**Docker & Kubernetes: The Practical Guide**

# Getting Started

## Docker Installation

* Docker Toolbox and Docker Desktop are basically just tools that bring Docker to life on non-Linux operating systems, you could say, because the Linux operating system natively supports containers and the technology Docker uses.
* Docker Toolbox – The Docker tool runs natively on Linux and to make it work on macOS or Windows, you in the end need a virtual machine. So a machine simulated on your machine which holds a Linux installation in which Docker can run.
* Now Docker Desktop for both Mac and Windows uses built-in operating system features for that. But older versions don't have these features. That's why you then need to install a virtual machine manually and install Docker inside of that machine.

# Docker Images & Containers: The Core Building Blocks

## Dockerfile

* Dockerfile contains the instructions for Docker to build our own image.
* Docker container is isolated from our local environment. And as a result, it also has its own internal network. And when we listen to say port 80 in the node application inside of our container, the container does not expose that port to our local machine. So we won't be able to listen on the port just because something's listening inside of a container.
* “Isolated” means Containers are separated from each other and have no shared data or state by default.
* Multiple containers can be based on the same image but they are totally isolated from each other.
* docker build command tells Docker to build a new custom image based on a Dockerfile.
* A docker image is read only, contains a SNAPSHOT of the code and related dependencies. So every time you make any change in your source code, you need to build a new image.

## Understanding Image Layers

* Images are layer based, which means that when you build an image, or when you rebuild it, only the instructions where something changed, and all the instructions there after are re-evaluated.
* Whenever you build an image, Docker caches every instruction result, and when you then rebuild an image, it will use these cached results if there is no need to run an instruction again. And this is called a layer based architecture.
* Every instruction represents a layer in your Dockerfile.
* And an image is simply built up from multiple layers based on these different instructions. And it includes a layer for each instruction from the dockerfile as well as the instructions from base image (FROM) which is used.
* It exists to speed up the creation of images.
* A container does not copy over the code and the environment from the image into a new container, into a new file. A container will use the environment stored in an image, and then just add this extra layer on top of it, e.g. running node server process and allocate resources, memory and so on to run the application, but it will not copy that code.
* Images contain multiple layers (1 Instruction = 1 Layer) to optimize build speed (caching!) and re-usability.

## Understanding Attached & Detached Containers

* docker start runs the container in the background.
* docker run runs the container in the foreground.
* For starting with docker start, the detached mode is the default
* For running with docker run, the attached mode is the default.
* “attached” simply means that we're listening to the output of that container. For example, to what's being printed to the console.
* To explicitly run container in detached mode using docker run command, we need to pass a flag “–d” to the docker run command.
* To explicitly run container in attached mode using docker start command, we need to pass a flag “–a” to the docker run command.
* You can attach yourself again to the detached container by running command -   
  >docker container attach <container\_name>  
  >docker attach <container\_name>
* Side Note: You can run an image as a container from any folder.

## Running Container in Interactive mode

* Docker can be used with any kind of applications and not just web applications. E.g. interacting (input/output) with a command line utility application.
* To run container in interactive mode,

>docker run **–it** <image-name>

>docker start **–a** **–i** <container-name>

## Removing Containers and Images

* You cannot remove running containers.
* To remove a (stopped) container,   
  >docker rm <container-name>
* To remove multiple containers at once,   
  >docker rm <container1-name> <container2-name>
* To remove all stopped containers,  
  >docker container prune
* To see all images, run   
  >docker images  
  REPOSITORY TAG IMAGE ID CREATED SIZE  
  node latest 6a8007b5489a 4 days ago 908MB

Here you will see all the images and their details like size. You may notice that the size of node image for example is almost 950 MB. This size is not just node and the node executable tools, but those tools and the operating system image on which the node image builds up.

* To remove an (unused) image,

>docker rmi <image-name>

This deletes the images and all the layers in that image.

* To remove multiple (unused) image,

>docker rmi <image1-name> <image2-name>

* You can only remove images if they're not getting used by any container anymore including stopped containers.
* So no matter if a container is started or stopped, images belonging to that container, can't be removed. The container needs to be removed first.
* To remove all unused images which has no tags,

>docker image prune

* To remove all unused images irrespective if they have tags or not,

>docker image prune -a

## Removing Stopped Containers Automatically

* To automatically remove a container when it exists

>docker run **–-rm** <image-name>

* This ensures that whenever this container is stopped, it's removed automatically.

## Inspecting images

* To see more information about an image

>docker image **inspect** <image-id>

## Copying Files Into & From a Container

* docker cp command allows you to copy files or folders into a running container or out of a running container. (Not oftenly used)
* To copy a file from local to running container,

>docker cp <local-folder-file-name> <container-name>:<folder-inside-container>

* To copy a file from running container to local,

>docker cp <container-name>:<file-inside-container> <local-folder-name>

* This command can be useful for a couple of things.
  + It of course would allow you to add something to a container without restarting the container and rebuilding the image. But this is not a good solution as it is error prone. This could be useful for instance to copy certain configuration files for a web server.
  + Copying something out of a container can also be quite interesting for instance to copy log files generated by the container.

## Naming & Tagging Containers and Images

* To name a container,  
  >docker run --rm -p 3000:80 **--name goalsapp** 831841d2458f
* An image tag consists of two parts – the actual name, also called repository of your image and then a tag separated by a colon. The tag can be for instance a particular version of the repository.
* The image tag (name:tag) must be unique identifier for obvious reasons.
* We can tag an image while building it using --tag list option which gives a Name and optionally a tag in the 'name:tag' format.

>docker build -t goals:latest .

* With tags, you can have multiple, more specialized version of a given image.
* To rename an image tag,

>docker tag <old-name:old-tag> <new-name:new-tag>

* When you rename an image, you don't get rid of the old image. Instead, you kind of create a clone of the old image.

## Sharing Images – Overview

* Anyone who has an image can run a container based on that image. Hence we never share containers but only images.
* Refer slide Section2#11

## Pushing Images to DockerHub

* Refer slide Section2#12
* To share/push an image to repository (DockerHub/Private Repo),

>docker push <image-name-along-with-dockerid>

* To use/pull an image from repository (DockerHub/Private Repo),

>docker pull <image-name-along-with-dockerid>

* Important! If you just push and pull with a regular image repository name, then this will automatically go to Docker Hub.
* If you want push or pull to a private registry, so to any other provider, you have to include the host, so the URL of that provider in your push and pull commands.
* A shared image is in the end just a repository.
* Before pushing an image you need to first login to your docker hub account. This is for obvious reasons as not everyone else should be able to push images to your docker hub account.
* To login to your docker hub account,

>docker login

* One you login, you don’t have to login again on your machine.
* To logout to your docker hub account,

>docker logout

* Docker pushes an image very **smartly**. If you run docker images, you will see that size of your image is about 950 MB. But docker knows that your image depends on say node image and that image is already on docker hub. So it establishes a connection to that node image and only pushes the extra code it needs, only the extra information and not the entire node image again.
* “latest” is the tag that's created automatically if we don’t set a tag manually.
* If we pushed multiple different tags with the same repository name, they would all show up in this tags list.
* Once you push an image successfully, you should be able to view it on your Docker Hub account under Repositories.

## Pulling & Using Shared Images

* To use/pull an image from repository (DockerHub/Private Repo),

>docker pull <image-name-along-with-dockerid>

* If your image is public, anyone can pull it. You don’t have to be logged in to your dockerhub account.
* You can then run the pulled image on your local using docker run command.
* If you try to run an image which doesn’t exist on your local, docker will first pull the image based on your image name from docker hub.
* Once you have an image on your local, docker will simply run that image present on your local, it will not check for latest images on the docker hub.

# Managing Data & Working with Volumes

## Understanding Data Categories / Different Kinds of Data

* Refer slide Section3#1

## Understanding The problem

* If we just stop and restart a container, the data/file which is created from the running app is not deleted. It stays in the container’s file system (if you files created from your app). However if you remove the container and start a new container from the image, you will not see the data/files created from previous container. This is because the containers are totally isolated. Deleting a container will delete all it’s data.
* Now in reality we want to retain our data (e.g. user signups, or any persisted data.) even if a container is removed and the data should be used when a new container is started.
* Refer slide Section3#2

## Introducing Volumes

* Refer slide Section3#3
* Docker has a built in feature called volumes. And volumes help us with persisting data, and solving above problem.
* Volumes are folders on your host machine hard drive which are mounted (“made available”, mapped) into containers.
* And changes in either folder, will be reflected in the other one. So if you add a file on your host machine, it is accessible inside of the container, and if the container adds a file in that mapped path, it is available outside of the container, in the host machine as well. And therefore, because of this mechanism, volumes allow you to persist data even if a container is shut down.

## Two Types of External Data Storages

### Volumes

* Refer slide Section3#4
* We have **anonymous** and named volumes.

# This creates anonymous volume.

VOLUME [ "/app/feedback" ]

* To see all the volumes,

>docker volume ls

* If we remove our container, the **anonymous** volume also gets deleted. It actually only exists as long as our container exists. This happens when you start / run a container with the --rm option.
* If you start a container without --rm option, the anonymous volume would NOT be removed, even if you remove the container later (with docker rm ...).
* In that case, you just start piling up a bunch of unused anonymous volumes. You can clear them via   
  >docker volume rm VOL\_NAME   
  >docker volume prune
* With named volumes, volumes will survive container's removal. The folders on your hard drive will survive. And therefore, if you start new containers thereafter, the volumes will be back, the folder will be back, and all the data stored in that folder will still be available.
* So **named** volumes are great for data which should be persistent, and which you don't need to edit or view directly, because you don't really have access to that folder on your host machine. Also it can be used to **share data** across containers.
* We can't create named volumes inside of a Dockerfile. We have to create a named volume when we run a container.
* Run container with named volume using “-v” option

>docker run -d -p 3000:80 --name feedback-app **-v feedback:/app/feedback** feedback-node:volumes

* **-v feedback:/app/feedback** This is a syntax Docker will understand, and it will now store /app/feedback in a managed volume. So it will create a folder on our hosting machine and connect it to this folder inside of the container (/app/feedback), but it will store this volume under a name (feedback) chosen by us.
* The **key difference** to anonymous volumes is that named volumes will not be deleted by Docker when the container is removed. Anonymous volumes are deleted because they are recreated whenever a container is created.

### Bind Mounts

* Bind mounts can help us with a different kind of problem we might be facing.
* Whenever we change anything in our source code, be that in the server JS file, or in any HTML file, those changes are not reflected in the running container unless we rebuild the image.
* But of course**, during development**, if we're using Docker, it would be pretty important to us, that such changes are reflected. Because otherwise, we always have to rebuild the entire image and restart a container, whenever we change anything. That's where bind mounts can help us.
* Bind mounts have some similarities with volumes, but there is one key difference. Where volumes are managed by Docker, and we don't really know where on our host machine file system they are. For bind mounts, we do know it. Because for bind mounts, we, as a developer, set the path to which the container internal path should be mapped on our host machine.
* And since containers can read-write into volumes and bind mounts, we could put our source code into such a bind mount.
* So bind mounts are therefore perfect, for **persistent** and **editable** data. Also it can be used to **share data** across containers.
* A named volume can help us with persistent data, but editing is not really possible, since we don't know where it's stored on our host machine.
* Since bind mounts affect the container, we cannot put it in the dockerfile so in the image. Hence we have to setup a bind mount from terminal while running the container.

#### Adding Bind Mounts

* If you should be using Docker Toolbox to run Docker, then by default your users (C:\Users) folder will be shared.
* To allow adding other mount points refer – <https://headsigned.com/posts/mounting-docker-volumes-with-docker-toolbox-for-windows/>
* In windows to add bind mounts while running container use, below command

>docker run -d -p 3000:80 --name feedback-app -v feedback:/app/feedback **-v /d/Docker/Workspace/05-data-volumes-demo:/app** feedback-node:volumes

Here /d/Docker/Workspace/05-data-volumes-demo refers to D:\Docker\Workspace\05-data-volumes-demo on your local and part after :, which is /app refers to path inside container.

#### Bind Mounts – Shortcuts

* Just a quick note: If you don't always want to copy and use the full path, you can use these shortcuts:
* macOS / Linux: -v $(pwd):/app
* Windows: -v "%cd%":/app

#### Combining & Merging Different Volumes

* In windows to add bind mounts while running container use, below command

>docker run -d -p 3000:80 --name feedback-app -v feedback:/app/feedback **-v /d/Docker/Workspace/05-data-volumes-demo:/app** feedback-node:volumes

Here /d/Docker/Workspace/05-data-volumes-demo refers to D:\Docker\Workspace\05-data-volumes-demo on your local and part after :, which is /app refers to path inside container.

* Above command does not work because whatever in the D:\Docker\Workspace\05-data-volumes-demo is copied to /app inside container and it will not have node\_modules folder with required dependencies to run the app.
* To solve this problem, we need to tell Docker, that there are certain parts in its container file system, which should not be overwritten from outside in case we have a clash. And we do this by adding an **anonymous** volume.
* We can add anonymous volumes in 2 ways –
  + From Dockerfile=> VOLUME [ "/app/node\_modules" ]
  + Or during running the container, -v /app/node\_modules
* **Docker always evaluates all volumes you are setting on a container, and if there are clashes, the longer (more specific) internal path wins**.
* **Anonymous** volumes are useful to prioritize container-internal paths higher than external paths.
* So finally this below command, we should be able to run our application inside container, which has anonymous volume (-v /app/node\_modules), named volume (**-v** feedback:/app/feedback) and bind mount (**-v** /c/Users/Sameer/DockerMount/05-data-volumes-demo:/app).

>docker run --rm -d -p 3000:80 --name feedback-app -v feedback:/app/feedback -v /c/Users/Sameer/DockerMount/05-data-volumes-demo:/app -v /app/node\_modules feedback-node:volumes

Note: If it doesn’t work, try removing --rm flag and see logs of exited container.

* **This is very important and useful step. With this, even if you don’t have required software (node.js) installation on our local, but with the help of docker images, you can not only run containers but also work on codebase (fix errors, add features) with ease.**
* **Gotcha**
  + If you make changes in say .html files of a node app, those will be picked up immediately by the server running inside the container.
  + However if you make changes in say server.js or some other files like configuration files, those changes will not be reflected until the web server running inside the container is restarted. This is common node.js scenario where if you make any changes to such file, server running with node command does not pick up. The solution is to use nodemon package to run the server.

## Summary: Volumes and Bind Mounts

* Refer slides Section3#6,7
* **Anonymous** volumes either created with the VOLUME instruction in the dockerfile or created with –v while running the container, can be useful for locking in certain data which already exists in the container. They can be useful for avoiding overwriting of the data by another module.
* In addition, **anonymous** volumes also still create a counterpart, a folder, on your host machine. Of course that's removed when the container is removed, but that exists as long as the container is running. And that of course means that docker doesn't have to store all the data inside of the container and doesn't have to manage all the data inside of this container read write layer. But that instead it can outsource certain data to your host machine file system. And this can also help with performance and efficiency. E.g. for temporary intermediate files, etc.

## Read-only volumes

* With bind mounts, during development, we would typically want that the container should not be able to change the files in our local mapped folder. Only we should be able to change them on our host machine file system and those should be reflected in the container and container should not be able to make changes in the files inside that folder.
* This is where we can enforce the volume to be read-only volume.
* By default volumes are read write, which means the container is able to read data from there and write data to them. But you can restrict that by adding an extra colon after the container internal path, and then RO for read only. This ensures that docker will now not be able to write into this folder or any of its sub-folders.
* Also we might have a scenario where the container should not able to write into local host file system except for couple of folder. E.g. feedback or temp directory folders in our node demo app.
* E.g.

>docker run --rm -d -p 3000:80 --name feedback-app -v feedback:/app/feedback -v /c/Users/Sameer/DockerMount/05-data-volumes-demo:/app**:ro -v /app/temp** -v /app/node\_modules feedback-node:volumes

Here it makes all folders inside /app as read only except /app/feedback and /app/temp as they are specifically mentioned and specific paths take priority.

## Managing Docker Volumes

* Volumes are managed by Docker. **Docker does not manage bind mounts**. We as developers are in control of it.
* When we run our container with –v flag, Docker we'll actually go ahead and create a volume, which also means that it creates a folder somewhere on the host machine automatically.
* Docker volume related commands,

>docker volume --help

* To list all active volumes

>docker volume ps

* To inspect a volume,

>docker volume inspect <volume-name>

* E.g.

>docker volume inspect feedback

[

{

"CreatedAt": "2021-05-17T10:56:08Z",

"Driver": "local",

"Labels": null,

"Mountpoint": "/mnt/sda1/var/lib/docker/volumes/feedback/\_data",

"Name": "feedback",

"Options": null,

"Scope": "local"

}

]

Here Mountpoint is actually inside of a little virtual machine Docker set up on your system. So it's hard to find out where this is actually stored on your host machine.

* To remove an unused volume,

>docker volume rm <volume-name>

This will remove the volume so all the data is lost as it will delete all the files/data inside that volume.

* To remove all unused volumes,

>docker volume prune

## Using "COPY" vs Bind Mounts

* During development, if we use bind mounts while running a container, we can skip COPY . . instruction in the Dockerfile.  
  E.g.

>docker run --rm -d -p 3000:80 --name feedback-app -v feedback:/app/feedback -v **/c/Users/Sameer/DockerMount/05-data-volumes-demo:/app:ro** -v /app/temp -v /app/node\_modules feedback-node:volumes

* However We use this bind Mount during **development** to reflect changes in our code into running container instantly. Once we're done with developing, and once we actually take this container, put it onto a server and we want to run it, we will not run it with above command. **We might use other volumes to ensure that data survives, but will not use this bind Mount in production**.
* So for our application to run properly in production, we need to use COPY . . instruction.

## Don't COPY Everything: Using "dockerignore" Files

* We can also restrict what can get copied in the image when we use COPY instruction.
* We do this by adding .dockerignore file.
* With .dockerignore, we can specify which folders and files, should not be copied by a COPY instruction into the docker image. E.g. to ignore node\_modules folder.

## Working with Environment Variables & ".env" Files

* Refer Slide Section3#8
* Docker supports **build-time arguments** and **runtime environment variables**.
* Arguments allow you to set flexible bits of data or variables in your Dockerfile which you can use in there to pluck different values into certain Dockerfile instructions based on arguments that are provided with the --build-arg option when you run docker build.
* Environment variables on the other hand are available inside of a Dockerfile like arg, but also are available in your entire application code in your running applicationand you can set them with the --env option on the docker run command.
* args and environment variables allow you to create more **flexibl/dynamic images and containers** because you don't have to hard-code everything into these containers and images.
* With env variables, you can set detault values in the Dockerfile which you can override by --env option or just “–e” while running the docker container
* In the Dockerfile,

# set environment variables with default values

# the values can be overwritten with docker run command's --env option e.g. --env PORT=3000

ENV PORT 80

EXPOSE $PORT

* While running the container   
  E.g.

>docker run --rm -d **--env PORT=3000 -p 3000:3000** --name feedback-app -v feedback:/app/feedback -v /app/temp -v /app/node\_modules feedback-node:env

* If you have multiple environment variables, you'll simply add multiple “-e”, each with the key value pairs.
* You can also specify a file that contains your environment variable. Often such a file is named .env and in the file you will have key values pairs e.g. PORT=3000
* And while running the container, we specify path of the file for --env-file option

>docker run --rm -d **–env-file ./.env -p 3000:3000** --name feedback-app -v feedback:/app/feedback -v /app/temp -v /app/node\_modules feedback-node:env

### Environment Variables & Security

* Depending on which kind of data you're storing in your environment variables, you might not want to include the secure data directly in your Dockerfile
* Instead, go for a separate environment variables file which is then only used at runtime (i.e. when you run your container with docker run).
* Otherwise, the values are "baked into the image" and everyone can read these values via docker history <image>.
* For some values, this might not matter but for credentials, private keys etc. you definitely want to avoid that!
* If you use a separate file, the values are not part of the image since you point at that file when you run docker run. But make sure you don't commit that separate file as part of your source control repository, if you're using source control.

## Using Build Arguments (ARG)

* With arguments, we can actually plug in different values into our Dockerfile, or into our image when we build that image without having to hard code these values into the Dockerfile.
* With arguments, when we build the image, we can actually build the image based on one and the same unchanged the Dockerfile multiple times with different default values.
* Use ARG instruction in the Dockerfile. The key used in the ARG can be used in other instructions except CMD.
* E.g.

# to set build time arguments

ARG DEFAULT\_PORT=80

EXPOSE $DEFAULT\_PORT

* Now while building the image, you can use --build-arg option, if we want any other port than 80. E.g.

>docker build –t feedback-node:arg **--build-arg DEFAULT\_PORT=3000**

* So basically you can create multiple images of different arguments.
* You cannot use arguments in your source code e.g. server.js.

# Networking: (Cross-) Container Communication

* Building applications with multiple containers is quite common.
* With networks here, it really means –
  + How you can connect multiple containers,
  + How you can let them talk to each other
  + But also how you could connect an application running in a container to your local host machine.
  + And for example, send HTTP requests to some other service running on your machine.
  + And also how you can reach out to the world wide web from inside your container.

## Case 1: Container to WWW Communication

* Refer slide Section4#1
* E.g. accessing a WEB REST API.

## Case 2: Container to Local Host Machine Communication

* Refer slide Section4#1
* E.g. connecting to local database.

## Case 3: Container to Container Communication

* Refer slide Section4#1
* E.g. connecting to some other service exposed by one of your other containers.
* With Docker containers, it is strongly recommended and the best practice that every container should just do one main thing. E.g. one container for DB connectivity other for application logic.

## Creating a Container & Communicating to the Web (WWW)

* Out of the box, from within the container, connecting to the host machine with localhost fails. E.g. connecting to localhost database.
* Out of the box, containers can send requests to the World Wide Web.
* You can communicate with web API's and web pages from inside your dockerized applications. You don't need any special setup or any changes to your code.

## Making Container to Host Communication Work

* Out of the box, from within the container, connecting to the host machine with localhost fails. E.g. connecting to localhost database. mongodb://**localhost**:27017/swfavorites
* In order for the application running inside container to talk to your localhost, you need to use **host.docker.internal** instead of **localhost**.
* This special domain (**host.docker.internal**) is recognized by Docker. It's understood by Docker. And it's translated to the IP address of your host machine as seen from inside the Docker container.
* So instead of mongodb://**localhost**:27017/swfavorites, use mongodb://**host.docker.internal**:27017/swfavorites in your code.
* You can use it for your local database url, or any other http server running on your localhost.

## Container to Container Communication: A Basic Solution

* Just like you can run official node docker images so that you don’t have to install it locally, you can also run mongodb docker image so that you don’t need to install it locally either.
* To pull official mongodb image from Docker Hub.

>docker pull mongo

* You can then run it as

>docker run -d –-name mongodb mongo

* Now to connect your application running in a container to this mongodb container, you need a couple of changes.
  + Run docker container inspect mongodb and get IPAddress for this container.
  + Update the mongodb URL to use this IP Address.
  + E.g. If the IPAdress for above inspect command says 172.17.0.2, then use mongodb url as mongodb://**172.17.0.2**:27017/swfavorites'
  + Now build the image again since we made code changes.
  + And finally run the container.
* As you can see, this not very convenient solution. We had to look up the IP address of the other container in order to then use it in other application. It also means that we always have to build a new image whenever the MongoDB container IP address changed, because we hard code that IP address in the node app which is not ideal.
* But thankfully, there is an easier way of having multiple Docker containers talk to each other.

## Introducing Docker Networks: Elegant Container to Container Communication

* Container Networks = Networks
* Refer slide Section4#2
* With Docker, you can put all the related containers into one and the same network by adding the --network option on the Docker run command.
* This then creates a network in which all containers are able to talk to each other, and Docker is then automatically doing this IP look up and resolving stuff, which we did manually in above step – [Container to Container Communication: A Basic Solution](#_Container_to_Container).
* And that's a really useful feature for having multiple, isolated containers with their own duties and tasks, which still are able to talk to each other.

### How to create Networks

* Unlike with volumes, for networks, Docker will not automatically create them for you if you want to run a container using a network, instead you have to create them on your own.
* Docker network related commands

>docker network --help

* To create a docker network

>docker network create <network-name>

e.g. >docker network create favorites-net

It's a Docker internal network, which you can then use on Docker containers to let them talk to each other. All the hard work and heavy lifting is taken care of by Docker here.

* List all existing networks

>docker network ls

* Now run your containers using --network option on the docker run command E.g.

>docker run -d --name **mongodb** **--network favorites-net** mongo

* If two containers are part of the same network, you can just put the other containers name in the URL. E.g. the mongodb URL in our favorites application would look like this –

'mongodb://**mongodb**:27017/swfavorites',

Here **mongodb** in the url refers to the name of the container which you chose while running the container.

* With above url change, build image of your application code and run it with --network option using same network name

E.g. >docker run --name favorites-app --network favorites-net –d -p 3000:3000 favorites-node

* Side note – When we run the MongoDB container, we did not specify the -p option. The reason for that is that the -p option is only required if we plan on connecting to something in that container from our local host machine or from outside the container network.
* When you have a container to container connection, then you don't need to publish the port because internally in that container network, all the containers can freely communicate with each other and you don't need to expose any ports.

# Tips and Tricks

* A shared image is in the end just a repository.