Ubuntu Landscape - Final Demo Presentation

Slide 1: Title

Title: Ubuntu Landscape Centralized Ubuntu Systems Management

Subtitle: Monitor, patch, and automate fleet operations at scale

Speaker Notes: Today I'll walk you through how Landscape helps us manage Ubuntu systems centrally from patching and compliance to reporting and automation.

Slide 2: What is Landscape?

- Canonicals systems management tool for Ubuntu
- Web-based dashboard for managing thousands of systems
- Includes patching, package control, reporting, user/group management

Speaker Notes: Think of it as Red Hat Satellite for Ubuntu tailored for Ubuntu/Debian systems.

Slide 3: Core Components What Powers Landscape Behind the Scenes

Heres what makes Landscape tick just like any web app, it has a front, a brain, a messenger, and a storage room:

1. Web Interface (apache2)

This is the front door its what you see when you log in.

- Hosts the dashboard in your browser
- Handles secure HTTPS access

2. The Brain (landscape-server)

This decides what happens when you click buttons in the UI.

- Receives your actions (e.g., update this system) - Passes those jobs to worker services 3. The Worker (landscape-job-handler) This is the task-runner it installs updates, runs scripts, etc. - Does the actual job on the backend - Think of it as the robot arm that carries out instructions 4. The Messenger (landscape-message-server) Keeps the conversation going between the server and your machines. - Constantly listens for check-ins - Tells systems what to do, and gets their responses 5. The Filing Cabinet (PostgreSQL) Where everything gets saved hosts, jobs, users, history. - Stores metadata, job results, and login sessions 6. The Agent (landscape-client) Installed on every Ubuntu system it talks to the server. - Checks in every few minutes - Takes orders like: Run update, Send logs, Execute script Speaker Notes: These six parts are what make Landscape work. The UI is just the entry point. Under the hood, youve got a smart backend, messengers, workers, and a client on every machine doing the actual job.

Slide 4: Key Features

- Inventory of all registered Ubuntu machines
- Live system metrics: memory, disk, CPU usage
- Package update management & automation
- Custom script execution across systems
- Role-based access & audit logs

Slide 5: Architecture Overview

- Landscape Server (self-hosted or cloud)
- Landscape Client on each managed machine
- PostgreSQL backend
- Uses HTTPS for secure communication

Slide 6: Demo Flow Checklist

Objective: Show end-to-end management of Ubuntu hosts

Live Steps:

- 1. Log in to Landscape UI
- 2. Show dashboard with system metrics
- 3. Filter machines by tags (e.g., prod, dev)
- 4. Register a new host:
 - a. SSH into a new Ubuntu system
 - b. Copy the Landscape server certificate:

scp deploy@pln-landscape01.caal.dev:/etc/landscape/landscape.pem /etc/landscape/landscape.pem

c. Install the Landscape client:

sudo apt install landscape-client

- d. Configure /etc/landscape/client.conf
- e. Register the system:

sudo landscape-config --computer-title "test-host" \

- --account-name standalone \
- --url https://pln-landscape01.caal.dev/message-system \
- --ping-url https://pln-landscape01.caal.dev/ping \
- --ssl-public-key /etc/landscape/landscape.pem \
- --silent
- f. Refresh dashboard to confirm registration
- 5. Pick a machine and:
 - Show system status and available updates
 - Trigger a package update or run a script
- 6. Go to Script Execution run a command like 'uptime'
- 7. Show scheduled updates or auto-approve feature
- 8. Optional: Add a tag or manage user/group access

Speaker Notes: Well copy the servers certificate, register a new system, and then demo basic management tasks like updates and scripts.

Slide 7: Use Cases

- Patch automation across 1000s of servers
- Audit and compliance checks
- Custom health-check scripts
- Host grouping by environment or team

Slide 8: Closing

- Landscape = visibility + control for Ubuntu systems
- Easy integration with CI/CD and automation tools
- Scalable for hybrid or air-gapped environments