

Docker

Lecture 2

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So What Is It?

- Docker is a system for running "pretend" (virtual) computers inside a real computer.
- These virtual computers are called "containers"
- <u>https://docs.docker.com/desktop/mac/install/</u>
- <u>https://docs.docker.com/desktop/windows/install/</u>



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Why Docker?

- Docker containers provide a consistent, contained environment on your local machine
- All students get the same environment and you can't mess up your computer by mistake.
- Docker containers are lightweight, portable, and boot quickly.
- Real world uses of Docker include cloud applications, software testing, and hardware-agnostic software development.

Docker vs Traditional Virtual Machine

- Docker containers are typically **stateless** (container storage is erased when the container stops)!
- Docker uses OS-level virtualization, so containers share the host operating system without the need for a hypervisor. This means containers are typically smaller and faster than VMs.
- The Docker platform can run many containers simultaneously and facilitates communication between them
- Online Docker registries allow straightforward deployment of Docker images
- Docker is free for educational use

Docker vs Traditional Virtual Machine



Docker Architecture



Docker Architecture

- **Client:** The way you interact with Docker. For us, this will be on the command line.
- **Daemon:** A background service that listens for API requests and manages Docker objects.
- **Docker Desktop:** An easy-to-install application that includes a client (both CLI and GUI), a daemon, and other stuff.
- **Docker registry:** A place where Docker images are stored. We will use Docker Hub, a public registry that is configured in Docker by default.
- Docker Objects:
 - An *image* is a read-only template for a container.
 - A container is a runnable instance of an image that can be started/stopped/paused etc.

Running Docker

- Launch docker with mounted directory:
- --mount type=bind,source=HOST_PATH,target=CONTAINER_PATH \
- -it IMAGE: TAG

--mount takes a local HOST_PATH from your real computer and makes it appear in the container at CONTAINER_PATH. Note that both paths must be **absolute**.

-it Runs the container as an interactive terminal IMAGE is the Docker image to run, and TAG is the specific version of that image

• Leave Docker and stop the container with exit

Running Docker: example

```
mkdir cits4407
```

```
docker run \
```

```
--mount
type=bind,source="$(pwd)"/cits4407,target=/home/stud/perm \
-it cits4407:v0
```

- We are mounting the local directory "\$ (pwd) "/cits4407
- pwd gets the absolute path of the current directory
- This directory is mounted to /home/stud/perm
- After this command succeeds, we will be in a new shell running inside our container

WARNING

- Remember, Docker containers are stateless. This means that when a container stops, everything inside it will be deleted forever.
- To avoid losing your work, make sure you save it in your mounted directory

```
docker run \
--mount
type=bind,source="$(pwd)"/cits4407,target=/home/stud/perm \
-it cits4407:v0
cd ~/perm # everything in perm is permanent!
echo "This file is permanent" > safe.txt
exit
ls cits4407
```

Cheat Sheet

• Make sure the daemon is running





- Run docker with mounted directory using --mount
- Use absolute paths with --mount
- Launch containers from the command line, not Docker Desktop
- Further reading:
 - <u>https://docs.docker.com/get-started/</u>
 - <u>https://docs.docker.com/engine/reference/run/</u>
 - <u>https://docs.docker.com/storage/bind-mounts/</u>

Demo

- See lab 1 for OS-specific steps
- Install Docker desktop client: <u>https://docs.docker.com/desktop/</u>
- Launch and close a Docker container
- Launch Docker container with a mounted directory