Azure CI CD Pipeline End to End Project

Steps	Actions	Remarks
Step 1	Go to Terminal	**Go to Download the Tetris Game application.** **https://github.com/Ashfaque-9x/Tetris-Game-App**
Step 2	Login First Docker Hub • **docker login -u "Your docker user name "**	Authenticating with existing credentials... WARNING! Your password will be stored unencrypted in /home/aijuser/.docker/config.json. Configure a credential helper to remove this warning. See https://docs.docker.com/engine/reference/commandline/login/#credentials-store Login Succeeded
Step 3	Go to this path after you can Build the Tag **"cd /home/aijuser/Desktop/Tetris-Game-App"** Give your docker Hub user name and your system password. • **sudo docker build -t mpsn/nit-app:tetris-game-app .** Docker as be build.	[+] Building 2.0s (7/7) FINISHED docker:default => [internal] load .dockerignore 0.0s => => transferring context: 2B 0.0s => [internal] load build definition from Dockerfile 0.0s => => transferring dockerfile: 78B 0.0s => [internal] load metadata for docker.io/library/nginx:latest 1.9s => [internal] load build context 0.0s => => transferring context: 12.66kB 0.0s => [1/2] FROM docker.io/library/nginx@sha256:9d6b58feebd2dbd3c56ab5853333d627cc6e281011cfd6050fa4bcf2072c9496 0.0s => CACHED [2/2] COPY . /usr/share/nginx/html/ 0.0s => exporting to image 0.0s => => exporting layers 0.0s => => writing image sha256:d7a688519d1f8c6a82dcc23df0bde6307689085fb467be5536217e4bfc1cc4fa 0.0s => => naming to docker.io/mpsn/nit-app:tetris-game-app
Step 4	Go to Jenkins Assigns a new tag to an existing Docker image. • **docker tag nit-app/tetris-game-app:latest mpsn/nit-app:latest**	
Step 5	Give a docker name and personal access tokens. • **echo "dckr_pat_Eov7L3ryVDQZYIeeJHDOLu-a_UM" | docker login -u "mpsn" --password-stdin**	Replace "dckr_pat_Eov7L3ryVDQZYIeeJHDOLu-a_UM" by your docker personal access token.
Step 6	Now you can Push the Docker. • **docker push mpsn/nit-app:latest**	
Step 7	**Run a Docker container.** Give your docker container name and port number like (8081,8082,8083...) • **docker run -d -p 8083:80 --name**	**Replace "mpsn" by your login name**

	sample-container mpsn/nit-app:latest **Every time you give new name of the container and port number**	
Step 8	View the container is running or not. • docker ps Output : CONTAINER ID IMAGE COMMAND CREATED STATUS PORTS NAMES b50b2201417a mpsn/nit-app:latest "/docker-entrypoint…." 30 seconds ago Up 30 seconds 0.0.0.0:8081->80/tcp, :::8081->80/tcp my1-container	
Step 9	**Go to web browser search** http://localhost:8081/	Tetris Game as be Running local host.
Step 10	Stop the container. Give correct container name • docker stop nit-container	docker stop my1-container
Step 11	Remove the container. Give correct container name • **docker rm nit-container**	docker rm my1-container
Step 12	Use a Specific Nginx Version Try pulling the nginx image outside of Jenkins: • **docker pull nginx**	
	In below row. Copy the commands. Go to run the command in the jenkins. Replace your docker name and personal access tokens.	
Correct-Jenkins-Pipeline-Answe	**cd /home/aijuser/Desktop/Tetris-Game-App** **docker build -t mpsn/nit-app:tetris-game-app .** **docker tag nit-app/tetris-game-app:latest mpsn/nit-app:latest**	

rs	echo "dckr_pat_bD0wbhW74SSwKrJUPANsd_XW5Wg" | docker login -u "mpsn" --password-stdin docker push mpsn/nit-app:latest docker run -d -p 8082:80 --name my2-container mpsn/nit-app:latest docker ps	