



docker® Crash Course Tutorial

#1 Installing Docker on windows machine

#2 Docker Images & Containers

#3 Parent Images & Docker hub

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#6 Starting & Stopping containers

#7 Docker Layer Caching

#8 Managing Images & Containers

#9 Docker Volumes

#10 Docker Compose

#11 Dockerising a React App

#12 Sharing Images on DockerHub

Docker Crash Course Tutorial keywords

What is docker compared to a VM? | Installing docker on windows with WSL (Windows Subsystem for Linux) | installing docker desktop | Image and container theory | pulling a parent image | Docker Hub | Running an image | Command line to running image | create Dockerfile | build image from Dockerfile | dockerignore file | container optional parameters | container port mapping | open container in the browser | docker ps | docker ps -a | docker run | docker stop | docker laker caching | manipulating dockerfile to exploit layer caching | observing image build times | delete an image | force deleting an image | image in use dangling | delete container before deleting image | delete dangling image | delete multiple images | delete multiple containers | image versioning | docker system prune | docker image versioning tag | run container on specific image version | What are volumes | why use volumes | storing persistent data in volumes | docker run with volumes | docker anonymous volumes | docker-compose.yml | docker-compose up | docker-compose down & options | Dockerising a React App | dockerfile for react app | .dockerignore for react app | adding react app to the docker-compose.yml | spinning up multiple app from using docker composer | create docker repo | build image to upload to repo | push image to repo | verify and review tags | pull image from repo

#1 Installing Docker on windows machine

[System Requirements for WSL](#)

[Manual Installation of WSL \(1\)](#)

[Manual Installation of WSL \(2\)](#)

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[Manual Installation of WSL \(6\)](#)

[Manual Installation of WSL \(7\)](#)

[Install Docker Desktop](#)

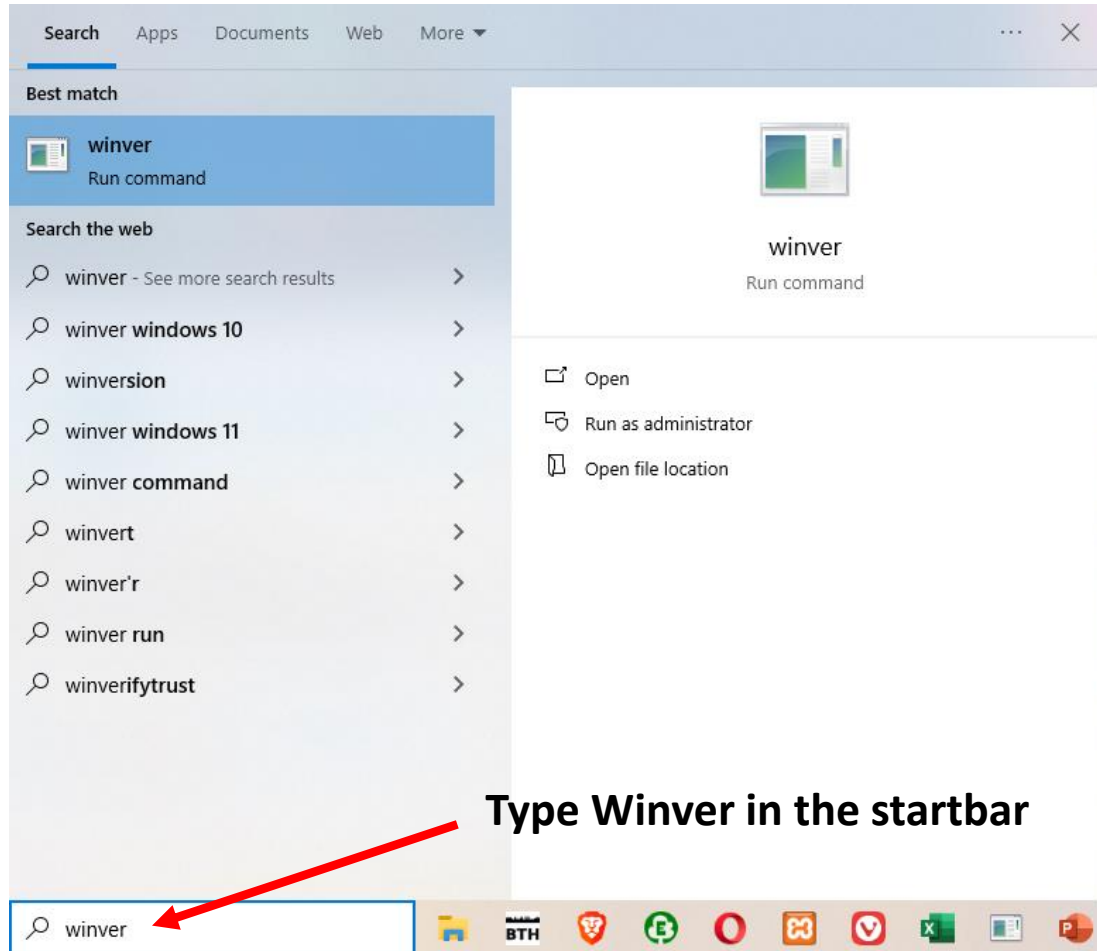
[Opening Docker Desktop](#)

System Requirements for WSL

Install WSL (Windows Subsystem for Linux) on windows 10 or 11 – System requirements:

<https://learn.microsoft.com/en-us/windows/wsl/install#prerequisites>

You must be running Windows 10 version 2004 and higher (Build 19041 and higher) or Windows 11



Type Winver in the startbar

My machine is running 20H2 build 19045 so it is higher than the minimum windows 10 requirement



“Windows 10 May 2020 Update (also known as version 2004 and codenamed "20H1") is the ninth major update to Windows 10. It carries the build number 10.0. 19041”

Manual Installation of WSL (1)

<https://learn.microsoft.com/en-us/windows/wsl/install-manual>

Step 1: Open PowerShell **as Administrator** (Start menu > PowerShell > right-click > Run as Administrator) and enter this command:

```
PS C:\Windows\system32> dism.exe /online /enable-feature /featurename:Microsoft-Windows-Subsystem-Linux /all /norestart
```

```
Deployment Image Servicing and Management tool  
Version: 10.0.19041.3636
```

```
Image Version: 10.0.19045.4780
```

```
Enabling feature(s)  
[=====100.0%=====]  
The operation completed successfully.  
PS C:\Windows\system32>
```

Manual Installation of WSL (2)

Step 2: Check requirements for running WSL 2

To update to WSL 2, you must be running Windows 10...

- For x64 systems: **Version 1903** or later, with **Build 18362.1049** or later.
- For ARM64 systems: **Version 2004** or later, with **Build 19041** or later.

Step 3: Enable Virtual Machine feature

Before installing WSL 2, you must enable the **Virtual Machine Platform** optional feature. Your machine will require [virtualization capabilities](#) to use this feature. Open PowerShell as Administrator and run:

```
PS C:\Windows\system32> dism.exe /online /enable-feature /featurename:VirtualMachinePlatform /all /norestart
```

```
Deployment Image Servicing and Management tool  
Version: 10.0.19041.3636
```

```
Image Version: 10.0.19045.4780
```

```
Enabling feature(s)  
[=====100.0%=====]  
The operation completed successfully.  
PS C:\Windows\system32>
```

Restart your machine to complete the WSL install and update to WSL 2.

Manual Installation of WSL (4)

Step 4: Download the Linux kernel update package

The Linux kernel update package installs the most recent version of the WSL 2 Linux kernel for running WSL inside the Windows operating system image. (To run WSL from the Microsoft Store, with more frequently pushed updates, use `wsl.exe --install` or `wsl.exe --update`).

[WSL2 Linux kernel update package for x64 machines](#)

Run the update package downloaded in the previous step. (Double-click to run - you will be prompted for elevated permissions, select 'yes' to approve this installation.) Once the installation is complete, move on to the next step - setting WSL 2 as your default version when installing new Linux distributions. (Skip this step if you want your new Linux installs to be set to WSL 1).

Step 5: Set WSL 2 as your default version

Open PowerShell and run this command to set WSL 2 as the default version when installing a new Linux distribution:

```
PS C:\Windows\system32> wsl --set-default-version 2
```

For information on key differences with WSL 2 please visit <https://aka.ms/wsl2>

The operation completed successfully.

```
C:\Windows\system32>
```

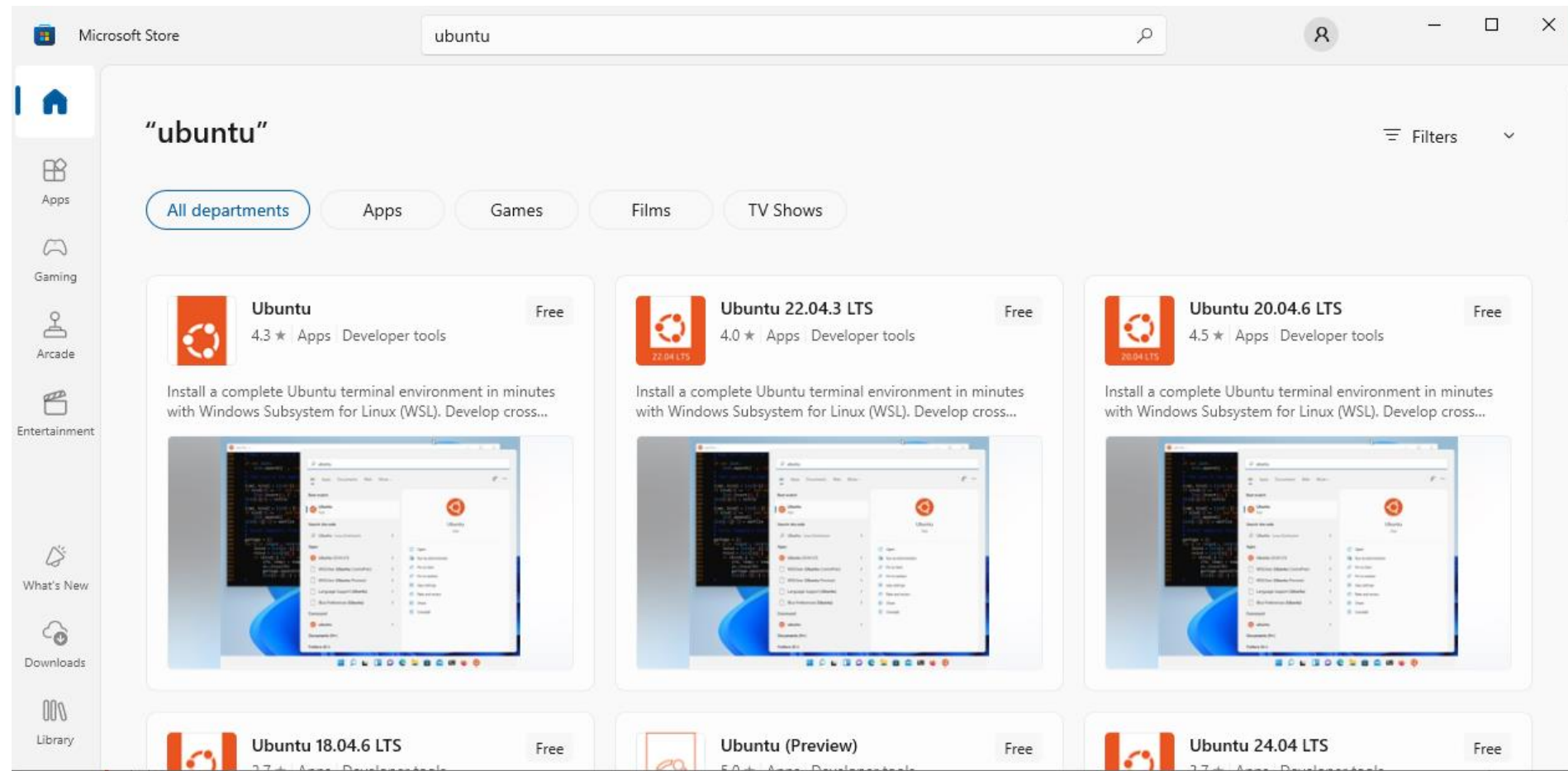
Manual Installation of WSL (6)

Step 6: Install your Linux distribution of choice

Open the [Microsoft Store](#) and select your favourite Linux distribution. The link in the Microsoft article does not point to the store so I opened it from the windows start button typing in store. In store I searched for "Ubuntu". Then select the "Get" button to download the package.

When the installation is complete, from the store, I click the "open" button.

The first time you launch a newly installed Linux distribution, a console window will open and you'll be asked to wait for a minute or two for files to de-compress and be stored on your PC. All future launches should take less than a second.



Manual Installation of WSL (7)

Step 7: The Ubuntu Linux terminal when opened for the first time prompts me to create a user name and password.

Installing, this may take a few minutes...

Please create a default UNIX user account. The username does not need to match your Windows username.

For more information visit: <https://aka.ms/wslusers>

Enter new UNIX username: **elliott**

New password:

Retype new password:

passwd: password updated successfully

Installation successful!

Windows Subsystem for Linux is now available in the Microsoft Store!

You can upgrade by running 'wsl.exe --update' or by visiting <https://aka.ms/wslstorepage>

Installing WSL from the Microsoft Store will give you the latest WSL updates, faster.

For more information please visit <https://aka.ms/wslstoreinfo>

To run a command as administrator (user "root"), use "sudo <command>".

See "man sudo_root" for details.

Welcome to Ubuntu 22.04.3 LTS (GNU/Linux 5.10.16.3-microsoft-standard-WSL2 x86_64)

* Documentation: <https://help.ubuntu.com>

* Management: <https://landscape.canonical.com>

* Support: <https://ubuntu.com/advantage>

This message is shown once a day. To disable it please create the
/home/elliott/.hushlogin file.

elliott@DESKTOP-U93252R:~\$

Install docker desktop for windows

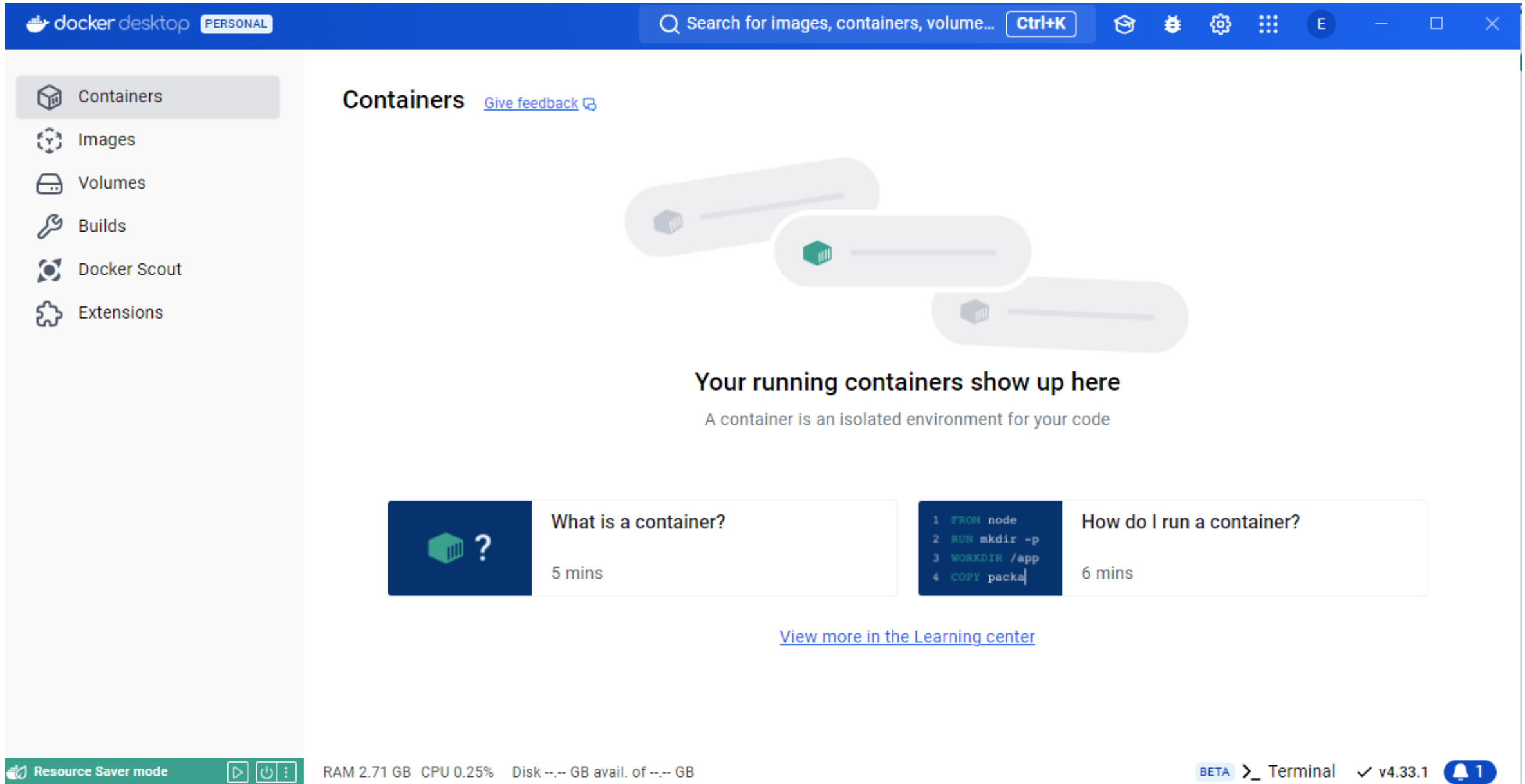
<https://docs.docker.com/desktop/install/windows-install/>

- WSL version 1.1.3.0 or later.
- Windows 11 64-bit: Home or Pro version 21H2 or higher, or Enterprise or Education version 21H2 or higher.
- Windows 10 64-bit:
 - We recommend **Home or Pro 22H2 (build 19045) or higher**, or Enterprise or Education 22H2 (build 19045) or higher.
 - Minimum required is Home or Pro 21H2 (build 19044) or higher, or Enterprise or Education 21H2 (build 19044) or higher.
- **Turn on the WSL 2 feature on Windows.** For detailed instructions, refer to the [Microsoft documentation](#).
- The following hardware prerequisites are required to successfully run WSL 2 on Windows 10 or Windows 11:
 - **64-bit processor with [Second Level Address Translation \(SLAT\)](#)**
 - **4GB system RAM**
 - Enable **hardware virtualization in BIOS**. For more information, see [Virtualization](#).

For more information on setting up WSL 2 with Docker Desktop, see [WSL](#).

I installed the downloaded .exe and created an account to open Docker desktop

Opening Docker Desktop



#2 Docker Images & Containers

What are Docker Images & Containers?

Docker Images & Containers

Docker image components

What are Docker Images & Containers?

Docker Images are like blueprints for containers and contain the following stored inside them:

Image

- Runtime environment
- Application code
- Any dependencies
- Extra configuration (e.g. env variables)
- Commands

Run

Container

- Runtime instance of our image
- Runs our application

Images also have their own file system which is independent of the computer. Images are read only which means that once it is created it cannot be changed. If you need to change something about an image then you need to create a new image.

Containers are runnable instances of those images. When we run an image it creates a container which is a process which runs our application as per outlined in the image so it will have the correct runtime environment, application code, dependencies and extra config.

Docker Images & Containers

Isolated Process

Container

- Runtime instance of our image
- Runs our application

Containers are an isolated process meaning that they run independently from any other process on the computer so it is a bit like our applications being run in its own box somewhere on our computer.

I can therefore make an image that contains everything I need to make that application run packaged inside of it. (the OS, the NodeJS version or python version, dependencies, source code etc)

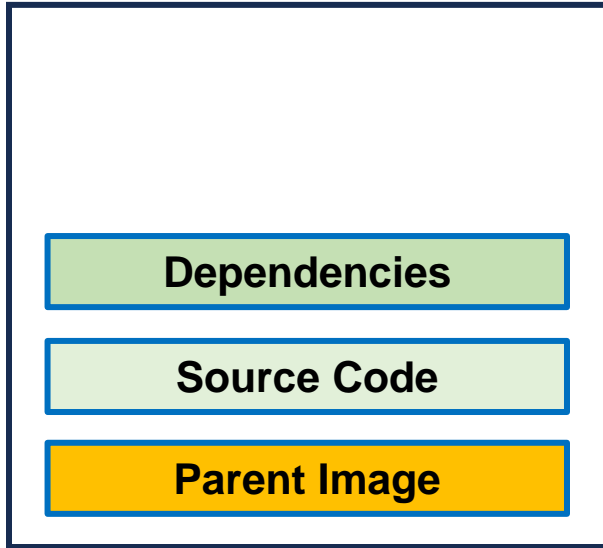
Then I can run that image to create a container to run my application and it does not matter what version of NodeJS or Python or whatever it is that I am using for the application that's installed on my computer because it's all running inside the container.

Because the image has the correct versions of everything inside it for it to run. This means that I can just share the docker image with anyone that needs to run the application independent of what versions they have installed on their computer because that is all prepacked inside the image.

This means that the image can be run anywhere such as another computer or production server.

Docker image components

Images are made up of several "layers" where each layer adds something else to the image incrementally so the order of the layers does matter. Normally we start with a parent image



Parent Image: Describes the OS & sometimes the runtime environment.

So we could have a specific parent image that has NodeJS 17 on a Linux distro. This parent layer in itself is a premade docker image so we are just creating a new image on top of the parent image. It usually contains a light operating system and runtime environment.

The next layers that we build on top of that parent image can be anything else that we would add to our image such as copying source code to the image and dependencies.

Parent images can be found at docker Hub which is like git hub but contains an an online repository of images
<https://hub.docker.com>

Lets say that we want an image that runs NodeJS then the initial layer of our image would be a parent node image.

#3 Parent Images & Docker hub

[Parent images from Docker Hub](#)

[Docker Parent image pull](#)

[Docker Parent Image Details](#)

[Docker Pull command](#)

[Docker Hub Images](#)

[Run Docker Image](#)

[Run Docker image Container](#)

[Docker desktop Image status](#)

[Docker exited status](#)

[CLI to Running Container](#)

[CLI commands in Docker image OS and application](#)

Parent images from Docker Hub

In docker hub I run a search for Node which returns multiple results. I can filter results to only show official Docker Images.

The screenshot shows the Docker Hub search interface. The search bar at the top contains 'node'. On the left, under 'Trusted Content', the 'Docker Official Image' checkbox is checked and highlighted with a red box. The search results show two items: 'node' and 'iojs'. The 'node' result is highlighted with a red border and includes a 'Docker Official Image' badge. The 'iojs' result is marked as 'DEPRECATED; use "node" instead'.

hub.docker.com/search

dockerhub Explore Repositories Organizations

node

Filters (1) [Clear All](#)

Products

- ☐ Images
- ☐ Extensions
- ☐ Plugins

Trusted Content

- ☒ Docker Official Image
- ☐ Verified Publisher
- ☐ Sponsored OSS

Categories

- ☐ API Management

1 - 2 of 2 results for node.

Docker Official Image x

Best Match

node Updated 11 days ago

Node.js is a JavaScript-based platform for server-side and networking applications.

LANGUAGES & FRAMEWORKS

↓ 1B+ · ☆ 10K+

Pulls: 8,745,231 Last week

[Learn more](#)

iojs Updated 7 years ago

DEPRECATED; use "node" instead

↓ 10M+ · ☆ 143

Pulls: 202 Last week

[Learn more](#)

Docker Parent image pull

hub.docker.com/_/node

Search Ecosia

dockerhub

Explore

Repositories

Organizations

node

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Explore / Official Images / node



node

Docker Official Image · ↓ 1B+ · ☆ 10K+

Node.js is a JavaScript-based platform for server-side and networking applications.

LANGUAGES & FRAMEWORKS

Overview

Tags

Quick reference

- Maintained by:
[The Node.js Docker Team](#)
- Where to get help:
[the Docker Community Slack](#), [Server Fault](#), [Unix & Linux](#), or [Stack Overflow](#)

Recent Tags

slim latest current-slim current-bullseye-slim

current-bullseye current-bookworm-slim current-bookworm

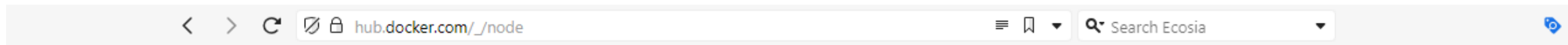
current-alpine3.20 current-alpine3.19 current-alpine

To download an image we “PULL” it using the command

docker pull node

Copy

Docker Parent Image Details



Quick reference

- Maintained by:
[The Node.js Docker Team](#)
- Where to get help:
[the Docker Community Slack](#), [Server Fault](#), [Unix & Linux](#), or [Stack Overflow](#)

Clicking on the image reveals more details such as **TAGS**

Supported tags and respective Dockerfile links

- [22-alpine3.19](#) , [22.7-alpine3.19](#) , [22.7.0-alpine3.19](#) , [alpine3.19](#) , [current-alpine3.19](#)
- [22-alpine](#) , [22-alpine3.20](#) , [22.7-alpine](#) , [22.7-alpine3.20](#) , [22.7.0-alpine](#) , [22.7.0-alpine3.20](#) , [alpine](#) , [alpine3.20](#) , [current-alpine](#) , [current-alpine3.20](#)
- [22](#) , [22-bookworm](#) , [22.7](#) , [22.7-bookworm](#) , [22.7.0](#) , [22.7.0-bookworm](#) , [bookworm](#) , [current](#) , [current-bookworm](#) , [latest](#)
- [22-bookworm-slim](#) , [22-slim](#) , [22.7-bookworm-slim](#) , [22.7-slim](#) , [22.7.0-bookworm-slim](#) , [22.7.0-slim](#) , [bookworm-slim](#) , [current-bookworm-slim](#) , [current-slim](#) , [slim](#)
- [22-bullseye](#) , [22.7-bullseye](#) , [22.7.0-bullseye](#) , [bullseye](#) , [current-bullseye](#)
- [22-bullseye-slim](#) , [22.7-bullseye-slim](#) , [22.7.0-bullseye-slim](#) , [bullseye-slim](#) , [current-bullseye-slim](#)
- [20-alpine3.19](#) , [20.17-alpine3.19](#) , [20.17.0-alpine3.19](#) , [iron-alpine3.19](#) , [lts-](#)

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[current-bullseye](#) [current-bookworm-slim](#) [current-bookworm](#)
[current-alpine3.20](#) [current-alpine3.19](#) [current-alpine](#)

About Official Images

Docker Official Images are a curated set of Docker open source and drop-in solution repositories.

Why Official Images?

These images have clear documentation, promote best practices, and are designed for the most common use cases.

Docker Pull command

```
PS C:\Users\ellio> docker pull node
Using default tag: latest
latest: Pulling from library/node
903681d87777: Pull complete
3cbbe86a28c2: Pull complete
6ed93aa58a52: Pull complete
787c78da4383: Pull complete
436462401185: Pull complete
d59df365b3bf: Pull complete
24505dd295d9: Pull complete
cafde2261323: Pull complete
Digest:
sha256:54b7a9a6bb4ebfb623b5163581426b83f0a
b39292e4df2c808ace95ab4cba94f
Status: Downloaded newer image for
node:latest
docker.io/library/node:latest
PS C:\Users\ellio>
```

Tags are optional parameters that specify things such as the version of the image and the underlying Linux distribution.




For example we could choose Node version 18 running on alpine (alpine is a light weight Linux distro). This would give us the optional parameters of "18.20.4-alpine".

It is always better to specify the version of the image otherwise Docker hub will download the latest version (default tag).

Docker commands are run in a terminal, i.e. PowerShell. Note that it does not matter where we do the pull from (in this case C:/users/Ellio>) because docker will store the image in a special place.

Docker Hub Images

The screenshot shows the Docker Desktop interface. On the left sidebar, the 'Images' tab is selected and highlighted with a red box. The main panel displays the 'Images' section with tabs for 'Local' and 'Hub'. Below the tabs, it shows '0 Bytes / 0 Bytes in use' and '1 images'. A search bar and filter icons are present. A table lists the images:

<input type="checkbox"/>	Name	Tag	Status	Created	Size	Actions
<input type="checkbox"/>	node 675eb396b32b	latest	Unused	12 days ago	1.11 GB	  

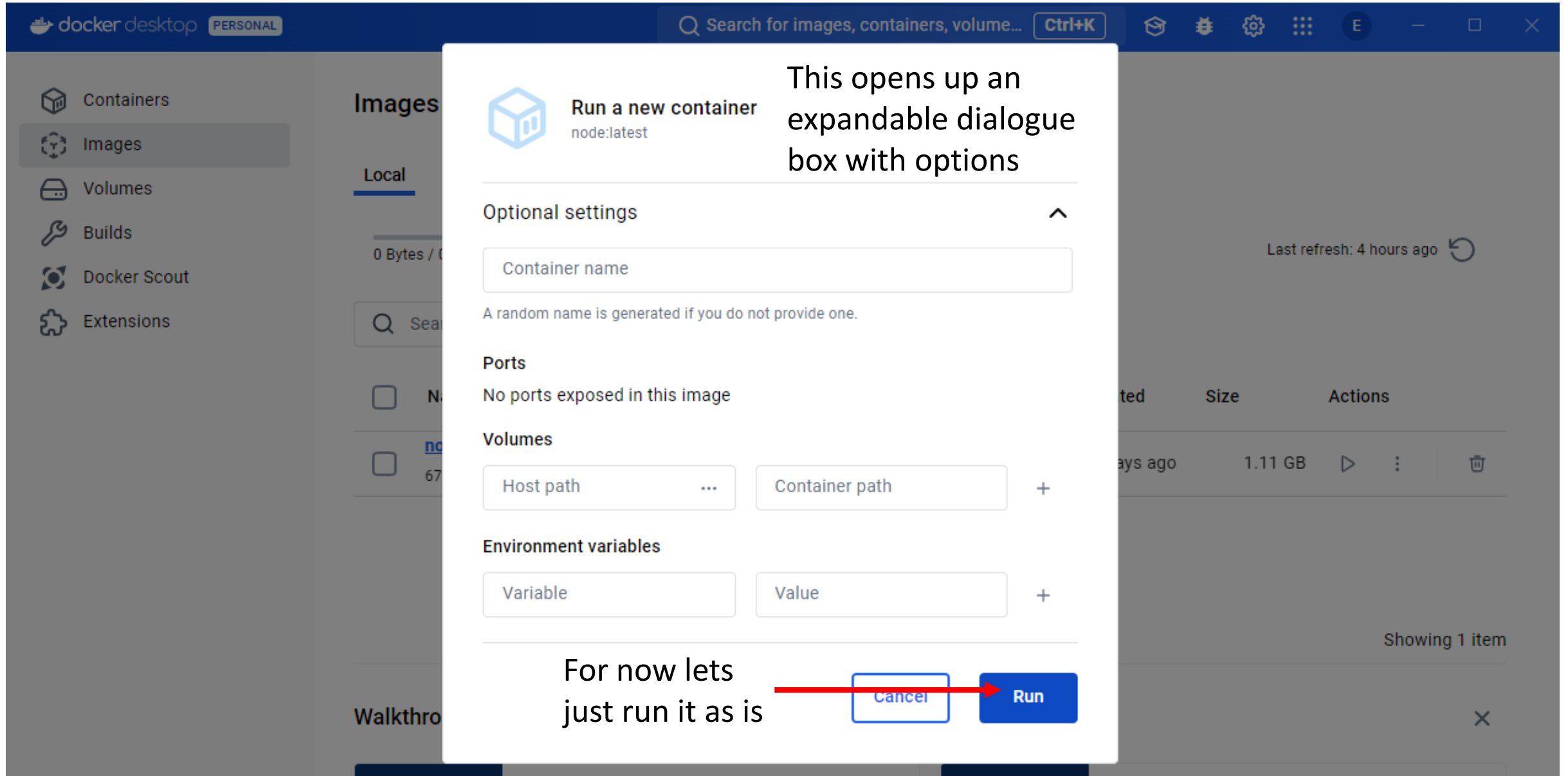
A red box highlights the entire row for the 'node' image. A red arrow points from the text 'Note that the tag is **latest**' to the 'latest' tag. Another red arrow points from the text 'Clicking the play button will run the image creating a container' to the play button. A 'Run' tooltip is visible below the play button.

Note that the tag is **latest**

Clicking the play button will run the image creating a container

Showing 1 item

Run Docker Image



The screenshot shows the Docker Desktop application window. The left sidebar contains navigation icons for Containers, Images, Volumes, Builds, Docker Scout, and Extensions. The main area displays the 'Images' section with a 'Local' tab. A modal dialog box titled 'Run a new container' is open, showing options for running a container from the 'node:latest' image. The dialog includes sections for 'Optional settings', 'Ports', 'Volumes', and 'Environment variables'. At the bottom of the dialog, there are 'Cancel' and 'Run' buttons. A red arrow points from the text 'For now lets just run it as is' to the 'Run' button.

Run a new container
node:latest

This opens up an expandable dialogue box with options

Optional settings

Container name

A random name is generated if you do not provide one.

Ports
No ports exposed in this image

Volumes

Host path ... Container path +

Environment variables

Variable Value +

For now lets just run it as is

Cancel Run

Run Docker image Container

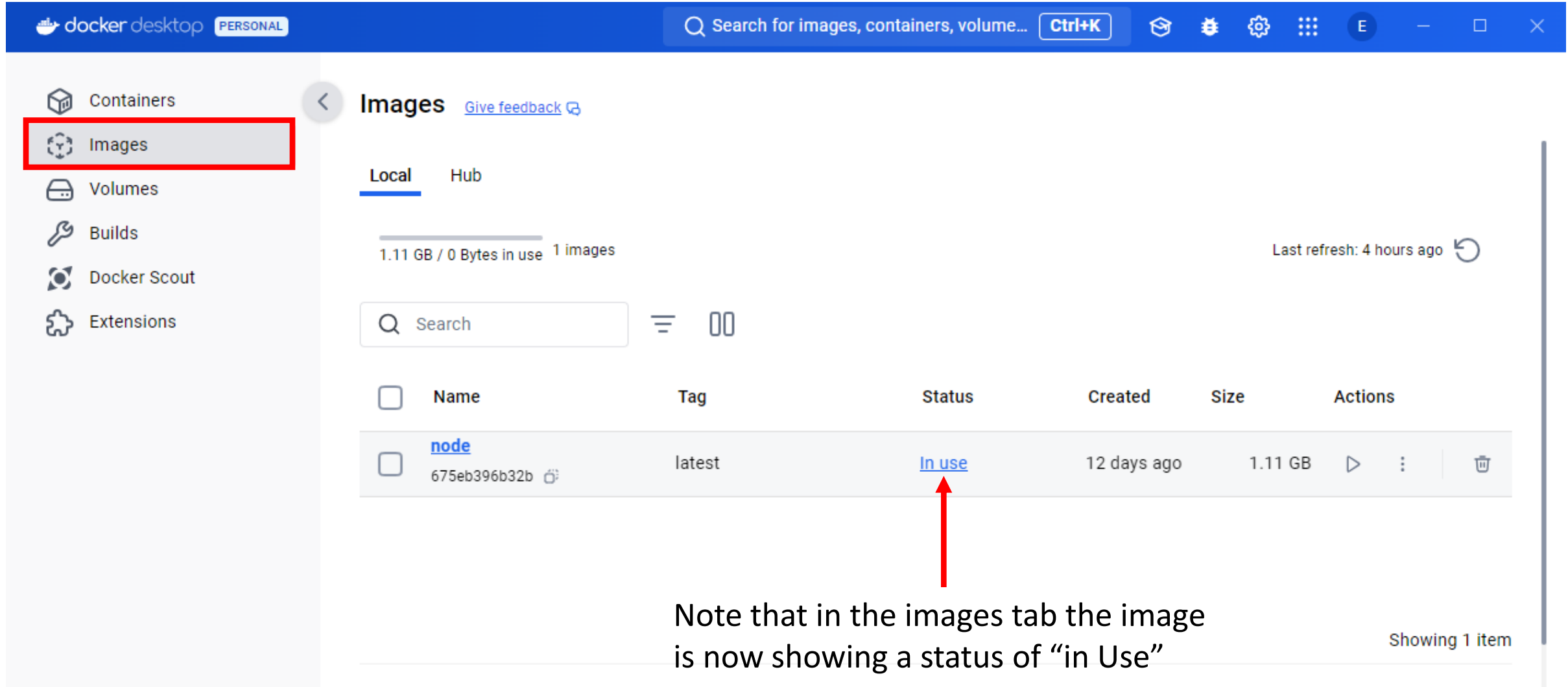
The screenshot shows the Docker Desktop interface. On the left, the 'Containers' tab is selected and highlighted with a red box. The main area displays the 'Containers' view, which includes a search bar, a toggle for 'Only show running containers', and a table of containers. The table has columns for Name, Image, Status, Port(s), CPU (%), Last started, and Actions. A single container is listed, highlighted with a red box. A red arrow points from the text below to the container's name 'vigilant_w'.

	Name	Image	Status	Port(s)	CPU (%)	Last started	Actions
<input type="checkbox"/>	vigilant_w ae52ca59f2	node:latest	Exited		N/A	4 seconds ago	

Showing 1 item

In the containers tab we can see that the Node image is running and that Docker has given it a name

Docker desktop Image status

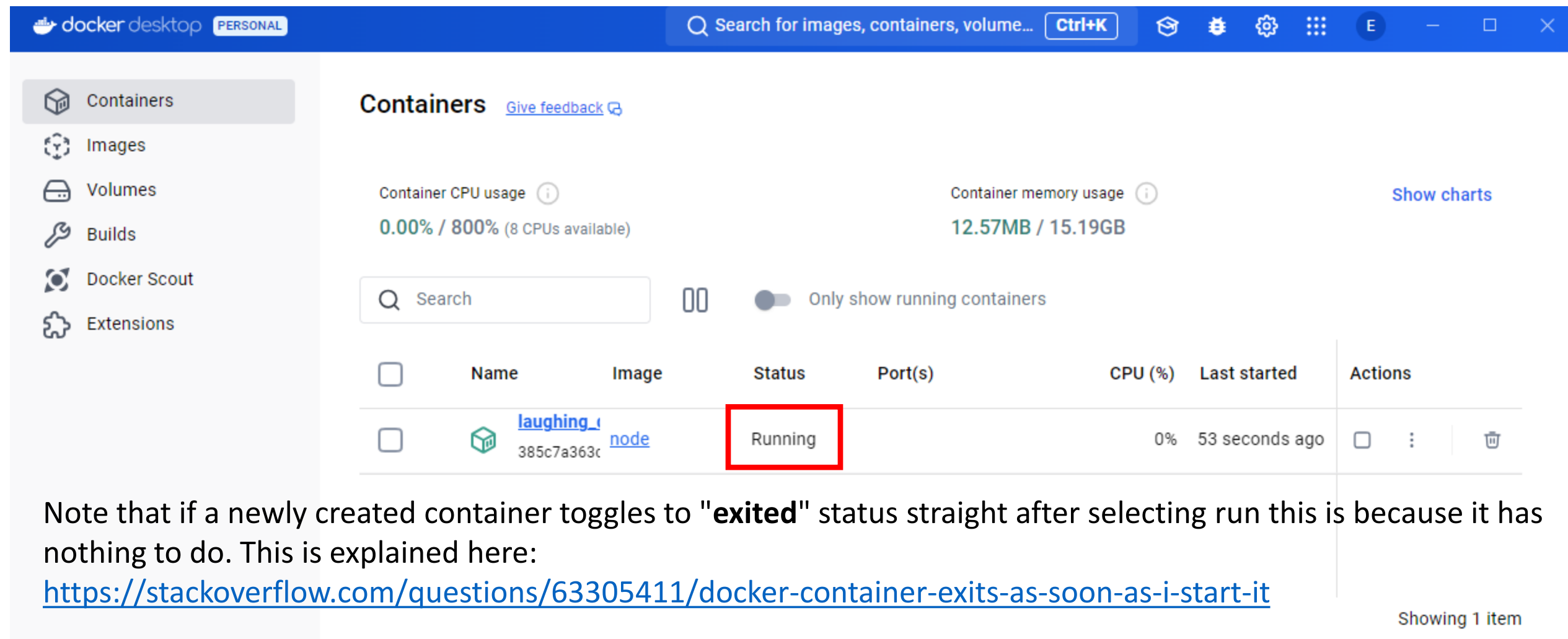


The screenshot shows the Docker Desktop interface. On the left sidebar, the 'Images' tab is highlighted with a red rectangle. The main panel displays the 'Images' tab with a search bar and a table of images. The table has columns: Name, Tag, Status, Created, Size, and Actions. A single image is listed with the name 'node' (ID: 675eb396b32b), tag 'latest', and status 'In use'. A red arrow points to the 'In use' status text. The top of the interface shows the 'docker desktop' logo, a 'PERSONAL' badge, a search bar, and various icons. The bottom right corner indicates 'Showing 1 item'.




Name	Tag	Status	Created	Size	Actions
node 675eb396b32b	latest	In use	12 days ago	1.11 GB	

Note that in the images tab the image is now showing a status of “in Use”

Docker exited status



The screenshot shows the Docker Desktop interface. The left sidebar contains navigation options: Containers, Images, Volumes, Builds, Docker Scout, and Extensions. The main area displays the 'Containers' tab with a search bar and a toggle for 'Only show running containers'. Below this is a table of containers. The first container, named 'laughing_1' with ID '385c7a363c', is in the 'Running' status, which is highlighted with a red box. The table also shows CPU usage (0%), memory usage (12.57MB / 15.19GB), and the time it was last started (53 seconds ago). A 'Show charts' link is visible in the top right.

Name	Image	Status	Port(s)	CPU (%)	Last started	Actions
laughing_1	node	Running		0%	53 seconds ago	  

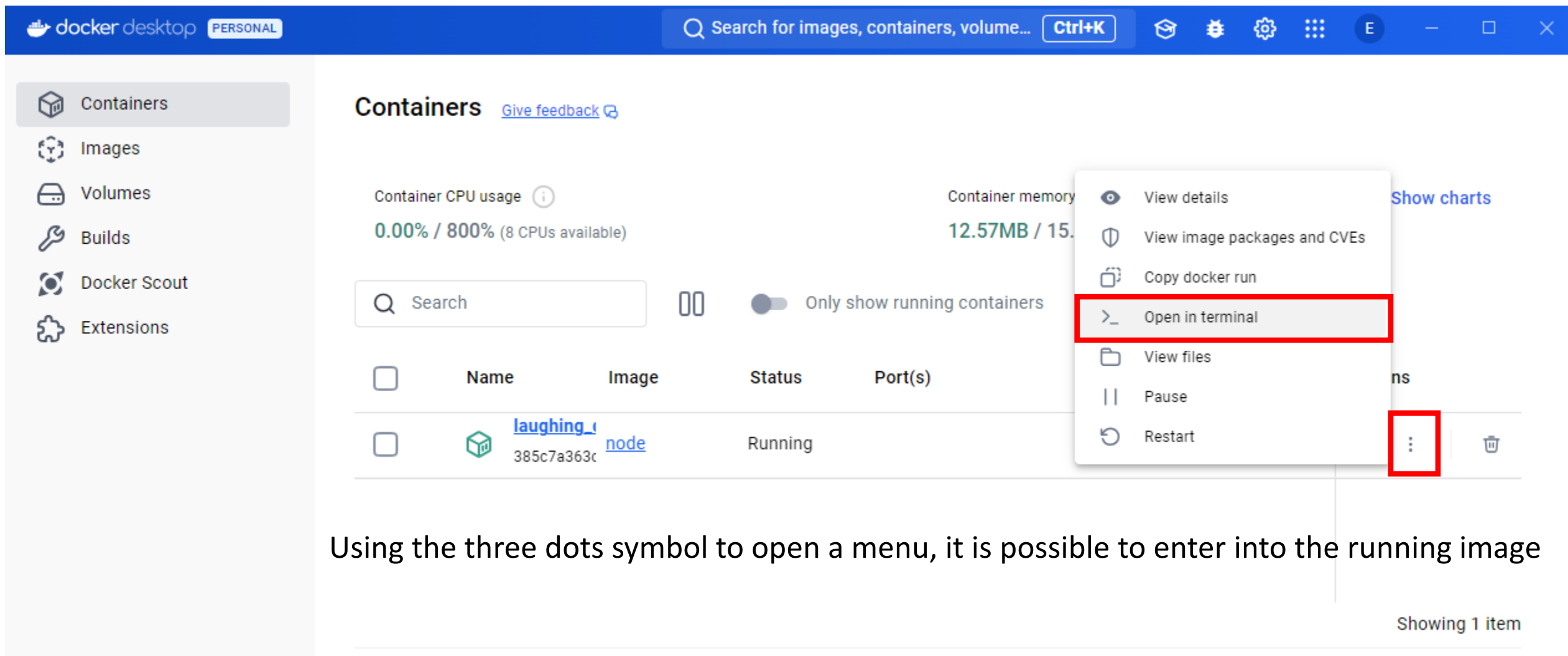
Showing 1 item

Note that if a newly created container toggles to "**exited**" status straight after selecting run this is because it has nothing to do. This is explained here:

<https://stackoverflow.com/questions/63305411/docker-container-exits-as-soon-as-i-start-it>

To get it to remain running use the command `docker run -d -it node:<node version>` which will create a new container which will stay running. the old container can be deleted.

CLI to Running Container



The screenshot shows the Docker Desktop interface. The left sidebar contains navigation options: Containers, Images, Volumes, Builds, Docker Scout, and Extensions. The main area displays the 'Containers' tab with a search bar and a toggle for 'Only show running containers'. A table lists the running containers:

	Name	Image	Status	Port(s)
<input type="checkbox"/>	laughing_1	node	Running	

Below the table, it indicates 'Showing 1 item'. A context menu is open over the container, listing actions: View details, View image packages and CVEs, Copy docker run, Open in terminal (highlighted), View files, Pause, and Restart. The three dots menu icon is also highlighted.

Using the three dots symbol to open a menu, it is possible to enter into the running image

CLI commands in Docker image OS and application

The screenshot shows the Docker Desktop interface. On the left is a sidebar with navigation options: Containers, Images, Volumes, Builds, Docker Scout, and Extensions. The main area displays details for a container named 'laughing_davinci' (ID: 385c7a363cf8). The container is running a 'node' image. The 'Exec' tab is selected, showing a terminal window. The terminal output shows the results of running 'ls' (listing Linux files) and 'node' (starting the Node.js REPL). A red box highlights the terminal content, and two red arrows point to the 'node' command input and the 'ls' command output.

laughing_davinci
node
385c7a363cf8

STATUS
Running (12 minutes ago)

Logs Inspect Bind mounts Exec Files Stats

Docker Debug brings the tools you need to debug your container with one click.
Requires a paid Docker subscription. [Learn more.](#) Upgrade

```
ls  
bin boot dev etc home lib lib64 media mnt opt proc root run sbin srv sys tmp usr var  
  
node  
Welcome to Node.js v22.7.0.  
Type ".help" for more information.  
5 + 10  
5
```

If I type Node I can enter into the node app and run commands. For example 10 + 5.

Here I can use Linux commands. For example a LS will show the files of the Linux OS.

#4 Dockerfile

What is a Dockerfile?

How to create a Dockerfile

Install VS Code Docker extensions

Create a Dockerfile (1)

Create a Dockerfile (2)

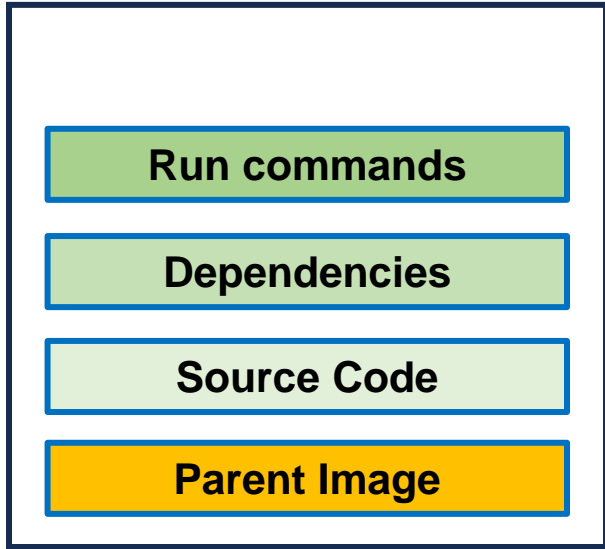
Create a Dockerfile (3)

Create a Dockerfile (4)

Create an Image with Dockerfile

Verify Image in docker desktop

What is a Dockerfile?



The unzipped folder of the lesson App can be opened in VS Code

Docker images are made up of different layers consisting first of a parent image with layers on top that customise the image to do what we want.

To do this we need to create a Dockerfile which is like a set of instructions to docker on how to create these layers on an image.

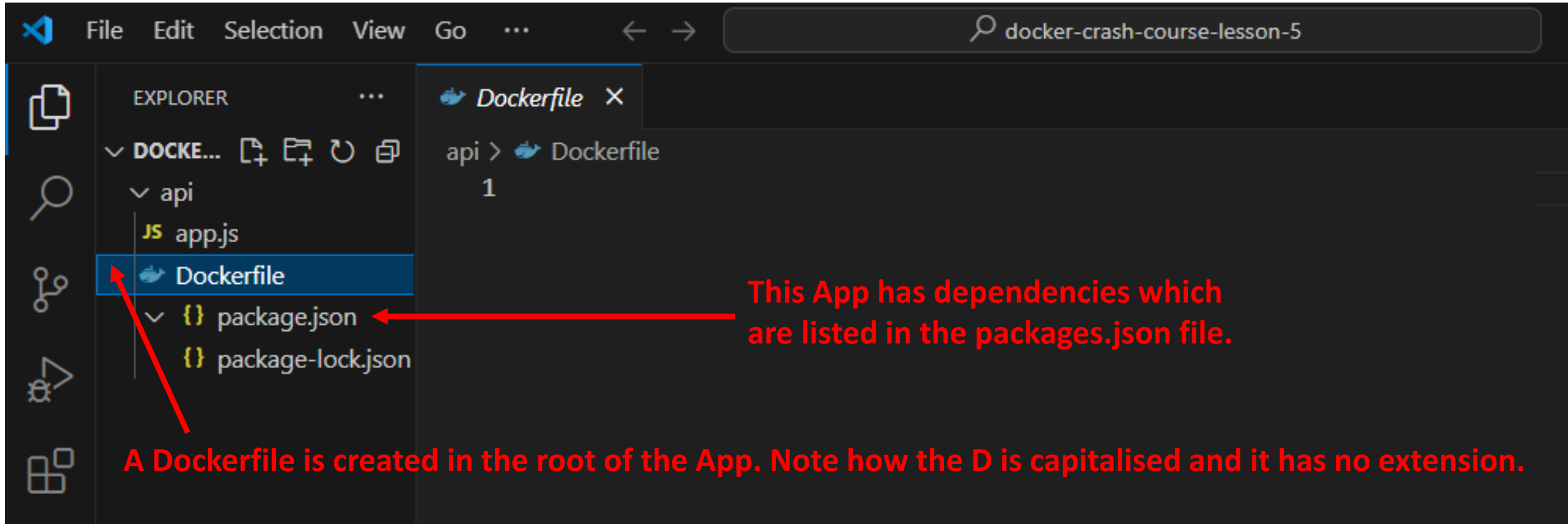
The dockerfile is a file that instructs Docker how to create the image. It is like a set of instructions on how to create the image.

To continue we need to download the sample node app where this lesson is in branch 5. <https://github.com/iamshaunjp/docker-crash-course/tree/lesson-5>

A screenshot of the Visual Studio Code editor interface. The Explorer panel on the left shows a file tree with a folder named 'DOCKE...' containing files 'app.js', 'Dockerfile', 'package.json', and 'package-lock.json'. The 'Dockerfile' file is selected and its content is displayed in the main editor area. The Dockerfile content is as follows:

```
api > Dockerfile
1 FROM node:17-alpine
2
3 WORKDIR /app
4
5 COPY . .
6
7 RUN npm install
8
9 EXPOSE 4000
10 # required for docker desktop port mapping
11
12 CMD ["node", "app.js"]
```

How to create a Dockerfile



Install VS Code Docker extensions

The screenshot shows the Visual Studio Code interface with the Docker extension being installed. The interface is in dark theme. The top bar shows the menu (File, Edit, Selection, View, Go) and a search bar containing 'docker-crash-course-lesson-5'. The left sidebar has the 'EXTENSIONS' view active, showing a list of Docker-related extensions. The main editor area displays the details for the 'Docker' extension by Microsoft.

1. The Extensions view icon (four squares) in the left sidebar is highlighted with a red box.

2. The search bar in the Extensions view is highlighted with a red box, containing the text 'Docker'.

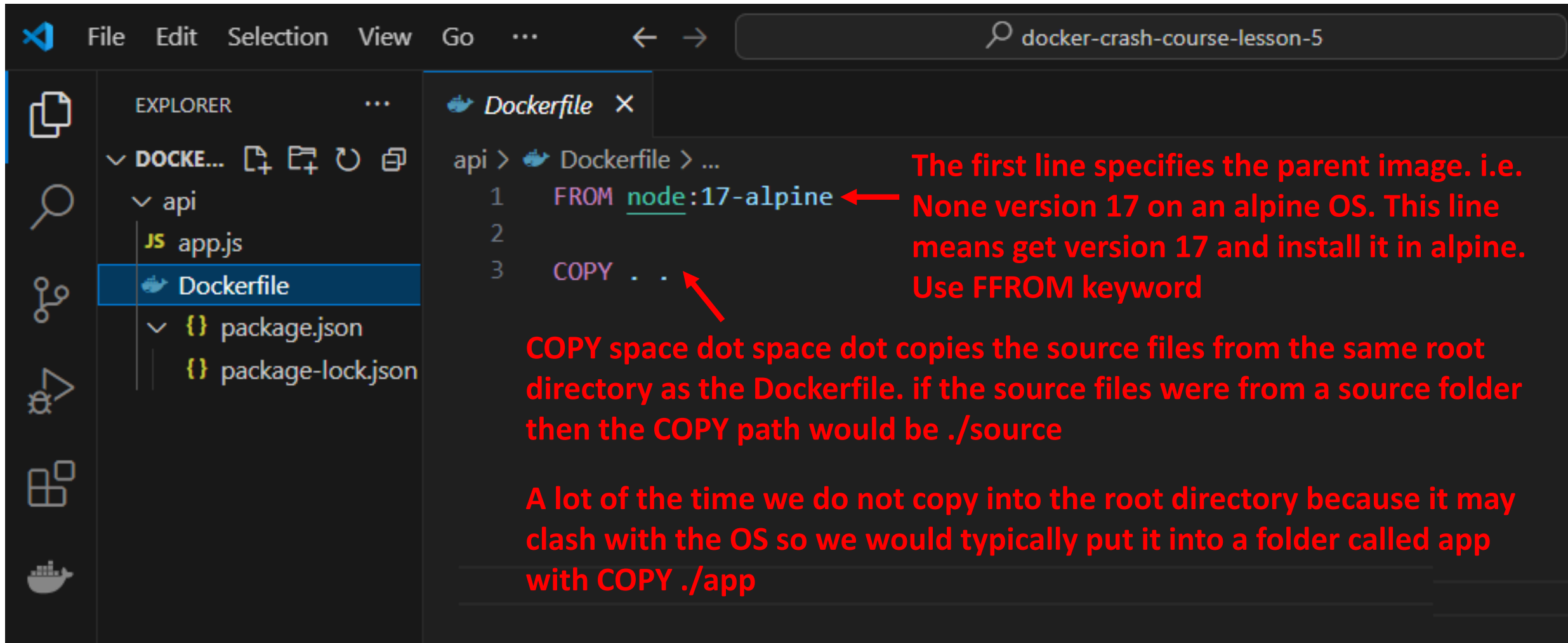
3. The 'Docker' extension by Microsoft is highlighted with a red box in the list. It shows 36.9M downloads and an 'Install' button.

4. The 'Install' button for the 'Docker' extension in the main editor area is highlighted with a red box.

The main editor area shows the 'Docker' extension details, including the Docker logo, version 'v1.29.2', and a description: 'Makes it easy to create, manage, and debug containerized applications.' The 'Install' button is highlighted with a red box. Below the description, there are tabs for 'DETAILS', 'FEATURES', 'CHANGELOG', and 'DEPENDENCIES'. The 'DETAILS' tab is selected, showing 'Docker for Visual Studio Code' with a note 'version rate limited by upstream service' and 'installs 37M'. A description follows: 'The Docker extension makes it easy to build, manage, and deploy containerized applications from Visual Studio Code. It also provides one-click debugging of Node.js, Python, and .NET inside a container.' Below this is a preview of the Dockerfile editor.

The right sidebar shows 'Categories' (Programming Languages, Linters, Azure) and 'Resources' (Marketplace, Issues, Repository, License).

Create a Dockerfile (1)



The screenshot shows the Visual Studio Code interface with a Dockerfile open in the editor. The Explorer sidebar on the left shows a project structure with a folder named 'api' containing 'app.js', 'Dockerfile', 'package.json', and 'package-lock.json'. The Dockerfile in the editor has the following content:

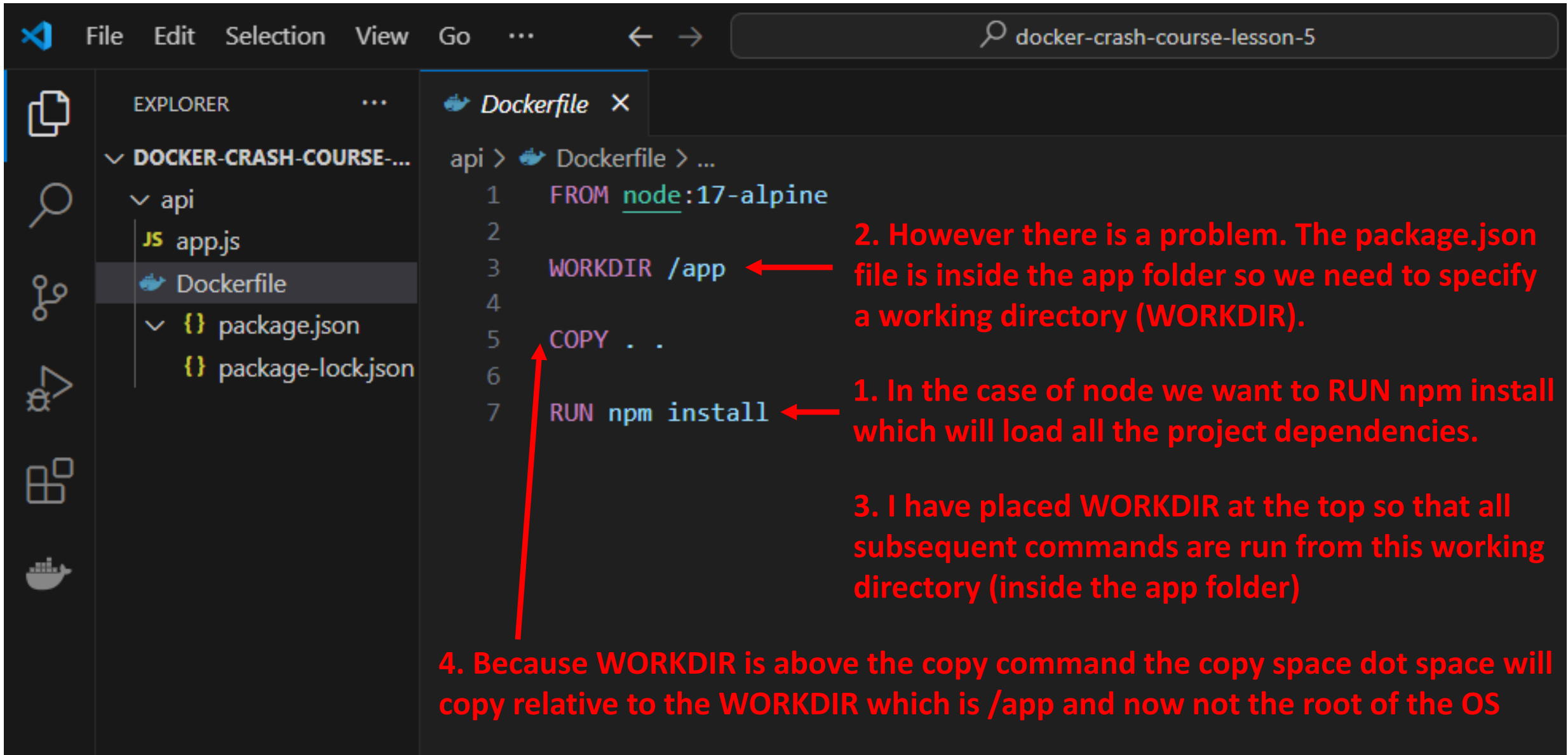
```
api > Dockerfile > ...  
1 FROM node:17-alpine  
2  
3 COPY . .
```

Annotations in red text explain the Dockerfile instructions:

- FROM node:17-alpine**: The first line specifies the parent image. i.e. None version 17 on an alpine OS. This line means get version 17 and install it in alpine. Use FFROM keyword
- COPY . .**: COPY space dot space dot copies the source files from the same root directory as the Dockerfile. if the source files were from a source folder then the COPY path would be ./source

A lot of the time we do not copy into the root directory because it may clash with the OS so we would typically put it into a folder called app with COPY ./app

Create a Dockerfile (2)



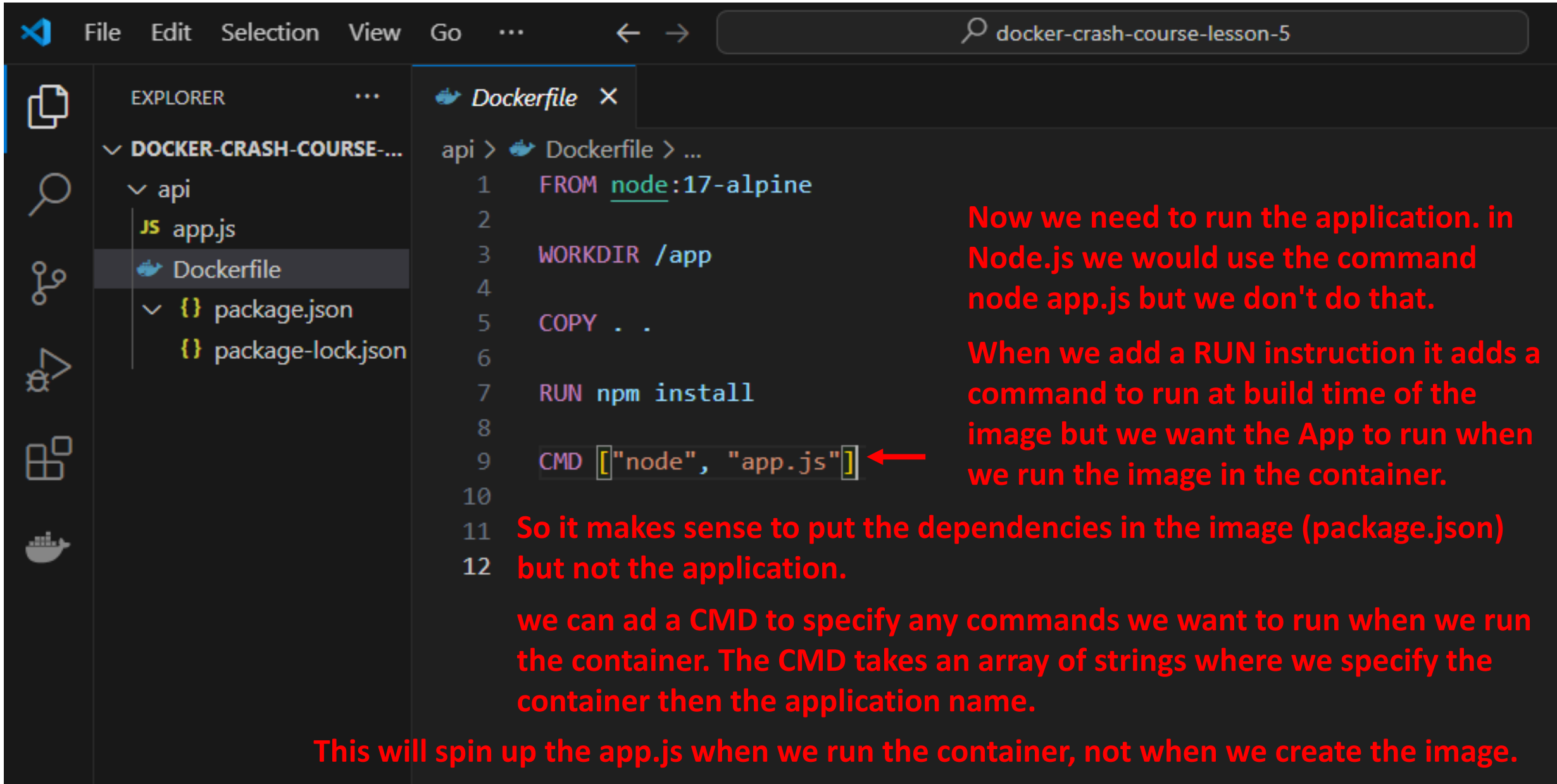
The screenshot shows the Visual Studio Code interface with a Dockerfile open in the editor. The Explorer sidebar on the left shows the project structure: a folder named 'DOCKER-CRASH-COURSE-...' containing a subfolder 'api'. Inside 'api', there are files 'app.js', 'Dockerfile', 'package.json', and 'package-lock.json'. The Dockerfile in the editor contains the following content:

```
api > Dockerfile > ...
1 FROM node:17-alpine
2
3 WORKDIR /app
4
5 COPY . .
6
7 RUN npm install
```

Four red annotations with arrows point to specific lines in the Dockerfile:

- Annotation 1 points to line 7: **1. In the case of node we want to RUN npm install which will load all the project dependencies.**
- Annotation 2 points to line 3: **2. However there is a problem. The package.json file is inside the app folder so we need to specify a working directory (WORKDIR).**
- Annotation 3 points to line 3: **3. I have placed WORKDIR at the top so that all subsequent commands are run from this working directory (inside the app folder)**
- Annotation 4 points to line 5: **4. Because WORKDIR is above the copy command the copy space dot space will copy relative to the WORKDIR which is /app and now not the root of the OS**

Create a Dockerfile (3)



The screenshot shows the Visual Studio Code interface with a Dockerfile being edited. The Explorer sidebar on the left shows a project structure with a folder named 'api' containing 'app.js', 'Dockerfile', 'package.json', and 'package-lock.json'. The Dockerfile content is visible in the editor, and red text annotations explain the purpose of the CMD instruction.

```
api > Dockerfile > ...
1  FROM node:17-alpine
2
3  WORKDIR /app
4
5  COPY . .
6
7  RUN npm install
8
9  CMD ["node", "app.js"]
```

Now we need to run the application. in Node.js we would use the command `node app.js` but we don't do that.

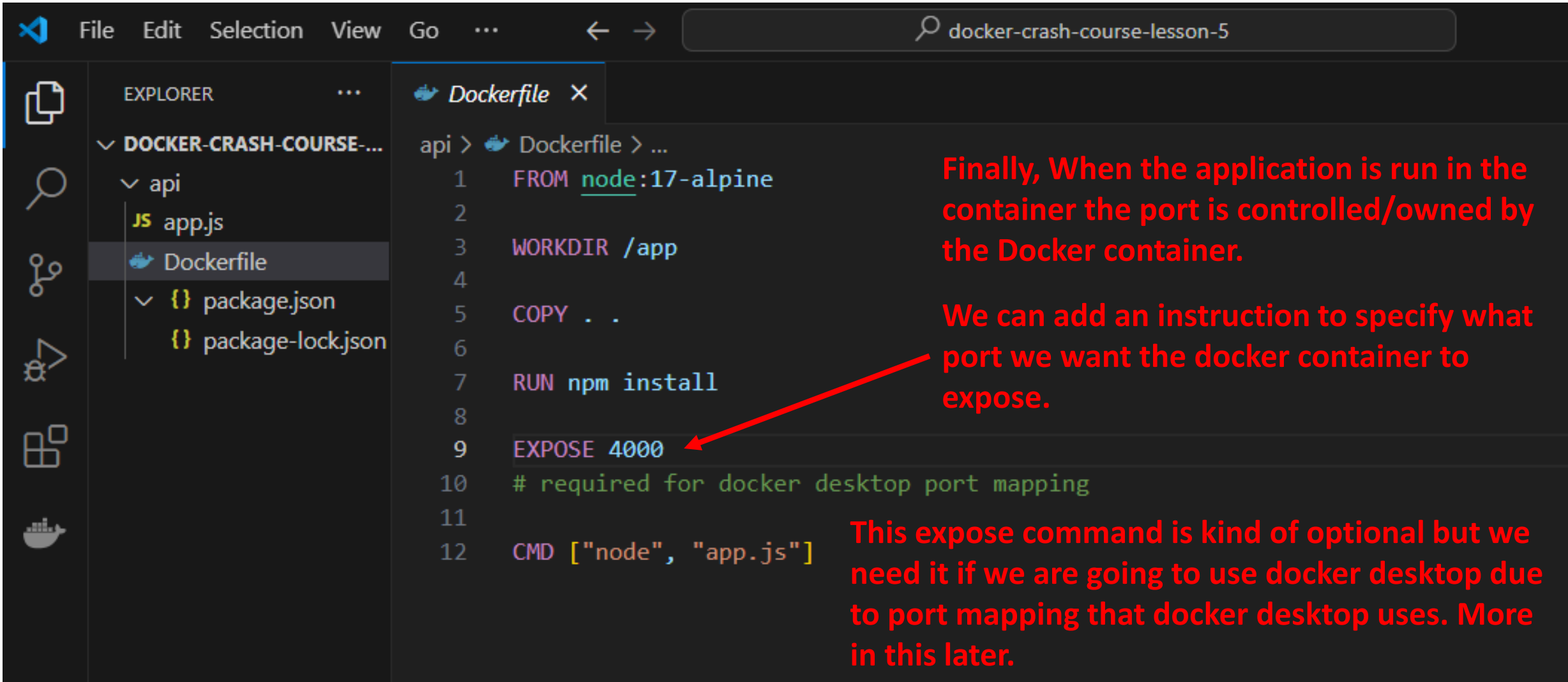
When we add a RUN instruction it adds a command to run at build time of the image but we want the App to run when we run the image in the container.

So it makes sense to put the dependencies in the image (package.json) but not the application.

we can ad a CMD to specify any commands we want to run when we run the container. The CMD takes an array of strings where we specify the container then the application name.

This will spin up the app.js when we run the container, not when we create the image.

Create a Dockerfile (4)



The screenshot shows the Visual Studio Code interface with a Dockerfile being edited. The Explorer sidebar on the left shows the project structure: a folder named 'DOCKER-CRASH-COURSE-...' containing a subfolder 'api'. Inside 'api', there are files 'app.js', 'Dockerfile', 'package.json', and 'package-lock.json'. The 'Dockerfile' is selected and open in the editor. The editor shows the following content:

```
api > Dockerfile > ...
1 FROM node:17-alpine
2
3 WORKDIR /app
4
5 COPY . .
6
7 RUN npm install
8
9 EXPOSE 4000
10 # required for docker desktop port mapping
11
12 CMD ["node", "app.js"]
```

Three red annotations are present:

- Finally, When the application is run in the container the port is controlled/owned by the Docker container.**
- We can add an instruction to specify what port we want the docker container to expose.** (An arrow points from this text to the `EXPOSE 4000` line in the Dockerfile.)
- This expose command is kind of optional but we need it if we are going to use docker desktop due to port mapping that docker desktop uses. More in this later.**

Create an Image with Dockerfile

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-5/api
$ ls
app.js  Dockerfile  package.json  package-lock.json
```

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-5/api
$ docker build -t myapp .
[+] Building 16.4s (10/10) FINISHED                                docker:desktop-linux
=> [internal] load build definition from Dockerfile                0.1s
=> => transferring dockerfile: 180B                                0.0s
=> [internal] load metadata for docker.io/library/node:17-alpine  1.8s
=> [auth] library/node:pull token for registry-1.docker.io        0.0s
=> [internal] load .dockerignore                                    0.1s
=> => transferring context: 2B                                       0.0s
=> [1/4] FROM docker.io/library/node:17-alpine@sha256:76e638eb0d73ac5f0b76d70df3ce1ddad941ac63595d44092b625e2c  5.6s
=> => resolve docker.io/library/node:17-alpine@sha256:76e638eb0d73ac5f0b76d70df3ce1ddad941ac63595d44092b625e2c  0.1s
=> => sha256:1bedfac31d6a1e001d4e5d45ea1aba8f53e5f54b5555ce2c415a65a7041b074f 45.89MB / 45.89MB  1.9s
=> => sha256:76e638eb0d73ac5f0b76d70df3ce1ddad941ac63595d44092b625e2cd557ddbf 1.43kB / 1.43kB  0.0s
=> => sha256:c7bde48048debf58dba50f8d2ba674854bdf7dfc8c43bd468f19a5212facfdbe 1.16kB / 1.16kB  0.0s
=> => sha256:57488723f0872b65eb586f4fde54d5c25c16cde94da3bde8b338cf2af2aceb1c 6.67kB / 6.67kB  0.0s
=> => sha256:6463b5f3dbb1d524374fd51f430ea4837e794edd1c508bad449f93a86be57ccb 2.34MB / 2.34MB  1.4s
=> => sha256:df9b9388f04ad6279a7410b85cedfdcb2208c0a003da7ab5613af71079148139 2.81MB / 2.81MB  1.9s
=> => sha256:885e68a88c76f90ebf7b390469107ac661410a590df8939c237fa720ca91efb3 451B / 451B  1.6s
=> => extracting sha256:df9b9388f04ad6279a7410b85cedfdcb2208c0a003da7ab5613af71079148139 0.1s
=> => extracting sha256:1bedfac31d6a1e001d4e5d45ea1aba8f53e5f54b5555ce2c415a65a7041b074f 2.5s
=> => extracting sha256:6463b5f3dbb1d524374fd51f430ea4837e794edd1c508bad449f93a86be57ccb 0.1s
=> => extracting sha256:885e68a88c76f90ebf7b390469107ac661410a590df8939c237fa720ca91efb3 0.0s
=> [internal] load build context                                    0.1s
=> => transferring context: 34.25kB                                  0.0s
=> [2/4] WORKDIR /app                                              4.9s
=> [3/4] COPY . .                                                  0.2s
=> [4/4] RUN npm install                                           3.2s
=> exporting to image                                              0.3s
=> => exporting layers                                             0.2s
=> => writing image sha256:25ae2bdc48f6e54e0441b7ed7fa37e2ea4b3cdc4446059fdc05c99f2f9b879db 0.0s
=> => naming to docker.io/library/myapp                             0.0s
```

View build details: [docker-desktop://dashboard/build/desktop-linux/desktop-linux/wxcrb93b81hv27ug6lw7wvb2a](https://desktop.docker.com/en-us/otherbuilds/desktop-builds)

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-5/api
```

From the VS code terminal (view -> terminal) I can ensure I am in the directory where the Dockerfile is located and run the command **docker build -t myapp .** Where:


-t is adding a tag of a custom name

. note that the dot at the end of the command is a relative path to the Dockerfile.

Note that in the terminal you see the build process of the image where **each line** is essentially a new layer being added.





Verify Image in docker desktop


Note that the build image process does not add any additional files to the VS code folder because it is created within Docker


 docker desktop


PERSONAL


Search for images, containers, volume... Ctrl+K


    E — □ ×


 Containers


 Images

 Volumes

 Builds


 Docker Scout


 Extensions



 Images [Give feedback](#)









Local Hub

1.11 GB / 0 Bytes in use 2 images

Last refresh: 7 hours ago 

 Search

<input type="checkbox"/>	Name	Tag	Status	Created	Size	Actions
<input type="checkbox"/>	myapp 25ae2bdc48f6 	latest	Unused	6 minutes ago	173.37 MB	  
<input type="checkbox"/>	node 675eb396b32b 	latest	In use	12 days ago	1.11 GB	  

Showing 2 items

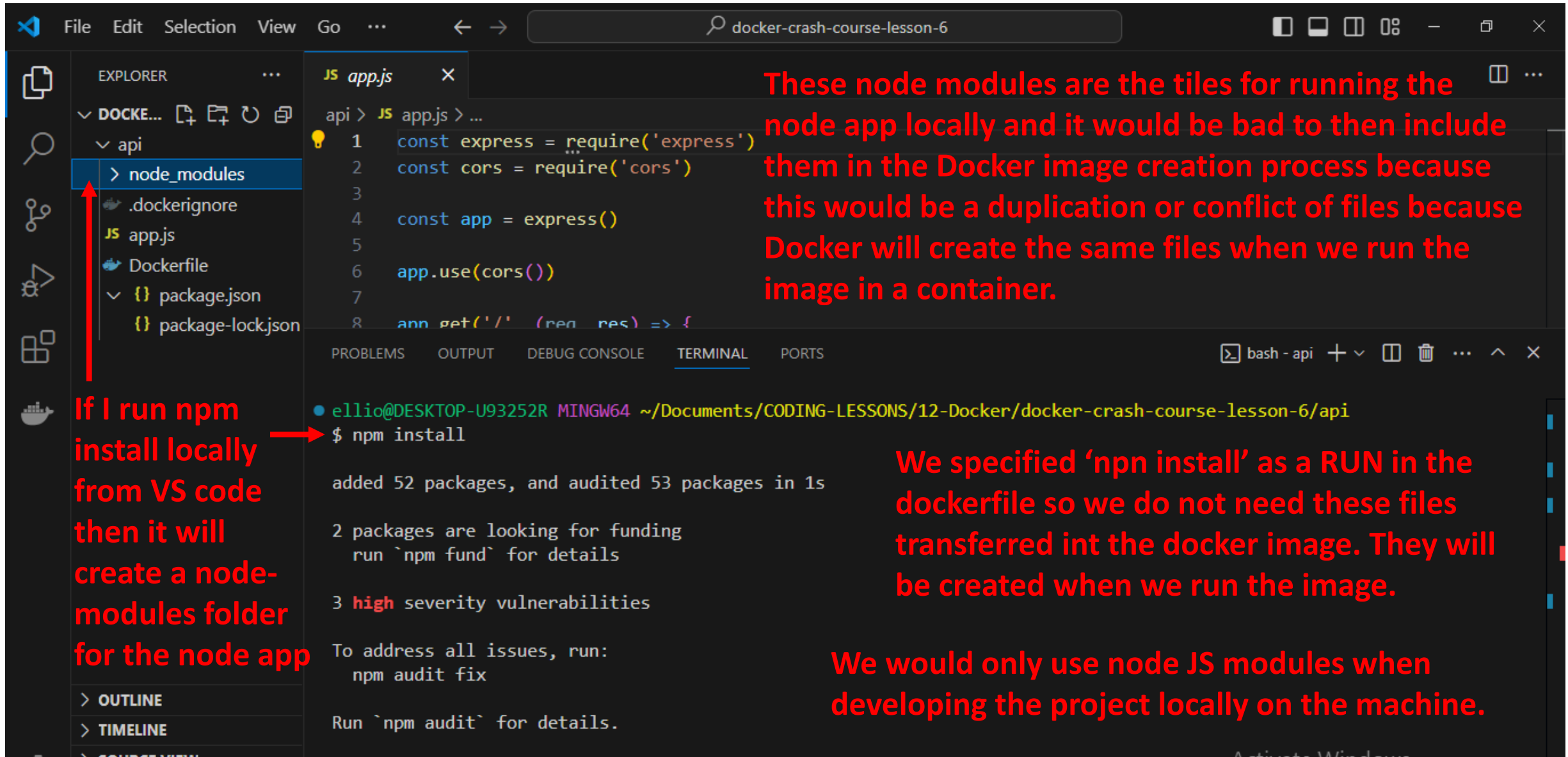
In Docker Desktop we can see the new image has been created with the custom name of myapp that we assigned using the `-t` tagging.

#5 Dockerignore

[Why use Dockerignore?](#)

[Dockerignore file](#)

Why use Dockerignore?



The screenshot shows a VS Code editor with a project named 'docker-crash-course-lesson-6'. The Explorer view on the left shows the file structure, with the 'node_modules' folder highlighted. The main editor shows the 'app.js' file with the following code:

```
1 const express = require('express')
2 const cors = require('cors')
3
4 const app = express()
5
6 app.use(cors())
7
8 app.get('/', (req, res) => {
```

The terminal at the bottom shows the output of the command `$ npm install`:

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6/api
$ npm install

added 52 packages, and audited 53 packages in 1s

2 packages are looking for funding
  run `npm fund` for details

3 high severity vulnerabilities

To address all issues, run:
  npm audit fix

Run `npm audit` for details.
```

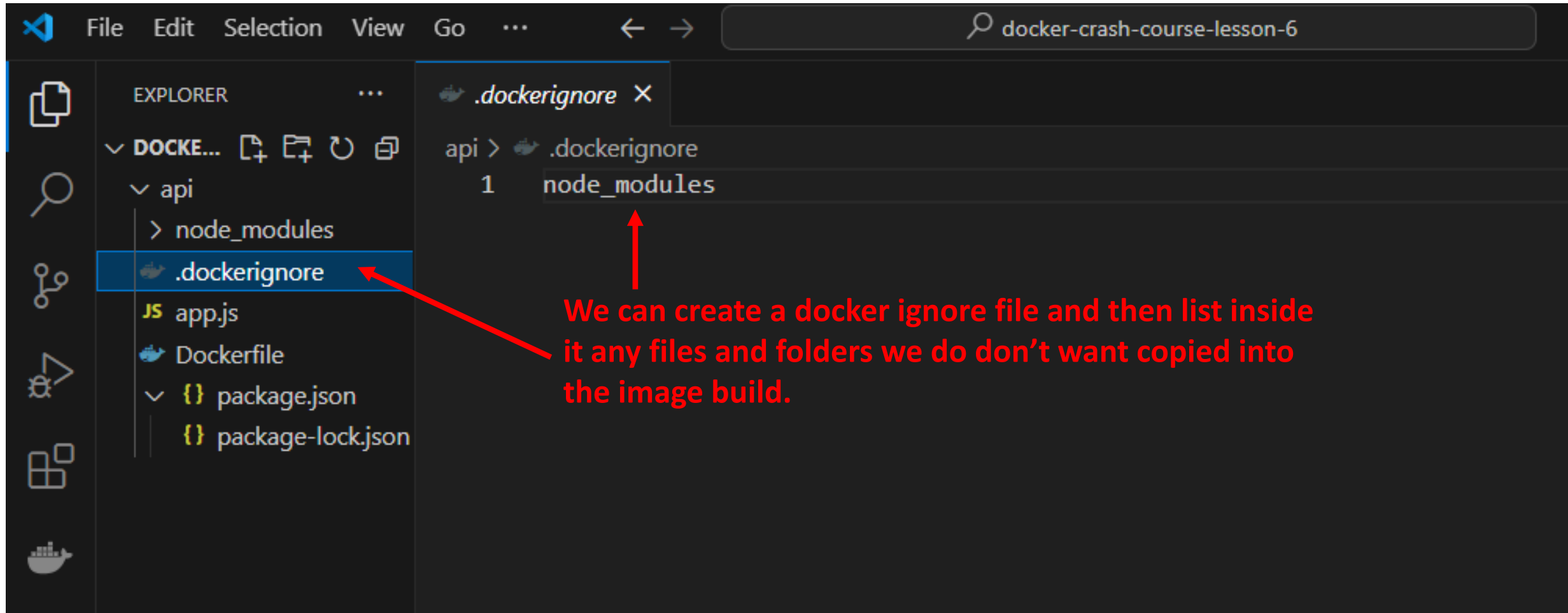
These node modules are the tiles for running the node app locally and it would be bad to then include them in the Docker image creation process because this would be a duplication or conflict of files because Docker will create the same files when we run the image in a container.

If I run npm install locally from VS code then it will create a node-modules folder for the node app

We specified 'npm install' as a RUN in the dockerfile so we do not need these files transferred into the docker image. They will be created when we run the image.

We would only use node JS modules when developing the project locally on the machine.

Dockerignore file



#6 Starting & Stopping containers

[Optional parameters when starting a container](#)

[open running container in the browser](#)

[Stopping a container in Docker Desktop](#)

[running container in the browser](#)

[Start Container From Terminal](#)

[Show active Docker processes](#)

[Stop Container Process from Terminal](#)

[Start Container with Port Mapping](#)

[Docker ps command](#)

[Docker ps -a command](#)

[Restart an existing container](#)

Optional parameters when starting a container

Because when we created the Dockerfile with an EXPOSE port 5000 instruction we can map any host port to this exposed port. i.e. 5000 or 4000 etc

if I was to visit local port 4000 in the browser then it would not reach our container unless I map the docker exposed container port to a local host. If I add this mapping in then it maps the browser port to the docker container port.

Run a new container
myapp:latest

In Docker Desktop we can name the container for example myapp1_C where C signifies that it is a container

Optional settings

Container name
myapp1_C

A random name is generated if you do not provide one.

Ports
Enter "0" to assign randomly generated host ports.

Host port
5000

Container port
:4000/tcp

Volumes

Host path ... Container path +

Environment variables

Value

Cancel Run

From Dockerfile EXPOSE 4000

This port mapping option on Docker desktop is only available if I add the port expose instruction in the Dockerfile

open running container in the browser

The screenshot shows the Docker Desktop interface. On the left is a sidebar with navigation options: Containers, Images, Volumes, Builds, Docker Scout, and Extensions. The main area is titled 'Containers' and includes a search bar, a toggle for 'Only show running containers', and resource usage statistics for CPU and memory. A table lists two containers: 'laughing_1' (Exited) and 'myapp1_C' (Running). A context menu is open for 'myapp1_C', showing options like 'View details', 'Open in terminal', and 'Open with browser'. The 'Open with browser' option is highlighted with a red box, and a red arrow points from the text 'Use the three dots than select open in browser' to the menu icon.

Container CPU usage: 0.00% / 800% (8 CPUs available)

Container memory usage: 12.8MB / 15.1MB

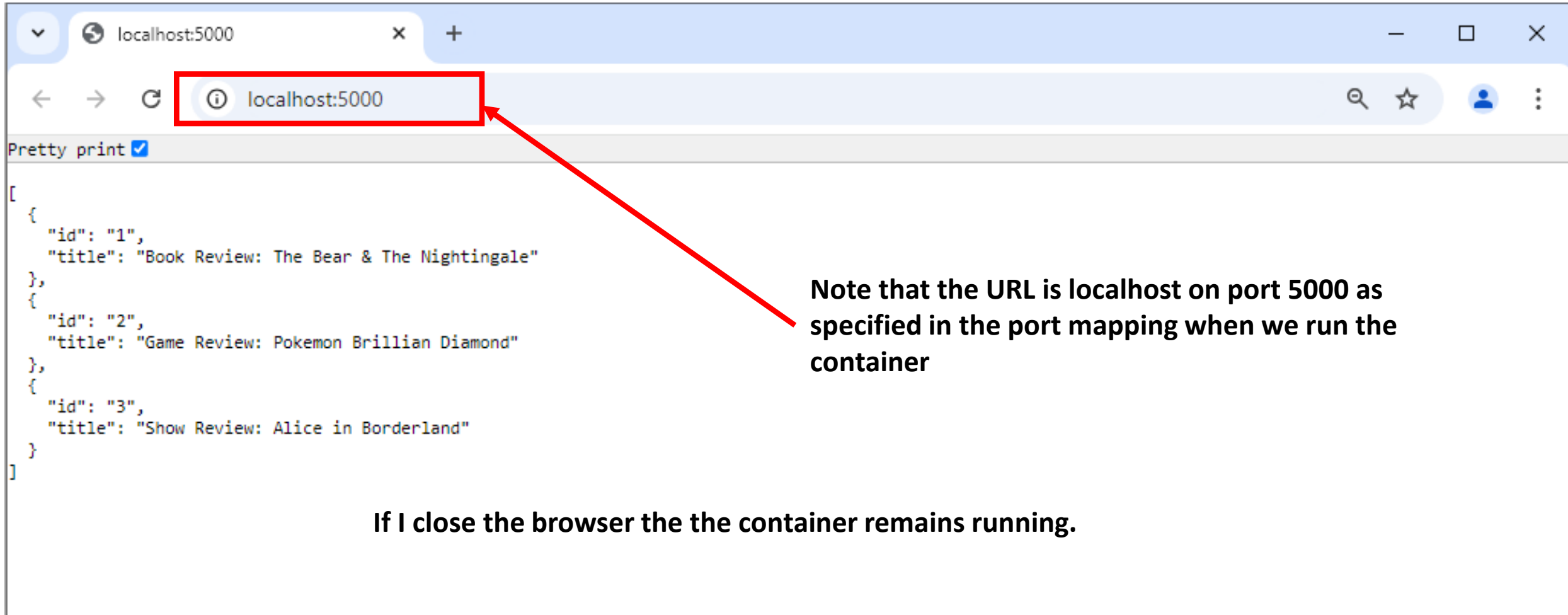
Containers

	Name	Image	Status	Port(s)
<input type="checkbox"/>	laughing_1	node	Exited (137)	
<input type="checkbox"/>	myapp1_C	myapp:latest	Running	5000:4000

Showing 2 items

Use the three dots than select open in browser

running container in the browser



Stopping a container in Docker Desktop

docker desktop PERSONAL

Search for images, containers, volume... **Ctrl+K**



Containers

Images

Volumes

Builds

Docker Scout

Extensions

Containers [Give feedback](#)

Container CPU usage ⓘ
0.00% / 800% (8 CPUs available)

Container memory usage ⓘ
14.59MB / 15.19GB

[Show charts](#)

Search



☐ Only show running containers

<input type="checkbox"/>	Name	Image	Status	Port(s)	CPU (%)	Last started	Actions
<input type="checkbox"/>	laughing_1 385c7a363c	node	Exited (137)		0%	4 hours ago	<div>Stop ⋮ </div>
<input type="checkbox"/>	myapp1_C 66759f7545	myapp:latest	Running	5000:4000	0%	0 seconds ago	<div> ⋮ </div>

This button will stop a running container

Showing 2 items

Start Container From Terminal

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6/api
```

```
$ docker images
```

REPOSITORY	TAG	IMAGE ID	CREATED	SIZE
myapp	latest	25ae2bdc48f6	About an hour ago	173MB
node	latest	675eb396b32b	12 days ago	1.11GB

Docker images command in the terminal will list all the images

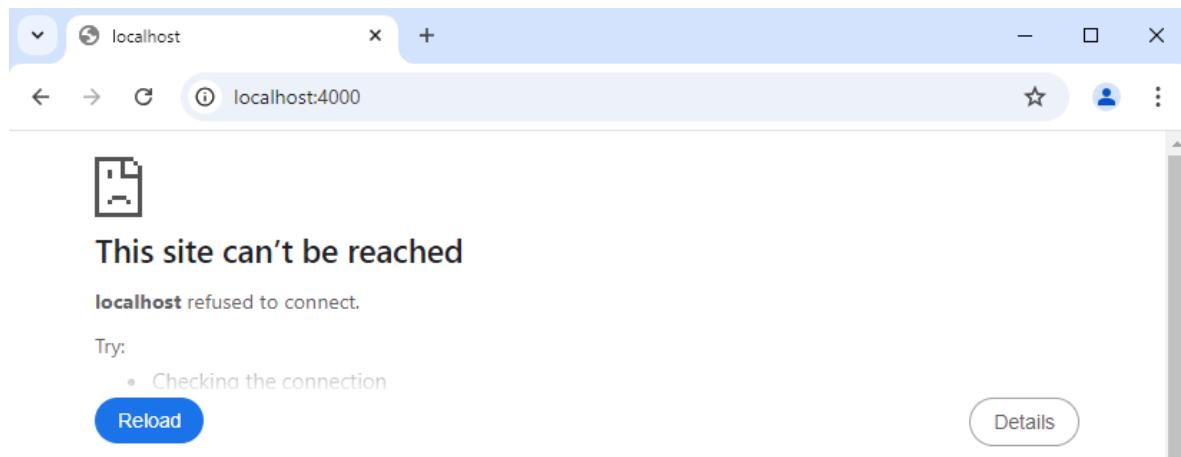
```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6/api
```

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6/api
```

```
$ docker run --name myapp_c2 myapp  
listening for requests on port 4000
```

We can run an image by creating a new container and adding optional parameters where:

--name myapp_c2 is the name of the new container



The Command line says it is listening on port 4000 but when I visit localhost port 4000 in the browser it does not actually work – No port mapping

Show active Docker processes

PROBLEMS OUTPUT DEBUG CONSOLE **TERMINAL** PORTS

ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6/api

- \$ docker images

REPOSITORY	TAG	IMAGE ID	CREATED	SIZE
myapp	latest	25ae2bdc48f6	About an hour ago	173MB
node	latest	675eb396b32b	12 days ago	1.11GB

ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6/api

- \$ docker run --name myapp_c2 myapp
listening for requests on port 4000

2. Open a new terminal tab using the plus button

1. At the moment we have an active process blocking the terminal

PROBLEMS OUTPUT DEBUG CONSOLE **TERMINAL** PORTS

ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6

- \$ docker ps

CONTAINER ID	IMAGE	COMMAND	CREATED	STATUS	PORTS	NAMES
ea997c293d9b	myapp	"docker-entrypoint.s..."	13 minutes ago	Up 13 minutes	4000/tcp	myapp_c2
66759f754524	myapp:latest	"docker-entrypoint.s..."	39 minutes ago	Up 19 minutes	0.0.0.0:5000->4000/tcp	myapp1_C

ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6

- \$

Docker ps command will show active processes

Stop Container Process from Terminal

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6

```
$ docker stop myapp_c2  
myapp_c2
```

Use `docker stop [appName]` or `[appid]` command

ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6

```
$ docker stop myapp1_C  
myapp1_C
```

ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6

```
$
```

bash api

bash

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6/api

```
$ docker run --name myapp_c2 myapp  
listening for requests on port 4000
```

Now because the process is stopped
the terminal is unblocked

ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6/api

```
$
```

bash api

bash

⌕ 0 0 0 Minify

Ln 1, Col 1 Spaces: 4 UTF-8 LF Dockerfile Go Live Prettier

Start Container with Port Mapping

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6/api  
$ docker run --name myapp_c3 -p 4000:4000 -d myapp  
acb60a67e55a9bbb8bb5694ac05cb5a177d2cfecde5618130098987d633cd479
```

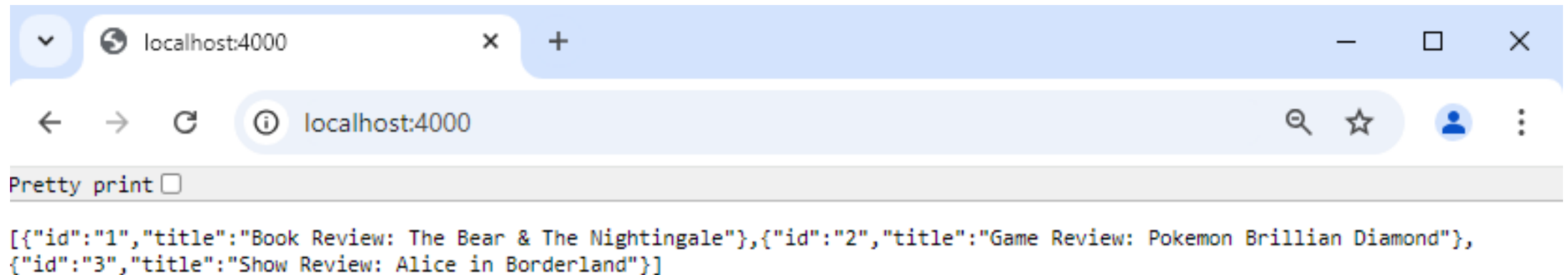
```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6/api
```

```
docker run --name myapp_c3 -p 4000:4000 -d myapp
```

Name of container **-p = port mapping**
4000 = Localhost port
4000 = container port

-d means that the container is run in detached mode independently of the terminal so it does not block the terminal

myapp is the image



Docker ps command

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6/api
$ docker ps
CONTAINER ID   IMAGE          COMMAND                  CREATED        STATUS        PORTS
NAMES
acb60a67e55a   myapp          "docker-entrypoint.s..." 9 minutes ago  Up 9 minutes  0.0.0.0:4000->4000/tcp
myapp_c3
```

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6/api
$ docker stop myapp_c3
myapp_c3
```

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6/api
$ docker ps
CONTAINER ID   IMAGE          COMMAND                  CREATED        STATUS        PORTS        NAMES
```

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6/api
$
```

Docker ps only shows active running containers

Docker ps command

ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6/api

\$ **docker ps -a**

CONTAINER ID	IMAGE	COMMAND	CREATED	STATUS	PORTS	NAMES
acb60a67e55a	myapp	"docker-entrypoint.s..."	12 minutes ago	Exited (137)	2 minutes ago	myapp_c3
ea997c293d9b	myapp	"docker-entrypoint.s..."	42 minutes ago	Exited (137)	24 minutes ago	myapp_c2
66759f754524	myapp:latest	"docker-entrypoint.s..."	About an hour ago	Exited (137)	24 minutes ago	myapp1_C
385c7a363cf8	node	"docker-entrypoint.s..."	5 hours ago	Exited (137)	About an hour ago	laughing_davinci

ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6/api

Docker ps -a will show all containers

Restart an existing container

ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6/api

\$ **docker start myapp_c3**

myapp_c3

Docker start command will restart an existing container. We do not need to specify ports because that was previously done when we created the container and is saved automatically

#7 Docker Layer Caching

[Why do we need Docker Layer Caching?](#)

[Docker Layer Caching](#)

[Docker Layer Caching seen in Build command output](#)

[Exploiting Docker Layer Caching](#)

[Docker multi-layer Caching seen in Build command output](#)

[Exploiting Layer Caching to reduce build time](#)

[Verify Layer Cached built image runs in Container](#)

Why do we need Docker Layer Caching?

Run commands

Dependencies

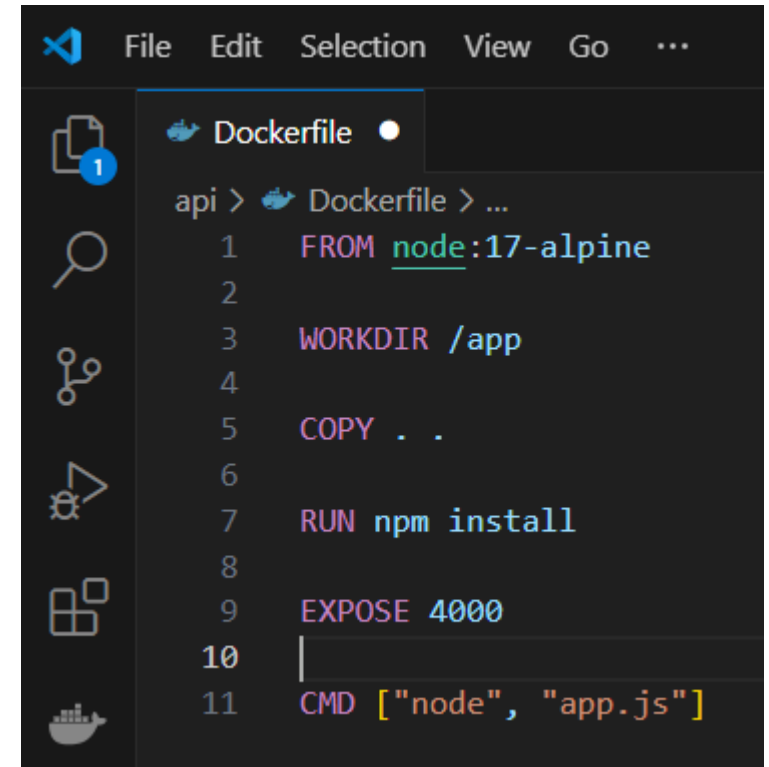
Source Code

Parent Image

Every line in the docker file kind of represents a new layer in the image that we are creating because each line adds something new to the image. Each line adds something new to the image.

Each time we add a new line to the Dockerfile we are essentially changing the image. each new layer creates extra work for docker to do to create the image.

Looking at the build process output in the terminal we can see Docker working through each line of the Dockerfile to build the image and see how long it took to complete.



```
api > Dockerfile > ...
1 FROM node:17-alpine
2
3 WORKDIR /app
4
5 COPY . .
6
7 RUN npm install
8
9 EXPOSE 4000
10
11 CMD ["node", "app.js"]
```

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6/api
```

```
$ docker build -t myapp2 .
```

	docker:desktop-linux
[+] Building 11.3s (10/10) FINISHED	0.0s
=> [internal] load build definition from Dockerfile	0.0s
=> => transferring dockerfile: 134B	1.7s
=> [internal] load metadata for docker.io/library/node:16-alpine	0.0s
=> [auth] library/node:pull token for registry-1.docker.io	0.0s
=> [internal] load .dockerignore	0.0s
=> => transferring context: 52B	0.0s
=> [1/4] FROM docker.io/library/node:16-alpine@sha256:a1f9d027912b58a7c75be7716c97cfbc6d3099f3a97ed84aa490be9dee20e787	3.6s
=> => resolve docker.io/library/node:16-alpine@sha256:a1f9d027912b58a7c75be7716c97cfbc6d3099f3a97ed84aa490be9dee20e787	0.0s
=> => sha256:93b3025fe10392717d06ec0d012a9ffa2039d766a322aac899c6831dd93382c2 2.34MB / 2.34MB	0.3s
=> => sha256:a1f9d027912b58a7c75be7716c97cfbc6d3099f3a97ed84aa490be9dee20e787 1.43kB / 1.43kB	0.0s
=> => sha256:72e89a86be58c922ed7b1475e5e6f151537676470695dd106521738b060e139d 1.16kB / 1.16kB	0.0s
=> => sha256:2573171e0124bb95d14d128728a52a97bb917ef45d7c4fa8cfe76bc44aa78b73 6.73kB / 6.73kB	0.0s
=> => sha256:7264a8db6415046d36d16ba98b79778e18accee6ffa71850405994cffa9be7de 3.40MB / 3.40MB	1.4s
=> => sha256:eee371b9ce3ffdbb8aa703b9a14d318801ddc3468f096bb6cfeabbeb715147f9 36.63MB / 36.63MB	1.7s
=> => sha256:d9059661ce70092af66d2773666584fc8addcb78a2be63f720022f4875577ea9 452B / 452B	1.3s
=> => extracting sha256:7264a8db6415046d36d16ba98b79778e18accee6ffa71850405994cffa9be7de	0.2s
=> => extracting sha256:eee371b9ce3ffdbb8aa703b9a14d318801ddc3468f096bb6cfeabbeb715147f9	1.4s
=> => extracting sha256:93b3025fe10392717d06ec0d012a9ffa2039d766a322aac899c6831dd93382c2	0.1s
=> => extracting sha256:d9059661ce70092af66d2773666584fc8addcb78a2be63f720022f4875577ea9	0.0s
=> [internal] load build context	0.0s
=> => transferring context: 34.25kB	0.0s
=> [2/4] WORKDIR /app	3.0s
=> [3/4] COPY . .	0.1s
=> [4/4] RUN npm install	2.6s
=> exporting to image	0.2s
=> => exporting layers	0.1s
=> => writing image sha256:5655d386938f67013f9d94992b10a96baddafcd94f0eed663b9d9f96b2262a4	0.0s
=> => naming to docker.io/library/myapp2	

[1/4] FROM node:16-alpine. This is where docker is downloading the parent image from the docker hub repository.

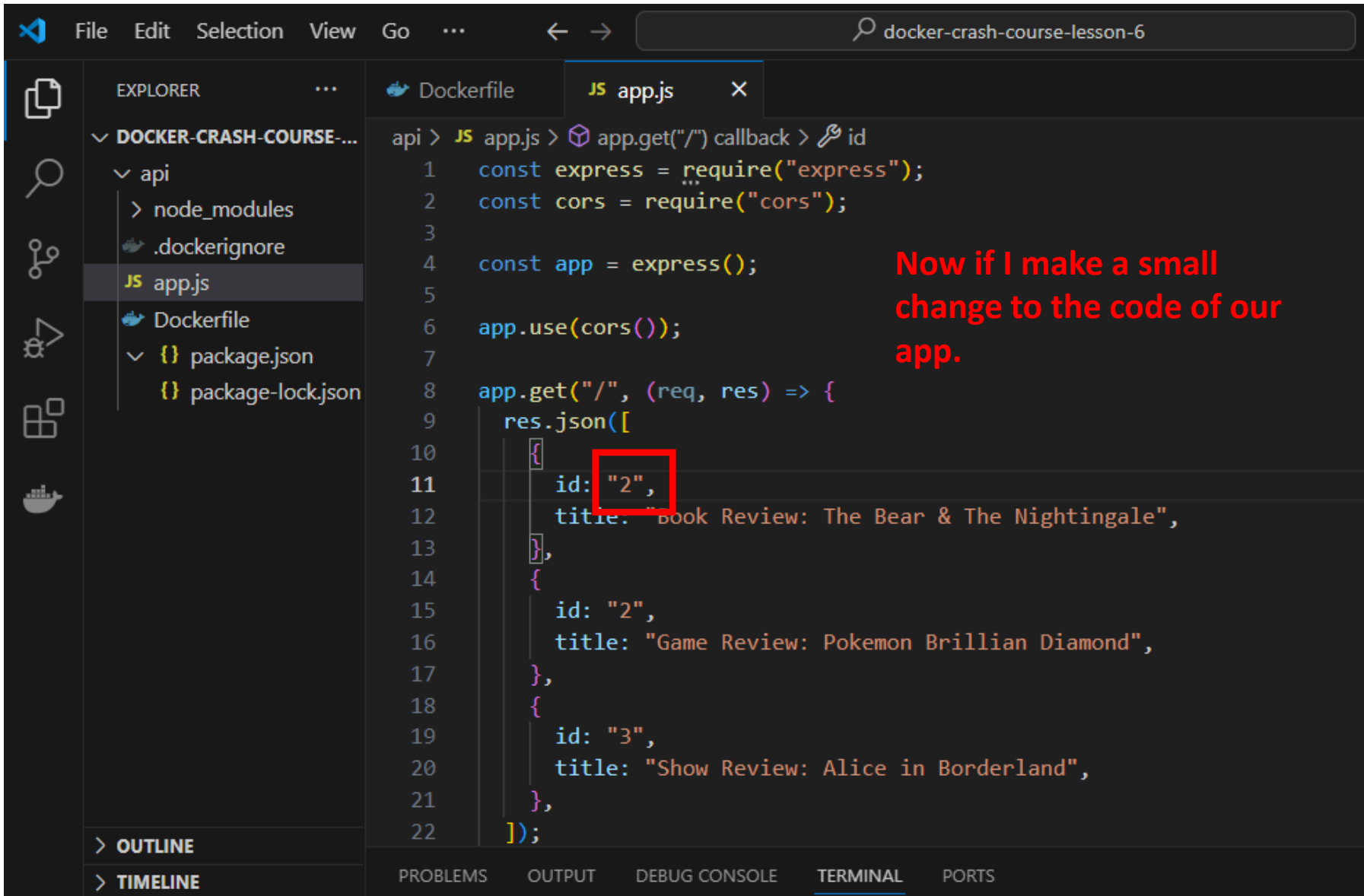
[2/4] FROM WORKDIR /app. It is creating the working directory and deciding what to add to the image based on the dockerIgnore.

[3/4] Copy . . It is copying the image

[3/4] Run npm install. It is installing the dependencies

At the top it gives us a **total time for completing the build. In this case 11.3 seconds**. Note that this is only for a simple test app with a few lines of code. For a real world app, Each time we make a change to our code we need to build a new image because images are read only. This could become very time consuming each time we change the app and have to create a new docker image.

Docker Layer Caching



The screenshot shows the Visual Studio Code interface with a project named "docker-crash-course-lesson-6". The Explorer sidebar on the left shows the file structure: "api" folder containing "node_modules", ".dockerignore", "app.js", "Dockerfile", "package.json", and "package-lock.json". The main editor area has two tabs: "Dockerfile" and "app.js". The "app.js" tab is active, showing a Node.js Express application. The code in "app.js" is as follows:

```
api > JS app.js > app.get("/") callback > id
1  const express = require("express");
2  const cors = require("cors");
3
4  const app = express();
5
6  app.use(cors());
7
8  app.get("/", (req, res) => {
9    res.json([
10     {
11       id: "2",
12       title: "Book Review: The Bear & The Nightingale",
13     },
14     {
15       id: "2",
16       title: "Game Review: Pokemon Brilliant Diamond",
17     },
18     {
19       id: "3",
20       title: "Show Review: Alice in Borderland",
21     },
22   ]);
```

A red box highlights the `id: "2",` property in the first object of the JSON array on line 11. To the right of the code, a red text annotation reads: "Now if I make a small change to the code of our app."

The bottom of the interface shows the "TERMINAL" tab selected in the bottom bar, along with other tabs like "PROBLEMS", "OUTPUT", "DEBUG CONSOLE", and "PORTS".

Docker Layer Caching seen in Build command output

View build details: docker-desktop://dashboard/build/desktop-linux/desktop-linux/mip4nl718mb6evrxyzfehpy1n

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6/api
```

```
$ docker build -t myapp3 .
```

```
[+] Building 4.7s (10/10) FINISHED                                docker:desktop-linux
=> [internal] load build definition from Dockerfile                0.0s
=> => transferring dockerfile: 134B                                0.0s
=> [internal] load metadata for docker.io/library/node:16-alpine  1.0s
=> [auth] library/node:pull token for registry-1.docker.io        0.0s
=> [internal] load .dockerignore                                   0.0s
=> => transferring context: 52B                                     0.0s
=> [1/4] FROM docker.io/library/node:16-alpine@sha256:a1f9d027912b58a7c75be7716c97c97c6d3099f3a97ed84aa490be9d 0.0s
=> [internal] load build context                                   0.0s
=> => transferring context: 658B                                    0.0s
=> CACHED [2/4] WORKDIR /app                                       0.0s
=> [3/4] COPY . .                                                  0.1s
=> [4/4] RUN npm install                                           3.1s
=> exporting to image                                              0.2s
=> => exporting layers                                             0.2s
=> => writing image sha256:e7cf174cfe429e5102ef8a31e49e94046718eac82ef5a0964d31796bde339145 0.0s
=> => naming to docker.io/library/myapp3                          0.0s
```

View build details: docker-desktop://dashboard/build/desktop-linux/desktop-linux/538k0vkqgz5etbwd2negpkr9d

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6/api
```

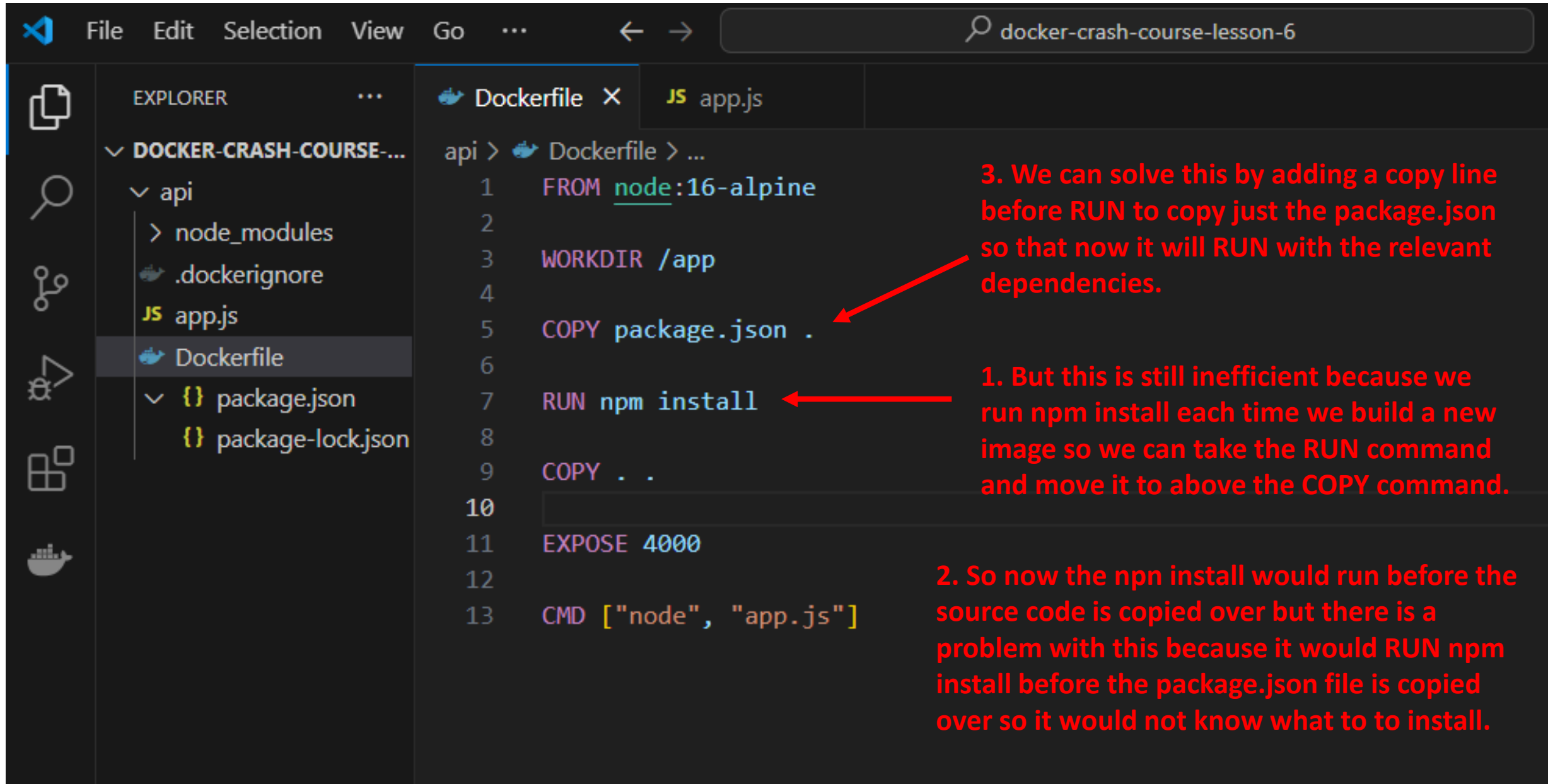
Note that when the new image is now built it took a lot less time to do it - **Building 4.7s**. This is because docker caches each layer. The first time we build an image it stores the image in the cache at each layer. When we build a new image it looks in the cache to see if there is an existing cache that can be used - **CACHED [2/4] WORKDIR /app**.

In our case we made a change to the code files which affect the copy layer so Docker uses the first two layers of the cache adding additional layers on top where stuff has changed.

Pulling from the cache is quicker than downloading a new image from the repository if the parent image has not changed.

But why does it not use other layers of the cache that have not changed. Because the changes affect all higher layers so it will take from the cache layer.

Exploiting Docker Layer Caching



The screenshot shows a Visual Studio Code editor with a Dockerfile open. The Explorer sidebar on the left shows the project structure: `DOCKER-CRASH-COURSE-...` with a subdirectory `api` containing `node_modules`, `.dockerignore`, `app.js`, `Dockerfile`, `package.json`, and `package-lock.json`. The Dockerfile content is as follows:

```
api > Dockerfile > ...
1 FROM node:16-alpine
2
3 WORKDIR /app
4
5 COPY package.json .
6
7 RUN npm install
8
9 COPY . .
10
11 EXPOSE 4000
12
13 CMD ["node", "app.js"]
```

Three red annotations with arrows point to specific lines in the Dockerfile:

- 3. We can solve this by adding a copy line before RUN to copy just the package.json so that now it will RUN with the relevant dependencies.** (Points to line 5: `COPY package.json .`)
- 1. But this is still inefficient because we run npm install each time we build a new image so we can take the RUN command and move it to above the COPY command.** (Points to line 7: `RUN npm install`)
- 2. So now the npn install would run before the source code is copied over but there is a problem with this because it would RUN npm install before the package.json file is copied over so it would not know what to to install.** (Points to line 9: `COPY . .`)

Docker multi-layer Caching seen in Build command output

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6/api
$ docker build -t myapp4 .
[+] Building 6.2s (11/11) FINISHED                                docker:desktop-linux
=> [internal] load build definition from Dockerfile              0.0s
=> => transferring dockerfile: 155B                               0.0s
=> [internal] load metadata for docker.io/library/node:16-alpine 1.0s
=> [auth] library/node:pull token for registry-1.docker.io      0.0s
=> [internal] load .dockerignore                                  0.0s
=> => transferring context: 52B                                     0.0s
=> [1/5] FROM docker.io/library/node:16-alpine@sha256:a1f9d027912b58a7c75be7716c97cfbc6d3099f3a97ed84aa490be9d 0.0s
=> [internal] load build context                                  0.0s
=> => transferring context: 287B                                     0.0s
=> CACHED [2/5] WORKDIR /app                                     0.0s
=> [3/5] COPY package.json .                                     0.1s
=> [4/5] RUN npm install                                         4.7s
=> [5/5] COPY . .                                                0.1s
=> exporting to image                                           0.2s
=> => exporting layers                                           0.2s
=> => writing image sha256:6649d4def80e413bce9bf41190966062af3e1bad706625be20619135be881867 0.0s
=> => naming to docker.io/library/myapp4                         0.0s
```

View build details: docker-desktop://dashboard/build/desktop-linux/desktop-linux/omtr0bjqys2g5zuv8p61ubtxn

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6/api
```

We can see that when we build the image we start from a cached version (**CACHED [2/5] WORKDIR /app**) because the first two layers have not changed from the previous build.

We also see it has added extra layers for the copy json packages (**[3/5] COPY package.json**) and run npm install (**RUN npm install**) layers before copying the image.

Exploiting Layer Caching to reduce build time

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6/api
```

```
$ docker build -t myapp5 .
```

```
[+] Building 1.2s (11/11) FINISHED                                docker:desktop-linux
=> [internal] load build definition from Dockerfile                0.0s
=> => transferring dockerfile: 155B                                0.0s
=> [internal] load metadata for docker.io/library/node:16-alpine  0.9s
=> [auth] library/node:pull token for registry-1.docker.io        0.0s
=> [internal] load .dockerignore                                   0.0s
=> => transferring context: 52B                                     0.0s
=> [1/5] FROM docker.io/library/node:16-alpine@sha256:a1f9d027912b58a7c75be7716c97cfbc6d3099f3a97ed84aa490be9d 0.0s
=> [internal] load build context                                   0.0s
=> => transferring context: 658B                                    0.0s
=> CACHED [2/5] WORKDIR /app                                       0.0s
=> CACHED [3/5] COPY package.json .                                0.0s
=> CACHED [4/5] RUN npm install                                    0.0s
=> [5/5] COPY . .                                                  0.1s
=> exporting to image                                              0.1s
=> => exporting layers                                             0.0s
=> => writing image sha256:9aee05e0648f94993cd0743a2c14de4260da74cff43789239b4ef97b939eaad4 0.0s
=> => naming to docker.io/library/myapp5                           0.0s
```

```
View build details: docker-desktop://dashboard/build/desktop-linux/desktop-linux/qa4xqra15sl944tij07k5rha9
```

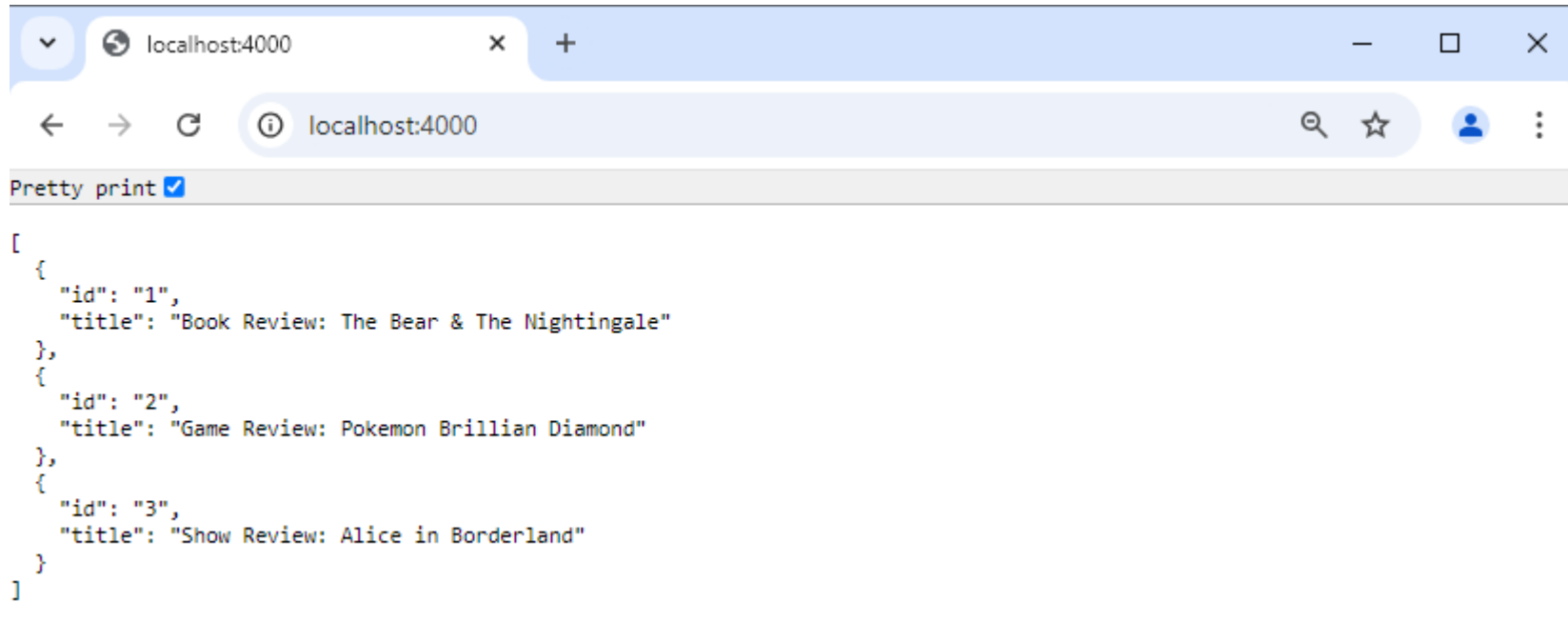
```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6/api
```

Now if I change something again in the app.js file and build the package again I see that the build time is significantly reduced (**Building 1.2s**).

We can see that when we build the it has used multiple layers of cache (**CACHED [2/5] WORKDIR /app**, **CACHED [3/5] COPY package.json .**, **CACHED [4/5] RUN npm install**) to speed up the build.

Verify Layer Cached built image runs in Container

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6/api  
$ docker run --name myapp5_c -p 4000:4000 myapp5  
listening for requests on port 4000
```



Now I have run the image built with layer caching, to create a new container and I can see that it successfully loads in the browser.

#8 Managing Images & Containers

[View images and all Containers?](#)

[Deleting an Image](#)

[Force Deleting an Image](#)

[Image in use Dangling](#)

[Delete container before deleting image](#)

[Delete Dangling image](#)

[Delete multiple containers](#)

[Image Versioning](#)

[Docker system prune](#)

[How to add Docker image version tag](#)

[Run container on Specific Image Version](#)

View images and ALL Containers

View all images

docker images

View all containers

docker ps -a (Note that docker ps will only show running containers)

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6
```

```
$ docker images
```

REPOSITORY	TAG	IMAGE ID	CREATED	SIZE
myapp5	latest	9aee05e0648f	51 minutes ago	124MB
myapp4	latest	6649d4def80e	58 minutes ago	124MB
myapp3	latest	e7cf174cfe42	About an hour ago	123MB
myapp2	latest	5655d386938f	2 hours ago	123MB
myapp	latest	25ae2bdc48f6	21 hours ago	173MB
node	latest	675eb396b32b	12 days ago	1.11GB

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6
```

```
$ docker ps -a
```

CONTAINER ID	IMAGE	COMMAND	CREATED	STATUS	PORTS	NAMES
d357c925c502	myapp5	"docker-entrypoint.s..."	45 minutes ago	Up 45 minutes	0.0.0.0:4000->4000/tcp	myapp5_c
acb60a67e55a	myapp	"docker-entrypoint.s..."	19 hours ago	Exited (137) 18 hours ago		myapp_c3
ea997c293d9b	myapp	"docker-entrypoint.s..."	19 hours ago	Exited (137) 19 hours ago		myapp_c2
66759f754524	myapp:latest	"docker-entrypoint.s..."	20 hours ago	Exited (137) 19 hours ago		myapp1_C
385c7a363cf8	node	"docker-entrypoint.s..."	23 hours ago	Exited (137) 20 hours ago		laughing_davinci

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6
```

```
$
```

Deleting an Image

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6
```

```
$ docker images
```

REPOSITORY	TAG	IMAGE ID	CREATED	SIZE
myapp5	latest	9aee05e0648f	57 minutes ago	124MB
myapp4	latest	6649d4def80e	About an hour ago	124MB
myapp3	latest	e7cf174cfe42	About an hour ago	123MB
myapp2	latest	5655d386938f	2 hours ago	123MB
myapp	latest	25ae2bdc48f6	21 hours ago	173MB
node	latest	675eb396b32b	12 days ago	1.11GB

To delete an image the linux remove command is used (rm). However we cannot delete an image that is being used by a container.

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6
```

```
$ docker image rm myapp
```

Error response from daemon: **conflict: unable to remove repository reference "myapp" (must force) - container 66759f754524 is using its referenced image 25ae2bdc48f6**

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6
```

```
$
```

<input type="checkbox"/>	Name	Tag	Status	Created	Size	Actions
<input type="checkbox"/>	6649d4def80e	latest	Unused	1 hour ago	124.4 MB	
<input type="checkbox"/>	myapp3 e7cf174cfe42	latest	Unused	2 hours ago	122.7 MB	
<input type="checkbox"/>	myapp2 5655d386938f	latest	Unused	2 hours ago	122.7 MB	
<input type="checkbox"/>	myapp 25ae2bdc48f6	latest	In use	21 hours ago	173.37 MB	
<input type="checkbox"/>	node 675eb396b32b	latest	In use	13 days ago	1.11 GB	

We can see this in docker desktop where the image shows as “in use”

Force Deleting an Image

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6
$ docker image rm myapp4
Untagged: myapp4:latest
Deleted: sha256:6649d4def80e413bce9bf41190966062af3e1bad706625be20619135be881867
```

We can delete (remove) an image that is not in use.

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6
$ docker images
```

REPOSITORY	TAG	IMAGE ID	CREATED	SIZE
myapp5	latest	9aee05e0648f	About an hour ago	124MB
myapp3	latest	e7cf174cfe42	2 hours ago	123MB
myapp2	latest	5655d386938f	2 hours ago	123MB
myapp	latest	25ae2bdc48f6	21 hours ago	173MB
node	latest	675eb396b32b	12 days ago	1.11GB

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6
$ docker image rm myapp5 -f
Untagged: myapp5:latest
```

To delete an image that is in use we have to add the `-f` (force) tag.

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6
$ docker images
```

REPOSITORY	TAG	IMAGE ID	CREATED	SIZE
<none>	<none>	9aee05e0648f	About an hour ago	124MB
myapp3	latest	e7cf174cfe42	2 hours ago	123MB
myapp2	latest	5655d386938f	2 hours ago	123MB
myapp	latest	25ae2bdc48f6	21 hours ago	173MB
node	latest	675eb396b32b	12 days ago	1.11GB

The image is (kind of) deleted (removed).

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6
```

Image in use Dangling

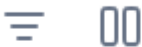
Images [Give feedback](#)

Dangling images are untagged Docker images that are not associated with any container.

Local Hub

1.41 GB / 1.28 GB in use 5 images

Last refresh: 3 hours ago



<input type="checkbox"/>	Name	Tag	Status	Created	Size	Actions		
<input type="checkbox"/>	<none> 9aee05e0648f	<none>	In use (dangling)	1 hour ago	124.4 MB			
<input type="checkbox"/>	myapp3 e7cf174cfe42	latest	Unused	2 hours ago	122.7 MB			
<input type="checkbox"/>	myapp2 5655d386938f	latest	Unused	2 hours ago	122.7 MB			
<input type="checkbox"/>	myapp 25ae2bdc48f6	latest	In use	21 hours ago	173.37 MB			
<input type="checkbox"/>	node 675eb396b32b	latest	In use	13 days ago	1.11 GB			

Showing 5 items

Delete container before deleting image

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6
```

```
$ docker images
```

REPOSITORY	TAG	IMAGE ID	CREATED	SIZE
<none>	<none>	9aee05e0648f	About an hour ago	124MB
myapp3	latest	e7cf174cfe42	2 hours ago	123MB
myapp2	latest	5655d386938f	2 hours ago	123MB
myapp	latest	25ae2bdc48f6	21 hours ago	173MB
node	latest	675eb396b32b	12 days ago	1.11GB

We can see that mtapp5_c container is using the **9aee05e0648f** image

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6
```

```
$ docker ps -a
```

CONTAINER ID	IMAGE	COMMAND	CREATED	STATUS	PORTS	NAMES
d357c925c502	9aee05e0648f	"docker-entrypoint.s..."	About an hour ago	Up About an hour	0.0.0.0:4000->4000/tcp	myapp5_c
acb60a67e55a	myapp	"docker-entrypoint.s..."	19 hours ago	Exited (137) 19 hours ago		myapp_c3
ea997c293d9b	myapp	"docker-entrypoint.s..."	20 hours ago	Exited (137) 19 hours ago		myapp_c2
66759f754524	myapp:latest	"docker-entrypoint.s..."	20 hours ago	Exited (137) 19 hours ago		myapp1_C
385c7a363cf8	node	"docker-entrypoint.s..."	24 hours ago	Exited (137) 20 hours ago		laughing_davinci

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6
```

```
$ docker container rm myapp5_c
```

```
Error response from daemon: cannot remove container "/myapp5_c": container is running: stop the container before removing or force remove
```

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6
```

```
$ docker container rm myapp5_c -f
```

```
myapp5_c
```

We should stop any containers that we are not using to preserve PC memory but if we try and delete a running container it throw an error but we can force delete a running container.

Delete Dangling image

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6
$ docker ps -a
```

CONTAINER ID	IMAGE	COMMAND	CREATED	STATUS
acb60a67e55a	myapp	"docker-entrypoint.s..."	19 hours ago	Exited (137) 19 hours ago
ea997c293d9b	myapp	"docker-entrypoint.s..."	20 hours ago	Exited (137) 20 hours ago
66759f754524	myapp:latest	"docker-entrypoint.s..."	20 hours ago	Exited (137) 19 hours ago
385c7a363cf8	node	"docker-entrypoint.s..."	24 hours ago	Exited (137) 20 hours ago

PORTS	NAMES
	myapp_c3
	myapp_c2
	myapp1_C
	laughing_davinci

The container myapp5_c has been deleted

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6
$ docker images
```

REPOSITORY	TAG	IMAGE ID	CREATED	SIZE
<none>	<none>	9aee05e0648f	About an hour ago	124MB
myapp3	latest	e7cf174cfe42	2 hours ago	123MB
myapp2	latest	5655d386938f	2 hours ago	123MB
myapp	latest	25ae2bdc48f6	21 hours ago	173MB
node	latest	675eb396b32b	12 days ago	1.11GB

But the dangling image still remains

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6
$ docker image rm myapp5
Error response from daemon: No such image: myapp5:latest
```

Note that a dangling image has no name tag so we cannot delete it by name

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6
$ docker image rm 9aee05e0648f
Deleted: sha256:9aee05e0648f94993cd0743a2c14de4260da74cff43789239b4ef97b939eaad4
```

We have to delete a dangling image by the image ID

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6
$ docker images
```

REPOSITORY	TAG	IMAGE ID	CREATED	SIZE
myapp3	latest	e7cf174cfe42	2 hours ago	123MB
myapp2	latest	5655d386938f	2 hours ago	123MB
myapp	latest	25ae2bdc48f6	21 hours ago	173MB
node	latest	675eb396b32b	12 days ago	1.11GB

Delete multiple containers

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6
```

```
$ docker ps -a
```

CONTAINER ID	IMAGE	COMMAND	CREATED	STATUS	PORTS	NAMES
acb60a67e55a	myapp	"docker-entrypoint.s..."	20 hours ago	Exited (137) 19 hours ago		myapp_c3
ea997c293d9b	myapp	"docker-entrypoint.s..."	20 hours ago	Exited (137) 20 hours ago		myapp_c2
66759f754524	myapp:latest	"docker-entrypoint.s..."	21 hours ago	Exited (137) 20 hours ago		myapp1_C
385c7a363cf8	node	"docker-entrypoint.s..."	24 hours ago	Exited (137) 20 hours ago		laughing_davinci

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6
```

```
$ docker container rm myapp_c3 myapp_c2 myapp1_C
```

```
myapp_c3
```

```
myapp_c2
```

```
myapp1_C
```

Multiple containers (or images) can be deleted by tacking on additional names or IDs to the RM command.

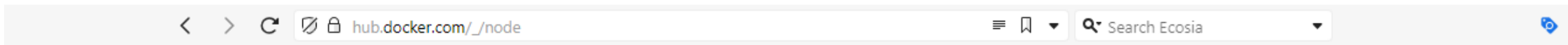
```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6
```

```
$ docker ps -a
```

CONTAINER ID	IMAGE	COMMAND	CREATED	STATUS	PORTS	NAMES
385c7a363cf8	node	"docker-entrypoint.s..."	24 hours ago	Exited (137) 21 hours ago		laughing_davinci

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6
```

Image Versioning



Quick reference

When we pulled the image file we took a version of alpine OS and a version of Node.

- Maintained by:
[The Node.js Docker Team](#)
- Where to get help:
[the Docker Community Slack](#), [Server Fault](#), [Unix & Linux](#), or [Stack Overflow](#)

Supported tags and respective Dockerfile links

- [22-alpine3.19](#) , [22.7-alpine3.19](#) , [22.7.0-alpine3.19](#) , [alpine3.19](#) , [current-alpine3.19](#)
- [22-alpine](#) , [22-alpine3.20](#) , [22.7-alpine](#) , [22.7-alpine3.20](#) , [22.7.0-alpine](#) , [22.7.0-alpine3.20](#) , [alpine](#) , [alpine3.20](#) , [current-alpine](#) , [current-alpine3.20](#)
- [22](#) , [22-bookworm](#) , [22.7](#) , [22.7-bookworm](#) , [22.7.0](#) , [22.7.0-bookworm](#) , [bookworm](#) , [current](#) , [current-bookworm](#) , [latest](#)
- [22-bookworm-slim](#) , [22-slim](#) , [22.7-bookworm-slim](#) , [22.7-slim](#) , [22.7.0-bookworm-slim](#) , [22.7.0-slim](#) , [bookworm-slim](#) , [current-bookworm-slim](#) , [current-slim](#) , [slim](#)
- [22-bullseye](#) , [22.7-bullseye](#) , [22.7.0-bullseye](#) , [bullseye](#) , [current-bullseye](#)
- [22-bullseye-slim](#) , [22.7-bullseye-slim](#) , [22.7.0-bullseye-slim](#) , [bullseye-slim](#) , [current-bullseye-slim](#)
- [20-alpine3.19](#) , [20.17-alpine3.19](#) , [20.17.0-alpine3.19](#) , [iron-alpine3.19](#) , [lts-](#)

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About Official Images

Docker Official Images are a curated set of Docker open source and drop-in solution repositories.

Why Official Images?

These images have clear documentation, promote best practices, and are designed for the most common use cases.

Image Versioning tag

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6
```

```
$ docker ps -a
```

CONTAINER ID	IMAGE	COMMAND	CREATED	STATUS	PORTS	NAMES
acb60a67e55a	myapp	"docker-entrypoint.s..."	20 hours ago	Exited (137) 19 hours ago		myapp_c3
ea997c293d9b	myapp	"docker-entrypoint.s..."	20 hours ago	Exited (137) 20 hours ago		myapp_c2
66759f754524	myapp:latest	"docker-entrypoint.s..."	21 hours ago	Exited (137) 20 hours ago		myapp1_C
385c7a363cf8	node	"docker-entrypoint.s..."	24 hours ago	Exited (137) 20 hours ago		laughing_davinci

The image is denoted by its name then a colon then a tag to identify the version.

Docker system prune (1)

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6
```

```
$ docker system prune -a
```

```
WARNING! This will remove:
```

- all stopped containers
- all networks not used by at least one container
- all images without at least one container associated to them
- all build cache

To clean up our lab environment we can remove all images, containers and volumes with a **docker system prune -a** command.

```
Are you sure you want to continue? [y/N] y
```

Docker system prune (2)

Deleted Containers:

385c7a363cf8ee6b4166ea272f2c7dcabf8f79de038d59f1ff15e22ccc28f11c

Deleted Images:

untagged: myapp:latest

deleted: sha256:25ae2bdc48f6e54e0441b7ed7fa37e2ea4b3cdc4446059fdc05c99f2f9b879db

untagged: myapp2:latest

deleted: sha256:5655d386938f67013f9d94992b10a96baddafcd94f0eed663b9d9f96b2262a4

untagged: myapp3:latest

deleted: sha256:e7cf174cfe429e5102ef8a31e49e94046718eac82ef5a0964d31796bde339145

untagged: node:latest

untagged: node@sha256:54b7a9a6bb4ebfb623b5163581426b83f0ab39292e4df2c808ace95ab4cba94f

deleted: sha256:675eb396b32bb59364b89b3e05c198cbdd574eefc0ac9a0d2b9329b366da889f

deleted: sha256:69818a7fb64eaa4fb05e75998f8eb8f0f20f3d4d0ffbcc37090305bf30404034

deleted: sha256:21fc637509729cc07e26e5c4d66fca95e678d0f4194cdbc25f423e443db9c4ad

deleted: sha256:fb561c1d14bca545470766907c242250be2e8fd5c094aee4efa6b8a9cc4b489a

deleted: sha256:3882edd1e30858a0cc51ab30979e3ae477f00f3cfd401eb9e3f04c8d0657a69

deleted: sha256:29052490f610e28ac46fb90ef58dd6daea743246b5f8a31247ec49bb4dc4c7f8

deleted: sha256:f1927c507a2107d532c655187f48c2b1b716bd0bcaafa14182d6f1361bd0fbc1

deleted: sha256:e2bab150e41cdd3ca2ad8f90cb8a41d18412e2a0a0da6970faae4fc5e3a91efe

deleted: sha256:8f4ceb8cc1a2056b98f0424fad4715dd334aecc9769186b3ea0394f131524e27

...

From the prune command output we can see all images being removed.

Docker system prune (2)

Deleted build cache objects:

```
suc3kbbko32c6ou889fja2c0jn  
ihjziwlmcl3u0y8t71szlkm48  
mdgjyq4fgondvtmxmg5ovdox3  
pwlwhlsz9qw8hurmo0cbfic0r4  
dch8zk78kzrw9qaav0vwmjoyj  
aq8by7ccu1tshrm0mghmzbzb9  
q07g420b5w1oitsdobzfw4fch  
s6v7v2v4d4klbmi5aedogiumv  
jycsv9l1nnx0gqecra0nkdctx8  
vtdkg0eya5jw412ko8wb2upj9  
4fdgwf9t9as1ddlugolfqej1u  
ysgfa1grmt8jd3ycqkrjwju7n  
se50tc4hz48p70t650l1zvool  
h024fophy7gi14gsus8s8jyrt  
9lbb1wm0msx2yo9yj4jmubgpi  
wv5l3wjf05l1y6ntb9hqybydt  
e1tc8fswj0q5w44fy1606d3a7  
y3o3ex0yvw0lvui6uywh7oz77  
6dqwgy0jqzmln2fg1cknkjpde  
388tezwhttkdbmskfwv5euq1  
g0n2iqr36oil7manlaaqxcnj4  
mny6yyfvd9c789zvr4qhwqtgq  
htngje2leo4syggz8vksfxsz  
qmcjkvcdgn8iqmgzwqp43qltp
```

Total reclaimed space: 1.136GB

From the prune command output we can see all cache objects being removed.

This command is **irreversible** and work will be lost if the command is used unwisely.

How to add Docker image version tag

ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6/api

```
$ docker build -t myapp:v1 .
```

[+] Building 10.8s (11/11) FINISHED	docker:desktop-linux	0.1s
=> [internal] load build definition from Dockerfile		0.0s
=> => transferring dockerfile: 155B		1.9s
=> [internal] load metadata for docker.io/library/node:16-alpine		0.0s
=> [auth] library/node:pull token for registry-1.docker.io		0.1s
=> [internal] load .dockerignore		0.0s
=> => transferring context: 52B		4.2s
=> [1/5] FROM docker.io/library/node:16-alpine@sha256:a1f9d027912b58a7c75be7716c97cfbc6d3099f3a97ed84aa490be9dee20e787		0.1s
=> => resolve docker.io/library/node:16-alpine@sha256:a1f9d027912b58a7c75be7716c97cfbc6d3099f3a97ed84aa490be9dee20e787		0.0s
=> => sha256:a1f9d027912b58a7c75be7716c97cfbc6d3099f3a97ed84aa490be9dee20e787 1.43kB / 1.43kB		0.0s
=> => sha256:72e89a86be58c922ed7b1475e5e6f151537676470695dd106521738b060e139d 1.16kB / 1.16kB		0.0s
=> => sha256:2573171e0124bb95d14d128728a52a97bb917ef45d7c4fa8cfe76bc44aa78b73 6.73kB / 6.73kB		0.4s
=> => sha256:7264a8db6415046d36d16ba98b79778e18accee6ffa71850405994cffa9be7de 3.40MB / 3.40MB		1.8s
=> => sha256:eee371b9ce3ffdbb8aa703b9a14d318801ddc3468f096bb6cfeabbeb715147f9 36.63MB / 36.63MB		0.6s
=> => sha256:93b3025fe10392717d06ec0d012a9ffa2039d766a322aac899c6831dd93382c2 2.34MB / 2.34MB		0.2s
=> => extracting sha256:7264a8db6415046d36d16ba98b79778e18accee6ffa71850405994cffa9be7de		0.7s
=> => sha256:d9059661ce70092af66d2773666584fc8addcb78a2be63f720022f4875577ea9 452B / 452B		1.5s
=> => extracting sha256:eee371b9ce3ffdbb8aa703b9a14d318801ddc3468f096bb6cfeabbeb715147f9		0.1s
=> => extracting sha256:93b3025fe10392717d06ec0d012a9ffa2039d766a322aac899c6831dd93382c2		0.0s
=> => extracting sha256:d9059661ce70092af66d2773666584fc8addcb78a2be63f720022f4875577ea9		0.1s
=> [internal] load build context		0.0s
=> => transferring context: 34.28kB		0.6s
=> [2/5] WORKDIR /app		0.2s
=> [3/5] COPY package.json .		3.0s
=> [4/5] RUN npm install		0.2s
=> [5/5] COPY . .		0.3s
=> exporting to image		0.3s
=> => exporting layers		0.0s
=> => writing image sha256:8f44707112bd68623f5a250b24bd2841e3dc8b58fb476d437f173d73ca91227c		0.0s
=> => naming to docker.io/library/myapp:v1		

When building the image from the command line we can manually specify our own tag by using **docker build -t [app name]:[version]**

View build details: [docker-desktop://dashboard/build/desktop-linux/desktop-linux/r4qcd60i02emvc88rlvbciyd2](https://dashboard/build/desktop-linux/desktop-linux/r4qcd60i02emvc88rlvbciyd2)

Run container on Specific Image Version

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6/api
```

```
$ docker images
```

REPOSITORY	TAG	IMAGE ID	CREATED	SIZE
myapp	v1	8f44707112bd	3 minutes ago	124MB

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6/api
```

```
$ docker run --name mmyapp_c -p 4000:4000 myapp:v1
```

```
listening for requests on port 4000
```

Now when we view the docker images we can see the version tag.

To run a container on this specific version we just use the run command adding :version to the end of the image name.

docker run --name myapp_c p4000:4000 [app name]:[version]

#9 Docker Volumes

Why do we need Volumes?

Changes to the source code

Changes to the source code are Non persistent

Volumes introduction

Setting up Node to Reflect Changes

Build a new image to reflect Node Changes

Verify image, container and nodemon

Setting up Volume

Anonymous Volume for node_modules

Verify Volumes

Why do we need Volumes?

Reminder:

1. Images are read only so once changes are made to an app then a new image has to be built.
2. Docker run will always create a new container from an image.
3. Whereas docker start will start an existing container.
4. Docker start will run a container in detached mode.
5. Whereas Docker run, will by default block, the command line.

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6
```

```
$ docker ps
```

CONTAINER ID	IMAGE	COMMAND	CREATED	STATUS	PORTS	NAMES
72c1d37bae00	myapp:v1	"docker-entrypoint.s..."	34 minutes ago	Up 34 minutes	0.0.0.0:4000->4000/tcp	mmyapp_c

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6
```

```
$ docker stop 72c1d37bae00
```

```
72c1d37bae00
```

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6
```

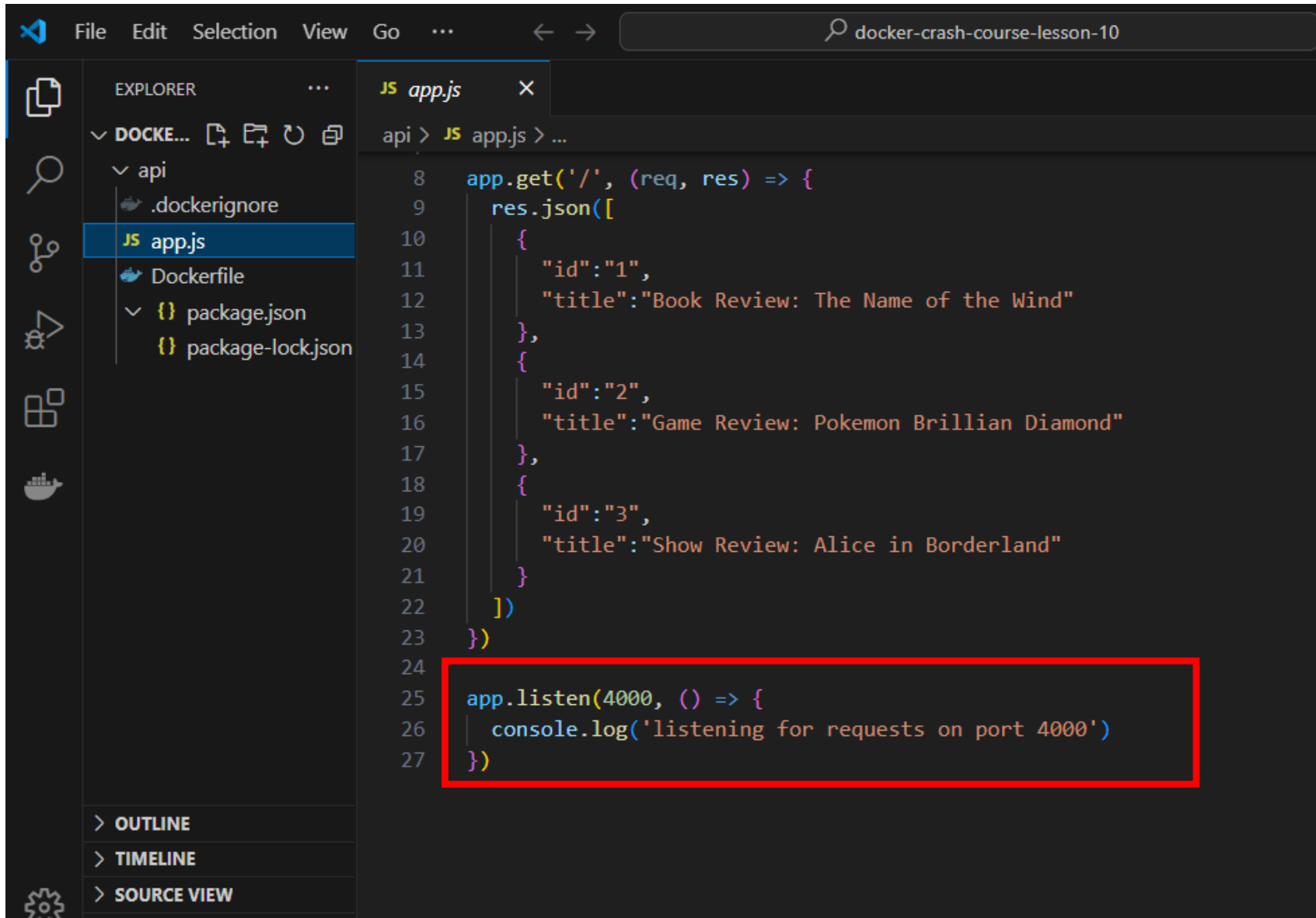
```
$ docker ps
```

CONTAINER ID	IMAGE	COMMAND	CREATED	STATUS	PORTS	NAMES
--------------	-------	---------	---------	--------	-------	-------

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-6
```

There is one running container that we can stop using the ID or container name.

Changes to the source code



```
8  app.get('/', (req, res) => {
9      res.json([
10         {
11             "id": "1",
12             "title": "Book Review: The Name of the Wind"
13         },
14         {
15             "id": "2",
16             "title": "Game Review: Pokemon Brilliant Diamond"
17         },
18         {
19             "id": "3",
20             "title": "Show Review: Alice in Borderland"
21         }
22     ])
23 })
24
25 app.listen(4000, () => {
26     console.log('listening for requests on port 4000')
27 })
```

The source code has changed to include additional lines to console log.

Changes to the source code are Non persistent

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-10/api
```

```
$ docker ps -a
```

CONTAINER ID	IMAGE	COMMAND	CREATED	STATUS	PORTS	NAMES
72c1d37bae00	myapp:v1	"docker-entrypoint.s..."	44 minutes ago	Exited (137) 9 minutes ago		mmyapp_c

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-10/api
```

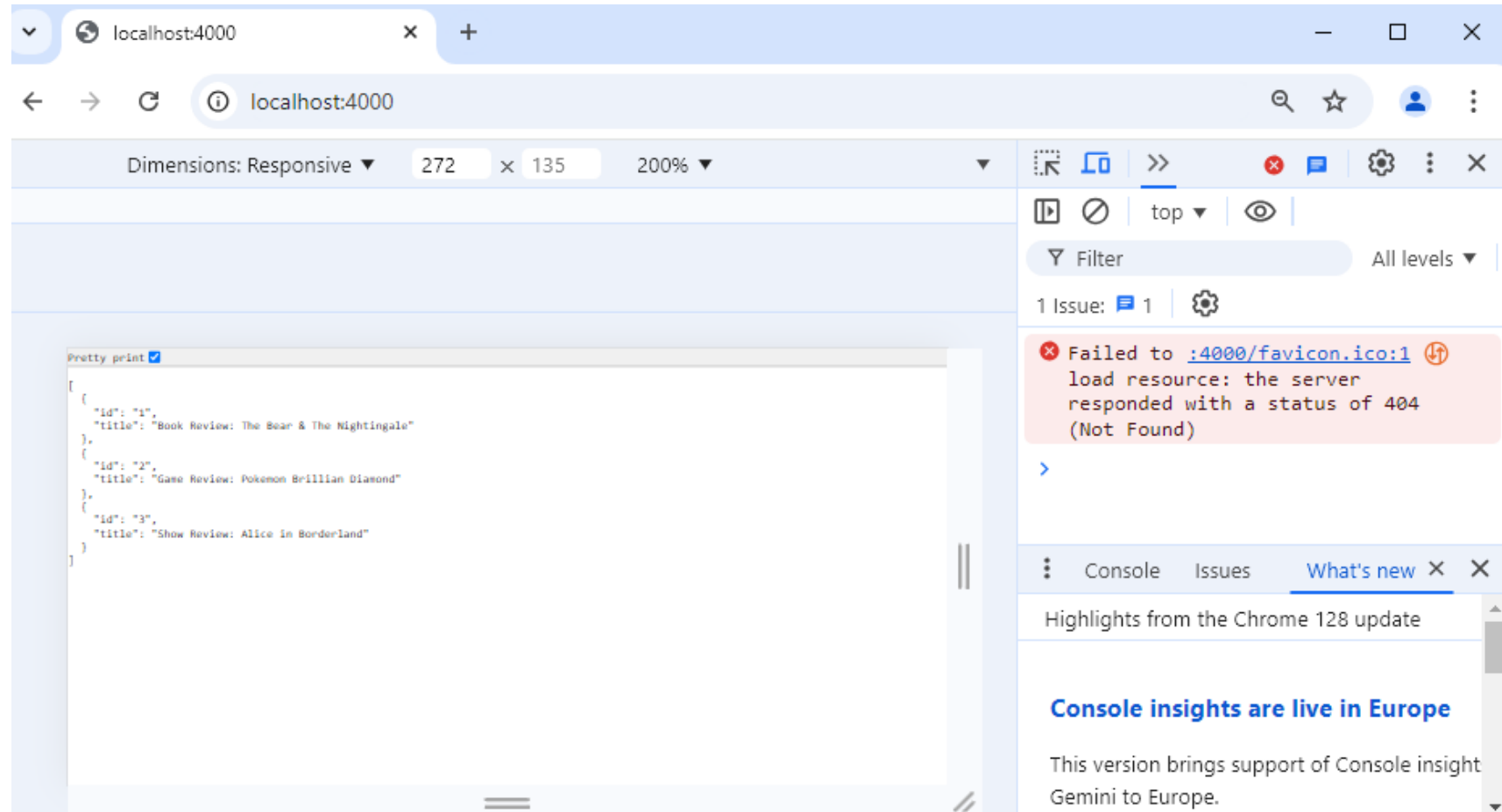
```
$ docker start mmyapp_c
```

```
mmyapp_c
```

When a container is started, (Not created) any changes to the code will not be reflected because the image is read only and changes are non persistent.

To see these changes we would need to build a new image then run a new container to see these changes and this could be a long winded way of doing things.

This is not viable in the fast paced world of software and app dev but fortunately there is a way round this using Volumes.



Volumes introduction

Since the image does not update then the image is still running the old code.

Volumes are a feature of docker that allow us to specify folders on our host computer that can be made available to folders in the running container so that any changes in the computer will also be reflected in the folder of the running container.

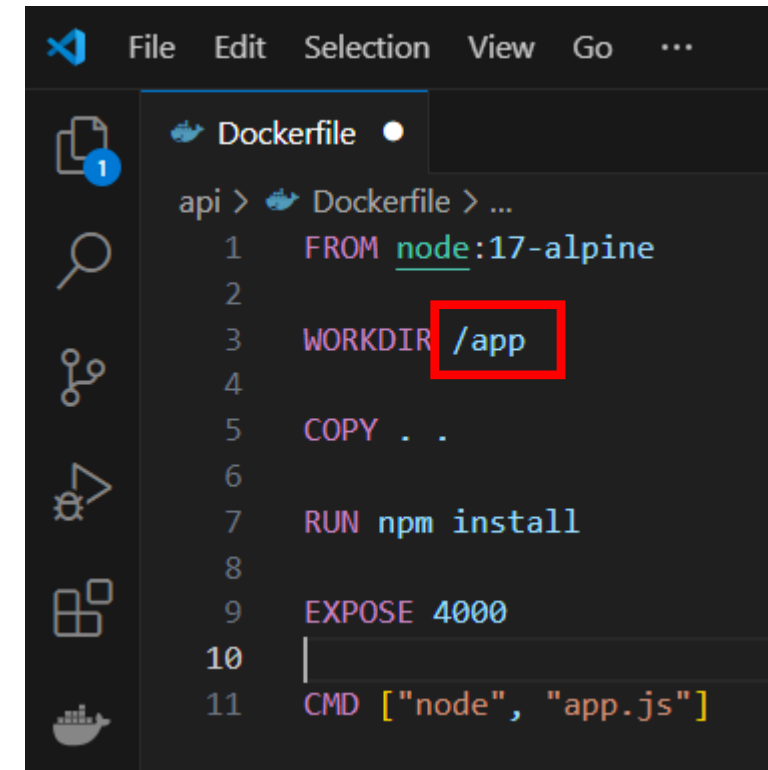
We could map the entire project folder, the api folder, to the app folder in our container because we specified that in the docker file. This means that if any file is created, deleted or updated then these changes would be reflected in the container.

We would see the update without having to build a new image. This is a way that we can make changes to the project without having to build a new image every time.

Everything in the api folder of the project would be mapped to the app folder of the container so changes in the dev environment would be reflected in the docker container.

One important thing to note is that the image itself does not change. Volumes just map directories between containers and host computer. the image remains the same.

While live developing volumes can be used but if you wantd to share the app with others or deploy to a server then you would have to build a new image.

A screenshot of a code editor showing a Dockerfile. The editor has a dark theme and a sidebar on the left with icons for Explorer, Search, Source Control, Run and Debug, Extensions, and Docker. The Dockerfile content is as follows:

```
api > Dockerfile > ...
1 FROM node:17-alpine
2
3 WORKDIR /app
4
5 COPY . .
6
7 RUN npm install
8
9 EXPOSE 4000
10
11 CMD ["node", "app.js"]
```

The line `WORKDIR /app` on line 3 is highlighted with a red rectangular box.

Setting up Node to Reflect Changes

```
Dockerfile X
api > Dockerfile > ...
1 FROM node:17-alpine
2
3 RUN npm install -g nodemon
4
5 WORKDIR /app
6
7 COPY package.json .
8
9 RUN npm install
10
11 COPY . .
12
13 EXPOSE 4000
14 # required for docker desktop port mapping
15
16 CMD ["npm", "run", "dev"]
```

First we modify the docker file to include nodemon globally. Nodemon watches the JS and json code files for any changes and restarts the node server automatically when changes are detected. Without this we would have to restart the node server automatically each time we make a change to files.

```
package.json X
api > package.json > {} scripts > dev
1 {
2   "name": "complete-docker",
3   "version": "1.0.0",
4   "description": "",
5   "main": "index.js",
6   "scripts": {
7     "test": "echo \"Error: no test specified\" && exit 1",
8     "dev": "nodemon -L app.js"
9   },
10  "author": "",
11  "license": "ISC",
12  "dependencies": {
13    "cors": "^2.8.5",
14    "express": "^4.17.2"
15  }
16 }
17
```

To trigger nodemon we are going to do it with a dev script from the packages.json file. Note the -L flag which is a requirement to get nodemon working on a windows machine.

Finally the CMD of the Dockerfile is modified to call the dev script. We could have put this directly into the Dockerfile but it is cleaner code to put it in the packages.json.

Build a new image to reflect Node Changes

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-10/api
```

```
$ docker build -t myapp:nodemon .
```

```
[+] Building 20.8s (12/12) FINISHED
```

```
docker:desktop-linux
```

```
...
```

```
Omitted for brevity
```

The Image is built

```
...
```

=> [internal] load build context	0.1s
=> => transferring context: 34.35kB	0.0s
=> [2/6] RUN npm install -g nodemon	6.3s
=> [3/6] WORKDIR /app	0.2s
=> [4/6] COPY package.json .	0.2s
=> [5/6] RUN npm install	5.7s
=> [6/6] COPY . .	0.2s
=> exporting to image	0.5s
=> => exporting layers	0.4s
=> => writing image sha256:eec02eafe8d1f7ac6fe9eb3b1e9acfee5a1b48900ac62fc5d00a3c640ca09d01	0.0s
=> => naming to docker.io/library/myapp:nodemon	0.0s

View build details: <docker-desktop://dashboard/build/desktop-linux/desktop-linux/lobfx85d0cszqaf1x17fy4oo>

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-10/api
```

```
$ docker run --name myapp_c_nodemon -p 4000:4000 --rm myapp:nodemon
```

```
> complete-docker@1.0.0 dev
```

```
> nodemon -L app.js
```

```
[nodemon] 3.1.4
```

```
[nodemon] to restart at any time, enter `rs`
```

```
[nodemon] watching path(s): *.*
```

```
[nodemon] watching extensions: js,mjs,cjs,json
```

```
[nodemon] starting `node app.js`
```

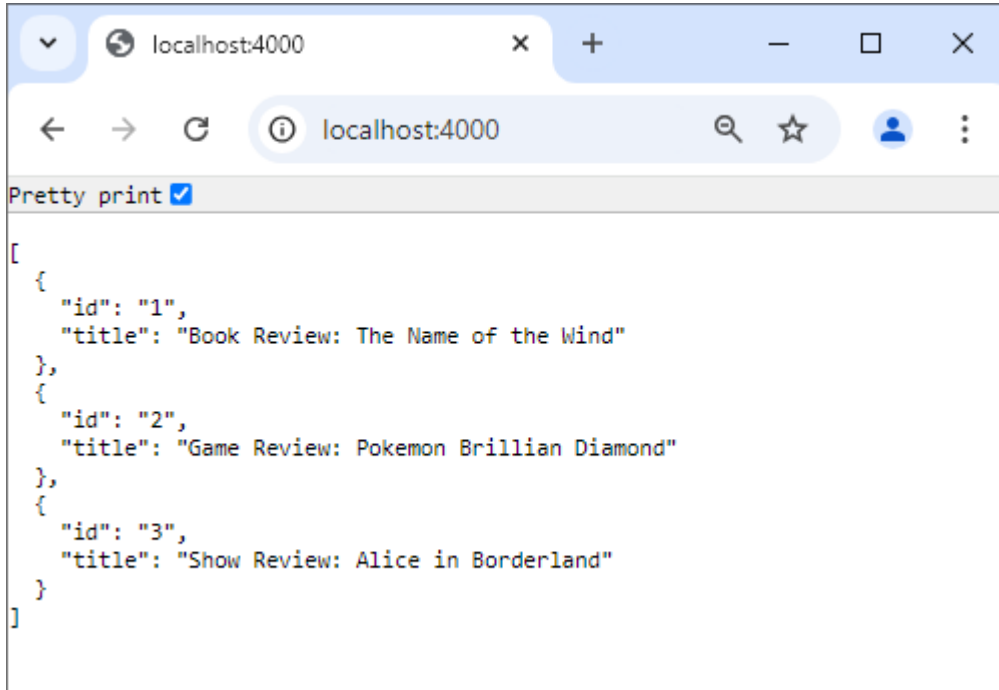
```
listening for requests on port 4000
```

Now I create the container with the run command. I give the container a name and create port mapping.

Note the `--rm` part. This automatically deletes the container when I stop it to keep a clean Docker environment. Finally I specify the image and version

This now outputs some nodemon

Verify image, container and nodemon



The app opens in the browser on port 4000.

```
11     "id": "1",
12     "title": "Book Review: The Name of the Wind....."
13   },
14   {
15     "id": "2",
16     "title": "Game Review: Pokemon Brilliant Diamond"
17   },
```

The app.js file is modified slightly and the browser is refreshed. Why are the changes not being reflected?

Because the file that I have modified is not inside a volume, it is inside the container which nodemon is watching. This is where volumes now come into play.

Setting up Volume (1)

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-10
```

```
$ docker ps
```

CONTAINER ID	IMAGE	COMMAND	CREATED	STATUS	PORTS	NAMES
c06452eeb7f1	myapp:nodemon	"docker-entrypoint.s..."	10 minutes ago	Up 10 minutes	0.0.0.0:4000->4000/tcp	myapp_c_nodemon

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-10
```

```
$ docker stop myapp_c_nodemon
```

```
myapp_c_nodemon
```

First we stop the running container myapp_c_nodemon

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-10
```

```
$ docker ps -a
```

CONTAINER ID	IMAGE	COMMAND	CREATED	STATUS	PORTS	NAMES
--------------	-------	---------	---------	--------	-------	-------

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-10
```

Because the container was built with a `--rm`, it is deleted when it is stopped

Setting up Volume (2)

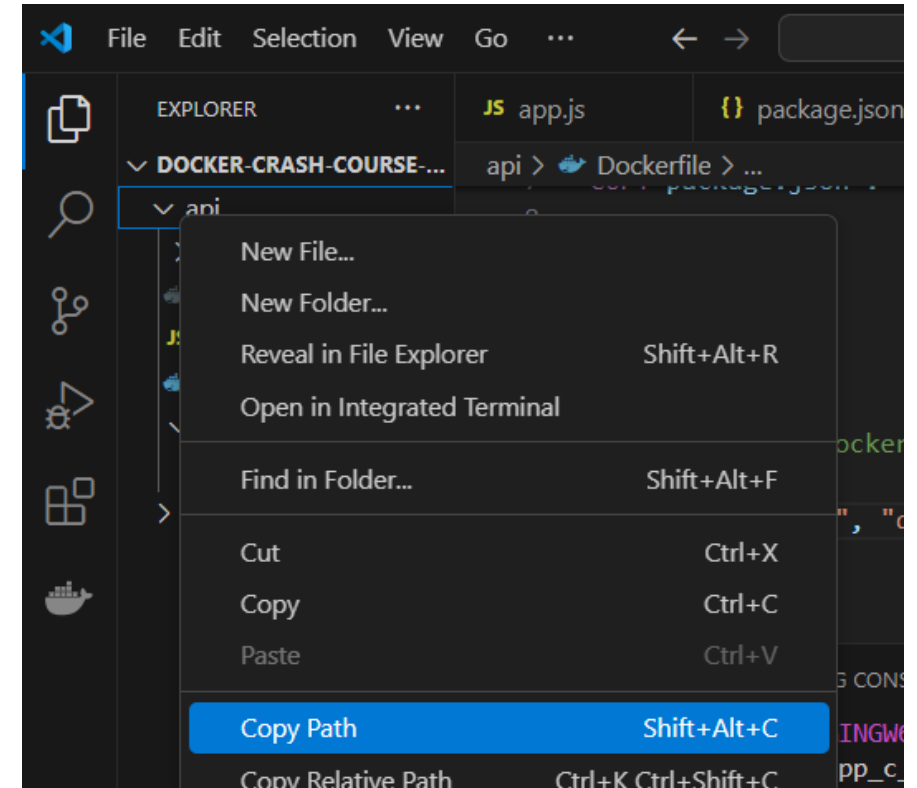
```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-10/api
$ docker run --name myapp_c_nodemon -p 4000:4000 --rm -v "C:\Users\ellio\Documents\CODING-LESSONS\12-Docker\docker-crash-course-lesson-10\api:/app" myapp:nodemon
```

```
> complete-docker@1.0.0 dev
> nodemon -L app.js
```

```
[nodemon] 3.1.4
[nodemon] to restart at any time, enter `rs`
[nodemon] watching path(s): *.*
[nodemon] watching extensions: js,mjs,cjs,json
[nodemon] starting `node app.js`
listening for requests on port 4000
```

```
docker run \
--name myapp_c_nodemon \
-p 4000:4000 \
--rm \
-v "C:\Users\ellio\Documents\CODING-LESSONS\12-Docker\docker-crash-course-lesson-10\api:/app" \
myapp:nodemon
```

This time we run the image to create the container as before but inserting a volume mapping clause (-v) where we specify the **absolute path to the source folder** (found by right clicking in VS code and copying path) then a colon and the **destination path in the container**



Anonymous Volume for node_modules

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-10/api
$ docker run --name myapp_c_nodemon -p 4000:4000 --rm -v "C:\Users\ellio\Documents\CODING-LESSONS\12-Docker\docker-crash-course-lesson-10\api:/app" -v /app/node_modules myapp:nodemon
```

```
> complete-docker@1.0.0 dev
> nodemon -L app.js
```

```
[nodemon] 3.1.4
[nodemon] to restart at any time, enter `rs`
[nodemon] watching path(s): *.*
[nodemon] watching extensions: js,mjs,cjs,json
[nodemon] starting `node app.js`
listening for requests on port 4000
```

Now when the project folder changes it will be kept in sync with our container.

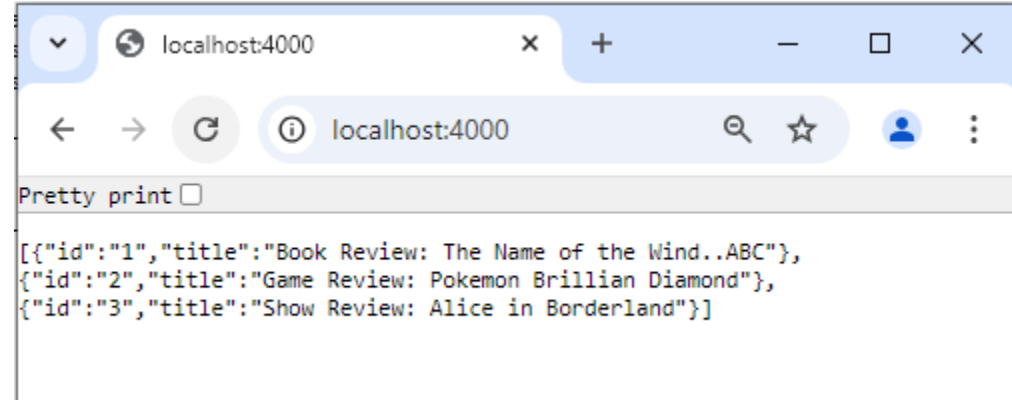
However there is a problem. If something happens to the node_modules folder in the project files then the app would not run from the container.

We need a way to map our volume to the container. we can do this by adding another volume called an **anonymous volume** which will map the containers node_modules container to somewhere else on our computer. In this case we map the node_modules to the **node_modules folder in the container**.

If the node modules folder in the project files is deleted then the app will still run.

Verify Volumes

```
[nodemon] 3.1.4
[nodemon] to restart at any time, enter `rs`
[nodemon] watching path(s): *.*
[nodemon] watching extensions: js,mjs,cjs,json
[nodemon] starting `node app.js`
listening for requests on port 4000
[nodemon] restarting due to changes...
[nodemon] starting `node app.js`
listening for requests on port 4000
```



Now when changes are made in the code the **nodemon restarts the node server** which can be seen in the terminal. The changes are also reflected in the browser.

#10 Docker Compose

[Why Docker Compose?](#)

[docker-compose.yaml file](#)

[docker-compose up](#)

[docker-compose down](#)

Why Docker Compose?

Previously we typed out a long command to specify the container, ports, volumes and image. This will get tedious especially if we are opening multiple containers simultaneously such as a MongoDB, an node JSapp and a react front end.

We can use a docker compose file to list out all the containers that we want to open then we just call the compose file to run multiple containers.

The compose goes in the root directory of the project.

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-11
```

```
$ docker system prune
```

```
WARNING! This will remove:
```

- all stopped containers
- all networks not used by at least one container
- all dangling images
- unused build cache

```
Are you sure you want to continue? [y/N] y
```

```
Deleted build cache objects:
```

```
jt29u3lpwhbega6b3qegnt7aj
```

```
u95h9jmbm4he3k0xm49fc9yac
```

```
s5ygf7ef5wk2kcrdlervp6z0z
```

```
Total reclaimed space: 34.35kB
```

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-11
```

To start this I am going to clean up the docker lab by erasing images, caches, containers using docker system prune.

docker-compose.yaml file

The image shows a Visual Studio Code editor window with a file explorer on the left and a code editor on the right. The file explorer shows a project named 'DOCKER-CRASH-COURSE-LESSON-11' with a subfolder 'api'. A file named 'docker-compose.yaml' is highlighted in the file explorer. The code editor shows the content of 'docker-compose.yaml' with the following YAML structure:

```
1 version: "3.8"
2 services:
3   api:
4     build: ./api
5     container_name: api_c
6     ports:
7       - '4000:4000'
8     volumes:
9       - ./api /app
10      - /app/node_modules
```

Annotations with red arrows point to specific parts of the code and the file explorer:

- 1. A docker-compose.yaml file is created outside of the project folder (api) in the root (DOCKER-CRASH-COURSE-LESSON-11) folder
- 2. In the yaml file we specify:
- 3. docker-compose version.
- 4. The services property contains multiple nested properties and values inside of it. The services are the projects we want to run. at the moment we only have the api project.
- 5. Notice the indentation of nested values in the yaml file. This is important.
- 6. Docker compose will build the image then create the container. Docker-compose will still use the image specified in the dockerfile so we just add a path to the folder where we can find the dockerfile
- 7. Next we add a container name
- 8. then indent the port mapping as a list item denoted by a hyphen.
- 9. Finally, we need volumes properties. the paths to the volumes are not absolute but relative to the yaml file.

docker-compose up

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-11
$ ls
api/  docker-compose.yaml
```

From the folder containing the composer

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-11
$ docker-compose up
time="2024-09-05T01:21:16+02:00" level=warning msg="C:\\Users\\ellio\\Documents\\CODING-LESSONS\\12-Docker\\docker-crash-course-lesson-11\\docker-
compose.yaml: the attribute `version` is obsolete, it will be ignored, please remove it to avoid potential confusion"
[+] Building 1.2s (13/13) FINISHED                                docker:desktop-linux
=> [api internal] load build definition from Dockerfile           0.0s
=> => transferring dockerfile: 231B                               0.0s
=> [api internal] load metadata for docker.io/library/node:17-alpine 1.0s
=> [api auth] library/node:pull token for registry-1.docker.io    0.0s
=> [api internal] load .dockerignore                             0.0s
=> => transferring context: 52B                                    0.0s
=> [api 1/6] FROM docker.io/library/node:17-alpine@sha256:76e638eb0d73ac5f0b76d70df3ce1ddad941ac63595 0.0s
=> [api internal] load build context                             0.0s
=> => transferring context: 160B                                   0.0s
=> CACHED [api 2/6] RUN npm install -g nodemon                   0.0s
=> CACHED [api 3/6] WORKDIR /app                                 0.0s
=> CACHED [api 4/6] COPY package.json .                          0.0s
=> CACHED [api 5/6] RUN npm install                             0.0s
=> CACHED [api 6/6] COPY . .                                     0.0s
=> [api] exporting to image                                       0.0s
=> => exporting layers                                           0.0s
=> => writing image sha256:da4b783d6f33989dbeb0e5eed5434a9d0d0db58fd123d3f8a98234a6a0ac5290 0.0s
=> => naming to docker.io/library/docker-crash-course-lesson-11-api 0.0s
=> [api] resolving provenance for metadata file                  0.0s
```

Use docker-compose up command. We see from the console output that the image is being built, then the container

Verify docker-compose up

0.0s

[+] Running 2/2

✓ Network docker-crash-course-lesson-11_default Cr...

✓ **Container api_c** **Created**

0.1s

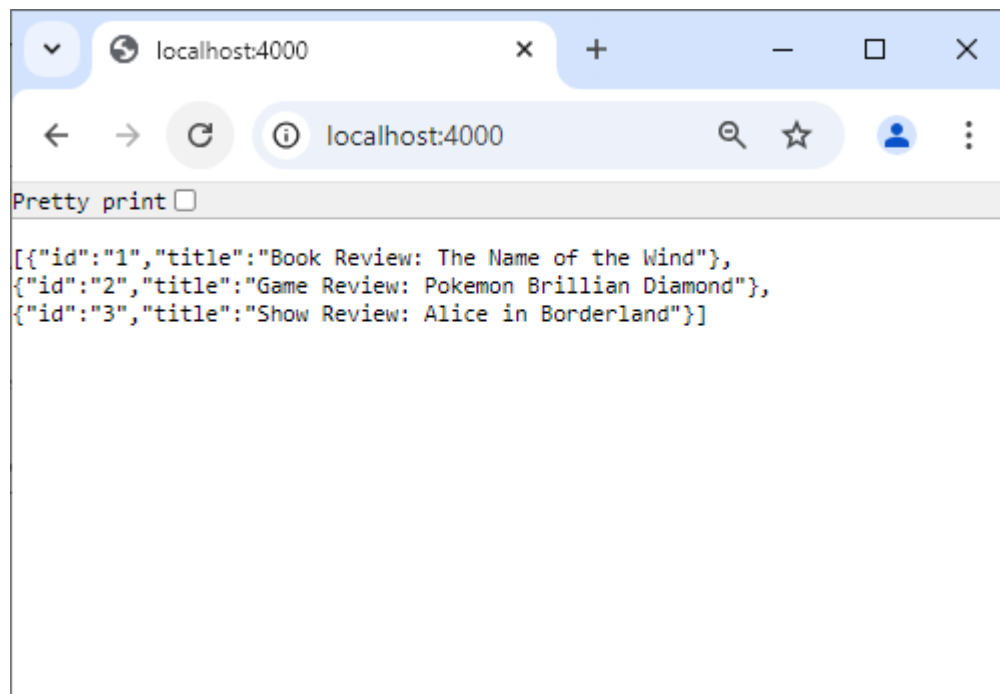
0.4s

Attaching to api_c

```
api_c |  
api_c | > complete-docker@1.0.0 dev  
api_c | > nodemon -L app.js  
api_c |  
api_c | [nodemon] 3.1.4  
api_c | [nodemon] to restart at any time, enter `rs`  
api_c | [nodemon] watching path(s): *.*  
api_c | [nodemon] watching extensions: js,mjs,cjs,json  
api_c | [nodemon] starting `node app.js`  
api_c | listening for requests on port 4000
```

v View in Docker Desktop o View Config w Enable Watch

The webpage loads.



docker-compose down

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-11
```

```
$ docker images
```

REPOSITORY	TAG	IMAGE ID	CREATED	SIZE
docker-crash-course-lesson-11-api	latest	da4b783d6f33	24 minutes ago	177MB

We can see the image and the container that docker-composer created.

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-11
```

```
$ docker ps
```

CONTAINER ID	IMAGE	COMMAND	CREATED	STATUS	PORTS	NAMES
f712f6e1c7b3	docker-crash-course-lesson-11-api	"docker-entrypoint.s..."	8 minutes ago	Up 8 minutes	0.0.0.0:4000->4000/tcp	api_c

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-11
```

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-11
```

```
$ docker-compose down --rmi all -v
```

```
time="2024-09-05T01:33:27+02:00" level=warning msg="C:\\Users\\ellio\\Documents\\CODING-LESSONS\\12-Docker\\docker-crash-course-lesson-11\\docker-compose.yaml: the attribute `version` is obsolete, it will be ignored, please remove it to avoid potential confusion"
```

```
[+] Running 3/3
```

✓ Container api_c	Removed	0.6s
✓ Image docker-crash-course-lesson-11-api:latest	Removed	0.0s
✓ Network docker-crash-course-lesson-11_default	R...	0.3s

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-11
```

The docker-compose down shuts down the container. We can also append the `--rmi` (remove image tag) `all` (all images) and also `-v` (to remove volumes)

#11 Dockerising a React App

[React App overview](#)

[Create the Dockerfile for the React App](#)

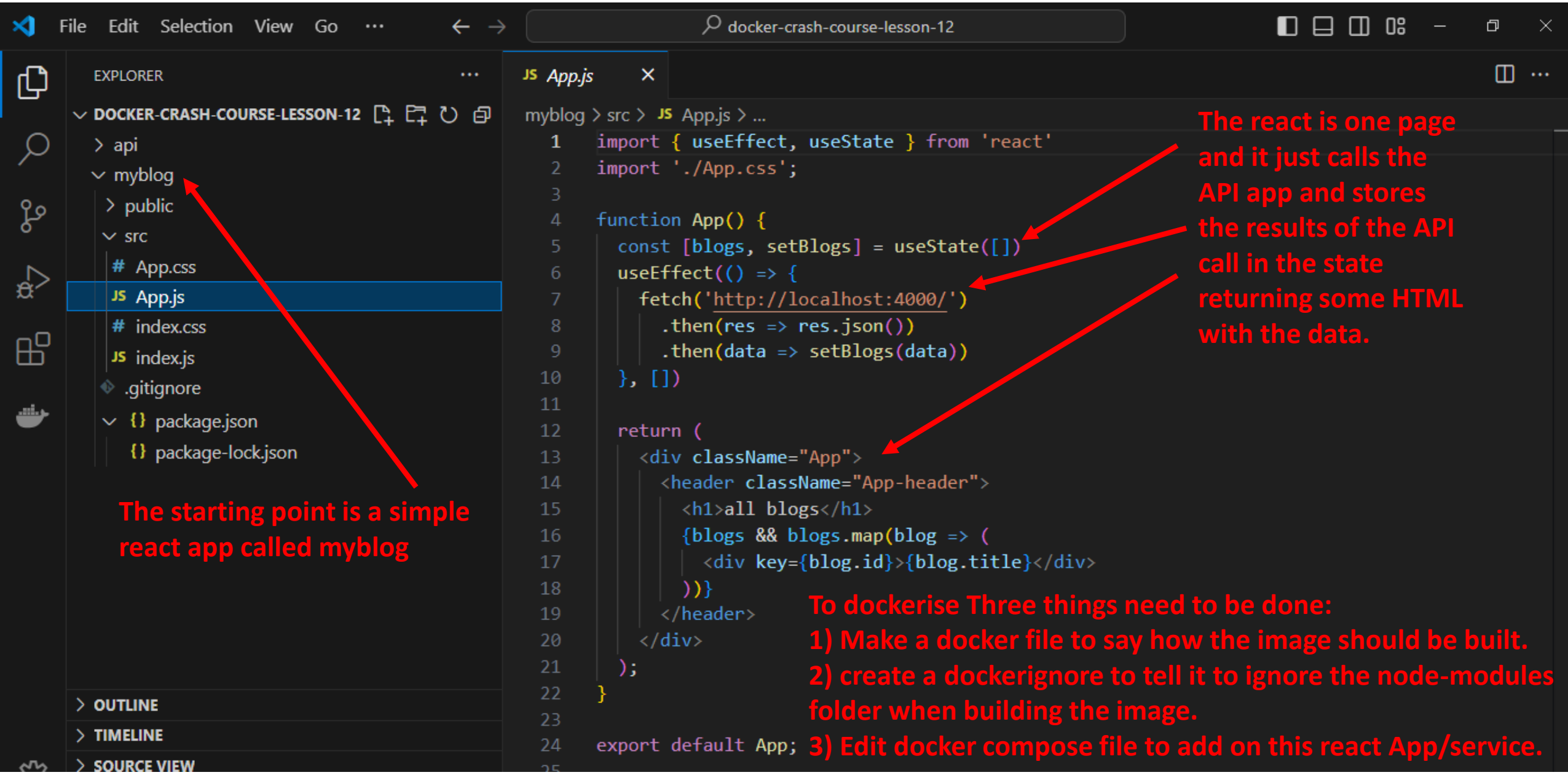
[Create the Dockerignore for the React App](#)

[Edit Docker-compose.yaml to include React App](#)

[Launch React App with docker-compose up](#)

[Verify React App in the browser](#)

React App overview



The screenshot shows a VS Code editor with a project named 'docker-crash-course-lesson-12'. The Explorer sidebar on the left shows the file structure: 'api', 'myblog' (expanded), 'public', 'src' (containing 'App.css', 'App.js', 'index.css', 'index.js'), '.gitignore', 'package.json', and 'package-lock.json'. The 'App.js' file is selected and its code is visible in the main editor. The code imports 'useEffect' and 'useState' from 'react' and './App.css'. It defines an 'App' function that uses 'useState' to manage a 'blogs' state, fetches data from 'http://localhost:4000/' using 'fetch', and renders a simple HTML page with a header and a list of blogs. Red arrows point from explanatory text to specific parts of the code and file structure.

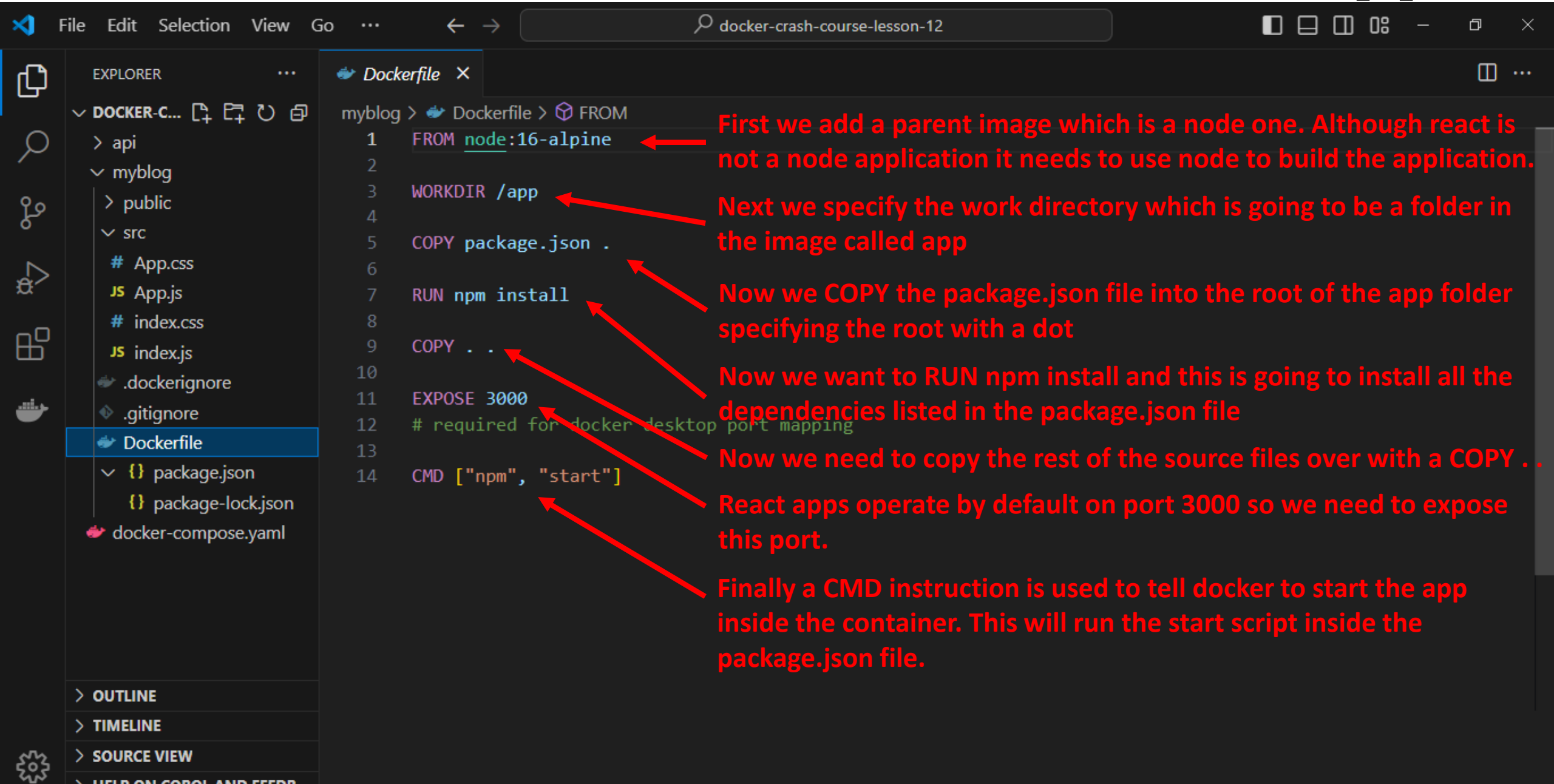
The starting point is a simple react app called myblog

The react is one page and it just calls the API app and stores the results of the API call in the state returning some HTML with the data.

To dockerise Three things need to be done:

- 1) Make a docker file to say how the image should be built.
- 2) create a dockerignore to tell it to ignore the node-modules folder when building the image.
- 3) Edit docker compose file to add on this react App/service.

Create the Dockerfile for the React App



The image shows a VS Code editor window with a file explorer on the left and a code editor in the center. The file explorer shows a project structure with folders 'api' and 'myblog', and a file 'Dockerfile' selected. The code editor shows the content of the 'Dockerfile' file, which is a Dockerfile for a React app. Red arrows point from the code editor to the right, where red text explains each line of the Dockerfile.

```
myblog > Dockerfile > FROM
1 FROM node:16-alpine
2
3 WORKDIR /app
4
5 COPY package.json .
6
7 RUN npm install
8
9 COPY . .
10
11 EXPOSE 3000
12 # required for docker desktop port mapping
13
14 CMD ["npm", "start"]
```

First we add a parent image which is a node one. Although react is not a node application it needs to use node to build the application.

Next we specify the work directory which is going to be a folder in the image called app

Now we COPY the package.json file into the root of the app folder specifying the root with a dot

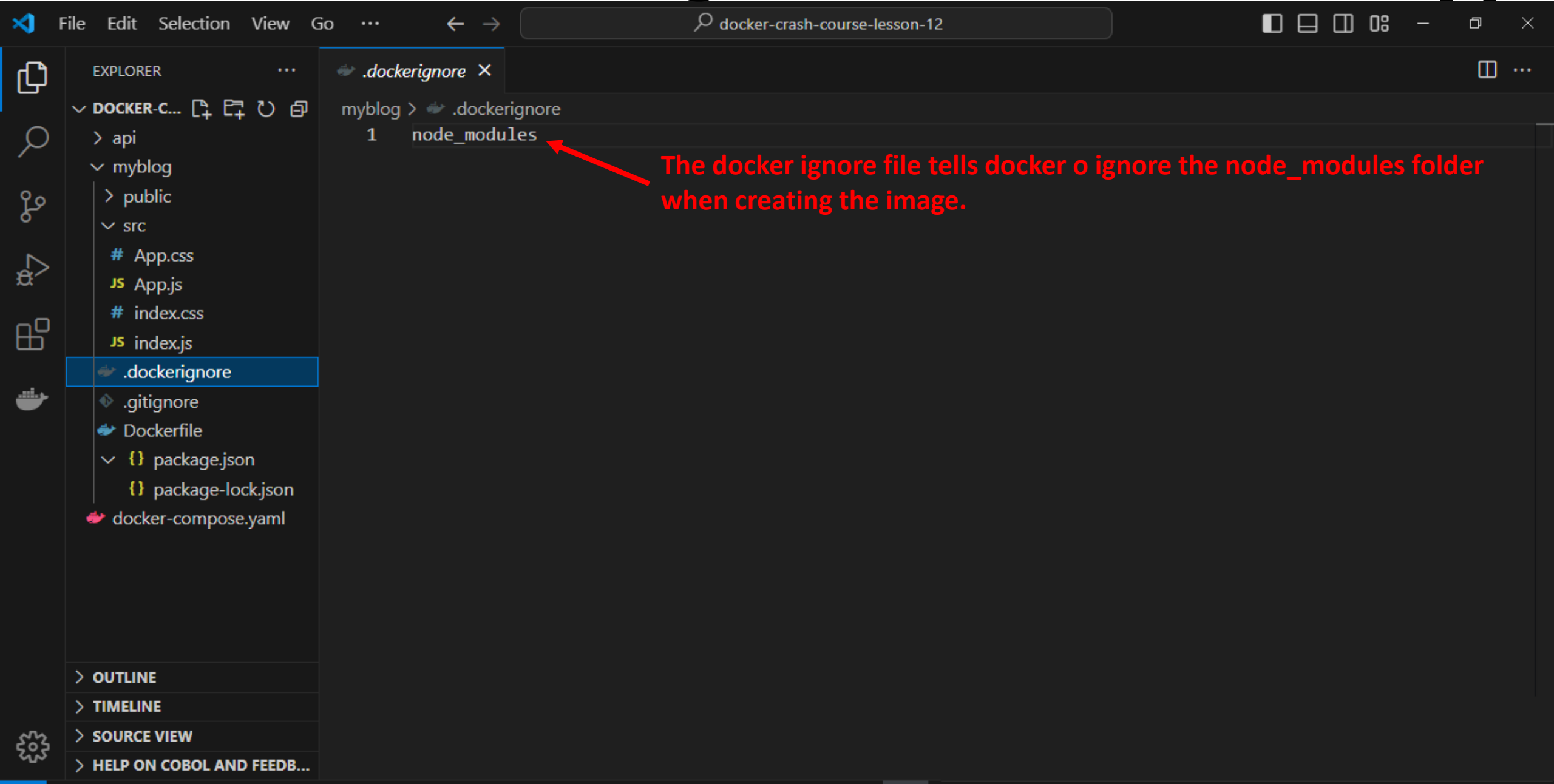
Now we want to RUN npm install and this is going to install all the dependencies listed in the package.json file

Now we need to copy the rest of the source files over with a COPY . .

React apps operate by default on port 3000 so we need to expose this port.

Finally a CMD instruction is used to tell docker to start the app inside the container. This will run the start script inside the package.json file.

Create the Dockerignore for the React App



Edit Docker-compose.yaml to include React App

```
1 version: "3.8"
2 services:
3   api:
4     build: ./api
5     container_name: api_c
6     ports:
7       - '4000:4000'
8     volumes:
9       - ./api:/app
10      - ./app/node_modules
11   myblog:
12     build: ./myblog
13     container_name: myblog_c
14     ports:
15       - '3000:3000'
16     stdin_open: true
```

Now we add a new service to the docker-compose file. in this case it is called myblog. note that the indentation is the same as the api service.

Now we specify the build property which is going to be the path to the folder where the dockerfile for this service is kept.

Now we COPY the package.json file into the root of the app folder specifying the root with a dot

In this example I am not using volumes because on windows this will not work using WSL. If I was on a MAC or Linux machine then I would duplicate the volumes from the api service.

Standard in Open property (stdin_open) is set to true and the tty property is also set to true. These properties start the container in interactive mode which we should do with react apps in docker to prevent them from automatically shutting down.

Launch React App with docker-compose up

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-12
```

```
$ ls
api/  docker-compose.yaml  myblog/
```

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-12
```

```
$ docker-compose up
```

```
time="2024-09-05T18:19:07+02:00" level=warning msg="C:\\Users\\ellio\\Documents\\CODING-LESSONS\\12-Docker\\docker-crash-course-lesson-12\\docker-compose.yaml:
the attribute `version` is obsolete, it will be ignored, please
remove it to avoid potential confusion"
```

```
2024/09/05 18:19:07 http2: server: error reading preface from client //./pipe/dockerDesktopLinuxEngine: file has already been closed
```

```
[+] Building 0.8s (23/23) FINISHED                                docker:desktop-linux
=> [myblog internal] load build definition from Dockerfile        0.0s
=> => transferring dockerfile: 198B                               0.0s
=> [api internal] load build definition from Dockerfile           0.0s
=> => transferring dockerfile: 231B                                0.0s
=> [myblog internal] load metadata for docker.io/library/node:16-alpine 0.6s
=> [api internal] load metadata for docker.io/library/node:17-alpine 0.6s
=> [myblog internal] load .dockerignore                           0.0s
=> => transferring context: 52B                                    0.0s
=> [myblog 1/5] FROM docker.io/library/node:16-alpine@sha256:a1f9d027912b58a7c75be7716c97cfbc6d3099f3a97 0.0s
=> [myblog internal] load build context                           0.0s
=> => transferring context: 566B                                   0.0s
=> CACHED [myblog 2/5] WORKDIR /app                               0.0s
=> CACHED [myblog 3/5] COPY package.json .                        0.0s
=> CACHED [myblog 4/5] RUN npm install                            0.0s
=> CACHED [myblog 5/5] COPY . .                                    0.0s
=> [myblog] exporting to image                                    0.0s
=> => exporting layers                                             0.0s
=> => writing image sha256:eed0ef624cfe2c16894b16ef5386cf2585ea7545795f48432365b6351aab98b0 0.0s
=> => naming to docker.io/library/docker-crash-course-lesson-12-myblog 0.0s
=> [api internal] load .dockerignore                              0.0s
=> => transferring context: 52B                                    0.0s
=> [api internal] load build context                              0.0s
=> => transferring context: 160B                                    0.0s
=> [api 1/6] FROM docker.io/library/node:17-alpine@sha256:76e638eb0d73ac5f0b76d70df3ce1ddad941ac63595d44 0.0s
=> CACHED [api 2/6] RUN npm install -g nodemon                    0.0s
=> CACHED [api 3/6] WORKDIR /app                                  0.0s
=> CACHED [api 4/6] COPY package.json .                            0.0s
=> CACHED [api 5/6] RUN npm install                               0.0s
=> CACHED [api 6/6] COPY . .                                       0.0s
=> [api] exporting to image                                       0.0s
=> => exporting layers                                             0.0s
=> => writing image sha256:31836d0d8a7c47d1d7aba8634b29be0ac8e199044ba93f05fe8af66d2aa22ba0 0.0s
=> => naming to docker.io/library/docker-crash-course-lesson-12-api 0.0s
=> [myblog] resolving provenance for metadata file                0.0s
=> [api] resolving provenance for metadata file                   0.0s
```

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-12
```

```
$ ls
```

```
api/  docker-compose.yaml  myblog/
```

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-12
```

```
$ docker-compose up
```

```
. . .
```

```
[+] Running 3/3
```

```
✓ Network docker-crash-course-lesson-12_default  Creat... 0.0s
```

```
✓ Container api_c  Created 0.4s
```

```
✓ Container myblog_c  Created 0.1s
```

```
Attaching to api_c, myblog_c
```

```
myblog_c |
```

```
myblog_c | > myblog@0.1.0 start
```

```
myblog_c | > react-scripts start
```

```
myblog_c |
```

```
api_c |
```

```
api_c | > complete-docker@1.0.0 dev
```

```
api_c | > nodemon -L app.js
```

```
api_c |
```

```
api_c | [nodemon] 3.1.4
```

```
api_c | [nodemon] to restart at any time, enter `rs`
```

```
api_c | [nodemon] watching path(s): *.*
```

```
api_c | [nodemon] watching extensions: js,mjs,cjs,json
```

```
api_c | [nodemon] starting `node app.js`
```

```
api_c | listening for requests on port 4000
```

```
myblog_c | (node:25) [DEP_WEBPACK_DEV_SERVER_ON_AFTER_SETUP_MIDDLEWARE] DeprecationWarning: 'onAfterSetupMiddleware' option is deprecated. Please use the 'setupMiddlewares' option.
```

```
myblog_c | (Use `node --trace-deprecation ...` to show where the warning was created)
```

```
myblog_c | (node:25) [DEP_WEBPACK_DEV_SERVER_ON_BEFORE_SETUP_MIDDLEWARE] DeprecationWarning: 'onBeforeSetupMiddleware' option is deprecated. Please use the 'setupMiddlewares' option.
```

```
myblog_c | Starting the development server...
```

```
myblog_c |
```

```
myblog_c | One of your dependencies, babel-preset-react-app, is importing the
```

```
myblog_c | "@babel/plugin-proposal-private-property-in-object" package without
```

```
myblog_c | declaring it in its dependencies. This is currently working because
```

```
myblog_c | "@babel/plugin-proposal-private-property-in-object" is already in your
```

```
myblog_c | node_modules folder for unrelated reasons, but it may break at any time.
```

```
myblog_c |
```

```
myblog_c | babel-preset-react-app is part of the create-react-app project, which
```

```
myblog_c | is not maintained anymore. It is thus unlikely that this bug will
```

```
myblog_c | ever be fixed. Add "@babel/plugin-proposal-private-property-in-object" to
```

```
myblog_c | your devDependencies to work around this error. This will make this message
```

```
myblog_c | go away.
```

```
myblog_c |
```

```
myblog_c | Compiled successfully!
```

```
myblog_c |
```

```
myblog_c | You can now view myblog in the browser.
```

```
myblog_c |
```

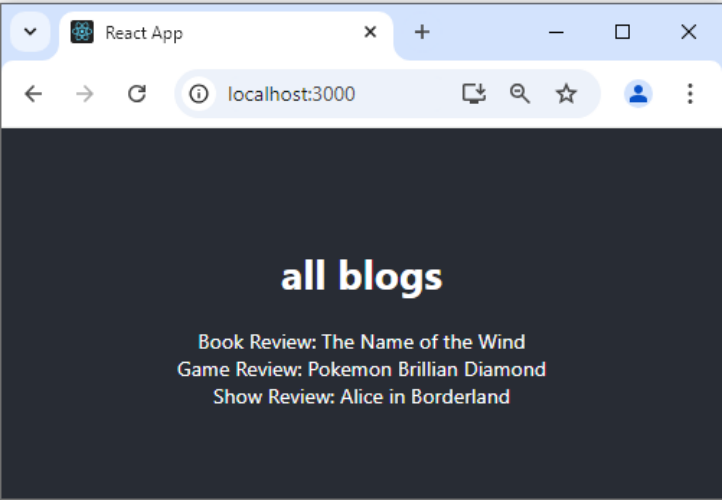
```
myblog_c | Local:          http://localhost:3000
myblog_c | On Your Network: http://172.18.0.2:3000
myblog_c |
myblog_c | Note that the development build is not optimized.
myblog_c | To create a production build, use npm run build.
myblog_c |
myblog_c | asset static/js/bundle.js 1.49 MiB [emitted] (name: main) 1 related asset
myblog_c | asset index.html 1.67 KiB [emitted]
myblog_c | asset asset-manifest.json 190 bytes [emitted]
myblog_c | runtime modules 28.4 KiB 14 modules
myblog_c | modules by path ./node_modules/ 1.36 MiB 105 modules
myblog_c | modules by path ./src/ 12.4 KiB
myblog_c |   modules by path ./src/*.css 8.76 KiB
myblog_c |     ./src/index.css 2.72 KiB [built] [code generated]
myblog_c |     ./node_modules/css-loader/dist/cjs.js??ruleSet[1].rules[1].oneOf[5].use[1]!../node_modules/postcss-
loader/dist/cjs.js??ruleSet[1].rules[1].oneOf[5].use[2]!../node_modules/source-map-loader/dist/cjs.js!./src/index.css 1.36 KiB [built] [code generated]
myblog_c |     ./src/App.css 2.71 KiB [built] [code generated]
myblog_c |     ./node_modules/css-loader/dist/cjs.js??ruleSet[1].rules[1].oneOf[5].use[1]!../node_modules/postcss-
loader/dist/cjs.js??ruleSet[1].rules[1].oneOf[5].use[2]!../node_modules/source-map-loader/dist/cjs.js!./src/App.css 1.97 KiB [built] [code generated]
myblog_c |   modules by path ./src/*.js 3.6 KiB
myblog_c |     ./src/index.js 1.45 KiB [built] [code generated]
myblog_c |     ./src/App.js 2.15 KiB [built] [code generated]
myblog_c | webpack 5.94.0 compiled successfully in 5506 ms
myblog_c | Compiling...
myblog_c | Compiled successfully!
myblog_c | assets by status 1.67 KiB [cached] 1 asset
myblog_c | assets by chunk 1.49 MiB (name: main)
myblog_c |   asset static/js/bundle.js 1.49 MiB [emitted] (name: main) 1 related asset
myblog_c |   asset main.b486f9fe41e334ad591a.hot-update.js 357 bytes [emitted] [immutable] [hmr] (name: main) 1 related asset
myblog_c | assets by path *.json 343 bytes
myblog_c |   asset asset-manifest.json 315 bytes [emitted]
myblog_c |   asset main.b486f9fe41e334ad591a.hot-update.json 28 bytes [emitted] [immutable] [hmr]
myblog_c | Entrypoint main 1.49 MiB (1.57 MiB) = static/js/bundle.js 1.49 MiB main.b486f9fe41e334ad591a.hot-update.js 357 bytes 2 auxiliary assets
myblog_c | cached modules 1.37 MiB [cached] 111 modules
myblog_c | runtime modules 28.4 KiB 14 modules
myblog_c | webpack 5.94.0 compiled successfully in 131 ms
```

v View in Docker Desktop o View Config w Enable Watch

Verify React App in browser

My blogs app loads in the browser and is successfully calling the api app to get the data.

The interesting thing is that the api app is running in its own container and the myblogs app is also running in its own container.



Containers

Images

Volumes

Builds

Docker Scout

Extensions

I have launched two independent apps simultaneously with the one docker-compose.yaml file

Containers [Give feedback](#)

Container CPU usage 2.38% / 800% (8 CPUs available)

Container memory usage 43.44MB / 15.19GB [Show charts](#)

☐ Only show running containers

<input type="checkbox"/>	Name	Image	Status	Port(s)	CPU (%)	Last started	Actions
<input type="checkbox"/>	docker-crash-course-lesson-12		Running (2/2)		0%	9 minutes ago	<input type="checkbox"/> ⋮ <input type="trash"/>
<input type="checkbox"/>	myblog_c 83fc0ec5df2	docker-crash-course-lesson-12-myblog	Running	3000:3000	0%	9 minutes ago	<input type="checkbox"/> ⋮ <input type="trash"/>
<input type="checkbox"/>	api_c d27c26a37b!	docker-crash-course-lesson-12-api	Running	4000:4000	0%	9 minutes ago	<input type="checkbox"/> ⋮ <input type="trash"/>

#12 Sharing Images on DockerHub

[Requirements for sharing images on Docker Hub](#)

[Create a repository](#)

[Build an image to upload to Docker Hub](#)

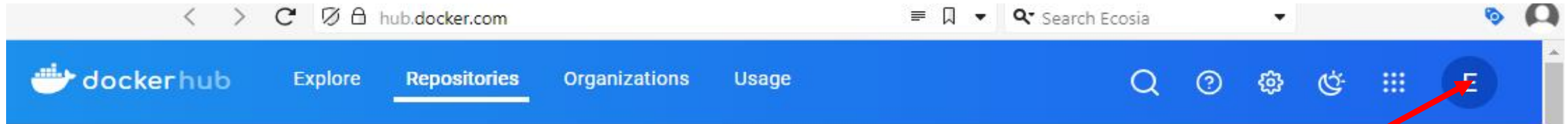
[Push an Image to Docker Hub](#)

[Verify Image is pushed to Docker Hub](#)

[Find pull command in repo](#)

[Verify Pull Repo Image](#)

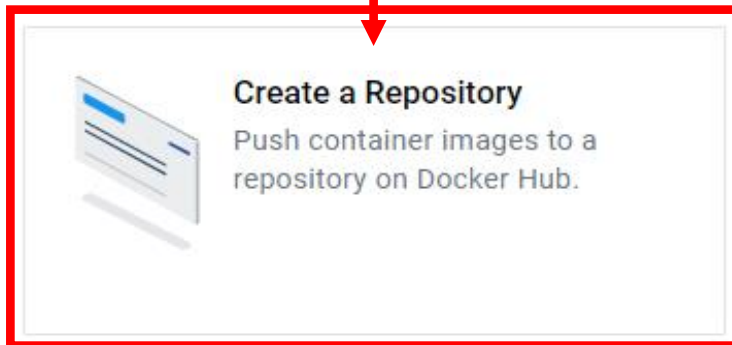
Requirements for sharing images on Docker Hub



You need to have a docker account (free and enterprise available) be logged in to docker hub



From the splash page you can create a repository



Create a repository

hub.docker.com/repository/create

Search Ecosia

dockerhub

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Usage

Search Docker Hub

ctrl+K

?

⚙️

🌙

⋮

E

[Repositories](#) / [Create](#)

Using 0 of 1 private repositories.

Create repository

A repository name is made up of namespace and the repo name i.e. `elliottbcn/testingdockerfeatures`

Namespace

elliottbcn

Repository Name *

testingdockerfeatures

Short description

A junk repo to test docker features

A short description to identify your repository. If the repository is public, this description is used to index your content on Docker Hub and in search engines, and is visible to users in search results.

Visibility

Using 0 of 1 private repositories. [Get more](#)



Public

Appears in Docker Hub search results



Private

Only visible to you

Pushing images

You can push a new image to this repository using the CLI:

```
docker tag local-image:tagname new-repo:tagname
docker push new-repo:tagname
```

Make sure to replace `tagname` with your desired image repository tag.

Cancel

Create

Build an image to upload to Docker Hub

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-12
```

```
$ docker images
```

```
REPOSITORY      TAG      IMAGE ID      CREATED      SIZE
```

Curently I have no images

I need to be in the folder where the project files are and as I want to upload an image for the api app I will change directory.

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-12
```

```
$ cd api
```

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-12/api
```

```
$ docker build -t elliottnbcn/testingdockerfeatures .
```

```
[+] Building 1.5s (12/12) FINISHED                                docker:desktop-linux
=> [internal] load build definition from Dockerfile                0.0s
=> => transferring dockerfile: 231B                                0.0s
=> [internal] load metadata for docker.io/library/node:17-alpine  1.1s
=> [auth] library/node:pull token for registry-1.docker.io        0.0s
=> [internal] load .dockerignore                                   0.0s
=> => transferring context: 52B                                     0.0s
=> [1/6] FROM docker.io/library/node:17-alpine@sha256:76e638eb0d73ac5f0b76d70df3ce1ddad941ac63595d440 0.0s
=> [internal] load build context                                   0.0s
=> => transferring context: 160B                                    0.0s
=> CACHED [2/6] RUN npm install -g nodemon                        0.0s
=> CACHED [3/6] WORKDIR /app                                       0.0s
=> CACHED [4/6] COPY package.json .                                0.0s
=> CACHED [5/6] RUN npm install                                    0.0s
=> CACHED [6/6] COPY . .                                           0.0s
=> exporting to image                                              0.1s
=> => exporting layers                                              0.0s
=> => writing image sha256:dc6ef9b35d468a6055e22c104f2bcc448dd482437775d7f05bf924c360512a3 0.0s
=> => naming to docker.io/elliottnbcn/testingdockerfeatures      0.0s
```

I build the image and tag it (-t) with a name. This name needs to be specific and made up of docker username / docker repository. The Dot at the end signifies that we will take files from this folder.

```
View build details: docker-desktop://dashboard/build/desktop-linux/desktop-linux/a3hiys3x2vou4l930yxzgrnd9
```

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-12/api
```

Push an Image to Docker Hub

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-12/api
```

```
$ docker images
```

REPOSITORY	TAG	IMAGE ID	CREATED	SIZE
elliottbcn/testingdockerfeatures	latest	dc6ef9b35d46	19 hours ago	177MB

Now I have an image

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-12/api
```

```
$ docker login
```

```
Authenticating with existing credentials...
```

```
Login Succeeded
```

I need to be logged in to docker locally in this terminal

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-12/api
```

```
$ docker push elliottbcn/testingdockerfeatures
```

```
Using default tag: latest
```

```
The push refers to repository [docker.io/elliottbcn/testingdockerfeatures]
```

```
fdf6799fedfe: Pushed
```

```
583180e2c9bc: Pushed
```

```
b904eb851b15: Pushed
```

```
ca45c02cfc7d: Pushed
```

```
72efedfc22f4: Pushed
```

```
e6a74996eabe: Mounted from library/node
```

```
db2e1fd51a80: Mounted from library/node
```

```
19ebba8d6369: Mounted from library/node
```

```
4fc242d58285: Mounted from library/node
```

```
latest: digest: sha256:d4a6376f26da894c11ffbf282f1ef0a03fa3d9607b709738678f68fa804b1923 size: 2201
```

Now I can push the image using the specific name of my dockerusername / repo name

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-12/api
```

Verify Image is pushed to Docker Hub

hub.docker.com/repository/docker/elliottbcn/testingdockerfeatures/general

Search Ecosia

GeneralTagsBuildsCollaboratorsWebhooksSettings

elliottbcn/testingdockerfeatures

Updated 9 minutes ago

This repository does not have a description INCOMPLETE

This repository does not have a category INCOMPLETE

Docker commands

To push a new tag to this repository:

docker push elliottbcn/testingdockerfeatures:tagname

Public View

Tags

This repository contains 1 tag(s).

Tag	OS	Type	Pulled	Pushed
latest		Image	9 minutes ago	10 minutes ago

[See all](#)

Automated Builds

Manually pushing images to Hub? Connect your account to GitHub or Bitbucket to automatically build and tag new images whenever your code is updated, so you can focus your time on creating.


Available with Pro, Team and Business subscriptions. [Read more about automated builds](#)


Upgrade

From the public view we can see info about downloading the image

Unless we specifit a tag it will assign it the latest

Find pull Command in repo



elliottbcn/testingdockerfeatures 

By [elliottbcn](#) · Updated 15 minutes ago


IMAGE

Manage Repository

↓ Pulls 6

Overview

Tags




No overview available

This repository doesn't have an overview

Docker Pull Command

```
docker pull elliottbcn/testingdoc  
kerfeatures
```

Copy



docker

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Activate Windows

Go to Settings to activate Windows.

Verify Pull Repo Image

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-12/api
```

```
$ docker images
```

REPOSITORY	TAG	IMAGE ID	CREATED	SIZE
elliottbcn/testingdockerfeatures	latest	dc6ef9b35d46	19 hours ago	177MB

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-12/api
```

```
$ docker image rm elliottbcn/testingdockerfeatures
```

```
Untagged: elliottbcn/testingdockerfeatures:latest
```

```
Untagged: elliottbcn/testingdockerfeatures@sha256:d4a6376f26da894c11ffbf282f1ef0a03fa3d9607b709738678f68fa804b1923
```

```
Deleted: sha256:dc6ef9b35d468a6055e22c104f2bcca448dd482437775d7f05bf924c360512a3
```

First I delete the image on my local machine and verify that it has been removed.

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-12/api
```

```
$ docker images
```

REPOSITORY	TAG	IMAGE ID	CREATED	SIZE
------------	-----	----------	---------	------

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-12/api
```

```
$ docker pull elliottbcn/testingdockerfeatures
```

```
Using default tag: latest
```

```
latest: Pulling from elliottbcn/testingdockerfeatures
```

```
df9b9388f04a: Already exists
```

```
....
```

```
0f5e8a6bba28: Already exists
```

```
Digest: sha256:d4a6376f26da894c11ffbf282f1ef0a03fa3d9607b709738678f68fa804b1923
```

```
Status: Downloaded newer image for elliottbcn/testingdockerfeatures:latest
```

```
docker.io/elliottbcn/testingdockerfeatures:latest
```

Now I can pull the image and if I check again I see that the image has been downloaded from docker hub onto my local docker machine.

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-12/api
```

```
$ docker images
```

REPOSITORY	TAG	IMAGE ID	CREATED	SIZE
elliottbcn/testingdockerfeatures	latest	dc6ef9b35d46	19 hours ago	177MB

```
ellio@DESKTOP-U93252R MINGW64 ~/Documents/CODING-LESSONS/12-Docker/docker-crash-course-lesson-12/api
```