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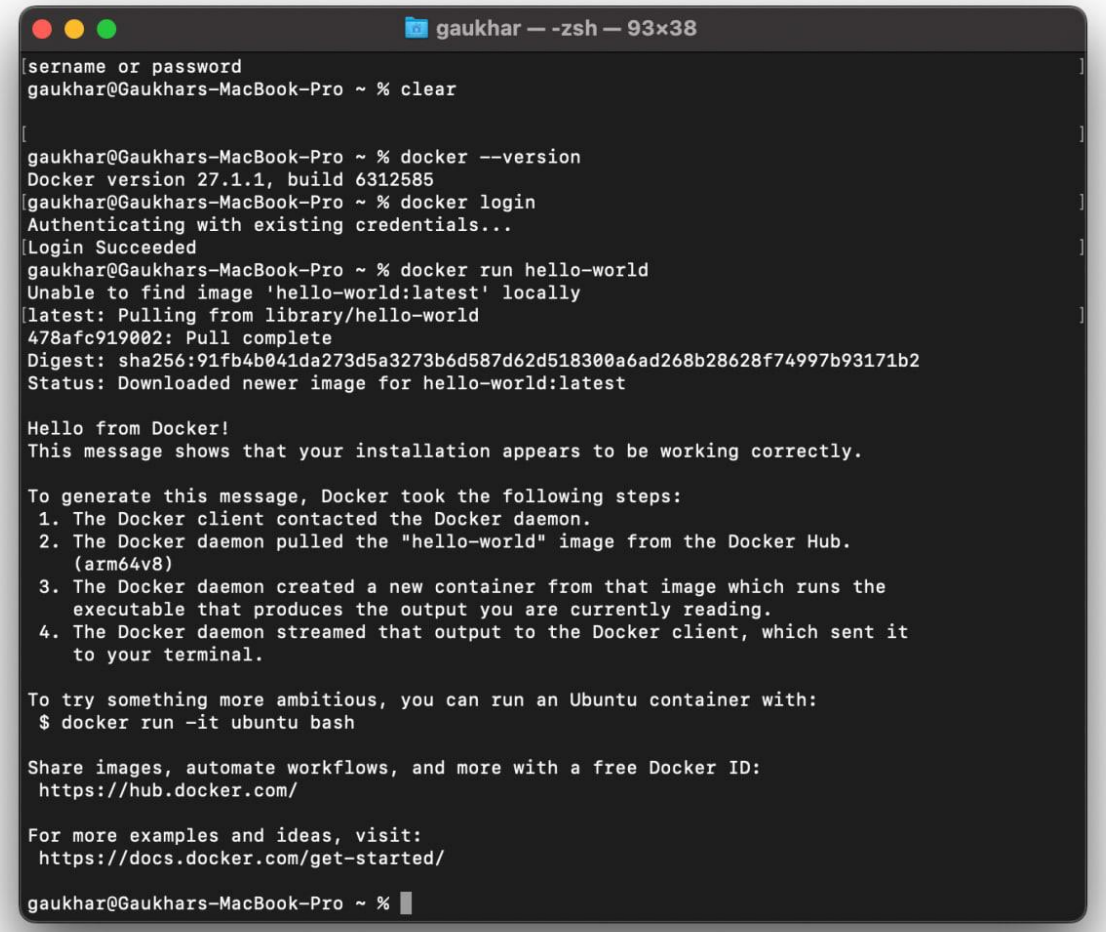
Exercise 1: Installing Docker



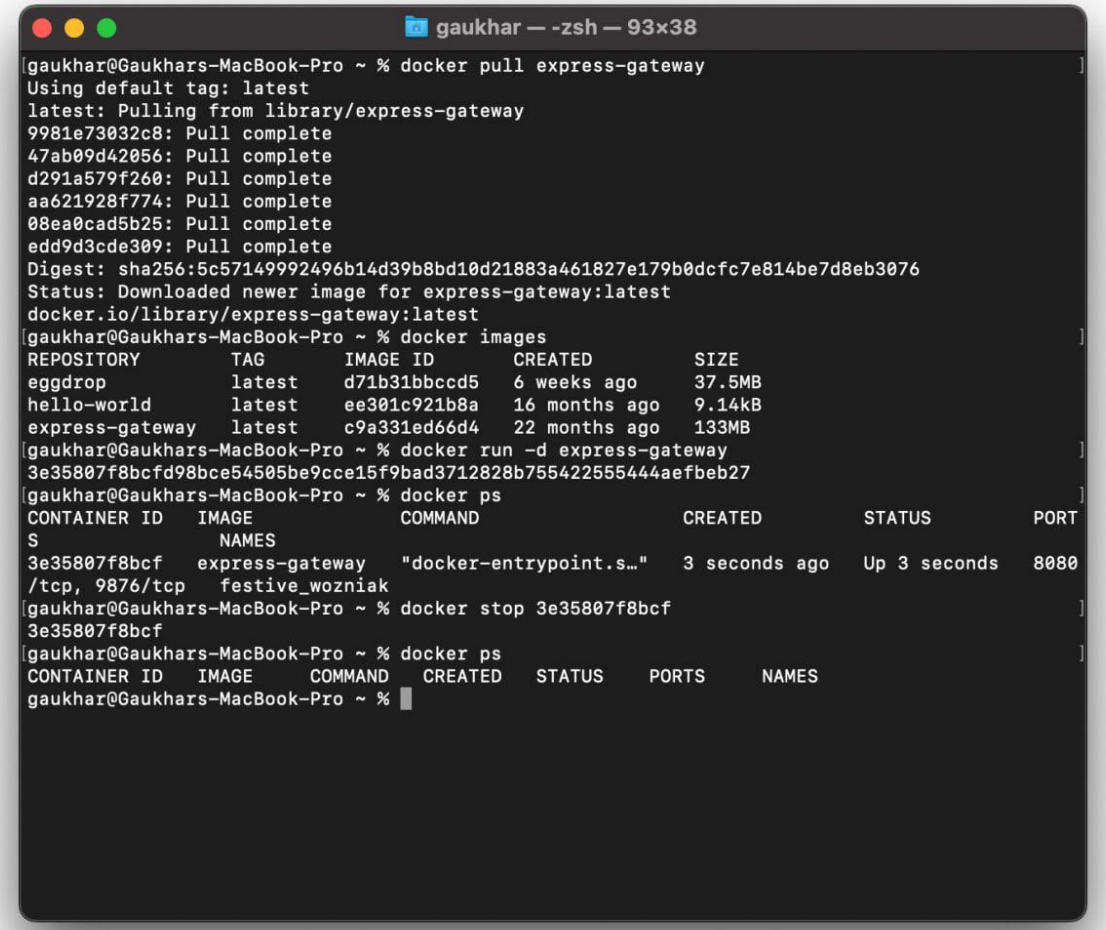
Answers:

1) Docker Engine: The core service that runs containers.
   Docker CLI: The command-line interface to interact with Docker.
   Docker Daemon: Manages Docker objects like containers, images, and networks.
   Docker Hub: A public registry to share and store Docker images.

2) Docker uses containers which are lightweight, sharing the host OS kernel, making them faster and more resource-efficient. VMs use hypervisors and each VM has its own OS, making them heavier and slower to start than containers.

3) This signifies that Docker is installed correctly and the container was successfully run.

Exercise 2: Basic Docker Commands

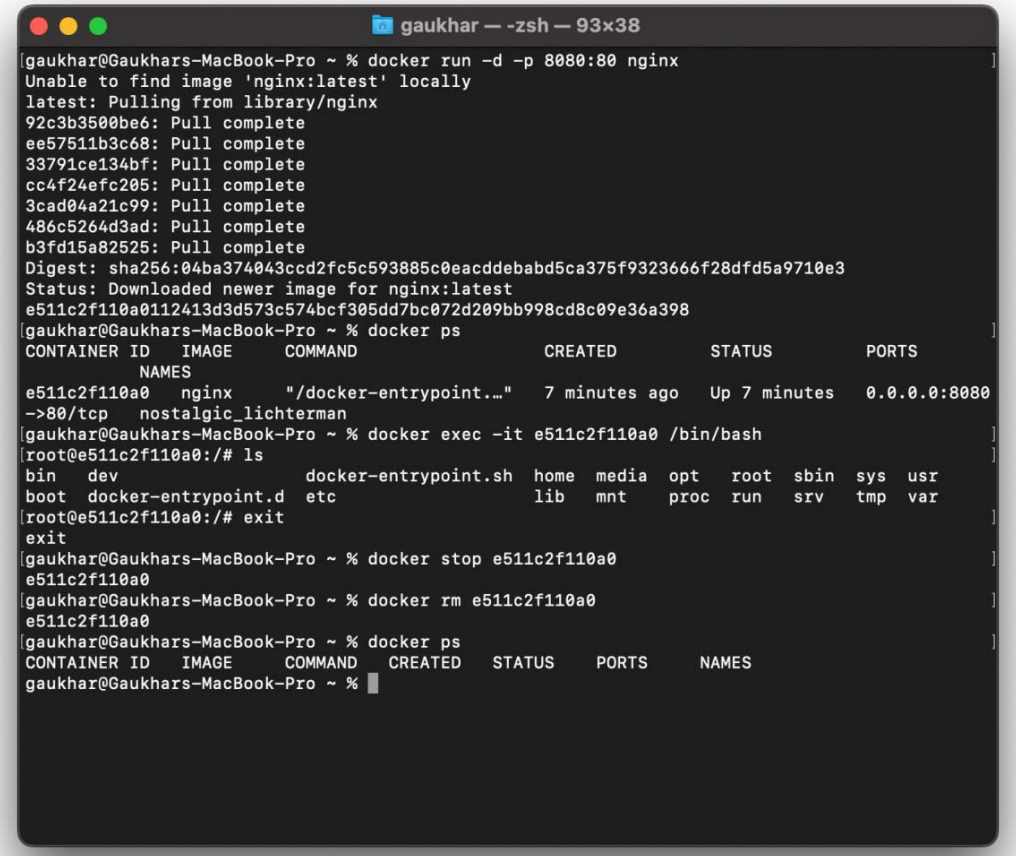


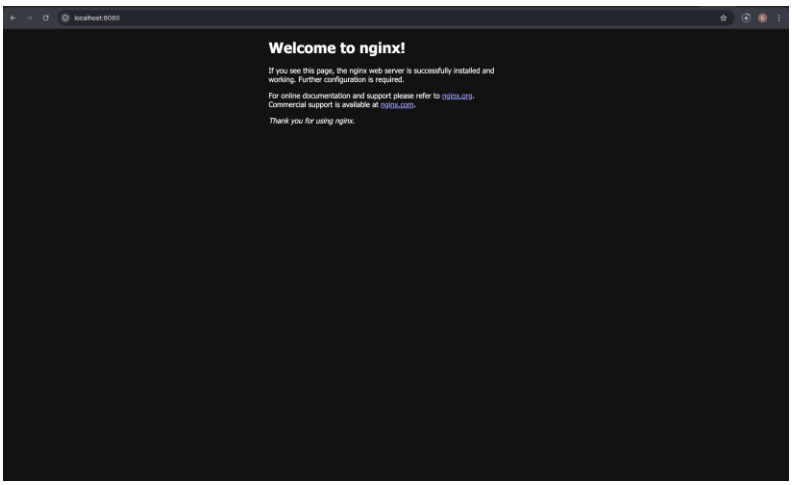
Answers:

1) **docker pull** downloads an image from a registry (e.g., Docker Hub) to your local machine.
   docker run pulls the image if it's not already downloaded and then creates and starts a container from the image.
2) Use **docker ps** to see details like container ID, name, status, and other information about running containers. For more details about any container (running or stopped), you can use **docker inspect <container-id>**.

3) The container's state is saved, and it can be restarted. To restart it, use docker start <container-id> without needing to create it again.

Exercise 3: Working with Docker Containers



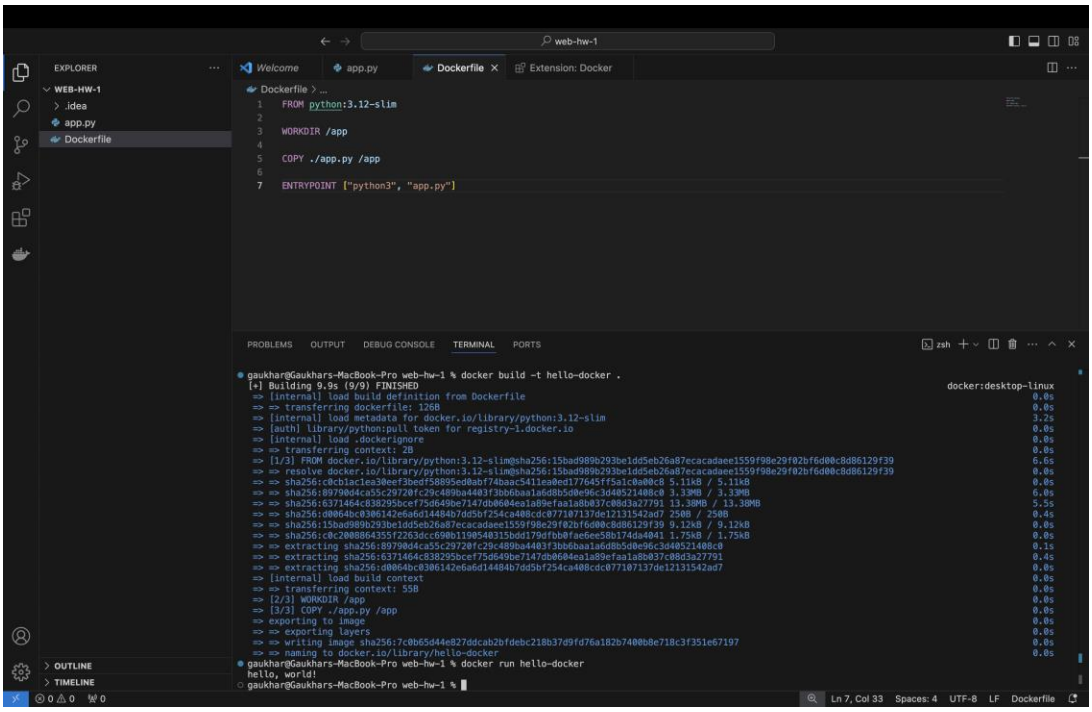


Answers:

1) Port mapping links a port on the host machine to a port inside the container (e.g., -p 8080:80 maps host's port 8080 to container's port 80). It's important because it allows external access to services running inside the container.
2) **docker exec** runs a command inside an already running container. It's useful for tasks like opening a shell (**docker exec -it <container> bash**) to inspect or interact with a container.
3) A stopped container doesn't use CPU or memory, but it still consumes disk space. To fully remove it, use **docker rm <container-id>** after stopping it.

Dockerfile

Exercise 1: Creating a Simple Dockerfile



Answers:

1) **FROM** specifies the base image for the Dockerfile, which sets up the environment for the container. It's the starting point for building the image.
2) **COPY** copies files or directories from the host machine into the Docker image. For example, COPY ./app.py /app/ places app.py in the /app/ directory inside the image.

3) **CMD** provides default arguments that can be overridden when running the container (docker run). **ENTRYPOINT** defines the command that always runs when the container starts, and its arguments can be supplemented by CMD or at runtime.

Exercise 2: Optimizing Dockerfile with Layers and Caching

```
REPOSITORY                TAG       IMAGE ID       CREATED          SIZE
hello-docker-optimized    latest    f0bdaa41b550   16 seconds ago   68.8MB
hello-docker              latest    7c0b65d44e82   13 minutes ago   150MB
nginx                     latest    195245f0c792   5 weeks ago      193MB
eggdrop                   latest    d71b31bbccd5   6 weeks ago      37.5MB
hello-world               latest    ee301c921b8a   16 months ago    9.14kB
express-gateway           latest    c9a331ed66d4   22 months ago    133MB
```

Answers:

1) Docker images are built in layers, with each Dockerfile instruction creating a new layer. Layers are cached and reused, reducing image size and speeding up future builds since unchanged layers don't need to be rebuilt.
2) Docker caches layers from previous builds. If a step hasn't changed, Docker reuses the cached layer rather than re-running the instruction, speeding up the build process significantly.
3) The **.dockerignore** file specifies which files or directories to exclude when building the Docker image. It helps reduce image size and speeds up builds by ignoring unnecessary files (e.g., node_modules, .git).

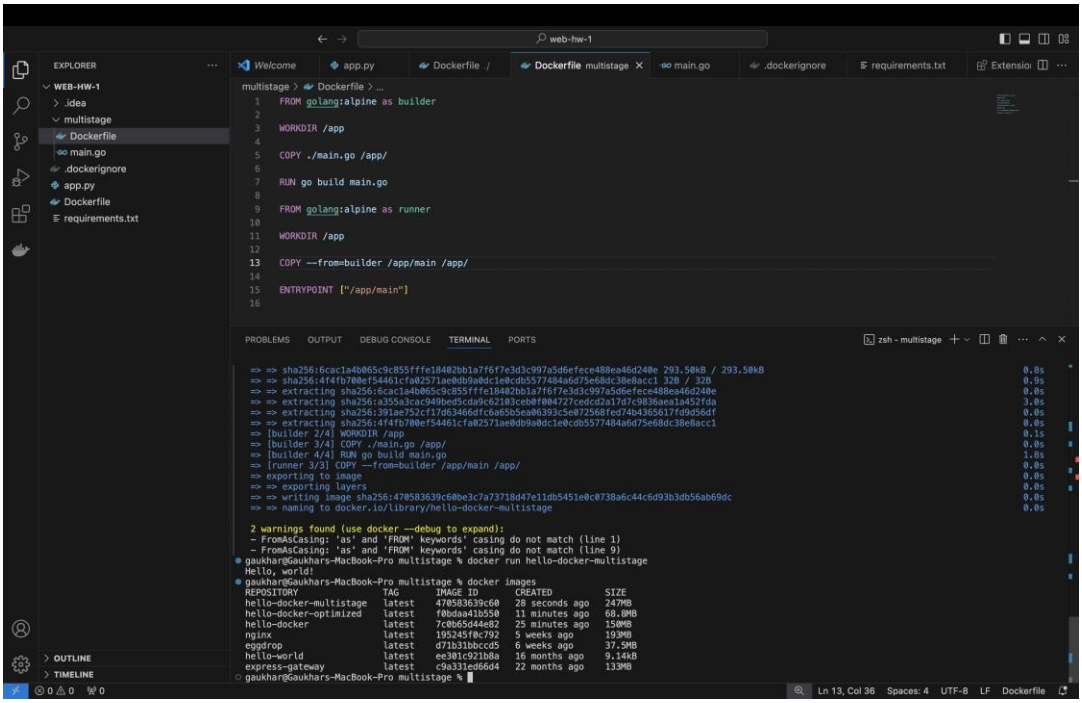
Exercise 3: Multi-Stage Builds

Answers:

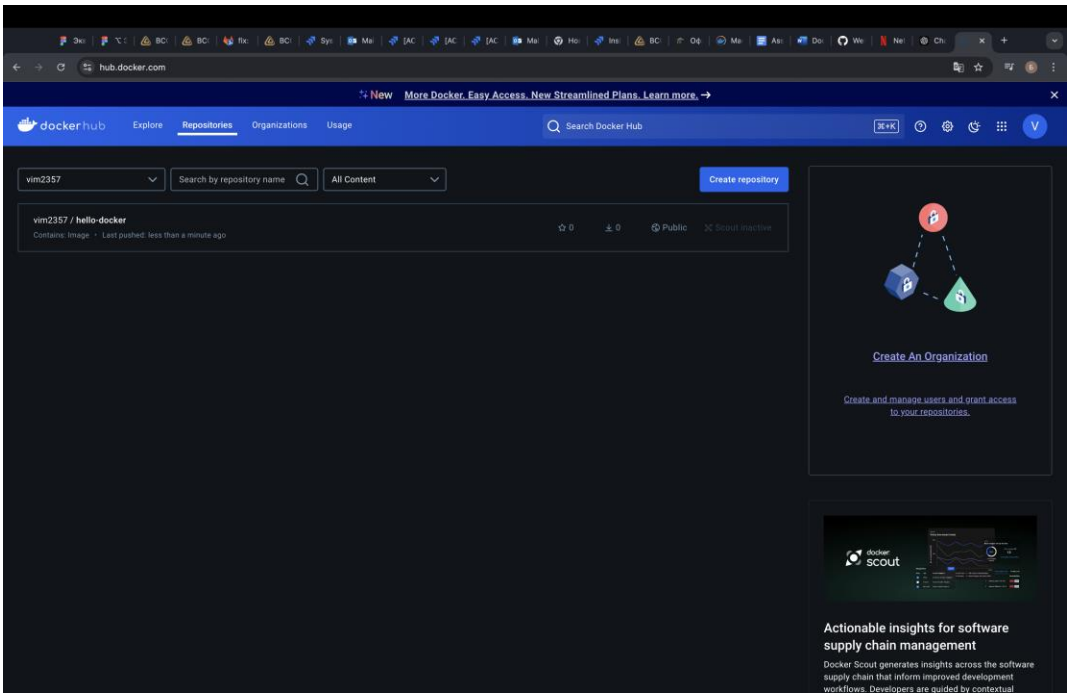
1) Multi-stage builds allow you to use multiple FROM instructions in a Dockerfile, each for a different stage. This helps separate the build process from the final runtime environment, making the image cleaner and smaller.
2) In multi-stage builds, you can perform heavy build tasks (e.g., compiling code) in one stage and only copy the necessary artifacts (like compiled binaries) to the final image. This avoids shipping build tools and dependencies in the final image, drastically reducing its size.
3)

- **Compiled languages**: Building Go, Java, or C++ applications where you don't want to include compilers in the final image.
- **Security-focused builds**: Ensuring that only necessary runtime files are included, minimizing the attack surface.

- **Testing**: Running tests in one stage and deploying only the tested, minimal artifacts in the final image.



Exercise 4: Pushing Docker Images to Docker Hub



Answers:

1) Docker Hub is a cloud-based registry where you can store, share, and manage Docker images. It allows you to pull images for your projects and push your own images for others to use.
2) I tagged a Docker image using the command: **docker tag hello-docker vim2357/hello-docker.**
3) To push an image, I followed these steps:

- Logged in to Docker Hub: **docker login**.
- Tagged.
- Pushed the image: **docker push vim2357/hello-docker**