Red Hat CodeReady Studio 12.19.1

Getting Started with Container and Cloud-based Development

Starting Development of Container and Cloud-based Applications Using Red Hat CodeReady Studio
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Abstract

This compilation of topics contains information on how to start developing containerized applications and applications for cloud deployment.
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MAKING OPEN SOURCE MORE INCLUSIVE

Red Hat is committed to replacing problematic language in our code, documentation, and web properties. We are beginning with these four terms: master, slave, blacklist, and whitelist. Because of the enormity of this endeavor, these changes will be implemented gradually over several upcoming releases. For more details, see our CTO Chris Wright’s message.
CHAPTER 1. DEVELOPING USING CONTAINERS AND THE CLOUD IN CODEREADY STUDIO

1.1. USING RED HAT CODEREADY CONTAINERS TOOLS IN CODEREADY STUDIO

Red Hat CodeReady Containers (CRC) brings a minimal OpenShift 4 cluster to your local computer. This cluster provides a minimal environment for development and testing purposes. It is mainly targeted at running on developers’ desktops. For other use cases, such as headless, multi-developer or team-based setups, use of the full-fledged OpenShift installer is recommended.

For a more in-depth introduction to OpenShift, see OpenShift documentation.

1.1.1. Downloading and installing Red Hat CodeReady Containers

The following section describes how to set up CodeReady Containers in CodeReady Studio.

Prerequisites

1. Download the latest release of CodeReady Containers and the pull secret.

2. Extract the CRC file.
   For more information on how to install and set up CRC, see the Installation chapter of the Getting started with CodeReady Containers Guide.

Procedure


2. Click Window → Show View → Other.
   The Show View window appears.
3. Enter **Server** in the search field.

4. Select **Servers**.

5. Click **Open**.
   The **Servers** view appears.

   **No servers are available. Click this link to create a new server...**

6. Right-click any area in the **Servers** view.
7. Click **New → Server**. The **Define a New Server** window appears.

New Server

**Define a New Server**

Choose the type of server to create

Select the server type:

- **Red Hat CodeReady Containers 1.0+**
  - Red Hat Container Development Kit 2.x
  - Red Hat Container Development Kit 3
  - Red Hat Container Development Kit 3.2+
  - Red Hat Fuse 7+ Server
  - Red Hat JBoss Enterprise Application Platform 4.3 (End Of Life)

Integration and support for Red Hat CodeReady Containers 1.0+

Server's host name: **localhost**

Server name: **CodeReady Containers 1.0+**
8. Select **CodeReady Containers 1.0+**.

9. Click **Next**.
   The **CodeReady Containers** window appears.

   ![CodeReady Containers window](image)

   **Red Hat CodeReady Containers**
   A server adapter representing a Red Hat CodeReady Container.

<table>
<thead>
<tr>
<th><strong>CRC Binary:</strong></th>
<th><strong>CRC Pull Secret File:</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><code>/home/user/Downloads/crc-linux-1.12.0-amd64/crc</code></td>
<td><code>/home/user/Downloads/pull-secret</code></td>
</tr>
</tbody>
</table>

   ![Browse buttons](image)

   ![Finish button](image)

10. Click **Browse** to locate the **CRC binary**.

11. Click **Browse** to locate the **CRC Pull Secret File**

12. Click **Finish**.

   Your newly added CodeReady Containers 1.0+ server adapter is now listed in the **Servers** view.

   ![Servers view](image)
NOTE

In case you did not set up CRC prior to starting the server adapter, you will see a warning: **CRC has not been properly initialized!**

Follow the on-screen instructions to initialize CRC.

The instructions prompt you for optional, anonymous usage data collection to assist with development. No personally identifiable information is collected. For information on changing your settings later, visit Red Hat CodeReady Containers - Consent for telemetry data collection.

### 1.1.2. Using OpenShift Container Platform tools

The following section describes how to use OpenShift Containers in CodeReady Studio.

**Prerequisites**

- The CRC server adapter is set up and configured.
  
  For more information, see [Downloading and installing CRC](#).

**Procedure**


2. Start the CRC server adapter.

3. Click **Window → Show View → Other**.
4. Enter OpenShift in the search field.

5. Select OpenShift Explorer.

6. Click Open.
   The OpenShift Explorer view appears.

For information on how to set up a new OpenShift connection, visit Creating a new OpenShift Container Platform connection.

7. Press Ctrl+N.
   The Select a wizard window appears.
8. Enter OpenShift in the search field.


10. Click Next.
    The Sign in to OpenShift window appears.
11. Provide your credentials and click **Next**.
The **Create OpenShift Project** window appears.
12. Name your project.

13. Click **Finish**.
   The Select template window appears.
14. Select a template.

15. Click Next. The Template Parameters window appears.
16. Ensure that the template parameters are correct.

17. Click Finish.
   The Create Application Summary window appears.
CHAPTER 1. DEVELOPING USING CONTAINERS AND THE CLOUD IN CODEREADY STUDIO

Results of creating the resources from the eap-cd-basic-s2i template.

New Resources Created:

- Service - eap-app
- Service - eap-app-ping
- Route - eap-app
- ImageStream - eap-app
- ImageStream - eap-app-build-artifacts
- BuildConfig - eap-app-build-artifacts
- BuildConfig - eap-app
- DeploymentConfig - eap-app

Click [here](#) for webhooks available to automatically trigger builds.

Note the following parameters required to administer your resources:

<table>
<thead>
<tr>
<th>Name</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>APPLICATION_NAME</td>
<td>eap-app</td>
</tr>
<tr>
<td>ARTIFACT_DIR</td>
<td></td>
</tr>
<tr>
<td>AUTO_DEPLOY_EXPLODED</td>
<td>false</td>
</tr>
<tr>
<td>CONTEXT_DIR</td>
<td>kitchensink</td>
</tr>
<tr>
<td>ENABLE_GENERATE_DEFAULT_DATASOURCE</td>
<td>false</td>
</tr>
<tr>
<td>GALLEON_PROVISION_LAYERS</td>
<td></td>
</tr>
<tr>
<td>GENERIC_WEBHOOK_SECRET</td>
<td>NuwdN1ZE</td>
</tr>
</tbody>
</table>

18. Ensure that the application details are correct.

19. Click **OK**.
   The **Import OpenShift Application** window appears.
20. Choose the location for your git repository clone.

21. Click Finish.

Your newly created OpenShift project and application are now listed in the OpenShift Explorer view.

Additional resources

- For more information on how to perform additional tasks with OpenShift Container Platform projects and applications, see Developing for the Cloud with OpenShift in CodeReady Studio.

1.2. USING RED HAT CONTAINER DEVELOPMENT KIT TOOLS IN CODEREADY STUDIO
Red Hat Container Development Kit (CDK) is a pre-built container development environment based on Red Hat Enterprise Linux (RHEL). CDK helps you get started with developing container-based applications quickly.

### 1.2.1. Installing Container Development Kit

The following section describes how to install CDK from within CodeReady Studio.

**Prerequisites**

- Ensure that the Hypervisor is installed and configured on your system:
  - VirtualBox, Linux KVM/libvirt (Linux)
  - xhyve (macOS)
  - Hyper-V (Windows)
- Ensure that hardware virtualization is enabled on your system. For more information, see [Setting Up the Virtualization Environment](#).
- Ensure that you have a Red Hat Developer account. To create a new account, visit [developers.redhat.com](http://developers.redhat.com).

For more information on CDK, see the [Red Hat Container Development Kit Getting Started Guide](#).

**Procedure**

2. Click **Window → Show View → Other**. The **Show View** window appears.
3. Enter **Server** in the search field.

4. Select **Servers**.

5. Click **Open**. The **Servers** view appears.

6. Right-click any area in the **Servers** view.

**No servers are available. Click this link to create a new server...**
No servers are available. Click this link to create a new server...

7. Click New → Server.
   The Define a New Server window appears.

Define a New Server
Choose the type of server to create

Select the server type:

- Red Hat JBoss Middleware
  - Minishift 1.7+
  - Red Hat CodeReady Containers 1.0+
  - Red Hat Container Development Kit 2.x
  - Red Hat Container Development Kit 3
- Red Hat Container Development Kit 3.2+

Integration and support for the Red Hat Container Development Kit 3.2+

Server’s host name: localhost
Server name: Container Development Environment 3.2+
8. Select Red Hat Container Development Kit 3.2+

9. Click Next.
The Red Hat Container Development Environment window appears.

10. Click Download and install runtime
The Download Runtimes window appears.
11. Select a Red Hat CDK version.

12. Click Next.

13. Ensure that your sign-on credentials for access.redhat.com are correct.

14. Click Next.

15. Review and accept the license agreement and click Next.

16. Select the installation folder and click Finish.
   Note that the process of downloading and installing the runtime might take some time to complete.

17. Click Finish.
   Your newly created Container Development Environment 3.2+ server is now listed in the Servers view.
18. Right-click **CDK server adapter** → **Start**.

NOTE
In case you did not set up CDK prior to starting the server adapter, you will see a warning: **CDK has not been properly initialized!**

Follow the on-screen instructions to initialize CDK.

1.2.2. Using Docker tools

1.2.2.1. Creating a Dockerfile

**Prerequisites**

- The CDK server adapter is set up and configured.
  For more information, see Installing CDK.
Procedure


2. Start the CDK server adapter.

3. Press Ctrl+N.
   The Select a wizard window appears.

4. Enter Java Project in the search field.
5. Select **Java Project**.

6. Click **Next**. The **New Java Project** window appears.

   ![New Java Project window](image)

   **Create a Java Project**
   Create a Java project in the workspace or in an external location.

   **Project name:** my-java-project

   **Use default location**
   **Location:** /home/levi/eclipse-workspace/my-java-project

   **JRE**
   - **Use an execution environment JRE:**
   - **Use a project specific JRE:**
   - **Use default JRE 'java-11-openjdk-11.0.7.10-1.fc32.x86_64' and workspace compiler preferences** Configure JREs...

   **Project layout**
   - **Use project folder as root for sources and class files**
   - **Create separate folders for sources and class files** Configure default...

   **Working sets**
   - **Add project to working sets**
   - **Working sets:**

   ![End of New Java Project window](image)

7. Name your project.
   The **New module-info.java** window appears.
8. Create a new `module-info.java` file or click Don’t Create.

9. Click Finish.

Your newly created Java project is now listed in the Project Explorer view.

10. Right-click your Java project → New → File.
    The Create New File window appears.
11. Select the parent folder.

12. Name your file.

13. Click Finish. Your newly created file is now displayed in the CodeReady Studio editor.

14. Paste the following content into your newly created file:

```bash
# Use latest jboss/base-jdk:8 image as the base
FROM jboss/base-jdk:8

# Set the WILDFLY_VERSION env variable
ENV WILDFLY_VERSION 10.1.0.Final
ENV WILDFLY_SHA1 9ee3c0255e2e6007d502223916cefad2a1a5e333
ENV JBOSS_HOME /opt/jboss/wildfly

USER root
```
# Add the WildFly distribution to /opt, and make wildfly the owner of the extracted tar content
# Make sure the distribution is available from a well-known place
RUN cd $HOME \  
  && curl -O https://download.jboss.org/wildfly/$WILDFLY_VERSION/wildfly-$WILDFLY_VERSION.tar.gz \  
  && sha1sum wildfly-$WILDFLY_VERSION.tar.gz | grep $WILDFLY_SHA1 \  
  && tar xf wildfly-$WILDFLY_VERSION.tar.gz \  
  && mv $HOME/wildfly-$WILDFLY_VERSION $JBOSS_HOME \  
  && rm wildfly-$WILDFLY_VERSION.tar.gz \  
  && chown -R jboss:0 ${JBOSS_HOME} \  
  && chmod -R g+rw ${JBOSS_HOME} 

# Ensure signals are forwarded to the JVM process correctly for graceful shutdown
ENV LAUNCH_JBOSS_IN_BACKGROUND true

USER jboss

# Expose the ports we’re interested in
EXPOSE 8080

# Set the default command to run on boot
# This will boot WildFly in the standalone mode and bind to all interface
CMD ["/opt/jboss/wildfly/bin/standalone.sh", "-b", "0.0.0.0"]

15. Press Ctrl+S to save the changes.

Your Dockerfile has been created.

Additional resources

- For more information about Dockerfiles, see Dockerfile reference.

1.2.2.2. Building a Docker image Using Red Hat Container Development Kit

Prerequisites

- The CDK server adapter is set up and configured.
  For more information, see Installing CDK.

- A Java project and a Dockerfile.
  For more information, see Creating a Dockerfile.

Procedure


2. Start the CDK server adapter.
3. Expand your Java project.

4. Right-click **Dockerfile** → **Run as** → **Docker Image Build**. The **Docker Image Build Configuration** window appears.
5. Select your Container Development Environment server adapter as your connection.

6. Name your image.

7. Click OK.

The Console view appears displaying the docker image building process.

1.2.3. Additional resources

- For more information on how to perform tasks using OpenShift Container Platform tools, see Developing for the Cloud with OpenShift in CodeReady Studio.

- For more information on how to use OpenShift in CodeReady Studio, see OpenShift basics in CodeReady Studio.
CHAPTER 2. DEVELOPING FOR THE CLOUD WITH OPENSHIFT IN CODEREADY STUDIO

2.1. CREATING AN OPENSHIFT CONTAINER PLATFORM APPLICATION IN CODEREADY STUDIO

Using the OpenShift Container Platform tools you can create, import, and modify OpenShift Container Platform applications.

2.1.1. Creating a new OpenShift Container Platform connection

To use OpenShift tools in CodeReady Studio, you must create an OpenShift connection in the OpenShift Explorer view. An OpenShift connection connects CodeReady Studio to an OpenShift instance (based on CDK, OpenShift Online, Kubernetes or minishift). The connection is listed in the OpenShift Explorer view. You can have more than one OpenShift connection configured in CodeReady Studio.

Prerequisites

- A running OpenShift cluster.

Procedure


2. Click Window → Show View → Other. The Show View window appears.
3. Enter **OpenShift** in the search field.

4. Select **OpenShift Explorer**.

5. Click **Open**.
   The **OpenShift Explorer** view appears.

6. Right-click any area in the **OpenShift Explorer**.
7. Click **New → Connection**. The **Sign in to OpenShift** window appears.

8. Paste the URL of your OpenShift server into the **Server** field.

9. Authenticate with a token or login credentials.
NOTE

Alternatively, you can copy the Login Command from the OpenShift Container Platform web UI.

To get login credentials, click the drop-down menu in the top right corner → Copy Login Command.

10. Click Finish.

Your newly added connection is now listed in the OpenShift Explorer view.

2.1.2. Creating a new OpenShift Container Platform project

You must create an OpenShift Container Platform project, which essentially is a namespace with additional annotations, to centrally manage the access to resources for regular users of your OpenShift Container Platform.

Prerequisites

- A running OpenShift cluster.
- An OpenShift Container Platform connection.

For more information on how to create an OpenShift Container Platform connection, see Creating a new OpenShift Container Platform connection.

Procedure


2. Click Window → Show View → Other. The Show View window appears.
3. Enter OpenShift in the search field.

4. Select OpenShift Explorer.

5. Click Open. The OpenShift Explorer view appears.

7. Name your project.

8. Click Finish.

Your newly created OpenShift project is now listed in the OpenShift Explorer view.

2.1.3. Creating a new OpenShift Container Platform application

You can use the OpenShift Application wizard in CodeReady Studio to create OpenShift Container Platform applications from default or custom templates.

Prerequisites

- A running OpenShift cluster.
- An OpenShift Container Platform connection. For more information on how to create an OpenShift Container Platform connection, see Creating a new OpenShift Container Platform connection.
- An OpenShift Container Platform project. For more information on how to create a new OpenShift Container Platform project, see Creating a new OpenShift Container Platform project.
Procedure


2. Click Window → Show View → Other.
   The Show View window appears.

3. Enter OpenShift in the search field.

4. Select OpenShift Explorer.

5. Click Open.
   The OpenShift Explorer view appears.

7. Select a template.

8. Click Next. The Template Parameters window appears.
9. Ensure that the template parameters are correct.

10. Click **Next**.
    The **Resource Labels** window appears.
11. Click Add to add labels.

12. Click Finish.

   The Create Application Summary window appears.
13. Ensure that the application details are correct.

14. Click OK.
   The Import OpenShift Application window appears.
15. Choose the location for your git repository clone.

16. Click Finish.

Your newly created OpenShift Container Platform application is now listed in the OpenShift Explorer view.

Additional Resources

- For more information about using and creating templates with OpenShift Container Platform, see the upstream documentation [Official OKD documentation, Using templates](#).

2.1.4. Importing an existing OpenShift Container Platform application into CodeReady Studio

The OpenShift Explorer view in CodeReady Studio lists applications associated with your OpenShift Container Platform accounts. You can import the source code for these applications individually into CodeReady Studio using the Import OpenShift Application wizard. After the application is imported, you can easily modify the application source code, build the application, and view it in a web browser.

Prerequisites

- The application that you are importing into CodeReady Studio has its source specified in the build config file.
- A running OpenShift cluster.
- An OpenShift Container Platform connection.
For more information on how to create an OpenShift Container Platform connection, see Creating a new OpenShift Container Platform connection.

**Procedure**


2. Click Window → Show View → Other. The Show View window appears.

3. Enter OpenShift in the search field.

4. Select OpenShift Explorer.

5. Click Open. The OpenShift Explorer view appears.
6. Right-click your OpenShift Container Platform connection → Import OpenShift Application. The Select Build Config window appears.
7. Select the application you want to import.

8. Click Next. The Import OpenShift Application window appears.
9. Select your **Git Clone Location**

10. Click **Finish**.

Your newly imported OpenShift Container Platform application is now listed in the **OpenShift Explorer** view.

### 2.1.5. Deploying an application using the server adapter

The server adapter enables you to publish the changes that you made in your workspace project to the running OpenShift application on the OpenShift instance. It enables incremental deployment of applications directly into the deployed pods on OpenShift. You can use the server adapter to push changes in your application directly to the running OpenShift application without committing the source code to the Git repository.

**Prerequisites**

- A running OpenShift cluster.
- An OpenShift Container Platform connection.
  For more information on how to create an OpenShift Container Platform connection, see [Creating a new OpenShift Container Platform connection](#).

**Procedure**


2. Click **Window → Show View → Other**.
The Show View window appears.

3. Enter OpenShift in the search field.

4. Select OpenShift Explorer.

5. Click Open.
   The OpenShift Explorer view appears.

7. Right-click your application → Server Adapter. The Server Settings window appears.

   **Server Settings**

   Create an OpenShift Server Adapter by selecting the project, resource and folders used for file synchronization.

   **Eclipse Project Source (From)**

   - **Eclipse Project**: kitchensink
   - **Source Path**: `$({workspace_loc}/kitchensink)`

   **OpenShift Application Destination (To)**

   - **Kind**: Service
   - **Name**: eap-app-ping
   - **Namespace**: my-openshift-project
   - **Labels**: `template=eap72-basic-s2i`, `application=eap-app`, `xpaaas=1.1.0`
   - **Selectors**: deploymentConfig=eap-app
   - **IP**: None
   - **Port**: 8888

   - **Use Inferred Pod Deployment Path**
NOTE

If you are using EAP 7.3, you need to set the path for the deployment of your server adapter due to changes in the templates.

To do so, uncheck the Use inferred Pod Deployment Path checkbox and set the Pod Deployment Path field to /opt/eap/standalone/deployments/.

8. Click Finish.

The Servers view appears, starting your server adapter.

To open your application in a browser, right-click application → Show In → Web Browser.

The CodeReady Studio built-in web browser opens, displaying your application.

2.1.6. Deleting an OpenShift Container Platform project

You may choose to delete a project from the workspace for a fresh start in project development or after you have concluded development in a project. When you delete a project, all resources associated with the project are deleted as well.

Prerequisites

- An existing OpenShift Container Platform project.

Procedure


2. Click Window → Show View → Other.

   The Show View window appears.
3. Enter OpenShift in the search field.

4. Select OpenShift Explorer.

5. Click Open.
   The OpenShift Explorer view appears.

7. Right-click your project → Delete. A Delete OpenShift Resource window prompts you for consent.

8. Click OK.

Your project is now deleted.

2.2. SETTING UP AND REMOTELY MONITORING AN OPENSHIFT CONTAINER PLATFORM APPLICATION IN CODEREADY STUDIO

CodeReady Studio allows users to set up a connection to a remote instance of OpenShift Container Platform and use application and build logs to troubleshoot and monitor running applications.

**Prerequisites**

- A running OpenShift cluster.
- An OpenShift Container Platform connection.
  
  For more information on how to create an OpenShift Container Platform connection, see [Creating a new OpenShift Container Platform connection](#).

2.2.1. Setting up OpenShift Client Binaries

Before setting up port forwarding or streaming application and build logs, set up OpenShift Client Binaries.

**Procedure**


2. Click Window → Preferences. The Preferences window appears.
3. Enter OpenShift in the search field.

4. Select OpenShift.

5. Click **Browse** to locate the `oc` executable.

6. Click **Apply and Close**.

OpenShift Client Binaries are now set up.

### 2.2.2. Setting up Port Forwarding

Using the **Application Port Forwarding** window, you can connect local ports to their remote counterparts to access data or debug your application.

Port forwarding automatically stops due to any of the following reasons:

- The OpenShift Container Platform connection terminates
- CodeReady Studio shuts down
- The workspace is changed

Port forwarding must be enabled each time to connect to OpenShift Container Platform from CodeReady Studio.
Procedure


2. Click Window → Show View → Other.
   The Show View window appears.

3. Enter OpenShift in the search field.

4. Select OpenShift Explorer.

5. Click Open.
   The OpenShift Explorer view appears.

7. Right-click your application ➔ Port Forwarding.
   The Port Forwarding window appears.
8. Check the **Find free local ports for remote ports** box.

9. Click **Start All**.

10. Click **OK**.

The **Console** view appears showing the port-forwarding starting process.

### 2.2.3. Streaming Pod Logs

Pod logs are general logs for an application running on a remote OpenShift Container Platform instance. The streaming pod logs feature in CodeReady Studio is used to monitor applications and use the previous pod log to troubleshoot if the application fails or returns errors.

**Procedure**


2. Click **Window → Show View → Other**.
   The **Show View** window appears.
3. Enter OpenShift in the search field.

4. Select OpenShift Explorer.

5. Click Open.
   The OpenShift Explorer view appears.

7. Right-click the **application** → **Pod Log**.

The **Console** view appears displaying the Pod Log.

### 2.2.4. Streaming Build Logs

Build logs are logs that document changes to applications running on a remote OpenShift Container Platform instance. The streaming build logs feature in CodeReady Studio is used to view the progress of the application build process and to debug the application.

**Procedure**


2. Click **Window** → **Show View** → **Other**.
   
The **Show View** window appears.
3. Enter **OpenShift** in the search field.

4. Select **OpenShift Explorer**.

5. Click **Open**.

   The **OpenShift Explorer** view appears.

7. Right-click the application → Build Log.

The Console view appears displaying the Build Log.

2.3. ADDITIONAL RESOURCES

- For more information on OpenShift Application Explorer, see Getting started with CodeReady Studio Tools.
3.1. MANAGING DOCKER CONNECTIONS

3.1.1. Setting up a Docker account

The following section describes how to set up a Docker account in CodeReady Studio.

Prerequisites

- Docker is installed on your system. For more information on how to install Docker, see Docker Docs - Get Docker.
- You have a Docker ID. For more information on how to get a Docker ID, see Register for a Docker ID.

Procedure

2. Click Window → Preferences. The Preferences window appears.
3. Enter **Registry Accounts** in the search field.

4. Select **Registry Accounts**.

5. Click **Add**.
   
The **New Registry Account** window appears.
6. Enter the **Server Address**.

7. Enter your Docker ID as the **Username**.

8. Enter the email associated with your Docker account.

9. Enter your password.

10. Click **OK**.

11. Click **Apply and Close**.

Your Docker account has been set up.

### 3.1.2. Testing an existing Docker connection

**Prerequisites**

- Your Docker account in CodeReady Studio is set up. For more information on how to set up a Docker account in CodeReady Studio, see Setting up a Docker account.

- You are logged in to your Docker account.

**Procedure**


2. Click **Window → Show View → Other**. The **Show View** window appears.
3. Enter **Docker** in the search field.

4. Select **Docker Explorer**.

5. Click **Open**.
   The **Docker Explorer** view appears.

6. Right-click **Docker socket → Edit**.
The Edit Docker Connection window appears.

7. Click Test Connection.
   If the connection is configured correctly, a window stating Ping succeeded! appears.

8. Click OK.
9. Click **Finish**.

### 3.1.3. Editing a Docker connection

**Prerequisites**

- A set up Docker account in CodeReady Studio.  
  For more information on how to set up a Docker account in CodeReady Studio, see [Setting up a Docker account](#).

- You are logged in to your Docker account.

**Procedure**


2. Click **Window → Show View → Other**.  
   The **Show View** window appears.

   ![Show View window]

3. Enter **Docker** in the search field.
4. Select **Docker Explorer**.

5. Click **Open**.
   The **Docker Explorer** view appears.

6. Right-click **Docker socket** → **Edit**.
   The **Edit Docker Connection** window appears.

   The **Edit Docker Connection** window appears.
7. Click **Browse** in the **Unix socket Location** field to locate a new socket or check the **TCP Connection** option and add your host URI.

8. Click **Finish**.

Your docker connection has been edited.

### 3.2. MANAGING DOCKER IMAGES

**Prerequisites**

- A set up Docker account in CodeReady Studio.
  
  For more information on how to set up a Docker account in CodeReady Studio, see [Setting up a Docker account](#).

- You are logged in to your Docker account.

**3.2.1. Pulling Docker images**

**Procedure**


2. Click **Window → Show View → Other**. The **Show View** window appears.
3. Enter **Docker** in the search field.

4. Select **Docker Explorer**.

5. Click **Open**.
   The **Docker Explorer** view appears.

6. Expand the **Docker socket** folder.
7. Right-click Images → Pull.

The Pull Image window appears.

8. Click Search.

The Search the Docker Registry for images window appears.
9. Enter your image name into the search field.

10. Click **Next**.
    The **Choose a tag for the selected image** window appears.
11. Choose a tag for your image.

12. Click **Finish**.
   The **Pull an image or a repository from the registry** window appears.
13. Click **Finish**.

Your new Docker image is now listed in the **Docker Explorer** view.

### 3.2.2. Pushing Docker images

Before pushing an image you must tag it. The following section describes how to tag and push a Docker image in CodeReady Studio.

**Procedure**

2. Click **Window → Show View → Other**. The **Show View** window appears.

3. Enter **Docker** in the search field.

4. Select **Docker Explorer**.

5. Click **Open**. The **Docker Explorer** view appears.

7. Right-click the image you want to tag.

8. Click Add tag.

The Tag Image window appears.
9. Enter your tag in the **New Tag** field. The tag should be in the form of `username/image_name:tag_name`, where `username` is your Docker ID on hub.docker.com, `image_name` is the name of your image, and `tag_name` is the version of your image.

10. Click **Finish**.

11. Right-click the **tagged image** → **Push**.
The **Push image to Registry** window appears.

**Push Image to Registry**

1. Select an image name (or input a new one), then select a target registry.

   - **Registry account:** levilee@https://index.docker.io
   - **Image name:** levilee/wildfly:20.0.1.Final

   - [ ] Force tagging image with selected registry
   - [ ] Keep tagged image upon completion

12. Select the **Registry Account** that starts with your Docker ID.

13. Click **Finish**.
After you push the image it appears in the Docker Cloud. This image is then available for other developers to use.

3.2.3. Running Docker images

Procedure


2. Click **Window → Show View → Other**.  
The **Show View** window appears.

3. Enter **Docker** in the search field.

4. Select **Docker Explorer**.

5. Click **Open**.  
The **Docker Explorer** view appears.

7. Right-click an image you want to run.

8. Click Run.

The Docker Container settings window appears.
9. Name the container.

10. Clear the **Publish all exposed ports to random ports on the host interfaces** check box.
11. Check the box for the 8080 port.

12. Click Finish.
   The Console view appears showing the process of starting the image.

13. In the web browser, navigate to http://localhost:8080/ to see the image running.

3.2.4. Building images with Dockerfile

You can build or create an image by modifying an existing image. Typically, this involves installing new packages. The specification of the new Docker image is done via Dockerfile.

Prerequisites

- You must have a Dockerfile created on your local machine.
  For more information on how to create a Dockerfile, see Creating a Dockerfile.

Procedure


2. Click Window → Show View → Other.
   The Show View window appears.
3. Enter **Docker** in the search field.

4. Select **Docker Images**.

5. Click **Open**.
   The **Docker Images** view appears.

6. Click the **Build Image** icon.
7. Name the image in the format of repo/name:version.

8. Click **Browse** to locate the Dockerfile.

9. Click **Finish**.

The **Console** view appears displaying the build process.

### 3.3. MANAGING DOCKER CONTAINERS

Docker containers are isolated processes that are based on Docker images. Once created, users can stop, start, pause, unpause, kill, or remove the containers as well as read their logs.

The following section describes how to manage Docker containers in CodeReady Studio.

**Procedure**


2. Click **Window → Show View → Other**.
   The **Show View** window appears.
3. Enter **Docker** into the search field.

4. Select **Docker Containers**.

5. Click **Open**.
   The **Docker Containers** view appears.

You can start, pause, unpause, stop, kill, restart, remove, or refresh the containers by using the panel.