

Docker Tutorial Part-2:

- How to Update Docker Content,
- How to build it

Step-1: open project in VSCODE and Edit where required

Step-2: build project as Docker image

- Check Docker is running or not. Docker must be running

```
cd getting-started-app ←-| //login to project directory
```

```
docker build -t getting-started . ←-| //-t is tag, is used for giving a name
```

a. To see all Docker images created in your pc,

```
docker images ←-|
```

REPOSITORY	TAG	IMAGE ID	CREATED	SIZE	
getting-started	latest	d30faac8547f	4 hours ago	249MB	//one images

b. To run docker image in localhost:3000 port

```
docker run -d -p 127.0.0.1:3000:3000 getting-started ←-| //-d = detach
```

```
docker run -d -p 127.0.0.1:3000:3000 getting-started ←-|
```

here -d = detach, runs the container in the local browser.

-p = port mapping.

127.0.0.1:3000 is local browser ip and port (localhost: portnumber).
:3000 (Image portnumber).

getting-started is Docker image file name

we can make a relation between our localhost 3000 port with container
3000 port as below way

```
docker run -p 3000:3000 getting-started ←-|
```

```
docker run -p 5000:3000 getting-started ←-|
```

c. Open browser and type 127.0.0.1:3000 and press enter

d. To see Running Docker container in command prompt, open command prompt cmd

```
docker ps ←-|
```