

The Docker Engine

First, let us look take a look at Docker Engine and its components so we have a basic idea of how the system works. Docker Engine allows you to develop, assemble, ship, and run applications using the following components:

Docker Daemon :

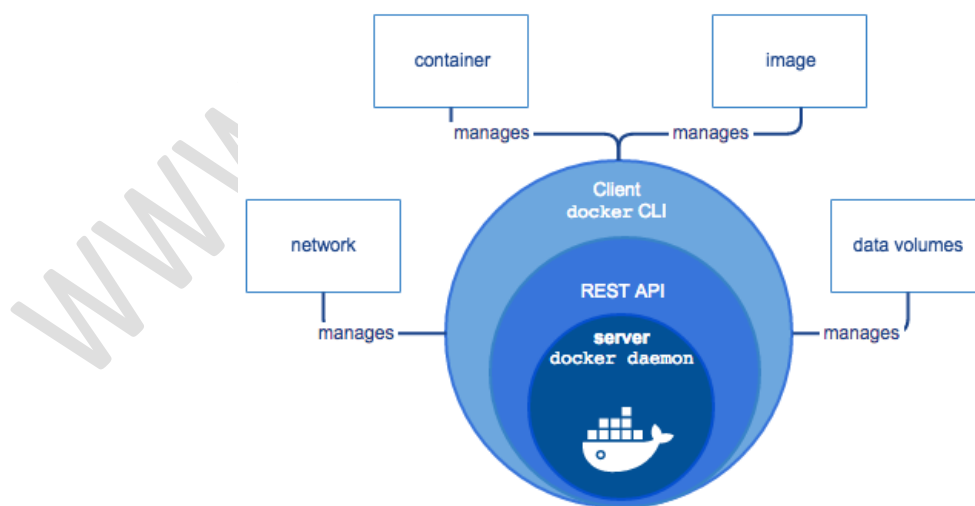
A persistent background process that manages Docker images, containers, networks, and storage volumes. The Docker daemon constantly listens for Docker API requests and processes them.

Docker Engine REST API :

An API used by applications to interact with the Docker daemon; it can be accessed by an HTTP client.

Docker CLI :

A command line interface client for interacting with the Docker daemon. It greatly simplifies how you manage container instances and is one of the key reasons why developers love using Docker.



We will see how the different components of the Docker Engine are used, let us dive a little deeper into the architecture.

Implementation

Docker is available for implementation across a wide range of platforms:

Desktop :

Mac OS, Windows 10.

Server :

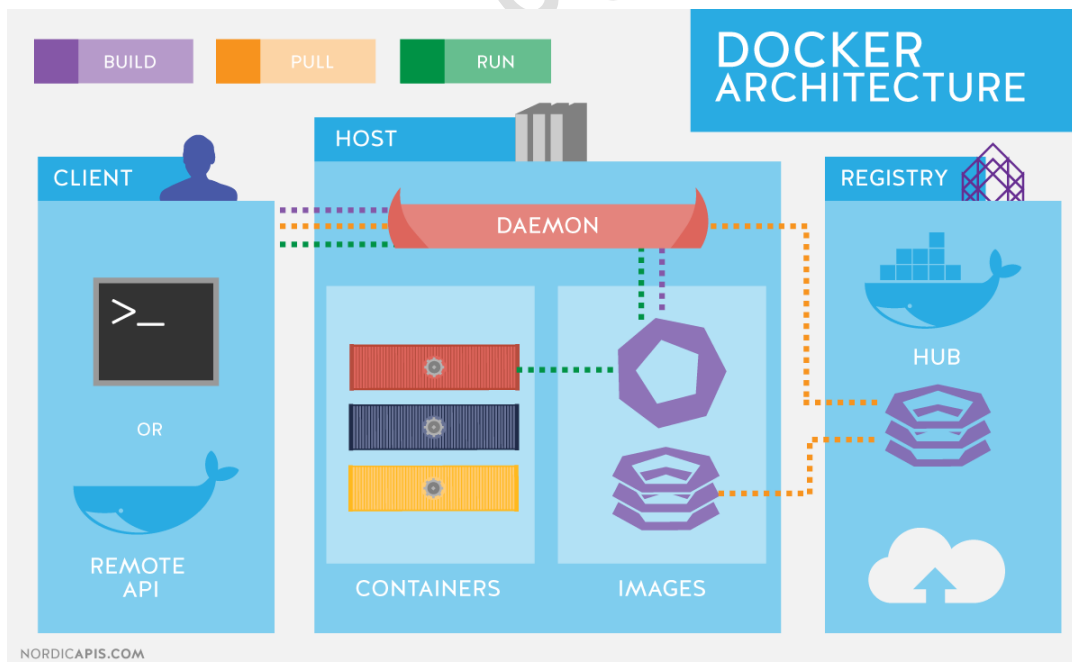
Various Linux distributions and Windows Server 2016.

Cloud :

Amazon Web Services, Google Compute Platform, Microsoft Azure, IBM Cloud, and more.

Docker Architecture :

The Docker architecture uses a client-server model and comprises of the Docker Client, Docker Host, Network and Storage components, and the Docker Registry/Hub. Let's look at each of these in some detail.



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Docker Client :

The Docker client enables users to interact with Docker. The Docker client can reside on the same host as the daemon or connect to a daemon on a remote host. A docker client can communicate with more than one daemon. The Docker client provides a command line interface (CLI) that allows you to issue build, run, and stop application commands to a Docker daemon.

The main purpose of the Docker Client is to provide a means to direct the pull of images from a registry and to have it run on a Docker host. Common commands issued by a client are:

docker build
docker pull
docker run

DockerHost :

The Docker host provides a complete environment to execute and run applications. It comprises of the Docker daemon, Images, Containers, Networks, and Storage. As previously mentioned, the daemon is responsible for all container-related actions and receives commands via the CLI or the REST API. It can also communicate with other daemons to manage its services. The Docker daemon pulls and builds container images as requested by the client. Once it pulls a requested image, it builds a working model for the container by utilizing a set of instructions known as a build file. The build file can also include instructions for the daemon to pre-load other components prior to running the container, or instructions to be sent to the local command line once the container is built.

Docker Objects :

Various objects are used in the assembling of your application. The main requisite Docker objects are:

Images :

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Images are a read-only binary template used to build containers. Images also contain metadata that describe the container's capabilities and needs. Images are used to store and ship applications. An image can be used on its own to build a container or customized to add additional elements to extend the current configuration. Container images can be shared across teams within an enterprise using a private container registry, or shared with the world using a public registry like Docker Hub. Images are a core part of the Docker experience as they enable collaboration between developers in a way that was not possible before.

Containers :

Containers are encapsulated environments in which you run applications. The container is defined by the image and any additional configuration options provided on starting the container, including and not limited to the network connections and storage options. Containers only have access to resources that are defined in the image, unless additional access is defined when building the image into a container. You can also create a new image based on the current state of a container. Since containers are much smaller than VMs, they can be spun up in a matter of seconds, and result in much better server density.

#docker login (**Login to www.hub.docker.com)**

#docker stats (**Displays information about Running Containers like CPU, Memory Utilization and along with Network / Disk IO statistics**)

#docker system df (**Displays disk usage of Docker**)

#docker system prune -a (**This command removes all the stopped containers, Deletes all the networks not associated to any container, Deletes all the dangling Images**)

#docker pull ubuntu:18.04 (**Downloading docker image of a specific tag**)

#docker images

#docker run -name myubuntu -it ubuntu bash (**Creating container with custom name**)

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#docker inspect <image name / Image ID> (**Displays detailed information of an image**)

#docker stop <Container Name / Container ID> (**Stopping a container**)

#docker rm < Container Name / Container ID > (**Deleting Container**)

Configuring REST API on Docker Server to manage it from Remote Client :

```
#vim /usr/lib/systemd/system/docker.service
ExecStart=/usr/bin/dockerd -H fd:// -H=tcp://0.0.0.0:8888
:wq!
```

```
#systemctl daemon-reload
#systemctl restart docker
```

```
#yum install httpd -y
#systemctl start httpd
#systemctl enable httpd
#systemctl status httpd
```

```
#firewall-cmd --add-service=http --permanent
#firewall-cmd --add-port=8888/tcp --permanent
#firewall-cmd --reload
#firewall-cmd --list-all
```

Go to Any Client(Linux) :

```
#curl http://ip-of-docker-server://8888/imagesg/json (Displays all the
available Images on Docker Server )
#curl http://ip-of-docker-server://8888/containers/json ( Displays all
the available Containers )
#curl --data "t=5" http://ip-of-docker-
server://8888/containers/container-id/stop ( To stop a container )
#curl --data "t=5" http://ip-of-docker-
server://8888/containers/container-id/start ( To start a container )
```

Working with Containers :

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#docker run --name ubuntu1 -it ubuntu (Creating container from the ubuntu image with custom name)

#docker stop <Container-ID / Container-Name> (To stop a container)

#docker start <Container-ID / Container-Name> (To start a container)

#docker pause <Container-ID / Container-Name> (To pause a container)

#docker unpause <Container-ID / Container-Name> (To Unpause a container)

#docker top <Container-ID / Container-Name> (Displaying the top process running on Container)

#docker stats <Container-ID / Container-Name> (Displays the stats of Container like CPU, RAM, Network and Disk input & output statistics)

#docker attach <Container-ID / Container-Name> (Bringing the Container from backend to Frontend)

#docker kill <Container-ID / Container-Name> (Killing the Container Process)

#docker ps (Lists all the active Containers)

#docker ps -a (Lists all the active & inactive Containers)

#docker rm <Container-ID / Container-Name> (Deleting Container)

#docker history <Docker-Image> (Displays the history of a specific docker Image)

Creating Container by exposing its Ports :

#docker container run --publish 9090:80 nginx (Creating Container with system defined name from Docker image "NGINX" by exposing the local host port traffic port on 9090 and forwarding it to the executable running inside the container on port 80)

#docker container run --publish --9091:80 --detach --name nginx2 nginx (Creating a container with custom name and pushing to run in the background)

#docker container ls -a (Lists all the active & Inactive Containers)

#docker container ls (Lists all the active containers)

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#docker container logs <Container-ID / Container-Name> (**Displays the logs of a specific container**)

#docker container top <Container-ID / Container-Name> (**Displaying the top process running on Container**)

#docker container stop <Container-ID / Container-Name> (**Stopping a Container**)

#docker container rm <Container-ID / Container-Name> (**Deleting a Container**)