

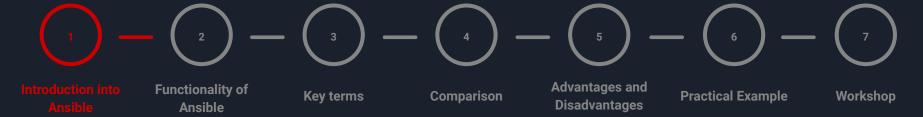
ESD WORKSHOP

ANSIBLE

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GITHUB REPOSITORY

https://github.com/sebivenlo/ ESD-2023-Ansible



What is Ansible?

Tasks

WHAT IS ANSIBLE?



Open-source automation



YAML-based syntax



Utilizes Playbooks to define tasks and configurations



Playbooks configure systems and deploy applications

TASKS

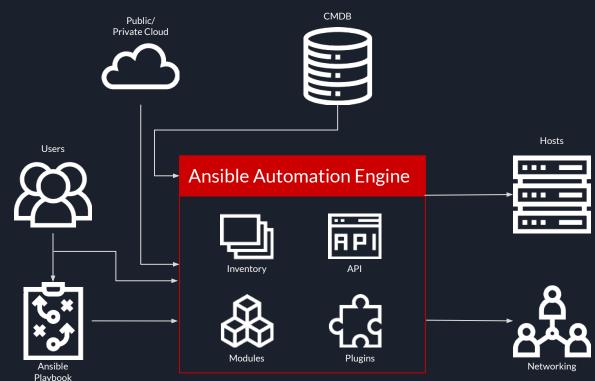




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ANSIBLE ARCHITECTURE

- Playbooks define tasks and configurations
- Tasks are individual actions within Playbooks
- Inventory lists all managed systems
- Modules are reusable automation actions
- Communication via SSH or WinRM





TERMS

```
- name: Example Ansible Playbook
 hosts: web_servers
 vars:
   nginx_version: "1.18.4"
 tasks:
     name: Ensure Nginx is installed
       name: "nginx={{ nginx_version }}"
       state: present
     name: Configure Nginx
     template:
       src: nginx.conf.j2
       dest: /etc/nginx/nginx.conf
     notify: Restart Nginx
 handlers:
   - name: Restart Nginx
     service:
       name: nginx
       state: restarted
```

Playbook

Host definition

Variable definition

Play

Task name

Task

Module name

Arguments

Handler

1. Exercise



VARIABLES

Types of Ansible Variables:

- 1. Global Variables:
 - Defined in the group_vars or host_vars directory.
 - Apply to all hosts or specific hosts respectively.
- 2. Playbook Variables:
 - Defined within a playbook using the vars keyword.
 - Scoped to a specific playbook.
- 3. Facts:
 - Automatically collected by Ansible about remote systems.
 - Accessed using the ansible facts variable.
- 4. Environment Variables:
 - Set externally and accessed within Ansible playbooks.

Variable Syntax:

- Ansible variables are enclosed in double curly braces, like | variable name | |
- You can also use the Jinja2 templating language for more advanced variable usage

```
# Playbook with Variables
- name: Configure Web Servers
hosts: webservers
vars:
   http_port: 80
   max_clients: 200
```

LOOPS & CONDITIONALS

LOOPS

1. With_Items Loop:

- Iterates over a list of items.
- Executes tasks for each item.

```
- name: Install required packages
yum:
   name: "{{ item }}"
   state: present
with_items:
   - httpd
   - mysql
   - php
```

2. Looping over a Range:

• Iterates over a range of numbers.

```
- name: Create multiple users
  user:
   name: user{{ item }}
  state: present
  with_sequence: start=1 end=5
```

CONDITIONALS

1. When Statement:

Executes a task based on a specified condition.

```
- name: Check if required software is installed
fail:
msg: "Required software is not installed."
when: "'required_software' not in ansible_facts.packages"
```

2. Fail Module:

 Aborts the playbook if a condition is not met.

```
- name: Restart Apache if configuration file changes
  service:
   name: httpd
   state: restarted
  when: "'httpd.conf' in changed_files.stdout"
```



COMPARISON

	Puppet (2005)	Chef (2009)	Ansible (2012)
Configuration	Puppet DSL	Ruby-based Recipes	YAML-based Playbooks
Scalability	High	Scales well with larger systems	High
Availability	Puppet Agent	Chef Client	Agentless
Programming Language	Ruby	Ruby/ Erlang	Python
Implementation	Puppet Agent on managed nodes	Chef Client on managed nodes	SSH and Python on managed nodes
Ease of use	Moderate	Requires more initial setup	Easy
Orchestration	Limited	Limited	Strong support



ADVANTAGES AND DISADVANTAGES

ADVANTAGES

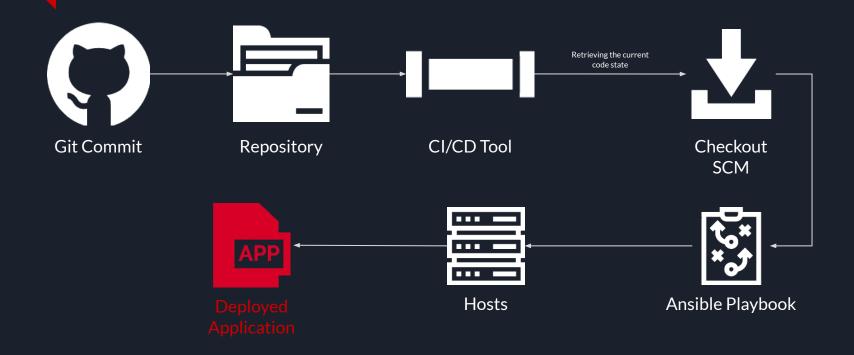
- Simplicity
- Scalability
- Extensibility
- Idempotency
- Agentlessness
- Large and Active Community
- Wide Platform Support
- Orchestration Capabilities
- Integration with Cloud Services

- Learning curve
- SSH-based communication
- Limited Built-in Error Handling
- Lack of Formal Windows
 Support for Controller
- Performance for Large Scale Deployments
- Limited Graphical Interface
- Security Concerns

DISADVANTAGES



DEPLOYMENT





Exercise 2

Exercise 3

Kafka Example

2./3. Exercise



A real-life example