Create a Puppet programming file games.pp under /etc/puppetlabs/code/environments/production/manifests directory on master node i.e Jump Server. Using puppet file resource, perform the below mentioned tasks.

1. File media.txt already exists under /opt/devops directory on App Server 1.
2. Add content Welcome to xFusionCorp Industries! in file media.txt on App Server 1.
3. Set permissions 0744 for file media.txt on App Server 1.

Note: Please perform this task using games.pp only, do not create any separate inventory file.

SOLUTION---🡪

1. Go through the folder mentioned in task and create puppet file

**vi /etc/puppetlabs/code/environments/production/manifests/blog.pp**

2. Puppet user resource add a user on all app servers as mentioned in your task

**( refer Video below for clarity )**

**class file\_modifier {**

**# Update beta.txt under /opt/finance**

**file { '/opt/finance/beta.txt':**

**ensure => 'present',**

**content => 'Welcome to xFusionCorp Industries!',**

**mode => '0744',**

**}**

**}**

**node 'stapp03.stratos.xfusioncorp.com' {**

**include file\_modifier**

**}**

3. Validate the puppet file by below command.

**puppet parser validate blog.pp**

4. **Login on  App server as per the task**and run command

**puppet agent -tv**