

# What is Docker? And Why?

Docker is a **container** technology: A tool for creating and managing containers

Container

A standardized unit of software

A package of code **and** dependencies to run that code (e.g. NodeJS code + the NodeJS runtime)



The same container always yields the **exact same application and execution behavior!** No matter where or by whom it might be executed.

Support for Containers **is built into** modern operating systems!

**Docker simplifies** the creation and management of such containers

## Let's Take A Step Back

Dishes



Food

A Picnic Basket

## Let's Take A Step Back

A Picnic Basket



It's portable

It contains food and dishes

You can share it and use it everywhere

No special environment or tools are required

# Why Containers?

Why would we want independent, standardized “application packages”?

Different Development & Production Environments

We want to build and test in exactly (!) the same environment as we later run our app in

Different Development Environments Within a Team / Company

Every team member should have the exactly (!) same environment when working on the same project

Clashing Tools / Versions Between Different Projects

When switching between projects, tools used in project A should not clash with tools used in project B

## The Problems

Environment: The runtimes, languages, frameworks you need for development

Development Environment



Production Environment

often not the same

Development Environment  
for Employee A



Development Environment  
for Employee B

often not the same

Tools & Libraries required  
for Project A



Tools & Libraries required  
for Project B

often not the same

## We Want Reliability & Reproducible Environments



We want to have the **exact same environment for development and production** → This ensures that it works exactly as tested

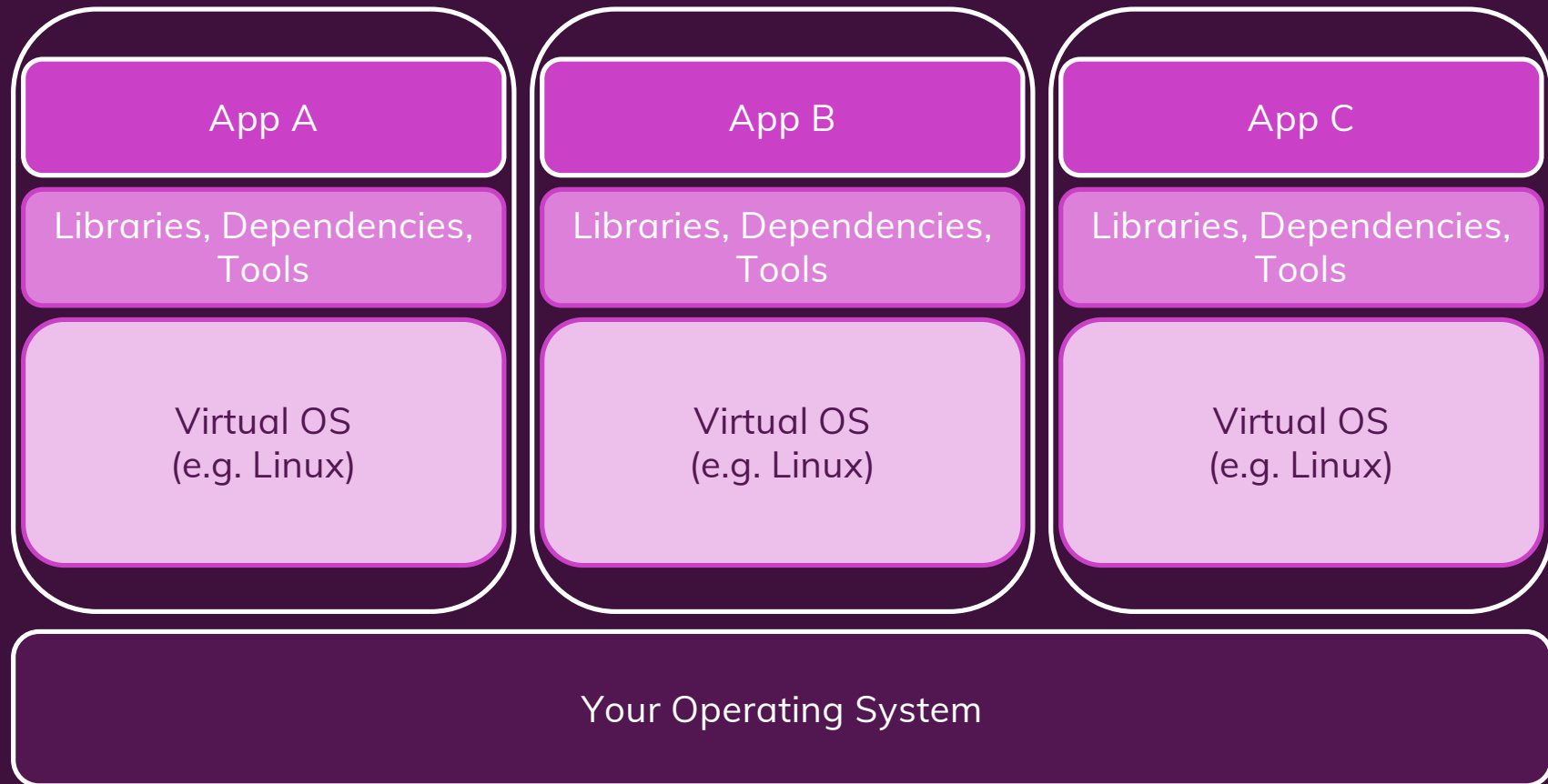


It should be easy to **share a common development environment**/ setup with (new) employees and colleagues

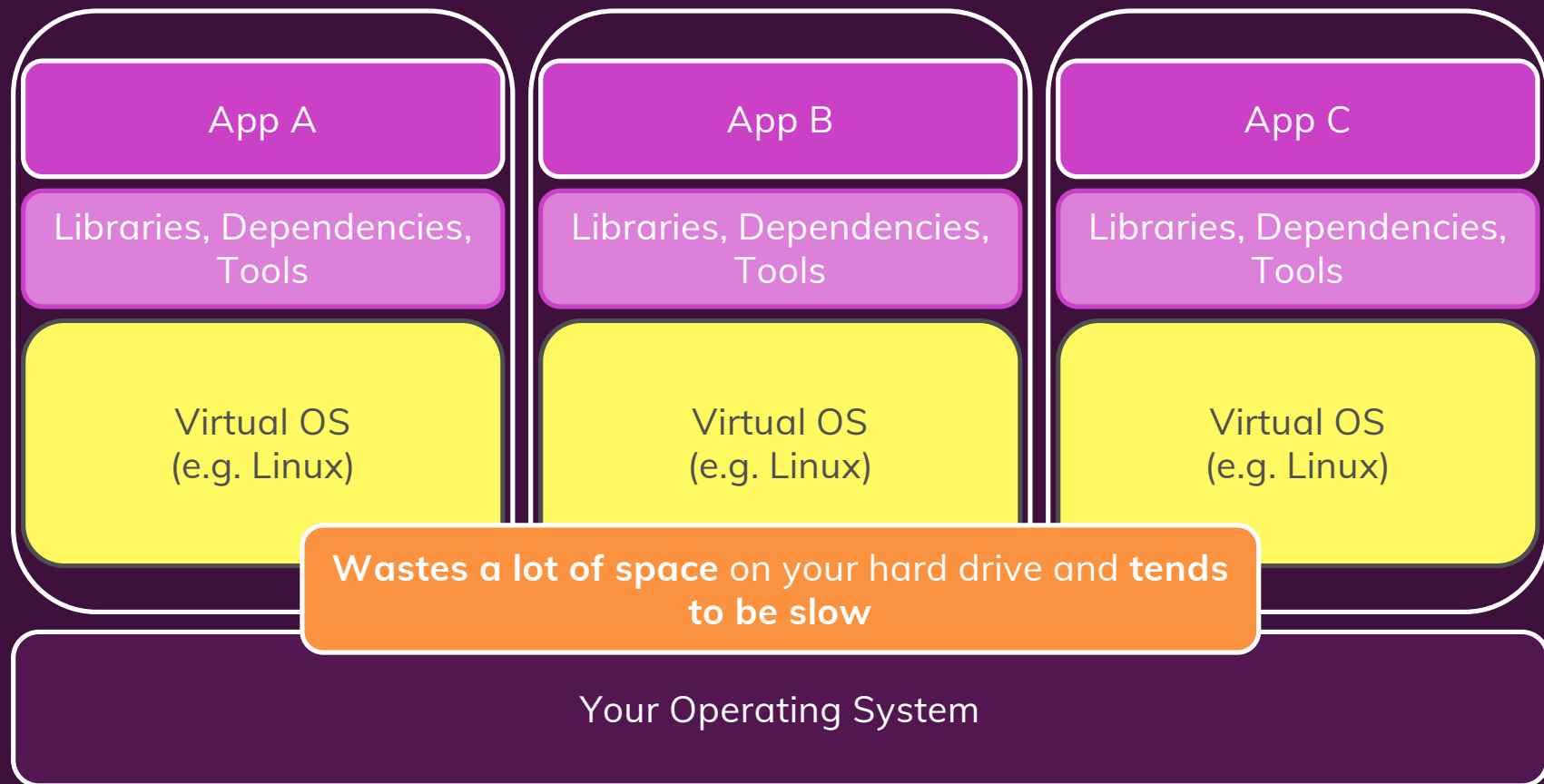


We **don't want to uninstall and re-install** local dependencies and runtimes all the time

## Solution: Virtual Machines / Virtual Operating Systems



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## Virtual Machines / Virtual OS: Summary

### Pro

Separated environments

Environment-specific configurations are possible

Environment configurations can be shared and reproduced reliably

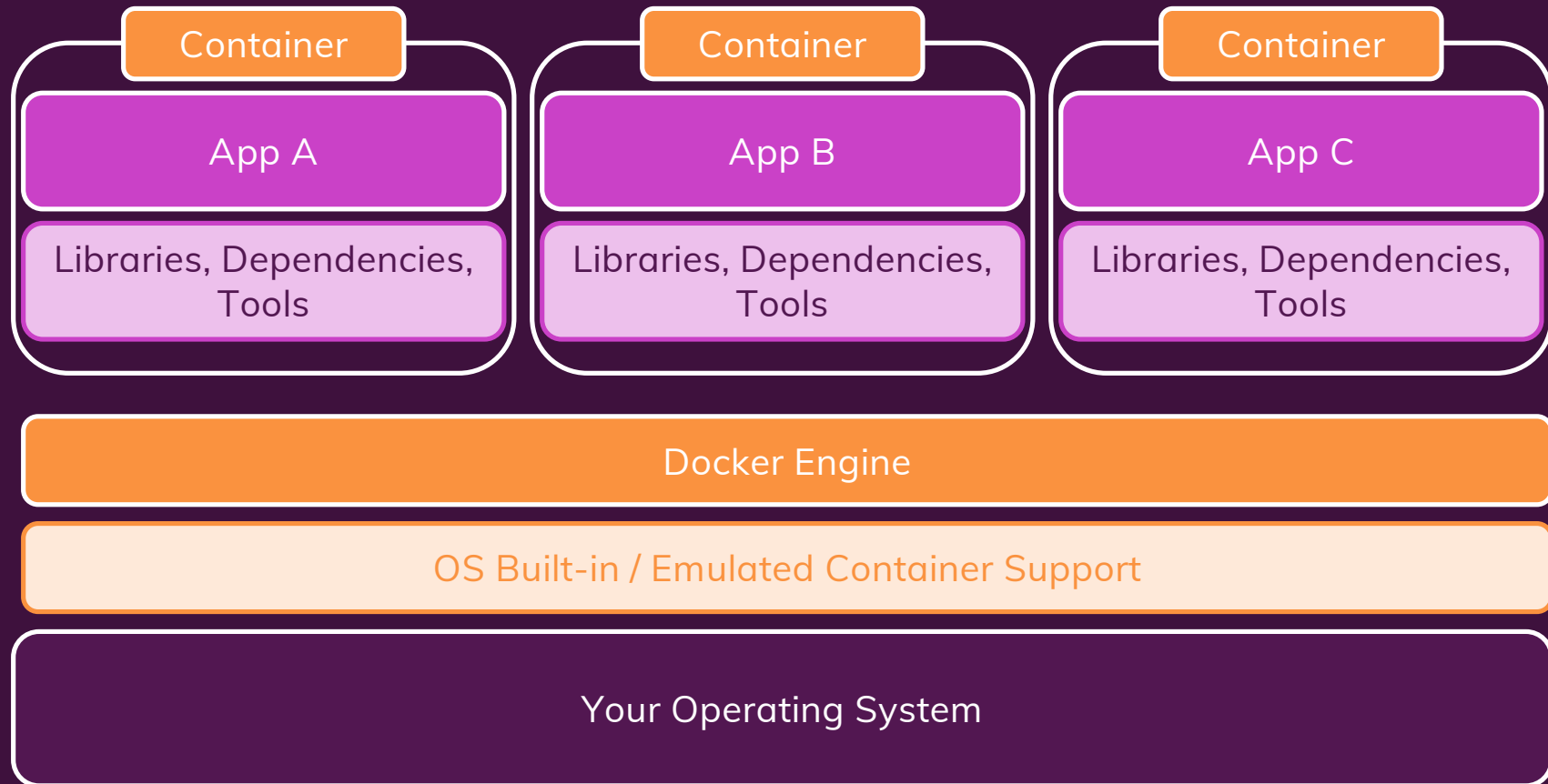
### Con

Redundant duplication, waste of space

Performance can be slow, boot times can be long

Reproducing on another computer/server is possible but may still be tricky

# Docker Helps You Build & Manage “Containers”



## Containers vs Virtual Machines

### Docker Containers

Low impact on OS, very fast,  
minimal disk space usage

Sharing, re-building and  
distribution is easy

Encapsulate apps/ environments  
instead of “whole machines”

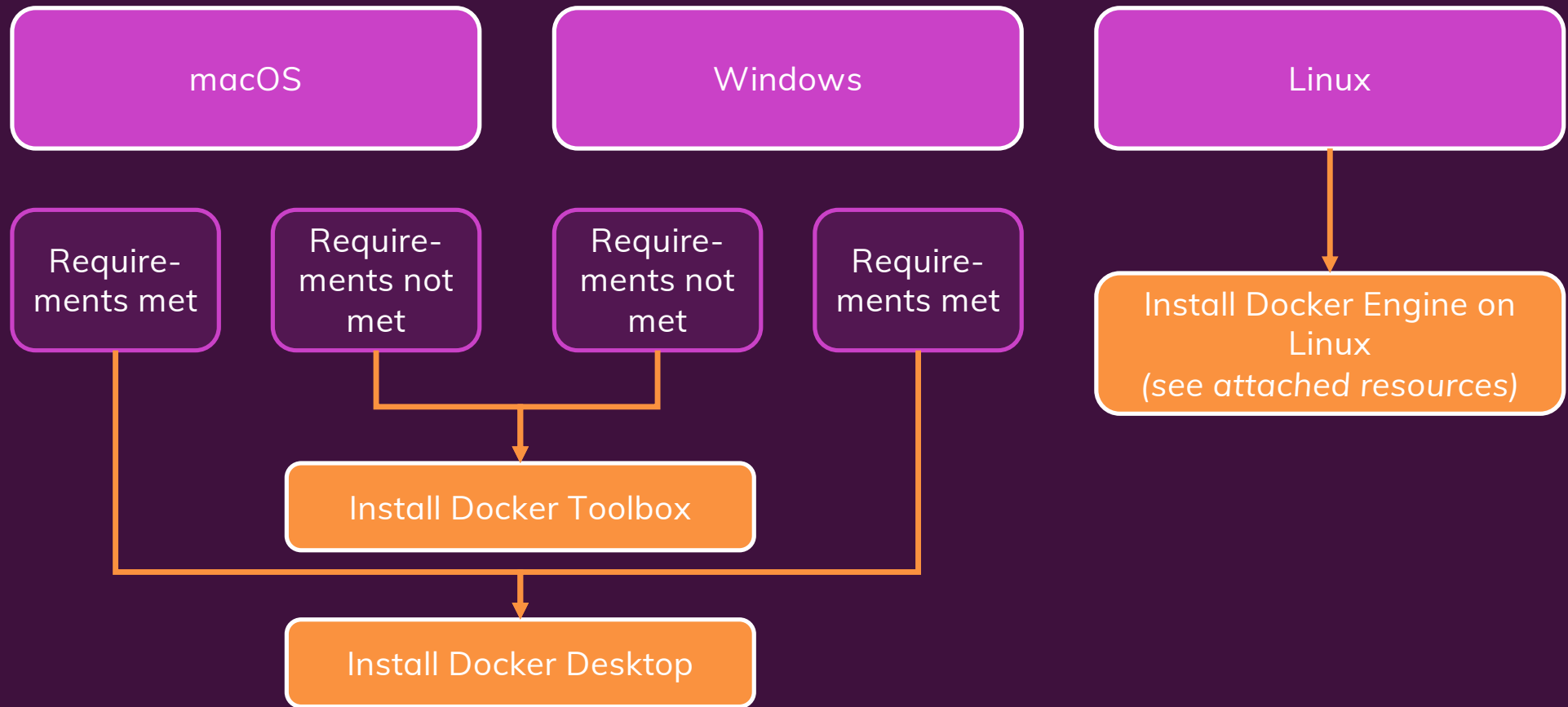
### Virtual Machines

Bigger impact on OS, slower,  
higher disk space usage

Sharing, re-building and  
distribution can be challenging

Encapsulate “whole machines”  
instead of just apps/ environments

# Docker Setup



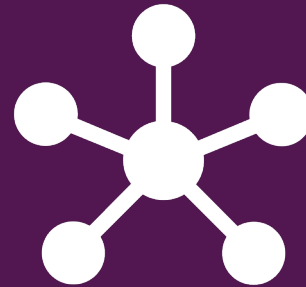
## Docker Tools & Building Blocks



Docker Engine



Docker Desktop (incl.  
Daemon & CLI)



Docker Hub



Docker Compose

Kubernetes

# Course Outline

Getting Started & Overview

Foundation

Images & Containers

Data & Volumes  
*(in Containers)*

Containers &  
Networking

"Real Life"

Multi-Container Projects

Using Docker-Compose

"Utility Containers"

Deploying Docker  
Containers

Kubernetes

Kubernetes Introduction  
& Basics

Kubernetes: Data &  
Volumes

Kubernetes: Networking

Deploying a Kubernetes  
Cluster

## Getting The Most Out Of This Course

Watch the Videos



At your pace – use the video player controls

Code along



Pause videos, code along, code ahead

Repeat Concepts



Repeat videos or sections if unclear

Google, Stackoverflow



Search the web in case of errors

Ask & Answer in Q&A Section



Ask and help others in the Q&A board