

WETHINKCODE_

WEB II

PROJECT II

Darkly:

There is something wrong...

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1 SUMMARY

Right now, you are probably developing a one-block app, with softwares and libraries installed directly in your development environment, or maybe in a virtual environment... **WeThinkCode_** has provided students with two options.

IMAGINE IF YOUR APPLICATION HAS TO BE DEPLOYED ALL OVER THE WORLD AND YOU HAVE TO RE- DEVELOP IT FOR ALL EXISTING PLATFORMS AND OS...

Docker was created to satisfy this need for unification and normalisation: it makes it possible to split an application into several microservices, light, adaptable, universal and scalable, and it also gives the system administrators a great flexibility to deploy and scale up the app. This suite of projects on Docker will help you better understand this specific tool, but also the various aspects of applications development using microservices.

The aim of the Docker-1 project is to make you handle docker and docker-machine, the bases to understand the idea of containerization of services. You can see this project as an initiation.

2 GETTING STARTED

2.1 Windows

Windows Installation*: Windows is trash[1]

2.2 Linux

Linux Installation**: Begin by ensuring that you have docker[2] installed on your system, if not type:

```
$ sudo snap install docker
```

Figure 1: *sudo snap install*, of Docker on Ubuntu

2.3 MacOS

At the time of typing this document a Mac was not available to conduct testing but the documentation[3] does state that installation and

setup occurs with a call to *Homebrew* or an installation of Docker Desktop.

3 FLAG #01

4 FLAG #02

A Section or subsection covering extensively unit testing will be key either here or on it's own chapter

* Information provided is correct for current users configuration i.e Windows Home 10:2004, results may differ for other configurations

** Snap install is not available for all Linux Distros, this is expected to work on Ubuntu and Debian flavours

5 FLAG #03

6 FLAG #04

7 BIBLIOGRAPHY

REFERENCES

- [1] Docker Documentation Website. Install docker on windows 10 home. <https://docs.docker.com/docker-for-windows/faqs/#can-i-install-docker-desktop-on-windows-10-home>, Current Version, 2020.
- [2] Docker Documentation Website. Install docker on linux. <https://docs.docker.com/engine/install/ubuntu/>, Current Version, 2020.
- [3] Docker Documentation Website. Install docker on macOS. <https://docs.docker.com/docker-for-mac/install/#install-and-run-docker-desktop-on-mac>, Current Version, 2020.

8 STUDENT HONESTY DECLARATION

Engaging in any cheating or dishonesty in any form of assessment, assignment, test or examination or other WeThinkCode_ prescribed work is considered cheating and is grounds for disciplinary action. Plagiarism, which is to present work (or a portion of work) as your own when it is not, is considered cheating and is not accepted at WeThinkCode_.

An evaluator can flag one for plagiarism on one of the following grounds :

- The evaluator (marker) identifies that the student does not understand all or part of the work they have submitted.
- If all or part of the work presented is plagiarised ,i.e. copied from another source without reference.

Cheating in group projects

The main purpose for a group project is to give students the experience of working in a team, by coming up with a solution to a problem together.

- Each member must be able to show which portion of the project they worked on.
- Failure to do so will result in the student being flagged for cheating which will be grounds for disciplinary action.

- This is to avoid single members doing the majority of the group project at the benefit of a member who is not contributing.
- In this way we are able to ensure fair assessment of each WTC_student's competence.

Group projects can be approached in two ways.

1. Divide and conquer: This is usually preferred and advised when working on big projects. The project is divided into segments, in which each member of the group can accomplish. Once completed, the group will then integrate the segments to complete the project
2. One for all: This method is usually preferred and advised when a group is working on a small project. The group will work on the solution together from the start of the project until the end. This will require the members to move at a pace in which everyone in the team can keep up with.

NOTE: At the end of each group project, each member should have a general and basic understanding of the project and the solution found. This will include running, testing and explaining the solutions of the project.

DECLARATION

I hereby declare that the work submitted by me and/or my group members is:

- Original (not plagiarised)
- References listed
- Honest & in Good Faith
- Subject to WeThinkCode_policies

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