**Docker scenarios:**

**Scenario 3:**

Create 2 busy box (image) container and name them as b1 and b2 and link b2 with b1.

So that b2 should be able to ping b1.

1. Start one busy box container b1

docker run --name b1 -t busybox

Cntrl p+cntrl q (without kill; we can exit from the container)

1. Start second busy box container b2.

docker run --name b2 --link b1: alias -it busybox.

1. Ping b1 from b2 container.

It should ping to b1.

* **Scenario 4:**

1.Start ubuntu as container and install git in it

apt-get update

apt install git

git version

2. Exit from the container

docker stop myubuntu

docker rm myubuntu

3. start ubuntu container again

docker run --name myubuntu -it ubuntu

1. Test task: please verify the git

(Result git version not found)

1. Start ubuntu container again

apt -get update

apt install git

exit (cntrlp + cntrlq)

and

1. Save this image as a snapshot

docker commit myubuntu git-ubuntu

1. Start container from the snapshot

docker run --name ubuntu -it git -ubuntu

1. Check for git

git version

9.test will pass

**Docker file:**

* **Deployment. yml**
* **Service. yml**
* **Docker file**

**Docker file:**

we can create our customised docker images with the help of docker file

**important keywords used in the docker file:**

* **FROM:** this is the starting instruction in a docker file this is represents the base image from which we want to construct the docker images.
* **MAINTAINER:** this represents the author who created the docker file.
* **CMD:** this is used for executing the default commands whenever the container is started from the image.
* **ENTRY POINT:** used in passing the arguments to the CMD instruction.
* **RUN:** used for running the commands which are related to software installation.
* **USER:** use to specify the default user who is login into the container.
* **COPY:** used for copying the files from the docker host to the container.
* **ENV (environment):** use to pass the environment variable container.
* **EXPOSE:** it uses to expose the port value of the container.
* **LABEL:** use to provide the labelling to the container.