

DevOps Scenario Based Commands

Scenario 1: Website is DOWN (most common) -----

1 Check server is reachable → ping server_ip

Why: Network issue or server down?

2 Check CPU & Memory → top / htop

Why: High CPU/RAM can crash apps

3 Check disk space → df -h

4 Check running processes → ps -ef | grep nginx / systemctl status nginx.

Scenario 2: Application not accessible but server is UP -----

1 Check service status → systemctl status nginx.

2 Restart service → systemctl restart nginx.

3 Check logs → journalctl -u nginx --since "10 minutes ago" OR

tail -f /var/log/nginx/error.log

Why: Logs show exact error (port, permission, crash)

Scenario 3: Port not working (502 / 503 error) -----

Check port listening → netstat -tulnp | grep 80 / ss -tulnp | grep 80.

Check firewall → iptables -L / ufw status.

Scenario 4: Disk FULL alert

Find large files → du -sh /* | sort -h

Check logs size → ls -lh /var/log/

Clean safely → rm -f /var/log/*.log

Scenario 5: Service not starting

Check service error → systemctl status docker

Reload config → systemctl daemon-reexec

Check failed services → systemctl –failed

Scenario 6: Docker container issue (real DevOps daily work) -----

Check containers → docker ps -a

Check logs → docker logs container_id

Restart container → docker restart container_id

Scenario 7: Deployment issue – “My code is not deployed”

Check Git branch → git branch

Pull latest code → git pull origin main

Check build logs → tail -f /var/log/application.log

Scenario 8: Permissions issue (VERY common)

Check permission → ls -l file.sh

Fix permission → chmod +x file.sh

Fix ownership → chown user:user file.sh

Scenario 9: Network troubleshooting -----

curl <http://localhost:8080>

telnet localhost 8080

traceroute google.com

Scenario 10: Monitoring & logs (production habit)-----

Uptime

free -m

watch df -h

tail -f /var/log/syslog

----- INTERVIEW TIP -----

When interviewer asks:

Website is down, what will you do?”

ANS == Network → Server → Resource → Service → Logs → Restart → Monitor