

# TDDC88/TDDC93: Software Engineering

## Lab 1 DOCKER

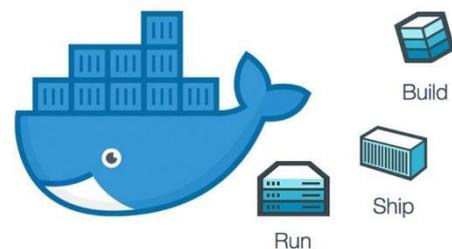
### Purpose:

- To give you a fundamental understanding and practical experience with Docker
- To learn some base commands for the Docker CLI
- To get familiar with how to build your own Docker images
- To understand why it is said that the main slogan of Docker is: build an application, ship it anywhere, and run it anywhere

### Docker

We recommend the following sources of information to start with:

- <https://docs.docker.com/get-started/>
- <https://docs.docker.com/docker-hub/>



## Part 1: Introduction

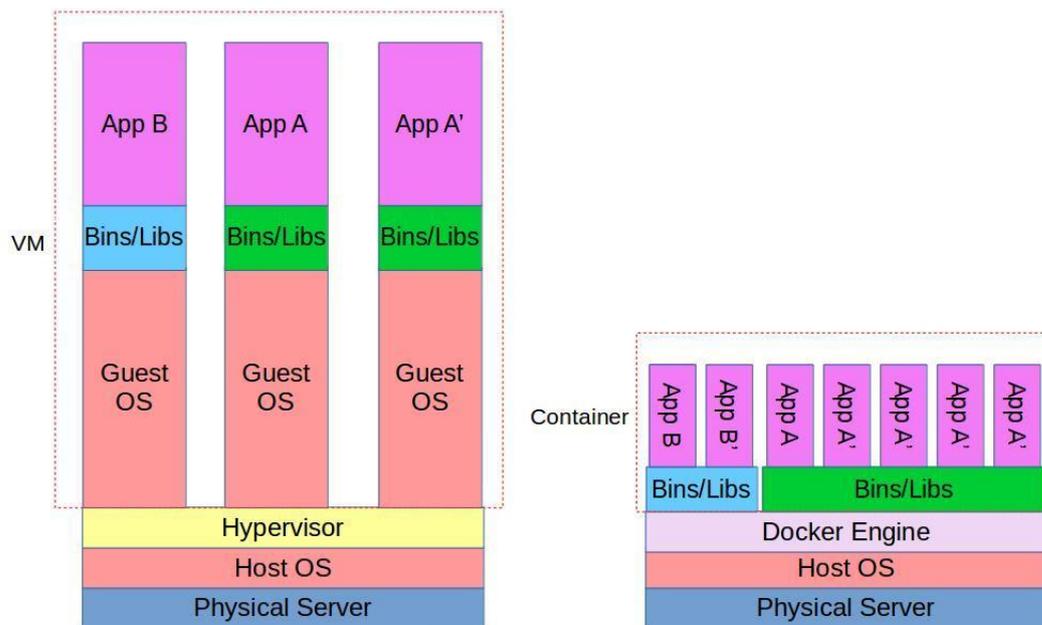
### 1. What is docker?

The container movement is driven by Docker company. The main intent of the Docker project is to allow developers to create, deploy, and run applications easier by the use of containers. Their main slogan is building an application, ship it anywhere, and run it anywhere. Containerization is a method for operating system virtualization. It allows you to run an application and its dependencies isolatedly. Container allows you to easily package an application's code, dependencies, and configurations into handy building blocks. Containers can help to ensure that irrespective of the deployment environment, applications deploy quickly,

reliably, and consistently.

## 2. What is the difference between a container and a virtual machine?

Virtual machines give isolation at the hardware abstraction layer, whereas containers provide OS-level process isolation. You can see the difference in the following figure obviously:



As it is visible from this figure, containers are isolated but share the host OS, whereas a unique OS is running within each VM. The two technologies can be used together for added advantages. For instance, a container can be created inside a virtual machine in order to make a solution ultra-portable.

## 3. Docker Terminology

### 3.1. Docker Engine

In the *official documents of Docker*, Docker Engines is described as follows [1]:

“*Docker Engine acts as a client-server application with:*

- *A server with a long-running daemon process (the `docker` command).*
- *APIs which specify interfaces that programs can use to talk to and instruct the Docker daemon.*
- *A command line interface (CLI) client (the `docker` command).”*

Daemon runs on the host machine to create and manage docker objects such as images, containers, and networks. In order to control or interact with the Docker daemon through scripting or direct CLI commands, the CLI uses the Docker REST API.

### 3.2. Docker registry

Docker registry is the storage component for Docker images. You can store images in either a public or private repositories. Based on [2], “Docker Hub is a cloud-based registry service which allows you to link to code repositories, build your images and test them, stores manually pushed images, and links to Docker Cloud so you can deploy images to your hosts. It provides a centralized resource for container image discovery, distribution and change management, user and team collaboration, and workflow automation throughout the development pipeline.” There are many image repositories that you can find them here: <https://hub.docker.com/>

### 3.3. Docker images and Docker containers

These two concepts are closely related. You can create images from a *Dockerfile* with the `docker build` command. Images are stored in Docker registries, such as Docker Hub. You should notice that Docker images themselves are never “started” and never “running”. The `docker run` command grabs a Docker image as a template and produces a container from it.

## The goal of the lab

The goal of this lab is to give you a fundamental understanding and practical experience of Docker containers. In order to achieve this, there are several parts in this lab, which you should go through them and answer the given questions.

## How to run Docker machine on IDA machines

For those who want to run Docker images on lab computers, please run the following commands to run the Docker machine:

```
cd /courses/TDDI41/TDDC88/  
./start_docker_machine.sh
```

**Note: when you start the `docker_machine`, a new pop-up QEMU terminal will be started and you must wait until it finishes the processing, do not proceed further until you see a message in this terminal “docker login” (it might take some time for the machine to start).**

Now switch back to your original terminal, you get a message like “Your machine up. Access it with `ssh student@127.0.0.01 -p 2220`”. Enter the given ssh command (`ssh student@127.0.0.01 -p 2220`) in your original terminal with given password (which is password) to access the Docker machine. You will see that you are entered in the Docker machine.

## Part 2: Docker CLI

In this part, you are going to pull an Alpine Linux image from the Docker hub. You can pull

any public image from the Docker hub.

**2.1.** In your terminal, enter the following two commands. Save this information somewhere for yourself.

```
ls  
uname -a
```

**QUESTION.** What do each of the above commands do?

**2.2.** Use the following command to run the Alpine Linux image:

```
docker run alpine
```

After typing this command, first, it tries to find the Alpine image locally, and if Docker cannot find it, it looks for it remotely from the Docker hub and pulls it, and then runs this container locally. If you wanted to pull the image but not to run it you could use `docker pull <image_name>` command.

**QUESTION.** Now, enter the two mentioned commands in the previous section (2.1) again in this container and compare the results with the previous results. What is your conclusion?

```
docker run -it alpine ls  
docker run -it alpine uname -a
```

**2.3.** You can use the following commands to list images. Do you see any available images? Write about it.

```
docker images
```

**2.4.** In order to list running containers, use the following command:

```
docker ps
```

**2.5.** Now if you want to see all containers you can use -a switch as follows:

```
docker ps -a
```

**QUESTION.** Is Alpine still in the list of containers? What is the difference between `docker ps` and `docker ps -a`?

**2.6.** You can use the following command to remove Alpine from the list:

```
docker rm <id>
```

**QUESTION.** What is the difference between `docker rm` and `docker rmi` commands?

## Part 3: Your first image

**Note:** in the case that you do not know how to create and modify your files, you have to get familiar with editors such as `vim` or `nano`. There are many online cheat sheets for these editors.

In this section, you'll learn how to build your own Docker images. Docker images can be built automatically by reading from a Dockerfile [3]. A Dockerfile is a text document that contains all the commands a user can call on the command line to assemble an image. There are two main types of Docker images: child images and base images.

- Child images: images that are created based on a parent image. It refers to the contents of the `FROM` directive in the Dockerfile. Each subsequent declaration in the Dockerfile modifies this parent image.
- Base image: images that have `FROM scratch` in their Dockerfile.

In this part, you will see how Docker allows you to create a portable web application as an image. The goal is to create a simple web application with an interactive form. We will serve this application using Python's built-in HTTP server and containerize it using Docker.

### Step 1: Setting up the project directory

First, create a directory for your project and navigate into it:

```
mkdir web-app  
cd web-app
```

### Step2: Creating the web application files

We need to create three files for our web application: `index.html`, `styles.css`, and `app.js`. These files will structure our web page, style it, and add interactivity, respectively. Let's create them as follows:

A. 'index.html': this file is the main HTML file that structures our web page. It includes a form for the quiz (for download, see the next box).

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Interactive Quiz Game</title>
  <link rel="stylesheet" href="styles.css">
</head>
<body>
  <h1>Interactive Quiz Game</h1>
  <form id="nameForm">
    <label for="name">Enter your name:</label>
    <input type="text" id="name" name="name" required>
    <button type="submit">Start Quiz</button>
  </form>
  <div id="quizContainer" style="display:none;">
    <form id="quizForm">
      <div class="question">
        <p>1. What is the capital of France?</p>
        <input type="radio" name="q1" value="Paris" required> Paris<br>
        <input type="radio" name="q1" value="London"> London<br>
        <input type="radio" name="q1" value="Berlin"> Berlin<br>
      </div>
      <div class="question">
        <p>2. What is 2 + 2?</p>
        <input type="radio" name="q2" value="3" required> 3<br>
        <input type="radio" name="q2" value="4"> 4<br>
        <input type="radio" name="q2" value="5"> 5<br>
      </div>
      <div class="question">
        <p>3. What is the color of the sky?</p>
        <input type="radio" name="q3" value="Blue" required> Blue<br>
        <input type="radio" name="q3" value="Green"> Green<br>
        <input type="radio" name="q3" value="Red"> Red<br>
      </div>
      <button type="submit">Submit Quiz</button>
    </form>
    <div id="result" style="display:none;"></div>
  </div>
  <script src="app.js"></script>
</body>
</html>
```

You can download index.html directly by the following command:

```
wget https://www.ida.liu.se/~TDDC88/labs/Labs2024/Lab1/index.html
```

B. 'styles.css': this file styles our web application to make it look nicer (for download, see the next box).

```
body {
  font-family: Arial, sans-serif;
  margin: 0;
  padding: 0;
  text-align: center;
  background-color: #f0f0f0;
}

h1 {
  color: #333;
  margin-top: 50px;
}

form {
  margin: 20px;
}

label, input, p {
  margin: 5px;
}

.question {
  margin-bottom: 15px;
}
```

You can download styles.css directly by the following command:

```
wget https://www.ida.liu.se/~TDDC88/labs/Labs2024/Lab1/styles.css
```

c. 'app.js': this file contains JavaScript to add interactivity to our quiz. It Handles form submissions, displays the quiz, calculates the score, and shows the result (for download see the next box).

```
document.getElementById('nameForm').addEventListener('submit', function(event) {
  event.preventDefault();
  document.getElementById('nameForm').style.display = 'none';
  document.getElementById('quizContainer').style.display = 'block';
});

document.getElementById('quizForm').addEventListener('submit', function(event) {
  event.preventDefault();
```

```
const name = document.getElementById('name').value;
const q1 = document.querySelector('input[name="q1"]:checked').value;
const q2 = document.querySelector('input[name="q2"]:checked').value;
const q3 = document.querySelector('input[name="q3"]:checked').value;

let score = 0;
if (q1 === 'Paris') score++;
if (q2 === '4') score++;
if (q3 === 'Blue') score++;

document.getElementById('quizForm').style.display = 'none';
const resultDiv = document.getElementById('result');
resultDiv.style.display = 'block';
resultDiv.innerHTML = `Hello, ${name}. Your score is ${score}/3.`;
});
```

You can download app.js directly by the following command:

```
wget https://www.ida.liu.se/~TDDC88/labs/Labs2024/Lab1/app.js
```

### Step 3: creating the Python web server

We need a simple Python script to serve our web application. We'll use Python's built-in HTTP server. You have to create 'server.py' as follows (for download, see the next box):

```
import http.server
import socketserver

PORT = 8000

class Handler(http.server.SimpleHTTPRequestHandler):
    pass

with socketserver.TCPServer(("", PORT), Handler) as httpd:
    print(f"erving at port {PORT}")
    httpd.serve_forever()
```

You can download sever.py directly by the following command:

```
wget https://www.ida.liu.se/~TDDC88/labs/Labs2024/Lab1/server.py
```

## Step 4: creating the Dockerfile

Then, download the Dockerfile:

```
wget https://www.ida.liu.se/~TDDC88/labs/Labs2024/Lab1/Dockerfile
```

Once you fetch this file, open it using your desired text editor and analyze all the parameters: (Do not copy this file, use the wget command above)

```
# Use the official Python image from the Docker Hub
FROM python:3.8-slim

# Set the working directory in the container
WORKDIR /app

# Copy the current directory contents into the container at /app
COPY . /app

# Expose port 8000 to be able to access the web application
EXPOSE 8000

# Run the web server when the container launches
CMD ["python", "server.py"]
```

Once you fetch this file, open it using your desired text editor and analyze all the parameters: (Do not copy this file, use the wget command above) By reading the Docker manual, understand what each line of this Dockerfile means.

**QUESTION:** What each line of this Dockerfile mean?

## Step 5: Build the docker image

Now we have the Dockerfile and can build your first image. In order to build your images, enter: (do not forget the dot)

```
docker build -t quiz-web-app .
```

**QUESTION.** Do you build a base or child image? If you are creating a child image, explain which modifications are made to the parent image.

## Step 6: Run the docker image

The last step in this part is to run the image and see if it works:

```
docker run -d -p 4000:8000 quiz-web-app
```

**QUESTION.** What does `-p 4000:8000` do?

## Step 7: Accessing the web application

Open your web browser and go to <http://localhost:4000> (It may take a moment for the application to fully load; if the quiz doesn't appear immediately, wait a few seconds and refresh the page). You should see your interactive quiz web application running.

That's it, you're done with an introduction to Docker, the world's most widely used container deployment and building tool. In the next lab, you will learn how to deploy this docker on scalable web servers (as done in the real world) using Kubernetes.

## Questions

After finishing this lab, you should be able to explain what you have done to your lab assistant and answer the questions, such as following:

- What is Docker, and how does it differ from traditional virtualization?
- What is the purpose of a Dockerfile in the image-building process?
- What does the FROM instruction in the Dockerfile do, and why is it important?
- Explain the purpose of the COPY instruction in the Dockerfile.
- What does the CMD instruction in the Dockerfile define, and why is it important?

## Examination

You should understand everything in each part deeply to be able to answer the questions that assistants ask you. Furthermore, you have to answer all questions. Contact your assistant during a lab session and be ready to answer questions concerning what you did when demonstrating. You don't need to hand in anything.

## References

- [1] <https://docs.docker.com/get-started/overview/>
- [2] <https://docs.docker.com/docker-hub/>
- [3] <https://docs.docker.com/engine/reference/builder/>