LAB: Create a CodePipeline

You need:

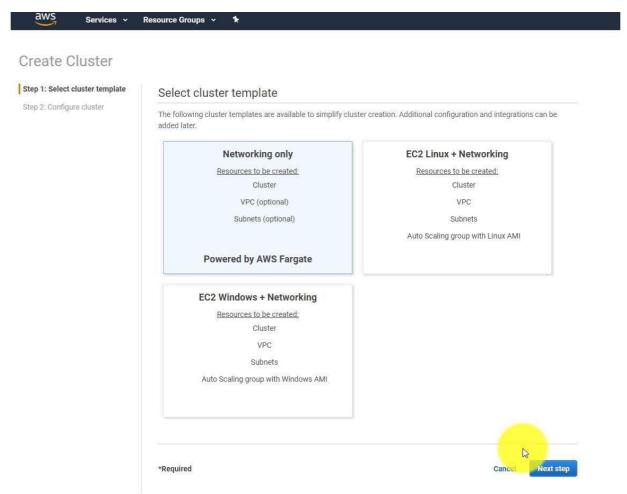
- An AWS Account
- Code in the CodeCommit Repository
- An existing CodeBuild Project

Duration of the Lab: 30 Minutes.

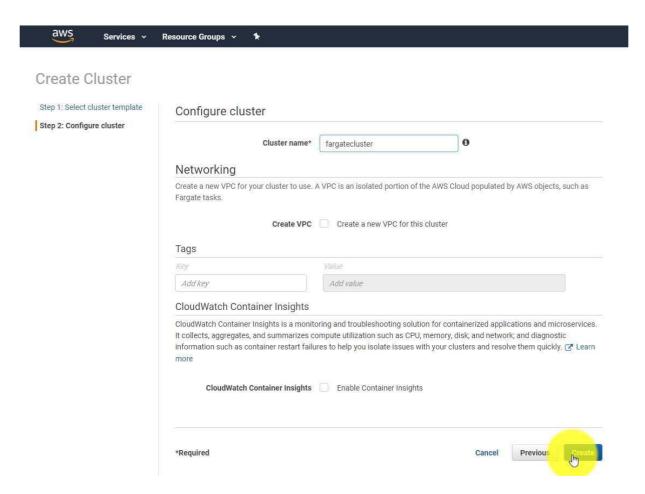
Difficulty: medium

Create a Cluster

First we need to have a cluster running where we can deploy new versions of our code to. Let's create a Fargate Cluster for this example:

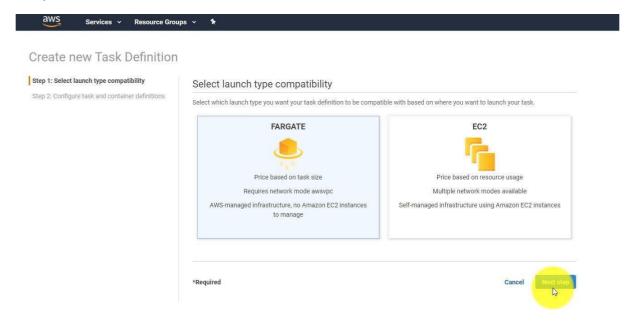


Give the cluster a name:



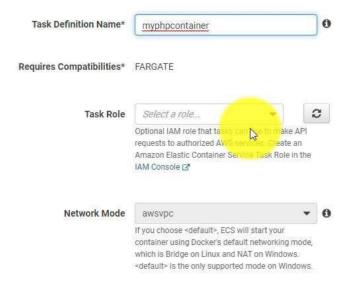
Create a new Task Definition

Next, we need a new TaskDefinition for our Service:



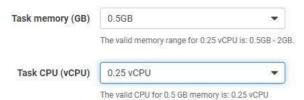
Configure task and container definitions

A task definition specifies which containers are included in your task and how they interact with each other. You can also specify data volumes for your containers to use. Learn more



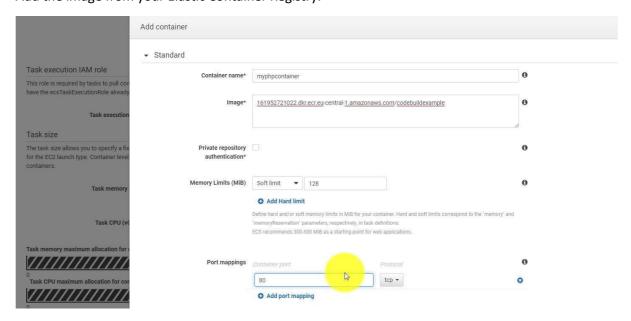
Task size

The task size allows you to specify a fixed size for your task. Task size is required for tasks using the Fargate launch type and is optional for the EC2 launch type. Container level memory settings are optional when task size is set. Task size is not supported for Windows containers.



Task memory maximum allocation for container memory reservation

Add the image from your Elastic Container Registry:

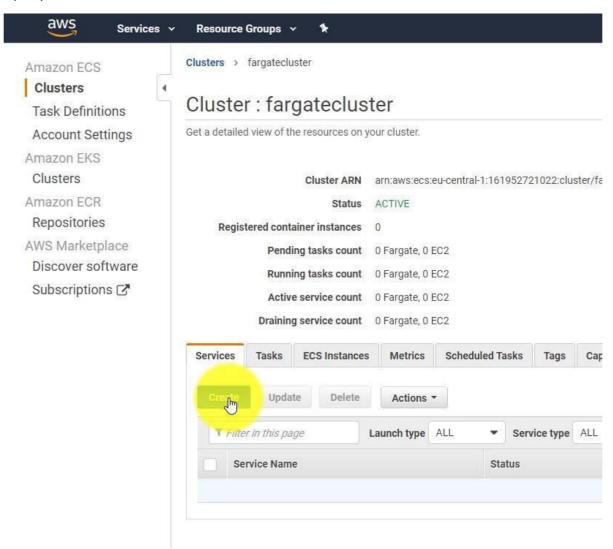


Then add the container and simply create the TaskDefinition.

Run the Service

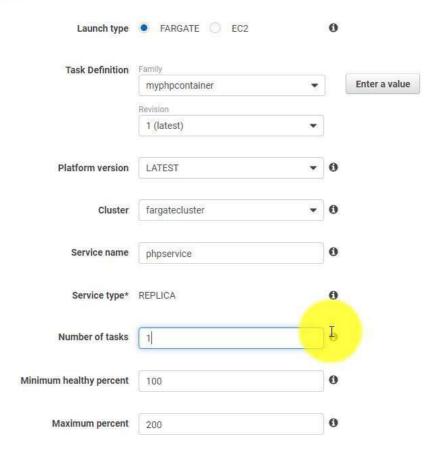
Next we need to run the service, otherwise we don't have anything to update through our CodePipeline:

Open your Cluster and run a new service:



Configure service

A service lets you specify how many copies of your task definition to run and maintain in a cluster. You can optionally use an Elastic Load Balancing load balancer to distribute incoming traffic to containers in your service. Amazon ECS maintains that number of tasks and coordinates task scheduling with the load balancer. You can also optionally use Service Auto Scaling to adjust the number of tasks in your service.

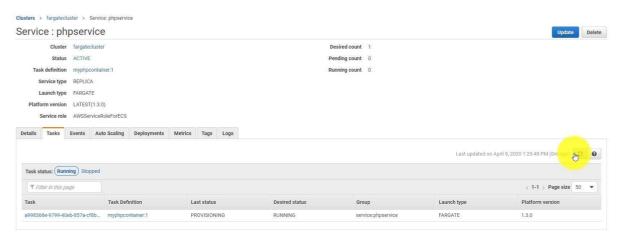


Auto-assign public IP

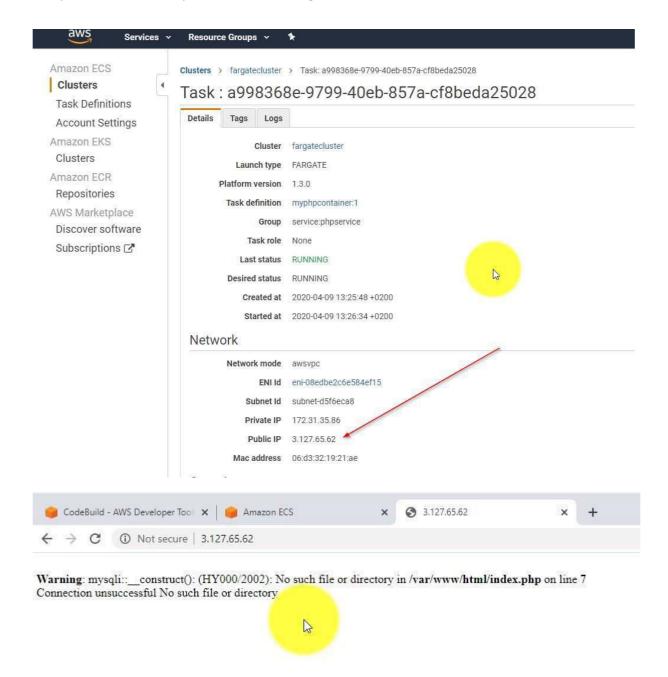
Configure network VPC and security groups VPC and security groups are configurable when your task definition uses the awsvpc network mode. Cluster VPC* vpc-6570b40f (172.31.0.0/16) Subnets* subnet-cfd47ba5 0 (172.31.16.0/20) - eu-central-1a assign ipv6 on creation: Disabled subnet-bc21c8f0 0 (172.31.0.0/20) - eu-central-1c assign ipv6 on creation: Disabled subnet-d5f6eca8 0 (172.31.32.0/20) - eu-central-1b assign ipv6 on creation: Disabled Security groups* phpser-3639 Edit

Don't select any load balancer and also remove the service discovery. In the next step simply Do not adjust the service's desired count and create the service.

ENABLED



Open the Endpoint in your Browser:

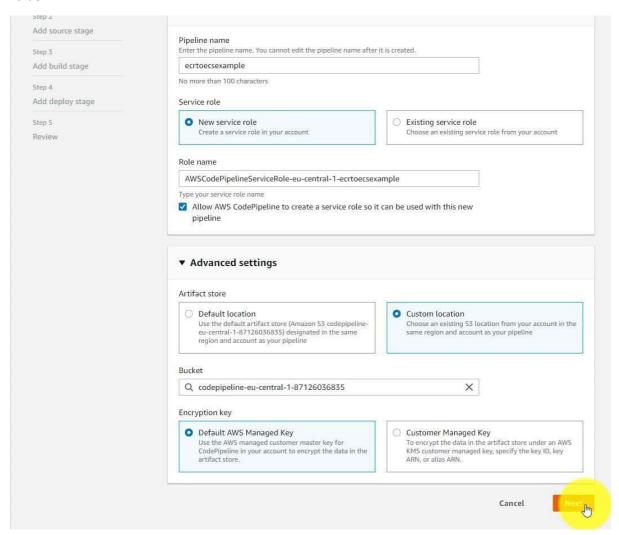


Create a CodePipeline

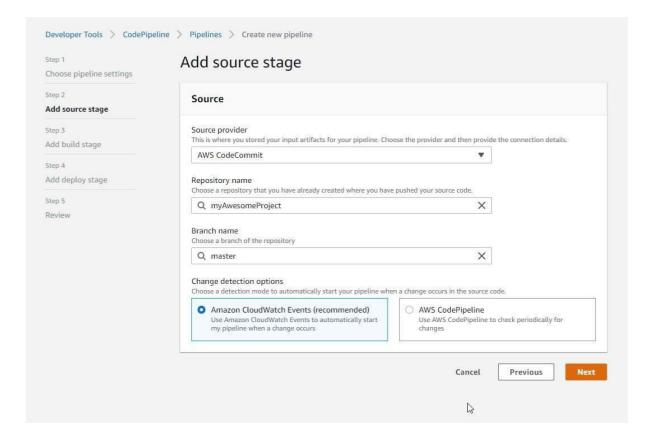
Now open the Developer Tools and the CodePipeline. Create your First CodePipeline:



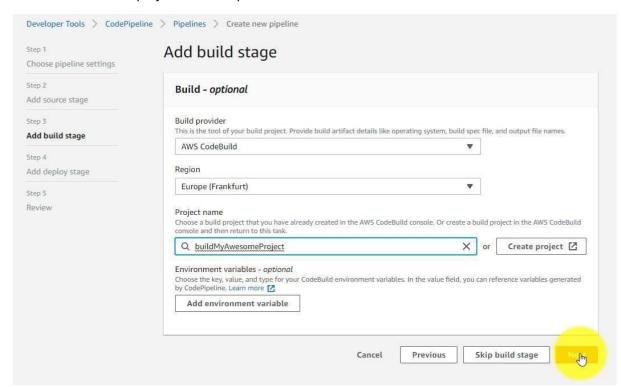
Give the pipeline a name, like "ecrtoecsexample" and leave the rest of the values at their default value:



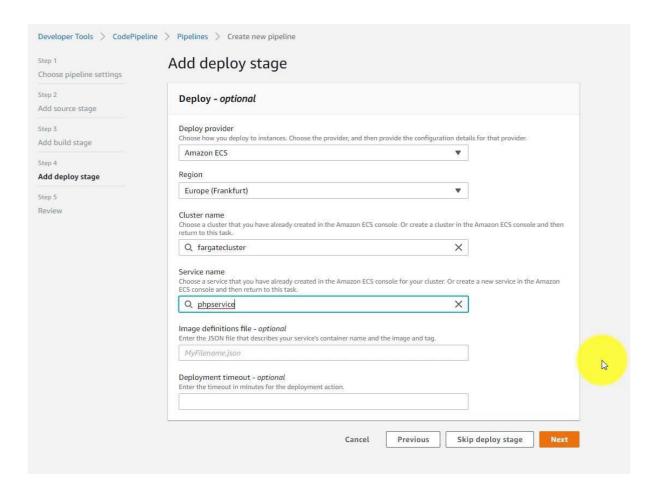
As a source select codeCommit:



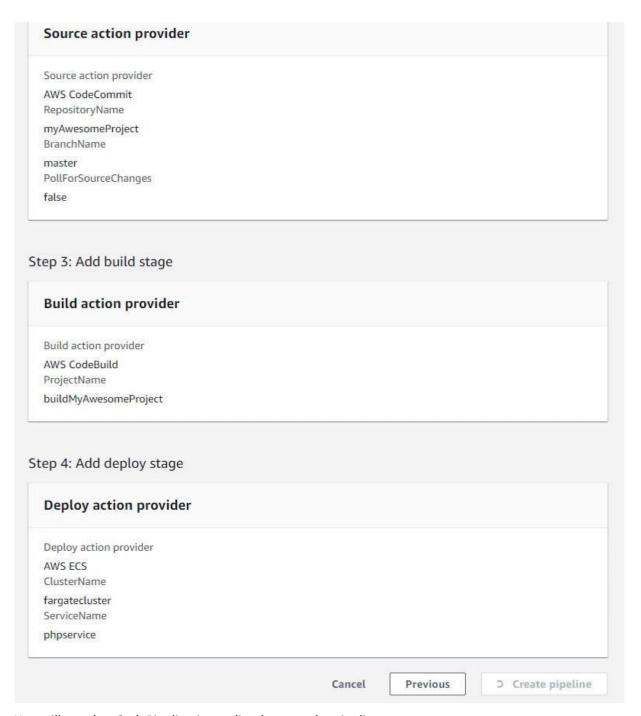
Select the codeBuild project from the previous lab:



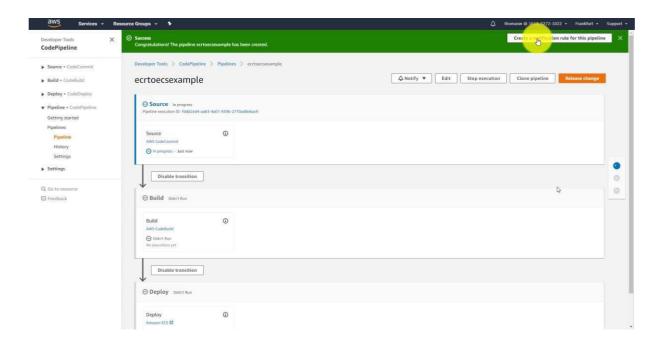
Select Amazon ECS as Deploy provider and then the service we just created:



Review everything and create the pipeline:



You will see that CodePipeline immediately starts the pipeline:

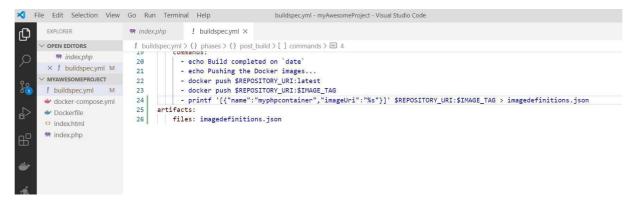


After a while it fails to deploy, because it's missing the deployment information:



From the blog entry https://docs.aws.amazon.com/AmazonECS/latest/developerguide/ecs-cd-pipeline.html we can derive the information we need. In our buildspec.yml file we need to add an output artifact with the necessary information for ecs to deploy the right image version:

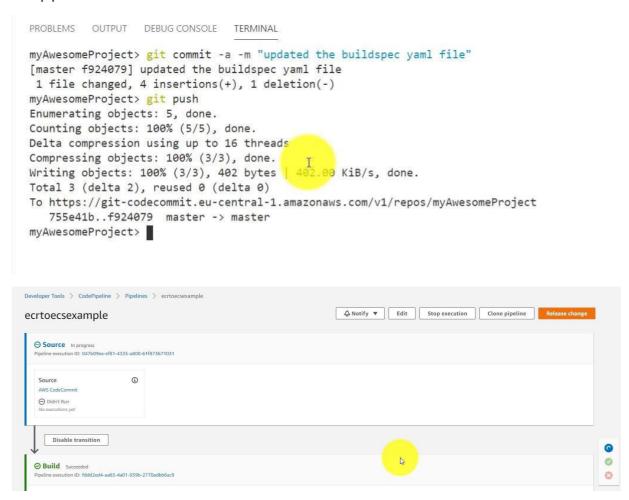
```
post_build:
    commands:
        - echo Build completed on `date`
        - echo Pushing the Docker images...
        - docker push $REPOSITORY_URI:latest
        - docker push $REPOSITORY_URI:$IMAGE_TAG
        - echo Writing image definitions file...
        - printf '[{"name":"myphpcontainer", imageUri":"%s"}]'
$REPOSITORY_URI:$IMAGE_TAG > imagedefinitions.json
artifacts:
        files: imagedefinitions.json
```



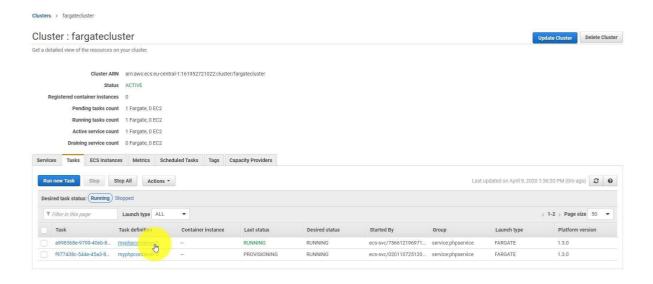
Then commit and push the new buildspec.yml file:

```
git add . && git commit -a -m "updated buildspec yml" git push origin master
```

This will push the new information to the repository and at the same time start a new iteration of the codepipeline:



Wait until the build-phase is successfully completed. This might take a few minutes. Then head over to the cluster and observe how a new container get deployed into your service:



The new container will run under a new IP address. That means, to open it, you have to copy the new IP and open it in a new tab, because we didn't forward anything to a load balancer or anything alike.

In the next few labs we will see how we can get database access.

