

# Terraform with AWS

Hosted by Marcus Ross for CGI

Version: 1.0.3

# Course Details

We have two sessions (days) to cover the agenda.

- Session 1 @ 9AM-4PM Terraform Fundamentals and AWS Core Services
- Session 2 @ 9AM-4PM Terraform Advanced and more AWS Services

# Goals of the Course

- use Terraform to deploy some Infrastructure
- Hands-On Time
- getting a refresh on AWS services

# Agenda Day 1

- Install Terraform and AWS-Connection
- Why IaC / Terraform in general
- First Example (EC2-HelloWorld)
- Syntax Essentials and Best Practices
  - Core Developer Loop
  - Variables
  - Essential Functions
  - File-Layout
  - Dependencies
- Terraform with AWS
  - Create EC2-Instances
  - Create S3 Buckets
  - Create a VPC

# Agenda Day 2

- Host WebSites with S3-Buckets
- Create EC2-Cluster and a Load-Balancer
- S3
  - Host Remote State with S3-Buckets
- Route 53 to create a friendly DNS Entry
- IAM Users and Policies
- RDS
  - Deploy a PostgresDB
  - Deploy a Aurora-ServerlessDB
- EKS
  - Deploy an EKS-Cluster
  - Deploy an NGINX-POD
- Wordpress End-2-End Example

# Manual Configuration Challenges

- Creating and configuring services is often done manually
- Documentation
- Reliability
- Reproducibility
  - Dev
  - Test
  - Prod

# What is Infrastructure as Code?

“Infrastructure as Code is the process of managing and provisioning computer data centers through machine-readable definition files, rather than physical hardware configuration or interactive configuration tools”

Source: [Wikipedia](#)

# Is Terraform the only how does IaC?



ANSIBLE



CloudFormation



CHEF



puppet

# Terraform – Template Example

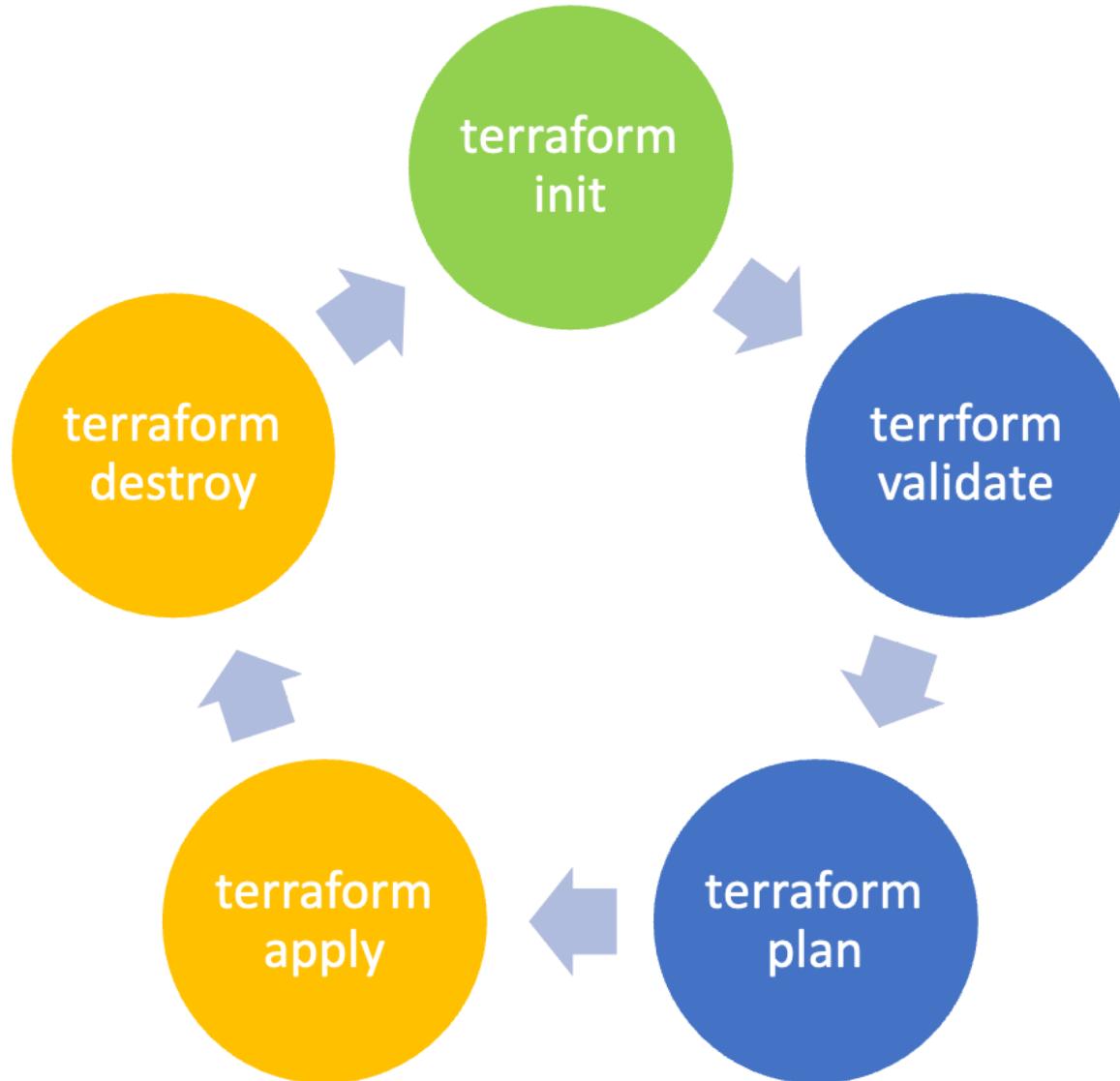
This template creates a single EC2 instance in AWS

```
● ● ●

provider "aws" {
  region = "us-east-2"
}

resource "aws_instance" "example-instance" {
  ami          = "ami-0e5b6b6a9f3db6db8"
  instance_type = "t2.micro"
}
```

# Terraform – Core Loop



# Terraform – Key capabilities

- Terraform is a tool for provisioning infrastructure
- supports many providers (cloud agnostic)
- many resources for each provider
- define resources as code in terraform templates



# Announcing HashiCorp Terraform 1.0 General Availability

Terraform 1.0 — now generally available — marks a major milestone for interoperability, ease of upgrades, and maintenance for your automation workflows.

JUN 08 2021 | [KYLE RUDDY](#)

# Terraform 1.0 - What are the benefits?

- Extended Maintenance Periods  
(1.x releases have 18 month maintenance period)
- More mature and stable  
(essentially a 0.15 super-service pack)
- Terraform state is cross-compatible between versions  
(0.14.x, 0.15.x, and 1.0.x.)

# LAB

## Setup & "Hello Infra"

- Install and Setup Terraform
- create IAM User in AWS (AWS-CLI/Console)
- Initialize the aws-Provider
- define EC2-Instance and apply

```
        this._config.interval = this._config.interval || 1000
      }

      var transitionDuration = Util.getTransitionDuration(this._config)
      $activeElement.one(Util.TRANSITION_END, function() {
        $nextElement.removeClass(nextElementClass)
        $activeElement.removeClass(activeElementClass)
        _this4._isSliding = false
        setTimeout(function () {
          return $_this4._element.trigger('slideEnd')
        }, 0);
      }).emulateTransitionEnd(transitionDuration)
    } else {
      $activeElement.removeClass(activeElementClass)
      $nextElement.addClass(nextElementClass)
    }
  }
}

export default class SlidingPanel extends React.Component {
  constructor(props) {
    super(props)
    this.state = {
      activeElement: this.props.activeElement || 'left',
      isSliding: false
    }
  }
}
```

# create a very risky simple ec2-instance (main.tf)

```
provider "aws" {
  region = "us-west-2"
}

resource "aws_instance" "app_server" {
  ami = "ami-830c94e3"
  instance_type = "t2.micro"

  tags = {
    Name = "ExampleAppServerInstance"
  }
}
```

Why is this a weak example in the sense of IaC and not AWS perspective?

# Terraform Version constraints

specify a range of acceptable versions ("`>= 1.2.0, < 2.0.0`")



```
terraform {  
  required_providers {  
    aws = {  
      source  = "hashicorp/aws"  
      version = "≈ 3.27"  
    }  
  }  
  required_version = "≥ 1.0"  
}
```

## a better approach for a simple ec2-instance ([main.tf](#))

```
terraform {  
  required_providers {  
    aws = {  
      source = "hashicorp/aws"  
      version = "~> 3.27"  
    }  
  }  
  required_version = ">= 1.0"  
}  
  
provider "aws" {  
  region = "us-west-2"  
}  
  
resource "aws_instance" "app_server" {  
  ami = "ami-830c94e3"  
  instance_type = "t2.micro"  
  
  tags = {  
    Name = "ExampleAppServerInstance"  
  }  
}
```

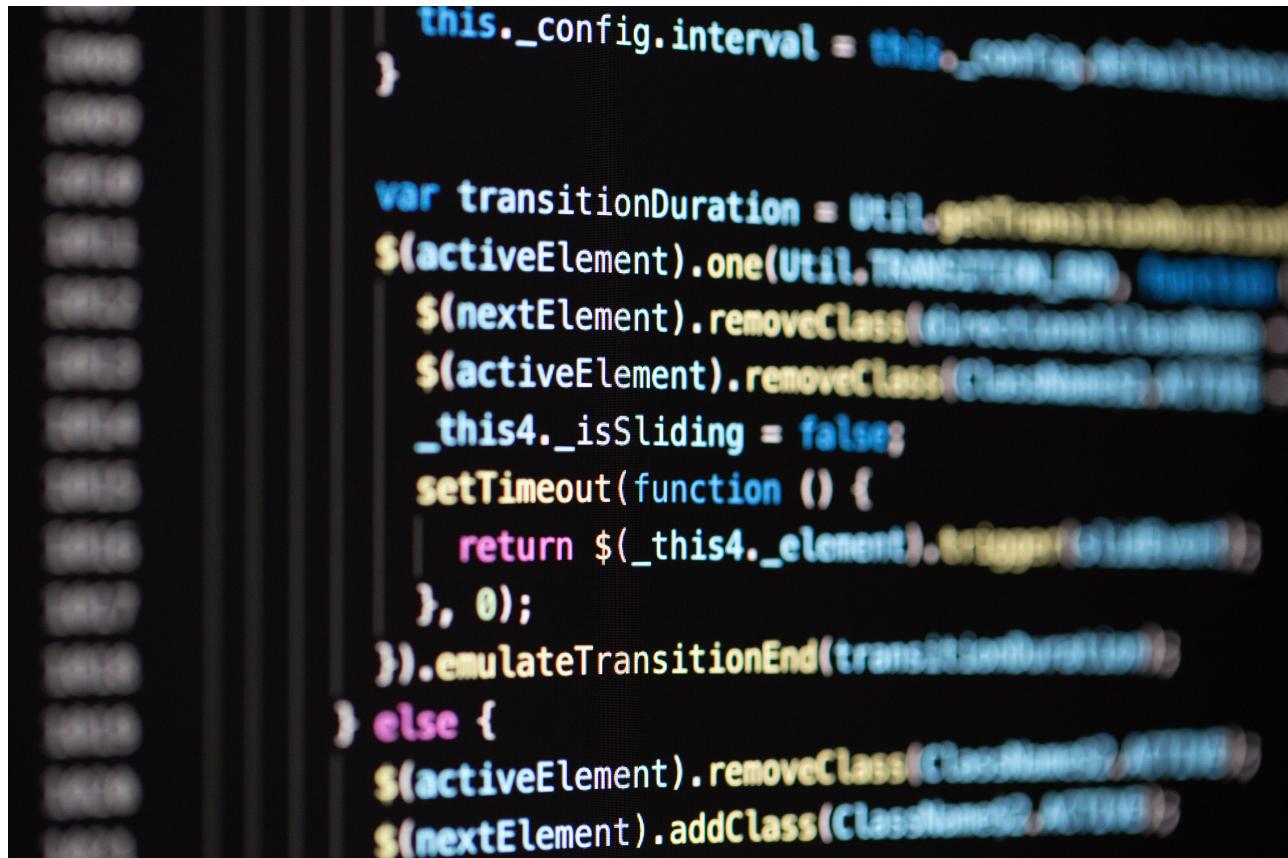
# Working with a state file

- Terraform saves everything about the instance to special file(s)
- Same directory as template file with `.tfstate` extension
  - `terraform.tfstate`
  - `terraform.tfstate.backup`
- The statefile should **not be committed** into version control
- This can be a problem on multi-developer env's (more about that tomorrow)

# LAB

## manage drift with Terraform

- check `terraform.tfstate`
- change Instance-Type to `t3.micro`
- add a `costcenter=42` Tag
- `$ terraform apply` changes
- check the statefile again
- change costcenter via Dashboard
- `terraform plan` and check if TF can manage this drift

A blurred screenshot of a code editor showing a large amount of JavaScript code. The code appears to be part of a library or framework, with various functions and class definitions. The text is mostly illegible due to the blur, but some words like 'this.\_config.interval', 'var transitionDuration', 'one(Util.TRANSITION\_DUR)', 'removeClass', 'addClass', 'setTimeout', 'else', and 'emulateTransitionEnd' are visible.

# Terraform Standard Filelayout

File / Folder	Purpose
main.tf	Terraform Config and Constraints
output.tf	Output like IPs, Addresses, etc
provider.tf	Provider-Specific (Cred.)
ressources.tf	for small projects
variables.tf	place for specifying variables
README.md	Documentation
env	folder place for tfvar-files

## LAB

# please refactor your code

- add `provider.tf` and refactor
  - add `ressource.tf` and refactor
  - create empty file `variables.tf`
  - create empty file `output.tf`
  - create an `env` folder

```
        this._config.interval = this._config.interval || 1000
    }

    var transitionDuration = Util.getComputedStyle(this._activeElement).transitionDuration
    this._activeElement.one(Util.TRANSITION_END, function() {
        this._nextElement.removeClass(this._activeElement.className)
        this._activeElement.removeClass(this._nextElement.className)
        this._isSliding = false
        setTimeout(function() {
            return this._element.trigger('slideEnd')
        }, 0)
    }).emulateTransitionEnd(transitionDuration)
} else {
    this._activeElement.removeClass(this._activeElement.className)
    this._nextElement.addClass(this._nextElement.className)
}
```



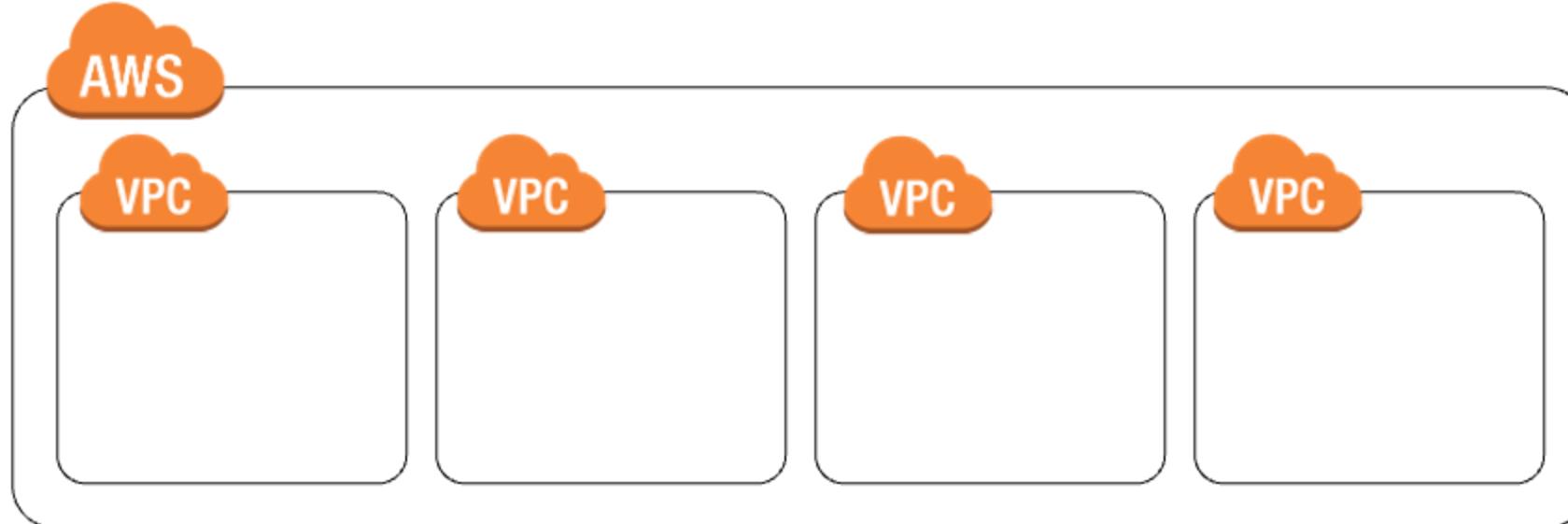
## Virtual Privat Cloud

- A VPC is a virtual network dedicated to your AWS account
- Requires an IPv4 address space and optionally IPv6 address ranges
- Enables you to create specific CIDR ranges for your resources to occupy
- Provides strict access rules for inbound and outbound traffic.

# Multi-VPC per Account

**Best suited for:**

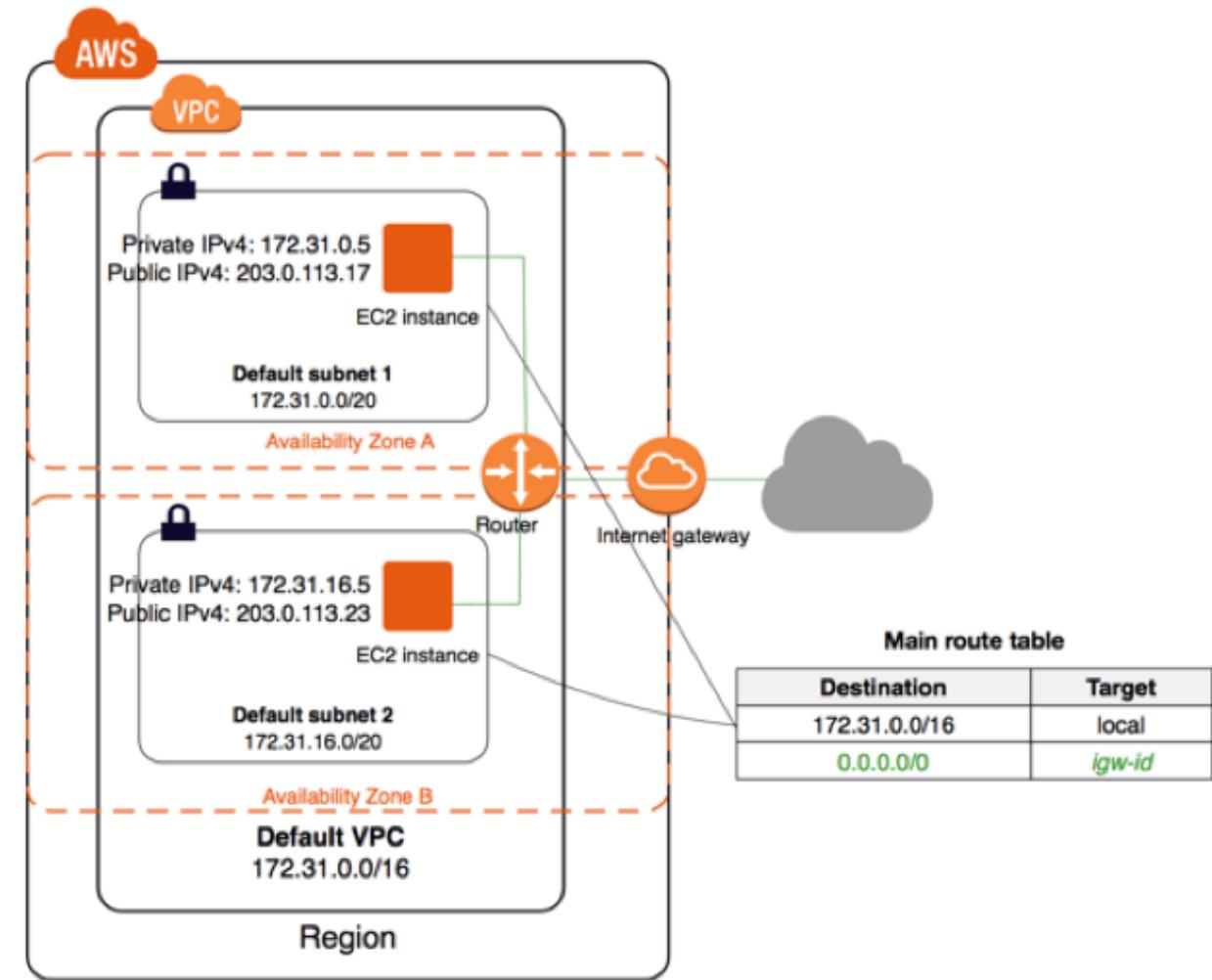
- single team or single organizations, such as managed service providers
- limited teams, which makes it easier to maintain standards and manage access



# Components of a VPC

- VPC CIDR Block
- Subnet
- Gateways
- Route Table
- Network Access Control Lists
- Security Groups

Source from Rackspace Blog



# LAB

## Setup your VPC (hard-way)

- create a VPC in eu-central-1
- create a public Subnet for one AZ
- create an Internet-GW
- create a Route Table

```
        this._config.interval = this._config.interval || 1000
    }

    var transitionDuration = Util.getTransitionDuration();
    $(activeElement).one(Util.TRANSITION_END, function() {
        $nextElement.removeClass(nextElementClass);
        $activeElement.removeClass(activeElementClass);
        _this4._isSliding = false;
        setTimeout(function () {
            return $_this4._element.trigger('slideEnd');
        }, 0);
    }).emulateTransitionEnd(transitionDuration);
} else {
    $(activeElement).removeClass(activeElementClass);
    $nextElement.addClass(nextElementClass);
}
```

# getting replicas with count

This template creates 4 single EC2 instance in AWS

```
resource "aws_instance" "app_server" {  
  count      = 4  
  ami        = "ami-830c94e3"  
  instance_type = "t2.micro"  
  
  tags = {  
    Name = "App Server ${count.index+1}"  
  }  
}
```

# Welcome to the World of Variables

# Variables - simple types

There are simple types of variables you can set:

- string
- number
- bool

## define a Variable ([variables.tf](#))

```
variable "app_server_instance_type" {  
  type      = string  
  default   = "t2.micro"  
  description = "The aws instance-type"  
}
```

## use Variables in HCL (main.tf)

```
resource "aws_instance" "app_server" {
  count          = var.app_server_count
  ami            = var.ami_id
  instance_type = var.app_server_instance_type

  tags = {
    Name = "App Server ${count.index+1}"
  }
}
```

# Custom validation with Rules I ([variables.tf](#))

using a validation block nested within the variable block

```
variable "image_id" {
  type      = string
  description = "The id of the machine image (AMI) to use for the server."
  validation {
    condition    = length(var.image_id) > 4 && substr(var.image_id, 0, 4) == "ami-"
    error_message = "The image_id value must be a valid AMI id, starting with \"ami-\"."
  }
}
```

## Custom validation with Rules II ([variables.tf](#))

you can even use regex for this

```
variable "image_id" {
  type      = string
  description = "The id of the machine image (AMI) to use for the server."
  validation {
    # regex(...) fails if it cannot find a match
    condition    = can(regex("^ami-", var.image_id))
    error_message = "The image_id value must be a valid AMI id, starting with \"ami-\"."
  }
}
```

# LAB

## use Variables & Functions I

- create variable `node_count`
- create variable `ami_id`
- create variable `instance_type`
- create 3 replicas of your EC2

```
        this._config.interval = this._config.interval || 1000
      }

      var transitionDuration = util.getTransitionDuration(this._config)
      $(activeElement).one(Util.TRANSITION_END, function() {
        $(nextElement).removeClass(nextElementClass)
        $(activeElement).removeClass(activeElementClass)
        _this4._isSliding = false
        setTimeout(function () {
          return $_this4._element.trigger('slideEnd')
        }, 0);
      }).emulateTransitionEnd(transitionDuration)
    } else {
      $(activeElement).removeClass(activeElementClass)
      $(nextElement).addClass(nextElementClass)
    }
  }
}
```

# Variables - Type Map

A Map is a lookup table, where you specify multiple keys with different values

```
# define a map of images
variable "images" {
  type = "map"

  default = {
    eu-central-1 = "image-1234"
    us-west-1    = "image-4567"
  }
}

# getting the value for region eu-central-1
image_id = var.images["eu-central-1"]

# getting the correct value via a lookup
image_id = lookup(var.images, var.region)
```

# Variables - Type List

A list value is an ordered sequence of strings indexed by integers starting with zero.

```
# define a map of images
variable "user_names" {
  type = "list(String)"
  default = ["Admin", "Jane", "Dane"]
}

# getting the value for the first entry
user = var.user_names[0]

# loop through in a ressource
count = length(var.user_names)
user  = var.user_names[count.index]
```

# LAB

## use Variables & Functions II

- create variable `region` and set default to 'eu-central-1'
- change variable type `ami_id` to `map`

```
        this._config.interval = this._config.interval || 1000
    }

    var transitionDuration = util.getTransitionDuration(this._config.duration)
    $(activeElement).one(Util.TRANSITION_END, function() {
        $(nextElement).removeClass(nextElement.hasClass() ? 'Class1' : 'Class2')
        $(activeElement).removeClass(activeElement.hasClass() ? 'Class2' : 'Class1')
        _this4._isSliding = false
        setTimeout(function() {
            return $_this4._element.trigger('slideEnd')
        }, 0);
    }).emulateTransitionEnd(transitionDuration)
} else {
    $(activeElement).removeClass(Class1)
    $(nextElement).addClass(Class2)
}
```

# Variable Files

place Terraform variables in a special file ( `*.tfvars` ) and load them with the Terraform command:

```
foo = "bar"

somelist = ["one", "two"]

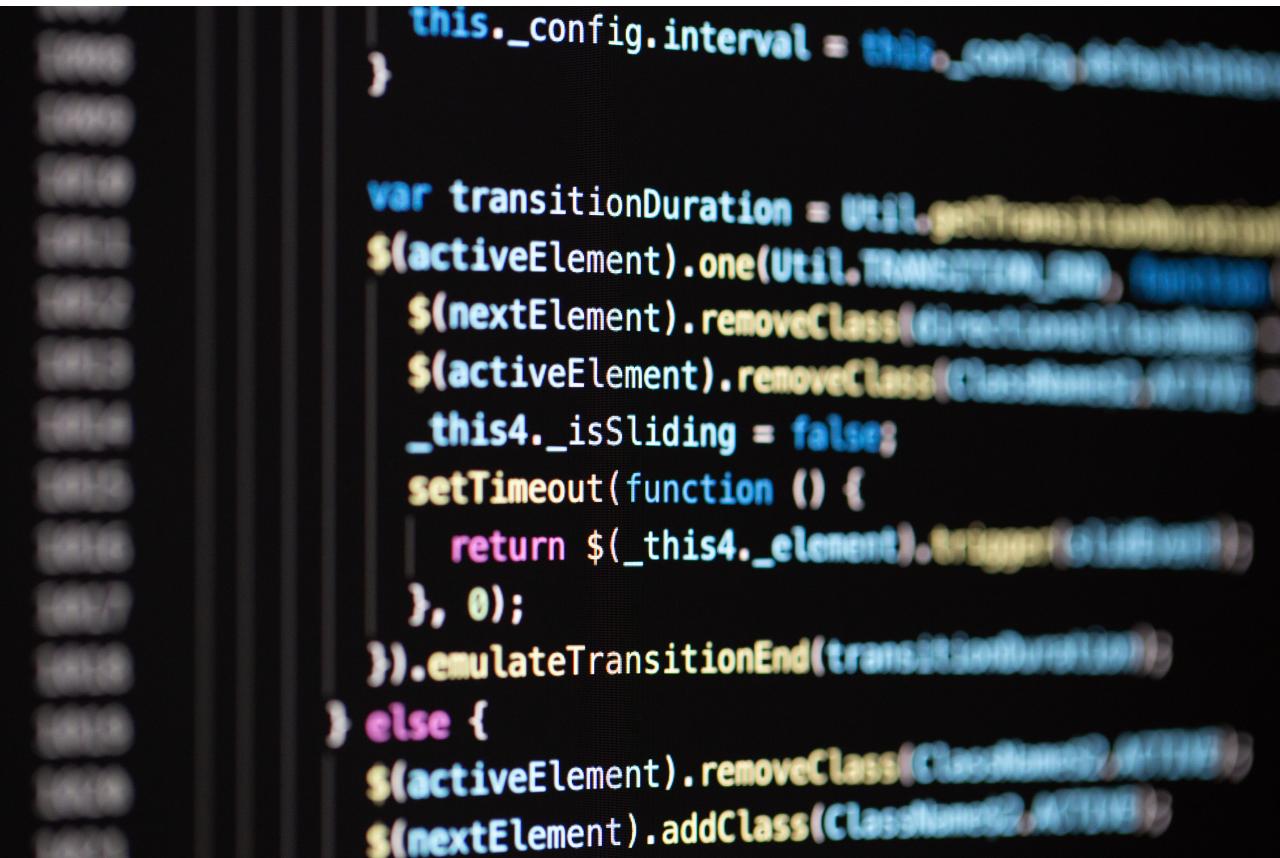
somemap = {
  foo = "bar"
  bax = "qux"
}
```

```
$ terraform apply -var-file=env/development.tfvars
```

# LAB

## use Variable-Files

- create `production.tfvar`
  - `region` to 'eu-central-1'
  - `instance_type` to `t3.micro`
  - `node_count` to 2
- create `development.tfvar`
  - `region` to 'eu-west-1'
  - `instance_type` to `t2.micro`
  - `node_count` to 1



The image shows a blurred screenshot of a code editor displaying a large block of JavaScript code. The code is written in a modern, object-oriented style, using classes and methods. It includes several imports at the top, such as 'Util', 'ClassNames', and 'TransitionEnd'. The code is organized into several methods, including `startTransition`, `startTransitionWithEvent`, `startTransitionWithEventAndConfig`, and `startTransitionWithEventAndConfig2`. These methods handle various events like 'click', 'touchstart', and 'touchend', and perform actions like setting classes on elements, setting a timeout, and emulating a transition end. The code uses jQuery-style '\$' for selecting elements and '\$(activeElement)' for referring to the current element.

# using environment variables

you can also supply values to your variables by using environment variables

Terraform will automatically read all environment variables with the `TF*VAR*` prefix

## Example `variable.tf`

```
variable db_password {  
  type = string  
}
```

set the value (Linux)

```
export TF_VAR_db_password=Secret123
```

set the value (PowerShell)

```
$env:TF_VAR_db_password=Secret123
```

# Variable Definition Precedence

Terraform loads variables in the following order (later sources taking precedence over earlier ones):

1. Environment variables
2. The `terraform.tfvars` file, if present.
3. The `terraform.tfvars.json` file, if present.
4. Any `_.auto.tfvars` or `_.auto.tfvars.json` files, processed in lexical order of their filenames.
5. Any `-var` and `-var-file` options on the command line, in the order they are provided.  
(This includes variables set by a Terraform Cloud workspace.)

# Install a Webserver

Usually we can use SSH Access to install manually or use something like Ansible. Here we will use the startup-hook `user_data` from an EC2-Ressource.

```
user_data = << EOF
#!/bin/bash
sudo apt-get update
sudo apt-get install -y apache2
sudo systemctl start apache2
sudo systemctl enable apache2
echo "<h1>Deployed via Terraform</h1>" > /var/www/html/index.html
EOF
```

# file()-Function

we can use the file-function to dynamically load **local** files during deployment:

## Example `install_webserver.sh`

```
#!/bin/bash
yum install httpd -y
/sbin/chkconfig --levels 235 httpd on
service httpd start
instanceId=$(curl http://169.254.169.254/latest/meta-data/instance-id)
region=$(curl http://169.254.169.254/latest/meta-data/placement/region)
echo "<h1>$instanceId from $region</h1>" > /var/www/html/index.html
```

## Example `main.tf` in ressource `ec2-instance`

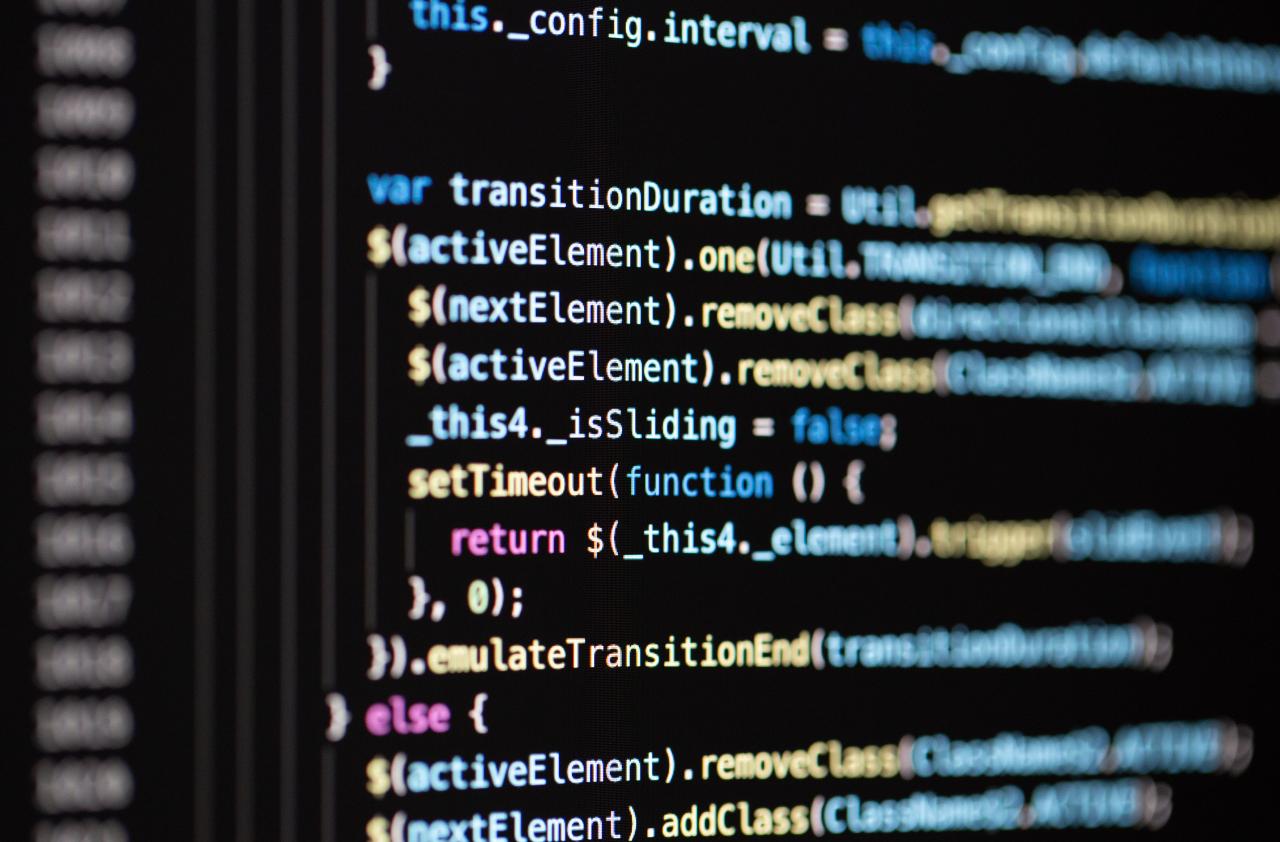
```
user_data = "${file("install_webserver.sh")}"
```

# LAB

## install a webserver at startup

- create an install script for Apache
- add a user-data section to ec2
- use file-function to load the script
- check the webserver on the host

```
curl localhost
```



```
        this._config.interval = this._config.interval || 1000;
    }

    var transitionDuration = Util.getTransitionDuration();
    $(activeElement).one(Util.TRANSITION_END, function() {
        $(nextElement).removeClass(nextElement.hasClass() ? 'active' : 'previous');
        $(activeElement).removeClass(activeElement.hasClass() ? 'active' : 'previous');
        _this4._isSliding = false;
        setTimeout(function () {
            return $_this4._element.trigger('slideEnd');
        }, 0);
    }).emulateTransitionEnd(transitionDuration);
} else {
    $(activeElement).removeClass(activeElement.hasClass() ? 'active' : 'previous');
    $(nextElement).addClass(nextElement.hasClass() ? 'active' : 'previous');
}
```

# Create Security Groups and Rule Objects

```
resource "aws_security_group" "web_access" {  
  name      = "web_access"  
  description = "Allow port 80 access from outside world"  
}  
  
resource "aws_security_group_rule" "allow_webserver_access" {  
  type          = "ingress"  
  from_port     = 80  
  to_port       = 80  
  protocol      = "tcp"  
  cidr_blocks   = ["0.0.0.0/0"]  
  security_group_id = aws_security_group.webdata.id  
}
```

# Use Security Groups

```
resource "aws_security_group" "ssh_access" {
  name          = "web_security_group"
  description   = "Terraform web security group"
  vpc_id        = vpc-47111266642

  egress {
    from_port    = 0
    to_port      = 0
    protocol     = "-1"
    cidr_blocks = ["0.0.0.0/0"]
  }

  ingress {
    from_port    = 22
    to_port      = 22
    protocol     = "tcp"
    cidr_blocks = ["0.0.0.0/0"]
  }
}
```

# LAB

## security a.k.a. SG

- create a security-group "webserver-access"
- add ingress-rule for port 22 and port 80 open to the world
- add egress-rule for everything open to the world (if necessary)

```
        this._config.interval = this._config.interval || 1000
      }

      var transitionDuration = Util.getTransitionDuration(this._config)
      $(activeElement).one(Util.transitionEnd, function() {
        $(nextElement).removeClass(nextElementClass)
        $(activeElement).removeClass(activeElementClass)
        _this4._isSliding = false
        setTimeout(function() {
          return $_this4._element.trigger('slideEnd')
        }, 0);
      }).emulateTransitionEnd(transitionDuration)
    } else {
      $(activeElement).removeClass(activeElementClass)
      $(nextElement).addClass(nextElementClass)
    }
  }
}
```

# dynamic Blocks in Terraform

Within top-level block constructs like resources, expressions can usually be used only when assigning a value to an argument using the `name = expression` form. This covers many uses, but some resource types include repeatable **nested blocks** in their arguments, which typically represent separate objects that are related to (or embedded within) the containing object:

# Create Security Groups with dynamic blocks

```
locals {
  ports = [80, 443, 22]
}

resource "aws_security_group" "dynamic-demo" {
  name      = "demo-sg-dynamic"
  description = "Dynamic Blocks for Ingress"

  dynamic "ingress" {
    for_each = local.ports
    content {
      description = "description ${ingress.key}"
      from_port   = ingress.value
      to_port     = ingress.value
      protocol    = "tcp"
      cidr_blocks = ["0.0.0.0/0"]
    }
  }
}
```

# Create Security Groups with dynamic blocks and MAPs

```
locals {
  map = {
    "description 0" = {
      port = 80,
      cidr_blocks = ["0.0.0.0/0"],
    }
    "description 1" = {
      port = 22,
      cidr_blocks = ["10.0.0.0/16"],
    }
  }
}

resource "aws_security_group" "map" {
  name        = "demo-map"
  description = "demo-map"

  dynamic "ingress" {
    for_each = local.map
    content {
      description = ingress.key # IE: "description 0"
      from_port   = ingress.value.port
      to_port     = ingress.value.port
      protocol    = "tcp"
      cidr_blocks = ingress.value.cidr_blocks
    }
  }
}
```

# LAB

## using dynamic blocks:

- refactor the security-group "webserver-access" to use dynamic blocks
- add the following ingress-rules

Port	CIDR-Block	Description
22	only within VPC	ssh access
80	open to the world	web access
443	open to the world	tls web access

# Understand Dependency Graphs

Terraform doesn't simply build resources and write configuration into a state file

Internally, it also manages a dependency graph of all the resources

For dependencies, a directed graph is necessary



# Dependency Graphs in Terraform

- Terraform uses dependency graphs to determine the build and deletion order of resources
- Three different types of nodes in a Terraform graph:
  - Resource node
  - Provider configuration node
  - Resource meta-node

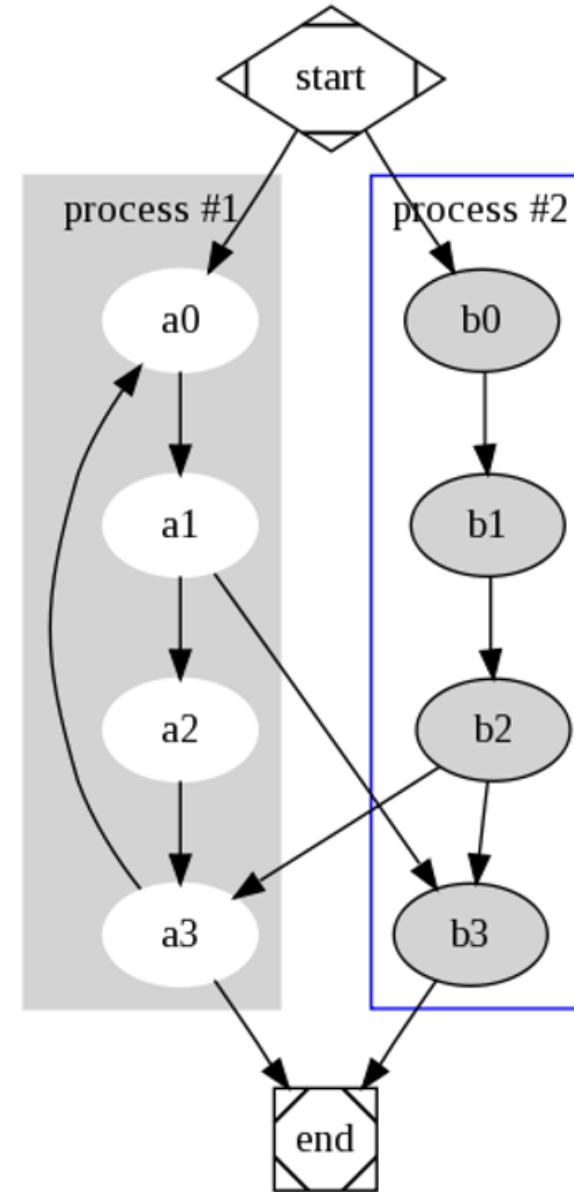
# Controlling dependencies with depends\_on

- Usually, Terraform will resolve dependencies automatically
- Sometimes built-in dependency resolution leads to unwanted behavior
- Enforce dependencies: `depends_on`
  - Accepts a list of resources that this resource depends on
  - Resource won't be created until the ones listed inside this parameter are created

```
resource "aws_instance" "app_server" {  
  ami           = var.ami_id  
  instance_type = var.instance_type  
  
  depends_on = [  
    aws_instance.db_server  
  ]  
}
```

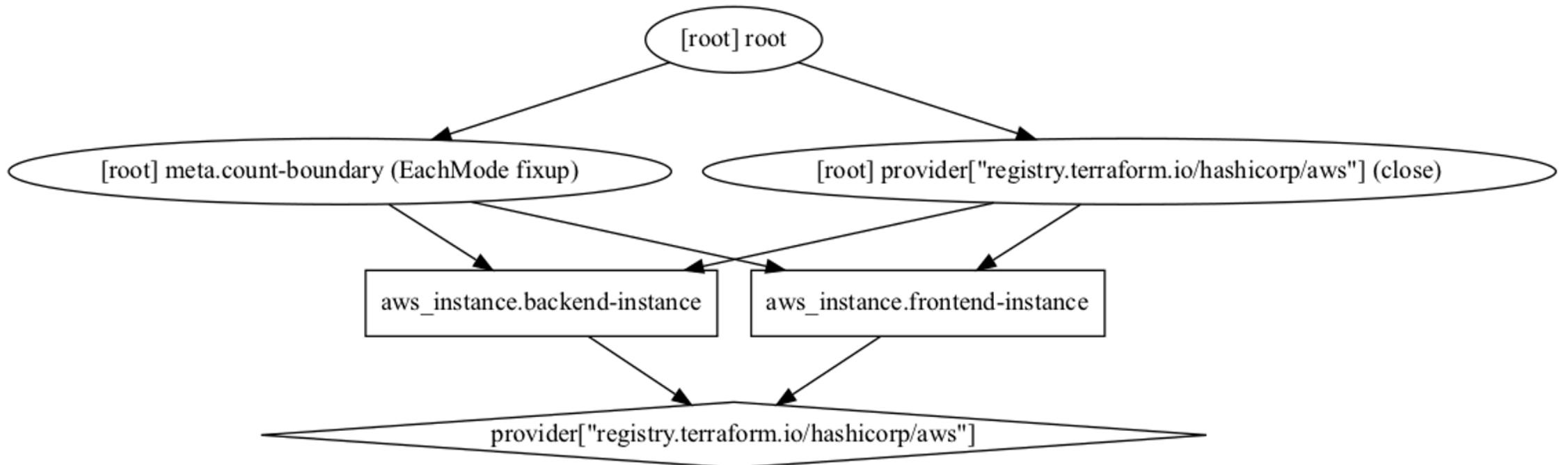
# Terraform Graph Visualization

- Dot-Files are Text-Based
- Use Graphviz to visualize
- Possible output
  - Several pixel images
  - SVG
  - PDF
  - Postscript



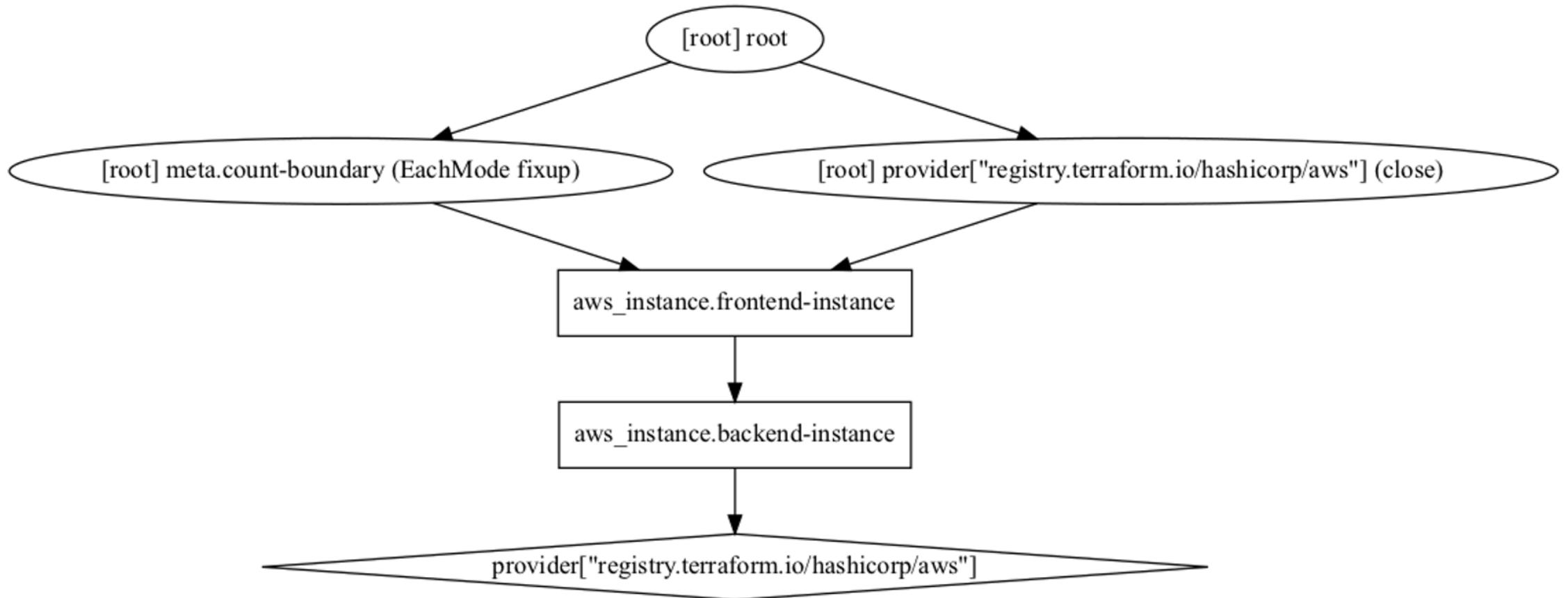
# No dependency graph representation

```
$ terraform graph | dot -Tpng > no-dep-graph.png
```



# Dependency graph representation

```
$ terraform graph | dot -Tpng > dep-graph.png
```



# S3 Storage in AWS

# S3 Bucket-Ressource

```
resource "aws_s3_bucket" "bucket" {
  bucket = var.s3bucket_name
  acl    = "private"

  versioning {
    enabled = true
  }
}
```

# S3 Bucket Upload

```
resource "aws_s3_bucket_object" "video_upload_object" {
  bucket = var.s3bucket_name
  key    = "video.mp4"
  source = "video.mp4"

  # The filemd5() function is available in Terraform 0.11.12 and later
  # For Terraform 0.11.11 and earlier, use the md5() function and the file() function:
  # etag = "${md5(file("path/to/file"))}"
  etag = filemd5("video.mp4")

  depends_on = [
    aws_s3_bucket.bucket
  ]
}
```

# S3 Hosting a Website

```
resource "aws_s3_bucket" "static_bucket" {
  bucket = var.static_bucket_name
  acl    = "public-read"

  website {
    index_document = "index.html"
    error_document = "error.html"
  }
}
```

## S3 Create a Policy / using templatefile()

```
resource "aws_s3_bucket_policy" "bucket_policy" {
  bucket = aws_s3_bucket.static_bucket.id

  policy = templatefile("bucket_policy.tpl", {
    bucket_name = var.static_bucket_name
  })
}
```

# Create a Policy

```
{  
  "Version": "2012-10-17",  
  "Statement": [  
    {  
      "Sid": "Allow Public Access to All Objects",  
      "Effect": "Allow",  
      "Principal": "*",  
      "Action": "s3:GetObject",  
      "Resource": "arn:aws:s3:::${bucket_name}/*"  
    }  
  ]  
}
```

# Upload a website-Assets

```
resource "aws_s3_bucket_object" "html_object" {
  bucket      = var.static_bucket_name
  key         = "index.html"
  source      = "index.html"
  content_type = "text/html"

  # The filemd5() function is available in Terraform 0.11.12 and later
  # For Terraform 0.11.11 and earlier, use the md5() function and the file() function:
  # etag = "${md5(file("path/to/file"))}"
  etag = filemd5("index.html")

  depends_on = [
    aws_s3_bucket_policy.bucket_policy,
    aws_s3_bucket.static_bucket
  ]
}
```

# possible HA-Solution

- EC2-Instance's
- Webserver Installation
- AutoScaling Group
- Application Load Balancer

# Auto Scaling Group

```
resource "aws_autoscaling_group" "autoscaling_group" {
  launch_configuration = "${aws_launch_configuration.launch_config.id}"
  min_size              = "${var.autoscaling_group_min_size}"
  max_size              = "${var.autoscaling_group_max_size}"
  target_group_arns     = ["${aws_alb_target_group.group.arn}"]
  vpc_zone_identifier   = ["${aws_subnet.main.*.id}"]

  tag {
    key = "Name"
    value = "terraform-example-autoscaling-group"
    propagate_at_launch = true
  }
}
```

# AWS Load Balancer

- Classic Load Balancer
- Application Load Balancer
- Network Load Balancer

# Application-Loadbalancer Ressource

# LAB

## a simple cluster

- create 3 webserver replicas
- add ingress-rule for port 80 open to the world
- create the ressource loadbalancer aka. classic-lb

```
        this._config.interval = this._config.interval || 1000
    }

    var transitionDuration = util.getTransitionDuration();
    $(activeElement).one(Util.TRANSITION_END, function() {
        $(nextElement).removeClass(nextElement.hasClass() ? 'active' : 'disabled');
        $(activeElement).removeClass(activeElement.hasClass() ? 'active' : 'disabled');
        _this4._isSliding = false;
        setTimeout(function () {
            return $_this4._element.trigger('slideEnd');
        }, 0);
    }).emulateTransitionEnd(transitionDuration);
} else {
    $(activeElement).removeClass(activeElement.hasClass() ? 'active' : 'disabled');
    $(nextElement).addClass(nextElement.hasClass() ? 'active' : 'disabled');
}
```

## Remote State File

Stores the state at a key in a bucket on Amazon S3  
backend also supports state locking via Dynamo DB

# LAB

## Setup your VPC (Module-Support)

- create a VPC in eu-central-1
- create 3 public Subnets for 3 AZ
- create an Internet-GW
- create a Route Table

```
        this._config.interval = this._config.interval || 1000
      }

      var transitionDuration = Util.getTransitionDuration(this._config)
      $(activeElement).one(Util.TRANSITION_END, function() {
        $(nextElement).removeClass(nextElement.hasClass('is-active') ? 'is-active' : 'is-sliding')
        $(activeElement).removeClass(activeElement.hasClass('is-active') ? 'is-active' : 'is-sliding')
        _this4._isSliding = false
        setTimeout(function () {
          return $_this4._element.trigger('slideEnd')
        }, 0);
      }).emulateTransitionEnd(transitionDuration)
    } else {
      $(activeElement).removeClass(activeElement.hasClass('is-active') ? 'is-active' : 'is-sliding')
      $(nextElement).addClass(nextElement.hasClass('is-active') ? 'is-active' : 'is-sliding')
    }
  }
}

$(document).on('click', '.slide-item', function() {
  var $item = $(this)
  var $parent = $item.parent()
  var $active = $parent.find('.is-active')
  var $next = $parent.find('.is-sliding')
  if ($item.hasClass('is-active')) {
    $parent.removeClass('is-sliding')
  } else if ($item.hasClass('is-sliding')) {
    $parent.removeClass('is-sliding')
  } else {
    $parent.addClass('is-sliding')
  }
  if ($active.length) {
    $active.removeClass('is-active')
  }
  if ($next.length) {
    $next.removeClass('is-sliding')
  }
  $item.addClass('is-active')
  $item.addClass('is-sliding')
  $item.trigger('slideStart')
  $item.trigger('slideEnd')
  $parent.trigger('slideEnd')
})
```

# LAB

# create an alb-cluster

- create 3 webserver replicas
  - add ingress-rule for port 80 open to the world
  - add egress-rule for everything open to the world
  - create an alb with target-groups

```
        this._config.interval = this._config.interval || 1000
    }

    var transitionDuration = Util.getComputedStyle(this._activeElement).transitionDuration
    this._activeElement.one(Util.TRANSITION_END, function() {
        this._nextElement.removeClass(this._activeElement.className)
        this._activeElement.removeClass(this._nextElement.className)
        this._isSliding = false
        setTimeout(function() {
            return this._element.trigger('slideEnd')
        }, 0)
    }).emulateTransitionEnd(transitionDuration)
} else {
    this._activeElement.removeClass(this._activeElement.className)
    this._nextElement.addClass(this._nextElement.className)
}
```



# CUTOUT

# What are variables?

Variables are buckets that store data. Variable declarations looks like this:

```
<datatype> <variable name>; // Initializing <variable name>
<variable name> = <value>; // Assigning <variable name>

// Is equivalent to:
<datatype> <variable name> = <value>; // Initializing and assigning <variable_name>
```

Here are some examples of variable declarations.

```
int myAge = 23; // <datatype> is int (integer)
double pi = 3.14; // <datatype> is double (decimal)
boolean programmingIsAwesome;
programmingIsAwesome = true; // <datatype> is boolean (true/false)
char bestLetter = 'J'; // <datatype> is char (a letter)
```