

- Change the greeting of our app using ENV variables
- Understand how / where ENV variables can be most useful

Exercise  
Time



# Resources

- [Docker run](#) search for –env
- Code for where environment variable is:  
<https://github.com/realestate-com-au/intro-to-docker/blob/gh-pages/exercises/ciao/index.js#L5>

# USE ENVIRONMENT VARS

The application's greeting message  
is stored in MESSAGE\_UV variable.

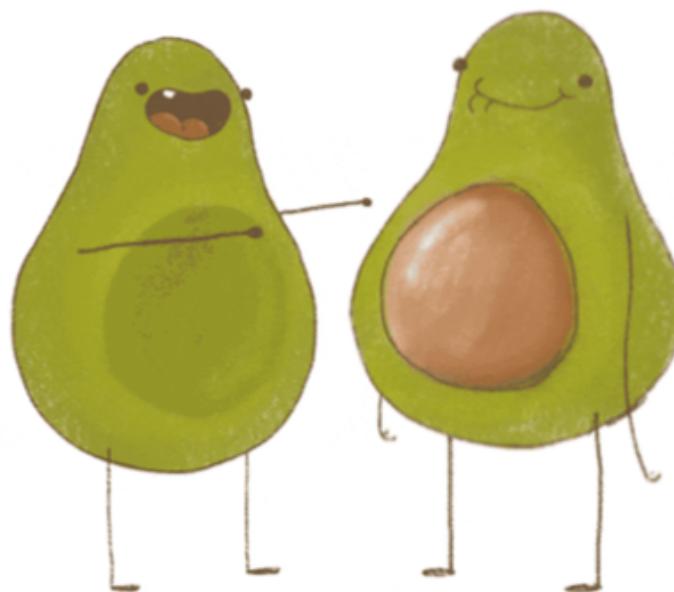
- Set your own greeting for your container



CLEAN IT ALL  
Up



# Woo, finito!



LISA VERTUDACHE S

And [here](#) are the solutions for reference