

THE O'REILLY COURSE - DAY ONE

DOCKER: BEYOND THE BASICS (CI/CD)



INSTRUCTOR: SEAN P. KANE

 @SPKANE

FOLLOW ALONG

[https://gist.github.com/spkane/
df208d1c8fb644822f8d48e5ccf21fab](https://gist.github.com/spkane/df208d1c8fb644822f8d48e5ccf21fab)



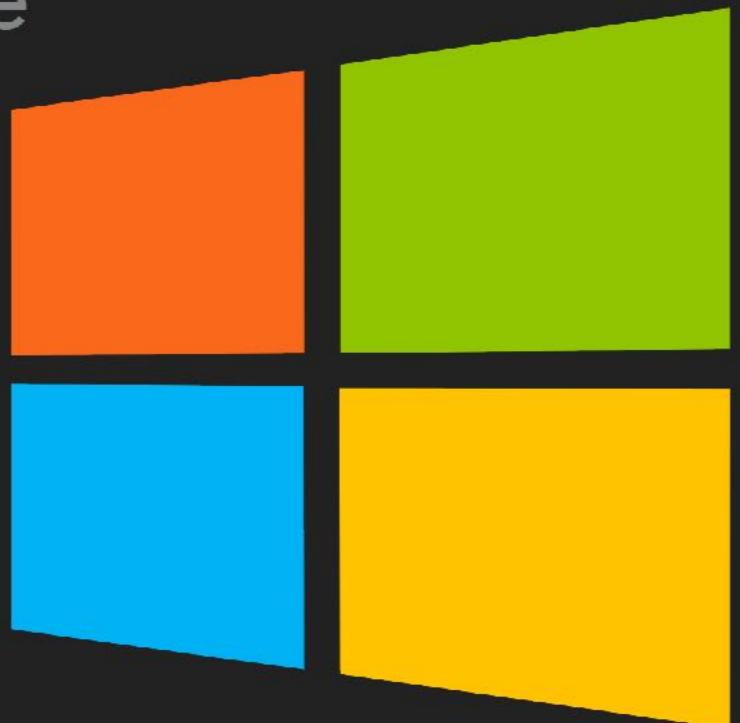
PREREQUISITES

- ▶ Recent computer and operating system
 - ▶ Recent Windows, Linux, or OS X
 - ▶ Tested on Windows 10 and OS X 10.12
 - ▶ root/admin rights
 - ▶ Sufficient resources to run 1 virtual machine
- ▶ Reliable and fast internet connectivity
- ▶ Git client
- ▶ KVM/xhyve/HyperV (or other VM technology)
- ▶ Docker Community Edition for Mac/Windows/Linux



A NOTE FOR WINDOWS USERS

- ▶ This class was written from a largely Unix based perspective, but everything can be made to work in Windows with very little effort.



- ▶ Unix Variables

- ▶ `export MY_VAR=test; echo ${MY_VAR}`

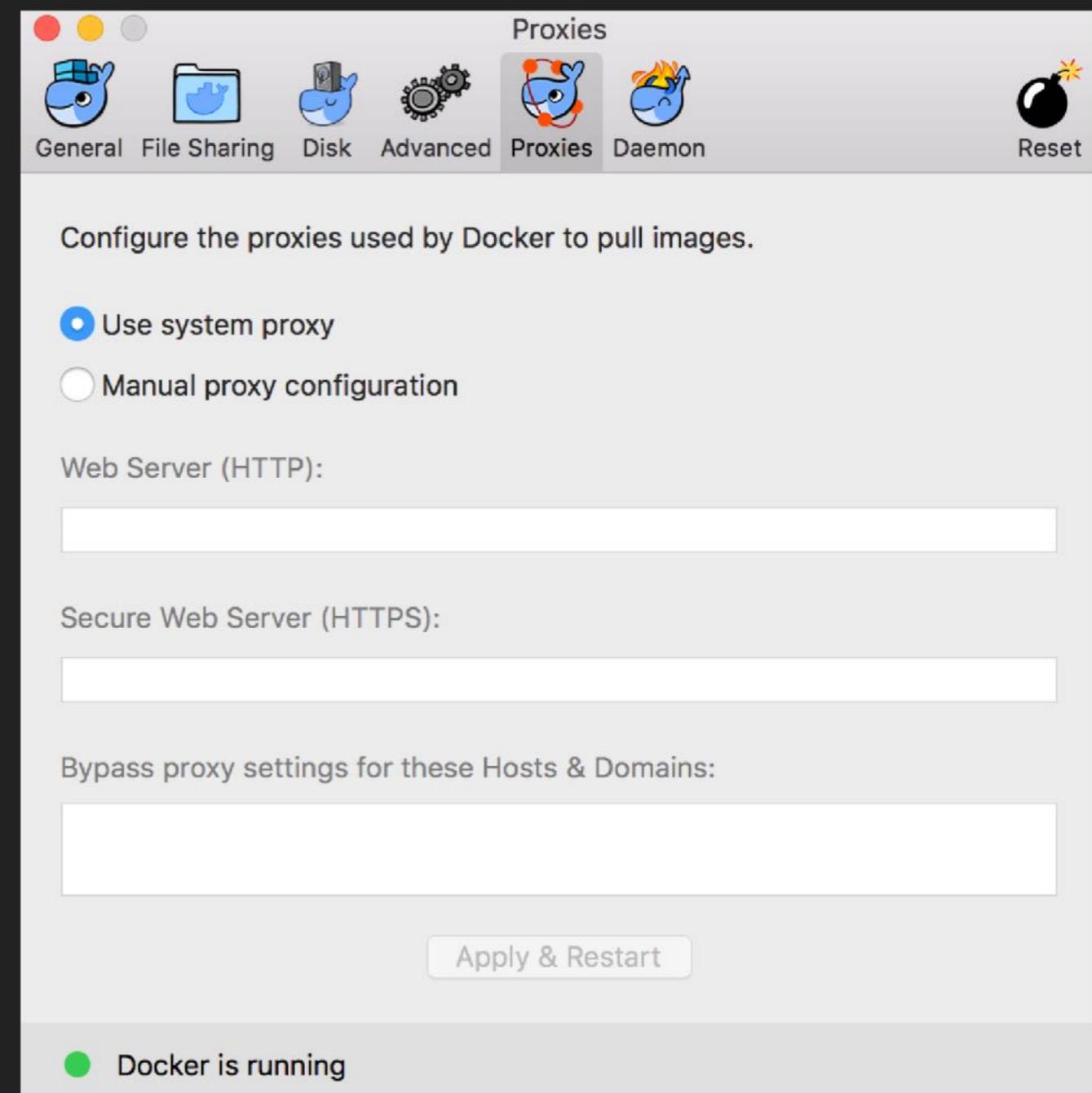
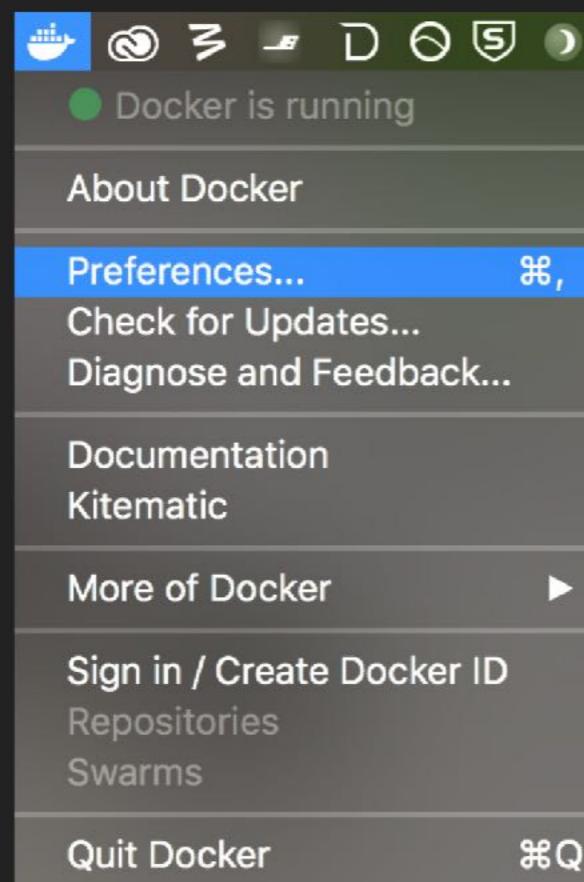
- ▶ Windows Variables (powershell)

- ▶ `$env:my_var = "test"`

- ▶ `Get-ChildItem Env:my_var`

A NOTE ABOUT PROXIES

- ▶ If required, you can configure a proxy in Docker: Community Edition via the preferences.



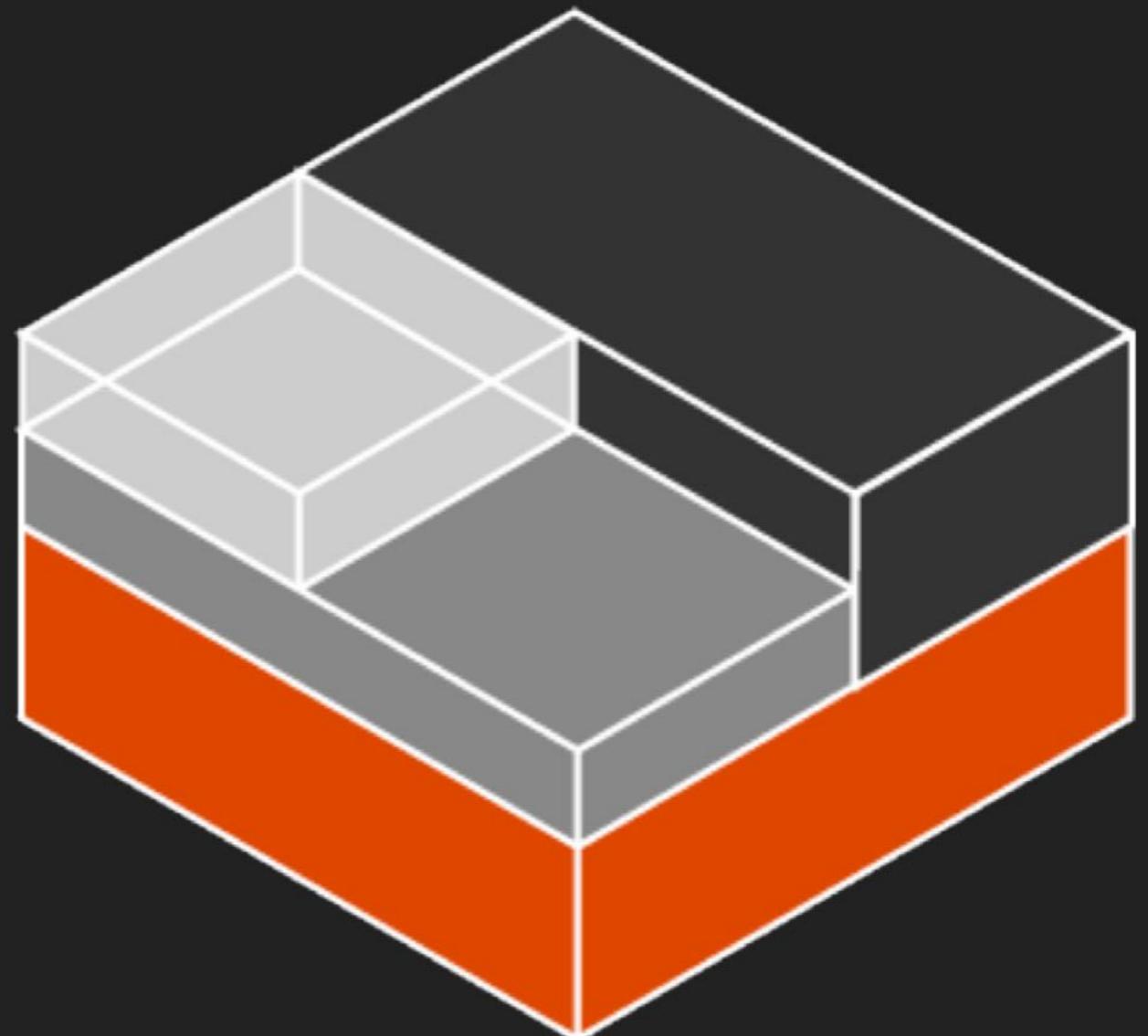
INSTRUCTOR ENVIRONMENT

- ▶ Operating System: Mac OS X (v10.12.X+)
- ▶ Terminal: iTerm2 (Build 3.X.X+)
 - ▶ <https://www.iterm2.com/>
- ▶ Shell Customization: Bash-it
 - ▶ <https://github.com/Bash-it/bash-it>
- ▶ Shell Prompt Theme: Zork
 - ▶ `export BASH_IT_THEME="zork"`
- ▶ Shell Prompt Font: Adobe Source Code Pro
 - ▶ <https://github.com/adobe-fonts/source-code-pro>
- ▶ Text Editor: Visual Studio Code (v1.X.X+)
 - ▶ <https://code.visualstudio.com/>



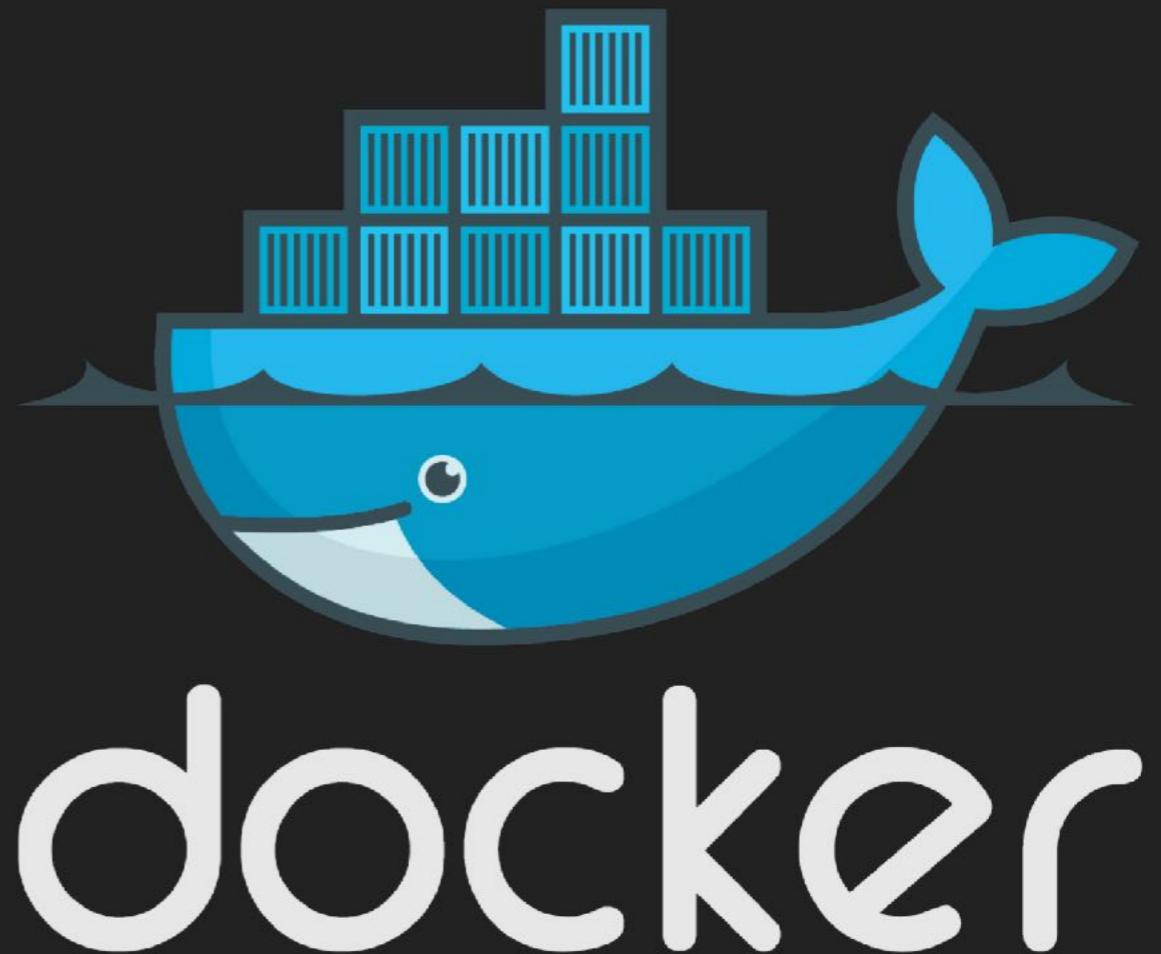
THE SLOW RISE OF LINUX CONTAINERS

- ▶ chroot system call (1979)
 - ▶ Version 7 Unix
- ▶ Virtuozzo (2000)
- ▶ jail (2000)
 - ▶ FreeBSD 4.0
- ▶ Solaris Zones (2004)
 - ▶ Solaris 10
- ▶ OpenVZ (2005)
- ▶ Linux Containers - LXC (2008)
 - ▶ version 2.6.24 of the Linux kernel



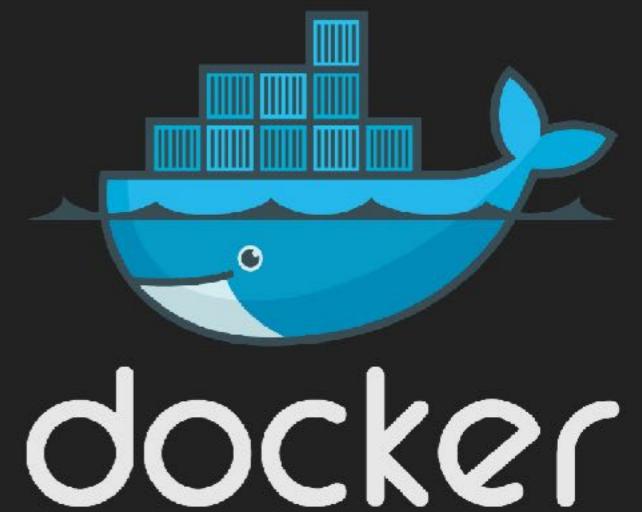
THE QUICK RISE OF DOCKER

- ▶ Docker Engine
 - ▶ Announced March 15, 2013
 - ▶ Provided:
 - ▶ Application packaging
 - ▶ App & dependencies packed together
 - ▶ Single deployment artifact
 - ▶ Abstract software from hardware without sacrificing resources



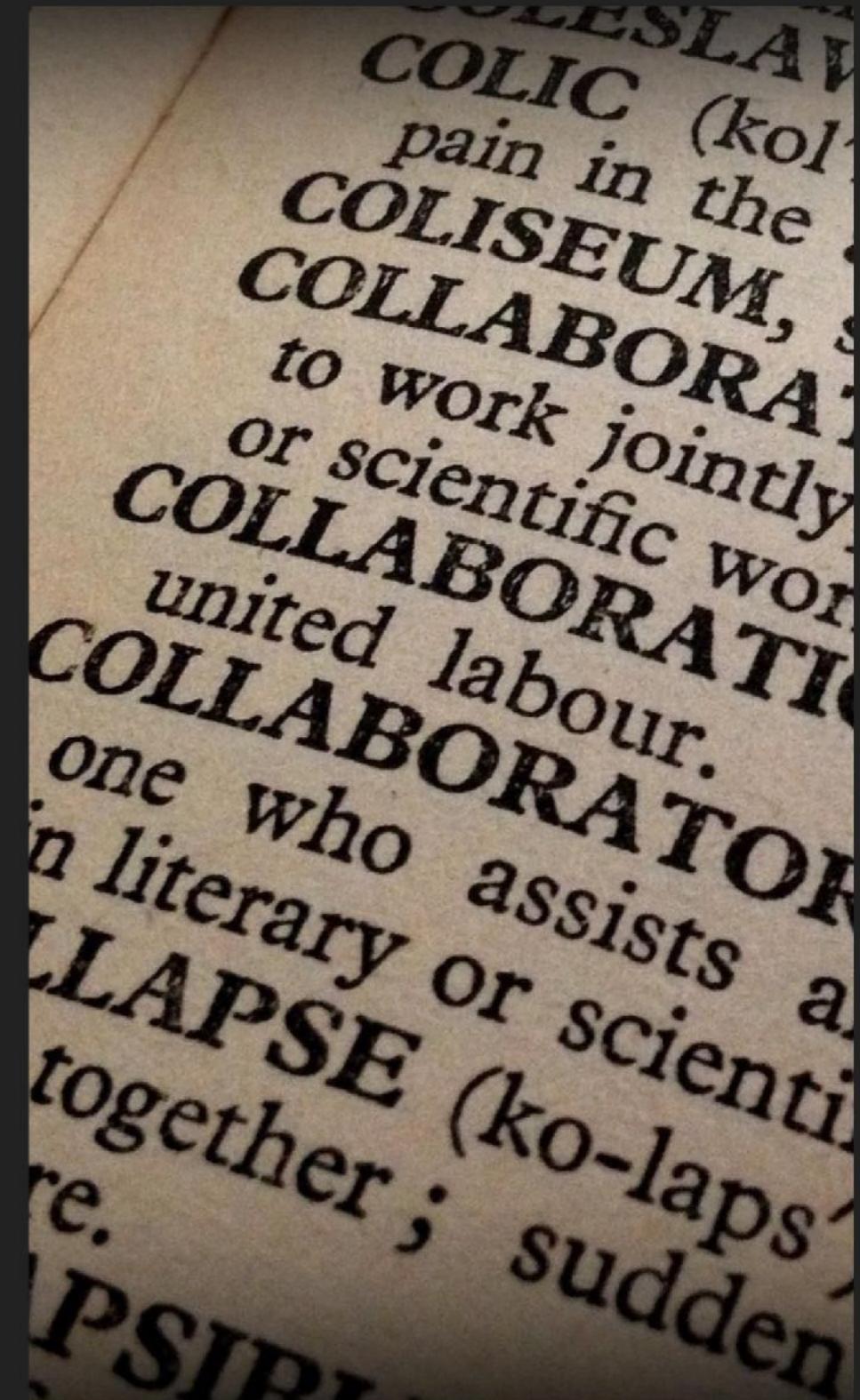
DOCKER ENGINE ISN'T A...

- ▶ virtualization platform (VMware, KVM, etc.)
- ▶ cloud platform (AWS, Azure, etc.)
- ▶ configuration management tool (Chef, Puppet, etc.)
- ▶ deployment framework (Capistrano, etc.)
- ▶ workload management tool (Mesos, Kubernetes, etc.)
- ▶ development environment (Vagrant, etc.)



DOCKER IN TRANSLATION

- ▶ **Docker client (Docker Engine)** - The docker command used to control most of the Docker workflow and talk to remote Docker servers.
- ▶ **Docker server (Docker Engine)** - The dockerd command used to launch the Docker daemon. This turns a Linux system into a Docker server that can have containers deployed, launched, and torn down via a remote client.
- ▶ **Virtual Machine (Docker CE)** - In general, the docker server can be only directly run on Linux. Because of this, it is common to utilize a Linux virtual machine to run Docker on other development platforms. Docker Community Edition makes this very easy.



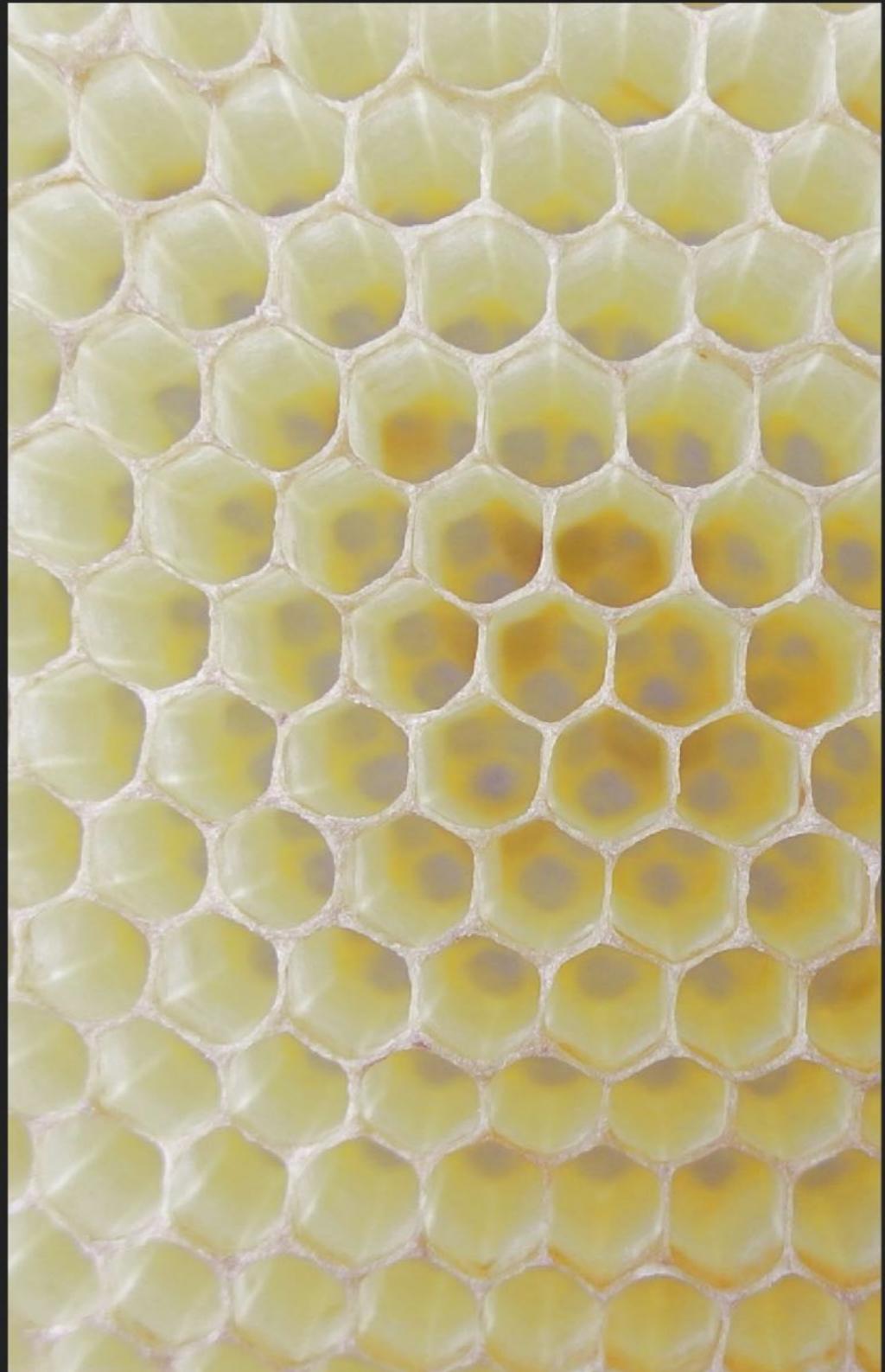
DOCKER IN TRANSLATION

- ▶ **Docker images** - Docker images consist of one or more filesystem layers and some important metadata that represent all the files required to run a Dockerized application. A single Docker image can be copied to numerous hosts. A container will typically have both a name and a tag. The tag is generally used to identify a particular release of an image.
- ▶ **Docker containers** - A Docker container is a Linux container that has been instantiated from a Docker image. A specific container can only exist once; however, you can easily create multiple containers from the same image.



LINUX NAMESPACES

- ▶ Mount (filesystem resources)
- ▶ UTS (host & domain name)
- ▶ IPC (shared memory, semaphores)
- ▶ PID (process tree)
- ▶ Network (network layer)
- ▶ User (user and group IDs)



CONTROL GROUPS (CGROUPS)

- ▶ Resource limiting
- ▶ Prioritization
- ▶ Accounting
- ▶ Control

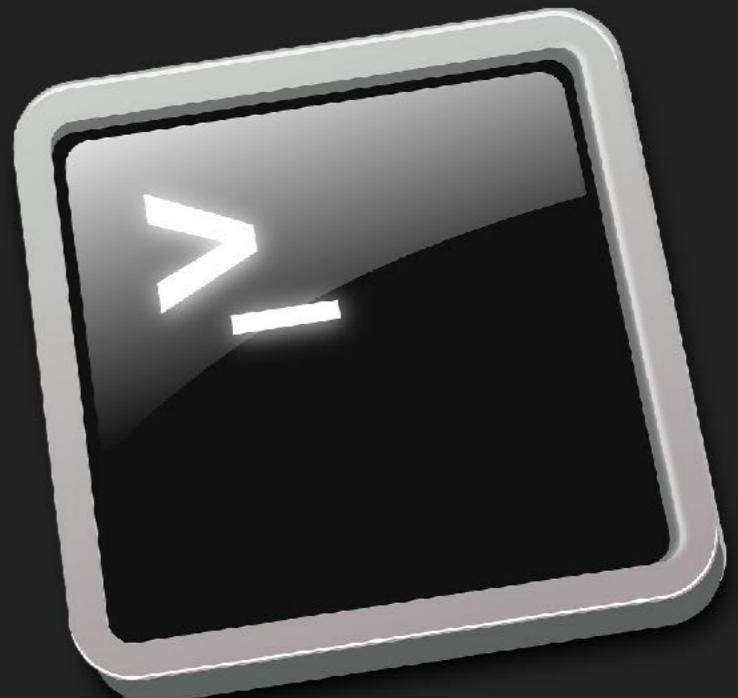


**SPEED
LIMIT
35**

A speed limit sign with a black border and rounded corners. The word "SPEED" is at the top in a bold sans-serif font. Below it, the word "LIMIT" is also in a bold sans-serif font. At the bottom, the number "35" is displayed in a very large, bold, black font.

SETTING THE STAGE

- ▶ `cd ${HOME}`
- ▶ `mkdir docker-class-201`
- ▶ `cd docker-class-201`
- ▶ `mkdir code`
- ▶ `git clone https://github.com/spkane/docker201.git layout --config core.autocrlf=input`
- ▶ `cd layout`
- ▶ `ls`



LAUNCHING A CONTAINER

- ▶ docker images
- ▶ docker run --rm -ti spkane/starwars
 - ▶ Exit: **CTRL-]** followed by **quit<return>**
- ▶ docker images
- ▶ docker ps -a

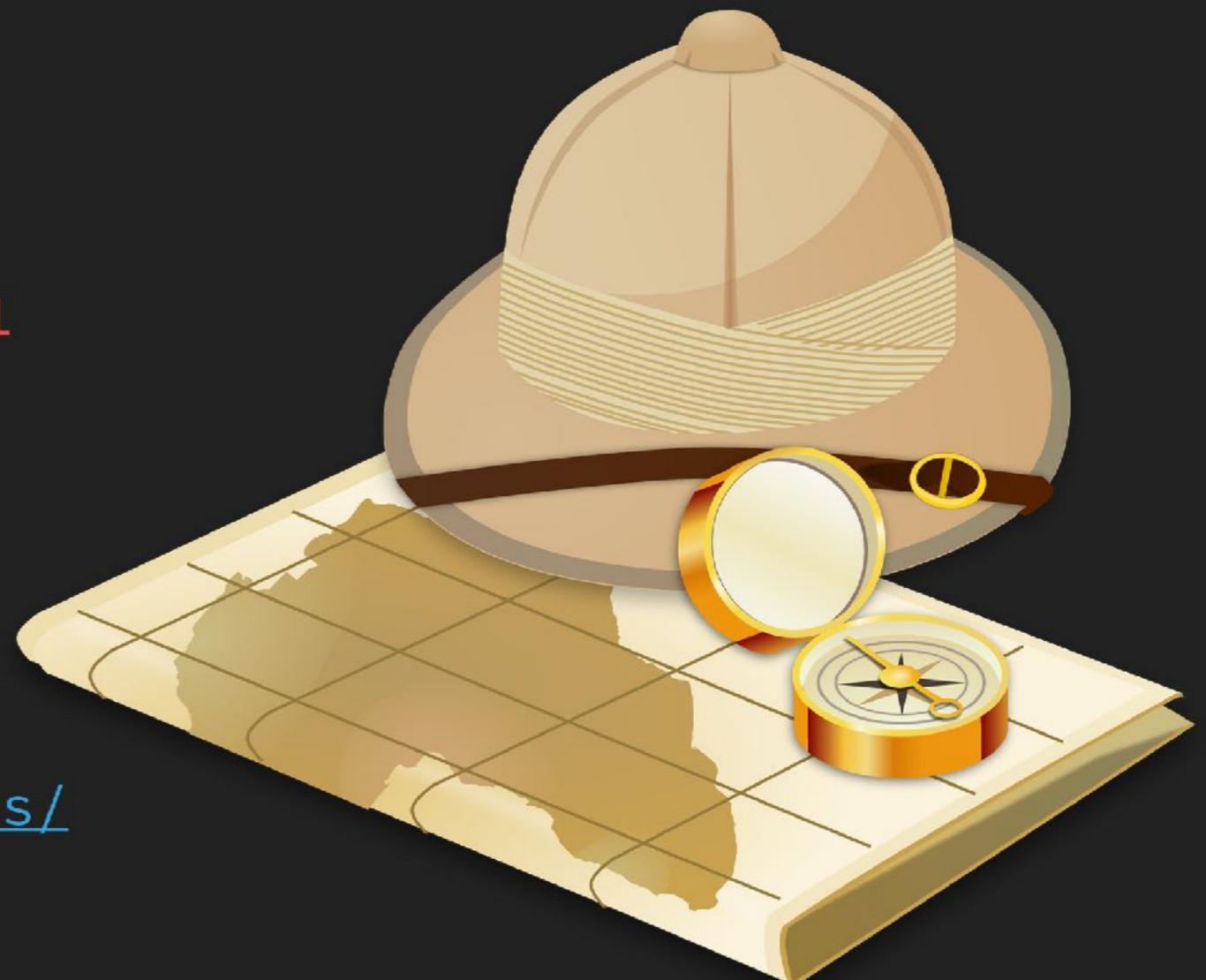


EXPLORING THE DOCKER VM

- ▶ Based on Alpine Linux ([apk](#))
- ▶

```
docker run -it --privileged  
--pid=host debian nsenter -t 1  
-m -u -n -i sh
```

 - ▶ `cat /etc/os-release`
 - ▶ `exit`
- ▶ [http://man7.org/linux/man-pages/
man1/nsenter.1.html](http://man7.org/linux/man-pages/man1/nsenter.1.html)

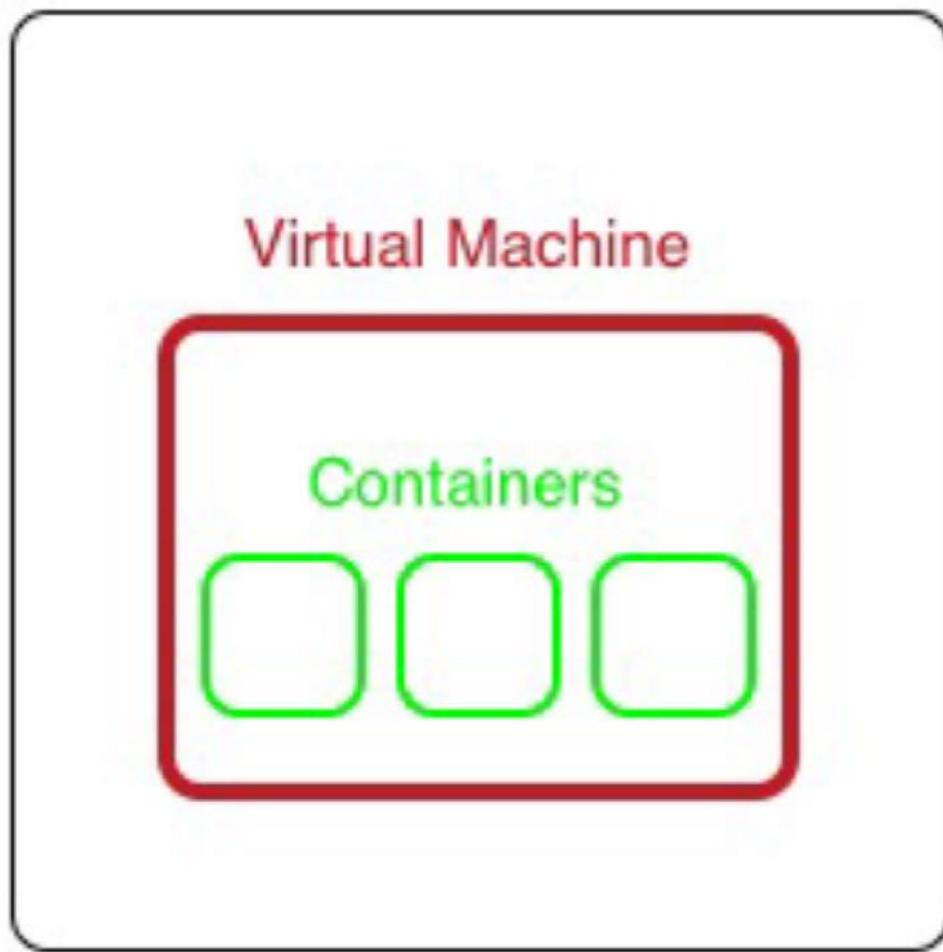


WHERE CONTAINERS RUN

Docker with VM

(Windows, Mac, Linux)

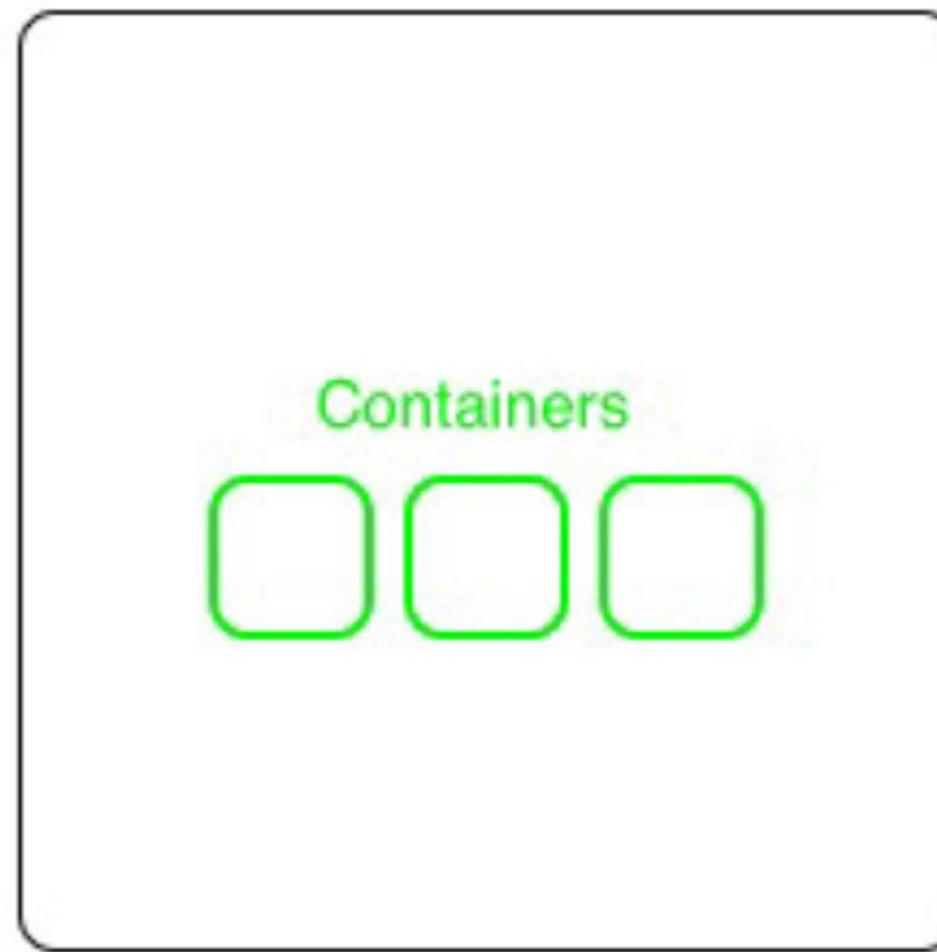
Computer



Native Docker

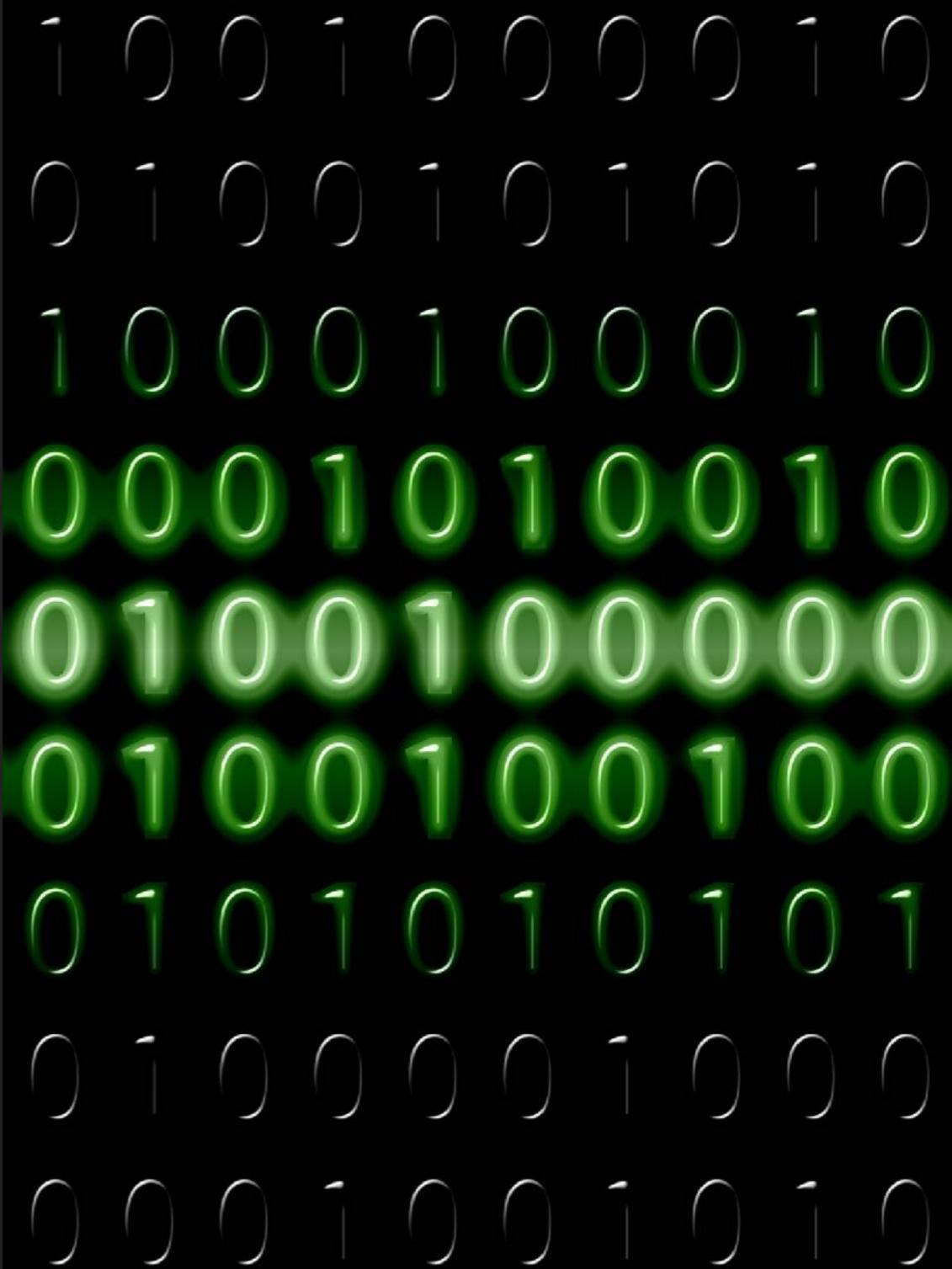
(Linux Only)

Computer



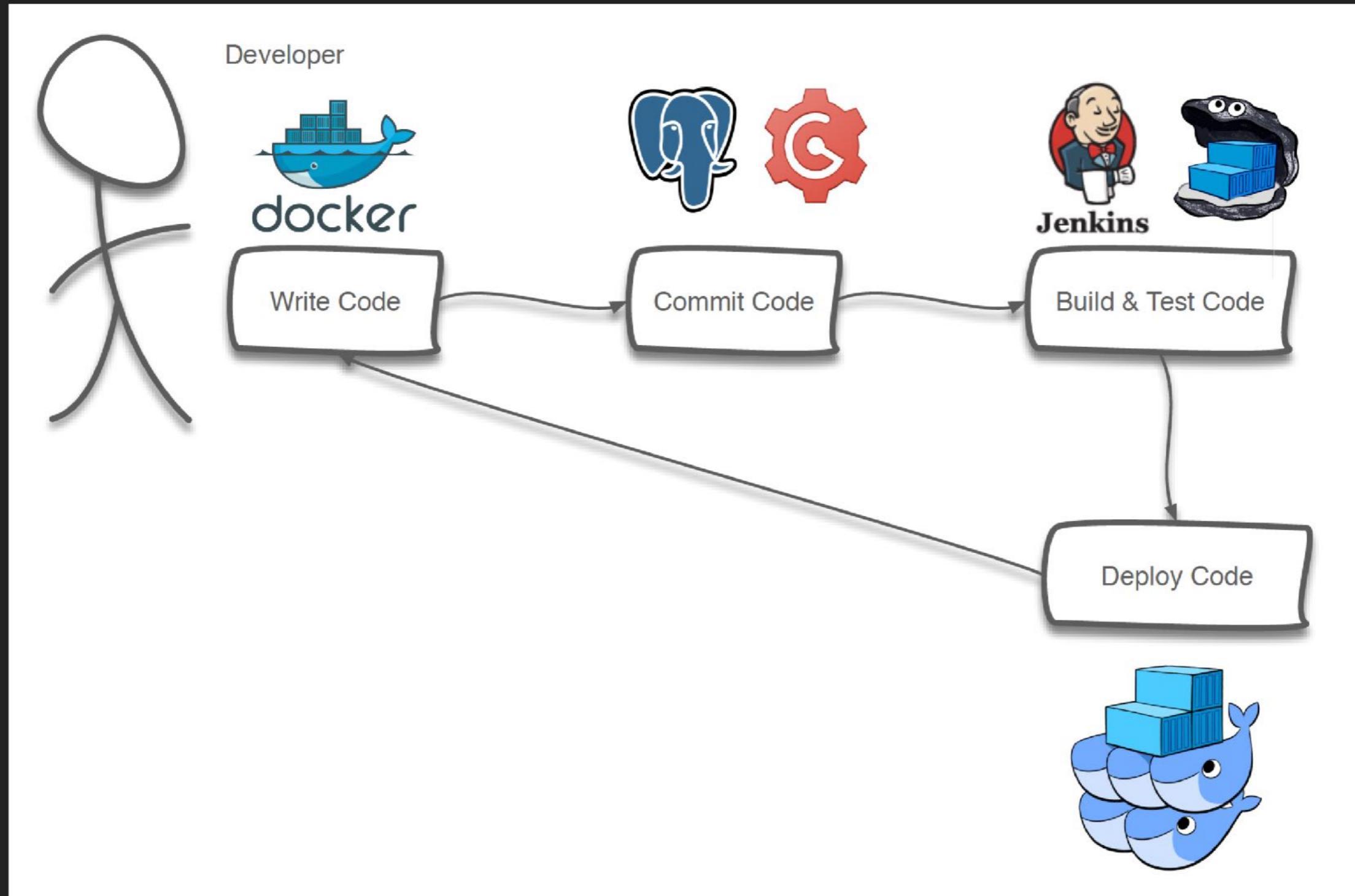
AUTOMATING WORKFLOW

- ▶ Datastore
 - ▶ Postgres
- ▶ Collaborative Source Code Repository
 - ▶ Gogs
- ▶ Docker Image Repository
 - ▶ Docker Distribution
- ▶ Build, Test, and Deploy
 - ▶ Jenkins
- ▶ Production Workload
 - ▶ Docker Swarm



1 0 0 1 0 0 0 0 1 0
0 1 0 0 1 0 1 0 1 0
1 0 0 0 1 0 0 0 1 0
0 0 0 1 0 1 0 0 1 0
0 1 0 0 1 0 0 0 0 0
0 1 0 0 1 0 0 1 0 0
0 1 0 1 0 1 0 1 0 1
0 1 0 0 0 0 1 0 0 0
0 0 0 1 0 0 1 0 1 0

VISUALIZING WORKFLOW



COMPOSING A DOCKER SERVICE

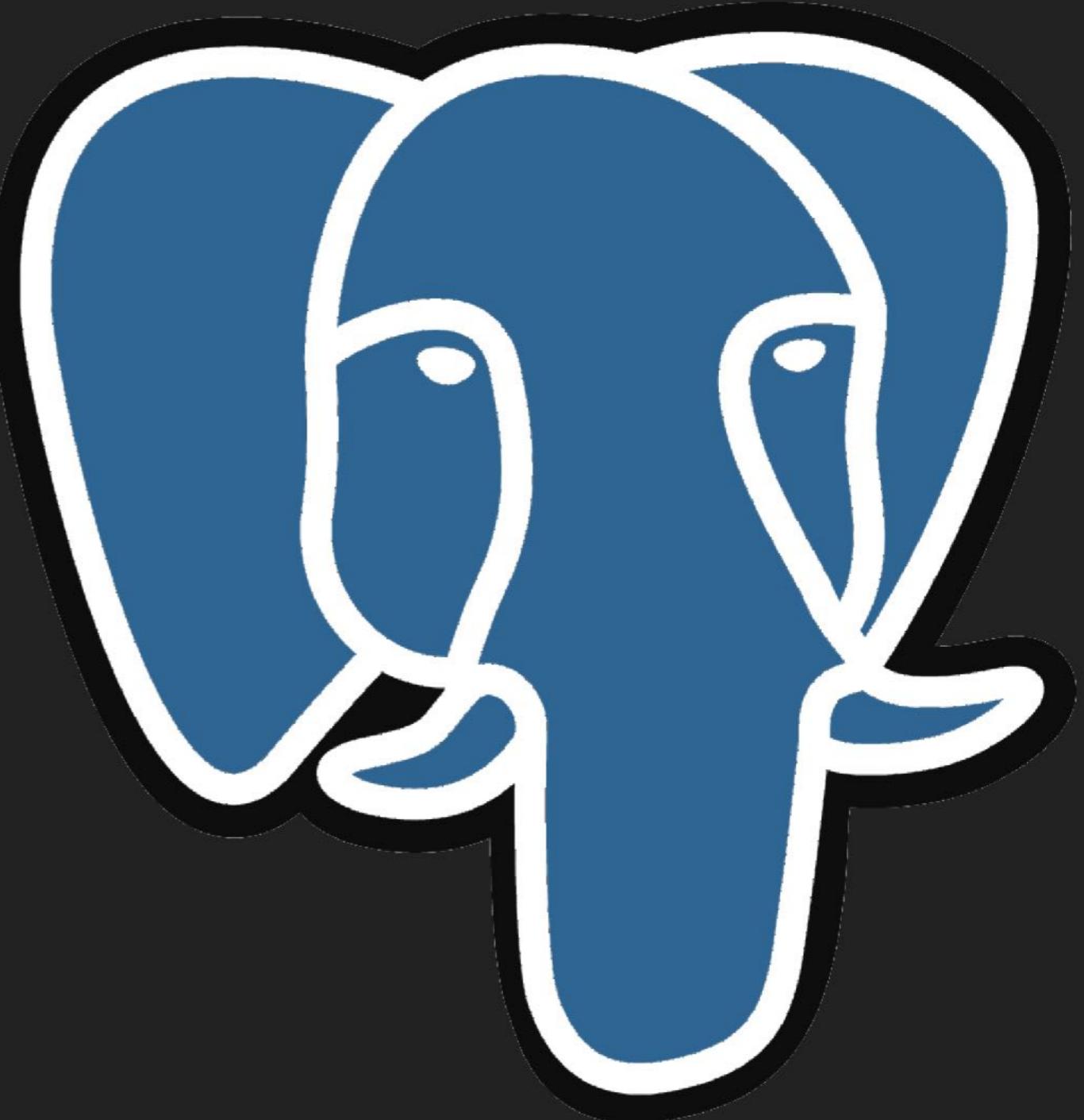
- ▶ (unix) `alias dc='docker-compose'`
- ▶ (win-ps) `New-Alias dc docker-compose.exe`

- ▶ Full Documentation:
 - ▶ <https://docs.docker.com/compose/compose-file/>



CREATING A DATASTORE

- ▶ `cd compose/review/1st`
- ▶ `vi docker-compose.yml`
 - ▶ Note DB user & password



CREATING A SOURCE REPO

- ▶ cd ../../2nd
- ▶ vi docker-compose.yml



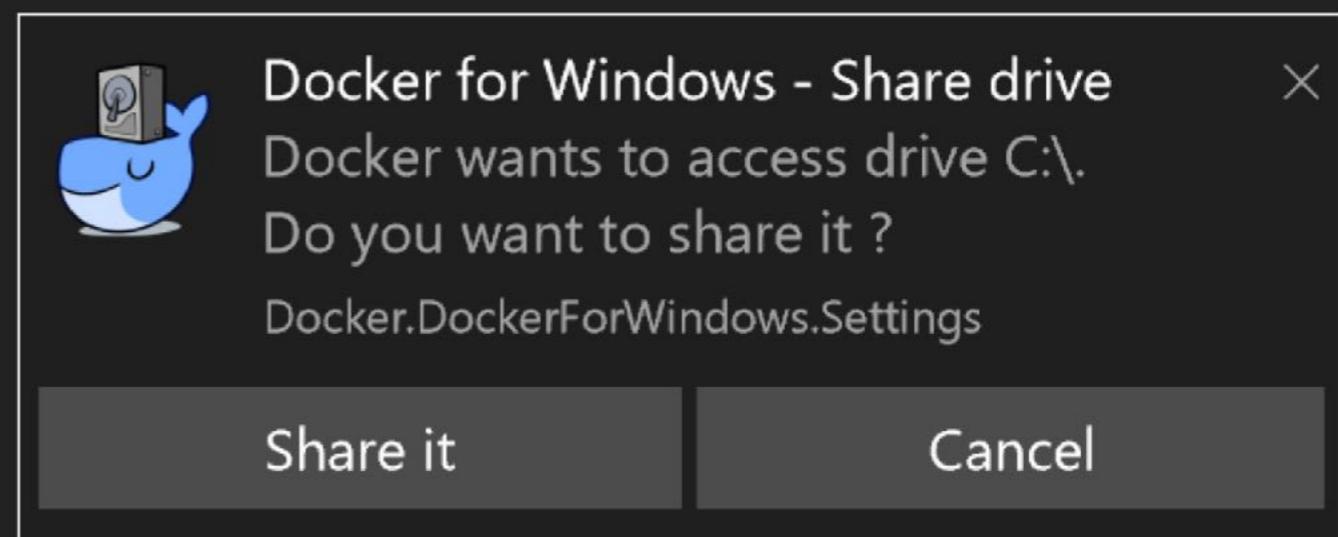
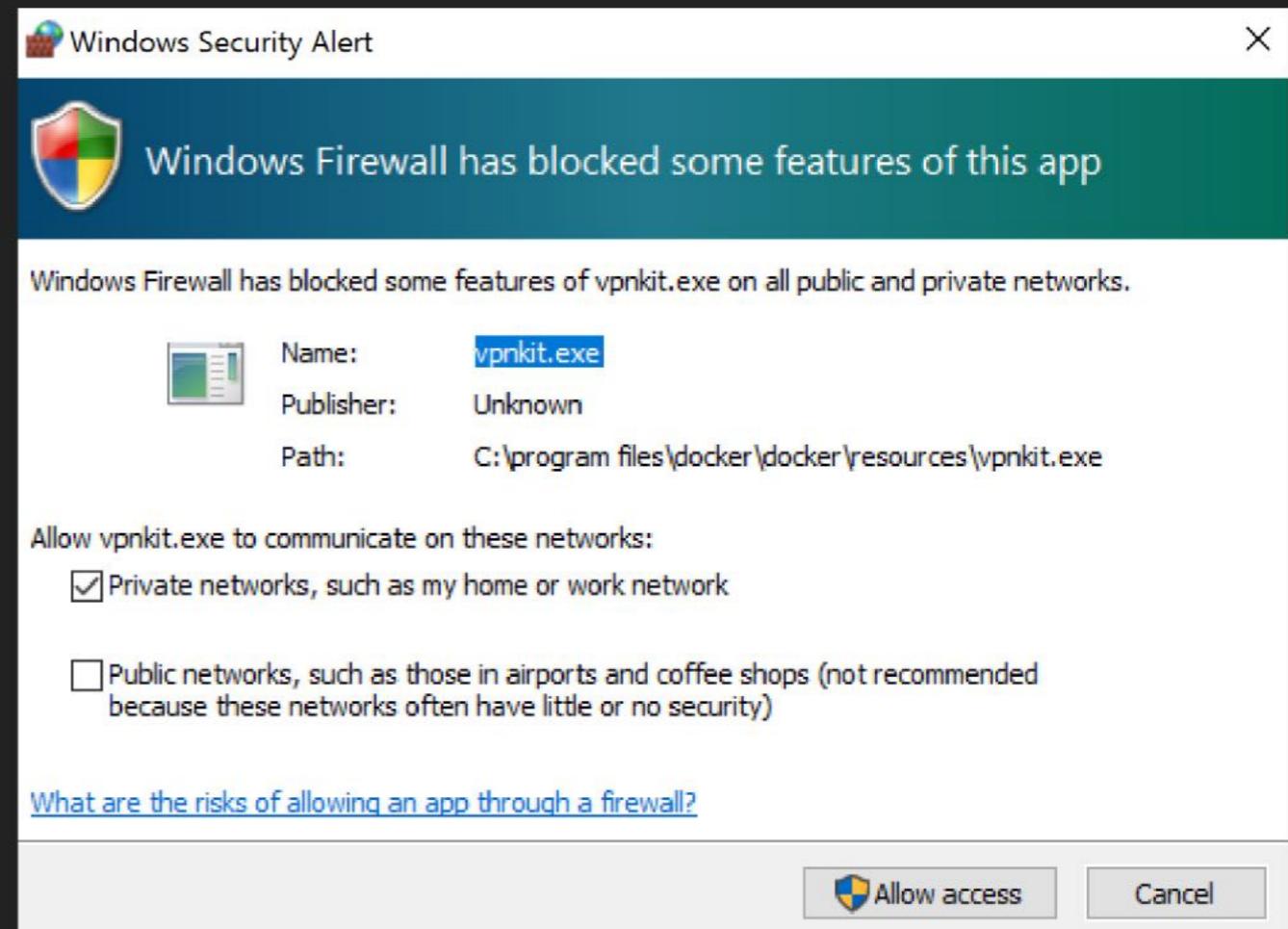
DOCKER DISTRIBUTION

- ▶ cd ../../3rd
- ▶ vi docker-compose.yml



A NOTE FOR WINDOWS USERS

- ▶ In the next section you might see these prompts more than once.
- ▶ Be sure to select "Allow access" and "Share it" each time that you see them.



JENKINS

- ▶ `cd ../../final/{unix,windows}`
- ▶ `vi docker-compose.yml`
- ▶ `docker-compose config`
- ▶ `docker-compose build`
- ▶ `docker-compose up -d`
- ▶ `docker-compose ps`
- ▶ `docker-compose logs -f`
 - ▶ 2017/07/01 20:06:31 [INFO] Listen: http://0.0.0.0:3000
 - ▶ LOG: database system is ready to accept connections
 - ▶ msg="debug server listening localhost:5001"
 - ▶ Please use the following password to proceed to installation



EXPLORING COMPOSE

- ▶ `docker-compose top`
- ▶ `docker-compose exec jenkins bash`
 - ▶ `exit`
- ▶ `docker-compose start`
- ▶ `docker-compose stop`
- ▶ `docker-compose pause`
 - ▶ (win) only Hyper-V containers can be paused
- ▶ `docker-compose unpause`
- ▶ `# docker-compose down`
- ▶ **Don't run this command over the next 2 days.**



CONFIGURE GOGS

- ▶ Navigate web browser to:
 - ▶ <http://127.0.0.1:10080/install>
 - ▶ Database Type: Postgres
 - ▶ Host: postgres:5432
 - ▶ User: postgres
 - ▶ Password: myuser-pw!
 - ▶ SSH Port: 10022
 - ▶ Application URL: http://127.0.0.1:10080/
 - ▶ Create cogs user
 - ▶ Username: myuser
 - ▶ Password: myuser-pw!
 - ▶ Email Address: myuser@example.com



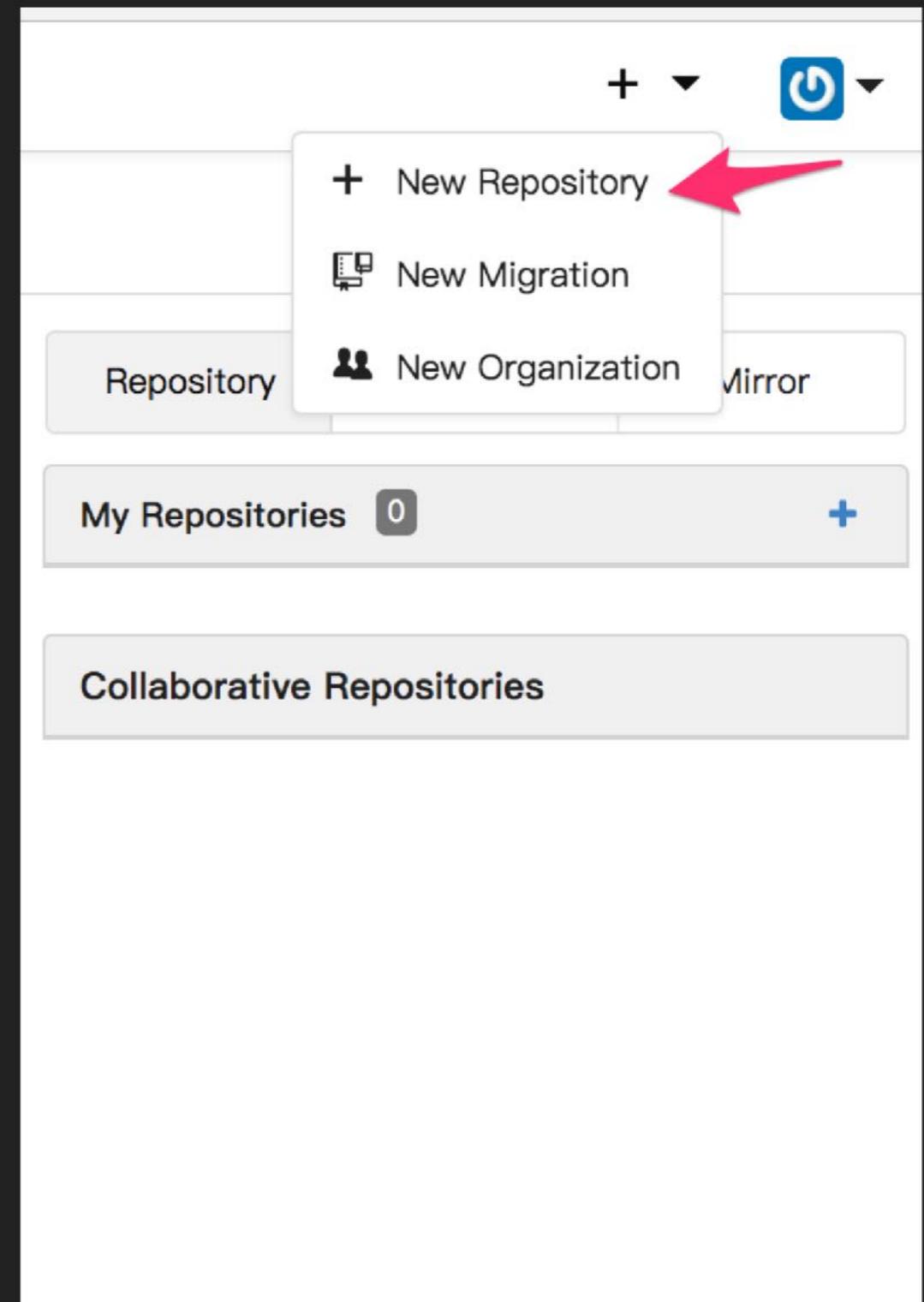
LOG IN TO GOGS

- ▶ Navigate web browser to:
 - ▶ <http://127.0.0.1:10080/>
 - ▶ Click: Sign In
 - ▶ Enter: Email Address
 - ▶ Enter: Password
 - ▶ Check: Remember Me
 - ▶ Click: Sign In



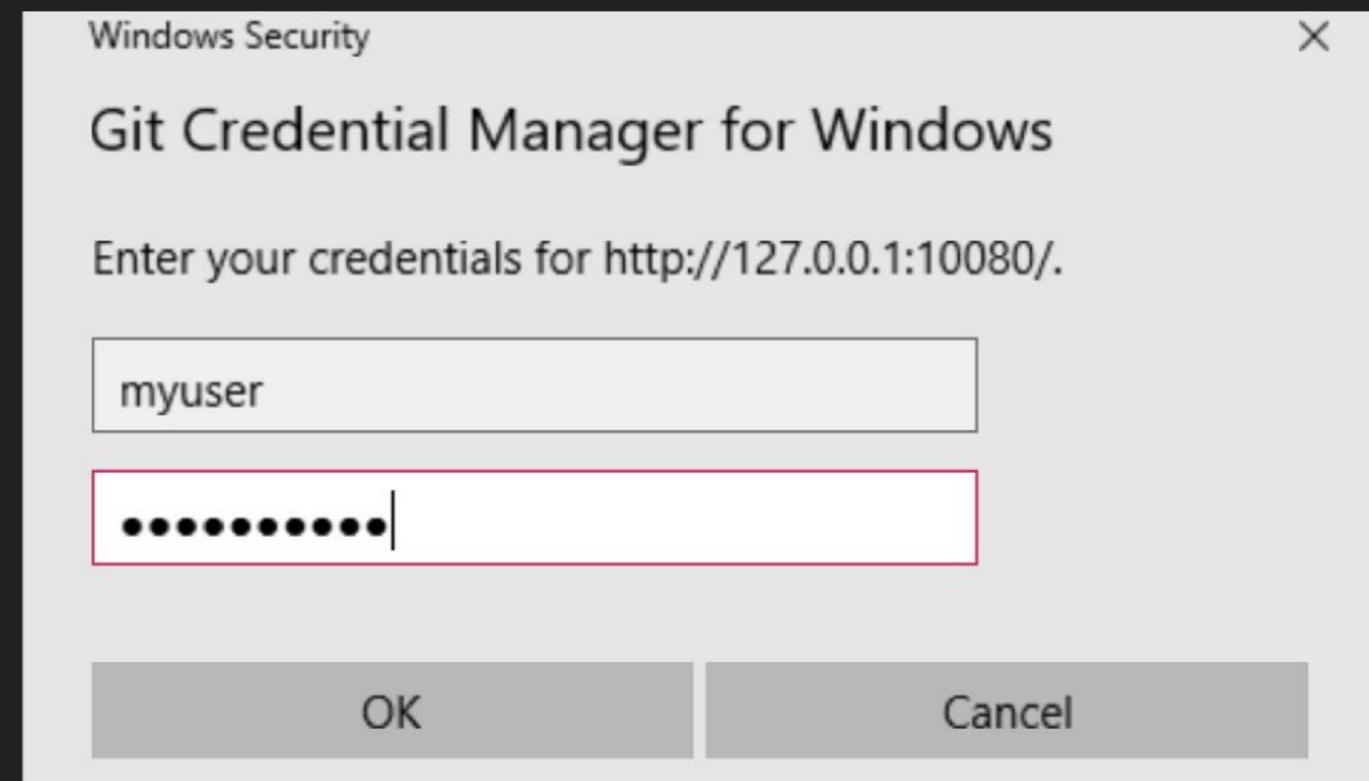
CREATE GIT REPO

- ▶ Click: +
- ▶ Click: + New Repository
 - ▶ Repository Name: outyet
 - ▶ Click: Create Repository



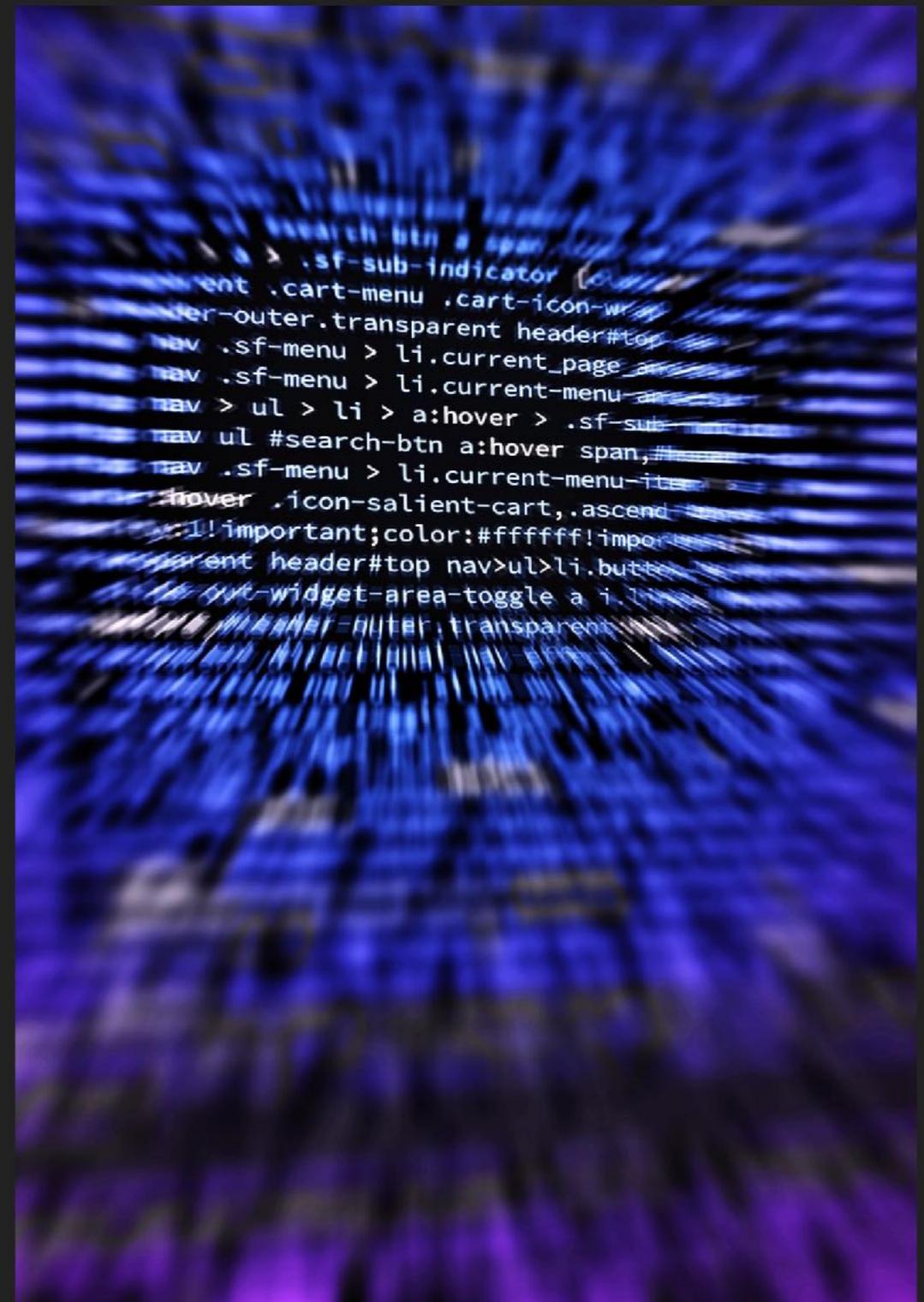
A NOTE FOR WINDOWS USERS

- ▶ In the next section you might see a GUI based password prompt from git.
- ▶ Be sure to provide your gogs username and password here.



FIRST CODE COMMIT

- ▶ cd ../../..
- ▶ cp -a outyet ../code/
 - ▶ (win) mkdir ..\code\outyet
 - ▶ (win) xcopy outyet ..\code\outyet
- ▶ cd ../code/outyet/
- ▶ git init
- ▶ git config core.autocrlf input
- ▶ git add .
- ▶ git commit -m "first commit"
- ▶ git remote add origin http://127.0.0.1:10080/**myuser**/outyet.git
- ▶ git push -u origin master
 - ▶ username: **myuser**
 - ▶ password: **myuser-pw!**



TEST DOCKER DISTRIBUTION

- ▶ `docker login 127.0.0.1:5000`
 - ▶ `myuser`
 - ▶ `myuser-pw!`
- ▶ `docker pull spkane/starwars:latest`
- ▶ `docker image ls spkane/starwars:latest`
- ▶ `docker tag ${IMAGE_ID} 127.0.0.1:5000/myuser/starwars:latest`
- ▶ `docker push 127.0.0.1:5000/myuser/starwars:latest`



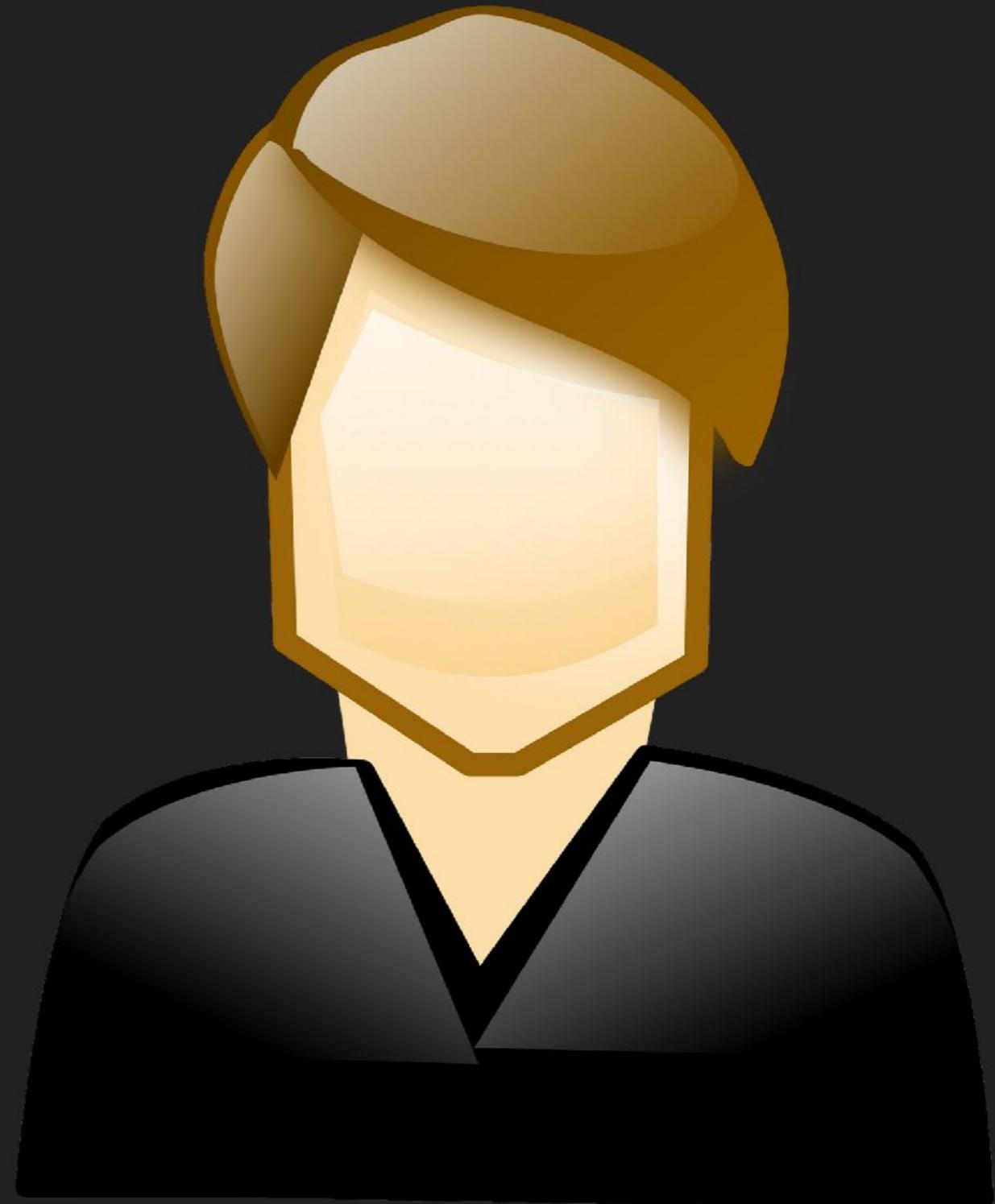
CONFIGURE JENKINS

- ▶ `cat ../../layout/jenkins/data/secrets/initialAdminPassword`
- ▶ Navigate web browser to:
 - ▶ <http://127.0.0.1:10081/>
 - ▶ Paste Administrator Password
 - ▶ Click: **Continue**
 - ▶ Click: **Select plugins to install**
 - ▶ Click: **None**
 - ▶ Click: **Install**



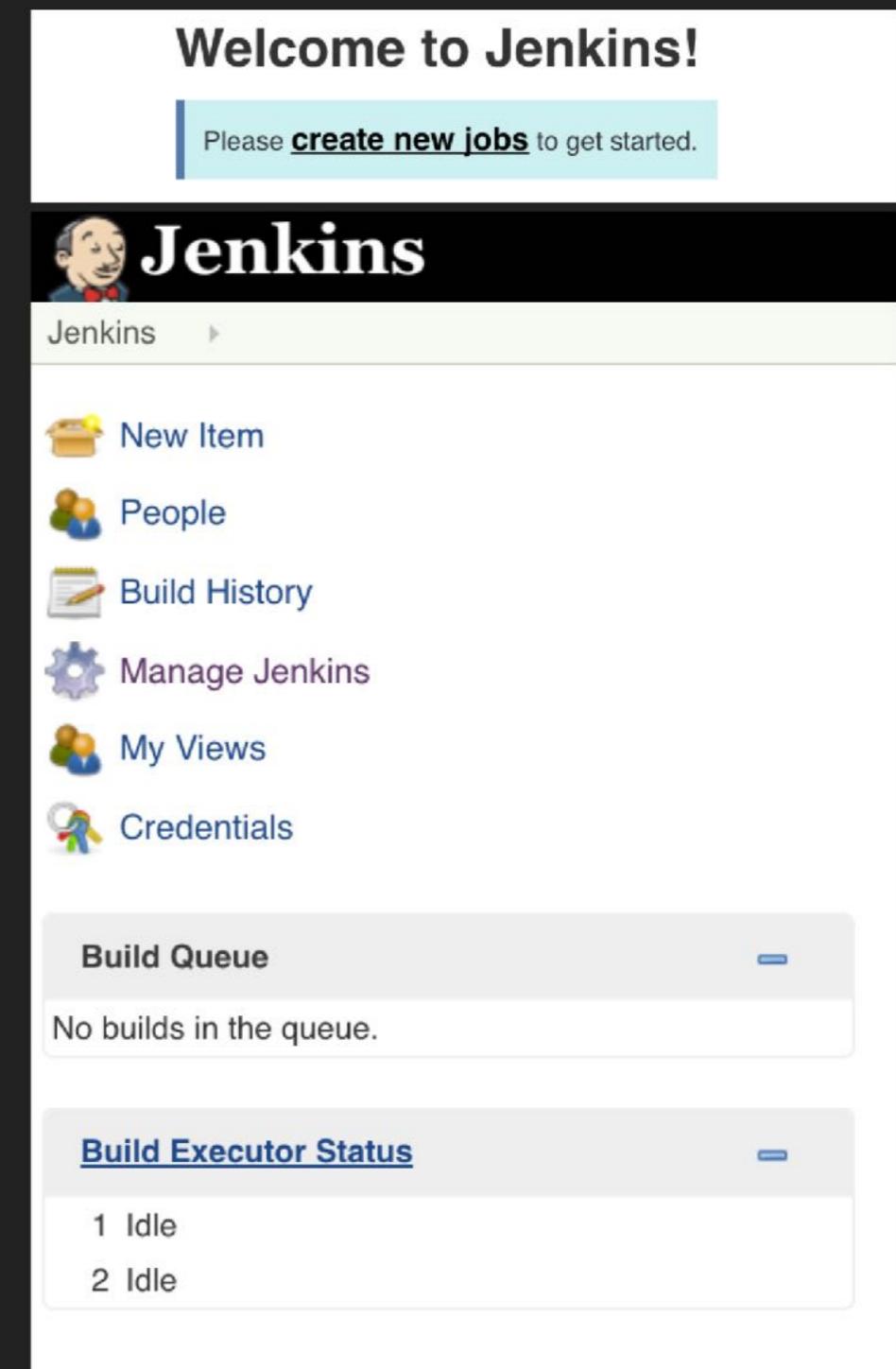
CONFIGURING JENKINS

- ▶ Create Admin User
 - ▶ Username: **myuser**
 - ▶ Password: **myuser-pw!**
 - ▶ Full Name: **My User**
 - ▶ E-Mail Address:
myuser@example.com
 - ▶ Click: **Save and Finish**
 - ▶ Click: **Start Using Jenkins**



COMPONENTS ASSEMBLED

- ▶ Postgres Database
 - ▶ <https://www.postgresql.org/>
- ▶ Gogs - Source Code Manager
 - ▶ <https://gogs.io/>
- ▶ Docker Distribution
 - ▶ <https://github.com/docker/distribution>
- ▶ Jenkins CI
 - ▶ <https://jenkins.io/>
- ▶ `cd ~/docker-class-201/layout/compose/final/{unix,windows}`
- ▶ `docker-compose stop`



WHAT HAVE WE LEARNED?

- ▶ General Docker Review
- ▶ Explored the Docker VM
- ▶ Docker Compose
 - ▶ Building / Running
 - ▶ Ports
 - ▶ Volumes
 - ▶ Networks
- ▶ Launched and configured:
 - ▶ Postgres / Gogs
 - ▶ Docker Distribution
 - ▶ Jenkins



IMAGE ATTRIBUTION

<https://pixabay.com/>

<https://linuxcontainers.org/>

<https://www.docker.com/>

<https://www.microsoft.com/>

<https://gogs.io/>

<https://www.postgresql.org/>

<https://jenkins.io/>

<https://traefik.io/>

Ask my Questions

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