Puppet training

Puppet is an open-source DevOps systems management tool for centralizing and automating the configuration management process. It is used to configure, manage, deploy, and orchestrate various applications and services across the whole infrastructure of an organization. Puppet is specially designed to manage the configuration of Linux and Windows systems. It is written in Ruby and uses its unique **D**omain **S**pecific **L**anguage (DSL) to describe system configuration.

Course Objective:

- Normally most of the configuration management tool, deploy the required configuration on a machine, and leave them as it is. But puppet keeps on verifying the configuration at a specified interval(which you can modify as per requirement).
- Puppet defines the configurations for a host with the help of a language which is very easy to learn and is only used for that purpose.
- Puppet is used by major players in the industry like Google,red hat etc.
- Larger open-source developer base
- Wide number of platforms are supported in puppet.
- Its works very smooth, even when deployed in a large infrastructure(thousands of hosts to manage)

Course Audience:

Puppet training for beginners and professionals is suitable for developers, administrators, architects, and engineers.

Course Prerequisites:

- participant wants to understand and learn Puppet should have an understanding of the system administration, infrastructure, and network protocol communication.
- To automate the infrastructure provisioning, one should have a command over basic Ruby scriptwriting and the underlying system where one wants to use Puppet.

Introduction to Puppet:

- Introduction to Configuration management system
- Why Puppet ?
- How to access working directory

Puppet Infrastructure:

- Puppet Agents
- Puppet Masters
- M Collective And Systems Orchestration
- Cross-Platform Puppet

Puppet Run and its working Cycle:

- Introduction To Puppet Run Cycle
- Gathering System Facts
- Node Matching And Catalog Compilation

Puppet language:

- Puppet Resources – How To Define System Resources
- Applying A Simple Puppet Manifest
- Puppet Types
- The Package File Service Pattern
- Applying Conditional Logic In Puppet
- Fact Conditionals – Choosing A Course Of Action

Organizing puppet Environment:

- Defining Nodes
- Puppet Modules – Reusable Code
- Forge Modules – Where To Find Reusable Code
- Provisioning A Web Server
- Class Parameters – Applying Variables
- Hiera Parameters – Defining Variables
- Executing Modules Against A Puppet Master With An Agent
- Reporting With Puppet

MCollective:

- MCollective And Live Management
- MCollective With Puppet
- Using MCollective To Interact With Services
- Using MCollective To Interact With Puppet