

2019-01-20

Your turn-key Cockpit UI in a CI/CD ecosystem

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Martin Pitt <mpitt@redhat.com>

DevConv.CZ 2019

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# IaaS

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IaaS

1. 10-second history of cloud computing
2. Infrastructure aaS: my other computer is a data center

# PaaS

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PaaS

1. Platform aaS: Kubernetes

# SaaS

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SaaS

1. Software aaS: we don't host our source repos any more, GitHub

# CoCICDaaS

1. undeniably the pinnacle of evolution: Cockpit Continuous Integration and Deployment aaS
2. that's what I introduce today

## Cockpit what?

- Interactive Server admin web interface
- Easy setup and troubleshooting for one or a few machines
- Included in all major distros

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└ Cockpit what?

Cockpit what?

- Interactive Server admin web interface
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- Included in all major distros

1. Conceptually: Linux session running in a web browser; technically very similar to ssh/VT/GNOME login
2. Aimed at admins who are new to Linux, e. g. coming from the Windows world and familiar with the concepts, but not Linux terminology
3. but also to experienced ones for infrequent tasks (set up RAID once a year, don't remember all the commands); not just setup, but also investigating "what is wrong with this machine"
4. apt or yum install away in Fedora, Atomic, RHEL, Debian, Ubuntu, Arch

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RED HAT ENTERPRISE LINUX Privileged Administrator

mysrv

System

Logs

Networking

Accounts

Services

Applications

Diagnostic Reports

Kernel Dump

SELinux

Software Updates

Terminal

Hardware: QEMU Standard PC (i440FX + PIIX, 1996)

Machine ID: bc5edf9e3ce946ba9b04b...

Operating System: Red Hat Enterprise Linux 8.0 Beta (Ootpa)

**System Not Registered**

Secure Shell Keys: [Show fingerprints](#)

Host Name: mysrv

Domain: [Join Domain](#)

System Time: 2018-11-09 05:21 ⓘ

Power Options:

Performance Profile: virtual-guest

Store Performance Data:

**% of 1 CPU core**

**MIB Memory**

**MIB/s Disk I/O**

**Mbps Network Traffic**

1. System page: Summary information about the machine and its current status
2. can drill down into more detailed graphs and information.
3. Menu on the left shows available administration pages for this machine, and can switch between multiple machines

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RED HAT ENTERPRISE LINUX Privileged Administrator

mysrv

System  
Logs  
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Software Updates  
Terminal

Networking > Firewall ON

Firewall ON

Allowed Services Add Services...

| Service                        | TCP  | UDP       |  |
|--------------------------------|--|-----------|--|
| >   <b>Cockpit</b>             | 9090   |           |  |
| >   <b>DHCPv6 Client</b>       |  | 546       |  |
| >   <b>Red Hat Satellite 6</b> | 53, 80, 443, 5000, 5646-5647, 5671, 8000, 8080, 8140, 9090 | 53, 67-69 |  |
| >   <b>SSH</b>                 | 22   |           |  |
| >   <b>WWW (HTTP)</b>          | 80   |           |  |

1. subpage of Networking is a UI for firewalld



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## Your turn-key Cockpit UI in a CI/CD ecosystem

A large screenshot of the Red Hat Enterprise Linux Cockpit web interface. The top bar shows 'RED HAT ENTERPRISE LINUX' and user information 'Privileged Administrator'. The left sidebar contains navigation links for 'mysrv', 'System', 'Logs', 'Networking', 'Virtual Machines', 'Accounts', 'Services', 'Applications', 'Diagnostic Reports', 'Kernel Dump', 'SELinux', 'Software Updates', and 'Terminal'. The main content area is titled 'Virtual Machines' and features a 'Create New VM' button. Below this is a table with columns for 'Name', 'Connection', and 'State'. The table lists two VMs: 'fedoraraw-composer' (shut off) and 'rhel7.4-domain-server' (running). The 'rhel7.4-domain-server' VM is selected, and its 'Consoles' tab is active. This tab shows a 'Console Type' dropdown set to 'Graphics Console (VNC)' and a 'Send key' button. The main terminal area displays the following text:

```
Employee SKI  
Kernel 3.10.0-693.el7.x86_64 on an x86_64  
  
birch login: andreasn  
Password:  
Last login: Mon Jul 23 20:56:16 on tty1  
andreasn@birch ~]$
```

1. See and interact with your local libvirt or ovirt VMs
2. Cockpit team maintains pages seen on the screenshots

Imagine your own page here!

```
<script src="../../base1/cockpit.js" />
```

API docs: <https://cockpit-project.org/guide/latest>

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└─ Imagine your own page here!

Imagine your own page here!

```
<script src="../../base1/cockpit.js" />  
API docs: https://cockpit-project.org/guide/latest
```

1. there will always be things missing for your use cases, so designed from the ground up to be easily extensible
2. offers JS API to interact with connected target machine: programs, D-Bus, files, sockets, etc.

```
<table>
  <tr>
    <td><label for="address">Address</label></td>
    <td><input id="address" value="8.8.8.8"></td>
  </tr>
  <tr>
    <td><button id="ping">Ping</button></td>
    <td><span id="result"></span></td>
  </tr>
</table>

<p> <pre id="output"></pre> </p>
```

```
<table>
  <tr>
    <td><label for="address">Address</label></td>
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  </tr>
</table>

<p> <pre id="output"></pre> </p>
```

1. little example: create a UI for ping
2. input for address, button to start, and pre for output

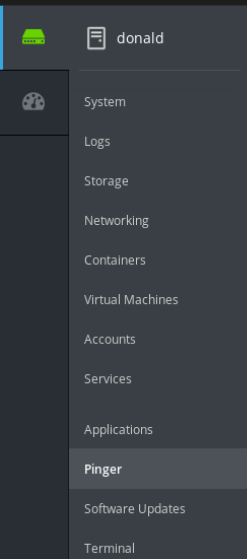
```
const button = document.getElementById("ping");
const address = document.getElementById("address");
const result = document.getElementById("result");
const output = document.getElementById("output");

button.addEventListener("click", () => {
  cockpit.spawn(["ping", "-c", "4", address.value])
    .stream(data => output.append(
      document.createTextNode(data)
    )
    .done(() => {
      result.innerHTML = "success";
      result.style.color = "green";
    });
});
```

```
const button = document.getElementById("ping");
const address = document.getElementById("address");
const result = document.getElementById("result");
const output = document.getElementById("output");

button.addEventListener("click", () => {
  cockpit.spawn(["ping", "-c", "4", address.value])
    .stream(data => output.append(
      document.createTextNode(data)
    )
    .done(() => {
      result.innerHTML = "success";
      result.style.color = "green";
    });
});
```

1. wire cockpit API for running a process - ping in this case to this UI
2. whenever something new on stdout → append to output field for live streaming
3. slightly simplified, e. g. no error handling, but this is the gist
4. similar structure for a D-Bus call, or files



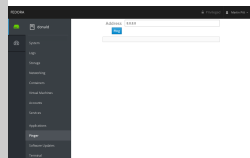
donald

- System
- Logs
- Storage
- Networking
- Containers
- Virtual Machines
- Accounts
- Services
- Applications
- Pinger**
- Software Updates
- Terminal

Address 

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## Your turn-key Cockpit UI in a CI/CD ecosystem



1. initially looks like this; enter address, press button



donald



System



Logs



Storage



Networking



Containers



Virtual Machines



Accounts



Services



Applications



Pinger



Software Updates



Terminal

Address piware.de

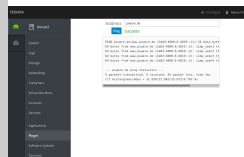
Ping success

```
PING piware.de(www.piware.de (2a03:4000:6:4019::2)) 56 data byte
64 bytes from www.piware.de (2a03:4000:6:4019::2): icmp_seq=1 tt
64 bytes from www.piware.de (2a03:4000:6:4019::2): icmp_seq=2 tt
64 bytes from www.piware.de (2a03:4000:6:4019::2): icmp_seq=3 tt
64 bytes from www.piware.de (2a03:4000:6:4019::2): icmp_seq=4 tt

--- piware.de ping statistics ---
4 packets transmitted, 4 received, 0% packet loss, time 7ms
rtt min/avg/max/mdev = 31.038/31.865/33.072/0.787 ms
```

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1. and you see the result
2. appears in the menu via a little declaration file called manifest; not shown here
3. above good enough for your own personal environment/company specific pages
4. ex: cheap monitoring/control of services or house automation
5. cockpit more popular, more extension projects which are public, get packaged and team-maintained
6. ex: UI for podman, building installable OS images, IPA server, Fleet Commander
7. proposed: NFS server, SSL certificate management
8. then tossing the above into a single HTML file is not good enough

## Public projects

- Code layout
- Modern frameworks: React, PatternFly
- Build system: Babel, ESLint, webpack
- Tests/CI
- Automated releases

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└─ Public projects

Public projects

- Code layout
- Modern frameworks: React, PatternFly
- Build system: Babel, ESLint, webpack
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- Automated releases

1. Separation of HTML, CSS, and JavaScript into lots of little files for maintainability
2. Don't do UI by hand like in pinger, integrate React and PatternFly
3. JavaScript toolchain to compile all your files into a blob the browser can understand
4. complex build system, integrate static code checks
5. create automated browser tests, run them in PRs
6. test on various operating systems, maintain VM images for these
7. release very often to GitHub, various distros, COPR, dockerhub, update your project page, etc.
8. putting this together is a daunting task

## Bootstrapping with Cockpit starter-kit

```
git clone https://github.com/cockpit-project/starter-kit
cd starter-kit
make devel-install
sudo make install
make rpm
```

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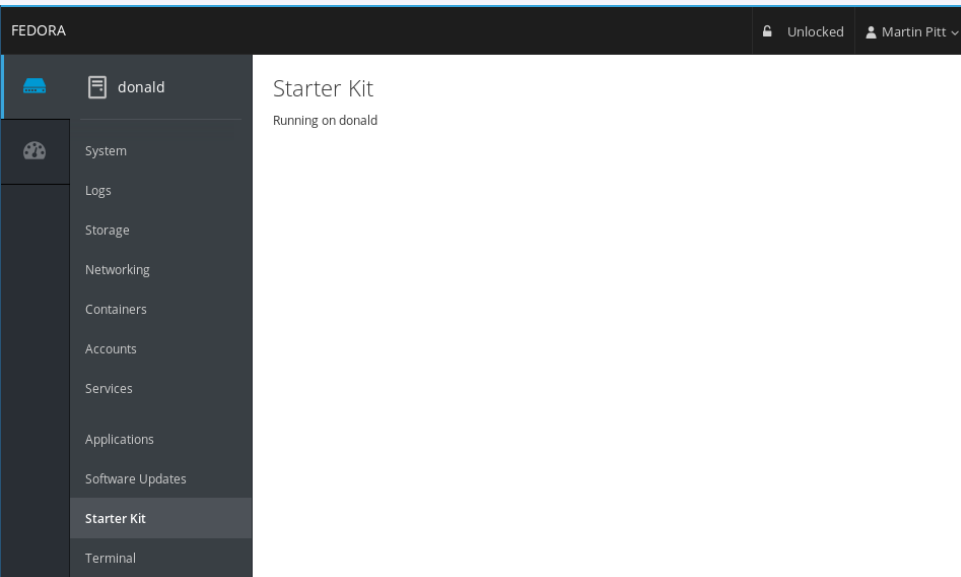
└─ Bootstrapping with Cockpit starter-kit

Bootstrapping with Cockpit starter-kit

```
git clone https://github.com/cockpit-project/starter-kit
cd starter-kit
make devel-install
sudo make install
make rpm
```

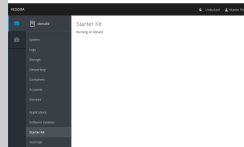
1. we put together the Cockpit starter kit, does all that for you
2. best practices for a Cockpit project
3. example UI with all the glory I mentioned before
4. devel-install: run straight out of your build tree; install: /usr/local/, build rpm





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## Your turn-key Cockpit UI in a CI/CD ecosystem



1. looks unspectacular, but demonstrates cockpit API (reading hostname) and LESS/CSS
2. point is to be a simple React component which you can directly hack on without worrying about all the boilerplate

## Integration testing

```
$ TEST_OS=rhel-7-6 make check
1..1
# -----
# testBasic (__main__.TestStarterKit)
#

ok 1 testBasic (__main__.TestStarterKit) # duration: 21s
```

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└─ Integration testing

1. RPM build, integration test
2. test looks simple, but does a lot of stuff for you
3. download appropriate Cockpit VM image (lots of OSes), builds code, installs it into the VM, starts headless Chromium, runs your test on it
4. re-uses VMs of Cockpit team, half-time job to maintain them
5. integrate into CI: webhook, ask Cockpit team to whitelist to run on our infra

Integration testing

```
$ TEST_OS=rhel-7-6 make check
1..1
# -----
# testBasic (__main__.TestStarterKit)
#

ok 1 testBasic (__main__.TestStarterKit) # duration: 21s
```

## Automated releases

```
$ cat ./cockpituous-release
RELEASE_SOURCE="_release/source"
RELEASE_SPEC="cockpit-starter-kit.spec"
RELEASE_SRPM="_release/srpm"
```

```
job release-source
job release-srpm
```

```
# job release-koji -k master
# job release-koji f29
# job release-bodhi F29
# job release-github
# job release-copr @myorg/myrepo
```

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## Your turn-key Cockpit UI in a CI/CD ecosystem

└ Automated releases

```
Automated releases
$ cat ./cockpituous-release
RELEASE_SOURCE="_release/source"
RELEASE_SPEC="cockpit-starter-kit.spec"
RELEASE_SRPM="_release/srpm"

job release-source
job release-srpm

# job release-koji -k master
# job release-koji f29
# job release-bodhi F29
# job release-github
# job release-copr @myorg/myrepo
```

1. release process: push a signed git tag with a summary of changes
2. our cockpituous infra then builds release tarballs, srpms, pushes them to github, Fedora, dockerhub, copr, etc.
3. real file has lots of comments
4. just like with CI, ask Cockpit team
5. that part is relatively easy to self-host: container with a bunch of credentials; or run on your laptop

<https://github.com/cockpit-project/starter-kit/pull/75>

cockpit-project / starter-kit

Unwatch 12 Star 8 Fork 17

Code Issues 0 Pull requests 2 Projects 0 Wiki Insights Settings

package.json: Update react package dependency #75

Merged martinpitt merged 1 commit into cockpit-project:master from cockpituous:npe-update-react-20181226-195251 14 days ago

Conversation 3 Commits 1 Checks 0 Files changed 1

Changes from all commits File filter... Jump to... +1 -1

Diff settings Review changes

```
2 package.json Copy path View file
-44,7 +44,7
44 44     "dependencies": {
45 45       "@babel/polyfill": "7.0.0",
46 46       "node-sass": "4.11.0",
47 47 -     "react": "16.6.3",
47 47 +     "react": "16.7.0",
48 48       "react-dom": "16.7.0"
49 49     }
50 50 }
```

martinpitt approved these changes 14 days ago View changes

martinpitt merged commit 00a9ba6 into cockpit-project:master 14 days ago Hide details Revert

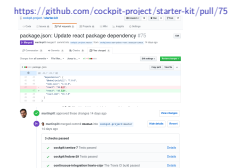
3 checks passed

|  |         |
|--|---------|
| ✓ cockpit/centos-7 Tests passed                                  | Details |
| ✓ cockpit/fedora-29 Tests passed                                 | Details |
| ✓ continuous-integration/travis-ci/pr The Travis CI build passed | Details |

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<https://github.com/cockpit-project/starter-kit/pull/75>



1. routine maintenance tasks: latest NPM dependencies, uploading translation templates to Zanata, download translations
2. bots for code maintenance; example for NPM update
3. proposes a PR for updating to latest React, tests pass; human can sign off and presses the button

## Current users

- Composer
- cockpit-podman
- cockpit-ostree

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└─ Current users

Current users

- Composer
- cockpit-podman
- cockpit-ostree

1. these projects are real-life, thus this is not a pipe dream; let's add your's
2. Our team wants to scale from "we build UIs for everything" to "we support your team with building your UI"
3. we work a lot on providing CI infrastructure, cross-project testing and maintenance

## Contact

- #cockpit on Freenode
- <https://cockpit-project.org>
- Hackfest: Sunday 14:30 to 15:15, room A218

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└─ Contact

1. Home page leads to mailing lists, documentation
2. Join us on the hackfest on Sunday
3. thanks for your attention; Q+A

Contact

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