



Red Hat Training and Certification

Student Workbook (ROLE)

Red Hat Enterprise Linux 9.0 RH134

Red Hat System Administration II

Edition 2





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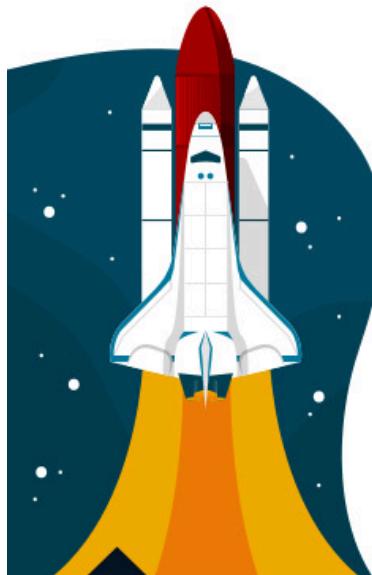
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Red Hat System Administration II



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Document Conventions

This section describes various conventions and practices used throughout all Red Hat Training courses.

Admonitions

Red Hat Training courses use the following admonitions:



References

These describe where to find external documentation relevant to a subject.



Note

These are tips, shortcuts, or alternative approaches to the task at hand. Ignoring a note should have no negative consequences, but you might miss out on something that makes your life easier.



Important

These provide details of information that is easily missed: configuration changes that only apply to the current session, or services that need restarting before an update will apply. Ignoring these admonitions will not cause data loss, but may cause irritation and frustration.



Warning

These should not be ignored. Ignoring these admonitions will most likely cause data loss.

Inclusive Language

Red Hat Training is currently reviewing its use of language in various areas to help remove any potentially offensive terms. This is an ongoing process and requires alignment with the products and services covered in Red Hat Training courses. Red Hat appreciates your patience during this process.

Introduction

Red Hat System Administration II

This course is specifically designed for students who have completed the *Red Hat System Administration I (RH124)* course. The *Red Hat System Administration II (RH134)* course focuses on the key tasks that are needed to become a full-time Linux administrator and to validate those skills via the *Red Hat Certified System Administrator* exam. This course goes deeper into Enterprise Linux administration, including file systems, partitioning, logical volumes, SELinux, firewalls, and troubleshooting.

Course Objectives

- Expand on skills that were gained during the *Red Hat System Administration I (RH124)* course.
- Build skills that an RHCSA-certified Red Hat Enterprise Linux system administrator needs.

Audience

- This course is singularly designed for students who have completed *Red Hat System Administration I (RH124)*. Given the organization of topics, it is not appropriate for students to use RH134 as a curriculum entry point. Students who have not taken a previous Red Hat course are encouraged to take either *Red Hat System Administration I (RH124)* if they are new to Linux, or the *RHCSA Rapid Track (RH199)* course if they are experienced with Enterprise Linux administration.

Prerequisites

- To have taken the *Red Hat System Administration I (RH124)* course, or equivalent knowledge.

Orientation to the Classroom Environment

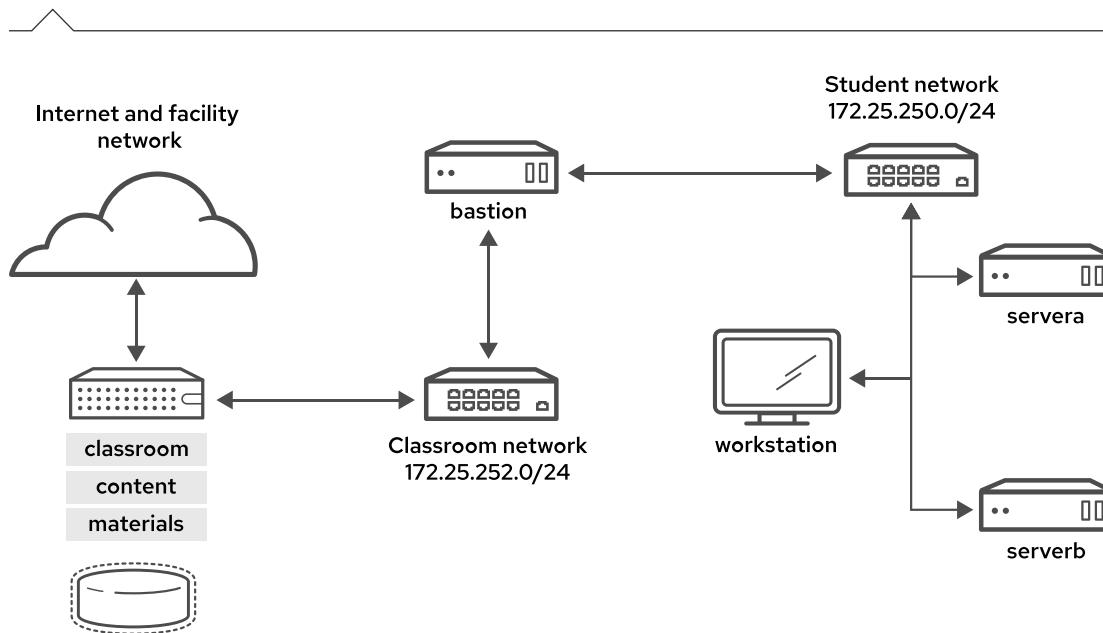


Figure 0.1: Classroom environment

In this course, the main computer system for hands-on learning activities is **workstation**. Students also use two other machines for these activities: **servera** and **serverb**. All three systems are in the `lab.example.com` DNS domain.

All student computer systems have a standard user account, **student**, which has the password **student**. The root password on all student systems is **redhat**.

Classroom Machines

Machine name	IP address	Role
bastion.lab.example.com	172.25.250.254	Gateway system to connect the student private network to the classroom server (must always be running)
classroom.lab.example.com	172.25.254.254	Server that hosts the required classroom materials
workstation.lab.example.com	172.25.250.9	Graphical workstation for student use
servera.lab.example.com	172.25.250.10	Managed server "A"
serverb.lab.example.com	172.25.250.11	Managed server "B"

The primary function of **bastion** is to act as a router between the network that connects the student machines and the classroom network. If **bastion** is down, then other student machines can access only systems on the individual student network.

Introduction

Several systems in the classroom provide supporting services. Two servers, `content.example.com` and `materials.example.com`, are sources for software and lab materials in hands-on activities. Information about how to use these servers is provided in the instructions for those activities. The `workstation` virtual machine provides these activities. Both `classroom` and `bastion` must always be running for proper use of the lab environment.

**Note**

When logging on to `servera` or `serverb`, you might see a message about activating cockpit. You can ignore the message.

```
[student@workstation ~]$ ssh student@serverb
Warning: Permanently added 'serverb,172.25.250.11' (ECDSA) to the list of
known hosts.
Activate the web console with: systemctl enable --now cockpit.socket

[student@serverb ~]$
```

Controlling Your Systems

You are assigned remote computers in a Red Hat Online Learning (ROLE) classroom. Self-paced courses are accessed through a web application that is hosted at `rol.redhat.com` [`http://rol.redhat.com`]. Log in to this site with your Red Hat Customer Portal user credentials.

Controlling the Virtual Machines

The virtual machines in your classroom environment are controlled through web page interface controls. The state of each classroom virtual machine is displayed on the **Lab Environment** tab.

Name	Status	Action	Open Console
bastion	active	ACTION -	OPEN CONSOLE
classroom	active	ACTION -	OPEN CONSOLE
servera	building	ACTION -	OPEN CONSOLE
serverb	building	ACTION -	OPEN CONSOLE
workstation	active	ACTION -	OPEN CONSOLE

Figure 0.2: An example course Lab Environment management page

Machine States

Virtual Machine State	Description
building	The virtual machine is being created.
active	The virtual machine is running and available. If it just started, it might still be starting services.
stopped	The virtual machine is completely shut down. On starting, the virtual machine boots into the same state that it was in before shutdown. The disk state is preserved.

Classroom Actions

Button or Action	Description
CREATE	Create the ROLE classroom. Creates and starts all the needed virtual machines for this classroom. Creation can take several minutes to complete.
CREATING	The ROLE classroom virtual machines are being created. Creates and starts all the needed virtual machines for this classroom. Creation can take several minutes to complete.
DELETE	Delete the ROLE classroom. Destroys all virtual machines in the classroom. All saved work on those systems' disks is lost.
START	Start all virtual machines in the classroom.
STARTING	All virtual machines in the classroom are starting.
STOP	Stop all virtual machines in the classroom.

Machine Actions

Button or Action	Description
OPEN CONSOLE	Connect to the system console of the virtual machine in a new browser tab. You can log in directly to the virtual machine and run commands, when required. Normally, log in to the workstation virtual machine only, and from there, use ssh to connect to the other virtual machines.
ACTION > Start	Start (power on) the virtual machine.
ACTION > Shutdown	Gracefully shut down the virtual machine, preserving disk contents.
ACTION > Power Off	Forcefully shut down the virtual machine, while still preserving disk contents. This action is equivalent to removing the power from a physical machine.
ACTION > Reset	Forcefully shut down the virtual machine and reset associated storage to its initial state. All saved work on that system's disks is lost.

Introduction

At the start of an exercise, if instructed to reset a single virtual machine node, then click **ACTION > Reset** for only that specific virtual machine.

At the start of an exercise, if instructed to reset all virtual machines, then click **ACTION > Reset** on every virtual machine in the list.

If you want to return the classroom environment to its original state at the start of the course, then click **DELETE** to remove the entire classroom environment. After the lab is deleted, then click **CREATE** to provision a new set of classroom systems.



Warning

The **DELETE** operation cannot be undone. All completed work in the classroom environment is lost.

The Auto-stop and Auto-destroy Timers

The Red Hat Online Learning enrollment entitles you to a set allotment of computer time. To help to conserve your allotted time, the ROLE classroom uses timers, which shut down or delete the classroom environment when the appropriate timer expires.

To adjust the timers, locate the two + buttons at the bottom of the course management page. Click the auto-stop + button to add another hour to the auto-stop timer. Click the auto-destroy + button to add another day to the auto-destroy timer. Auto-stop has a maximum of 11 hours, and auto-destroy has a maximum of 14 days. Be careful to keep the timers set while you are working, so that your environment is not unexpectedly shut down. Be careful not to set the timers unnecessarily high, which could waste your subscription time allotment.

Performing Lab Exercises

You might see the following lab activity types in this course:

- A *guided exercise* is a hands-on practice exercise that follows a presentation section. It walks you through a procedure to perform, step by step.
- A *quiz* is typically used when checking knowledge-based learning, or when a hands-on activity is impractical for some other reason.
- An *end-of-chapter lab* is a gradable hands-on activity to help you to check your learning. You work through a set of high-level steps, based on the guided exercises in that chapter, but the steps do not walk you through every command. A solution is provided with a step-by-step walk-through.
- A *comprehensive review lab* is used at the end of the course. It is also a gradable hands-on activity, and might cover content from the entire course. You work through a specification of what to accomplish in the activity, without receiving the specific steps to do so. Again, a solution is provided with a step-by-step walk-through that meets the specification.

To prepare your lab environment at the start of each hands-on activity, run the `lab start` command with a specified activity name from the activity's instructions. Likewise, at the end of each hands-on activity, run the `lab finish` command with that same activity name to clean up after the activity. Each hands-on activity has a unique name within a course.

The syntax for running an exercise script is as follows:

```
[student@workstation ~]$ lab action exercise
```

The `action` is a choice of `start`, `grade`, or `finish`. All exercises support `start` and `finish`. Only end-of-chapter labs and comprehensive review labs support `grade`.

start

The `start` action verifies the required resources to begin an exercise. It might include configuring settings, creating resources, checking prerequisite services, and verifying necessary outcomes from previous exercises. You can take an exercise at any time, even without taking preceding exercises.

grade

For gradable activities, the `grade` action directs the `lab` command to evaluate your work, and shows a list of grading criteria with a `PASS` or `FAIL` status for each. To achieve a `PASS` status for all criteria, fix the failures and rerun the `grade` action.

finish

The `finish` action cleans up resources that were configured during the exercise. You can take an exercise as many times as you want.

The `lab` command supports tab completion. For example, to list all exercises that you can start, enter `lab start` and then press the Tab key twice.

Chapter 1

Improve Command-line Productivity

Goal

Run commands more efficiently by using advanced features of the Bash shell, shell scripts, and various Red Hat Enterprise Linux utilities.

Objectives

- Run commands more efficiently by using advanced features of the Bash shell, shell scripts, and various Red Hat Enterprise Linux utilities.
- Run repetitive tasks with `for` loops, evaluate exit codes from commands and scripts, run tests with operators, and create conditional structures with `if` statements.
- Create regular expressions to match data, apply regular expressions to text files with the `grep` command, and use `grep` to search files and data from piped commands.

Sections

- Write Simple Bash Scripts (and Guided Exercise)
- Loops and Conditional Constructs in Scripts (and Guided Exercise)
- Match Text in Command Output with Regular Expressions (and Guided Exercise)

Lab

Improve Command-line Productivity

Write Simple Bash Scripts

Objectives

Run commands more efficiently by using advanced features of the Bash shell, shell scripts, and various Red Hat Enterprise Linux utilities.

Create and Execute Bash Shell Scripts

You can accomplish many simple, common system administration tasks by using command-line tools. Tasks with greater complexity often require chaining together multiple commands that pass results between them. By using the Bash shell environment and scripting features, you can combine Linux commands into *shell scripts* to solve repetitive real-world problems.

A Bash shell script is an executable file that contains a list of commands, and possibly with programming logic to control decision-making in the overall task. When well-written, a shell script is a powerful command-line tool on its own, and you can use it with other scripts.

Shell scripting proficiency is essential for system administrators in any operational environment. You can use shell scripts to improve the efficiency and accuracy of routine task completion.

Although you can use any text editor, advanced editors such as `vim` or `emacs` understand Bash shell syntax and can provide color-coded highlighting. This highlighting helps to identify common scripting errors such as improper syntax, unmatched quotes, parentheses, brackets, and braces, and other structural mistakes.

Specify the Command Interpreter

The first line of a script begins with the `#!` notation, which is commonly referred to as **she-bang** or **hash-bang**, from the names of those two characters, **sharp** or **hash** and **bang**. This notation is an interpreter directive that indicates the command interpreter and optional command options that are needed to process the remaining lines of the file. For normal Bash syntax script files, the first line is this directive:

```
#!/usr/bin/bash
```

Execute a Bash Shell Script

A shell script file must have execute permissions to run it as an ordinary command. Use the `chmod` command to modify the file permissions. Use the `chown` command, if needed, to grant execute permission only for specific users or groups.

If the script is stored in a directory that is listed in the shell's `PATH` environmental variable, then you can run the shell script by using only its file name, similar to running compiled commands. Because `PATH` parsing runs the first matching file name that is found, always avoid using existing command names to name your script files. If a script is not in a `PATH` directory, run the script using its absolute path name, which can be determined by querying the file with the `which` command. Alternatively, run a script in your current working directory using the `.` directory prefix, such as `./scriptname`.

```
[user@host ~]$ which hello
~/bin/Hello
[user@host ~]$ echo $PATH
/home/user/.local/bin:/home/user/bin:/sbin:/bin:/usr/sbin:/usr/bin:/usr/local/
sbin:/usr/local/bin
```

Quote Special Characters

A number of characters and words have special meaning to the Bash shell. When you need to use these characters for their literal values, rather than for their special meanings, you will **escape** them in the script. Use the backslash character (\), single quotes (' ') or double quotes ("") to remove (or **escape**) the special meaning of these characters.

The backslash character removes the special meaning of the single character that immediately follows the backslash. For example, to use the echo command to display the `# not a comment` literal string, the `#` hash character must not be interpreted as a comment.

The following example shows the backslash character (\) modifying the hash character so it is not interpreted as a comment.

```
[user@host ~]$ echo # not a comment
[user@host ~]$ echo \# not a comment
# not a comment
```

To escape more than one character in a text string, either use the backslash character multiple times or enclose the whole string in single quotes (' ') to interpret literally. Single quotes preserve the literal meaning of all characters that they enclose. Observe the backslash character and single quotes in these examples:

```
[user@host ~]$ echo # not a comment #
[user@host ~]$ echo \# not a comment #
# not a comment
[user@host ~]$ echo \'# not a comment \'#
# not a comment #
[user@host ~]$ echo '# not a comment \'#
# not a comment #
```

Use double quotation marks to suppress **globbing** (file name pattern matching) and **shell expansion**, but still allow command and variable substitution. Variable substitution is conceptually identical to command substitution, but might use optional brace syntax. Observe the following examples of various quotation mark forms.

Use single quotation marks to interpret all enclosed text literally. Besides suppressing globbing and shell expansion, single quotations also direct the shell to suppress command and variable substitution. The question mark (?) is included inside the quotations, because it is a *metacharacter* that also needs escaping from expansion.

```
[user@host ~]$ var=$(hostname -s); echo $var
host
[user@host ~]$ echo "***** hostname is ${var} *****"
***** hostname is host *****
```

```
[user@host ~]$ echo Your username variable is \$USER.  
Your username variable is $USER.  
[user@host ~]$ echo "Will variable $var evaluate to $(hostname -s)?"  
Will variable host evaluate to host?  
[user@host ~]$ echo 'Will variable $var evaluate to $(hostname -s)?'  
Will variable $var evaluate to $(hostname -s)?  
[user@host ~]$ echo "\"Hello, world\""  
"Hello, world"  
[user@host ~]$ echo '"Hello, world"'  
"Hello, world"
```

Provide Output from a Shell Script

The echo command displays arbitrary text by passing the text as an argument to the command. By default, the text is sent to *standard output (STDOUT)*, but you can send text elsewhere by using output redirection. In the following simple Bash script, the echo command displays the "Hello, world" message to STDOUT, which defaults to the screen device.

```
[user@host ~]$ cat ~/bin/Hello  
#!/usr/bin/bash  
  
echo "Hello, world"  
  
[user@host ~]$ Hello  
Hello, world
```



Note

This user can run `hello` at the prompt because the `~/bin` (`/home/user/bin`) directory is in the user's `PATH` variable and the `hello` script has executable permission. The `PATH` parser will find the script first, if no other executable file called `hello` is found in any earlier `PATH` directory. Your home directory's `bin` subdirectory is intended to store your personal scripts so that scripts can be invoked easily.

The echo command is widely used in shell scripts to display informational or error messages. Messages are a helpful indicator of a script's progress, and can be directed to standard output, standard error, or be redirected to a log file for archiving. When displaying error messages, good programming practice is to redirect error messages to `STDERR` to segregate them from normal program output.

```
[user@host ~]$ cat ~/bin/Hello  
#!/usr/bin/bash  
  
echo "Hello, world"  
echo "ERROR: Houston, we have a problem." >&2  
  
[user@host ~]$ Hello 2> hello.log  
Hello, world  
[user@host ~]$ cat hello.log  
ERROR: Houston, we have a problem.
```

The echo command is also helpful to debug a problematic shell script. Adding echo statements in a script, to display variable values and other runtime information, can help to clarify how a script is behaving.



References

bash(1), echo(1), and echo(1p) man pages.

► Guided Exercise

Write Simple Bash Scripts

In this exercise, you write a simple Bash script with a sequence of commands and run it from the command line.

Outcomes

- Write and execute a simple Bash script.
- Redirect the output of a simple Bash script to a file.

Before You Begin

As the student user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start console-write
```

Instructions

► 1. Log in to the `servera` machine as the `student` user.

```
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$
```

► 2. Create and execute a simple Bash script.

- 2.1. Use the `vim` command to create the `firstscript.sh` file under your home directory.

```
[student@servera ~]$ vim firstscript.sh
```

- 2.2. Insert the following text, and save the file. The number of hash signs (#) is arbitrary.

```
#!/usr/bin/bash
echo "This is my first bash script" > ~/output.txt
echo "" >> ~/output.txt
echo "#####" >> ~/output.txt
```

- 2.3. Use the `sh` command to execute the script.

```
[student@servera ~]$ sh firstscript.sh
```

- 2.4. Review the output file that the script generated.

```
[student@servera ~]$ cat output.txt
This is my first bash script

#####
```

► 3. Add more commands to the `firstscript.sh` script, execute it, and review the output.

3.1. Use the Vim text editor to edit the `firstscript.sh` script.

```
[student@servera ~]$ vim firstscript.sh
```

The following output shows the expected content of the `firstscript.sh` file:

```
#!/usr/bin/bash
#
echo "This is my first bash script" > ~/output.txt
echo "" >> ~/output.txt
echo "#####" >> ~/output.txt
echo "LIST BLOCK DEVICES" >> ~/output.txt
echo "" >> ~/output.txt
lsblk >> ~/output.txt
echo "" >> ~/output.txt
echo "#####" >> ~/output.txt
echo "FILESYSTEM FREE SPACE STATUS" >> ~/output.txt
echo "" >> ~/output.txt
df -h >> ~/output.txt
echo "#####" >> ~/output.txt
```

3.2. Make the `firstscript.sh` file executable by using the `chmod` command.

```
[student@servera ~]$ chmod a+x firstscript.sh
```

3.3. Execute the `firstscript.sh` script.

```
[student@servera ~]$ ./firstscript.sh
```

3.4. Review the output file that the script generated.

```
[student@servera ~]$ cat output.txt
This is my first bash script

#####
LIST BLOCK DEVICES

NAME  MAJ:MIN RM  SIZE RO TYPE MOUNTPOINTS
sr0    11:0    1  558K  0 rom
vda    252:0    0   10G  0 disk
└─vda1 252:1    0    1M  0 part
└─vda2 252:2    0  200M  0 part /boot/efi
└─vda3 252:3    0  500M  0 part /boot
└─vda4 252:4    0  9.3G  0 part /
```

```
vdb      252:16   0    5G  0 disk
vdc      252:32   0    5G  0 disk
vdd      252:48   0    5G  0 disk

#####
# FILESYSTEM FREE SPACE STATUS

Filesystem      Size  Used Avail Use% Mounted on
devtmpfs        844M   0  844M  0% /dev
tmpfs          888M   0  888M  0% /dev/shm
tmpfs          355M  9.4M 346M  3% /run
/dev/vda4       9.4G  1.7G 7.7G 18% /
/dev/vda3      495M 161M 335M 33% /boot
/dev/vda2      200M  7.6M 193M  4% /boot/efi
tmpfs          178M   0  178M  0% /run/user/1000
#####
```

► 4. Remove the exercise files and return to the workstation machine.

4.1. Delete the `firstscript.sh` and `output.txt` files.

```
[student@servera ~]$ rm firstscript.sh output.txt
```

4.2. Return to the workstation machine as the student user.

```
[student@servera ~]$ exit
logout
Connection to servera closed.
[student@workstation ~]$
```

Finish

On the workstation machine, change to the `student` user home directory and use the `lab` command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish console-write
```

This concludes the section.

Loops and Conditional Constructs in Scripts

Objectives

Run repetitive tasks with `for` loops, evaluate exit codes from commands and scripts, run tests with operators, and create conditional structures with `if` statements.

Use Loops to Iterate Commands

System administrators often encounter repetitive tasks in their daily activities. A repetitive task example is running a command multiple times on a target, such as checking a process every minute for 10 minutes to know whether it has completed. Another example is running a command once each for multiple targets, such as backing up numerous databases on a system. The `for` loop is a Bash looping construct to use for task iterations.

Process Items from the Command Line

In Bash, the `for` loop construct uses the following syntax:

```
for VARIABLE in LIST; do
  COMMAND VARIABLE
done
```

The loop processes the strings that you provide in `LIST` and exits after processing the last string in the list. The `for` loop temporarily stores each list string as the value of `VARIABLE`, then executes the block of commands that use the variable. The variable name is arbitrary. Typically, you reference the variable value with commands in the command block.

Provide the list of strings for the `for` loop from a list that the user enters directly, or that is generated from shell expansion, such as variable, brace, or file name expansion, or command substitution.

These examples demonstrate different ways to provide strings to `for` loops:

```
[user@host ~]$ for HOST in host1 host2 host3; do echo $HOST; done
host1
host2
host3
[user@host ~]$ for HOST in host{1,2,3}; do echo $HOST; done
host1
host2
host3
[user@host ~]$ for HOST in host{1..3}; do echo $HOST; done
host1
host2
host3
[user@host ~]$ for FILE in file{a..c}; do ls $FILE; done
filea
fileb
filec
```

```
[user@host ~]$ for PACKAGE in $(rpm -qa | grep kernel); \
do echo "$PACKAGE was installed on \
$(date -d @$($rpm -q --qf "%{INSTALLTIME}\n" $PACKAGE))"; done
kernel-tools-libs-5.14.0-70.2.1.el9_0.x86_64 was installed on Thu Mar 24 10:52:40
PM EDT 2022
kernel-tools-5.14.0-70.2.1.el9_0.x86_64 was installed on Thu Mar 24 10:52:40 PM
EDT 2022
kernel-core-5.14.0-70.2.1.el9_0.x86_64 was installed on Thu Mar 24 10:52:46 PM EDT
2022
kernel-modules-5.14.0-70.2.1.el9_0.x86_64 was installed on Thu Mar 24 10:52:47 PM
EDT 2022
kernel-5.14.0-70.2.1.el9_0.x86_64 was installed on Thu Mar 24 10:53:04 PM EDT 2022
[user@host ~]$ for EVEN in $(seq 2 2 10); do echo "$EVEN"; done
2
4
6
8
10
```

Bash Script Exit Codes

After a script interprets and processes all of its content, the script process exits and passes control back to the parent process that called it. However, a script can be exited before it finishes, such as when the script encounters an error condition. Use the `exit` command to immediately leave the script, and skip processing the remainder of the script.

Use the `exit` command with an optional integer argument between 0 and 255, which represents an *exit code*. An exit code is returned to a parent process to indicate the status at exit. An exit code value of 0 represents a successful script completion with no errors. All other nonzero values indicate an error exit code. The script programmer defines these codes. Use unique values to represent the different error conditions that are encountered. Retrieve the exit code of the last completed command from the built-in `$?` variable, as in the following examples:

```
[user@host bin]$ cat hello
#!/usr/bin/bash
echo "Hello, world"
exit 0
[user@host bin]$ ./hello
Hello, world
[user@host bin]$ echo $?
0
```

When a script's `exit` command is used without an exit code argument, then the script returns the exit code of the last command that was run within the script.

Test Logic for Strings and Directories, and to Compare Values

To ensure that unexpected conditions do not easily disrupt scripts, it is recommended to verify command input such as command-line arguments, user input, command substitutions, variable expansions, and file name expansions. You can check integrity in your scripts by using the Bash `test` command.

All commands produce an exit code on completion.

To see the exit status, view the `$?` variable immediately following the execution of the `test` command. An exit status of 0 indicates a successful exit with nothing to report, and nonzero values indicate some condition or failure. Perform tests by using various operators to determine whether a number is greater than (`gt`), greater than or equal to (`ge`), less than (`lt`), less than or equal to (`le`), or equal (`eq`) to another number.

Use operators to test whether a string of text is the same (`=` or `==`) or not the same (`!=`) as another string of text, or whether the string has zero length (`z`) or has a non-zero length (`n`). You can also test if a regular file (`-f`) or directory (`-d`) exists and some special attributes, such as if the file is a symbolic link (`-L`) or if the user has read permissions (`-r`).



Note

Shell scripting uses many types of operators, beyond those operators discussed here. The `test(1)` man page lists the conditional expression operators with descriptions. The `bash(1)` man page also explains operator use and evaluation, but can be complex to read. Red Hat recommends that students learn shell scripting through quality books and courses that are dedicated to shell programming.

The following examples demonstrate the `test` command with Bash numeric comparison operators:

```
[user@host ~]$ test 1 -gt 0 ; echo $?
0
[user@host ~]$ test 0 -gt 1 ; echo $?
1
```

Perform tests by using the Bash `test` command syntax, `[<TESTEXPRESSION>]` or the newer extended `test` command syntax, `[[<TESTEXPRESSION>]]`, which provides features such as file name globbing and regex pattern matching. In most cases you should use the `[[<TESTEXPRESSION>]]` syntax.

The following examples demonstrate the Bash `test` command syntax and numeric comparison operators:

```
[user@host ~]$ [[ 1 -eq 1 ]]; echo $?
0
[user@host ~]$ [[ 1 -ne 1 ]]; echo $?
1
[user@host ~]$ [[ 8 -gt 2 ]]; echo $?
0
[user@host ~]$ [[ 2 -ge 2 ]]; echo $?
0
[user@host ~]$ [[ 2 -lt 2 ]]; echo $?
1
[user@host ~]$ [[ 1 -lt 2 ]]; echo $?
0
```

The following examples demonstrate the Bash string comparison operators:

```
[user@host ~]$ [[ abc = abc ]]; echo $?
0
[user@host ~]$ [[ abc == def ]]; echo $?
1
[user@host ~]$ [[ abc != def ]]; echo $?
0
```

The following examples demonstrate the use of Bash string unary (one argument) operators:

```
[user@host ~]$ STRING=''; [[ -z "$STRING" ]]; echo $?
0
[user@host ~]$ STRING='abc'; [[ -n "$STRING" ]]; echo $?
0
```



Note

The space characters inside the brackets are mandatory, because they separate the words and elements within the test expression. The shell's command parsing routine divides the command elements into words and operators by recognizing spaces and other metacharacters, according to built-in parsing rules. For full treatment of this advanced concept, see the `getopt(3)` man page. The left square bracket character ([]) is itself a built-in alias for the `test` command. Shell words, whether they are commands, subcommands, options, arguments, or other token elements, are always delimited by spaces.

Conditional Structures

Simple shell scripts represent a collection of commands that are executed from beginning to end. Programmers incorporate decision-making into shell scripts using conditional structures. A script can execute specific routines when stated conditions are met.

Use the If/Then Construct

The simplest of the conditional structures is the *if/then* construct, with the following syntax:

```
if <CONDITION>; then
    <STATEMENT>
    ...
    <STATEMENT>
fi
```

With this construct, if the script meets the given condition, then it executes the code in the statement block. It does not take action if the given condition is not met. Common test conditions in the *if/then* statements include the previously discussed numeric, string, and file tests. The *fi* statement at the end closes the *if/then* construct. The following code section demonstrates the use of an *if/then* construct to start the `psacct` service if it is not active:

```
[user@host ~]$ systemctl is-active psacct > /dev/null 2>&1
[user@host ~]$ if [[ $? -ne 0 ]]; then sudo systemctl start psacct; fi
```

Use the If/Then/Else Construct

You can further expand the `if/then` construct so that it takes different sets of actions depending on whether a condition is met. Use the `if/then/else` construct to accomplish this behavior, as in this example:

```
if <CONDITION>; then
    <STATEMENT>
    ...
    <STATEMENT>
else
    <STATEMENT>
    ...
    <STATEMENT>
fi
```

The following code section demonstrates an `if/then/else` statement to start the `psacct` service if it is not active, and to stop it if it is active:

```
[user@host ~]$ systemctl is-active psacct > /dev/null 2>&1
[user@host ~]$ if [[ $? -ne 0 ]]; then \
    sudo systemctl start psacct; \
else \
    sudo systemctl stop psacct; \
fi
```

Use the If/Then/Elif/Then/Else Construct

Expand an `if/then/else` construct to test more than one condition and execute a different set of actions when it meets a specific condition. The next example shows the construct for an added condition:

```
if <CONDITION>; then
    <STATEMENT>
    ...
    <STATEMENT>
elif <CONDITION>; then
    <STATEMENT>
    ...
    <STATEMENT>
else
    <STATEMENT>
    ...
    <STATEMENT>
fi
```

In this conditional structure, Bash tests the conditions as they are ordered in the script. When a condition is true, Bash executes the actions that are associated with the condition and then skips the remainder of the conditional structure. If none of the conditions are true, then Bash executes the actions in the `else` clause.

The following example demonstrates the use of an `if/then/elif/then/else` statement to run the `mysql` client if the `mariadb` service is active, or run the `psql` client if the `postgresql`

service is active, or run the `sqlite3` client if both the `mariadb` and the `postgresql` service are inactive:

```
[user@host ~]$ systemctl is-active mariadb > /dev/null 2>&1
[user@host ~]$ MARIADB_ACTIVE=$?
[user@host ~]$ sudo systemctl is-active postgresql > /dev/null 2>&1
[user@host ~]$ POSTGRESQL_ACTIVE=$?
[user@host ~]$ if  [[ "$MARIADB_ACTIVE" -eq 0 ]]; then \
mysql; \
elif  [[ "$POSTGRESQL_ACTIVE" -eq 0 ]]; then \
psql; \
else \
sqlite3; \
fi
```



References

[bash\(1\) man page](#)

► Guided Exercise

Loops and Conditional Constructs in Scripts

In this exercise, you use loops to efficiently print the hostname from multiple servers.

Outcomes

- Create a `for` loop to iterate through a list of items from the command line and in a shell script.

Before You Begin

As the `student` user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start console-commands
```

Instructions

► 1. Use the `ssh` and `hostname` commands to print the hostname of the `servera` and `serverb` machines to standard output.

```
[student@workstation ~]$ ssh student@servera hostname
servera.lab.example.com
[student@workstation ~]$ ssh student@serverb hostname
serverb.lab.example.com
```

► 2. Create a `for` loop to execute the `hostname` command on the `servera` and `serverb` machines.

```
[student@workstation ~]$ for HOST in servera serverb
do
ssh student@${HOST} hostname
done
servera.lab.example.com
serverb.lab.example.com
```

► 3. Create a shell script in the `/home/student/bin` directory to execute the same `for` loop. Ensure that the script is included in the `PATH` environment variable.

- 3.1. Create the `/home/student/bin` directory to contain the shell script, if it does not already exist.

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```
[student@workstation ~]$ mkdir ~/bin
```

3.2. Verify that the bin subdirectory of your home directory is in your PATH environment variable.

```
[student@workstation ~]$ echo $PATH
/home/student/.local/bin:/home/student/bin:/sbin:/bin:/usr/sbin:/usr/bin:/usr/
local/sbin:/usr/local/bin:/home/student/.venv/labs/bin
```

3.3. Create a shell script called `printhostname.sh` in the `/home/student/bin` directory to perform the `for` loop. Use the `cat` command to verify the content of the `printhostname.sh` file.

```
[student@workstation ~]$ vim ~/bin/printhostname.sh
[student@workstation ~]$ cat ~/bin/printhostname.sh
#!/usr/bin/bash
#Execute for loop to print server hostname.
for HOST in servera serverb
do
    ssh student@${HOST} hostname
done
exit 0
```

3.4. Give the created script executable permission.

```
[student@workstation ~]$ chmod +x ~/bin/printhostname.sh
```

3.5. Run the script from your home directory.

```
[student@workstation ~]$ printhostname.sh
servera.lab.example.com
serverb.lab.example.com
```

3.6. Verify that the exit code of your script is 0.

```
[student@workstation ~]$ echo $?
0
```

Finish

On the `workstation` machine, change to the `student` user home directory and use the `lab` command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish console-commands
```

This concludes the section.

Match Text in Command Output with Regular Expressions

Objectives

Create regular expressions to match data, apply regular expressions to text files with the `grep` command, and use `grep` to search files and data from piped commands.

Write Regular Expressions

Regular expressions provide a pattern matching mechanism that facilitates finding specific content. The `vim`, `grep`, and `less` commands can use regular expressions. Programming languages such as Perl, Python, and C also support regular expressions, but might have minor differences in syntax.

Regular expressions are a unique language, with their own syntax and rules. This section introduces regular expression syntax as implemented in bash, with examples.

Describe a Simple Regular Expression

The simplest regular expression is an exact match of the string to search. An exact match is when the characters in the regular expression match the type and order of the string.

Imagine that a user is looking through the following file to look for all occurrences of the pattern `cat`:

```
cat
dog
concatenate
dogma
category
educated
boondoggle
vindication
chilidog
```

The `cat` string is an exact match of the `c` character, followed by the `a` and `t` characters with no other characters in between. Searching the file with the `cat` string as the regular expression returns the following matches:

```
cat
concatenate
category
educated
vindication
```

Match the Start and End of a Line

The regular expression would match the search string anywhere on the line on which it occurred: the beginning, middle, or end of the word or line. Use a *line anchor* metacharacter to control where on a line to look for a match.

To match only at the beginning of a line, use the caret character (^). To match only at the end of a line, use the dollar sign (\$).

Using the same file as for the previous example, the ^cat regular expression would match two lines.

```
cat
category
```

The cat\$ regular expression would not find only one match, where the cat characters are at the end of a line.

```
cat
```

Locate lines in the file that end with dog by using an end-of-line anchor to create the dog\$ regular expression, which will match two lines:

```
dog
chilidog
```

To locate a line that contains only the search expression exactly, use both the beginning and end-of-line anchors. For example, to locate the word cat when it is both at the beginning and the end of a line simultaneously, use ^cat\$.

```
cat
```

Wildcard and Multiplier Usage in Regular Expressions

Regular expressions use a dot character (.) as a wildcard to match any single character on a single line. The c.t regular expression searches for a string that contains a c followed by any single character followed by a t. Example matches might include cat, concatenate, vindication, cut, and c\$t.

With an unrestricted wildcard, you cannot predict the character that matches the wildcard. To match specific characters, replace the unrestricted wildcard with appropriate characters.

Using bracket characters, such as in the c[aou]t regular expression, matches patterns that start with a c, followed by an a, o, or u, followed by a t. Possible matching expressions can be have the cat, cot, and cut strings.

Multipliers are a mechanism often used with wildcards. Multipliers apply to the previous character or wildcard in the regular expression. One of the most commonly used multipliers is the asterisk (*) character. When used in a regular expression, the asterisk multiplier matches zero or more occurrences of the multiplied expression. You can use the asterisk with expressions, in addition to characters.

For example, the the c[aou]*t regular expression could match coat or coot. A regular expression of c.*t matches cat, coat, culvert, and even ct (matching zero characters

between the c and the t). Any string that starts with a c, is followed by zero or more characters, and ends with a t will be a match.

Another type of multiplier indicates a more precise number of characters desired in the pattern. An example of an explicit multiplier is the 'c.\{2\}t' regular expression, which matches any word that begins with a c, followed by exactly any two characters, and ends with a t. The 'c.\{2\}t' expression would match two words in the following example:

```
cat
coat
convert
cart
covert
cypher
```



Note

This course introduced two metacharacter text parsing mechanisms: shell *pattern matching* (also known as file globbing or file name expansion), and *regular expressions*. Because both systems use similar metacharacters, such as the asterisk character (*), but have differences in metacharacter interpretation and rules, the two mechanisms can be confusing until each is sufficiently practiced.

Pattern matching is a command-line parsing technique designed for easily specifying multiple file names, and is primarily supported only for representing file-name patterns on the command line. Regular expressions are designed to represent any form or pattern in text strings, no matter how complex. Regular expressions are internally supported by numerous text processing commands, such as the `grep`, `sed`, `awk`, `python`, and `perl` commands, and many applications, with some command-dependent variations in interpretation rules.

Regular Expressions in Bash

Option	Description
.	The period (.) matches any single character.
?	The preceding item is optional and is matched at most once.
*	The preceding item is matched zero or more times.
+	The preceding item is matched one or more times.
{n}	The preceding item is matched exactly n times.
{n,}	The preceding item is matched n or more times.
{,m}	The preceding item is matched at most m times.
{n,m}	The preceding item is matched at least n times, but not more than m times.
[:alnum:]	Alphanumeric characters: [:alpha:] and [:digit:]; in the 'C' locale and ASCII character encoding, this expression is the same as [0-9A-Za-z].

Option	Description
<code>[:alpha:]</code>	Alphabetic characters: <code>[:lower:]</code> and <code>[:upper:]</code> ; in the 'C' locale and ASCII character encoding, this expression is the same as <code>[A-Za-z]</code> .
<code>[:blank:]</code>	Blank characters: space and tab.
<code>[:cntrl:]</code>	Control characters. In ASCII, these characters have octal codes 000 through 037, and 177 (DEL).
<code>[:digit:]</code>	Digits: 0 1 2 3 4 5 6 7 8 9.
<code>[:graph:]</code>	Graphical characters: <code>[:alnum:]</code> and <code>[:punct:]</code> .
<code>[:lower:]</code>	Lowercase letters; in the 'C' locale and ASCII character encoding: a b c d e f g h i j k l m n o p q r s t u v w x y z.
<code>[:print:]</code>	Printable characters: <code>[:alnum:]</code> , <code>[:punct:]</code> , and space.
<code>[:punct:]</code>	Punctuation characters; in the 'C' locale and ASCII character encoding: ! " # \$ % & ' () * + , - . / : ; < = > ? @ [\] ^ _ { } ~.
<code>[:space:]</code>	Space characters: in the 'C' locale, this is tab, newline, vertical tab, form feed, carriage return, and space.
<code>[:upper:]</code>	Uppercase letters: in the 'C' locale and ASCII character encoding: A B C D E F G H I J K L M N O P Q R S T U V W X Y Z.
<code>[:xdigit:]</code>	Hexadecimal digits: 0 1 2 3 4 5 6 7 8 9 A B C D E F a b c d e f.
<code>\b</code>	Match the empty string at the edge of a word.
<code>\B</code>	Match the empty string provided that it is not at the edge of a word.
<code>\^</code>	Match the empty string at the beginning of a word.
<code>\\$</code>	Match the empty string at the end of a word.
<code>\w</code>	Match word constituent. Synonym for <code>[_[:alnum:]]</code> .
<code>\W</code>	Match non-word constituent. Synonym for <code>[^_[:alnum:]]</code> .
<code>\s</code>	Match white space. Synonym for <code>'[:space:]`</code> .
<code>\S</code>	Match non-white space. Synonym for <code>[^[:space:]]</code> .

Match Regular Expressions in the Command Line

The `grep` command uses regular expressions to isolate matching data. You can use the `grep` command to match data in a single file or in multiple files. When you use `grep` to match data in multiple files, it prints the file name followed by a colon character and then the lines that match the regular expression.

Isolating Data with the `grep` Command

The `grep` command specifies a regular expression and a file to parse for matches.

```
[user@host ~]$ grep '^computer' /usr/share/dict/words
computer
computerese
computerise
computerite
computerizable
computerization
computerize
computerized
computerizes
computerizing
computerlike
computernik
computers
```



Note

It is recommended practice to use single quotation marks to encapsulate the regular expression to protect any shell metacharacters (such as the \$, *, and {} characters). Encapsulating the regular expression ensures that the characters are interpreted by the intended command and not by the shell.

The `grep` command can process output from other commands by using a pipe operator character (|). The following example shows the `grep` command parsing lines from the output of another command.

```
[root@host ~]# ps aux | grep chrony
chrony      662  0.0  0.1  29440  2468 ?          S    10:56   0:00 /usr/sbin/chronyd
```

The grep Command Options

The `grep` command has many useful options for controlling how it parses lines.

Table of Common grep Options

Option	Function
<code>-i</code>	Use the provided regular expression but do not enforce case sensitivity (run case-insensitive).
<code>-v</code>	Display only lines that do <i>not</i> contain matches to the regular expression.
<code>-r</code>	Search for data that matches the regular expression recursively in a group of files or directories.
<code>-A NUMBER</code>	Display <i>NUMBER</i> of lines after the regular expression match.
<code>-B NUMBER</code>	Display <i>NUMBER</i> of lines before the regular expression match.
<code>-e</code>	If multiple <code>-e</code> options are used, then multiple regular expressions can be supplied and are used with a logical OR.

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View the `man` pages to find other options for the `grep` command.

Examples of the `grep` Command

The following examples use various configuration files and log files.

Regular expressions are case-sensitive by default. Use the `grep` command `-i` option to run a case-insensitive search. The following example shows an excerpt of the `/etc/httpd/conf/httpd.conf` configuration file.

```
[user@host ~]$ cat /etc/httpd/conf/httpd.conf
...output omitted...
ServerRoot "/etc/httpd"

#
# Listen: Allows you to bind Apache to specific IP addresses and/or
# ports, instead of the default. See also the <VirtualHost>
# directive.
#
# Change this to Listen on a specific IP address, but note that if
# httpd.service is enabled to run at boot time, the address may not be
# available when the service starts. See the httpd.service(8) man
# page for more information.
#
#Listen 12.34.56.78:80
Listen 80
...output omitted...
```

The following example searches for the `serverroot` regular expression in the `/etc/httpd/conf/httpd.conf` configuration file.

```
[user@host ~]$ grep -i serverroot /etc/httpd/conf/httpd.conf
# with "/", the value of ServerRoot is prepended -- so 'log/access_log'
# with ServerRoot set to '/www' will be interpreted by the
# ServerRoot: The top of the directory tree under which the server's
# ServerRoot at a non-local disk, be sure to specify a local disk on the
# same ServerRoot for multiple httpd daemons, you will need to change at
ServerRoot "/etc/httpd"
```

Use the `grep` command `-v` option to *reverse* search the regular expression. This option displays only the lines that do *not* match the regular expression.

In the following example, all lines, regardless of case, that *do not* contain the `server` regular expression are returned.

```
[user@host ~]$ grep -v -i server /etc/hosts
127.0.0.1 localhost.localdomain localhost
172.25.254.254 classroom.example.com classroom
172.25.254.254 content.example.com content
172.25.254.254 materials.example.com materials
### rht-vm-hosts file listing the entries to be appended to /etc/hosts

172.25.250.9 workstation.lab.example.com workstation
```

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```
172.25.250.254 bastion.lab.example.com bastion
172.25.250.220 utility.lab.example.com utility
172.25.250.220 registry.lab.example.com registry
```

To look at a file without being distracted by comment lines, use the `grep` command `-v` option. In the following example, the regular expression matches all lines that begin with a hash character (#) or the semicolon (;) character. Either of these two characters at the beginning of a line indicates a comment that is omitted from the output.

```
[user@host ~]$ grep -v '^[#;]' /etc/ethertypes
IPv4  0800  ip ip4  # Internet IP (IPv4)
X25  0805
ARP  0806 ether-arp #
FR_ARP  0808      # Frame Relay ARP          [RFC1701]
```

The `grep` command `-e` option allows you to search for more than one regular expression at a time. The following example, which uses a combination of the `less` and `grep` commands, locates all occurrences of `pam_unix`, `user root`, and `Accepted publickey` in the `/var/log/secure` log file.

```
[root@host ~]# cat /var/log/secure | grep -e 'pam_unix' \
-e 'user root' -e 'Accepted publickey' | less
Mar  4 03:31:41 localhost passwd[6639]: pam_unix(passwd:chauthtok): password
changed for root
Mar  4 03:32:34 localhost sshd[15556]: Accepted publickey for devops from
10.30.0.167 port 56472 ssh2: RSA SHA256:M8ikhcEDm2tQ95Z0o7ZvufqEixCFCT
+wowZLNzNlbT0
Mar  4 03:32:34 localhost systemd[15560]: pam_unix(systemd-user:session): session
opened for user devops(uid=1001) by (uid=0)
```

To search for text in a file that is you have open with the `vim` or `less` commands, first enter the slash character (/) and then type the pattern to find. Press `Enter` to start the search. Press `N` to find the next match.

```
[root@host ~]# vim /var/log/boot.log
...output omitted...
[^[[0;32m OK ^[[0m Finished ^[[0;1;39mdracut pre-pivot and cleanup hook^[[0m.^M
Starting ^[[0;1;39mCleaning Up and Shutting Down Daemons^[[0m...^M
[^[[0;32m OK ^[[0m Stopped target ^[[0;1;39mRemote Encrypted Volumes^[[0m.^M
[^[[0;32m OK ^[[0m Stopped target ^[[0;1;39mTimer Units^[[0m.^M
[^[[0;32m OK ^[[0m Closed ^[[0;1;39mD-Bus System Message Bus Socket^[[0m.^M
/Daemons
```

```
[root@host ~]# less /var/log/messages
...output omitted...
Mar  4 03:31:19 localhost kernel: pci 0000:00:02.0: vgaarb: setting as boot VGA
device
Mar  4 03:31:19 localhost kernel: pci 0000:00:02.0: vgaarb: VGA device added:
decodes=io+mem,owns=io+mem,locks=none
Mar  4 03:31:19 localhost kernel: pci 0000:00:02.0: vgaarb: bridge control
possible
Mar  4 03:31:19 localhost kernel: vgaarb: loaded
```

```
Mar 4 03:31:19 localhost kernel: SCSI subsystem initialized
Mar 4 03:31:19 localhost kernel: ACPI: bus type USB registered
Mar 4 03:31:19 localhost kernel: usbcore: registered new interface driver usbfs
Mar 4 03:31:19 localhost kernel: usbcore: registered new interface driver hub
Mar 4 03:31:19 localhost kernel: usbcore: registered new device driver usb
/device
```



References

regex(7) and grep(1) man pages

► Guided Exercise

Match Text in Command Output with Regular Expressions

In this lab, you search for text in the system logs and the output of commands to find information more efficiently.

Outcomes

- Efficiently search for text in log files and configuration files.

Before You Begin

As the `student` user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command ensures that all required resources are available.

```
[student@workstation ~]$ lab start console-regex
```

Instructions

► 1. Log in to the `servera` machine as the `student` user and switch to the `root` user.

```
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$ sudo -i
[sudo] password for student: student
[root@servera ~]#
```

► 2. Use the `grep` command to find the GID and UID for the `postfix` and `postdrop` groups and users. To do so, use the `rpm -q --scripts` command which queries the information for a specific package and shows the scripts that are used as part of the installation process.

```
[student@servera ~]$ rpm -q --scripts postfix | grep -e 'user' -e 'group'
# Add user and groups if necessary
/usr/sbin/groupadd -g 90 -r postdrop 2>/dev/null
/usr/sbin/groupadd -g 89 -r postfix 2>/dev/null
/usr/sbin/groupadd -g 12 -r mail 2>/dev/null
/usr/sbin/useradd -d /var/spool/postfix -s /sbin/nologin -g postfix -G mail -M -r
-u 89 postfix 2>/dev/null
setgid_group=postdrop \
```

► 3. Modify the previous regular expression to display the first two messages in the `/var/log/maillog` file. In this search, you do not need to use the caret character (^), because you are not searching for the first character in a line.

```
[root@servera ~]# grep 'postfix' /var/log/maillog | head -n 2
Apr  1 15:27:16 servera postfix/postfix-script[3121]: starting the Postfix mail
system
Apr  1 15:27:16 servera postfix/master[3123]: daemon started -- version 3.5.9,
configuration /etc/postfix
```

▶ 4. Find the name of the queue directory for the Postfix server. Search the /etc/postfix/main.cf configuration file for all information about queues. Use the grep command -i option to ignore case distinctions.

```
[root@servera ~]# grep -i 'queue' /etc/postfix/main.cf
# testing. When soft_bounce is enabled, mail will remain queued that
# The queue_directory specifies the location of the Postfix queue.
queue_directory = /var/spool/postfix
# QUEUE AND PROCESS OWNERSHIP
# The mail_owner parameter specifies the owner of the Postfix queue
# is the Sendmail-compatible mail queue listing command.
# setgid_group: The group for mail submission and queue management
```

▶ 5. Confirm that the postfix service writes messages to the /var/log/messages file. Use the less command and then the slash character (/) to search the file. Press n to move to the next entry that matches the search. Press q to quit the less command.

```
[root@servera ~]# less /var/log/messages
...output omitted...
Apr  1 15:27:15 servera systemd[1]: Starting Postfix Mail Transport Agent...
...output omitted...
Apr  1 15:27:16 servera systemd[1]: Started Postfix Mail Transport Agent.
...output omitted...
/Postfix
```

▶ 6. Use the ps aux command to confirm that the postfix server is currently running. Use the grep command to limit the output to the necessary lines.

```
[root@servera ~]# ps aux | grep postfix
root      3123  0.0  0.2  38172  4384 ?        Ss   15:27   0:00 /usr/
libexec/postfix/master -w
postfix    3124  0.0  0.4  45208  8236 ?        S    15:27   0:00 pickup -l -t
unix -u
postfix    3125  0.0  0.4  45252  8400 ?        S    15:27   0:00 qmgr -l -t unix
-u
root      3228  0.0  0.1 221668  2288 pts/0    S+   15:55   0:00 grep --
color=auto postfix
```

► 7. Confirm that the `qmgr`, `cleanup`, and `pickup` queues are correctly configured. Use the `grep` command `-e` option to match multiple entries in the same file. The `/etc/postfix/master.cf` file is the configuration file.

```
[root@servera ~]# grep -e qmgr -e pickup -e cleanup /etc/postfix/master.cf
pickup      unix  n      -      n      60      1      pickup
cleanup     unix  n      -      n      -      0      cleanup
qmgr        unix  n      -      n      300      1      qmgr
#qmgr       unix  n      -      n      300      1      oqmgr
```

► 8. Return to the `workstation` machine as the `student` user.

```
[root@servera ~]# exit
logout
[student@servera ~]$ exit
logout
Connection to servera closed.
[student@workstation ~]$
```

Finish

On the `workstation` machine, change to the `student` user home directory and use the `lab` command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish console-regex
```

This concludes the section.

► Lab

Improve Command-line Productivity

In this lab, you create a Bash script that can filter and get relevant information from different hosts.

Outcomes

- Create a Bash script and redirect its output to a file.
- Use loops to simplify your code.
- Filter the relevant content by using `grep` and regular expressions.

Before You Begin

As the student user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start console-review
```

Instructions

1. Create the `/home/student/bin/bash-lab` script file on the `workstation` machine. The initial content in the script will be the shebang interpreter directive.
2. Edit your newly created script file to comply with the following requested information from the `serverA` and `serverB` hosts. The systems use SSH keys for authentication, and therefore you do not require a password.

Command or file	Content requested
<code>hostname -f</code>	Get all the output.
<code>echo #####</code>	Get all the output.
<code>lscpu</code>	Get only the lines that start with the string CPU.
<code>echo #####</code>	Get all the output.
<code>/etc/selinux/config</code>	Ignore empty lines. Ignore lines starting with #.
<code>echo #####</code>	Get all the output.
<code>/var/log/secure</code>	Get all "Failed password" entries.
<code>echo #####</code>	Get all the output.

Save the required information to the `output-servera` and `output-serverb` files in the `/home/student` directory on `workstation`.



Note

You can use the `sudo` command without requiring a password on the `servera` and `serverb` hosts. Remember to use a loop to simplify your script. You can also use multiple `grep` commands that are concatenated with the use of the pipe character (`|`).

3. Execute the `/home/student/bin/bash-lab` script, and review the output content on `workstation`.

Evaluation

As the `student` user on the `workstation` machine, use the `lab` command to grade your work. Correct any reported failures and rerun the command until successful.

```
[student@workstation ~]$ lab grade console-review
```

Finish

On the `workstation` machine, change to the `student` user home directory and use the `lab` command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish console-review
```

This concludes the section.

► Solution

Improve Command-line Productivity

In this lab, you create a Bash script that can filter and get relevant information from different hosts.

Outcomes

- Create a Bash script and redirect its output to a file.
- Use loops to simplify your code.
- Filter the relevant content by using `grep` and regular expressions.

Before You Begin

As the student user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start console-review
```

Instructions

1. Create the `/home/student/bin/bash- lab` script file on the `workstation` machine. The initial content in the script will be the shebang interpreter directive.
 - 1.1. On the `workstation` machine, create the `/home/student/bin/` directory if needed.

```
[student@workstation ~]$ mkdir -p /home/student/bin
```

- 1.2. Use the `vim` command to create and edit the `/home/student/bin/bash- lab` script file.

```
[student@workstation ~]$ vim ~/bin/bash-lab
```

- 1.3. Insert the following text and save the file.

```
#!/usr/bin/bash
```

- 1.4. Make your script file executable.

```
[student@workstation ~]$ chmod a+x ~/bin/bash-lab
```

2. Edit your newly created script file to comply with the following requested information from the `servera` and `serverb` hosts. The systems use SSH keys for authentication, and therefore you do not require a password.

Command or file	Content requested
hostname -f	Get all the output.
echo "#####"	Get all the output.
lscpu	Get only the lines that start with the string CPU.
echo "#####"	Get all the output.
/etc/selinux/config	Ignore empty lines. Ignore lines starting with #.
echo "#####"	Get all the output.
/var/log/secure	Get all "Failed password" entries.
echo "#####"	Get all the output.

Save the required information to the **output-servera** and **output-serverb** files in the **/home/student** directory on workstation.



Note

You can use the **sudo** command without requiring a password on the **servera** and **serverb** hosts. Remember to use a loop to simplify your script. You can also use multiple **grep** commands that are concatenated with the use of the pipe character (|).

- 2.1. Use the **vim** command to open and edit the **/home/student/bin/bash-lab** script file.

```
[student@workstation ~]$ vim ~/bin/bash-lab
```

- 2.2. Append the following bold lines to the **/home/student/bin/bash-lab** script file.



Note

The following output is an example of how you can achieve the requested script. In Bash scripting, you can take different approaches and obtain the same result.

```
#!/usr/bin/bash
#
USR='student'
OUT='/home/student/output'
#
for SRV in servera serverb
do
ssh ${USR}@${SRV} "hostname -f" > ${OUT}-${SRV}
echo "#####" >> ${OUT}-${SRV}
ssh ${USR}@${SRV} "lscpu | grep '^CPU'" >> ${OUT}-${SRV}
echo "#####" >> ${OUT}-${SRV}
ssh ${USR}@${SRV} "grep -v '^$' /etc/selinux/config|grep -v '^#'" >> ${OUT}-${SRV}
echo "#####" >> ${OUT}-${SRV}
ssh ${USR}@${SRV} "sudo grep 'Failed password' /var/log/secure" >> ${OUT}-${SRV}
echo "#####" >> ${OUT}-${SRV}
done
```

3. Execute the /home/student/bin/bash-lab script, and review the output content on workstation.

3.1. On workstation, execute the /home/student/bin/bash-lab script.

```
[student@workstation ~]$ bash-lab
```

3.2. Review the content of the /home/student/output-servera and /home/student/output-serverb files.

```
[student@workstation ~]$ cat /home/student/output-servera
servera.lab.example.com
#####
CPU op-mode(s): 32-bit, 64-bit
CPU(s): 2
CPU family: 6
#####
SELINUX=enforcing
SELINUXTYPE=targeted
#####
Apr  1 05:42:07 servera sshd[1275]: Failed password for invalid user operator1
from 172.25.250.9 port 42460 ssh2
Apr  1 05:42:09 servera sshd[1277]: Failed password for invalid user sysadmin1
from 172.25.250.9 port 42462 ssh2
Apr  1 05:42:11 servera sshd[1279]: Failed password for invalid user manager1 from
172.25.250.9 port 42464 ssh2
#####
[student@workstation ~]$ cat /home/student/output-serverb
serverb.lab.example.com
#####
CPU op-mode(s): 32-bit, 64-bit
CPU(s): 2
CPU family: 6
#####
SELINUX=enforcing
```

```
SELINUXTYPE=targeted
#####
Apr  1 05:42:14 serverb sshd[1252]: Failed password for invalid user operator1
from 172.25.250.9 port 53494 ssh2
Apr  1 05:42:17 serverb sshd[1257]: Failed password for invalid user sysadmin1
from 172.25.250.9 port 53496 ssh2
Apr  1 05:42:19 serverb sshd[1259]: Failed password for invalid user manager1 from
172.25.250.9 port 53498 ssh2
#####
```

Evaluation

As the **student** user on the **workstation** machine, use the **lab** command to grade your work. Correct any reported failures and rerun the command until successful.

```
[student@workstation ~]$ lab grade console-review
```

Finish

On the **workstation** machine, change to the **student** user home directory and use the **lab** command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish console-review
```

This concludes the section.

Summary

- Create and execute simple Bash scripts to accomplish simple administration tasks.
- Use loops to iterate through a list of items from the command line and in a shell script.
- Use conditional structures to incorporate decision-making into shell scripts.
- Search for text in log and configuration files by using regular expressions and the `grep` command.

Chapter 2

Schedule Future Tasks

Goal

Schedule tasks to execute at a specific time and date.

Objectives

- Set up a command to run once at a future time.
- Schedule commands to run on a repeating schedule with a user's `crontab` file.
- Schedule commands to run on a repeating schedule with the system `crontab` file and directories.
- Enable and disable `systemd` timers, and configure a timer that manages temporary files.

Sections

- Schedule a Deferred User Job (and Guided Exercise)
- Schedule Recurring User Jobs (and Guided Exercise)
- Schedule Recurring System Jobs (and Guided Exercise)
- Manage Temporary Files (and Guided Exercise)
- Schedule Future Tasks (Quiz)

Schedule a Deferred User Job

Objectives

Set up a command to run once at a future time.

Describe Deferred User Tasks

Sometimes you might need to run one or more commands at a specific future time. An example is a user scheduling a long-running maintenance task to occur in the middle of the night. Another example is a system administrator who is working on a firewall configuration and queues a safety job to reset the firewall settings to a former working state in ten minute's time, unless they deactivate the job before it runs, because the new firewall configuration worked.

These scheduled commands are called *tasks* or *jobs*, and the *deferred* term indicates that these tasks run in the future.

One available solution for Red Hat Enterprise Linux users to schedule deferred tasks is the `at` command, which is installed and enabled by default. The `at` package provides the `atd` system daemon, and the `at` and `atq` commands to interact with the daemon.

Any user can queue jobs for the `atd` daemon by using the `at` command. The `atd` daemon provides 26 queues, identified from `a` to `z`, with jobs in alphabetically later queues getting lower system priority (using higher `nice` values, discussed in a later chapter).

Schedule Deferred User Tasks

Use the `at` *TIMESPEC* command to start entering a new job to schedule. The `at` command then reads from `STDIN` (your keyboard) to obtain the commands to run. When manually entering commands, complete the input by pressing `Ctrl+D` while on an empty line. You can use input redirection from a script file for entering more complex commands. For example, use the `at now +5min < myscript` command to schedule the commands in `myscript` to start in 5 minutes, without needing to type the commands manually in a terminal window.

The `at` command *TIMESPEC* argument accepts natural time specifications to describe when a job should run. For example, specify a time as `02:00pm`, `15:59`, `midnight`, or even `teatime`, followed by an optional date or number of days in the future.

The *TIMESPEC* argument expects time and date specifications in that order. If you provide the date and not the time, then the time defaults to the current time. If you provide the time and not the date, then the date is considered matched and the job runs when the time next matches.

The following example shows a job schedule without providing the date. The `at` command schedules the job for today or tomorrow depending on whether the time has passed or not.

```
[user@host ~]$ date
Wed May 18 21:01:18 CDT 2022
[user@host ~]$ at 21:03 < myscript
job 3 at Wed May 18 21:03:00 2022
[user@host ~]$ at 21:00 < myscript
job 4 at Thu May 19 21:00:00 2022
```

Chapter 2 | Schedule Future Tasks

The man pages for the `at` command and other documentation sources use lowercase to write the natural time specifications, but you can use lowercase, sentence case, or uppercase. Here are examples of time specifications you can use:

- `now +5min`
- `teatime tomorrow` (teatime is 16:00)
- `noon +4 days`
- `5pm august 3 2021`

For other valid time specifications, refer to the local `timespec` document listed in the references.

Inspect and Manage Deferred User Jobs

For an overview of the pending jobs for the current user, use the `atq` or the `at -l` command.

```
[user@host ~]$ atq
28  Mon May 16 05:13:00 2022 a user
29  Tue May 17 16:00:00 2022 h user
30  Wed May 18 12:00:00 2022 a user
```

In the preceding output, every line represents a different scheduled future job. The following description applies to the first line of the output:

- **28** is the unique job number.
- **Mon May 16 05:13:00 2022** is the execution date and time for the scheduled job.
- **a** indicates that the job is scheduled with the default queue `a`.
- **user** is the owner of the job (and the user that the job runs as).



Important

Unprivileged users can view and manage only their own jobs. The `root` user can view and manage all jobs.

Use the `at -c JOBNUMBER` command to inspect the commands that run when the `atd` daemon executes a job. This command shows the job's environment, which is set from the user's environment when they created the job, and the command syntax to be run.

Remove Jobs from Schedule

The `atrm JOBNUMBER` command removes a scheduled job. Remove the scheduled job when you no longer need it, for example, when a remote firewall configuration succeeded, and you do not need to reset it.



References

`at(1)` and `atd(8)` man pages

`/usr/share/doc/at/timespec`

► Guided Exercise

Schedule a Deferred User Job

In this exercise, you use the `at` command to schedule several commands to run at specified future times.

Outcomes

- Schedule a job to run at a specified future time.
- Inspect the commands that a scheduled job runs.
- Delete the scheduled jobs.

Before You Begin

As the student user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start scheduling-at
```

Instructions

► 1. From `workstation`, open an SSH session to `servera` as the `student` user.

```
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$
```

► 2. Schedule a job to run three minutes from now. Save the output of the `date` command to the `/home/student/myjob.txt` file.

2.1. Pass the `date >> /home/student/myjob.txt` string as the input to the `at` command, so that the job runs three minutes from now.

```
[student@servera ~]$ echo "date >> /home/student/myjob.txt" | at now +3min
warning: commands will be executed using /bin/sh
job 1 at Mon Apr  4 05:00:00 2022
```

2.2. List the scheduled jobs.

```
[student@servera ~]$ atq
1 Mon Apr  4 05:00:00 2022 a student
```

2.3. Monitor the deferred jobs queue in real time. After it executes, the `atd` daemon removes the job from the queue.

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The command updates the output of the `atq` command every two seconds, by default. After the `atd` daemon removes the deferred job from the queue, press `Ctrl+c` to exit the `watch` command and return to the shell prompt.

```
[student@servera ~]$ watch atq
Every 2.0s: atq          servera.lab.example.com: Mon Apr  4 04:58:43 2022
1 Mon Apr  4 05:00:00 2022 a student
```

2.4. Verify that the contents of the `/home/student/myjob.txt` file match the output of the `date` command.

The output matches the output of the `date` command, which confirms that the scheduled job executed successfully.

```
[student@servera ~]$ cat myjob.txt
Mon Apr  4 05:00:00 AM EDT 2022
```

► 3. Interactively schedule a job in the `g` queue that runs at `teatime` (16:00). The job should print the `It's teatime` message to the `/home/student/tea.txt` file. Append the new messages to the `/home/student/tea.txt` file.

```
[student@servera ~]$ at -q g teatime
warning: commands will be executed using /bin/sh
at> echo "It's teatime" >> /home/student/tea.txt
at> Ctrl+d
job 2 at Mon Apr  4 16:00:00 2022
```

► 4. Interactively schedule another job with the `b` queue that runs at `16:05`. The job should print `The cookies are good` message to the `/home/student/cookies.txt` file. Append the new messages to the `/home/student/cookies.txt` file.

```
[student@servera ~]$ at -q b 16:05
warning: commands will be executed using /bin/sh
at> echo "The cookies are good" >> /home/student/cookies.txt
at> Ctrl+d
job 3 at Mon Apr  4 16:05:00 2022
```

► 5. Inspect the commands in the pending jobs.

5.1. View the job numbers of the pending jobs.

Note the job numbers in the output, which might vary on your system. Use the job numbers from your system.

```
[student@servera ~]$ atq
2 Mon Apr  4 16:00:00 2022 g student
3 Mon Apr  4 16:05:00 2022 b student
```

5.2. View the commands in the pending job number 2.

The job executes an `echo` command that appends the `It's teatime` message to the `/home/student/tea.txt` file.

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```
[student@servera ~]$ at -c 2
...output omitted...
echo "It's teatime" >> /home/student/tea.txt
marcinDELIMITER274c4275
```

5.3. View the commands in the pending job number 3.

The job executes an echo command that appends the message The cookies are good to the /home/student/cookies.txt file.

```
[student@servera ~]$ at -c 3
...output omitted...
echo "The cookies are good" >> /home/student/cookies.txt
marcinDELIMITER73e30b75
```

► 6. View the job number of a job that runs at teatime (16:00), and remove it by using the atrm command.

```
[student@servera ~]$ atq
2 Mon Apr  4 16:00:00 2022 g student
3 Mon Apr  4 16:05:00 2022 b student
[student@servera ~]$ atrm 2
```

► 7. Verify that the scheduled job to run at teatime (16:00) no longer exists.

7.1. View the list of pending jobs and confirm that the scheduled job to run at teatime (16:00) no longer exists.

```
[student@servera ~]$ atq
3 Mon Apr  4 16:05:00 2022 b student
```

7.2. Return to the workstation machine as the student user.

```
[student@servera ~]$ exit
logout
Connection to servera closed.
[student@workstation ~]$
```

Finish

On the workstation machine, change to the student user home directory and use the lab command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish scheduling-at
```

This concludes the section.

Schedule Recurring User Jobs

Objectives

Schedule commands to run on a repeating schedule with a user's crontab file.

Describe Recurring User Jobs

Recurring jobs are scheduled to run repeatedly. Red Hat Enterprise Linux systems provide the `crond` daemon, which is enabled and started by default. The `crond` daemon reads multiple configuration files: one per user and a set of system-wide files. Each user has a personal file which they edit with the `crontab -e` command. When executing recurring jobs, these configuration files provide detailed control to users and administrators. If the scheduled job is not written to use redirection, then the `crond` daemon emails any generated output or errors to the job owner.

Schedule Recurring User Jobs

Use the `crontab` command to manage scheduled jobs. The following list shows the commands that a local user can use to manage their jobs:

Examples of the crontab command

Command	Intended use
<code>crontab -l</code>	List the jobs for the current user.
<code>crontab -r</code>	Remove all jobs for the current user.
<code>crontab -e</code>	Edit jobs for the current user.
<code>crontab filename</code>	Remove all jobs, and replace them with those read from <i>filename</i> . This command uses <code>stdin</code> input when no file is specified.

A privileged user might use the `crontab` command `-u` option to manage jobs for another user. The `crontab` command is never used to manage system jobs, and using the `crontab` commands as the `root` user is not recommended due to the ability to exploit personal jobs configured to run as `root`. Such privileged jobs should be configured as described in the later section describing recurring system jobs.

Describe User Job Format

The `crontab -e` command invokes the `vim` editor by default unless the `EDITOR` environment variable is set for another editor. Each job must use a unique line in the `crontab` file. Follow these recommendations for valid entries when writing recurring jobs:

- Empty lines for ease of reading.
- Comments on lines that start with the number sign (#).
- Environment variables with a `NAME=value` format, which affects all lines after the line where they are declared.

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Standard variable settings include the `SHELL` variable to declare the shell that is used for interpreting the remaining lines of the `crontab` file. The `MAILTO` variable determines who should receive the emailed output.



Note

The ability to send an email requires additional system configuration for a local mail server or an SMTP relay.

The fields in the `crontab` file appear in the following order:

- Minutes
- Hours
- Day of month
- Month
- Day of week
- Command

The command executes when the *Day of the month* or *Day of the week* fields use the same value other than the `*` character. For example, to run a command on the 11th day of every month, and every Friday at 12:15 (24-hour format), use the following job format:

```
15 12 11 * Fri command
```

The first five fields all use the same syntax rules:

- Use the `*` character to execute in every possible instance of the field.
- A number to specify the number of minutes or hours, a date, or a day of the week. For days of the week, 0 equals Sunday, 1 equals Monday, 2 equals Tuesday, and so on. 7 also equals Sunday.
- Use `x-y` for a range, which includes the `x` and `y` values.
- Use `x, y` for lists. Lists might include ranges as well, for example, 5, 10-13, 17 in the Minutes column, for a job to run at 5, 10, 11, 12, 13, and 17 minutes past the hour.
- The `*/x` indicates an interval of `x`; for example, `*/7` in the Minutes column runs a job every seven minutes.

Additionally, 3-letter English abbreviations are used for months or days of the week, for example, Jan, Feb, and Mon, Tue.

The last field contains the full command with options and arguments to execute using the default shell. If the command contains an unescaped percentage sign (%), then that percentage sign is treated as a newline character, and everything after the percentage sign passes to the command as `stdin` input.

Examples of Recurring User Jobs

The following job executes the `/usr/local/bin/yearly_backup` command at exactly 9:00 AM on 3 February, every year. February is represented as the number 2 in the example, as it is the second month of the year.

```
0 9 3 2 * /usr/local/bin/yearly_backup
```

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The following job sends an email containing the **Chime** word to the owner of this job every five minutes in between and including 9 a.m. and 16 p.m., but only on each Friday in July.

```
*/5 9-16 * Jul 5 echo "Chime"
```

The preceding 9-16 range of hours means that the job timer starts at the ninth hour (09:00) and continues until the end of the sixteenth hour (16:59). The job starts executing at **09:00** with the last execution at **16:55**, because five minutes after **16:55** is **17:00**, which is beyond the given scope of hours.

If a range is specific for the hours instead of a single value, then all hours within the range will match. Therefore, with the hours of **9-16**, this example matches every five minutes from 09:00 through 16:55.



Note

This example job sends the output as an email because **crond** recognizes that the job allowed output to go to the **STDIO** channel without redirection. Because cron jobs run in a background environment without an output device (known as a *controlling terminal*), **crond** buffers the output and creates an email to send it to the user specified in the configuration. For system jobs, the email will be sent to the **root** account.

The following job runs the **/usr/local/bin/daily_report** command every working day (Monday to Friday) two minutes before midnight.

```
58 23 * * 1-5 /usr/local/bin/daily_report
```

The following job executes the **mutt** command to send the **Checking in** mail message to the **developer@example.com** recipient every working day (Monday to Friday), at 9 AM.

```
0 9 * * 1-5 mutt -s "Checking in" developer@example.com % Hi there, just checking in.
```



References

crond(8), **crontab(1)**, and **crontab(5)** man pages

► Guided Exercise

Schedule Recurring User Jobs

In this exercise, you schedule commands to run on a repeating schedule as a non-privileged user, with the `crontab` command.

Outcomes

- Schedule recurring jobs to run as a non-privileged user.
- Inspect the commands that a scheduled recurring job runs.
- Remove scheduled recurring jobs.

Before You Begin

As the student user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start scheduling-cron
```

Instructions

► 1. Log in to the `servera` machine as the `student` user.

```
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$
```

► 2. Schedule a recurring job as the `student` user that appends the current date and time to the `/home/student/my_first_cron_job.txt` file every two minutes. The job must run only from Monday to Friday, not on Saturday or Sunday.



Important

If you are working on this exercise outside the specified days in the preceding instruction, then adjust your system time and date accordingly so that the job runs while you are working.

2.1. Open the `crontab` file with the default text editor.

```
[student@servera ~]$ crontab -e
```

2.2. Insert the following line:

```
*/2 * * * * Mon-Fri /usr/bin/date >> /home/student/my_first_cron_job.txt
```

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2.3. Press Esc and type :wq to save the changes and exit the editor. When the editor exits, you should see the following output:

```
...output omitted...
crontab: installing new crontab
[student@servera ~]$
```

► 3. Use the `crontab -l` command to list the scheduled recurring jobs. Inspect the command that you scheduled to run as a recurring job in the preceding step.

Verify that the job runs the `/usr/bin/date` command and appends its output to the `/home/student/my_first_cron_job.txt` file.

```
[student@servera ~]$ crontab -l
*/2 * * * Mon-Fri /usr/bin/date >> /home/student/my_first_cron_job.txt
```

► 4. Have your shell prompt sleep until the `/home/student/my_first_cron_job.txt` file is created as a result of the successful execution of the recurring job that you scheduled. Wait for your shell prompt to return.

The `while` command uses `! test -f` to continue to run a loop and sleeps for one second until the `my_first_cron_job.txt` file is created in the `/home/student` directory.

```
[student@servera ~]$ while ! test -f my_first_cron_job.txt; do sleep 1s; done
```

► 5. Verify that the contents of the `/home/student/my_first_cron_job.txt` file match the output of the `date` command.

```
[student@servera ~]$ cat my_first_cron_job.txt
Mon Apr 4 03:04:01 AM EDT 2022
```

► 6. Remove all the scheduled recurring jobs for the `student` user.

6.1. Remove all the scheduled recurring jobs for the `student` user.

```
[student@servera ~]$ crontab -r
```

6.2. Verify that no recurring jobs exist for the `student` user.

```
[student@servera ~]$ crontab -l
no crontab for student
```

6.3. Return to the `workstation` machine as the `student` user.

```
[student@servera ~]$ exit
logout
Connection to servera closed.
[student@workstation ~]$
```

Finish

On the **workstation** machine, change to the **student** user home directory and use the **lab** command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish scheduling-cron
```

This concludes the section.

Schedule Recurring System Jobs

Objectives

Schedule commands to run on a repeating schedule with the system crontab file and directories.

Recurring System Jobs

System administrators often need to run recurring jobs. It is best to run these jobs from system accounts rather than from user accounts. Schedule these jobs with system-wide crontab files instead of with the `crontab` command. Job entries in the system-wide crontab files are similar to the users' crontab entries. The system-wide crontab files have an extra field before the command field to specify the user that runs the command.

The `/etc/crontab` file has a helpful syntax diagram in the comments.

```
SHELL=/bin/bash
PATH=/sbin:/bin:/usr/sbin:/usr/bin
MAILTO=root

# For details see man 4 crontabs

# Example of job definition:
# .----- minute (0 - 59)
# | .----- hour (0 - 23)
# | | .----- day of month (1 - 31)
# | | | .---- month (1 - 12) OR jan,feb,mar,apr ...
# | | | | .--- day of week (0 - 6) (Sunday=0 or 7) OR
# | | | | | sun,mon,tue,wed,thu,fri,sat
# | | | | | |
# * * * * * user-name command to be executed
```

The `/etc/crontab` file and other files in the `/etc/cron.d/` directory define the recurring system jobs. Always create custom crontab files in the `/etc/cron.d/` directory to schedule recurring system jobs. Place the custom crontab file in the `/etc/cron.d` directory to prevent a package update from overwriting the `/etc/crontab` file. Packages that require recurring system jobs place their crontab files in the `/etc/cron.d/` directory with the job entries. Administrators also use this location to group related jobs into a single file.

The crontab system also includes repositories for scripts to run every hour, day, week, and month. These repositories are placed under the `/etc/cron.hourly/`, `/etc/cron.daily/`, `/etc/cron.weekly/`, and `/etc/cron.monthly/` directories. These directories contain executable shell scripts, not crontab files.



Note

Use the `chmod +x script_name` command to make a script executable. If a script is not executable, then it does not run.

Run Periodic Commands with Anacron

The `run-parts` command also runs the daily, weekly, and monthly jobs from the `/etc/anacrontab` configuration file.

The `/etc/anacrontab` file ensures that scheduled jobs always run and are not skipped accidentally because the system was turned off or hibernated. For example, when a system job that runs daily was not executed at a specified time because the system was rebooting, then the job is completed when the system becomes ready. A delay might occur before the job starts, if specified in the `Delay in minutes` parameter in the `/etc/anacrontab` file.

Files in the `/var/spool/anacron/` directory determine the daily, weekly, and monthly jobs. When the `crond` daemon starts a job from the `/etc/anacrontab` file, it updates the timestamps of those files. With this timestamp, you can determine the last time that the job executed. The syntax of the `/etc/anacrontab` file is different from the regular `crontab` configuration files. The `/etc/anacrontab` file contains four fields per line, as follows.

Period in days

Defines the interval in days for the job to run on a recurring schedule. This field accepts an integer or a macro value. For example, the macro `@daily` is equivalent to the `1` integer, which executes the job daily. Similarly, the macro `@weekly` is equivalent to the `7` integer, which executes the job weekly.

Delay in minutes

Defines the time that the `crond` daemon must wait before it starts the job.

Job identifier

This field identifies the unique name of the job in the log messages.

Command

The command to be executed.

The `/etc/anacrontab` file also contains environment variable declarations with the `NAME=value` syntax. The `START_HOURS_RANGE` variable specifies the time interval for the jobs to run. Jobs do not start outside this range. When a job does not run within this time interval on a particular day, then the job must wait until the next day for execution.

Systemd Timer

The `systemd` timer unit activates another unit of a different type (such as a service) whose unit name matches the timer unit name. The timer unit allows timer-based activation of other units. The `systemd` timer unit logs timer events in system journals for easier debugging.

Sample Timer Unit

The `sysstat` package provides the `systemd` timer unit, called the `sysstat-collect.timer` service, to collect system statistics every 10 minutes. The following output shows the contents of the `/usr/lib/systemd/system/sysstat-collect.timer` configuration file.

```
...output omitted...
[Unit]
Description=Run system activity accounting tool every 10 minutes

[Timer]
OnCalendar=*:00/10
```

```
[Install]
WantedBy=sysstat.service
```

The `OnCalendar=*:00/10` option signifies that this timer unit activates the corresponding `sysstat-collect.service` unit every 10 minutes. You might specify more complex time intervals.

For example, a `2022-04-* 12:35,37,39:16` value against the `OnCalendar` option causes the timer unit to activate the corresponding service unit at the `12:35:16`, `12:37:16`, and `12:39:16` times, every day during April 2022. You might also specify relative timers with the `OnUnitActiveSec` option. For example, with the `OnUnitActiveSec=15min` option, the timer unit triggers the corresponding unit to start 15 minutes after the last time that the timer unit activated its corresponding unit.



Important

Do not modify any units in the configuration files under the `/usr/lib/systemd/system` directory, because the `systemd` unit overrides the configuration changes in that file. Create a copy of the configuration file in the `/etc/systemd/system` directory and then modify the copied file to prevent any update to the provider package from overriding the changes. If two files exist with the same name in the `/usr/lib/systemd/system` and `/etc/systemd/system` directories, then the `systemd` timer unit parses the file in the `/etc/systemd/system` directory.

After you change the timer unit configuration file, use the `systemctl daemon-reload` command to ensure that the `systemd` timer unit loads the changes.

```
[root@host ~]# systemctl daemon-reload
```

After reloading the `systemd` daemon configuration, use the `systemctl` command to activate the timer unit.

```
[root@host ~]# systemctl enable --now <unitname>.timer
```



References

`crontab(5)`, `anacron(8)`, `anacrontab(5)`, `systemd.time(7)`, `systemd.timer(5)`, and `crond(8)` man pages

► Guided Exercise

Schedule Recurring System Jobs

In this exercise, you schedule commands to run on various schedules by adding configuration files to the system crontab directories.

Outcomes

- Schedule a recurring system job to count the number of active users.
- Update the `systemd` timer unit that gathers system activity data.

Before You Begin

As the student user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start scheduling-system
```

Instructions

► 1. Log in to the `servera` machine as the `student` user and switch to the `root` user.

```
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$ sudo -i
[sudo] password for student: student
[root@servera ~]#
```

► 2. Schedule a recurring system job that generates a log message that indicates the number of active users in the system. This job must run daily and use the `w -h | wc -l` command to retrieve the number of active users in the system. Use the `logger` command to generate the log message of currently active users.

2.1. Create the `/etc/cron.daily/usercount` script file with the following content:

```
#!/bin/bash
USERCOUNT=$(w -h | wc -l)
logger "There are currently ${USERCOUNT} active users"
```

2.2. Make the script file executable.

```
[root@servera ~]# chmod +x /etc/cron.daily/usercount
```

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► 3. Install the `sysstat` package. The timer unit must trigger the service unit every ten minutes to collect system activity data with the `/usr/lib64/sa/sa1` shell script. Change the timer unit configuration file to collect the system activity data every two minutes.

3.1. Install the `sysstat` package.

```
[root@servera ~]# dnf install sysstat
...output omitted...
Is this ok [y/N]: y
...output omitted...
Complete!
```

3.2. Copy the `/usr/lib/systemd/system/sysstat-collect.timer` file to the `/etc/systemd/system/sysstat-collect.timer` file.

```
[root@servera ~]# cp /usr/lib/systemd/system/sysstat-collect.timer \
/etc/systemd/system/sysstat-collect.timer
```

3.3. Edit the `/etc/systemd/system/sysstat-collect.timer` file for the timer unit to run every two minutes. Replace any occurrence of the `10 minutes` string with `2 minutes` throughout the unit configuration file, including the occurrences in the commented lines. Use the `vim /etc/systemd/system/sysstat-collect.timer` command to edit the configuration file.

From these changes, the `sysstat-collect.timer` unit triggers the `sysstat-collect.service` unit every two minutes and collects the system activity data in a binary file in the `/var/log/sa` directory.

```
...output omitted...
# Activates activity collector every 2 minutes

[Unit]
Description=Run system activity accounting tool every 2 minutes

[Timer]
OnCalendar=*:00/2

[Install]
WantedBy=sysstat.service
```

3.4. Make the `systemd` daemon aware of the changes.

```
[root@servera ~]# systemctl daemon-reload
```

3.5. Activate the `sysstat-collect.timer` unit.

```
[root@servera ~]# systemctl enable --now sysstat-collect.timer
...output omitted...
```

3.6. Wait until the binary file is created in the `/var/log/sa` directory.

The `while` command, `ls /var/log/sa | wc -l` returns `0` when the file does not exist, or returns `1` when the file exists. The `while` command pauses for one second when the file is not present. The `while` loop exits when the file is present.

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```
[root@servera ~]# while [ $(ls /var/log/sa | wc -l) -eq 0 ]; \
do sleep 1s; done
```

- 3.7. Verify that the binary file in the /var/log/sa directory was modified within two minutes.

```
[root@servera ~]# ls -l /var/log/sa
total 4
-rw-r--r--. 1 root root 2540 Apr  5 04:08 sa05
[root@servera ~]# date
Tue Apr  5 04:08:29 AM EDT 2022
```

- 3.8. Return to the workstation machine as the student user.

```
[root@servera ~]# exit
logout
[student@servera ~]$ exit
logout
Connection to servera closed.
[student@workstation ~]$
```

Finish

On the workstation machine, change to the student user home directory and use the lab command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish scheduling-system
```

This concludes the section.

Manage Temporary Files

Objectives

Enable and disable `systemd` timers, and configure a timer that manages temporary files.

Manage Temporary Files

Most critical applications and services use temporary files and directories. Some applications and users use the `/tmp` directory to hold transient working data, while other applications use task-specific locations such as daemon- and user-specific volatile directories under `/run`, which exist only in memory. When the system reboots or loses power, memory-based file systems are self-cleaning.

Commonly, daemons and scripts operate properly only when their expected temporary files and directories exist. Additionally, purging temporary files located on persistent storage is necessary to prevent disk space issues or stale working data.

Red Hat Enterprise Linux includes the `systemd-tmpfiles` tool, which provides a structured and configurable method to manage temporary directories and files.

At system boot, one of the first `systemd` service units launched is the `systemd-tmpfiles-setup` service. This service runs the `systemd-tmpfiles` command `--create` `--remove` options, which reads instructions from the `/usr/lib/tmpfiles.d/*.conf`, `/run/tmpfiles.d/*.conf`, and `/etc/tmpfiles.d/*.conf` configuration files. These configuration files list files and directories that the `systemd-tmpfiles-setup` service is instructed to create, delete, or secure with permissions.

Clean Temporary Files with a Systemd Timer

To prevent long-running systems from filling up their disks with stale data, a `systemd` timer unit called `systemd-tmpfiles-clean.timer` at a regular interval triggers `systemd-tmpfiles-clean.service`, which executes the `systemd-tmpfiles --clean` command.

A `systemd` timer unit configuration has a `[Timer]` section for indicating how to start the service with the same name as the timer.

Use the following `systemctl` command to view the contents of the `systemd-tmpfiles-clean.timer` unit configuration file.

```
[user@host ~]$ systemctl cat systemd-tmpfiles-clean.timer
# /usr/lib/systemd/system/systemd-tmpfiles-clean.timer
# SPDX-License-Identifier: LGPL-2.1-or-later
#
# This file is part of systemd.
#
# systemd is free software; you can redistribute it and/or modify it
# under the terms of the GNU Lesser General Public License as published by
# the Free Software Foundation; either version 2.1 of the License, or
# (at your option) any later version.
```

```
[Unit]
Description=Daily Cleanup of Temporary Directories
Documentation=man:tmpfiles.d(5) man:systemd-tmpfiles(8)
ConditionPathExists=!/etc/initrd-release

[Timer]
OnBootSec=15min
OnUnitActiveSec=1d
```

In the preceding configuration, the `OnBootSec=15min` parameter indicates that the `systemd-tmpfiles-clean.service` unit gets triggered 15 minutes after the system boots up. The `OnUnitActiveSec=1d` parameter indicates that any further trigger to the `systemd-tmpfiles-clean.service` unit happens 24 hours after the service unit was last activated.

Change the parameters in the `systemd-tmpfiles-clean.timer` timer unit configuration file to meet your requirements. For example, a `30min` value for the `OnUnitActiveSec` parameter triggers the `systemd-tmpfiles-clean.service` service unit 30 minutes after the service unit is last activated. As a result, `systemd-tmpfiles-clean.service` gets triggered every 30 minutes after the changes are recognized.

After changing the timer unit configuration file, use the `systemctl daemon-reload` command to ensure that `systemd` loads the new configuration.

```
[root@host ~]# systemctl daemon-reload
```

After reloading the `systemd` manager configuration, use the following `systemctl` command to activate the `systemd-tmpfiles-clean.timer` unit.

```
[root@host ~]# systemctl enable --now systemd-tmpfiles-clean.timer
```

Clean Temporary Files Manually

The `systemd-tmpfiles --clean` command parses the same configuration files as the `systemd-tmpfiles --create` command, but instead of creating files and directories, it purges all files that were not accessed, changed, or modified more recently than the maximum age as defined in the configuration file.

Find detailed information about the format of the configuration files for the `systemd-tmpfiles` service in the `tmpfiles.d(5)` man page. The basic syntax consists of the following columns: Type, Path, Mode, UID, GID, Age, and Argument. Type refers to the action that the `systemd-tmpfiles` service should take; for example, `d` to create a directory if it does not exist, or `Z` to recursively restore SELinux contexts, file permissions, and ownership.

The following are examples of purge configuration with explanations:

```
d /run/systemd/seats 0755 root root -
```

When you create files and directories, create the `/run/systemd/seats` directory if it does not exist, with the `root` user and the `root` group as owners, and with permissions of `rwxr-xr-x`. If this directory does exist, then take no action. The `systemd-tmpfiles` service does not purge this directory automatically.

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```
D /home/student 0700 student student 1d
```

Create the `/home/student` directory if it does not exist. If it does exist, then empty it of all contents. When the system runs the `systemd-tmpfiles --clean` command, it removes all files in the directory that you did not access, change, or modify for more than one day.

```
L /run/fstablink - root root - /etc/fstab
```

Create the `/run/fstablink` symbolic link, to point to the `/etc/fstab` folder. Never automatically purge this line.

Configuration File Precedence

The `systemd-tmpfiles-clean` service configuration files can exist in three places:

- `/etc/tmpfiles.d/*.conf`
- `/run/tmpfiles.d/*.conf`
- `/usr/lib/tmpfiles.d/*.conf`

Use the files in the `/etc/tmpfiles.d/` directory to configure custom temporary locations, and to override vendor-provided defaults. The files in the `/run/tmpfiles.d/` directory are volatile files, which normally daemons use to manage their own runtime temporary files. Relevant RPM packages provide the files in the `/usr/lib/tmpfiles.d/` directory; therefore do not edit these files.

If a file in the `/run/tmpfiles.d/` directory has the same file name as a file in the `/usr/lib/tmpfiles.d/` directory, then the service uses the file in the `/run/tmpfiles.d/` directory. If a file in the `/etc/tmpfiles.d/` directory has the same file name as a file in either the `/run/tmpfiles.d/` or the `/usr/lib/tmpfiles.d/` directories, then the service uses the file in the `/etc/tmpfiles.d/` directory.

Given these precedence rules, you can easily override vendor-provided settings by copying the relevant file to the `/etc/tmpfiles.d/` directory and then editing it. By using these configuration locations properly, you can manage administrator-configured settings from a central configuration management system, and package updates will not overwrite your configured settings.



Note

When testing new or modified configurations, it is useful to apply only the commands from a single configuration file at a time. Specify the name of the single configuration file on the `systemd-tmpfiles` command line.



References

`systemd-tmpfiles(8)`, `tmpfiles.d(5)`, `stat(1)`, `stat(2)`, and `systemd.timer(5)` man pages

► Guided Exercise

Manage Temporary Files

In this exercise, you configure `systemd-tmpfiles` to change how quickly it removes temporary files from `/tmp`, and also to periodically purge files from another directory.

Outcomes

- Configure `systemd-tmpfiles` to remove unused temporary files from `/tmp`.
- Configure `systemd-tmpfiles` to periodically purge files from another directory.

Before You Begin

As the student user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start scheduling-tempfiles
```

Instructions

► 1. Log in to the `servera` system as the `student` user and switch to the `root` user.

```
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$ sudo -i
[sudo] password for student: student
[root@servera ~]#
```

► 2. Configure the `systemd-tmpfiles` service to clean the `/tmp` directory of any unused files from the last five days. Ensure that a package update does not overwrite the configuration files.

2.1. Copy the `/usr/lib/tmpfiles.d/tmp.conf` file to the `/etc/tmpfiles.d` directory.

```
[root@servera ~]# cp /usr/lib/tmpfiles.d/tmp.conf \
/etc/tmpfiles.d/tmp.conf
```

2.2. Search for the configuration line in the `/etc/tmpfiles.d/tmp.conf` file that applies to the `/tmp` directory. Replace the existing age of the temporary files in that configuration line with the new age of 5 days. Remove from the file all the other lines, including the commented lines. You can use the `vim /etc/tmpfiles.d/tmp.conf` command to edit the configuration file.

In the configuration, the `q` type is identical to the `d` type and instructs the `systemd-tmpfiles` service to create the `/tmp` directory if it does not exist. The directory's

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octal permissions must be set to 1777. Both the owning user and group of the /tmp directory must be root. The /tmp directory must not contain the unused temporary files from the last five days.

The /etc/tmpfiles.d/tmp.conf file should appear as follows:

```
q /tmp 1777 root root 5d
```

- 2.3. Verify the /etc/tmpfiles.d/tmp.conf file configuration.

Because the command does not return any errors, it confirms that the configuration settings are correct.

```
[root@servera ~]# systemctl-tmpfiles --clean /etc/tmpfiles.d/tmp.conf
```

► 3. Add a new configuration that ensures that the /run/momentary directory exists with user and group ownership set to root. The octal permissions for the directory must be 0700. The configuration must purge any file in this directory that remains unused in the last 30 seconds.

- 3.1. Create the /etc/tmpfiles.d/momentary.conf file with the following content.

With the configuration, the `systemd-tmpfiles` service ensures that the /run/momentary directory exists and that its octal permissions are set to 0700. The ownership of the /run/momentary directory must be the root user and group. The service purges any file in this directory if it remains unused for 30 seconds.

```
[root@servera ~]# vim /etc/tmpfiles.d/momentary.conf
d /run/momentary 0700 root root 30s
```

- 3.2. Verify the /etc/tmpfiles.d/momentary.conf file configuration. The command creates the /run/momentary directory if it does not exist.

Because the command does not return any errors, it confirms that the configuration settings are correct.

```
[root@servera ~]# systemctl-tmpfiles --create \
/etc/tmpfiles.d/momentary.conf
```

- 3.3. Verify that the `systemd-tmpfiles` command creates the /run/momentary directory with the appropriate permissions, owner, and group owner.

The octal permission for the /run/momentary directory is set to 0700, and the user and group ownership are set to root.

```
[root@servera ~]# ls -ld /run/momentary
drwx----- 2 root root 40 Apr 4 06:35 /run/momentary
```

► 4. Verify that the `systemd-tmpfiles --clean` command removes any file under the /run/momentary directory that is unused in the last 30 seconds, based on the `systemd-tmpfiles` configuration for the directory.

- 4.1. Create the /run/momentary/test file.

Chapter 2 | Schedule Future Tasks

```
[root@servera ~]# touch /run/momentary/test
```

- 4.2. Configure your shell prompt to not to return for 30 seconds.

```
[root@servera ~]# sleep 30
```

- 4.3. After your shell prompt returns, clean stale files from the /run/momentary directory, based on the referenced rule in the /etc/tmpfiles.d/momentary.conf configuration file.

The command removes the /run/momentary/test file, because it remains unused for 30 seconds. This behavior is based on the referenced rule in the /etc/tmpfiles.d/momentary.conf configuration file.

```
[root@servera ~]# systemd-tmpfiles --clean \
/etc/tmpfiles.d/momentary.conf
```

- 4.4. Verify that the /run/momentary/test file does not exist.

```
[root@servera ~]# ls -l /run/momentary/test
ls: cannot access '/run/momentary/test': No such file or directory
```

- 4.5. Return to the workstation machine as the student user.

```
[root@servera ~]# exit
logout
[student@servera ~]$ exit
logout
Connection to servera closed.
[student@workstation ~]$
```

Finish

On the workstation machine, change to the student user home directory and use the lab command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish scheduling-tempfiles
```

This concludes the section.

► Quiz

Schedule Future Tasks

Choose the correct answers to the following questions.

- ▶ 1. **Which command displays all the user jobs that you scheduled to run as deferred jobs?**
 - a. atq
 - b. atrm
 - c. at -c
 - d. at --display

- ▶ 2. **Which command removes the deferred user job with the job number 5?**
 - a. at -c 5
 - b. atrm 5
 - c. at 5
 - d. at --delete 5

- ▶ 3. **Which command displays all the scheduled recurring user jobs for the currently logged-in user?**
 - a. crontab -r
 - b. crontab -l
 - c. crontab -u
 - d. crontab -v

- ▶ 4. **Which job format executes /usr/local/bin/daily_backup hourly from 9 AM to 6 PM on all days from Monday through Friday?**
 - a. 00 * * * Mon-Fri /usr/local/bin/daily_backup
 - b. * */9 * * Mon-Fri /usr/local/bin/daily_backup
 - c. 00 */18 * * * /usr/local/bin/daily_backup
 - d. 00 09-18 * * Mon-Fri /usr/local/bin/daily_backup

- ▶ 5. **Which directory contains the shell scripts to run daily?**
 - a. /etc/cron.d
 - b. /etc/cron.hourly
 - c. /etc/cron.daily
 - d. /etc/cron.weekly

- ▶ 6. Which configuration file defines the settings for the system jobs that run daily, weekly, and monthly?
 - a. /etc/crontab
 - b. /etc/anacrontab
 - c. /etc/inittab
 - d. /etc/sysconfig/crond

- ▶ 7. Which systemd unit regularly triggers the cleanup of temporary files?
 - a. systemd-tmpfiles-clean.timer
 - b. systemd-tmpfiles-clean.service
 - c. dnf-makecache.timer
 - d. unbound-anchor.timer

► Solution

Schedule Future Tasks

Choose the correct answers to the following questions.

- ▶ 1. **Which command displays all the user jobs that you scheduled to run as deferred jobs?**
 - a. atq
 - b. atrm
 - c. at -c
 - d. at --display

- ▶ 2. **Which command removes the deferred user job with the job number 5?**
 - a. at -c 5
 - b. atrm 5
 - c. at 5
 - d. at --delete 5

- ▶ 3. **Which command displays all the scheduled recurring user jobs for the currently logged-in user?**
 - a. crontab -r
 - b. crontab -l
 - c. crontab -u
 - d. crontab -v

- ▶ 4. **Which job format executes /usr/local/bin/daily_backup hourly from 9 AM to 6 PM on all days from Monday through Friday?**
 - a. 00 * * * Mon-Fri /usr/local/bin/daily_backup
 - b. * */9 * * Mon-Fri /usr/local/bin/daily_backup
 - c. 00 */18 * * * /usr/local/bin/daily_backup
 - d. 00 09-18 * * Mon-Fri /usr/local/bin/daily_backup

- ▶ 5. **Which directory contains the shell scripts to run daily?**
 - a. /etc/cron.d
 - b. /etc/cron.hourly
 - c. /etc/cron.daily
 - d. /etc/cron.weekly

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 - c. /etc/inittab
 - d. /etc/sysconfig/crond

- ▶ 7. Which systemd unit regularly triggers the cleanup of temporary files?
 - a. systemd-tmpfiles-clean.timer
 - b. systemd-tmpfiles-clean.service
 - c. dnf-makecache.timer
 - d. unbound-anchor.timer

Summary

- Deferred jobs or tasks are scheduled to run once in the future.
- Recurring user jobs execute the user's tasks on a repeating schedule.
- Recurring system jobs accomplish, on a repeating schedule, administrative tasks that have system-wide impact.
- The `systemd` timer units can execute both the deferred and recurring jobs.

Chapter 3

Tune System Performance

Goal

Improve system performance by setting tuning parameters and adjusting the scheduling priority of processes.

Objectives

- Optimize system performance by selecting a tuning profile that the tuned daemon manages.
- Prioritize or deprioritize specific processes, with the `nice` and `renice` commands.

Sections

- Adjust Tuning Profiles (and Guided Exercise)
- Influence Process Scheduling (and Guided Exercise)

Lab

Tune System Performance

Adjust Tuning Profiles

Objectives

Optimize system performance by selecting a tuning profile that the `tuned` daemon manages.

Tune Systems

System administrators optimize the performance of a system by adjusting device settings based on various use case workloads. The `tuned` daemon applies tuning adjustments both statically and dynamically by using tuning profiles that reflect particular workload requirements.

Configure Static Tuning

The `tuned` daemon applies system settings when the service starts or on selecting a new tuning profile. Static tuning configures predefined `kernel` parameters in profiles that the `tuned` daemon applies at runtime. With static tuning, the `tuned` daemon sets kernel parameters for overall performance expectations, without adjusting these parameters as activity levels change.

Configure Dynamic Tuning

With dynamic tuning, the `tuned` daemon monitors system activity and adjusts settings according to runtime behavior changes. Dynamic tuning continuously adjusts tuning to fit the current workload, starting with the initial declared settings in your selected tuning profile.

For example, storage devices experience high use during startup and log in, but have minimal activity when user workloads consist of using web browsers and email clients. Similarly, CPU and network devices experience activity increases during peak usage throughout a workday. The `tuned` daemon monitors the activity of these components and adjusts parameter settings to maximize performance during high-activity times and reduce settings during low activity. Predefined tuning profiles provide performance parameters that the `tuned` daemon uses.

To monitor and adjust parameter settings, the `tuned` daemon uses modules called monitor and tuning *plug-ins*, respectively.

Monitor plug-ins analyze the system and obtain information from it, so the tuning plug-ins use this information for dynamic tuning. At this moment, the `tuned` daemon ships with three different monitor plug-ins:

- `disk`: Monitors the disk load based on the number of IO operations for every disk device.
- `net`: Monitors the network load based on the number of transferred packets per network card.
- `load`: Monitors the CPU load for every CPU.

Tuning plug-ins tune the individual subsystems. They use the data obtained by the monitor plug-ins and the performance parameters provided by the predefined tuning profiles. Among others, the `tuned` daemon ships with the following tuning plug-ins:

- `disk`: Sets different disk parameters, for example, the disk scheduler, the spin-down timeout, or the advanced power management.
- `net`: Configures the interface speed and the Wake-on-LAN (WoL) functionality.
- `cpu`: Sets different CPU parameters, for example, the CPU governor or the latency.

Chapter 3 | Tune System Performance

By default, dynamic tuning is disabled. You can enable it by setting the `dynamic_tuning` variable to 1 in the `/etc/tuned/tuned-main.conf` configuration file. If you enable dynamic tuning, then the `tuned` daemon monitors periodically the system and adjust the tuning settings to runtime behavior changes. You can set the time in seconds between updates by using the `update_interval` variable in the `/etc/tuned/tuned-main.conf` configuration file.

```
[root@host ~]$ cat /etc/tuned/tuned-main.conf
...output omitted...
# Dynamically tune devices, if disabled only static tuning will be used.
dynamic_tuning = 1
...output omitted...
# Update interval for dynamic tunings (in seconds).
# It must be multiply of the sleep_interval.
update_interval = 10
...output omitted...
```

The tuned Utility

A minimal Red Hat Enterprise Linux installation includes the `tuned` package by default. You can install and enable the package manually by using the following commands:

```
[root@host ~]$ dnf install tuned
...output omitted...
[root@host ~]$ systemctl enable --now tuned
Created symlink /etc/systemd/system/multi-user.target.wants/tuned.service → /usr/
lib/systemd/system/tuned.service.
```

The `tuned` application provides profiles in the following categories:

- Power-saving profiles
- Performance-boosting profiles

The performance-boosting profiles include profiles that focus on the following aspects:

- Low latency for storage and network
- High throughput for storage and network
- Virtual machine performance
- Virtualization host performance

The next table shows a list of the tuning profiles distributed with Red Hat Enterprise Linux 9.

Tuning Profiles Distributed with Red Hat Enterprise Linux 9

Tuned Profile	Purpose
balanced	Ideal for systems that require a compromise between power saving and performance.
powersave	Tunes the system for maximum power saving.
throughput-performance	Tunes the system for maximum throughput.
accelerator-performance	Tunes the same as <code>throughput-performance</code> , and also reduces the latency to less than 100 µs.

Tuned Profile	Purpose
latency-performance	Ideal for server systems that require low latency at the expense of power consumption.
network-throughput	Derived from the throughput-performance profile. Additional network tuning parameters are applied for maximum network throughput.
network-latency	Derived from the latency-performance profile. Enables additional network tuning parameters to provide low network latency.
desktop	Derived from the balanced profile. Provides faster response of interactive applications.
hpc-compute	Derived from the latency-performance profile. Ideal for high-performance computing.
virtual-guest	Tunes the system for maximum performance if it runs on a virtual machine.
virtual-host	Tunes the system for maximum performance if it acts as a host for virtual machines.
intel-sst	Optimized for systems with Intel Speed Select Technology configurations. Use it as an overlay on other profiles.
optimize-serial-console	Increases responsiveness of the serial console. Use it as an overlay on other profiles.

The tuned application stores the tuning profiles under the /usr/lib/tuned and /etc/tuned directories. Every profile has a separate directory, and inside the directory the tuned.conf main configuration file and, optionally, other files.

```
[root@host ~]# cd /usr/lib/tuned
[root@host tuned]# ls
accelerator-performance  hpc-compute          network-throughput      throughput-
performance              balanced             intel-sst            optimize-serial-console  virtual-
guest                  desktop              latency-performance  powersave           virtual-
host                  functions             network-latency      recommend.d
[root@host tuned]$ ls virtual-guest
tuned.conf
```

A typical tuned.conf configuration file looks as follows:

```
[root@host tuned]# cat virtual-guest/tuned.conf
#
# tuned configuration
#
```

```
[main]
summary=Optimize for running inside a virtual guest
include=throughput-performance

[sysctl]
# If a workload mostly uses anonymous memory and it hits this limit, the entire
# working set is buffered for I/O, and any more write buffering would require
# swapping, so it's time to throttle writes until I/O can catch up. Workloads
# that mostly use file mappings may be able to use even higher values.
#
# The generator of dirty data starts writeback at this percentage (system default
# is 20%)
vm.dirty_ratio = 30

# Filesystem I/O is usually much more efficient than swapping, so try to keep
# swapping low. It's usually safe to go even lower than this on systems with
# server-grade storage.
vm.swappiness = 30
```

The `[main]` section in the file might include a summary of the tuning profile. This section also accepts the `include` parameter, that you can use to make the profile inherit all the settings from the referenced profile.

This is very useful when creating new tuning profiles, because you can use one of the provided profiles as a basis and then add or modify the parameters that you want to configure. To create or modify tuning profiles, copy the tuning profile files from the `/usr/lib/tuned` directory to the `/etc/tuned` directory and then modify them. In case there are profile directories with the same name under the `/usr/lib/tuned` and `/etc/tuned` directories, the latter always take precedence. Thus, never directly modify files in the `/usr/lib/tuned` system directory.

The rest of the sections in the `tuned.conf` file use the tuning plug-ins to modify parameters in the system. In the previous example, the `[sysctl]` section modifies the `vm.dirty_ratio` and `vm.swappiness` kernel parameters through the `sysctl` plug-in.

Manage Profiles from the Command Line

Use the `tuned-adm` command to change the settings of the tuned daemon. The `tuned-adm` command queries current settings, lists available profiles, recommends a tuning profile for the system, changes profiles directly, or turns off tuning.

You can identify the currently active tuning profile with the `tuned-adm active` command.

```
[root@host ~]# tuned-adm active
Current active profile: virtual-guest
```

The `tuned-adm list` command lists all available tuning profiles, including both built-in profiles and the custom-created tuning profiles.

```
[root@host ~]# tuned-adm list
Available profiles:
- accelerator-performance      - Throughput performance based tuning with ...
- balanced                    - General non-specialized tuned profile
- desktop                     - Optimize for the desktop use-case
- hpc-compute                 - Optimize for HPC compute workloads
```

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```
- intel-sst           - Configure for Intel Speed Select Base Frequency
- latency-performance - Optimize for deterministic performance at ...
- network-latency    - Optimize for deterministic performance at ...
...output omitted...
Current active profile: virtual-guest
```

Use the `tuned-adm profile profilename` command to switch to a different active profile that better matches the system's current tuning requirements.

```
[root@host ~]$ tuned-adm profile throughput-performance
[root@host ~]$ tuned-adm active
Current active profile: throughput-performance
```

The `tuned-adm recommend` command can recommend a tuning profile for the system. The system uses this mechanism to determine the default profile after its installation.

```
[root@host ~]$ tuned-adm recommend
virtual-guest
```



Note

The `tuned-adm recommend` command bases its recommendation on various system characteristics, including whether the system is a virtual machine and other predefined selected categories during system installation.

To revert the setting changes that the current profile applied, either switch to another profile or deactivate the tuned daemon. Turn off the `tuned` application tuning activity by using the `tuned-adm off` command.

```
[root@host ~]$ tuned-adm off
[root@host ~]$ tuned-adm active
No current active profile.
```

Manage Profiles with the Web Console

To manage system performance profiles with the web console, you need to log in and escalate privileges. Privilege escalation mode permits the user to execute commands, with administrative privileges, that modify system performance profiles. Because changing tuning profiles modifies some system parameters, you need to do it with administrative privileges.

You can switch to the administrative access mode in the web console by clicking the **Limited access** or **Turn on administrative access** buttons. Then, enter your password when prompted. After you escalate privileges, the **Limited access** button changes to **Administrative access**. As a security reminder, remember to always toggle back to limited access mode once you perform on your system the task that requires administrative privileges.

As a privileged user, click the **Overview** menu option in the left navigation bar. The **Performance profile** field displays the current active profile.

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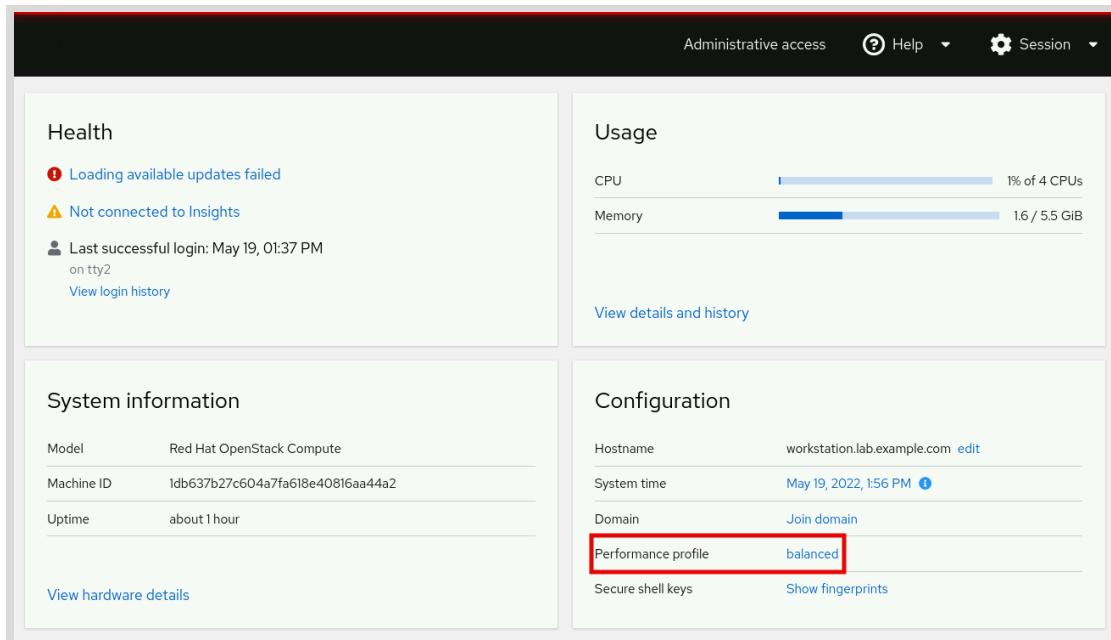


Figure 3.1: Active performance profile

To select a different profile, click the active profile link. In the **Change performance profile** user interface, scroll through the profile list to select one that best suits the system purpose and click the **Change profile** button.

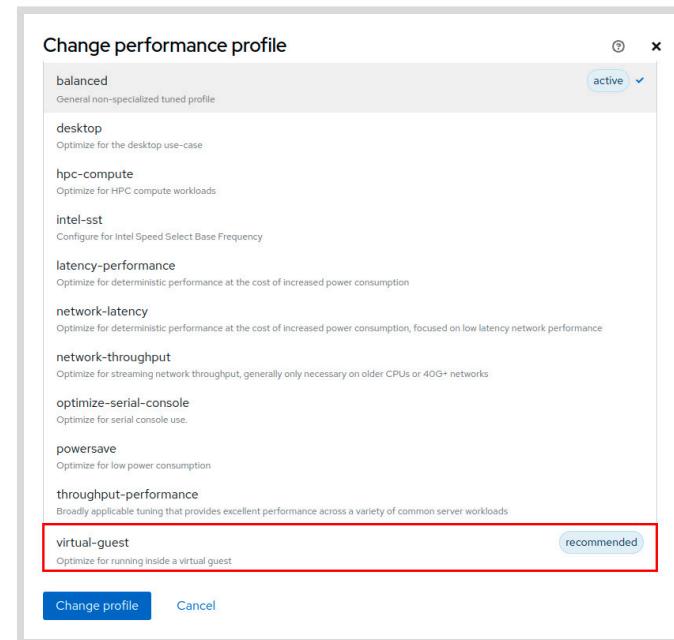


Figure 3.2: Select a preferred performance profile

To verify changes, return to the main **Overview** page and confirm that it displays the active profile in the **Performance profile** field.



References

`tuned(8)`, `tuned.conf(5)`, `tuned-main.conf(5)`, and `tuned-adm(1)` man pages

For more information, refer to the *Monitoring and Managing System Status and Performance* guide at

https://access.redhat.com/documentation/en-us/red_hat_enterprise_linux/9/html-single/monitoring_and_managing_system_status_and_performance/index

► Guided Exercise

Adjust Tuning Profiles

In this exercise, you tune server performance by activating the `tuned` service and applying a tuning profile.

Outcomes

- Configure a system to use a tuning profile.

Before You Begin

As the student user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start tuning-profiles
```

Instructions

► 1. Log in to `servera` as the student user.

```
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$
```

► 2. Verify that the `tuned` package is installed, enabled, and started.

2.1. Verify that the `tuned` package is installed.

```
[student@servera ~]$ dnf list tuned
...output omitted...
Installed Packages
tuned.noarch           2.18.0-1.el9          @System
```

2.2. Verify that the service is enabled.

```
[student@servera ~]$ systemctl is-enabled tuned
enabled
```

2.3. Verify that the service is currently running.

```
[student@servera ~]$ systemctl is-active tuned
active
```

► 3. List the available tuning profiles and identify the active profile.

```
[student@servera ~]$ sudo tuned-adm list
[sudo] password for student: student
Available profiles:
- accelerator-performance      - Throughput performance based tuning with disabled
                                higher latency STOP states
- balanced                    - General non-specialized tuned profile
- desktop                     - Optimize for the desktop use-case
- hpc-compute                 - Optimize for HPC compute workloads
- intel-sst                   - Configure for Intel Speed Select Base Frequency
- latency-performance         - Optimize for deterministic performance at the cost
                                of increased power consumption
- network-latency             - Optimize for deterministic performance at the cost
                                of increased power consumption, focused on low latency network performance
- network-throughput          - Optimize for streaming network throughput,
                                generally only necessary on older CPUs or 40G+ networks
- optimize-serial-console     - Optimize for serial console use.
- powersave                   - Optimize for low power consumption
- throughput-performance      - Broadly applicable tuning that provides excellent
                                performance across a variety of common server workloads
- virtual-guest               - Optimize for running inside a virtual guest
- virtual-host                - Optimize for running KVM guests
Current active profile: virtual-guest
```

► 4. Review the `tuned.conf` configuration file for the current active profile, `virtual-guest`. You can find it in the `/usr/lib/tuned/virtual-guest` directory. The `virtual-guest` tuning profile is based on the `throughput-performance` profile, but it sets different values for the `vm.dirty_ratio` and `vm.swappiness` parameters. Verify that the `virtual-guest` tuning profile applies these values on your system.

4.1. Review the `virtual-guest` configuration file in the `/usr/lib/tuned/virtual-guest` directory. Check the values for the `vm.dirty_ratio` and `vm.swappiness` parameters.

```
[student@servera ~]$ cat /usr/lib/tuned/virtual-guest/tuned.conf
#
# tuned configuration
#
[main]
summary=Optimize for running inside a virtual guest
include=throughput-performance

[sysctl]
# If a workload mostly uses anonymous memory and it hits this limit, the entire
# working set is buffered for I/O, and any more write buffering would require
# swapping, so it's time to throttle writes until I/O can catch up. Workloads
# that mostly use file mappings may be able to use even higher values.
#
# The generator of dirty data starts writeback at this percentage (system default
# is 20%)
vm.dirty_ratio = 30
```

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```
# Filesystem I/O is usually much more efficient than swapping, so try to keep
# swapping low. It's usually safe to go even lower than this on systems with
# server-grade storage.
vm.swappiness = 30
```

4.2. Verify that the tuning profile applies these values on your system.

```
[student@servera ~]$ sysctl vm.dirty_ratio
vm.dirty_ratio = 30
[student@servera ~]$ sysctl vm.swappiness
vm.swappiness = 30
```

► 5. Review the `tuned.conf` configuration file for the `virtual-guest` parent's tuning profile, `throughput-performance`. You can find it in the `/usr/lib/tuned/throughput-performance` directory. Notice that the `throughput-performance` tuning profile sets a different value for the `vm.dirty_ratio` and `vm.swappiness` parameters, although the `virtual-guest` profile overwrites them. Verify that the `virtual-guest` tuning profile applies the value for the `vm.dirty_background_ratio` parameter, which inherits from the `throughput-performance` profile.

5.1. Review the `throughput-performance` configuration file in the `/usr/lib/tuned/throughput-performance` directory. Check the values for the `vm.dirty_ratio`, `vm.swappiness`, and `vm.dirty_background_ratio` parameters.

```
[student@servera ~]$ cat /usr/lib/tuned/throughput-performance/tuned.conf
#
# tuned configuration
#
[main]
summary=Broadly applicable tuning that provides excellent performance across a
variety of common server workloads

...output omitted...

[sysctl]
# If a workload mostly uses anonymous memory and it hits this limit, the entire
# working set is buffered for I/O, and any more write buffering would require
# swapping, so it's time to throttle writes until I/O can catch up. Workloads
# that mostly use file mappings may be able to use even higher values.
#
# The generator of dirty data starts writeback at this percentage (system default
# is 20%)
vm.dirty_ratio = 40

# Start background writeback (via writeback threads) at this percentage (system
# default is 10%)
vm.dirty_background_ratio = 10

# PID allocation wrap value. When the kernel's next PID value
# reaches this value, it wraps back to a minimum PID value.
# PIDs of value pid_max or larger are not allocated.
#
```

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```
# A suggested value for pid_max is 1024 * <# of cpu cores/threads in system>
# e.g., a box with 32 cpus, the default of 32768 is reasonable, for 64 cpus,
# 65536, for 4096 cpus, 4194304 (which is the upper limit possible).
#kernel.pid_max = 65536

# The swappiness parameter controls the tendency of the kernel to move
# processes out of physical memory and onto the swap disk.
# 0 tells the kernel to avoid swapping processes out of physical memory
# for as long as possible
# 100 tells the kernel to aggressively swap processes out of physical memory
# and move them to swap cache
vm.swappiness=10

...output omitted...
```

5.2. Verify that the `virtual-guest` tuning profile applies the inherited `vm.dirty_background_ratio` parameter.

```
[student@servera ~]$ sysctl vm.dirty_background_ratio
vm.dirty_background_ratio = 10
```

► 6. Change the current active tuning profile to `throughput-performance`, and then confirm the results. Verify that the `vm.dirty_ratio` and `vm.swappiness` parameters change to the values in the `throughput-performance` configuration file.

6.1. Change the current active tuning profile.

```
[student@servera ~]$ sudo tuned-adm profile throughput-performance
```

6.2. Confirm that `throughput-performance` is the active tuning profile.

```
[student@servera ~]$ sudo tuned-adm active
Current active profile: throughput-performance
```

6.3. Verify the values for the `vm.dirty_ratio` and `vm.swappiness` parameters.

```
[student@servera ~]$ sysctl vm.dirty_ratio
vm.dirty_ratio = 40
[student@servera ~]$ sysctl vm.swappiness
vm.swappiness = 10
```

► 7. Return to the `workstation` machine as the `student` user.

```
[student@servera ~]$ exit
logout
Connection to servera closed.
[student@workstation ~]$
```

Finish

On the **workstation** machine, change to the **student** user home directory and use the **lab** command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish tuning-profiles
```

This concludes the section.

Influence Process Scheduling

Objectives

Prioritize or deprioritize specific processes, with the `nice` and `renice` commands.

Linux Process Scheduling

Modern computer systems use multi-core, multi-thread CPUs that can execute many instruction threads simultaneously. The largest high-performing supercomputers can have hundreds or thousands of CPUs with hundreds of processing cores and thread structures per CPU, and can process millions of instruction threads in parallel. Although a single user running many applications can saturate the typical desktop system or personal workstation with CPU activity, a properly sized and configured workstation is designed to match the user's intended workload. However, the typical enterprise or Internet server handles many hundreds or thousands of users and application requests each second, which can easily result in CPU saturation. All systems under CPU load will experience scenarios that require handling more process threads than the system has the CPU processing units needed to immediately schedule the threads.

Linux and other operating systems use a technique called *time-slicing* or *multitasking* for process management. The operating system *process scheduler* rapidly switches between process threads on each available CPU core. This behavior gives the impression that a significant number of processes are running at the same time.

Process Priorities

Each process has a varying measure of importance, known historically as a process *priority*. Linux implements *scheduling policies* that define the rules by which processes are organized and prioritized to obtain CPU processing time. Linux has different *scheduling policies* designed for handling interactive application requests, non-interactive batch application processing, and real-time application requirements. Real-time scheduling policies still use process priorities and queues, but current, non-real-time (*normal*) scheduling policies use the Completely Fair Scheduler (CFS), which instead organizes processes that are awaiting CPU time into a binary search tree. This process priority introduction describes the default scheduling policy called `SCHED_NORMAL` or `SCHED_OTHER`.

Processes running under the `SCHED_NORMAL` policy are assigned a *static* real-time priority of 0, to ensure that all system real-time processes have a higher priority than normal processes. However, this static priority value is not included when organizing normal process threads for CPU scheduling. Instead, the CFS scheduling algorithm arranges normal process threads into a time-weighted binary tree, with the first item having the least amount of previously spent CPU time to the last item that has the most cumulative CPU time.

Nice Value

The order of the binary tree is additionally influenced by a user-modifiable, per-process *nice* value, which ranges from -20 (increased priority) to 19 (decreased priority), with a default of 0. Processes inherit their starting nice value from their parent process.

A higher nice value indicates a decrease in the process priority from the default, which can be remembered as *making the process nicer* to other processes. A lower nice value indicates an

increase in the process priority from the default, which can be remembered as *making the process less nice* to other processes.

Modifying the nice value on a process will either raise or lower the process thread's position in the binary tree. Increasing the nice value will lower the thread's position, and decreasing the value will raise the thread's position.



Important

Generally, priorities only indirectly determine the amount of CPU time a process thread receives. On a non-saturated system with available CPU capacity, every process is scheduled for immediate CPU time, for as much as each process wants. Relative process importance, as managed in the binary tree, determines only which threads are selected and placed on CPUs first.

On a CPU-saturated system, where there are more waiting threads than CPU processing units, higher priority (lower nice) process threads are placed first, until all CPU units are busy, while the lowest priority (higher nice) threads initially must wait in the binary tree. However, the Completely Fair Scheduler is designed to balance process importance, nice values, and previous cumulative CPU time, and dynamically adjusts the binary tree such that all processes obtain fair CPU time.

Permission to Modify Nice Values

Privileged users can decrease the nice value of a process, to make a process less nice, which will cause a process to be repetitively placed higher in the binary tree, and therefore be scheduled more often. On a saturated system, the overall CPU time available to other processes is reduced.

Unprivileged users can only increase the nice value on their own processes, which will make their own processes nicer, and therefore lower their placement in the binary tree. Unprivileged users cannot decrease their process' nice values to raise their importance, nor can they adjust the nice values for another user's process.

Viewing Nice Values

Nice values map to a priority value, and both values are available for viewing in process listing commands. A nice value of -20 maps to a 0 priority in the `top` command. A nice value of 19 maps to a 39 priority in the `top` command.

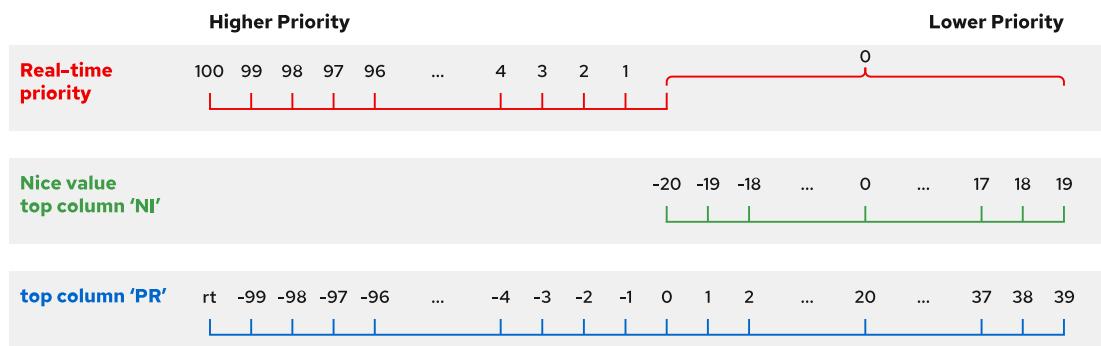


Figure 3.3: Priorities and nice values as reported by the `top` command

In Figure 3.3, the nice values are aligned with the priority values that are used by the `top` command. The `top` command displays the process priority in the PR column, and the nice value in the NI column. The top priority numbering scheme, which displays real-time process priorities as negative numbers, is a legacy of internal priority algorithms.

The following output is the summary and a partial process listing in the top command:

```
Tasks: 192 total, 1 running, 191 sleeping, 0 stopped, 0 zombie
%Cpu(s): 0.0 us, 1.6 sy, 0.0 ni, 96.9 id, 0.0 wa, 0.0 hi, 1.6 si, 0.0 st
MiB Mem : 5668.6 total, 4655.6 free, 470.1 used, 542.9 buff/cache
MiB Swap: 0.0 total, 0.0 free, 0.0 used. 4942.6 avail Mem

 PID USER      PR  NI      VIRT      RES      SHR S %CPU %MEM     TIME+ COMMAND
  1 root      20   0  172180  16232  10328 S  0.0  0.3  0:01.49 systemd
  2 root      20   0          0          0      0 S  0.0  0.0  0:00.01 kthreadd
  3 root      0 -20          0          0      0 I  0.0  0.0  0:00.00 rcu_gp
  4 root      0 -20          0          0      0 I  0.0  0.0  0:00.00 rcu_par_gp
```

The ps command displays process nice values, when using the default formatting options.

The following ps command lists all processes with their process ID, process name, nice value, and scheduling class, sorted in descending order by nice value. In the CLS scheduling class column, TS stands for *time sharing*, which is another name for the normal scheduling policies, including SCHED_NORMAL. Other CLS values, such as FF for *first in first out* and RR for *round robin*, indicate real-time processes. Real-time processes are not assigned nice values, as indicated by the dash (-) in the NI column. Advanced scheduling policies are taught in the *Red Hat Performance Tuning: Linux in Physical, Virtual, and Cloud (RH442)* course.

```
[user@host ~]$ ps axo pid,comm,nice,cls --sort=-nice
 PID COMMAND      NI CLS
 33 khugepaged    19  TS
 32 ksmd          5  TS
 814 rtkit-daemon  1  TS
  1 systemd        0  TS
  2 kthreadd       0  TS
  5 kworker/0:0-cgr  0  TS
  7 kworker/0:1-rcu  0  TS
  8 kworker/u4:0-ev  0  TS
 15 migration/0    -  FF
...output omitted...
```

Start Processes with User-set Nice Values

When a process is created, it inherits its parent's nice value. When a process starts from the command line, it inherits its nice value from the shell process. Typically, new processes run with the default nice value of 0.

The following example starts a process from the shell, and displays the process's nice value. Note the use of the PID option in the ps command to specify the requested output.



Note

The example command is used here purely for demonstrating nice values, and was chosen for its low resource consumption.

```
[user@host ~]$ sleep 60 &
[1] 2667
[user@host ~]$ ps -o pid,comm,nice 2667
  PID COMMAND      NI
 2667 sleep        0
```

All users can use the `nice` command to start commands with a default or higher nice value. Without options, the `nice` command starts a process with a default nice value of 10. Setting a higher value by default ensures that the new process is a lower priority than your current working shell, and less likely to affect your current interactive session.

The following example starts the same command as a background job with the default nice value and displays the process's nice value:

```
[user@host ~]$ nice sleep 60 &
[1] 2736
[user@host ~]$ ps -o pid,comm,nice 2736
  PID COMMAND      NI
 2736 sleep        10
```

Use the `nice` command `-n` option to apply a user-defined nice value to the starting process. The default is to add 10 to the process's current nice value. The following example starts a background job with a user-defined nice value of 15 and displays the result:

```
[user@host ~]$ nice -n 15 sleep 60 &
[1] 2673
[user@host ~]$ ps -o pid,comm,nice 2740
  PID COMMAND      NI
 2740 sleep        15
```



Important

Unprivileged users may only increase the nice value from its current value, to a maximum of 19. If the value is increased, then unprivileged users cannot reduce the value to revert to the previous nice value. However, a privileged user may reduce the nice value from any current value, to a minimum of -20.

Change the Nice Value of an Existing Process

You can change the nice value of an existing process with the `renice` command. This example uses the process ID from the previous example to change from the current nice value of 15 to a new nice value of 19.

```
[user@host ~]$ renice -n 19 2740
2740 (process ID) old priority 15, new priority 19
```

You can also use the `top` command to change the nice value on an existing process. From the `top` interactive interface, press the `r` option to access the `renice` command. Enter the process ID, and then the new nice value.



References

`nice(1)`, `renice(1)`, `top(1)`, and `sched_setscheduler(2)` man pages

► Guided Exercise

Influence Process Scheduling

In this exercise, you adjust the scheduling priority of processes with the `nice` and `renice` commands and observe the effects on process execution.

Outcomes

- Adjust scheduling priorities for processes.

Before You Begin

As the student user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command ensures that all required resources are available.

```
[student@workstation ~]$ lab start tuning-procscheduling
```



Important

This exercise uses commands that perform an endless checksum on a device file while intentionally using significant CPU resources. Verify that you have terminated all exercise processes before leaving this exercise.

Instructions

► 1. Use the `ssh` command to log in to the `servera` machine as the `student` user.

```
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$
```

► 2. Determine the number of CPU cores on the `servera` machine and then start two instances of the `sha1sum /dev/zero &` command for each core.

2.1. Use the `grep` command to parse the number of existing virtual processors (CPU cores) from the `/proc/cpuinfo` file.

```
[student@servera ~]$ grep -c '^processor' /proc/cpuinfo
2
```

2.2. Use a looping command to start multiple instances of the `sha1sum /dev/zero &` command. Start two instances for each virtual processor that was indicated in the previous step. In this example, a `for` loop creates four instances. The PID values in your output might vary from the example.

```
[student@servera ~]$ for i in {1..4}; do sha1sum /dev/zero & done
[1] 1132
[2] 1133
[3] 1134
[4] 1135
```

► 3. Verify that the background jobs are running for each of the `sha1sum` processes.

```
[student@servera ~]$ jobs
[1]  Running          sha1sum /dev/zero &
[2]  Running          sha1sum /dev/zero &
[3]- Running          sha1sum /dev/zero &
[4]+ Running          sha1sum /dev/zero &
```

► 4. Use the `ps` and `pgrep` commands to display the percentage of CPU usage for each `sha1sum` process.

```
[student@servera ~]$ ps u $(pgrep sha1sum)
USER      PID %CPU %MEM    VSZ   RSS TTY      STAT START   TIME COMMAND
student  1132 49.6  0.1 225336  2288 pts/0    R   11:40   2:40 sha1sum /dev/zero
student  1133 49.6  0.1 225336  2296 pts/0    R   11:40   2:40 sha1sum /dev/zero
student  1134 49.6  0.1 225336  2264 pts/0    R   11:40   2:40 sha1sum /dev/zero
student  1135 49.6  0.1 225336  2280 pts/0    R   11:40   2:40 sha1sum /dev/zero
```

► 5. Terminate all `sha1sum` processes, and then verify that no jobs are running.

5.1. Use the `kill` command to terminate all running processes with the name pattern `sha1sum`.

```
[student@servera ~]$ pkill sha1sum
[2]  Terminated      sha1sum /dev/zero
[4]+  Terminated      sha1sum /dev/zero
[1]-  Terminated      sha1sum /dev/zero
[3]+  Terminated      sha1sum /dev/zero
```

5.2. Verify that no jobs are running.

```
[student@servera ~]$ jobs
[student@servera ~]$
```

► 6. Start multiple instances of the `sha1sum /dev/zero &` command, and then start one additional instance of the `sha1sum /dev/zero &` command with a nice level of 10. Start at least as many instances as the number of system virtual processors. In this example, three regular instances are started, plus another with a higher nice level.

6.1. Use looping to start three instances of the `sha1sum /dev/zero &` command.

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```
[student@servera ~]$ for i in {1..3}; do sha1sum /dev/zero & done
[1] 1207
[2] 1208
[3] 1209
```

6.2. Use the nice command to start the fourth instance with a nice level of 10.

```
[student@servera ~]$ nice -n 10 sha1sum /dev/zero &
[4] 1210
```

► 7. Use the ps and pgrep commands to display the PID, percentage of CPU usage, nice value, and executable name for each process. The instance with the nice value of 10 should display a lower percentage of CPU usage than the other instances.

```
[student@servera ~]$ ps -o pid,pcpu,nice,comm $(pgrep sha1sum)
 PID %CPU  NI COMMAND
 1207 64.2   0 sha1sum
 1208 65.0   0 sha1sum
 1209 63.9   0 sha1sum
 1210  8.2   10 sha1sum
```

► 8. Use the sudo renice command to lower the nice level of a process from the previous step. Use the PID value of the process instance with the nice level of 10 to lower its nice level to 5.

```
[student@servera ~]$ sudo renice -n 5 1210
[sudo] password for student:
1210 (process ID) old priority 10, new priority 5
```

► 9. Repeat the ps and pgrep commands to display the CPU percentage and nice level.

```
[student@servera ~]$ ps -o pid,pcpu,nice,comm $(pgrep sha1sum)
 PID %CPU  NI COMMAND
 1207 62.9   0 sha1sum
 1208 63.2   0 sha1sum
 1209 63.2   0 sha1sum
 1210 10.9   5 sha1sum
```

► 10. Use the pkill command to terminate all running processes with the sha1sum name pattern.

```
[student@servera ~]$ pkill sha1sum
...output omitted...
```

► 11. Return to the workstation machine as the student user.

```
[student@servera ~]$ exit
logout
Connection to servera closed.
[student@workstation ~]$
```

Finish

On the **workstation** machine, change to the **student** user home directory and use the **lab** command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish tuning-procscheduling
```

This concludes the section.

► Lab

Tune System Performance

In this lab, you apply a specific tuning profile and adjust the scheduling priority of an existing process with high CPU usage.

Outcomes

- Activate a specific tuning profile for a computer system.
- Adjust the CPU scheduling priority of a process.

Before You Begin

As the **student** user on the **workstation** machine, use the **lab** command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start tuning-review
```



Important

This lab uses commands that perform an endless checksum on a device file while intentionally using significant CPU resources. Verify that you have terminated all lab processes before leaving this lab.

Instructions

1. Change the current tuning profile for the **serverb** machine to the **balanced** profile, a general non-specialized tuned profile. List the information for the **balanced** tuning profile when it is the current tuning profile.
2. Two processes on **serverb** are consuming a high percentage of CPU usage. Adjust each process's **nice** level to 10 to allow more CPU time for other processes.

Evaluation

As the **student** user on the **workstation** machine, use the **lab** command to grade your work. Correct any reported failures and rerun the command until successful.

```
[student@workstation ~]$ lab grade tuning-review
```

Finish

On the **workstation** machine, change to the **student** user home directory and use the **lab** command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish tuning-review
```

This concludes the section.

► Solution

Tune System Performance

In this lab, you apply a specific tuning profile and adjust the scheduling priority of an existing process with high CPU usage.

Outcomes

- Activate a specific tuning profile for a computer system.
- Adjust the CPU scheduling priority of a process.

Before You Begin

As the **student** user on the **workstation** machine, use the **lab** command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start tuning-review
```



Important

This lab uses commands that perform an endless checksum on a device file while intentionally using significant CPU resources. Verify that you have terminated all lab processes before leaving this lab.

Instructions

1. Change the current tuning profile for the **serverb** machine to the **balanced** profile, a general non-specialized tuned profile. List the information for the **balanced** tuning profile when it is the current tuning profile.

- 1.1. Log in to the **serverb** machine as the **student** user.

```
[student@workstation ~]$ ssh student@serverb
...output omitted...
[student@serverb ~]$
```

- 1.2. Verify that the **tuned** package is installed.

```
[student@serverb ~]$ dnf list tuned
...output omitted...
Installed Packages
tuned.noarch           2.18.0-1.el9          @System
```

- 1.3. Verify the **tuned** service state.

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```
[student@serverb ~]$ systemctl is-active tuned
active
```

- 1.4. List all available tuning profiles and their descriptions. Note that the current active profile is **virtual-guest**.

```
[student@serverb ~]$ sudo tuned-adm list
[sudo] password for student: student
Available profiles:
- accelerator-performance      - Throughput performance based tuning with disabled
                                higher latency STOP states
- balanced                    - General non-specialized tuned profile
- desktop                     - Optimize for the desktop use-case
- hpc-compute                 - Optimize for HPC compute workloads
- intel-sst                   - Configure for Intel Speed Select Base Frequency
- latency-performance          - Optimize for deterministic performance at the cost
                                of increased power consumption
- network-latency              - Optimize for deterministic performance at the cost
                                of increased power consumption, focused on low
                                latency network performance
- network-throughput           - Optimize for streaming network throughput, generally
                                only necessary on older CPUs or 40G+ networks
- optimize-serial-console      - Optimize for serial console use.
- powersave                   - Optimize for low power consumption
- throughput-performance       - Broadly applicable tuning that provides excellent
                                performance across a variety of common server
                                workloads
- virtual-guest                - Optimize for running inside a virtual guest
- virtual-host                 - Optimize for running KVM guests
Current active profile: virtual-guest
```

- 1.5. Change the current active tuning profile to the **balanced** profile.

```
[student@serverb ~]$ sudo tuned-adm profile balanced
```

- 1.6. List summary information of the current active tuned profile. Verify that the active profile is the **balanced** profile.

```
[student@serverb ~]$ sudo tuned-adm profile_info
Profile name:
balanced

Profile summary:
General non-specialized tuned profile
...output omitted...
```

2. Two processes on **serverb** are consuming a high percentage of CPU usage. Adjust each process's nice level to 10 to allow more CPU time for other processes.
 - 2.1. Determine the top two CPU consumers on the **serverb** machine. The **ps** command lists the top CPU consumers at the bottom of the output. CPU percentage values might vary on your machine.

```
[student@serverb ~]$ ps aux --sort=pcpu
USER      PID %CPU %MEM    VSZ   RSS TTY      STAT START   TIME COMMAND
...output omitted...
root      1079 98.5  0.1 225340  2300 ?        RN   06:25   4:29 sha1sum /dev/zero
root      1095 99.0  0.1 225340  2232 ?        R<   06:25   4:30 md5sum /dev/zero
```

2.2. Identify the current nice level for each of the top two CPU consumers.

```
[student@serverb ~]$ ps -o pid,pcpu,nice,comm \
$(pgrep sha1sum;pgrep md5sum)
PID %CPU NI COMMAND
1079 98.8  2 sha1sum
1095 99.1  -2 md5sum
```

2.3. Adjust the nice level for each process to 10. Use the correct PID values for your processes from the previous command output.

```
[student@serverb ~]$ sudo renice -n 10 1079 1095
[sudo] password for student: student
1079 (process ID) old priority 2, new priority 10
1095 (process ID) old priority -2, new priority 10
```

2.4. Verify that the current nice level for each process is 10.

```
[student@serverb ~]$ ps -o pid,pcpu,nice,comm \
$(pgrep sha1sum;pgrep md5sum)
PID %CPU NI COMMAND
1079 98.9  10 sha1sum
1095 99.2  10 md5sum
```

2.5. Return to the workstation machine as the student user.

```
[student@serverb ~]$ exit
logout
Connection to serverb closed.
[student@workstation ~]$
```

Evaluation

As the student user on the workstation machine, use the lab command to grade your work. Correct any reported failures and rerun the command until successful.

```
[student@workstation ~]$ lab grade tuning-review
```

Finish

On the workstation machine, change to the student user home directory and use the lab command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish tuning-review
```

This concludes the section.

Summary

- The `tuned` service automatically modifies device settings to meet specific system needs based on a predefined selected tuning profile.
- To revert all changes of the selected profile to the system settings, either switch to another profile or deactivate the `tuned` service.
- The system assigns a relative priority to a process to determine its CPU access. This priority is called the `nice` value of a process.
- The `nice` command assigns a priority to a process when it starts.
- The `renice` command modifies the priority of a running process.

Chapter 4

Manage SELinux Security

Goal

Protect and manage server security by using SELinux.

Objectives

- Explain how SELinux protects resources, change the current SELinux mode of a system, and set the default SELinux mode of a system.
- Manage the SELinux policy rules that determine the default context for files and directories with the `semanage fcontext` command and apply the context defined by the SELinux policy to files and directories with the `restorecon` command.
- Activate and deactivate SELinux policy rules with the `setsebool` command, manage the persistent value of SELinux Booleans with the `semanage boolean -l` command, and consult `man` pages that end with `_selinux` to find useful information about SELinux Booleans.
- Use SELinux log analysis tools and display useful information during SELinux troubleshooting with the `sealert` command.

Sections

- Change the SELinux Enforcement Mode (and Guided Exercise)
- Control SELinux File Contexts (and Guided Exercise)
- Adjust SELinux Policy with Booleans (and Guided Exercise)
- Investigate and Resolve SELinux Issues (and Guided Exercise)

Lab

Manage SELinux Security

Change the SELinux Enforcement Mode

Objectives

Explain how SELinux protects resources, change the current SELinux mode of a system, and set the default SELinux mode of a system.

Describe SELinux Architecture

Security Enhanced Linux (SELinux) is a critical security feature of Linux. Access to files, ports, and other resources is controlled at a granular level. Processes are permitted to access only the resources that their SELinux policy or Boolean settings specify.

File permissions control file access for a specific user or group. However, file permissions do not prevent an authorized user with file access from using a file for an unintended purpose.

For example, with write access to a file, other editors or programs can still open and modify a structured data file that is designed for only a specific program to write to, which could result in corruption or a data security issue. File permissions do not stop such undesired access because they do not control *how* a file is used but only *who* is allowed to read, write, or run a file.

SELinux consists of application-specific policies that the application's developers define to declare precisely what actions and accesses are allowed for each binary executable, configuration file, and data file that the application uses. This policy is known as a *targeted policy*, because one policy defines an application's activities. Policies declare the predefined labels that are configured on individual programs, files, and network ports.

SELinux Usage

SELinux enforces a set of access rules that explicitly define allowed actions between processes and resources. Any action that is not defined in an access rule is not allowed. Because only defined actions are allowed, applications with a poor security design are still protected from malicious use. Applications or services with a targeted policy run in a *confined* domain, whereas an application without a policy runs *unconfined* but without any SELinux protection. Individual targeted policies can be disabled to assist with application and security policy development and debugging.

SELinux has the following operational modes:

- **Enforcing** : SELinux enforces the loaded policies. This mode is the default in Red Hat Enterprise Linux.
- **Permissive** : SELinux loads the policies and is active, but instead of enforcing access control rules, it logs access violations. This mode is helpful for testing and troubleshooting applications and rules.
- **Disabled** : SELinux is turned off. SELinux violations are not denied or logged. Disabling SELinux is strongly discouraged.



Important

Starting in Red Hat Enterprise Linux 9, SELinux can be fully disabled only by using the `selinux=0` kernel parameter at boot. RHEL no longer supports setting the `SELINUX=disabled` option in the `/etc/selinux/config` file.

Starting in RHEL 9, disabling SELinux in the `/etc/selinux/config` file results in SELinux starting and performing active enforcement, but without loading any policies. Because policy rules define allowed actions, if no policies are loaded then all actions are denied. This behavior is intentional, and is designed to block malicious attempts to circumvent SELinux protection.

Basic SELinux Concepts

The primary goal of SELinux is to protect user data from improper use by compromised applications or system services. Most Linux administrators are familiar with the standard user, group, and world file permission security model, which is known as *Discretionary Access Control (DAC)* because administrators set file permissions as they need. SELinux provides an additional layer of object-based security, which is defined in granular rules, which are known as *Mandatory Access Control (MAC)* because MAC policies apply to all users and cannot be bypassed for specific users by discretionary configuration settings.

For example, a web server's open firewall port allows remote anonymous access to a web client. However, a malicious user that accesses that port might try to compromise a system through an existing vulnerability. If an example vulnerability compromises the permissions for the `apache` user and group, then a malicious user might directly access the `/var/www/html` document root content, or the system's `/tmp` and `/var/tmp` directories, or other accessible files and directories.

SELinux policies are security rules that define how specific processes access relevant files, directories, and ports. Every resource entity, such as a file, process, directory, or port, has a label called an *SELinux context*. The context label matches a defined SELinux policy rule to allow a process to access the labeled resource. By default, an SELinux policy does not allow any access unless an explicit rule grants access. When no allow rule is defined, all access is disallowed.

SELinux labels have `user`, `role`, `type`, and `security_level` fields. Targeted policy, which is enabled in RHEL by default, defines rules by using the `type` context. Type context names typically end with `_t`.

SELinux User	Role	Type	Level	File
<code>unconfined_u</code>	<code>:object_r</code>	<code>:httpd_sys_content_t</code>	<code>:s0</code>	<code>/var/www/html/file2</code>

Figure 4.1: SELinux file context

Policy Access Rule Concepts

For example, a web server process is labeled with the `httpd_t` type context. Web server files and directories in the `/var/www/html/` directory and other locations are labeled with the `httpd_sys_content_t` type context. Temporary files in the `/tmp` and `/var/tmp` directories have the `tmp_t` type contexts as a label. The web server's ports have the `http_port_t` type context as a label.

An Apache web server process runs with the `httpd_t` type context. A policy rule permits the Apache server to access files and directories that are labeled with the `httpd_sys_content_t` type context. By default, files in the `/var/www/html` directory have

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the `httpd_sys_content_t` type context. A web server policy has by default no `allow` rules for using files that are labeled `tmp_t`, such as in the `/tmp` and `/var/tmp` directories, thus disallowing access. With SELinux enabled, a malicious user who uses a compromised Apache process would still not have access to the `/tmp` directory files.

A MariaDB server process runs with the `mysqld_t` type context. By default, files in the `/data/mysql` directory have the `mysqld_db_t` type context. A MariaDB server can access the `mysqld_db_t` labeled files, but has no rules to allow access to files for other services, such as `httpd_sys_content_t` labeled files.

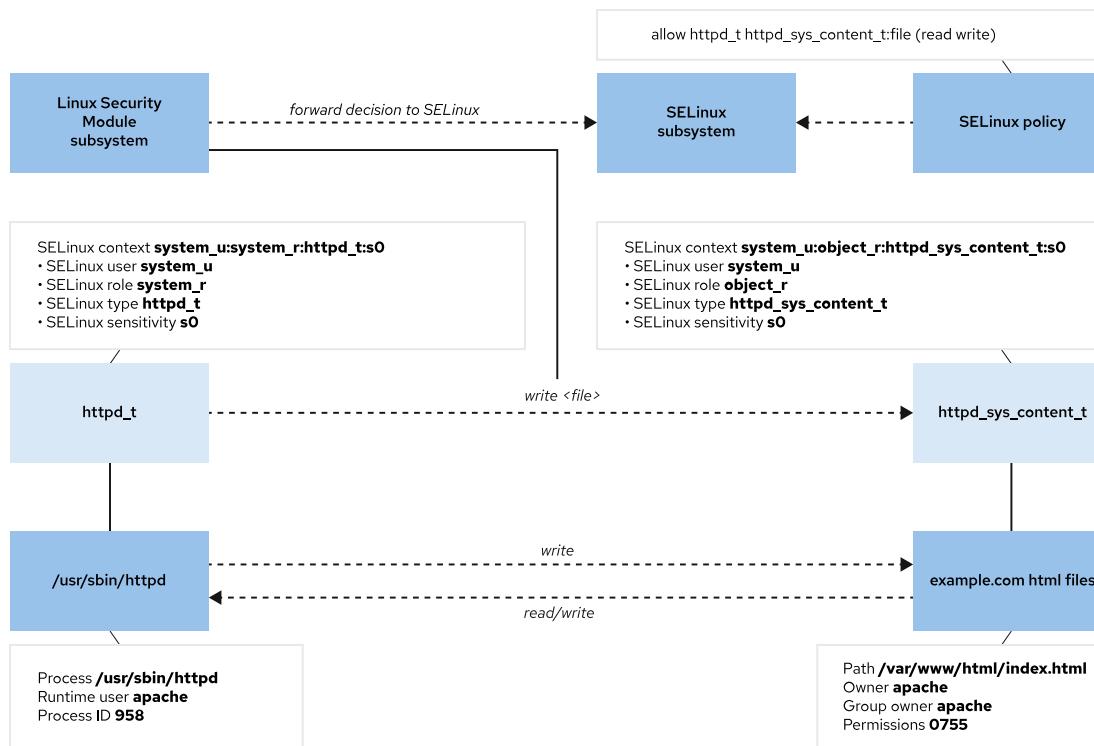


Figure 4.2: SELinux decision-making flow

Many commands that list resources use the `-Z` option to manage SELinux contexts. For example, the `ps`, `ls`, `cp`, and `mkdir` commands all use the `-Z` option.

```
[root@host ~]# ps axZ
LABEL PID TTY STAT TIME COMMAND
system_u:system_r:kernel_t:s0 2 ? S 0:00 [kthreadd]
system_u:system_r:kernel_t:s0 3 ? I< 0:00 [rcu_gp]
system_u:system_r:kernel_t:s0 4 ? I< 0:00 [rcu_par_gp]
...output omitted...
[root@host ~]# systemctl start httpd
[root@host ~]# ps -ZC httpd
LABEL PID TTY TIME CMD
system_u:system_r:htpd_t:s0 1550 ? 00:00:00 httpd
system_u:system_r:htpd_t:s0 1551 ? 00:00:00 httpd
system_u:system_r:htpd_t:s0 1552 ? 00:00:00 httpd
system_u:system_r:htpd_t:s0 1553 ? 00:00:00 httpd
system_u:system_r:htpd_t:s0 1554 ? 00:00:00 httpd
```

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```
[root@host ~]# ls -Z /var/www
system_u:object_r:httpd_sys_script_exec_t:s0 cgi-bin
system_u:object_r:httpd_sys_content_t:s0 html
```

Change the SELinux Mode

Use the `getenforce` command to view the current SELinux mode. Use the `setenforce` command to change the SELinux mode.

```
[root@host ~]# getenforce
Enforcing
[root@host ~]# setenforce
usage: setenforce [ Enforcing | Permissive | 1 | 0 ]
[root@host ~]# setenforce 0
[root@host ~]# getenforce
Permissive
[root@host ~]# setenforce Enforcing
[root@host ~]# getenforce
Enforcing
```

Alternatively, set the SELinux mode at boot time with a kernel parameter. Pass the `enforcing=0` kernel parameter to boot the system into `permissive` mode, or pass `enforcing=1` to boot into `enforcing` mode. Disable SELinux by passing the `selinux=0` kernel parameter, or pass `selinux=1` to enable SELinux.

Red Hat recommends to reboot the server when you change the SELinux mode from `Permissive` to `Enforcing`. This reboot ensures that the services started in `permissive` mode are confined in the next boot.

Set the Default SELinux Mode

To configure SELinux persistently, use the `/etc/selinux/config` file. In the following default example, the configuration sets SELinux to `enforcing` mode. The comments list other valid values, such as the `permissive` and `disabled` modes.

```
# This file controls the state of SELinux on the system.
# SELINUX= can take one of these three values:
#       enforcing - SELinux security policy is enforced.
#       permissive - SELinux prints warnings instead of enforcing.
#       disabled - No SELinux policy is loaded.
# ...
#       output omitted...
#
# NOTE: In earlier Fedora kernel builds, SELINUX=disabled would also
# fully disable SELinux during boot. If you need a system with SELinux
# fully disabled instead of SELinux running with no policy loaded, you
# need to pass selinux=0 to the kernel command line. You can use grubby
# to persistently set the bootloader to boot with selinux=0:
#
#       grubby --update-kernel ALL --args selinux=0
#
# To revert back to SELinux enabled:
#
#       grubby --update-kernel ALL --remove-args selinux
#
```

```
SELINUX=enforcing
# SELINUXTYPE= can take one of these three values:
#       targeted - Targeted processes are protected,
#       minimum - Modification of targeted policy. Only selected processes are
#       protected.
#       mls - Multi Level Security protection.
SELINUXTYPE=targeted
```

The system reads this file at boot time and starts SELinux accordingly. The `selinux=0|1` and `enforcing=0|1` kernel arguments override this configuration.



References

`getenforce(8)`, `setenforce(8)`, and `selinux_config(5)` man pages

► Guided Exercise

Change the SELinux Enforcement Mode

In this lab, you manage SELinux modes, both temporarily and persistently.

Outcomes

- View and set the current SELinux mode.

Before You Begin

As the student user on the workstation machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start selinux-opsmode
```

Instructions

► 1. On the workstation machine, use the `ssh` command to log in to the `servera` machine as the `student` user and then switch to the `root` user.

```
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$ sudo -i
[sudo] password for student: student
[root@servera ~]#
```

► 2. Change the default SELinux mode to permissive.

- 2.1. Use the `getenforce` command to verify the current SELinux mode on the `servera` machine.

```
[root@servera ~]# getenforce
Enforcing
```

- 2.2. Use the `vim /etc/selinux/config` command to edit the configuration file. Change the `SELINUX` parameter from `enforcing` to `permissive` mode.

```
[root@servera ~]# vim /etc/selinux/config
```

- 2.3. Use the `grep` command to confirm that the `SELINUX` parameter displays the `permissive` mode.

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```
[root@servera ~]# grep '^SELINUX' /etc/selinux/config
SELINUX=permissive
SELINUXTYPE=targeted
```

- 2.4. Use the **getenforce** command to confirm that the SELINUX parameter displays the **enforcing** mode.

```
[root@servera ~]# getenforce
Enforcing
```

- 2.5. Use the **setenforce** command to change the SELINUX mode to **permissive** mode and verify the change.

```
[root@servera ~]# setenforce 0
[root@servera ~]# getenforce
Permissive
```

► 3. Change the default SELinux mode back to the **enforcing** mode in the configuration file.

- 3.1. Use the **vim /etc/selinux/config** command to edit the configuration file. Change the SELINUX parameter from **permissive** to **enforcing** mode.

```
[root@servera ~]# vim /etc/selinux/config
```

- 3.2. Use the **grep** command to confirm that the SELINUX parameter sets the **enforcing** mode on booting.

```
[root@servera ~]# grep '^SELINUX' /etc/selinux/config
SELINUX=enforcing
SELINUXTYPE=targeted
```

► 4. Set the SELinux mode to **enforcing** in the command line. Reboot the **servera** machine and verify the SELinux mode.

- 4.1. Use the **setenforce** command to set the current SELinux mode to the **enforcing** mode. Use the **getenforce** command to confirm that SELinux is set to the **enforcing** mode.

```
[root@servera ~]# setenforce 1
[root@servera ~]# getenforce
Enforcing
```

- 4.2. Reboot the **servera** machine to implement the persistent configuration.

```
[root@servera ~]# systemctl reboot
Connection to servera closed by remote host.
Connection to servera closed.
[student@workstation ~]$
```

- 4.3. Log in to **servera** machine and verify the SELinux mode.

```
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$ sudo -i
[sudo] password for student: student
[root@servera ~]# getenforce
Enforcing
```

► 5. Return to the workstation machine as the student user.

```
[root@servera ~]# exit
logout
[student@servera ~]$ exit
logout
Connection to servera closed.
[student@workstation ~]$
```

Finish

On the **workstation** machine, change to the **student** user home directory and use the **lab** command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish selinux-opsmode
```

This concludes the section.

Control SELinux File Contexts

Objectives

Manage the SELinux policy rules that determine the default context for files and directories with the `semanage fcontext` command and apply the context defined by the SELinux policy to files and directories with the `restorecon` command.

Initial SELinux Context

All resources, such as processes, files, and ports, are labeled with an SELinux context. SELinux maintains a file-based database of file labeling policies in the `/etc/selinux/targeted/contexts/files/` directory. New files obtain a default label when their file name matches an existing labeling policy.

When a new file's name does not match an existing labeling policy, the file inherits the same label as the parent directory. With labeling inheritance, all files are always labeled when created, regardless of whether an explicit policy exists for a file.

When files are created in default locations that have an existing labeling policy, or when a policy exists for a custom location, then new files are labeled with a correct SELinux context. However, if a file is created in an unexpected location without an existing labeling policy, then the inherited label might not be correct for the new file's intended purpose.

Furthermore, copying a file to a new location can cause that file's SELinux context to change, with the new context determined by the new location's labeling policy, or from parent directory inheritance if no policy exists. A file's SELinux context can be preserved during a copy to retain the context label that was determined for the file's original location. For example, the `cp -p` command preserves all file attributes where possible, and the `cp -c` command preserves only SELinux contexts, during a copy.



Note

Copying a file always creates a new file inode, and that inode's attributes, including the SELinux context, must be initially set, as previously discussed.

However, moving a file does not typically create a new inode if the move occurs within the same file system, but instead moves the existing inode's file name to a new location. Because the existing inode's attributes do not need to be initialized, a file that is moved with `mv` preserves its SELinux context unless you set a new context on the file with the `-Z` option.

After you copy or move a file, verify that it has the appropriate SELinux context and set it correctly if necessary.

The following example demonstrates how this process works.

Create two files in the `/tmp` directory. Both files receive the `user_tmp_t` context type.

Move the first file, and copy the second file, to the `/var/www/html` directory.

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- The moved file retains the file context that was labeled from the original /tmp directory.
- The copied file has a new inode and inherits the SELinux context from the destination /var/www/html directory.

The `ls -Z` command displays the SELinux context of a file. Observe the label of the files that are created in the /tmp directory.

```
[root@host ~]# touch /tmp/file1 /tmp/file2
[root@host ~]# ls -Z /tmp/file*
unconfined_u:object_r:user_tmp_t:s0 /tmp/file1
unconfined_u:object_r:user_tmp_t:s0 /tmp/file2
```

The `ls -Zd` command displays the SELinux context of the specified directory. Note the label on the /var/www/html directory and the files inside it.

```
[root@host ~]# ls -Zd /var/www/html/
system_u:object_r:httpd_sys_content_t:s0 /var/www/html/
[root@host ~]# ls -Z /var/www/html/index.html
unconfined_u:object_r:httpd_sys_content_t:s0 /var/www/html/index.html
```

Move one file from the /tmp directory to the /var/www/html directory. Copy the other file to the same directory. Note the resulting label on each file.

```
[root@host ~]# mv /tmp/file1 /var/www/html/
[root@host ~]# cp /tmp/file2 /var/www/html/
[root@host ~]# ls -Z /var/www/html/file*
unconfined_u:object_r:user_tmp_t:s0 /var/www/html/file1
unconfined_u:object_r:httpd_sys_content_t:s0 /var/www/html/file2
```

The moved file retained its original label and the copied file inherited the destination directory label. Although not important to this discussion, `unconfined_u` is the SELinux user, `object_r` is the SELinux role, and `s0` is the (lowest possible) sensitivity level. Advanced SELinux configurations and features use these values.

Change the SELinux Context

You change the SELinux context on files with the `semanage fcontext`, `restorecon`, and `chcon` commands.

The recommended method to set the context for a file is to create a file context policy by using the `semanage fcontext` command, and then apply the specified context in the policy to the file by using the `restorecon` command. This method ensures that you can easily relabel the file to its correct context with the `restorecon` command whenever necessary. The advantage of this method is that you do not need to remember what the context is supposed to be, and you can easily correct the context on a set of files.

The `chcon` command sets SELinux context directly on files, but without referencing the system's SELinux policy. Although `chcon` is useful for testing and debugging, setting contexts manually with this method is temporary. File contexts that are set manually survive a reboot, but might be replaced if you run `restorecon` to relabel the contents of the file system.

**Important**

When an SELinux system *relabel* occurs, all files on a system are labeled with their policy defaults. When you use `restorecon` on a file, any context that you set manually on the file is replaced if it does not match the rules in the SELinux policy.

The following example creates a directory with a `default_t` SELinux context, which it inherited from the `/` parent directory.

```
[root@host ~]# mkdir /virtual
[root@host ~]# ls -Zd /virtual
unconfined_u:object_r:default_t:s0 /virtual
```

The `chcon` command sets the file context of the `/virtual` directory to the `httpd_sys_content_t` type.

```
[root@host ~]# chcon -t httpd_sys_content_t /virtual
[root@host ~]# ls -Zd /virtual
unconfined_u:object_r:httpd_sys_content_t:s0 /virtual
```

Running the `restorecon` command resets the context to the default value of `default_t`. Note the Relabeled message.

```
[root@host ~]# restorecon -v /virtual
Relabeled /virtual from unconfined_u:object_r:httpd_sys_content_t:s0 to
unconfined_u:object_r:default_t:s0
[root@host ~]# ls -Zd /virtual
unconfined_u:object_r:default_t:s0 /virtual
```

Define SELinux Default File Context Policies

The `semanage fcontext` command displays and modifies the policies that determine the default file contexts. You can list all the file context policy rules by running the `semanage fcontext -l` command. These rules use extended regular expression syntax to specify the path and file names.

When viewing policies, the most common extended regular expression is `(/.*)?`, which is usually appended to a directory name. This notation is humorously called *the pirate*, because it looks like a face with an eye patch and a hooked hand next to it.

This syntax is described as "a set of characters beginning with a slash and followed by any number of characters, where the set can either exist or not exist". Stated more simply, this syntax matches the directory itself, even when empty, but also matches almost any file name that is created within that directory.

For example, the following rule specifies that the `/var/www/cgi-bin` directory, and any files in it or in its subdirectories (and their subdirectories, and so on), should have the `system_u:object_r:httpd_sys_script_exec_t:s0` SELinux context, unless a more specific rule overrides this one.

```
/var/www/cgi-bin(/.*)? all files system_u:object_r:httpd_sys_script_exec_t:s0
```

Basic File Context Operations

The following table is a reference for the `semanage fcontext` command options to add, remove, or list SELinux file context policies.

semanage fcontext commands

option	description
<code>-a, --add</code>	Add a record of the specified object type
<code>-d, --delete</code>	Delete a record of the specified object type
<code>-l, --list</code>	List records of the specified object type

To manage SELinux contexts, install the `policycoreutils` and `policycoreutils-python-utils` packages, which contain the `restorecon` and `semanage` commands.

To reset all files in a directory to the default policy context, first use the `semanage fcontext -l` command to locate and verify that the correct policy exists with the intended file context. Then, use the `restorecon` command on the wildcarded directory name to reset all the files recursively. In the following example, view the file contexts before and after using the `semanage` and `restorecon` commands.

First, check the SELinux context for the files:

```
[root@host ~]# ls -Z /var/www/html/file*
unconfined_u:object_r:user_tmp_t:s0 /var/www/html/file1
unconfined_u:object_r:httpd_sys_content_t:s0 /var/www/html/file2
```

Then, use the `semanage fcontext -l` command to list the default SELinux file contexts:

```
[root@host ~]# semanage fcontext -l
...output omitted...
/var/www(/.*)?    all files    system_u:object_r:httpd_sys_content_t:s0
...output omitted...
```

The `semanage` command output indicates that all the files and subdirectories in the `/var/www/` directory will have the `httpd_sys_content_t` context by default. Running `restorecon` command on the wildcarded folder restores the default context on all files and subdirectories.

```
[root@host ~]# restorecon -Rv /var/www/
Relabeled /var/www/html/file1 from unconfined_u:object_r:user_tmp_t:s0 to
unconfined_u:object_r:httpd_sys_content_t:s0
[root@host ~]# ls -Z /var/www/html/file*
unconfined_u:object_r:httpd_sys_content_t:s0 /var/www/html/file1
unconfined_u:object_r:httpd_sys_content_t:s0 /var/www/html/file2
```

The following example uses the `semanage` command to add a context policy for a new directory. First, create the `/virtual` directory with an `index.html` file inside it. View the SELinux context for the file and the directory.

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```
[root@host ~]# mkdir /virtual
[root@host ~]# touch /virtual/index.html
[root@host ~]# ls -Zd /virtual/
unconfined_u:object_r:default_t:s0 /virtual
[root@host ~]# ls -Z /virtual/
unconfined_u:object_r:default_t:s0 index.html
```

Next, use the `semanage fcontext` command to add an SELinux file context policy for the directory.

```
[root@host ~]# semanage fcontext -a -t httpd_sys_content_t '/virtual(/.*)?'
```

Use the `restorecon` command on the wildcarded directory to set the default context on the directory and all files within it.

```
[root@host ~]# restorecon -RFvv /virtual
Relabeled /virtual from unconfined_u:object_r:default_t:s0 to
system_u:object_r:httpd_sys_content_t:s0
Relabeled /virtual/index.html from unconfined_u:object_r:default_t:s0 to
system_u:object_r:httpd_sys_content_t:s0
[root@host ~]# ls -Zd /virtual/
drwxr-xr-x. root root system_u:object_r:httpd_sys_content_t:s0 /virtual/
[root@host ~]# ls -Z /virtual/
-rw-r--r--. root root system_u:object_r:httpd_sys_content_t:s0 index.html
```

Use the `semanage fcontext -l -C` command to view any local customizations to the default policy.

```
[root@host ~]# semanage fcontext -l -C
SELinux fcontext      type          Context
/virtual(/.*)?      all files    system_u:object_r:httpd_sys_content_t:s0
```



References

`chcon(1)`, `restorecon(8)`, `semanage(8)`, and `semanage-fcontext(8)` man pages

► Guided Exercise

Control SELinux File Contexts

In this lab, you persistently change the SELinux context of a directory and its contents.

Outcomes

- Configure the Apache HTTP server to publish web content from a non-standard document root.

Before You Begin

As the student user on the workstation machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start selinux-filecontexts
```

Instructions

► 1. Log in to `servera` as the student user and switch to the `root` user.

```
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$
[student@servera ~]$ sudo -i
[sudo] password for student: student
[root@servera ~]#
```

► 2. Configure Apache to use a document directory in a non-standard location.

2.1. Create the `/custom` directory.

```
[root@servera ~]# mkdir /custom
```

2.2. Create the `index.html` file in the `/custom` directory. The `index.html` file should contain the `This is SERVERA.` text.

```
[root@servera ~]# echo 'This is SERVERA.' > /custom/index.html
```

2.3. Configure Apache to use the new directory location. Edit the Apache `/etc/httpd/conf/httpd.conf` configuration file and replace the two occurrences of the `/var/www/html` directory with the `/custom` directory. You can use the `vim /etc/httpd/conf/httpd.conf` command to do so. The following example shows the expected content of the `/etc/httpd/conf/httpd.conf` file.

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```
[root@servera ~]# cat /etc/httpd/conf/httpd.conf
...output omitted...
DocumentRoot "/custom"
...output omitted...
<Directory "/custom">
...output omitted...
```

► 3. Start and enable the Apache web service and confirm that the service is running.

3.1. Start and enable the Apache web service by using the `systemctl` command.

```
[root@servera ~]# systemctl enable --now httpd
Created symlink /etc/systemd/system/multi-user.target.wants/httpd.service → /usr/
lib/systemd/system/httpd.service.
```

3.2. Verify that the service is running.

```
[root@servera ~]# systemctl status httpd
● httpd.service - The Apache HTTP Server
  Loaded: loaded (/usr/lib/systemd/system/httpd.service; enabled; vendor
  preset: disabled)
    Active: active (running) since Wed 2022-04-06 05:21:19 EDT; 22s ago
      Docs: man:httpd.service(8)
    Main PID: 1676 (httpd)
...output omitted...
Apr 06 05:21:19 servera.lab.example.com systemd[1]: Starting The Apache HTTP
Server...
Apr 06 05:21:19 servera.lab.example.com systemd[1]: Started The Apache HTTP
Server.
Apr 06 05:21:19 servera.lab.example.com httpd[1676]: Server configured, listening
on: port 80
```

► 4. Open a web browser on `workstation` and try to view the `http://servera/index.html` web page. You get an error message that you do not have permission to access the file.

► 5. To permit access to the `index.html` file on `servera`, you must configure the SELinux context. Define an SELinux file context rule that sets the context type to `httpd_sys_content_t` for the `/custom` directory and all the files under it.

```
[root@servera ~]# semanage fcontext -a \
-t httpd_sys_content_t '/custom(/.*)?'
```

► 6. Correct the file contexts in the `/custom` directory.

```
[root@servera ~]# restorecon -Rv /custom
Relabeled /custom from unconfined_u:object_r:default_t:s0 to
unconfined_u:object_r:httpd_sys_content_t:s0
Relabeled /custom/index.html from unconfined_u:object_r:default_t:s0 to
unconfined_u:object_r:httpd_sys_content_t:s0
```

- ▶ 7. Try to view `http://servera/index.html` again in the web browser on the workstation machine. You should see the `This is SERVERA.` message.
- ▶ 8. Return to the workstation machine as the `student` user.

```
[root@servera ~]# exit
logout
[student@servera ~]$ exit
logout
Connection to servera closed.
[student@workstation ~]$
```

Finish

On the workstation machine, change to the `student` user home directory and use the `lab` command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish selinux-filecontexts
```

This concludes the section.

Adjust SELinux Policy with Booleans

Objectives

Activate and deactivate SELinux policy rules with the `setsebool` command, manage the persistent value of SELinux Booleans with the `semanage boolean -l` command, and consult `man` pages that end with `_selinux` to find useful information about SELinux Booleans.

SELinux Booleans

An application or service developer writes an SELinux targeted policy to define the allowed behavior of the targeted application. A developer can include optional application behavior in the SELinux policy that can be enabled when the behavior is allowed on a specific system. SELinux Booleans enable or disable the SELinux policy's optional behavior. With Booleans, you can selectively tune the behavior of an application.

These optional behaviors are application-specific, and must be discovered and selected for each targeted application. Service-specific Booleans are documented in that service's SELinux `man` page. For example, the web server `httpd` service has its `httpd(8)` `man` page, and an `httpd_selinux(8)` `man` page to document its SELinux policy, including the supported process types, file contexts, and the available Boolean-enabled behaviors. The SELinux `man` pages are provided in the `selinux-policy-doc` package.

Use the `getsebool` command to list available Booleans for the targeted policies on this system, and the current Boolean status. Use the `setsebool` command to enable or disable the running state of these behaviors. The `setsebool -P` command option makes the setting persistent by writing to the policy file. Only privileged users can set SELinux Booleans.

```
[root@host ~]# getsebool -a
abrt_anon_write --> off
abrt_handle_event --> off
abrt_upload_watch_anon_write --> on
...output omitted...
```

Example httpd Policy Boolean

The `httpd` service policy includes the `httpd_enable_homedirs` Boolean, which enables the sharing of home directories with `httpd`. Typically, a user's local home directory is accessible to the user only when logged in to the local system. Alternatively, home directories are shared and accessed by using a remote file sharing protocol, such as NFS. In both scenarios, home directories are not shared by using `https`, by default, and are not available to the user through a browser.

```
[root@host ~]# getsebool httpd_enable_homedirs
httpd_enable_homedirs --> off
```

You can enable sharing and allow users to access their home directories with a browser. When enabled, the `httpd` service shares home directories that are labeled with the `user_home_dir_t` file context. Users can then access and manage their home directory files from a browser.

Manage the Policy Boolean

Setting SELinux Booleans with the `setsebool` command without the `-P` option is temporary, and settings will return to the persistent values after rebooting. View additional information with the `semanage boolean -l` command, which lists the Booleans from the policy files, including whether a Boolean is persistent, the default and current values, and a short description.

```
[root@host ~]# semanage boolean -l | grep httpd_enable_homedirs
httpd_enable_homedirs          (off , off)  Allow httpd to enable homedirs
[root@host ~]# setsebool httpd_enable_homedirs on
[root@host ~]# semanage boolean -l | grep httpd_enable_homedirs
httpd_enable_homedirs          (on , off)  Allow httpd to enable homedirs
[root@host ~]# getsebool httpd_enable_homedirs
httpd_enable_homedirs --> on
```

To list only Booleans with a current setting that is different from the default setting at boot, use the `semanage boolean -l -C` command. This example has the same result as the previous example, without requiring the `grep` filtering.

```
[root@host ~]# semanage boolean -l -C
SELinux boolean          State  Default Description
httpd_enable_homedirs      (on , off)  Allow httpd to enable homedirs
```

The previous example temporarily set the current value for the `httpd_enable_homedirs` Boolean to `on`, until the system reboots. To change the default setting, use the `setsebool -P` command to make the setting persistent. The following example sets a persistent value, and then views the Boolean's information from the policy file.

```
[root@host ~]# setsebool -P httpd_enable_homedirs on
[root@host ~]# semanage boolean -l | grep httpd_enable_homedirs
httpd_enable_homedirs          (on , on)  Allow httpd to enable homedirs
```

Use the `semanage boolean -l -C` command again. The Boolean is displayed despite the appearance that the current and default settings are the same. However, the `-C` option matches when the current setting is different from the default setting from the last boot. For this `httpd_enable_homedirs` example, the original default boot setting was `off`.

```
[root@host ~]# semanage boolean -l -C
SELinux boolean          State  Default Description
httpd_enable_homedirs      (on , on)  Allow httpd to enable homedirs
```



References

`booleans(8)`, `getsebool(8)`, `setsebool(8)`, `semanage(8)`, and `semanage-boolean(8)` man pages

► Guided Exercise

Adjust SELinux Policy with Booleans

In this exercise, you configure Apache to publish web content from users' home directories.

Outcomes

- Configure Apache web service to publish web content from the user's home directory.

Before You Begin

As the **student** user on the **workstation** machine, use the **lab** command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start selinux-booleans
```

Instructions

► 1. On the **workstation** machine, use the **ssh** command to log in to the **servera** machine as the **student** user and then switch to the **root** user.

```
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$ sudo -i
[sudo] password for student: student
[root@servera ~]#
```

► 2. Edit the **/etc/httpd/conf.d/userdir.conf** configuration file to enable the Apache feature so that users can publish web content from their home directory. Comment out the line in the **IfModule** section that sets the **UserDir** variable to the **disabled** value, and uncomment the line that sets the **UserDir** variable to the **public_html** value.

```
[root@servera ~]# vim /etc/httpd/conf.d/userdir.conf
<IfModule mod_userdir.c>
...output omitted...
# UserDir disabled

...output omitted...
UserDir public_html

...output omitted...
</IfModule>
```

► 3. Start and enable the Apache web service.

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```
[root@servera ~]# systemctl enable --now httpd
```

▶ 4. Open another terminal window, and use the `ssh` command to log in to the `servera` machine as the `student` user. Create the `index.html` web content file in the `~/public_html` directory.

- 4.1. In another terminal window, use the `ssh` command to log in to the `servera` machine as the `student` user.

```
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$
```

- 4.2. Use the `mkdir` command to create the `~/public_html` directory.

```
[student@servera ~]$ mkdir ~/public_html
```

- 4.3. Create the `index.html` file with the following content:

```
[student@servera ~]$ echo 'This is student content on SERVERA.' > \
~/public_html/index.html
```

- 4.4. For the Apache web service to serve the contents of the `/home/student/public_html` directory, it must be allowed to share files and subdirectories in the `/home/student` directory. When you created the `/home/student/public_html` directory, it was automatically configured with permissions that allow anyone with home directory permission to access its contents. Change the `/home/student` directory permissions to allow the Apache web service to access the `public_html` subdirectory.

```
[student@servera ~]$ chmod 711 ~
[student@servera ~]$ ls -ld ~
drwx--x--x. 16 student student 4096 Nov  3 09:28 /home/student
```

▶ 5. Open a web browser on the `workstation` machine and enter the `http://servera/~student/index.html` address. An error message states that you do not have permission to access the file.

▶ 6. Switch to the other terminal and use the `getsebool` command to see if any Booleans restrict access to home directories for the `httpd` service.

```
[root@servera ~]# getsebool -a | grep home
...output omitted...
httpd_enable_homedirs --> off
...output omitted...
```

▶ 7. Use the `setsebool` command to enable persistent access to the home directory for the `httpd` service.

```
[root@servera ~]# setsebool -P httpd_enable_homedirs on
```

- ▶ **8.** Verify that you can now see the This is student content on SERVERA. message in the web browser after entering the `http://servera/~student/index.html` address.
- ▶ **9.** Return to the workstation machine as the student user.

```
[root@servera ~]# exit
logout
[student@servera ~]$ exit
logout
Connection to servera closed.
[student@workstation ~]$
```

Finish

On the workstation machine, change to the student user home directory and use the `lab` command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish selinux-booleans
```

This concludes the section.

Investigate and Resolve SELinux Issues

Objectives

Use SELinux log analysis tools and display useful information during SELinux troubleshooting with the `sealert` command.

Troubleshoot SELinux Issues

When applications unexpectedly fail to work due to SELinux access denials, methods and tools are available to resolve these issues. It is helpful to start by understanding some fundamental concepts and behaviors when SELinux is enabled.

- SELinux consists of targeted policies that explicitly define allowable actions.
- A policy entry defines a labeled process and a labeled resource that will interact.
- The policy states the process type, and file or port context, by using labels.
- The policy entry defines one process type, one resource label, and the explicit action to allow.
- An action can be a system call, a kernel function, or another specific programming routine.
- If no entry is created for a specific process-resource-action relationship, then the action is denied.
- When an action is denied, the attempt is logged with useful context information.

Red Hat Enterprise Linux provides a stable targeted SELinux policy for almost every service in the distribution. Therefore, it is unusual to have SELinux access problems with common RHEL services when they are configured correctly. SELinux access problems occur when services are implemented incorrectly, or when new applications have incomplete policies. Consider these troubleshooting concepts before making broad SELinux configuration changes.

- Most access denials indicate that SELinux is working properly by blocking improper actions.
- Evaluating denied actions requires some familiarity with normal, expected service actions.
- The most common SELinux issue is an incorrect context on new, copied, or moved files.
- File contexts are easily fixed when an existing policy references their location.
- Optional Boolean policy features are documented in the `_selinux` man pages.
- Implementing Boolean features generally requires setting additional non-SELinux configuration.
- SELinux policies do not replace or circumvent file permissions or access control list restrictions.

When a common application or service fails, and the service is known to have a working SELinux policy, first check the service's `_selinux` man page to verify the correct context type label. View the affected process and file attributes to verify that the correct labels are set.

Monitor SELinux Violations

The SELinux troubleshoot service, from the `setroubleshoot-server` package, provides tools to diagnose SELinux issues. When SELinux denies an action, an Access Vector Cache (AVC) message is logged to the `/var/log/audit/audit.log` security log file. The SELinux troubleshoot service monitors for AVC events and sends an event summary to the `/var/log/messages` file.

The AVC summary includes an event unique identifier (UUID). Use the `sealert -l UUID` command to view comprehensive report details for the specific event. Use the `sealert -a /var/log/audit/audit.log` command to view all existing events.

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Consider the following example sequence of commands on a standard Apache web server. You create `/root/mypage` and move it to the default Apache content folder (`/var/www/html`). Then, after starting the Apache service, you try to retrieve the file content.

```
[root@host ~]# touch /root/mypage
[root@host ~]# mv /root/mypage /var/www/html
[root@host ~]# systemctl start httpd
[root@host ~]# curl http://localhost/mypage
<!DOCTYPE HTML PUBLIC "-//IETF//DTD HTML 2.0//EN">
<html><head>
<title>403 Forbidden</title>
</head><body>
<h1>Forbidden</h1>
<p>You don't have permission to access this resource.</p>
</body></html>
```

The web server does not display the content and returns a `permission denied` error. An AVC event is logged to the `/var/log/audit/audit.log` and `/var/log/messages` files. Note the suggested `sealert` command and UUID in the `/var/log/messages` event message.

```
[root@host ~]# tail /var/log/audit/audit.log
...output omitted...
type=AVC msg=audit(1649249057.067:212): avc: denied { setattr } for pid=2332 comm="httpd" path="/var/www/html/mypage" dev="vda4" ino=9322502 scontext=system_u:system_r:httpd_t:s0 tcontext=unconfined_u:object_r:admin_home_t:s0 tclass=file permissive=0
...output omitted
[root@host ~]# tail /var/log/messages
...output omitted...
Apr 6 08:44:19 host setroubleshoot[2547]: SELinux is preventing /usr/sbin/httpd from setattr access on the file /var/www/html/mypage. For complete SELinux messages run: sealert -l 95f41f98-6b56-45bc-95da-ce67ec9a9ab7
...output omitted...
```

The `sealert` output describes the event including the affected process, the accessed file, and the attempted and denied action. The output includes advice for correcting the file's label, if appropriate. Additional advice describes how to generate a new policy to allow the denied action. Use the given advice only when it is appropriate for your scenario.



Important

The `sealert` output includes a confidence rating, which indicates the level of confidence that the given advice will mitigate the denial. However, that advice might not be appropriate for your scenario.

For example, if the AVC denial is because the denied file is in the wrong location, then advice that states either to adjust the file's context label, or to create a new policy for this location and action, is technically accurate, but not the correct solution for your scenario. If the root cause is a wrong location or file name, then moving or renaming the file and then restoring a correct file context is the correct solution instead.

```
[root@host ~]# sealert -l 95f41f98-6b56-45bc-95da-ce67ec9a9ab7
SELinux is preventing /usr/sbin/httpd from getattr access on the file /var/www/
html/mypage.

***** Plugin restorecon (99.5 confidence) suggests *****

If you want to fix the label.
/var/www/html/mypage default label should be httpd_sys_content_t.
Then you can run restorecon. The access attempt may have been stopped due to
insufficient permissions to access a parent directory in which case try to change
the following command accordingly.
Do
# /sbin/restorecon -v /var/www/html/mypage

***** Plugin catchall (1.49 confidence) suggests *****

If you believe that httpd should be allowed getattr access on the mypage file by
default.
Then you should report this as a bug.
You can generate a local policy module to allow this access.
Do
allow this access for now by executing:
# ausearch -c 'httpd' --raw | audit2allow -M my-httpd
# semodule -X 300 -i my-httpd.pp

Additional Information:
Source Context          system_u:system_r:httpd_t:s0
Target Context          unconfined_u:object_r:admin_home_t:s0
Target Objects          /var/www/html/mypage [ file ]
Source                 httpd
Source Path             /usr/sbin/httpd
...output omitted...

Raw Audit Messages
type=AVC msg=audit(1649249057.67:212): avc:  denied  { getattr }
for  pid=2332 comm="httpd" path="/var/www/html/mypage"
dev="vda4"  ino=9322502 scontext=system_u:system_r:httpd_t:s0
tcontext=unconfined_u:object_r:admin_home_t:s0 tclass=file permissive=0

type=SYSCALL msg=audit(1649249057.67:212): arch=x86_64 syscall=newfstatat
success=no exit=EACCES a0=fffffff9c a1=7fe9c00048f8 a2=7fe9ccfc8830 a3=100
items=0 ppid=2329 pid=2332 auid=4294967295 uid=48 gid=48 euid=48 suid=48 fsuid=48
egid=48 sgid=48 fsgid=48 tty=(none) ses=4294967295 comm=httpd exe=/usr/sbin/httpd
subj=system_u:system_r:httpd_t:s0 key=(null)

Hash: httpd,httpd_t,admin_home_t,file,getattr
```

In this example, the accessed file is in the correct location, but does not have the correct SELinux file context. The Raw Audit Messages section displays information from the /var/log/audit.log event entry. Use the `restorecon /var/www/html/mypage` command to set the correct context label. To correct multiple files recursively, use the `restorecon -R` command on the parent directory.

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Use the `ausearch` command to search for AVC events in the `/var/log/audit.log` log file. Use the `-m` option to specify the AVC message type and the `-ts` option to provide a time hint, such as `recent`.

```
[root@host ~]# ausearch -m AVC -ts recent
-----
time->Tue Apr  6 13:13:07 2019
type=PROCTITLE msg=audit(1554808387.778:4002):
  procitle=2F7573722F7362696E2F6874747064002D44464F524547524F554E44
type=SYSCALL msg=audit(1554808387.778:4002): arch=c000003e syscall=49
  success=no exit=-13 a0=3 a1=55620b8c9280 a2=10 a3=7ffed967661c items=0
  ppid=1 pid=9340 auid=4294967295 uid=0 gid=0 euid=0 suid=0 fsuid=0 egid=0
  sgid=0 fsgid=0 tty=(none) ses=4294967295 comm="httpd" exe="/usr/sbin/httpd"
  subj=system_u:system_r:httpd_t:s0 key=(null)
type=AVC msg=audit(1554808387.778:4002): avc:  denied { name_bind }
  for  pid=9340 comm="httpd" src=82 scontext=system_u:system_r:httpd_t:s0
  tcontext=system_u:object_r:reserved_port_t:s0 tclass=tcp_socket permissive=0
```

Troubleshoot SELinux Issues with the Web Console

The RHEL web console includes tools for troubleshooting SELinux issues. Select **SELinux** from the menu on the left. The SELinux policy window displays the current enforcing state. The **SELinux access control errors** section lists current SELinux issues.

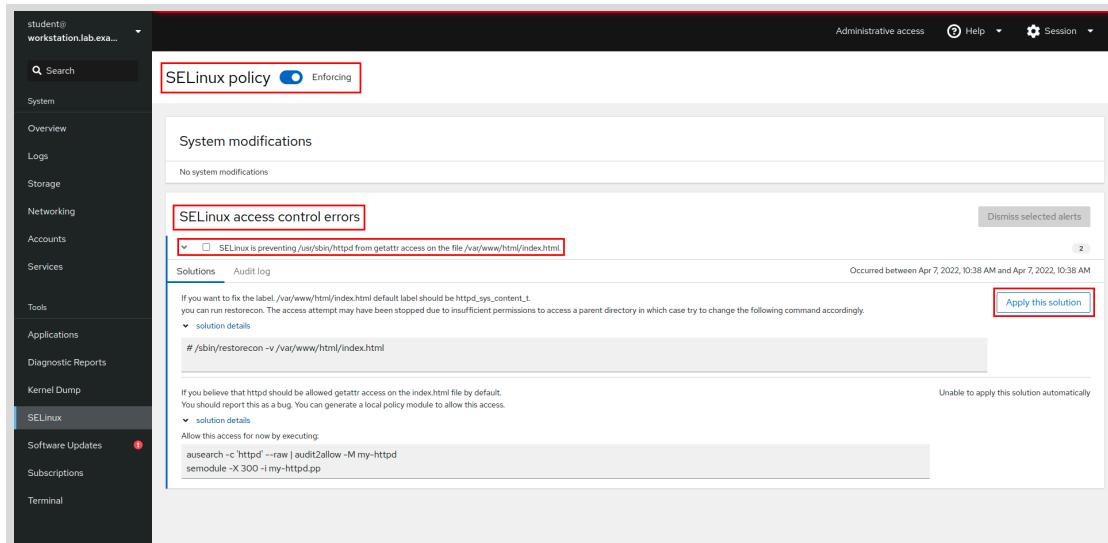


Figure 4.3: SELinux policy and errors in the web console

Click the `>` character to display event details. Click **solution details** to display all event details and advice. You can click **Apply the solution** to apply the suggested advice.

After correcting the issue, the **SELinux access control errors** section should remove that event from view. If the **No SELinux alerts** message appears, then you have corrected all current SELinux issues.



References

`sealert(8)` man page

► Guided Exercise

Investigate and Resolve SELinux Issues

In this lab, you learn how to troubleshoot SELinux security denials.

Outcomes

- Gain experience with SELinux troubleshooting tools.

Before You Begin

As the student user on the workstation machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start selinux-issues
```

Instructions

- From a web browser on the workstation machine, open the `http://servera/index.html` web page. An error message states that you do not have permission to access the file.
- Use the `ssh` command to log in to `servera` as the `student` user. Use the `sudo -i` command to switch to the `root` user.

```
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$ sudo -i
[sudo] password for student: student
[root@servera ~]#
```

- Use the `less` command to view the contents of the `/var/log/messages` file. You use the `/` character and search for the `sealert` text. Press the `n` key until you reach the last occurrence, because previous exercises might also have generated SELinux messages. Copy the suggested `sealert` command so that you can use it in the next step. Use the `q` key to quit the `less` command.

```
[root@servera ~]# less /var/log/messages
...output omitted...
Apr  7 04:52:18 servera setroubleshoot[20715]: SELinux is preventing /usr/sbin/
httpd from getattr access on the file /custom/index.html. For complete SELinux
messages run: sealert -l 9a96294a-239b-4568-8f1e-9f35b5fb472b
...output omitted...
```

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► 4. Run the suggested `sealert` command. Note the source context, the target objects, the policy, and the enforcing mode. Find the correct SELinux context label for the file that the `httpd` service tries to serve.

4.1. Run the `sealert` command.

The output explains that the `/custom/index.html` file has an incorrect context label.

```
[root@servera ~]# sealert -l 9a96294a-239b-4568-8f1e-9f35b5fb472b
SELinux is preventing /usr/sbin/httpd from getattr access on the file /custom/
index.html.

***** Plugin catchall_labels (83.8 confidence) suggests *****

If you want to allow httpd to have getattr access on the index.html file
Then you need to change the label on /custom/index.html
Do
# semanage fcontext -a -t FILE_TYPE '/custom/index.html'
where FILE_TYPE is one of the following: NetworkManager_exec_t,
NetworkManager_log_t, NetworkManager_tmp_t, abrt_dump_oops_exec_t,
abrt_etc_t, abrt_exec_t, abrt_handle_event_exec_t, abrt_helper_exec_t,
abrt_retrace_coredump_exec_t, abrt_retrace_spool_t, abrt_retrace_worker_exec_t,
abrt_tmp_t, abrt_upload_watch_tmp_t, abrt_var_cache_t, abrt_var_log_t,
abrt_var_run_t, accountsd_exec_t, acct_data_t, acct_exec_t, admin_crontab_tmp_t,
admin_passwd_exec_t, afs_logfile_t, aide_exec_t, aide_log_t, alsa_exec_t,
alsa_tmp_t, amanda_exec_t, amanda_log_t, amanda_recover_exec_t, amanda_tmp_t,
amtu_exec_t, anacron_exec_t, anon_inodefs_t
...output omitted...

Additional Information:
Source Context          system_u:system_r:httpd_t:s0
Target Context          unconfined_u:object_r:default_t:s0
Target Objects          /custom/index.html [ file ]
Source                 httpd
Source Path             /usr/sbin/httpd
Port                  <Unknown>
Host                  servera.lab.example.com
Source RPM Packages    httpd-2.4.51-7.el9_0.x86_64
Target RPM Packages    selinux-policy-targeted-34.1.27-1.el9.noarch
SELinux Policy RPM     selinux-policy-targeted-34.1.27-1.el9.noarch
Local Policy RPM       selinux-policy-targeted-34.1.27-1.el9.noarch
Selinux Enabled         True
Policy Type            targeted
Enforcing Mode         Enforcing
Host Name              servera.lab.example.com
Platform               Linux servera.lab.example.com
                        5.14.0-70.2.1.el9_0.x86_64 #1 SMP PREEMPT Wed Mar
                        16 18:15:38 EDT 2022 x86_64 x86_64
Alert Count             4
First Seen              2022-04-07 04:51:38 EDT
Last Seen               2022-04-07 04:52:13 EDT
Local ID                9a96294a-239b-4568-8f1e-9f35b5fb472b

Raw Audit Messages
```

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```
type=AVC msg=audit(1649321533.406:1024): avc: denied { setattr } for
pid=20464 comm="httpd" path="/custom/index.html" dev="vda4" ino=25571802
scontext=system_u:system_r:httpd_t:s0 tcontext=unconfined_u:object_r:default_t:s0
tclass=file permissive=0

...output omitted...
```

4.2. Check the SELinux context for the directory from where the `httpd` service serves the content by default, `/var/www/html`. The `httpd_sys_content_t` SELinux context is appropriate for the `/custom/index.html` file.

```
[root@servera ~]# ls -ldz /var/www/html
drwxr-xr-x. 2 root root system_u:object_r:httpd_sys_content_t:s0 6 Mar 21 11:47 /
var/www/html
```

► 5. The Raw Audit Messages section of the `sealert` command contains information from the `/var/log/audit/audit.log` file. Use the `ausearch` command to search the `/var/log/audit/audit.log` file. The `-m` option searches on the message type. The `-ts` option searches based on time. The following entry identifies the relevant process and file that cause the alert. The process is the `httpd` Apache web server, the file is `/custom/index.html`, and the context is `system_r:httpd_t`.

```
[root@servera ~]# ausearch -m AVC -ts today
...output omitted...
---
time->Thu Apr 7 04:52:13 2022
type=PROCTITLE msg=audit(1649321533.406:1024):
  proctitle=2F7573722F7362696E2F6874747064002D44464F524547524F554E44
type=SYSCALL msg=audit(1649321533.406:1024): arch=c000003e syscall=262 success=no
  exit=-13 a0=ffffffff9c a1=7fefc403d850 a2=7fefc89bc830 a3=100 items=0 ppid=20461
  pid=20464 auid=4294967295 uid=48 gid=48 euid=48 suid=48 fsuid=48 egid=48
  sgid=48 fsgid=48 tty=(none) ses=4294967295 comm="httpd" exe="/usr/sbin/httpd"
  subj=system_u:system_r:httpd_t:s0 key=(null)
type=AVC msg=audit(1649321533.406:1024): avc: denied
  { setattr } for pid=20464 comm="httpd" path="/custom/index.html"
  dev="vda4" ino=25571802 scontext=system_u:system_r:httpd_t:s0
  tcontext=unconfined_u:object_r:default_t:s0 tclass=file permissive=0
```

► 6. Resolve the issue by applying the `httpd_sys_content_t` context.

```
[root@servera ~]# semanage fcontext -a \
-t httpd_sys_content_t '/custom(/.*)?'
[root@servera ~]# restorecon -Rv /custom
Relabeled /custom from unconfined_u:object_r:default_t:s0 to
unconfined_u:object_r:httpd_sys_content_t:s0
Relabeled /custom/index.html from unconfined_u:object_r:default_t:s0 to
unconfined_u:object_r:httpd_sys_content_t:s0
```

► 7. Again, attempt to view `http://servera/index.html`. The `This is SERVERA` message is displayed.

► 8. Return to the workstation machine as the `student` user.

```
[root@servera ~]# exit
logout
[student@servera ~]$ exit
logout
Connection to servera closed.
[student@workstation ~]$
```

Finish

On the **workstation** machine, change to the **student** user home directory and use the **lab** command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish selinux-issues
```

This concludes the section.

▶ Lab

Manage SELinux Security

In this lab, you identify issues in system log files and adjust the SELinux configuration.

Outcomes

- Identify issues in system log files.
- Adjust the SELinux configuration.

Before You Begin

As the `student` user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start selinux-review
```

Instructions

1. Log in to the `serverb` machine as the `student` user and switch to the `root` user.
2. From a web browser on the `workstation` machine, view the `http://serverb/lab.html` web page. You see the error message: You do not have permission to access this resource.
3. Research and identify the SELinux issue that prevents the Apache service from serving web content.
4. Display the SELinux context of the new HTTP document directory and the original HTTP document directory. Resolve the SELinux issue that prevents the Apache server from serving web content.
5. Verify that the Apache server can now serve web content.
6. Return to the `workstation` machine as the `student` user.

Evaluation

As the `student` user on the `workstation` machine, use the `lab` command to grade your work. Correct any reported failures and rerun the command until successful.

```
[student@workstation ~]$ lab grade selinux-review
```

Finish

On the `workstation` machine, change to the `student` user home directory and use the `lab` command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish selinux-review
```

This concludes the section.

► Solution

Manage SELinux Security

In this lab, you identify issues in system log files and adjust the SELinux configuration.

Outcomes

- Identify issues in system log files.
- Adjust the SELinux configuration.

Before You Begin

As the **student** user on the **workstation** machine, use the **lab** command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start selinux-review
```

Instructions

1. Log in to the **serverb** machine as the **student** user and switch to the **root** user.

```
[student@workstation ~]$ ssh student@serverb
...output omitted...
[student@serverb ~]$ sudo -i
[sudo] password for student: student
[root@serverb ~]#
```

2. From a web browser on the **workstation** machine, view the <http://serverb/lab.html> web page. You see the error message: You do not have permission to access this resource.
3. Research and identify the SELinux issue that prevents the Apache service from serving web content.
 - 3.1. View the contents of the **/var/log/messages** file. Use the **/** key and search for the **sealert** string. Use the **q** key to quit the **less** command.

```
[root@serverb ~]# less /var/log/messages
...output omitted...
Apr  7 06:16:15 serverb setroubleshoot[26509]: failed to retrieve rpm info for /
lab-content/la
b.html
Apr  7 06:16:17 serverb setroubleshoot[26509]: SELinux is preventing /usr/sbin/
httpd from getattr access on the file /lab-content/lab.html. For complete SELinux
messages run: sealert -l 35c9e452-2552-4ca3-8217-493b72ba6d0b
Apr  7 06:16:17 serverb setroubleshoot[26509]: SELinux is preventing /usr/sbin/
httpd from getattr access on the file /lab-content/lab.html
...output omitted...
```

3.2. Run the suggested `sealert` command. Note the source context, the target objects, the policy, and the enforcing mode.

```
[root@serverb ~]# sealert -l 35c9e452-2552-4ca3-8217-493b72ba6d0b
SELinux is preventing /usr/sbin/httpd from getattr access on the file /lab-
content/lab.html.

***** Plugin catchall_labels (83.8 confidence) suggests *****

If you want to allow httpd to have getattr access on the lab.html file
Then you need to change the label on /lab-content/lab.html
Do
# semanage fcontext -a -t FILE_TYPE '/lab-content/lab.html'
where FILE_TYPE is one of the following:
...output omitted...

Additional Information:
Source Context          system_u:system_r:httpd_t:s0
Target Context          unconfined_u:object_r:default_t:s0
Target Objects          /lab-content/lab.html [ file ]
Source                 httpd
Source Path             /usr/sbin/httpd
Port                  <Unknown>
Host                  serverb.lab.example.com
Source RPM Packages    httpd-2.4.51-7.el9_0.x86_64
Target RPM Packages    selinux-policy-targeted-34.1.27-1.el9.noarch
SELinux Policy RPM     selinux-policy-targeted-34.1.27-1.el9.noarch
Local Policy RPM       selinux
Selinux Enabled         True
Policy Type            targeted
Enforcing Mode         Enforcing
Host Name              serverb.lab.example.com
Platform               Linux serverb.lab.example.com
                        5.14.0-70.2.1.el9_0.x86_64 #1 SMP PREEMPT Wed Mar
                        16 18:15:38 EDT 2022 x86_64 x86_64
Alert Count             8
First Seen              2022-04-07 06:14:45 EDT
Last Seen               2022-04-07 06:16:12 EDT
Local ID                35c9e452-2552-4ca3-8217-493b72ba6d0b

Raw Audit Messages
```

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```
type=AVC msg=audit(1649326572.86:407): avc: denied { setattr } for
pid=10731 comm="httpd" path="/lab-content/lab.html" dev="vda4" ino=18192752
scontext=system_u:system_r:httpd_t:s0 tcontext=unconfined_u:object_r:default_t:s0
tclass=file permissive=0

type=SYSCALL msg=audit(1649326572.86:407): arch=x86_64 syscall=newfstatat
success=no exit=EACCES a0=fffffff9c a1=7f7c8c0457c0 a2=7f7c887f7830 a3=100 items=0
ppid=10641 pid=10731 auid=4294967295 uid=48 gid=48 euid=48 suid=48 fsuid=48
egid=48 sgid=48 fsgid=48 tty=(none) ses=4294967295 comm=httpd exe=/usr/sbin/httpd
subj=system_u:system_r:httpd_t:s0 key=(null)

Hash: httpd,httpd_t,default_t,file,getattr
```

- 3.3. The Raw Audit Messages section of the `sealert` command contains information from the `/var/log/audit/audit.log` file. Search the `/var/log/audit/audit.log` file. The `-m` option searches on the message type. The `-ts` option searches based on time. The following entry identifies the relevant process and file that cause the alert. The process is the `httpd` Apache web server, the file is `/lab-content/lab.html`, and the context is `system_r:httpd_t`.

```
[root@serverb ~]# ausearch -m AVC -ts recent
...output omitted...
-----
time->Thu Apr  7 06:16:12 2022
type=PROCTITLE msg=audit(1649326572.086:407):
  proctitle=2F7573722F7362696E2F6874747064002D44464F524547524F554E44
type=SYSCALL msg=audit(1649326572.086:407): arch=c000003e syscall=262 success=no
  exit=-13 a0=fffffff9c a1=7f7c8c0457c0 a2=7f7c887f7830 a3=100 items=0 ppid=10641
  pid=10731 auid=4294967295 uid=48 gid=48 euid=48 suid=48 fsuid=48 egid=48
  sgid=48 fsgid=48 tty=(none) ses=4294967295 comm="httpd" exe="/usr/sbin/httpd"
  subj=system_u:system_r:httpd_t:s0 key=(null)
type=AVC msg=audit(1649326572.086:407): avc: denied { setattr } for
  pid=10731 comm="httpd" path="/lab-content/lab.html" dev="vda4" ino=18192752
  scontext=system_u:system_r:httpd_t:s0 tcontext=unconfined_u:object_r:default_t:s0
  tclass=file permissive=0
```

4. Display the SELinux context of the new HTTP document directory and the original HTTP document directory. Resolve the SELinux issue that prevents the Apache server from serving web content.
 - 4.1. Compare the SELinux context for the `/lab-content` and `/var/www/html` directories.

```
[root@serverb ~]# ls -dZ /lab-content /var/www/html
  unconfined_u:object_r:default_t:s0 /lab-content
  system_u:object_r:httpd_sys_content_t:s0 /var/www/html
```

- 4.2. Create a file context rule that sets the default type to `httpd_sys_content_` for the `/lab-content` directory and all the files under it.

```
[root@serverb ~]# semanage fcontext -a \
  -t httpd_sys_content_t '/lab-content(/.*)?'
```

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- 4.3. Correct the SELinux context for the files in the `/lab-content` directory.

```
[root@serverb ~]# restorecon -R /lab-content/
```

5. Verify that the Apache server can now serve web content.

- 5.1. Use your web browser to refresh the `http://serverb/lab.html` link. If the content is displayed, then your issue is resolved.

This is the html file for the SELinux final lab on SERVERB.

6. Return to the workstation machine as the student user.

```
[root@serverb ~]# exit
logout
[student@serverb ~]$ exit
logout
Connection to serverb closed.
[student@workstation ~]$
```

Evaluation

As the **student** user on the **workstation** machine, use the **lab** command to grade your work. Correct any reported failures and rerun the command until successful.

```
[student@workstation ~]$ lab grade selinux-review
```

Finish

On the **workstation** machine, change to the **student** user home directory and use the **lab** command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish selinux-review
```

This concludes the section.

Summary

- Use the `getenforce` and `setenforce` commands to manage the SELinux mode of a system.
- The `semanage` command manages SELinux policy rules. The `restorecon` command applies the context that the policy defines.
- Booleans are switches that change the behavior of the SELinux policy. You can enable or disable them to tune the policy.
- The `sealert` command displays useful information to help with SELinux troubleshooting.

Chapter 5

Manage Basic Storage

Goal

Create and manage storage devices, partitions, file systems, and swap spaces from the command line.

Objectives

- Create storage partitions, format them with file systems, and mount them for use.
- Create and manage swap spaces to supplement physical memory.

Sections

- Add Partitions, File Systems, and Persistent Mounts (and Guided Exercise)
- Manage Swap Space (and Guided Exercise)

Lab

Manage Basic Storage

Add Partitions, File Systems, and Persistent Mounts

Objectives

Create storage partitions, format them with file systems, and mount them for use.

Partition Disks

Disk partitioning divides a hard drive into multiple logical storage *partitions*. You can use partitions to divide storage based on different requirements, and this division provides numerous benefits:

- Limit available space to applications or users.
- Separate operating system and program files from user files.
- Create a separate area for memory swapping.
- Limit disk space use to improve the performance of diagnostic tools and backup imaging.

MBR Partition Scheme

The *Master Boot Record* (MBR) partitioning scheme is the standard on systems that run BIOS firmware. This scheme supports a maximum of four primary partitions. On Linux systems, with extended and logical partitions, you can create up to 15 partitions. With a 32-bit partition size, disks that are partitioned with MBR can have a size of up to 2 TiB.



Figure 5.1: MBR partitioning of the /dev/vdb storage device

The 2 TiB disk and partition size limit is now a common and restrictive limitation. Consequently, the legacy MBR scheme is superseded by the *GUID Partition Table* (GPT) partitioning scheme.

GPT Partition Scheme

For systems that run *Unified Extensible Firmware Interface* (UEFI) firmware, GPT is the standard for disk partitioning and addresses the limitations of the MBR scheme. A GPT provides a maximum of 128 partitions. The GPT scheme allocates 64 bits for logical block addresses, to support partitions and disks of up to eight zebibytes (ZiB) or eight billion tebibytes (TiB).



Figure 5.2: GPT partitioning of the /dev/vdb storage device

GPT partitioning offers additional features and benefits over MBR. A GPT uses a *globally unique identifier* (GUID) to identify each disk and partition. A GPT makes the partition table redundant,

with the primary GPT at the head of the disk, and a backup secondary GPT at the end of the disk. A GPT uses a checksum to detect errors in the GPT header and partition table.

Manage Partitions

An administrator can use a *partition editor* program to change a disk's partitions, such as creating and deleting partitions, and changing partition types.



Note

Which partition editor should you use? Although IT professionals have strong opinions about feature distinctions, each listed editor here performs common disk preparation tasks successfully.

- `fdisk` is a historical favorite and has supported GPT partitions for years.
- `gdisk` and other `fdisk` variants were initially created to support GPT.
- `parted` and the `libparted` library have been the RHEL standard for years.
- The Anaconda installer continues to use the `libparted` library.
- `gnome-disk` is the default GNOME graphical tool, replacing `gparted` upstream.
- Almost all CLI editors are good for scripting, and `parted` was designed for it.

Administrators can use the `parted` partition editor for both the MBR and the GPT partitioning scheme. The `parted` command takes the whole disk device name as the first argument, followed by subcommands. The following example uses the `print` subcommand to display the partition table on the `/dev/vda` disk.

```
[root@host ~]# parted /dev/vda print
Model: Virtio Block Device (virtblk)
Disk /dev/vda: 53.7GB
Sector size (logical/physical): 512B/512B
Partition Table: msdos
Disk Flags:

Number  Start   End     Size    Type      File system  Flags
 1      1049kB  10.7GB  10.7GB  primary   xfs          boot
 2      10.7GB   53.7GB  42.9GB  primary   xfs
```

Use the `parted` command without a subcommand to open an interactive partitioning session.

```
[root@host ~]# parted /dev/vda
GNU Parted 3.4
Using /dev/vda
Welcome to GNU Parted! Type 'help' to view a list of commands.
(parted) print
Model: Virtio Block Device (virtblk)
Disk /dev/vda: 53.7GB
Sector size (logical/physical): 512B/512B
Partition Table: msdos
Disk Flags:

Number  Start   End     Size    Type      File system  Flags
 1      1049kB  10.7GB  10.7GB  primary   xfs          boot
 2      10.7GB   53.7GB  42.9GB  primary   xfs
```

```
(parted) quit
[root@host ~]#
```

By default, the `parted` command displays sizes in powers of 10 (KB, MB, GB). You can change the unit size with the `unit` parameter, which accepts the following values:

- **s** for sector
- **B** for byte
- **MiB**, **GiB**, or **TiB** (powers of 2)
- **MB**, **GB**, or **TB** (powers of 10)

```
[root@host ~]# parted /dev/vda unit s print
Model: Virtio Block Device (virtblk)
Disk /dev/vda: 104857600s
Sector size (logical/physical): 512B/512B
Partition Table: msdos
Partition Flags:

Number  Start      End        Size       Type      File system  Flags
 1      2048s    20971486s  20969439s  primary   xfs          boot
 2      20971520s 104857535s  83886016s  primary   xfs
```

As shown in the previous example, you can also specify multiple subcommands (here, `unit` and `print`) on the same line.

Write the Partition Table on a New Disk

To partition a new drive, first write a disk label. The disk label indicates which partitioning scheme to use. Use `parted` to write an MBR disk label or a GPT disk label.

```
[root@host ~]# parted /dev/vdb mklabel msdos
[root@host ~]# parted /dev/vdb mklabel gpt
```



Warning

The `mklabel` subcommand wipes the existing partition table. Use the `mklabel` subcommand when the intent is to reuse the disk without regard to the existing data. If a new label moves the partition boundaries, then all data in existing file systems becomes inaccessible.

Create MBR Partitions

The following instructions create an MBR disk partition. Specify the disk device to create the partition on.

Run the `parted` command and specify the disk device name as an argument, to start in interactive mode. The session displays (`parted`) as a subcommand prompt.

```
[root@host ~]# parted /dev/vdb
GNU Parted 3.4
Using /dev/vdb
Welcome to GNU Parted! Type 'help' to view a list of commands.
(parted)
```

Use the `mkpart` subcommand to create a primary or extended partition.

```
(parted) mkpart
Partition type? primary/extended? primary
```



Note

If you need more than four partitions on an MBR-partitioned disk, then create three primary partitions and one extended partition. The extended partition serves as a container within which you can create multiple logical partitions.

Indicate the file-system type that you want to create on the partition, such as `xfs` or `ext4`. This value does not create the file system, but it is only a useful partition type label.

```
File system type? [ext2]? xfs
```

To list the supported file-system types, use the following command:

```
[root@host ~]# parted /dev/vdb help mkpart
...output omitted...
mkpart PART-TYPE [FS-TYPE] START END      make a partition

PART-TYPE is one of: primary, logical, extended
FS-TYPE is one of: udf, btrfs, nilfs2, ext4, ext3, ext2, f2fs, fat32, fat16,
hfsx, hfs+, hfs, jfs, swsusp, linux-swap(v1), linux-swap(v0), ntfs,
reiserfs, hp-ufs, sun-ufs, xfs, apfs2, apfs1, asfs, amufs5, amufs4, amufs3,
amufs2, amufs1, amufs0, amufs, affs7, affs6, affs5, affs4, affs3, affs2,
affs1, affs0, linux-swap, linux-swap(new), linux-swap(old)

'mkpart' makes a partition without creating a new file system on the
partition. FS-TYPE may be specified to set an appropriate partition
ID.
```

Specify the disk sector to start the new partition on.

```
Start? 2048s
```

The `s` suffix provides the value in sectors, or uses the `MiB`, `GiB`, `TiB`, `MB`, `GB`, or `TB` suffixes. The `parted` command defaults to the `MB` suffix. The `parted` command rounds provided values to satisfy disk constraints.

When the `parted` command starts, it retrieves the disk topology from the device, such as the disk physical block size. The `parted` command ensures that the start position that you provide correctly aligns the partition with the disk structure, to optimize performance. If the start position

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results in a misaligned partition, then the `parted` command displays a warning. With most disks, a start sector that is a multiple of 2048 is safe.

Specify the disk sector where the new partition should end, and exit `parted`. You can specify the end as a size or as an ending location.

```
End? 1000MB
(parted) quit
Information: You may need to update /etc/fstab.

[root@host ~]#
```

When you provide the end position, the `parted` command updates the partition table on the disk with the new partition details.

Run the `udevadm settle` command. This command waits for the system to detect the new partition and to create the associated device file under the `/dev` directory. The prompt returns when the task is done.

```
[root@host ~]# udevadm settle
```

As an alternative to interactive mode, you can create a partition in a single command:

```
[root@host ~]# parted /dev/vdb mkpart primary xfs 2048s 1000MB
```

Create GPT Partitions

The GPT scheme also uses the `parted` command to create partitions. Specify the disk device to create the partition on.

As the `root` user, execute the `parted` command and specify the disk device name as an argument.

```
[root@host ~]# parted /dev/vdb
GNU Parted 3.4
Using /dev/vdb
Welcome to GNU Parted! Type 'help' to view a list of commands.
(parted)
```

Use the `mkpart` subcommand to begin creating the partition. With the GPT scheme, each partition is given a name.

```
(parted) mkpart
Partition name? []? userdata
```

Indicate the file-system type that you want to create on the partition, such as `xfs` or `ext4`. This value does not create the file system, but is a useful partition type label.

```
File system type? [ext2]? xfs
```

Specify the disk sector that the new partition starts on.

```
Start? 2048s
```

Specify the disk sector where the new partition should end, and exit `parted`. When you provide the end position, the `parted` command updates the GPT on the disk with the new partition details.

```
End? 1000MB
(parted) quit
Information: You may need to update /etc/fstab.

[root@host ~]#
```

Run the `udevadm settle` command. This command waits for the system to detect the new partition and to create the associated device file under the `/dev` directory. The prompt returns when the task is done.

```
[root@host ~]# udevadm settle
```

As an alternative to interactive mode, you can create a partition in a single command:

```
[root@host ~]# parted /dev/vdb mkpart userdata xfs 2048s 1000MB
```

Delete Partitions

The following instructions apply for both the MBR and GPT partitioning schemes. Specify the disk that contains the partition to remove.

Run the `parted` command with the disk device as the only argument.

```
[root@host ~]# parted /dev/vdb
GNU Parted 3.4
Using /dev/vdb
Welcome to GNU Parted! Type 'help' to view a list of commands.
(parted)
```

Identify the partition number of the partition to delete.

```
(parted) print
Model: Virtio Block Device (virtblk)
Disk /dev/vdb: 5369MB
Sector size (logical/physical): 512B/512B
Partition Table: gpt
Disk Flags:

Number  Start   End     Size   File system  Name          Flags
 1      1049kB  1000MB  999MB  xfs          userdata
```

Delete the partition, and exit `parted`. The `rm` subcommand immediately deletes the partition from the partition table on the disk.

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```
(parted) rm 1
(parted) quit
Information: You may need to update /etc/fstab.

[root@host ~]#
```

As an alternative to interactive mode, you can delete a partition in a single command:

```
[root@host ~]# parted /dev/vdb rm 1
```

Create File Systems

After a block device is created, the next step is to add a file system to it. Red Hat Enterprise Linux supports multiple file-system types, and XFS is the recommended default.

As the `root` user, use the `mkfs.xfs` command to apply an XFS file system to a block device. For an ext4 file system, use the `mkfs.ext4` command.

```
[root@host ~]# mkfs.xfs /dev/vdb1
meta-data=/dev/vdb1              isize=512    agcount=4, agsize=60992 blks
                                =          sectsz=512  attr=2, projid32bit=1
                                =          crc=1    finobt=1, sparse=1, rmapbt=0
                                =          reflink=1 bigtime=1 inobtcount=1
data     =          bsize=4096   blocks=243968, imaxpct=25
        =          sunit=0    swidth=0 blks
naming  =version 2              bsize=4096   ascii-ci=0, ftype=1
log      =internal log          bsize=4096   blocks=1566, version=2
        =          sectsz=512  sunit=0 blks, lazy-count=1
realtime =none                  extsz=4096   blocks=0, rtextents=0
```

Mount File Systems

After you add the file system, the last step is to mount the file system to a directory in the directory structure. When you mount a file system onto the directory hierarchy, user-space utilities can access or write files on the device.

Manually Mount File Systems

Use the `mount` command to manually attach a device to a *mount point* directory location. The `mount` command requires a device and mount point, and can include file-system mount options. File-system options customize the behavior of the file system.

```
[root@host ~]# mount /dev/vdb1 /mnt
```

You also use the `mount` command to view currently mounted file systems, the mount points, and their options.

```
[root@host ~]# mount | grep vdb1
/dev/vdb1 on /mnt type xfs (rw,relatime,seclabel,attr2,inode64,noquota)
```

Persistently Mount File Systems

Manually mounting a file system is a good way to verify that a formatted device is accessible and working as expected. However, when the server reboots, the system does not automatically mount the file system again.

To configure the system to automatically mount the file system during system boot, add an entry to the `/etc/fstab` file. This configuration file lists the file systems to mount at system boot.

The `/etc/fstab` file is a white-space-delimited file with six fields per line.

```
[root@host ~]# cat /etc/fstab

#
# /etc/fstab
# Created by anaconda on Thu Apr 5 12:05:19 2022
#
# Accessible filesystems, by reference, are maintained under '/dev/disk/'.
# See man pages fstab(5), findfs(8), mount(8) and/or blkid(8) for more info.
#
# After editing this file, run 'systemctl daemon-reload' to update systemd
# units generated from this file.
#
UUID=a8063676-44dd-409a-b584-68be2c9f5570    /          xfs    defaults    0 0
UUID=7a20315d-ed8b-4e75-a5b6-24ff9e1f9838    /dbdata    xfs    defaults    0 0
```

The first field specifies the device. This example uses a UUID to specify the device. File systems create and store the UUID in the partition super block at creation time. Alternatively, you could use the device file, such as `/dev/vdb1`.

The second field is the directory mount point, from which the block device is accessible in the directory structure. The mount point must exist; if not, create it with the `mkdir` command.

The third field contains the file-system type, such as `xfs` or `ext4`.

The fourth field is the comma-separated list of options to apply to the device. `defaults` is a set of commonly used options. The `mount(8)` man page documents the other available options.

The fifth field is used by the `dump` command to back up the device. Other backup applications do not usually use this field.

The last field, the `fsck` order field, determines whether the `fsck` command should be run at system boot to verify that the file systems are clean. The value in this field indicates the order in which `fsck` should run. For XFS file systems, set this field to `0`, because XFS does not use `fsck` to check its file-system status. For `ext4` file systems, set it to `1` for the root file system, and `2` for the other `ext4` file systems. By using this notation, the `fsck` utility processes the root file system first and then checks file systems on separate disks concurrently, and file systems on the same disk in sequence.

**Note**

An incorrect entry in `/etc/fstab` might render the machine non-bootable. Verify that an entry is valid by manually unmounting the new file system and then by using `mount /mountpoint` to read the `/etc/fstab` file, and remount the file system with that entry's mount options. If the `mount` command returns an error, then correct it before rebooting the machine.

Alternatively, use the `findmnt --verify` command to parse the `/etc/fstab` file for partition usability.

When you add or remove an entry in the `/etc/fstab` file, run the `systemctl daemon-reload` command, or reboot the server, to ensure that the `systemd` daemon loads and uses the new configuration.

```
[root@host ~]# systemctl daemon-reload
```

Red Hat recommends the use of UUIDs to persistently mount file systems, because block device names can change in certain scenarios, such as if a cloud provider changes the underlying storage layer of a virtual machine, or if disks are detected in a different order on a system boot. The block device file name might change, but the UUID remains constant in the file-system's super block.

Use the `lsblk --fs` command to scan the block devices that are connected to a machine and retrieve the file-system UUIDs.

```
[root@host ~]# lsblk --fs
  NAME   FSTYPE  FSVER  LABEL      UUID          FSAVAIL FSUSE% MOUNTPOINTS
  vda
  └─vda1
  └─vda2 xfs      boot    49dd...75fdf   312M    37%    /boot
  └─vda3 xfs      root    8a90...ce0da   4.8G    48%    /
```

**References**

`info parted (GNU Parted User Manual)`

`parted(8)`, `mkfs(8)`, `mount(8)`, `lsblk(8)`, and `fstab(5)` man pages

For more information, refer to the *Configuring and Managing File Systems* guide at https://access.redhat.com/documentation/en-us/red_hat_enterprise_linux/9/html-single/managing_file_systems/index

► Guided Exercise

Add Partitions, File Systems, and Persistent Mounts

In this exercise, you create a partition on a new storage device, format it with an XFS file system, configure it to mount at boot, and mount it for use.

Outcomes

- Use the `parted`, `mkfs.xfs`, and other commands to create a partition on a new disk, format it, and persistently mount it.

Before You Begin

As the `student` user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start storage-partitions
```

Instructions

► 1. Log in to `servera` as the `student` user and switch to the `root` user.

```
student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$ sudo -i
[sudo] password for student: student
[root@servera ~]#
```

► 2. Create an `msdos` disk label on the `/dev/vdb` device.

```
[root@servera ~]# parted /dev/vdb mklabel msdos
Information: You may need to update /etc/fstab.
```

► 3. Add a 1 GB primary partition. For proper alignment, start the partition at the sector 2048. Set the partition file-system type to XFS.

3.1. Use `parted` interactive mode to create the partition.

```
[root@servera ~]# parted /dev/vdb
GNU Parted 3.4
Using /dev/vdb
Welcome to GNU Parted! Type 'help' to view a list of commands.
(parted) mkpart
```

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```
Partition type? primary/extended? primary
File system type? [ext2]? xfs
Start? 2048s
End? 1001MB
(parted) quit
Information: You may need to update /etc/fstab.
```

Because the partition starts at the sector 2048, the previous command sets the end position to 1001 MB to get a partition size of 1000 MB (1 GB).

Alternatively, you can perform the same operation with the following non-interactive command: `parted /dev/vdb mkpart primary xfs 2048s 1001 MB`

- 3.2. Verify your work by listing the partitions on the `/dev/vdb` device.

```
[root@servera ~]# parted /dev/vdb print
Model: Virtio Block Device (virtblk)
Disk /dev/vdb: 5369MB
Sector size (logical/physical): 512B/512B
Partition Table: msdos
Disk Flags:

Number  Start   End     Size    Type      File system  Flags
 1      1049kB  1001MB  1000MB  primary
```

- 3.3. Run the `udevadm settle` command. This command waits for the system to register the new partition and returns when it is done.

```
[root@servera ~]# udevadm settle
```

► 4. Format the new partition with the XFS file system.

```
[root@servera ~]# mkfs.xfs /dev/vdb1
meta-data=/dev/vdb1              isize=512    agcount=4, agsize=61056 blks
                                =                      sectsz=512  attr=2, projid32bit=1
                                =                      crc=1      finobt=1, sparse=1, rmapbt=0
                                =                      reflink=1 bigtime=1 inobtcount=1
data     =                      bsize=4096   blocks=244224, imaxpct=25
                                =                      sunit=0    swidth=0 blks
naming   =version 2             bsize=4096   ascii-ci=0, ftype=1
log      =internal log          bsize=4096   blocks=1566, version=2
                                =                      sectsz=512  sunit=0 blks, lazy-count=1
realtime =none                  extsz=4096   blocks=0, rtextents=0
```

► 5. Configure the new file system to mount onto the `/archive` directory persistently.

- 5.1. Create the `/archive` directory.

```
[root@servera ~]# mkdir /archive
```

- 5.2. Discover the UUID of the `/dev/vdb1` device. The UUID in the output is probably different on your system.

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```
[root@servera ~]# lsblk --fs /dev/vdb
NAME   FSTYPE FSVER LABEL UUID                                     FSAVAIL FSUSE%
MOUNTPOINTS
vdb
└─vdb1 xfs            881e856c-37b1-41e3-b009-ad526e46d987
```

5.3. Add an entry to the `/etc/fstab` file. Replace the UUID with the one that you discovered from the previous step.

```
...output omitted...
UUID=881e856c-37b1-41e3-b009-ad526e46d987 /archive xfs defaults 0 0
```

5.4. Update the `systemd` daemon for the system to register the new `/etc/fstab` file configuration.

```
[root@servera ~]# systemctl daemon-reload
```

5.5. Mount the new file system with the new entry in the `/etc/fstab` file.

```
[root@servera ~]# mount /archive
```

5.6. Verify that the new file system is mounted onto the `/archive` directory.

```
[root@servera ~]# mount | grep /archive
/dev/vdb1 on /archive type xfs
(rw,relatime,seclabel,attr2,inode64,logbufs=8,logbsize=32k,noquota)
```

► 6. Reboot `servera`. After the server rebooted, log in and verify that the `/dev/vdb1` device is mounted on the `/archive` directory. When done, log out from `servera`.

6.1. Reboot `servera`.

```
[root@servera ~]# systemctl reboot
Connection to servera closed by remote host.
Connection to servera closed.
[student@workstation ~]$
```

6.2. Wait for `servera` to reboot and log in as the `student` user.

```
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$
```

6.3. Verify that the `/dev/vdb1` device is mounted on the `/archive` directory.

```
[student@servera ~]$ mount | grep /archive
/dev/vdb1 on /archive type xfs
(rw,relatime,seclabel,attr2,inode64,logbufs=8,logbsize=32k,noquota)
```

6.4. Return to the workstation machine as the student user.

```
[student@servera ~]$ exit  
logout  
Connection to servera closed.  
[student@workstation ~]$
```

Finish

On the workstation machine, change to the student user home directory and use the `lab` command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish storage-partitions
```

This concludes the section.

Manage Swap Space

Objectives

Create and manage swap spaces to supplement physical memory.

Swap Space Concepts

A swap space is an area of a disk under the control of the Linux kernel memory management subsystem. The kernel uses swap space to supplement the system RAM by holding inactive pages in memory. A system's *virtual memory* encompasses the combined system RAM and swap space.

When the memory usage on a system exceeds a defined limit, the kernel searches through RAM to look for idle memory pages that are assigned to processes. The kernel writes the idle pages to the swap area and reassigns the RAM pages to other processes. If a program requires access to a page on disk, then the kernel locates another idle page of memory, writes it to disk, and recalls the needed page from the swap area.

Because swap areas reside on disk, swap is slow when compared with RAM. Although swap space augments system RAM, do not consider swap space as a sustainable solution for insufficient RAM for your workload.

Swap Space Calculation

Administrators should size the swap space based on the memory workload on the system. Application vendors sometimes provide recommendations for calculating swap space. The following table provides guidance based on the total physical memory.

RAM and Swap Space Recommendations

RAM	Swap space	Swap space if allowing for hibernation
2 GB or less	Twice the RAM	Three times the RAM
Between 2 GB and 8 GB	Same as RAM	Twice the RAM
Between 8 GB and 64 GB	At least 4 GB	1.5 times the RAM
More than 64 GB	At least 4 GB	Hibernation is not recommended

The laptop and desktop hibernation function uses the swap space to save the RAM contents before powering off the system. When you turn the system back on, the kernel restores the RAM contents from the swap space and does not need a complete boot. For those systems, the swap space must be greater than the amount of RAM.

The Knowledgebase article in References at the end of this section gives more guidance about sizing the swap space.

Create Swap Space

To create a swap space, you need to perform the following steps:

- Create a partition with a file-system type of `linux-swap`.
- Place a swap signature on the device.

Create a Swap Partition

Use the `parted` command to create a partition of the appropriate size and set its file-system type to `linux-swap`. In the past, tools determined from the partition file-system type whether to activate the device; however, that requirement is no longer the case. Even though utilities no longer use the partition file-system type, administrators can quickly determine the partition's purpose from that type.

The following example creates a 256 MB partition.

```
[root@host ~]# parted /dev/vdb
GNU Parted 3.4
Using /dev/vdb
Welcome to GNU Parted! Type 'help' to view a list of commands.
(parted) print
Model: Virtio Block Device (virtblk)
Disk /dev/vdb: 5369MB
Sector size (logical/physical): 512B/512B
Partition Table: gpt
Disk Flags:

Number  Start   End     Size    File system  Name  Flags
 1      1049kB  1001MB  1000MB          data

(parted) mkpart
Partition name?  []? swap1
File system type? [ext2]? linux-swap
Start? 1001MB
End? 1257MB
(parted) print
Model: Virtio Block Device (virtblk)
Disk /dev/vdb: 5369MB
Sector size (logical/physical): 512B/512B
Partition Table: gpt
Disk Flags:

Number  Start   End     Size    File system  Name  Flags
 1      1049kB  1001MB  1000MB          data
 2      1001MB  1257MB  256MB   linux-swap(v1)  swap1

(parted) quit
Information: You may need to update /etc/fstab.

[root@host ~]#
```

After creating the partition, run the `udevadm settle` command. This command waits for the system to detect the new partition and to create the associated device file in the `/dev` directory. The command returns only when it is finished.

```
[root@host ~]# udevadm settle
```

Format Swap Space

The `mkswap` command applies a swap signature to the device. Unlike other formatting utilities, the `mkswap` command writes a single block of data at the beginning of the device, leaving the rest of the device unformatted so that the kernel can use it for storing memory pages.

```
[root@host ~]# mkswap /dev/vdb2
Setting up swap space version 1, size = 244 MiB (255848448 bytes)
no label, UUID=39e2667a-9458-42fe-9665-c5c854605881
```

Activate Swap Space

You can use the `swapon` command to activate a formatted swap space.

Use `swapon` with the device as a parameter, or use `swapon -a` to activate all the listed swap spaces in the `/etc/fstab` file. Use the `swapon --show` and `free` commands to inspect the available swap spaces.

```
[root@host ~]# free
              total        used        free      shared  buff/cache   available
Mem:       1873036      134688      1536436        16748      201912      1576044
Swap:          0          0          0
[root@host ~]# swapon /dev/vdb2
[root@host ~]# free
              total        used        free      shared  buff/cache   available
Mem:       1873036      135044      1536040        16748      201952      1575680
Swap:      249852          0      249852
```

You can deactivate a swap space with the `swapoff` command. If pages are written to the swap space, then the `swapoff` command tries to move those pages to other active swap spaces or back into memory. If the `swapoff` command cannot write data to other places, then it fails with an error, and the swap space stays active.

Activate Swap Space Persistently

Create an entry in the `/etc/fstab` file to ensure an active swap space at system boot. The following example shows a typical line in the `/etc/fstab` file based on the previously created swap space.

```
UUID=39e2667a-9458-42fe-9665-c5c854605881  swap  swap  defaults  0 0
```

The example uses the UUID as the first field. When you format the device, the `mkswap` command displays that UUID. If you lost the output of `mkswap`, then use the `lsblk --fs` command. As an alternative, you can use the device name in the first field.

The second field is typically reserved for the mount point. However, for swap devices, which are not accessible through the directory structure, this field takes the `swap` placeholder value. The `fstab(5)` man page uses a `none` placeholder value; however, a `swap` value gives more informative error messages if something goes wrong.

The third field is the file-system type. The file-system type for swap space is `swap`.

The fourth field is for options. The example uses the `defaults` option. The `defaults` option includes the `auto` mount option, which activates the swap space automatically at system boot.

The final two fields are the `dump` flag and `fsck` order. Swap spaces do not require backing up or file-system checking, and so these fields should be set to zero.

When you add or remove an entry in the `/etc/fstab` file, run the `systemctl daemon-reload` command, or reboot the server, for `systemd` to register the new configuration.

```
[root@host ~]# systemctl daemon-reload
```

Set Swap Space Priority

By default, the system uses swap spaces in series, meaning that the kernel uses the first activated swap space until it is full, and then it starts using the second swap space. You can instead define a priority for each swap space to force a particular order.

To set the priority, use the `pri` option in the `/etc/fstab` file. The kernel uses the swap space with the highest priority first. The default priority is `-2`.

The following example shows three defined swap spaces in the `/etc/fstab` file. The kernel uses the last entry first, because its priority is set to `10`. When that space is full, it uses the second entry, because its priority is set to `4`. Finally, it uses the first entry, which has a default priority of `-2`.

```
UUID=af30cbb0-3866-466a-825a-58889a49ef33    swap    swap    defaults  0 0
UUID=39e2667a-9458-42fe-9665-c5c854605881    swap    swap    pri=4      0 0
UUID=fb7fa60-b781-44a8-961b-37ac3ef572bf    swap    swap    pri=10     0 0
```

Use the `swapon - - show` command to display the swap space priorities.

When swap spaces have the same priority, the kernel writes to them in a round-robin fashion.



References

`mkswap(8)`, `swapon(8)`, `swapoff(8)`, `mount(8)`, and `parted(8)` man pages

Knowledgebase: What Is the Recommended Swap Size for Red Hat Platforms?

<https://access.redhat.com/solutions/15244>

► Guided Exercise

Manage Swap Space

In this exercise, you create and format a partition for use as swap space, format it as swap, and activate it persistently.

Outcomes

- Create a partition and a swap space on a disk by using the GPT partitioning scheme.

Before You Begin

As the student user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start storage-swap
```

Instructions

► 1. Log in to `servera` as the `student` user and switch to the `root` user.

```
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$ sudo -i
[sudo] password for student: student
[root@servera ~]#
```

► 2. Inspect the `/dev/vdb` disk. The disk already has a partition table and uses the GPT partitioning scheme. Also, it has an existing 1 GB partition.

```
[root@servera ~]# parted /dev/vdb print
Model: Virtio Block Device (virtblk)
Disk /dev/vdb: 5369MB
Sector size (logical/physical): 512B/512B
Partition Table: gpt
Disk Flags:

Number  Start   End     Size   File system  Name  Flags
 1      1049kB 1001MB 1000MB          data
```

► 3. Add a new partition of 500 MB for use as swap space. Set the partition type to `linux-swap`.

3.1. Create the `myswap` partition. Because the disk uses the GPT partitioning scheme, you must give a name to the partition. Notice that the start position, 1001 MB, is the end of the existing first partition. The `parted` command ensures that the

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new partition immediately follows the previous one, without any gap. Because the partition starts at the 1001 MB position, the command sets the end position to 1501 MB to get a partition size of 500 MB.

```
[root@servera ~]# parted /dev/vdb mkpart myswap linux-swap \
1001MB 1501MB
Information: You may need to update /etc/fstab.
```

- 3.2. Verify your work by listing the partitions on the /dev/vdb disk. The size of the new partition is not exactly 500 MB. The difference in size is because the `parted` command must align the partition with the disk layout.

```
[root@servera ~]# parted /dev/vdb print
Model: Virtio Block Device (virtblk)
Disk /dev/vdb: 5369MB
Sector size (logical/physical): 512B/512B
Partition Table: gpt
Disk Flags:

Number  Start   End     Size   File system  Name   Flags
 1      1049kB  1001MB  1000MB  data
 2      1001MB  1501MB  499MB   myswap  swap
```

- 3.3. Run the `udevadm settle` command. This command waits for the system to register the new partition and returns when it is done.

```
[root@servera ~]# udevadm settle
```

► 4. Initialize the new partition as swap space.

```
[root@servera ~]# mkswap /dev/vdb2
Setting up swapspace version 1, size = 476 MiB (499118080 bytes)
no label, UUID=cb7f71ca-ee82-430e-ad4b-7dda12632328
```

► 5. Enable the new swap space.

- 5.1. Verify that creating and initializing the swap space does not yet enable it for use.

```
[root@servera ~]# swapon --show
```

- 5.2. Enable the new swap space.

```
[root@servera ~]# swapon /dev/vdb2
```

- 5.3. Verify that the new swap space is now available.

```
[root@servera ~]# swapon --show
NAME      TYPE      SIZE USED PRIO
/dev/vdb2 partition 476M   0B   -2
```

- 5.4. Disable the swap space.

```
[root@servera ~]# swapoff /dev/vdb2
```

5.5. Confirm that the swap space is disabled.

```
[root@servera ~]# swapon --show
```

► 6. Enable the new swap space at system boot.

6.1. Use the `lsblk` command with the `--fs` option to discover the UUID of the `/dev/vdb2` device. The UUID in the output will be different on your system.

```
[root@servera ~]# lsblk --fs /dev/vdb2
NAME FSTYPE FSVER LABEL UUID                                     FSAVAIL FSUSE%
MOUNTPOINTS
vdb2 swap    1          762735cb-a52a-4345-9ed0-e3a68aa8bb97
```

6.2. Add an entry to the `/etc/fstab` file. In the following command, replace the UUID with the one that you discovered from the previous step.

```
...output omitted...
UUID=762735cb-a52a-4345-9ed0-e3a68aa8bb97  swap  swap  defaults  0 0
```

6.3. Update the `systemd` daemon for the system to register the new `/etc/fstab` file configuration.

```
[root@servera ~]# systemctl daemon-reload
```

6.4. Enable the swap space by using the entry in the `/etc/fstab` file.

```
[root@servera ~]# swapon -a
```

6.5. Verify that the new swap space is enabled.

```
[root@servera ~]# swapon --show
NAME      TYPE      SIZE USED PRIO
/dev/vdb2  partition 476M   0B   -2
```

► 7. Reboot the `servera` machine. After the server reboots, log in and verify that the swap space is enabled. When done, log out from `servera`.

7.1. Reboot the `servera` machine.

```
[root@servera ~]# systemctl reboot
Connection to servera closed by remote host.
Connection to servera closed.
[student@workstation ~]$
```

7.2. Wait for `servera` to reboot and log in as the `student` user.

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```
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$
```

7.3. Verify that the swap space is enabled.

```
[student@servera ~]# swapon --show
NAME      TYPE      SIZE USED PRIO
/dev/vdb2  partition 476M   0B   -2
```

7.4. Return to the workstation machine as the student user.

```
[student@servera ~]$ exit
logout
Connection to servera closed.
[student@workstation ~]$
```

Finish

On the workstation machine, change to the student user home directory and use the `lab` command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish storage-swap
```

This concludes the section.

▶ Lab

Manage Basic Storage

In this lab, you create several partitions on a new disk, formatting some with file systems and mounting them, and activating others as swap spaces.

Outcomes

- Display and create partitions with the `parted` command.
- Create file systems on partitions and persistently mount them.
- Create swap spaces and activate them at boot.

Before You Begin

As the `student` user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start storage-review
```

Instructions

1. The `serverb` machine has several unused disks. On the first unused disk, create a 2 GB GPT backup partition. Because it is difficult to set an exact size, a size between 1.8 GB and 2.2 GB is acceptable. Configure the backup partition to host an XFS file system.
2. Format the 2 GB backup partition with an XFS file system and persistently mount it to the `/backup` directory.
3. On the same disk, create two 512 MB GPT partitions called `swap1` and `swap2`. A size between 460 MB and 564 MB is acceptable. Configure the file-system types of the partitions to host swap spaces.
4. Initialize the two 512 MiB partitions as swap spaces and configure them to activate at boot. Set the swap space on the `swap2` partition to be preferred over the other.
5. To verify your work, reboot the `serverb` machine. Confirm that the system automatically mounts the first partition onto the `/backup` directory. Also, confirm that the system activates the two swap spaces.

Evaluation

As the `student` user on the `workstation` machine, use the `lab` command to grade your work. Correct any reported failures and rerun the command until successful.

```
[student@workstation ~]$ lab grade storage-review
```

Finish

On the **workstation** machine, change to the **student** user home directory and use the **lab** command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish storage-review
```

This concludes the section.

► Solution

Manage Basic Storage

In this lab, you create several partitions on a new disk, formatting some with file systems and mounting them, and activating others as swap spaces.

Outcomes

- Display and create partitions with the `parted` command.
- Create file systems on partitions and persistently mount them.
- Create swap spaces and activate them at boot.

Before You Begin

As the `student` user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start storage-review
```

Instructions

1. The `serverb` machine has several unused disks. On the first unused disk, create a 2 GB GPT backup partition. Because it is difficult to set an exact size, a size between 1.8 GB and 2.2 GB is acceptable. Configure the backup partition to host an XFS file system.
 - 1.1. Log in to `serverb` as the `student` user and switch to the `root` user.

```
[student@workstation ~]$ ssh student@serverb
...output omitted...
[student@serverb ~]$ sudo -i
[sudo] password for student: student
[root@serverb ~]#
```

- 1.2. Identify the unused disks. The first unused disk, `/dev/vdb`, does not have any partitions.

```
[root@serverb ~]# lsblk
NAME  MAJ:MIN RM  SIZE RO TYPE MOUNTPOINTS
vda   252:0    0   10G  0 disk
└─vda1 252:1    0   1M  0 part
└─vda2 252:2    0 200M  0 part /boot/efi
└─vda3 252:3    0 500M  0 part /boot
└─vda4 252:4    0  9.3G 0 part /
vdb   252:16   0    5G  0 disk
vdc   252:32   0    5G  0 disk
vdd   252:48   0    5G  0 disk
```

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13. Confirm that the /dev/vdb disk has no label.

```
[root@serverb ~]# parted /dev/vdb print
Error: /dev/vdb: unrecognised disk label
Model: Virtio Block Device (virtblk)
Disk /dev/vdb: 5369MB
Sector size (logical/physical): 512B/512B
Partition Table: unknown
Disk Flags:
```

14. Define the GPT partitioning scheme.

```
[root@serverb ~]# parted /dev/vdb mklabel gpt
Information: You may need to update /etc/fstab.
```

15. Create the 2 GB backup partition with an xfs file-system type. Start the partition at sector 2048.

```
[root@serverb ~]# parted /dev/vdb mkpart backup xfs 2048s 2GB
Information: You may need to update /etc/fstab.
```

16. Confirm the creation of the backup partition.

```
[root@serverb ~]# parted /dev/vdb print
Model: Virtio Block Device (virtblk)
Disk /dev/vdb: 5369MB
Sector size (logical/physical): 512B/512B
Partition Table: gpt
Disk Flags:

Number  Start   End     Size    File system  Name     Flags
 1      1049kB  2000MB  1999MB  xfs        backup
```

17. Run the `udevadm settle` command. This command waits for the system to detect the new partition and to create the /dev/vdb1 device file.

```
[root@serverb ~]# udevadm settle
```

2. Format the 2 GB backup partition with an XFS file system and persistently mount it to the /backup directory.

- 2.1. Format the /dev/vdb1 partition.

```
[root@serverb ~]# mkfs.xfs /dev/vdb1
meta-data=/dev/vdb1              isize=512    agcount=4, agsize=121984 blks
                                =          sectsz=512  attr=2, projid32bit=1
                                =          crc=1      finobt=1, sparse=1, rmapbt=0
                                =          reflink=1 bigtime=1 inobtcount=1
data     =          bsize=4096   blocks=487936, imaxpct=25
                                =          sunit=0    swidth=0 blks
naming   =version 2              bsize=4096   ascii-ci=0, ftype=1
```

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```
log      =internal log          bsize=4096  blocks=2560, version=2
        =
realtime =none                sectsz=512   sunit=0 blks, lazy-count=1
                                extsz=4096  blocks=0, rtextents=0
```

2.2. Create the `/backup` mount point.

```
[root@serverb ~]# mkdir /backup
```

2.3. Before adding the new file system to the `/etc/fstab` file, retrieve its UUID. The UUID on your system might be different.

```
[root@serverb ~]# lsblk --fs /dev/vdb1
NAME FSTYPE FSVER LABEL UUID                                     FSAVAIL FSUSE%
MOUNTPOINTS
vdb1 xfs          f74ed805-b1fc-401a-a5ee-140f97c6757d
```

2.4. Edit the `/etc/fstab` file and define the new file system.

```
[root@serverb ~]# vim /etc/fstab
...output omitted...
UUID=f74ed805-b1fc-401a-a5ee-140f97c6757d  /backup  xfs  defaults  0 0
```

2.5. Force the `systemd` daemon to reread the `/etc/fstab` file.

```
[root@serverb ~]# systemctl daemon-reload
```

2.6. Manually mount the `/backup` directory to verify your work. Confirm that the mount is successful.

```
[root@serverb ~]# mount /backup
[root@serverb ~]# mount | grep /backup
/dev/vdb1 on /backup type xfs
(rw,relatime,seclabel,attr2,inode64,logbufs=8,logbsize=32k,noquota)
```

3. On the same disk, create two 512 MB GPT partitions called `swap1` and `swap2`. A size between 460 MB and 564 MB is acceptable. Configure the file-system types of the partitions to host swap spaces.

3.1. Retrieve the end position of the first partition by displaying the current partition table on the `/dev/vdb` disk. In the next step, you use that value as the start of the `swap1` partition.

```
[root@serverb ~]# parted /dev/vdb print
Model: Virtio Block Device (virtblk)
Disk /dev/vdb: 5369MB
Sector size (logical/physical): 512B/512B
Partition Table: gpt
Disk Flags:

Number  Start   End     Size    File system  Name     Flags
 1      1049kB  2000MB  1999MB  xfs          backup
```

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3.2. Create the first 512 MB swap1 partition. Set its type to `linux-swap`. Use the end position of the first partition as the starting point. The end position is 2000 MB + 512 MB = 2512 MB

```
[root@serverb ~]# parted /dev/vdb mkpart swap1 linux-swap 2000M 2512M
Information: You may need to update /etc/fstab.
```

3.3. Create the second 512 MB swap2 partition. Set its type to `linux-swap`. Use the end position of the previous partition as the starting point: 2512M. The end position is 2512 MB + 512 MB = 3024 MB

```
[root@serverb ~]# parted /dev/vdb mkpart swap2 linux-swap 2512M 3024M
Information: You may need to update /etc/fstab.
```

3.4. Display the partition table to verify your work.

```
[root@serverb ~]# parted /dev/vdb print
Model: Virtio Block Device (virtblk)
Disk /dev/vdb: 5369MB
Sector size (logical/physical): 512B/512B
Partition Table: gpt
Disk Flags:

Number  Start   End     Size   File system  Name     Flags
 1      1049kB  2000MB  1999MB  xfs          backup
 2      2000MB  2512MB  513MB   swap1        swap
 3      2512MB  3024MB  512MB   swap2        swap
```

3.5. Run the `udevadm settle` command. The command waits for the system to register the new partitions and to create the device files.

```
[root@serverb ~]# udevadm settle
```

4. Initialize the two 512 MiB partitions as swap spaces and configure them to activate at boot. Set the swap space on the swap2 partition to be preferred over the other.

4.1. Use the `mkswap` command to initialize the swap partitions. Note the UUIDs of the two swap spaces, because you will use that information in the next step. If you clear the `mkswap` output, then use the `lsblk --fs` command to retrieve the UUIDs.

```
[root@serverb ~]# mkswap /dev/vdb2
Setting up swap space version 1, size = 489 MiB (512749568 bytes)
no label, UUID=87976166-4697-47b7-86d1-73a02f0fc803
[root@serverb ~]# mkswap /dev/vdb3
Setting up swap space version 1, size = 488 MiB (511700992 bytes)
no label, UUID=4d9b847b-98e0-4d4e-9ef7-dfaaf736b942
```

4.2. Edit the `/etc/fstab` file and define the new swap spaces. To set the swap space on the swap2 partition to be preferred over the swap1 partition, give the swap2 partition a higher priority with the `pri` option.

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```
[root@serverb ~]# vim /etc/fstab
...output omitted...
UUID=a3665c6b-4bfb-49b6-a528-74e268b058dd  /backup xfs  defaults  0 0
UUID=87976166-4697-47b7-86d1-73a02f0fc803  swap    swap  pri=10    0 0
UUID=4d9b847b-98e0-4d4e-9ef7-dfaaf736b942  swap    swap  pri=20    0 0
```

4.3. Force the systemd daemon to reread the /etc/fstab file.

```
[root@serverb ~]# systemctl daemon-reload
```

4.4. Activate the new swap spaces. Verify the correct activation of the swap spaces.

```
[root@serverb ~]# swapon -a
[root@serverb ~]# swapon --show
NAME      TYPE      SIZE USED PRIO
/dev/vdb2  partition 489M   0B   10
/dev/vdb3  partition 488M   0B   20
```

5. To verify your work, reboot the serverb machine. Confirm that the system automatically mounts the first partition onto the /backup directory. Also, confirm that the system activates the two swap spaces.

5.1. Reboot serverb.

```
[root@serverb ~]# systemctl reboot
Connection to serverb closed by remote host.
Connection to serverb closed.
[student@workstation ~]$
```

5.2. Wait for serverb to boot and then log in as the student user.

```
[student@workstation ~]$ ssh student@serverb
...output omitted...
[student@serverb ~]$
```

5.3. Verify that the system automatically mounts the /dev/vdb1 partition onto the /backup directory.

```
[student@serverb ~]$ mount | grep /backup
/dev/vdb1 on /backup type xfs (rw,relatime,seclabel,attr2,inode64,noquota)
```

5.4. Verify that the system activates both swap spaces.

```
[student@serverb ~]$ swapon --show
NAME      TYPE      SIZE USED PRIO
/dev/vdb2  partition 489M   0B   10
/dev/vdb3  partition 488M   0B   20
```

5.5. Return to the workstation machine as the student user.

```
[student@serverb ~]$ exit
logout
Connection to serverb closed.
[student@workstation ~]$
```

Evaluation

As the student user on the workstation machine, use the `lab` command to grade your work. Correct any reported failures and rerun the command until successful.

```
[student@workstation ~]$ lab grade storage-review
```

Finish

On the workstation machine, change to the student user home directory and use the `lab` command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish storage-review
```

This concludes the section.

Summary

- The `parted` command adds, modifies, and removes partitions on disks with the MBR or the GPT partitioning scheme.
- The `mkfs.xfs` command creates XFS file systems on disk partitions.
- The `/etc/fstab` file contains devices that must be persistently mounted.
- The `mkswap` command initializes swap spaces.

Chapter 6

Manage Storage Stack

Goal

Create and manage logical volumes that contain file systems or swap spaces from the command line.

Objectives

- Describe logical volume manager components and concepts, and implement LVM storage and display LVM component information.
- Analyze the multiple storage components that make up the layers of the storage stack.

Sections

- Create and Extend Logical Volumes (and Guided Exercise)
- Manage Layered Storage (and Guided Exercise)

Lab

Manage Storage Stack

Create and Extend Logical Volumes

Objectives

Describe logical volume manager components and concepts, and implement LVM storage and display LVM component information.

Logical Volume Manager Overview

Use the *Logical Volume Manager (LVM)* system to create logical storage volumes as a layer on the physical storage. This storage system provides greater flexibility than using physical storage directly. LVM hides the hardware storage configuration from the software and enables you to resize volumes without stopping applications or unmounting file systems. LVM provides comprehensive command-line tools to manage storage.

Physical devices

Logical volumes use physical devices for storing data. These devices might be disk partitions, whole disks, RAID arrays, or SAN disks. You must initialize the device as LVM physical volume. An LVM physical volume must use the entire physical device.

Physical Volumes (PVs)

LVM uses the underlying physical device as the LVM physical volume. LVM tools segment the physical volumes into *Physical Extents (PEs)* to form small chunks of data that act as the smallest storage block on a PV.

Volume Groups (VGs)

Volume groups are storage pools made from one or more PVs. It is the functional equivalent of a whole disk compared to physical storage. A PV must only be allocated to a single VG. LVM sets the PE size automatically, although it is possible to specify it. A VG might consist of unused space and several logical volumes.

Logical Volumes (LVs)

Logical volumes are created from free physical extents in a VG and provided as the storage device for applications, users, and operating systems. LVs are a collection of *Logical Extents (LEs)*, which map to physical extents. By default, each LE gets mapped to one PE. Setting specific LV options changes this mapping; for example, mirroring causes each LE to map to two PEs.

Logical Volume Manager Workflow

Creating LVM storage requires building structures in a logical workflow.

- Determine the physical devices used for creating physical volumes, and initialize these devices as LVM physical volumes.
- Create a volume group from multiple physical volumes.
- Create the logical volumes from the available space in the volume group.
- Format the logical volume with a file system and mount it, or activate it as swap space, or pass the raw volume to a database or storage server for advanced structures.

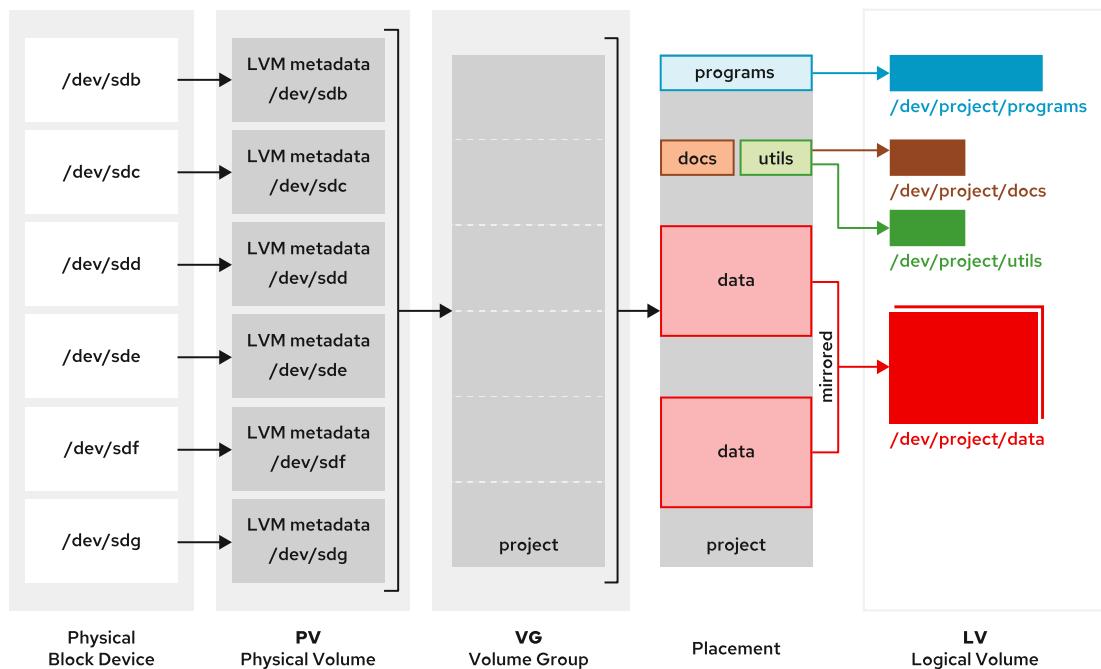


Figure 6.1: Logical Volume Manager workflow

**Note**

The examples here use a /dev/vdb device name and its storage partitions. The device names on your classroom system may be different. Use the `lsblk`, `blkid`, or `cat /proc/partitions` commands to identify your system's devices.

Build LVM Storage

Creating a logical volume involves creating physical device partitions, physical volumes, and volume groups. After creating an LV, format the volume and mount it to access it as storage.

Prepare Physical Devices

Partitioning is optional when already present. Use the `parted` command to create a new partition on the physical device. Set the physical device to the Linux LVM partition type. Use the `udevadm settle` command to register the new partition with the kernel.

```
[root@host ~]# parted /dev/vdb mklabel gpt mkpart primary 1MiB 769MiB
...output omitted...
[root@host ~]# parted /dev/vdb mkpart primary 770MiB 1026MiB
[root@host ~]# parted /dev/vdb set 1 lvm on
[root@host ~]# parted /dev/vdb set 2 lvm on
[root@host ~]# udevadm settle
```

Create Physical Volumes

Use the `pvcreate` command to label the physical partition as an LVM physical volume. Label multiple devices simultaneously by using space-delimited device names as arguments to the `pvcreate` command. This example labels the /dev/vdb1 and /dev/vdb2 devices as PVs that are ready for creating volume groups.

```
[root@host ~]# pvcreate /dev/vdb1 /dev/vdb2
Physical volume "/dev/vdb1" successfully created.
Physical volume "/dev/vdb2" successfully created.
Creating devices file /etc/lvm/devices/system.devices
```

Create a Volume Group

The `vgcreate` command builds one or more physical volumes into a volume group. The first argument is a volume group name, followed by one or more physical volumes to allocate to this VG. This example creates the `vg01` VG using the `/dev/vdb1` and `/dev/vdb2` PVs.

```
[root@host ~]# vgcreate vg01 /dev/vdb1 /dev/vdb2
Volume group "vg01" successfully created
```

Create a Logical Volume

The `lvcreate` command creates a new logical volume from the available PEs in a volume group. Use the `lvcreate` command to set the LV name and size and the VG name that will contain this logical volume. This example creates `lv01` LV with 700 MiB in size in the `vg01` VG.

```
[root@host ~]# lvcreate -n lv01 -L 300M vg01
Logical volume "lv01" created.
```

This command might fail if the volume group does not have sufficient free physical extents. The LV size rounds up to the next value of PE size when the size does not exactly match.

The `lvcreate` command `-L` option requires sizes in bytes, mebibytes (binary megabytes, 1048576 bytes), and gibibytes (binary gigabytes), or similar. The lower case `-l` requires sizes specified as a number of physical extents. The following commands are two choices for creating the same LV with the same size:

- `lvcreate -n lv01 -L 128M vg01` : create an LV of size 128 MiB, rounded to the next PE.
- `lvcreate -n lv01 -l 32 vg01` : create an LV of size 32 PEs at 4 MiB each is 128 MiB.

Create a Logical Volume with Deduplication and Compression

RHEL 9 uses an LVM VDO implementation for managing VDO volumes. The previous python-based VDO management tools are still available but are no longer needed.

The *Virtual Data Optimizer* (VDO) provides in-line block-level deduplication, compression, and thin provisioning for storage. Configure a VDO volume to use up to 256 TB of physical storage. Manage VDO as a type of LVM logical volume (LVs), similar to LVM thinly provisioned volumes. An LVM VDO is composed of two logical volumes:

VDO pool LV

This LV stores, deduplicates, and compresses data and sets the size of the VDO volume backed by the physical device. VDO is deduplicated and compresses each VDO LV separately because each VDO pool LV can hold only one VDO LV.

VDO LV

A virtual device is provisioned on top of the VDO pool LV and sets the logical size of the VDO volume storing the data before deduplication and compression occur.

Chapter 6 | Manage Storage Stack

LVM VDO presents the deduplicated storage as a regular logical volume (LV). The VDO volume can be formatted with a standard file systems, shared as a block device, or used to build other storage layers, the same as any normal logical volume.

To be able to use VDO deduplication and compression, install the `vdo` and `kmod-kvdo` packages.

```
[root@host ~]# dnf install vdo kmod-kvdo
```

Verify that the selected LVM volume group has sufficient free storage capacity. Use the `lvcreate` command with the `--type vdo` parameter to create a VDO LV.

```
[root@host ~]# lvcreate --type vdo --name vdo-lv01 --size 5G vg01
Logical blocks defaulted to 523108 blocks.
The VDO volume can address 2 GB in 1 data slab.
It can grow to address at most 16 TB of physical storage in 8192 slabs.
If a larger maximum size might be needed, use bigger slabs.
Logical volume "vdo-lv01" created.
```

Create a File System on the Logical Volume

Specify the logical volume by using either the `/dev/vgname/lvname` traditional name, or the `/dev/mapper/_vgname-lvname_` kernel device mapper name.

Use the `mkfs` command to create a file system on the new logical volume.

```
[root@host ~]# mkfs -t xfs /dev/vg01/lv01
...output omitted...
```

Create a mount point using the `mkdir` command.

```
[root@host ~]# mkdir /mnt/data
```

To make the file system available persistently, add an entry to the `/etc/fstab` file.

```
/dev/vg01/lv01 /mnt/data xfs defaults 0 0
```

Mount the LV by using the `mount` command.

```
[root@host ~]# mount /mnt/data/
```



Note

You can mount a logical volume by name or by UUID because LVM parses the PVs looking for the UUID. This behavior is successful even when the VG was created using a name, because the PV will always contain a UUID.

Display LVM Component Status

LVM provides various utilities to display the status information of PV, VG, and LV. Use the `pvdisplay`, `vgdisplay`, and `lvdisplay` commands to show the status information of the LVM components.

The associated `pvs`, `vgs`, and `lvs` commands are commonly used and show a subset of the status information, with one line for each entity.

Display Physical Volume Information

The `pvdisplay` command displays information about the PVs. Use the command without arguments to list information of all PVs present on the system. Providing the name of the PV as the argument to the command shows the information specific to the PV.

```
[root@host ~]# pvdisplay /dev/vdb1
--- Physical volume ---
PV Name          /dev/vdb1          ①
VG Name          vg01              ②
PV Size          731.98 MiB / not usable 3.98 MiB ③
Allocatable      yes
PE Size          4.00 MiB          ④
Total PE         182
Free PE          107              ⑤
Allocated PE     75
PV UUID          zP0gD9-NxTV-Qtoi-yfQD-TGpL-0Yj0-wExh2N
```

- ① PV Name shows the device name.
- ② VG Name shows the volume group where the PV is allocated.
- ③ PV Size shows the physical size of the PV, including unusable space.
- ④ PE Size shows the physical extent size.
- ⑤ Free PE shows the PE size available in the VG to create new LVs or extend existing LVs.

Display Volume Group Information

The `vgdisplay` command shows the information about volume groups. To list information about all VGs, use the command without arguments. Provide the name of the VG as an argument to list information specific to the VG.

```
[root@host ~]# vgdisplay vg01
--- Volume group ---
VG Name          vg01          ①
System ID
Format          lvm2
Metadata Areas  2
Metadata Sequence No 2
VG Access       read/write
VG Status       resizable
MAX LV          0
Cur LV          1
Open LV          1
```

Max PV	0	
Cur PV	2	
Act PV	2	
VG Size	1012.00 MiB	❷
PE Size	4.00 MiB	
Total PE	253	❸
Alloc PE / Size	75 / 300.00 MiB	
Free PE / Size	178 / 712.00 MiB	❹
VG UUID	jK5M1M-Yv1k-kxU2-bxmS-dNjQ-Bs3L-DRlJNc	

- ❶ VG Name shows the name of the volume group.
- ❷ VG Size displays the total size of the storage pool available for LV allocation.
- ❸ Total PE shows the total size of PE units.
- ❹ Free PE / Size shows the available space in the VG to create new LVs or extend existing LVs.

Display Logical Volume Information

The `lvdisplay` command displays information about logical volumes. Use the command without arguments to list information of all LVs. Providing the name of the LV as an argument displays the information specific to the LV.

[root@host ~]# lvdisplay /dev/vg01/lv01		
--- Logical volume ---		
LV Path	/dev/vg01/lv01	❶
LV Name	lv01	
VG Name	vg01	❷
LV UUID	FVmNel-u25R-dt3p-C5L6-VP2w-QRNP-scqrbq	
LV Write Access	read/write	
LV Creation host, time	servera.lab.example.com, 2022-04-07 10:45:34 -0400	
LV Status	available	
# open	1	
LV Size	300.00 MiB	❸
Current LE	75	❹
Segments	1	
Allocation	inherit	
Read ahead sectors	auto	
- currently set to	8192	
Block device	253:0	

- ❶ LV Path shows the device name of the LV.
- ❷ VG Name shows the VG used for creating this LV.
- ❸ LV Size shows the total size of the LV. Use the file-system tools to determine the free and used space for the LV.
- ❹ Current LE shows the number of logical extents used by this LV.

Extend and Reduce LVM Storage

After creating a logical volume, you can extend the volume to expand the file system. You may require extending PV or VG to increase the storage capacity of the LV.

Extend a Volume Group Size

You might need to add more disk space to extend a VG. You can add additional physical volumes to a VG to extend its available size.

Prepare the physical device and create the physical volume when not present.

```
[root@host ~]# parted /dev/vdb mkpart primary 1072MiB 1648MiB
...output omitted...
[root@host ~]# parted /dev/vdb set 3 lvm on
...output omitted...
[root@host ~]# udevadm settle
[root@host ~]# pvcreate /dev/vdb3
Physical volume "/dev/vdb3" successfully created.
```

The `vgextend` command adds the new PV to the VG. Provide the VG and PV names as arguments to the `vgextend` command.

```
[root@host ~]# vgextend vg01 /dev/vdb3
Volume group "vg01" successfully extended
```

This command extends the `vg01` VG by the `/dev/vdb3` PV size.

Extend a Logical Volume Size

A benefit of using logical volumes is increasing their size without experiencing any downtime. Add free physical extents to the LV in the VG to extend its capacity to expand the LV's file system. Use the `vgdisplay` command to confirm that the volume group has sufficient free space for the LV extension.

Use the `lvextend` command to extend the LV.

```
[root@host ~]# lvextend -L +500M /dev/vg01/lv01
Size of logical volume vg01/lv01 changed from 300.00 MiB (75 extents) to 800.00
MiB (200 extents).
Logical volume vg01/lv01 successfully resized.
```

This command increases the size of the `lv01` logical volume by 500 MiB. The (+) plus sign in front of the size means you want to add this value to the existing size; otherwise, without the plus sign, the value defines the final size of the LV.

The `lvextend` command uses different methods to specify the size. The `lvextend` command `-l` option expects the number of PE as the argument. The `lvextend` command `-L` option expects sizes in bytes, mebibytes, gibibytes, and similar.

Extend an XFS File System to the Logical Volume Size

The `xfs_growfs` command helps expand the file system to occupy the extended LV. The target file system must be mounted before you use the `xfs_growfs` command. You can continue to use the file system while resizing.

```
[root@host ~]# xfs_growfs /mnt/data/
...output omitted...
data blocks changed from 76800 to 204800
```



Important

Always run the `xfs_growfs` command after executing the `lvextend` command. Use the `lvextend` command `-r` option to run the two steps consecutively. After extending the LV, it resizes the file system by using the `fsadm` command. This option supports several other file systems.

Extend an EXT4 File System to the Logical Volume Size

The steps for extending LV using the `ext4` file system are the same for LV using the XFS file system, except for the step to resize the file system.

The `resize2fs` command expands the file system to occupy the new extended LV. You can continue to use the file system while resizing.

```
[root@host ~]# resize2fs /dev/vg01/lv01
resize2fs 1.46.5 (30-Dec-2021)
Resizing the filesystem on /dev/vg01/lv01 to 256000 (4k) blocks.
The filesystem on /dev/vg01/lv01 is now 256000 (4k) blocks long.
```

The primary difference between `xfs_growfs` and `resize2fs` is the argument passed to identify the file system. The `xfs_growfs` command takes the mount point as an argument, and the `resize2fs` command takes the LV name as an argument. The `xfs_growfs` command only supports an online resize whereas the `resize2fs` command supports both online and offline resizing. You can resize an `ext4` file system up or down, but you can only resize an XFS file system up.

Extend Swap Space Logical Volumes

You can extend the LVs used as swap space; however, the process differs from expanding the `ext4` or XFS file system. Logical volumes used as swap space must be offline to extend them.

Use the `swapoff` command to deactivate the swap space on the LV.

```
[root@host ~]# swapoff -v /dev/vg01/swap
swapoff /dev/vg01/swap
```

Use the `lvextend` command to extend the LV.

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```
[root@host ~]# lvextend -L +300M /dev/vg01/swap
  Size of logical volume vg01/swap changed from 500.00 MiB (125 extents) to 800.00
  MiB (200 extents).
  Logical volume vg01/swap successfully resized.
```

Use the `mkswap` command to format the LV as swap space.

```
[root@host ~]# mkswap /dev/vg01/swap
mkswap: /dev/vg01/swap: warning: wiping old swap signature.
Setting up swap space version 1, size = 800 MiB (838856704 bytes)
no label, UUID=25b4d602-6180-4b1c-974e-7f40634ad660
```

Use the `swapon` command to activate the swap space on the LV.

```
[root@host ~]# swapon /dev/vg01/swap
```

Reduce Volume Group Storage

Reducing a VG involves removing unused PV from the VG. The `pvmove` command moves data from extents on one PV to extents on another PV with enough free extents in the same VG. You may continue to use the LV from the same VG while reducing. Use the `pvmove` command `-A` option to automatically backup the metadata of the VG after a change. This option uses the `vgcfgbackup` command to backup metadata automatically.

```
[root@host ~]# pvmove /dev/vdb3
```



Warning

Before using the `pvmove` command, back up the data stored on all LVs in the VG. An unexpected power loss during the operation might leave the VG in an inconsistent state which might cause a loss of data on LVs.

Use the `vgreduce` command to remove a PV from a VG.

```
[root@host ~]# vgreduce vg01 /dev/vdb3
  Removed "/dev/vdb3" from volume group "vg01"
```



Important

The GFS2 and XFS file systems do not support shrinking, so you cannot reduce the size of an LV.

Remove LVM Storage

Use the `lvremove`, `vgremove`, and `pvremove` commands to remove an LVM component that is no longer required.

Prepare the File System

Move all data that must be kept to another file system. Use the `umount` command to unmount the file system and then remove any `/etc/fstab` entries associated with this file system.

```
[root@host ~]# umount /mnt/data
```



Warning

Removing a logical volume destroys any data stored on the logical volume. Back up or move your data **before** you remove the logical volume.

Remove the Logical Volume

Use the `lvremove DEVICE-NAME` command to remove a logical volume that is no longer needed. Unmount the LV file system before running this command. The command prompts for confirmation before removing the LV.

```
[root@host ~]# lvremove /dev/vg01/lv01
Do you really want to remove active logical volume vg01/lv01? [y/n]: y
Logical volume "lv01" successfully removed.
```

The LV's physical extents are freed and made available for assignment to existing or new LVs in the volume group.

Remove the Volume Group

Use the `vgremove VG-NAME` command to remove a volume group that is no longer needed.

```
[root@host ~]# vgremove vg01
Volume group "vg01" successfully removed
```

The VG's physical volumes are freed and made available for assignment to existing or new VGs on the system.

Remove the Physical Volumes

Use the `pvremove` command to remove physical volumes that are no longer needed. Use a space-delimited list of PV devices to remove more than one at a time. This command deletes the PV metadata from the partition (or disk). The partition is now free for reallocation or reformatting.

```
[root@host ~]# pvremove /dev/vdb1 /dev/vdb2
Labels on physical volume "/dev/vdb1" successfully wiped.
Labels on physical volume "/dev/vdb2" successfully wiped.
```



References

fdisk(8), gdisk(8), parted(8), partprobe(8), lvm(8), pvcreate(8), vgcreate(8), lvcreate(8), mkfs(8), pvdisk(8), vgdisplay(8), lvdisplay(8), vgextend(8), lvextend(8), xfs_growfs(8), resize2fs(8), swapoff(8), mkswap(8), swapon(8), pvmove(8), vgcfgbackup(8), vgreduce(8), lvremove(8), vgremove(8), pvremove(8) man pages

For further information, refer to *Configuring and Managing Logical Volumes* at
https://access.redhat.com/documentation/en-us/red_hat_enterprise_linux/9/html-single/configuring_and_managing_logical_volumes/index

► Guided Exercise

Create and Extend Logical Volumes

In this lab, you create and extend a physical volume, volume group, logical volume, and an XFS file system. You also persistently mount the logical volume file system.

Outcomes

- Create physical volumes, volume groups, and logical volumes with LVM tools.
- Create new file systems on logical volumes and persistently mount them.
- Extend the volume group to include an additional physical volume.
- Resize the logical volume while the file system is still mounted and in use.

Before You Begin

As the student user on the workstation machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start lvm-manage
```

Instructions

► 1. Log in to the `servera` machine as the student user and switch to the `root` user.

```
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$ sudo -i
[sudo] password for student: student
[root@servera ~]#
```

► 2. Create the physical device partition on the `/dev/vdb` storage device.

2.1. Create two partitions of 256 MiB each in size and set to the Linux LVM type. Use `first` and `second` as the names for these partitions.

```
[root@servera ~]# parted /dev/vdb mklabel gpt
[root@servera ~]# parted /dev/vdb mkpart first 1MiB 258MiB
[root@servera ~]# parted /dev/vdb set 1 lvm on
[root@servera ~]# parted /dev/vdb mkpart second 258MiB 514MiB
[root@servera ~]# parted /dev/vdb set 2 lvm on
```

2.2. Register the new partitions with the kernel.

```
[root@servera ~]# udevadm settle
```

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2.3. List the partitions on the /dev/vdb storage device. In the Number column, the values 1 and 2 correspond to the /dev/vdb1 and /dev/vdb2 device partitions. The Flags column indicates the partition type.

```
[root@servera ~]# parted /dev/vdb print
Model: Virtio Block Device (virtblk)
Disk /dev/vdb: 5369MB
Sector size (logical/physical): 512B/512B
Partition Table: gpt
Disk Flags:

Number  Start   End     Size   File system  Name     Flags
 1      1049kB 271MB   269MB          first    lvm
 2      271MB   539MB   268MB          second   lvm
```

► 3. Label the two new partitions as physical volumes.

```
[root@servera ~]# pvcreate /dev/vdb1 /dev/vdb2
Physical volume "/dev/vdb1" successfully created.
Physical volume "/dev/vdb2" successfully created.
Creating devices file /etc/lvm/devices/system.devices
```

► 4. Create the servera_group volume group by using the two new PVs.

```
[root@servera ~]# vgcreate servera_group /dev/vdb1 /dev/vdb2
Volume group "servera_group" successfully created
```

► 5. Create the servera_volume logical volume with a size of 400 MiB. This command creates the /dev/servera_group/servera_volume LV without a file system.

```
[root@servera ~]# lvcreate -n servera_volume -L 400M servera_group
Logical volume "servera_volume" created.
```

► 6. Format the newly created LV and mount it persistently.

6.1. Format the servera_volume LV with the XFS file system.

```
[root@servera ~]# mkfs -t xfs /dev/servera_group/servera_volume
...output omitted...
```

6.2. Create the /data directory as a mount point.

```
[root@servera ~]# mkdir /data
```

6.3. To persistently mount the newly created file system, add the following content in the /etc/fstab file.

```
/dev/servera_group/servera_volume /data xfs defaults 0 0
```

6.4. Mount the servera_volume LV.

```
[root@servera ~]# mount /data
```

► 7. Verify that the mounted file system is accessible and display the status information of the LVM.

7.1. Verify that you can copy files to the /data directory.

```
[root@servera ~]# cp -a /etc/*.* /data
[root@servera ~]# ls /data | wc -l
32
```

7.2. View the PV status information. The output shows that the PV uses the servera_group VG. The PV has a size of 256 MiB and the physical extent size of 4 MiB.

There are 63 PEs, with 27 PEs available for allocation and 36 PEs currently allocated to LVs. When calculating the size in MiBs:

- Total 252 MiB (63 PEs x 4 MiB).
- Free 108 MiB (27 PEs x 4 MiB).
- Allocated 144 MiB (36 PEs x 4 MiB).

```
[root@servera ~]# pvdisplay /dev/vdb2
--- Physical volume ---
PV Name           /dev/vdb2
VG Name           servera_group
PV Size           256.00 MiB / not usable 4.00 MiB
Allocatable       yes
PE Size           4.00 MiB
Total PE          63
Free PE           27
Allocated PE      36
PV UUID           FKKFYJ-wJiR-1jt2-sfy3-yjPy-Tyln-LG92jj
```

7.3. View the VG status information of the servera_group VG. The output shows the VG size of 508 MiB with PE size of 4 MiB. The available size from the VG is 108 MiB.

```
[root@servera ~]# vgdisplay servera_group
--- Volume group ---
VG Name           servera_group
System ID
Format           lvm2
Metadata Areas   2
Metadata Sequence No 2
VG Access        read/write
VG Status        resizable
MAX LV           0
Cur LV           1
Open LV           1
Max PV           0
Cur PV           2
Act PV           2
```

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```

VG Size           508.00 MiB
PE Size          4.00 MiB
Total PE         127
Alloc PE / Size 100 / 400.00 MiB
Free PE / Size  27 / 108.00 MiB
VG UUID          g0ahyT-90J5-iGic-nnb5-G6T9-tLdK-dX8c9M

```

7.4. View the status information for the `servera_volume` LV. The output shows the VG name used for creating the LV. It also shows the LV size of 400 MiB and LE size of 100.

```

[root@servera ~]# lvdisplay /dev/servera_group/servera_volume
--- Logical volume ---
LV Path          /dev/servera_group/servera_volume
LV Name          servera_volume
VG Name          servera_group
LV UUID          93MfUt-esgT-B5HM-r1p5-DVZH-n5cn-J5e2tw
LV Write Access  read/write
LV Creation host, time servera.lab.example.com, 2022-04-11 03:25:12 -0400
LV Status        available
# open           1
LV Size          400.00 MiB
Current LE       100
Segments         2
Allocation       inherit
Read ahead sectors auto
- currently set to 8192
Block device     253:0

```

7.5. View the free disk space in human-readable units. The output shows the total size of 395 MiB with the available size of 372 MiB.

```

[root@servera ~]# df -h /data
Filesystem           Size  Used Avail Use% Mounted on
/dev/mapper/servera_group-servera_volume  395M   24M  372M   6% /data

```

► 8. Create the physical resource on the `/dev/vdb` storage device.

8.1. Create an additional partition of 512 MiB and set it to type Linux LVM. Use `third` as the name for this partition.

```

[root@servera ~]# parted /dev/vdb mkpart third 514MiB 1026MiB
[root@servera ~]# parted /dev/vdb set 3 lvm on

```

8.2. Register the new partition with the kernel.

```
[root@servera ~]# udevadm settle
```

8.3. Add the new partition as a PV.

```
[root@servera ~]# pvcreate /dev/vdb3
Physical volume "/dev/vdb3" successfully created.
```

▶ 9. Using the newly created disk space, extend the file system on the `servera_volume` to be a total size of 700 MiB.

9.1. Extend the `servera_group` VG using the new `/dev/vdb3` PV.

```
[root@servera ~]# vgextend servera_group /dev/vdb3
Volume group "servera_group" successfully extended
```

9.2. Extend the existing `servera_volume` LV to 700 MiB.

```
[root@servera ~]# lvextend -L 700M /dev/servera_group/servera_volume
Size of logical volume servera_group/servera_volume changed from 400.00 MiB (100
extents) to 700.00 MiB (175 extents).
Logical volume servera_group/servera_volume successfully resized.
```

9.3. Extend the XFS file system using the free space on the LV.

```
[root@servera ~]# xfs_growfs /data
...output omitted...
data blocks changed from 102400 to 179200
```

▶ 10. Verify that the LV size has been extended and the contents are still present in the volume.

10.1. Verify the size of the extended LV by using the `lvdisplay` command.

```
[root@servera ~]# lvdisplay /dev/servera_group/servera_volume
--- Logical volume ---
LV Path          /dev/servera_group/servera_volume
LV Name          servera_volume
VG Name          servera_group
LV UUID          mLQhsD-hyL0-KC2B-2nug-o2Nc-0znS-Q428fK
LV Write Access  read/write
LV Creation host, time servera.lab.example.com, 2022-04-12 06:04:12 -0400
LV Status        available
# open           1
LV Size          700.00 MiB
Current LE       175
Segments         3
Allocation       inherit
Read ahead sectors auto
- currently set to 8192
Block device     253:0
```

10.2. Verify the new file-system size. Verify that the previously copied files are still present.

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```
[root@servera ~]# df -h /data
Filesystem                      Size  Used  Avail Use% Mounted on
/dev/mapper/servera_group-servera_volume  695M  26M  670M  4% /data
[root@servera ~]# ls /data | wc -l
32
```

► 11. Return to the **workstation** machine as the **student** user.

```
[root@servera ~]# exit
logout
[student@servera ~]$ exit
logout
Connection to servera closed.
```

Finish

On the **workstation** machine, change to the **student** user home directory and use the **lab** command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish lvm-manage
```

This concludes the section.

Manage Layered Storage

Objectives

Analyze the multiple storage components that make up the layers of the storage stack.

Storage Stack

Storage in RHEL is comprised of multiple layers of drivers, managers, and utilities that are mature, stable, and full of modern features. Managing storage requires familiarity with stack components, and recognizing that storage configuration affects the boot process, application performance, and the ability to provide needed storage features for specific application use cases.

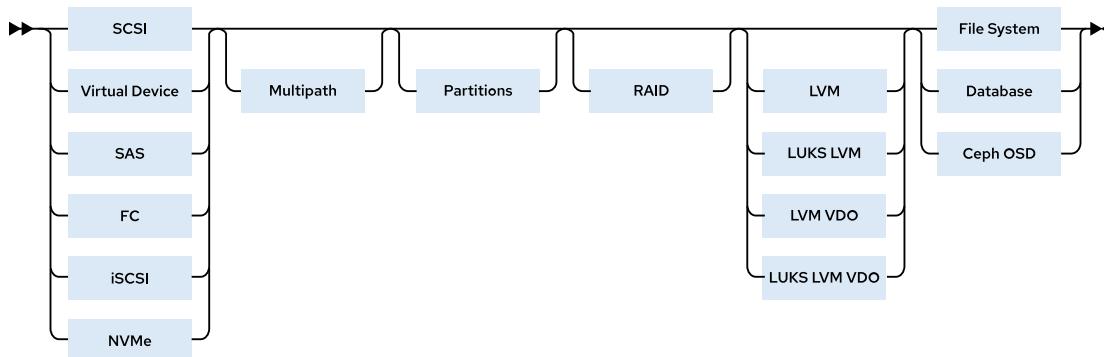


Figure 6.2: Storage Stack

Previous sections in Red Hat System Administration courses have presented XFS file systems, network storage sharing, partitioning, and the Logical Volume Manager. This section overviews the bottom-to-top RHEL storage stack and introduces each layer.

This section also covers Stratis, the daemon that unifies, configures and monitors the underlying RHEL storage stack components, and provides automated local storage management from either the CLI or from the RHEL web console.

Block Device

Block devices are at the bottom of the storage stack and present a stable, consistent device protocol that allows virtually any block device to be transparently included in a RHEL storage configuration. Most block devices today are accessed through the RHEL SCSI device driver, and appear as a SCSI device, including legacy ATA hard drives, solid-state devices, and common enterprise host bus adapters (HBAs). RHEL also supports iSCSI, Fibre Channel over Ethernet (FCoE), virtual machine driver (`virtio`), serial-attached storage (SAS), Non-Volatile Memory Express (NVMe) and others.

An iSCSI target can be a dedicated physical device in a network or an iSCSI software-configured logical device on a networked storage server. The target is the portal endpoint in a SCSI protocol bus communication, to access the storage as Logical Unit Numbers (LUNs).

Fibre Channel over Ethernet (FCoE) protocol transmits Fibre Channel frames over Ethernet networks. Typically, data centers have dedicated LAN and Storage Area Network (SAN) cabling, each uniquely configured for their traffic. With FCoE, both traffic types can be combined into

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a larger, converged, Ethernet network architecture. FCoE benefits include lower hardware and energy costs.

Multipath

A path is a connection between a server and the underlying storage. Device Mapper multipath (`dm-multipath`) is a RHEL native multipath tool for configuring redundant I/O paths into a single, path-aggregated logical device. A logical device created by using the device mapper (`dm`) appears as a unique block device under `/dev/mapper/` for each LUN attached to the system.

Storage multipath redundancy can also be implemented by using network bonding when the storage, such as iSCSI and FCoE, uses network cabling.

Partitions

A block device can be further divided into partitions. Partitions may consume the entire block device size or divide the block device for creating multiple partitions. These partitions can be used to create a file system, LVM devices, or can be used directly for database structures or other raw storage.

RAID

A Redundant Array of Inexpensive Disks (RAID) is a storage virtualization technology that creates large logical volumes from multiple physical or virtual block device components. Different forms of RAID volumes offer data redundancy, performance improvement, or both, by implementing mirroring or striping layouts.

LVM supports RAID levels 0, 1, 4, 5, 6, and 10. RAID logical volumes created and managed by LVM leverage the Multiple Devices (`mdadm`) kernel drivers. When not using LVM, Device Mapper RAID (`dm-raid`) provides a device mapper interface to the `mdadm` kernel drivers.

Logical Volume Manager

LVM physical volumes, volume groups and logical volumes were discussed in a previous section. LVM can take almost any form of physical or virtual block devices, and build storage as new logical storage volumes, effectively hiding the physical storage configuration from applications and other storage clients.

You can stack LVM volumes and implement advanced features such as encryption and compression for each part of the stack. There are mandated rules and recommended practices to follow for practical layering for specific scenarios, but this introduction focuses only on introducing the components. Use-case-specific recommendations are found in the *Configuring and Managing Logical Volumes* user guide.

LVM supports *LUKS encryption* where a lower block device or partition is encrypted and presented as a secure volume to create a file system on top. The practical advantage for LUKS over file system-based or file-based encryption is that a LUKS-encrypted device does not allow public visibility or access to the file-system structure, such that a physical device remains secure even when removed from a computer.

LVM now incorporates *VDO deduplication and compression* as a configurable feature of regular logical volumes. LUKS encryption and VDO can be used together with logical volumes, with the LVM LUKS encryption enabled underneath the LVM VDO volume.

File System or Other Use

The top layer of the stack is typically a file system, but can be used as raw space for databases or custom application data requirements. RHEL supports multiple file-system types, but recommends XFS for most modern use cases. XFS is required when the utility implementing LVM is Red Hat Ceph Storage or the Stratis storage tool.

Database server applications consume storage in different ways, depending on their architecture and size. Some smaller database store their structures in regular files that are contained in a file system. Because of the additional overhead or restrictions of file system access, this architecture has scaling limits. Larger databases that want to bypass file system caching, and use their own caching mechanisms, prefer to create their database structures on raw storage. Logical volumes are suitable for use for database and other raw storage use cases.

Red Hat Ceph Storage also prefers to create its own storage management metadata structures on raw devices to be used to create Ceph Object Storage Devices (OSDs). In the latest Red Hat Ceph Storage versions, Ceph uses LVM to initialize disk devices for use as OSDs. More information is available in the *Cloud Storage with Red Hat Ceph Storage* (CL260) course.

Stratis Storage Management

Stratis is a local storage management tool developed by Red Hat and the upstream Fedora community. Stratis makes it easier to perform an initial storage configuration, change a storage configuration, and use advanced storage features.



Important

Stratis is currently available as a Technology Preview, but is expected to be supported in a later RHEL 9 version. For information on Red Hat scope of support for Technology Preview features, see the Technology Features Support Scope [<https://access.redhat.com/support/offering/techpreview>] document.

Red Hat encourages customers to provide feedback when deploying Stratis.

Stratis runs as a service that manages pools of physical storage devices and transparently creates and manages volumes for the newly created file systems.

Stratis builds file systems from shared pools of disk devices by using a concept known as *thin provisioning*. Instead of immediately allocating physical storage space to the file system when you create it, Stratis dynamically allocates that space from the pool as the file system stores more data. Therefore, the file system might appear to be 1 TiB in size, but might only have 100 GiB of real storage actually allocated to it from the pool.

You can create multiple pools from different storage devices. From each pool, you can create one or more file systems. Currently, you can create up to 2^{24} file systems per pool.

Stratis builds the components that make up a Stratis-managed file system from standard Linux components. Internally, Stratis uses the Device Mapper infrastructure that LVM also uses. Stratis formats the managed file systems with XFS.

Figure 6.3 illustrates how Stratis assembles the elements of its storage management solution. Stratis assigns block storage devices such as hard disks or SSDs to pools, each contributing some physical storage to the pool. Then, it creates file systems from the pools, and maps physical storage to each file system as needed.

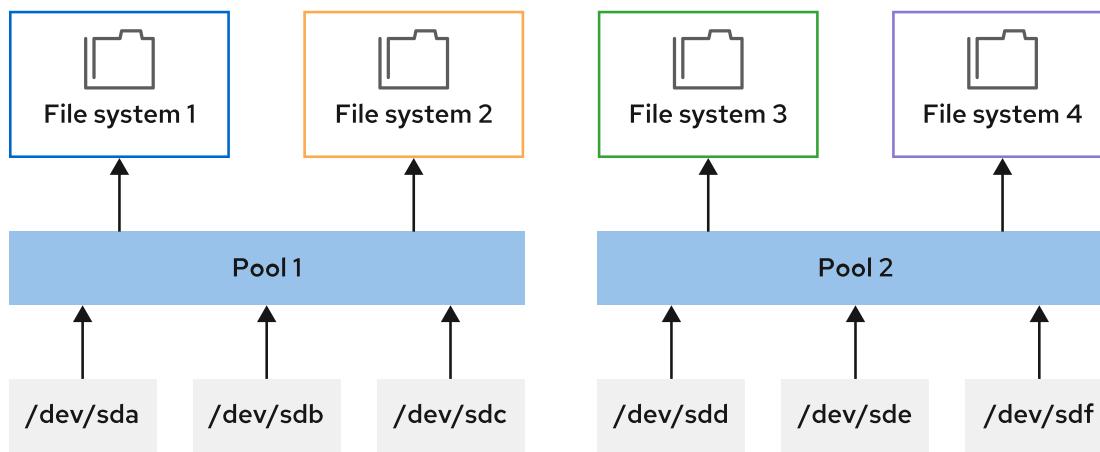


Figure 6.3: Stratis Architecture

Stratis Administration Methods

To manage file systems with the Stratis storage management solution, install the `stratis-cli` and `stratisd` packages. The `stratis-cli` package provides the `stratis` command, which sends reconfiguration requests to the `stratisd` system daemon. The `stratisd` package provides the `stratisd` service, which handles reconfiguration requests and manages and monitors Stratis's block devices, pools, and file systems.

Stratis administration is included in the RHEL web console.



Warning

Reconfigure file systems created by Stratis only with Stratis tools and commands.

Stratis uses stored metadata to recognize managed pools, volumes, and file systems. Manually configuring Stratis file systems with non-Stratis commands can result in overwriting that metadata and prevent Stratis from recognizing the file system volumes it had previously created.

Install and Enable Stratis

To use Stratis, ensure that your system has the required software and that the `stratisd` service is running. Install the `stratis-cli` and `stratisd` packages, and start and enable the `stratisd` service.

```
[root@host ~]# dnf install stratis-cli stratisd
...output omitted...
Is this ok [y/N]: y
...output omitted...
Complete!
[root@host ~]# systemctl enable --now stratisd
```

Create Stratis Pools

Create pools of one or more block devices by using the `stratis pool create` command. Then, use the `stratis pool list` command to view the list of available pools.

```
[root@host ~]# stratis pool create pool1 /dev/vdb
[root@host ~]# stratis pool list
Name          Total Physical  Properties          UUID
pool1    5 GiB / 37.63 MiB / 4.96 GiB    ~Ca,~Cr  11f6f3c5-5...
```



Warning

The `stratis pool list` command displays the actual storage space that is in use and the pool space that is still available. Currently, if a pool becomes full, then further data written to the pool's file systems is quietly discarded.

Use the `stratis pool add-data` command to add additional block devices to a pool. Then, use the `stratis blockdev list` command to verify the block devices of a pool.

```
[root@host ~]# stratis pool add-data pool1 /dev/vdc
[root@host ~]# stratis blockdev list pool1
Pool Name  Device Node  Physical Size  Tier
pool1      /dev/vdb      5 GiB      Data
pool1      /dev/vdc      5 GiB      Data
```

Manage Stratis File Systems

Use the `stratis filesystem create` command to create a file system from a pool. The links to the Stratis file systems are in the `/dev/stratis/pool1` directory. Use the `stratis filesystem list` command to view the list of available file systems.

```
[root@host ~]# stratis filesystem create pool1 fs1
[root@host ~]# stratis filesystem list
Pool Name  Name  Used  Created  Device  UUID
pool1      fs1  546 MiB  Apr 08 2022 04:05  /dev/stratis/pool1/fs1
c7b5719...
```

Create a Stratis file system snapshot by using the `stratis filesystem snapshot` command. Snapshots are independent of the source file systems. Stratis dynamically allocates the snapshot storage space and uses an initial 560 MB to store the file system's journal.

```
[root@host ~]# stratis filesystem snapshot pool1 fs1 snapshot1
```

Persistently Mount Stratis File Systems

You can persistently mount Stratis file systems by editing the `/etc/fstab` file and specifying the details of the file system. Use the `lsblk` command to display the UUID of the file system that you should use in the `/etc/fstab` file to identify the file system. You can also use the `stratis filesystem list` command to obtain the UUID of the file system.

```
[root@host ~]# lsblk --output=UUID /dev/stratis/pool1/fs1
UUID
c7b57190-8fba-463e-8ec8-29c80703d45e
```

The following is an example entry in the `/etc/fstab` file to mount a Stratis file system persistently. This example entry is a single long line in the file. The `x-systemd.requires=stratisd.service` mount option delays mounting the file system until the `systemd` daemon starts the `stratisd` service during the boot process.

```
UUID=c7b57190-8fba-463e-8ec8-29c80703d45e /dir1 xfs defaults,x-
systemd.requires=stratisd.service 0 0
```



Important

If you do not include the `x-systemd.requires=stratisd.service` mount option in the `/etc/fstab` file for each Stratis file system, then the machine fails to start properly and aborts to `emergency.target` the next time you reboot it.



Warning

Do not use the `df` command to query Stratis file system space.

The `df` command reports that any mounted Stratis-managed XFS file system is 1 TiB in size, regardless of the current allocation. Because the file system is thinly provisioned, a pool might not have enough physical storage to back the entire file system. Other file systems in the pool could use up all the available storage.

Therefore, it is possible to consume the whole storage pool, even as the `df` command reports that the file system has available space. Writes to a file system with no available pool storage can fail.

Instead, always use the `stratis pool list` command to accurately monitor a pool's available storage.



References

For further information, refer to *Deduplicating And Compressing Logical Volumes On RHEL* at

https://access.redhat.com/documentation/en-us/red_hat_enterprise_linux/9/html-single/deduplicating_and_compressing_logical_volumes_on_rhel/index

For further information, refer to *Red Hat Enterprise Linux 9 Managing File Systems Guide* at

https://access.redhat.com/documentation/en-us/red_hat_enterprise_linux/9/html-single/managing_file_systems

Stratis Storage

<https://stratis-storage.github.io/>

What Stratis learned from ZFS, Btrfs, and Linux Volume Manager

<https://opensource.com/article/18/4/stratis-lessons-learned>

► Guided Exercise

Manage Layered Storage

In this exercise, you use Stratis to create file systems from pools of storage provided by physical storage devices.

Outcomes

- Create a thin-provisioned file system by using Stratis storage management solution.
- Verify that the Stratis volumes grow dynamically to support real-time data growth.
- Access data from the snapshot of a thin-provisioned file system.

Before You Begin

As the **student** user on the **workstation** machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start lvm-stratis
```

Instructions

► 1. Log in to the **servera** machine as the **student** user and switch to the **root** user.

```
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$ sudo -i
[sudo] password for student: student
[root@servera ~]#
```

► 2. Install the **stratisd** and **stratis-cli** packages.

```
[root@servera ~]# dnf install stratisd stratis-cli
...output omitted...
Is this ok [y/N]: y
...output omitted...
Complete!
```

► 3. Activate the **stratisd** service.

```
[root@servera ~]# systemctl enable --now stratisd
```

► 4. Ensure that the **stratispool1** Stratis pool exists on the `/dev/vdb` block device.

4.1. Create the **stratispool1** Stratis pool.

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```
[root@servera ~]# stratis pool create stratispool1 /dev/vdb
```

4.2. Verify the availability of the stratispool1 pool. Note the size of the pool.

```
[root@servera ~]# stratis pool list
Name           Total Physical  Properties          UUID
stratispool1   5 GiB / 37.63 MiB / 4.96 GiB    ~Ca,~Cr   3557c389-7...
```

► 5. Expand the capacity of the stratispool1 pool by adding the /dev/vdc block device.

5.1. Add the /dev/vdc block device to the stratispool1 pool.

```
[root@servera ~]# stratis pool add-data stratispool1 /dev/vdc
```

5.2. Verify the size of the stratispool1 pool. The stratispool1 pool size increases when you add the block device.

```
[root@servera ~]# stratis pool list
Name           Total Physical  Properties          UUID
stratispool1   10 GiB / 41.63 MiB / 9.96 GiB   ~Ca,~Cr   3557c389-7...
```

5.3. Verify the block devices that are currently members of the stratispool1 pool.

```
[root@servera ~]# stratis blockdev list stratispool1
Pool Name   Device Node  Physical Size  Tier
stratispool1 /dev/vdb      5 GiB  Data
stratispool1 /dev/vdc      5 GiB  Data
```

► 6. Add a thin-provisioned file system called stratis-filesystem1 in the stratispool1 pool. Mount the file system on the /stratisvol directory. Create a file on the stratis-filesystem1 file system called file1 containing the text Hello World!. Modify the /etc/fstab file to persistently mount the file system on the /stratisvol directory. Reboot your system and verify that the file system is persistently mounted across reboots.

6.1. Create the thin-provisioned file system stratis-filesystem1 on the stratispool1 pool. It might take up to a minute for the command to complete.

```
[root@servera ~]# stratis filesystem create stratispool1 stratis-filesystem1
```

6.2. Verify the availability of the stratis-filesystem1 file system. Note the current usage of the stratis-filesystem1 file system. The usage of the file system will increase on-demand in the later steps.

```
[root@servera ~]# stratis filesystem list
Pool Name   Name           Used      Created          Device
                                         UUID
stratispool1 stratis-filesystem1  546 MiB  Apr 08 2022 07:12  /dev/stratis/
stratispool1/stratis-filesystem1  48e8...
```

6.3. Create the /stratisvol directory.

```
[root@servera ~]# mkdir /stratisvol
```

6.4. Mount the `stratis-filesystem1` file system on the `/stratisvol` directory.

```
[root@servera ~]# mount /dev/stratis/stratispool1/stratis-filesystem1 \
/stratisvol
```

6.5. Verify that the `stratis-filesystem1` volume is mounted on the `/stratisvol` directory.

```
[root@servera ~]# mount
...output omitted...
/dev/mapper/stratis-1-3557...fb3-thin-fs-48e8...9ebe on /stratisvol type xfs
(rw,relatime,seclabel,attr2,inode64,logbufs=8,logbsize=32k,sunit=2048,swidth=2048,
noquota)
```

6.6. Create the `/stratisvol/file1` text file.

```
[root@servera ~]# echo "Hello World!" > /stratisvol/file1
```

6.7. Obtain the UUID of the file system. Note that the UUID would be different in your system.

```
[root@servera ~]# lsblk --output=UUID \
/dev/stratis/stratispool1/stratis-filesystem1
UUID
d18cb4fc-753c-473a-9ead-d6661533b475
```

6.8. Modify the `/etc/fstab` file to persistently mount the file system on the `/stratisvol` directory. To do so, use the `vim /etc/fstab` command and add the following line. Replace the UUID by the correct one for your system.

```
UUID=d18c... /stratisvol xfs defaults,x-systemd.requires=stratisd.service 0 0
```

6.9. Reboot your system and verify that the file system is persistently mounted across reboots.

```
[root@servera ~]# systemctl reboot
...output omitted...
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$ sudo -i
[sudo] password for student: student
[root@servera ~]# mount
...output omitted...
/dev/mapper/stratis-1-3557...fb3-thin-fs-d18c...b475 on /stratisvol type xfs
(rw,relatime,seclabel,attr2,inode64,logbufs=8,logbsize=32k,sunit=2048,swidth=2048,
noquota,x-systemd.requires=stratisd.service)
```

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► 7. Verify that the **stratis-filesystem1** thin-provisioned file system dynamically grows as the data on the file system grows.

7.1. View the current usage of the **stratis-filesystem1** file system.

```
[root@servera ~]# stratis filesystem list
Pool Name      Name          Used      Created      Device
              UUID
stratispool1  stratis-filesystem1  546 MiB  Apr 08 2022 07:12  /dev/stratis/
stratispool1/stratis-filesystem1  48e8...
```

7.2. Create a 2 GiB file on the **stratis-filesystem1** file system. It might take up to a minute for the command to complete.

```
[root@servera ~]# dd if=/dev/urandom of=/stratisvol/file2 bs=1M count=2048
```

7.3. Verify the space used in the **stratis-filesystem1** file system.

The output shows that the used space in the **stratis-filesystem1** file system has increased. The used-space increase confirms that the thin-provisioned file system dynamically expands as needed.

```
[root@servera ~]# stratis filesystem list
Pool Name      Name          Used      Created      Device
              UUID
stratispool1  stratis-filesystem1  2.60 GiB  Apr 08 2022 07:12  /dev/stratis/
stratispool1/stratis-filesystem1  48e8...
```

► 8. Create a snapshot of the **stratis-filesystem1** file system called **stratis-filesystem1-snap**. The snapshot provides you with access to any file that you delete from the **stratis-filesystem1** file system.

8.1. Create a snapshot of the **stratis-filesystem1** file system. It might take up to a minute for the command to complete.

```
[root@servera ~]# stratis filesystem snapshot stratispool1 \
stratis-filesystem1 stratis-filesystem1-snap
```

8.2. Verify the availability of the snapshot.

```
[root@servera ~]# stratis filesystem list
Pool Name      Name          Used      Created      Device
              UUID
stratispool1  stratis-filesystem1-snap  2.73 GiB  Apr 08 2022 07:22  /dev/
stratis/stratispool1/stratis-filesystem1-snap  5774...
stratispool1  stratis-filesystem1      2.73 GiB  Apr 08 2022 07:12  /dev/
stratis/stratispool1/stratis-filesystem1      48e8...
```

8.3. Remove the **/stratisvol/file1** file.

```
[root@servera ~]# rm /stratisvol/file1
rm: remove regular file '/stratisvol/file1'? y
```

8.4. Create the `/stratisvol-snap` directory.

```
[root@servera ~]# mkdir /stratisvol-snap
```

8.5. Mount the `stratis-filesystem1-snap` snapshot on the `/stratisvol-snap` directory.

```
[root@servera ~]# mount /dev/stratis/stratispool1/stratis-filesystem1-snap \
/stratisvol-snap
```

8.6. Verify that you can still access the file you deleted from the `stratis-filesystem1` file system in the snapshot.

```
[root@servera ~]# cat /stratisvol-snap/file1
Hello World!
```

▶ 9. Unmount the `/stratisvol` and `/stratisvol-snap` volumes.

```
[root@servera ~]# umount /stratisvol-snap
[root@servera ~]# umount /stratisvol
```

▶ 10. Remove the `stratis-filesystem1` thin-provisioned file system and the `stratis-filesystem1-snap` snapshot from the system.

10.1. Destroy the `stratis-filesystem1-snap` snapshot.

```
[root@servera ~]# stratis filesystem destroy stratispool1 stratis-filesystem1-snap
```

10.2. Destroy the `stratis-filesystem1` file system.

```
[root@servera ~]# stratis filesystem destroy stratispool1 stratis-filesystem1
```

10.3. Return to the `workstation` system as the `student` user.

```
[root@servera ~]# exit
logout
[student@servera ~]$ exit
logout
Connection to servera closed.
[student@workstation ~]$
```

Finish

On the `workstation` machine, change to the `student` user home directory and use the `lab` command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish lvm-stratis
```

This concludes the section.

▶ Lab

Manage Storage Stack

In this lab, you resize an existing logical volume, add LVM resources as necessary, and then add a new logical volume with a persistently mounted XFS file system on it.

Outcomes

- Resize the `serverb_01_lv` logical volume to 768 MiB.
- Create the new `serverb_02_lv` logical volume with 128 MiB with an XFS file system.
- Persistently mount the volume on the `/storage/data2` directory.

Before You Begin

As the student user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start lvm-review
```

Instructions

On the `serverb` machine, the `serverb_01_lv` logical volume mounted on the `/storage/data1` directory is running out of disk space and needs to be extended to 768 MiB. You must ensure that the `serverb_01_lv` LV remains persistently mounted on the `/storage/data1` directory.

The `serverb_01_lv` LV is present on the `serverb_01_vg` volume group. Unfortunately, it has insufficient space to extend the existing logical volume. A 512 MiB partition exists on the `/dev/vdb` disk. Create a new partition using the successive 512 MiB size on the `/dev/vdb` disk.

Create the `serverb_02_lv` LV with 128 MiB. Create the XFS file system on the newly created volume. Mount the newly created logical volume on the `/storage/data2` directory

1. Create a 512 MiB partition on the `/dev/vdb` disk. Initialize this partition as a physical volume, and extend the `serverb_01_vg` volume group to use this partition.
2. Extend the `serverb_01_lv` logical volume to 768 MiB.
3. In the existing volume group, create the new `serverb_02_lv` logical volume with 128 MiB. Add an XFS file system and mount it persistently on the `/storage/data2` directory.
4. Verify that the newly created LV is mounted with the desired size.

Evaluation

As the student user on the `workstation` machine, use the `lab` command to grade your work. Correct any reported failures and rerun the command until successful.

```
[student@workstation ~]$ lab grade lvm-review
```

Finish

On the **workstation** machine, change to the **student** user home directory and use the **lab** command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish lvm-review
```

This concludes the section.

► Solution

Manage Storage Stack

In this lab, you resize an existing logical volume, add LVM resources as necessary, and then add a new logical volume with a persistently mounted XFS file system on it.

Outcomes

- Resize the `serverb_01_lv` logical volume to 768 MiB.
- Create the new `serverb_02_lv` logical volume with 128 MiB with an XFS file system.
- Persistently mount the volume on the `/storage/data2` directory.

Before You Begin

As the student user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start lvm-review
```

Instructions

On the `serverb` machine, the `serverb_01_lv` logical volume mounted on the `/storage/data1` directory is running out of disk space and needs to be extended to 768 MiB. You must ensure that the `serverb_01_lv` LV remains persistently mounted on the `/storage/data1` directory.

The `serverb_01_lv` LV is present on the `serverb_01_vg` volume group. Unfortunately, it has insufficient space to extend the existing logical volume. A 512 MiB partition exists on the `/dev/vdb` disk. Create a new partition using the successive 512 MiB size on the `/dev/vdb` disk.

Create the `serverb_02_lv` LV with 128 MiB. Create the XFS file system on the newly created volume. Mount the newly created logical volume on the `/storage/data2` directory

1. Create a 512 MiB partition on the `/dev/vdb` disk. Initialize this partition as a physical volume, and extend the `serverb_01_vg` volume group to use this partition.
 - 1.1. Log in to the `serverb` machine as the `student` user and switch to the `root` user.

```
[student@workstation ~]$ ssh student@serverb
...output omitted...
[student@serverb ~]$ sudo -i
[sudo] password for student: student
[root@serverb ~]#
```

- 1.2. Create the 512 MiB partition and set the `lvm` partition type.

```
[root@serverb ~]# parted /dev/vdb mkpart primary 514MiB 1026MiB
[root@serverb ~]# parted /dev/vdb set 2 lvm on
```

- 1.3. Register the new partition with the kernel.

```
[root@serverb ~]# udevadm settle
```

- 1.4. Initialize the partition as a PV.

```
[root@serverb ~]# pvcreate /dev/vdb2
Physical volume "/dev/vdb2" successfully created.
```

- 1.5. Extend the `serverb_01_vg` VG using the new `/dev/vdb2` PV.

```
[root@serverb ~]# vgextend serverb_01_vg /dev/vdb2
Volume group "serverb_01_vg" successfully extended
```

2. Extend the `serverb_01_lv` logical volume to 768 MiB.

- 2.1. Extend the `serverb_01_lv` LV to 768 MiB.

Alternatively, you can also use the `lvcreate` command `-L +512M` option to resize the LV.

```
[root@serverb ~]# lvextend -L 768M /dev/serverb_01_vg/serverb_01_lv
Size of logical volume serverb_01_vg/serverb_01_lv changed from 256.00 MiB (64
extents) to 768.00 MiB (192 extents).
Logical volume serverb_01_vg/serverb_01_lv successfully resized.
```

- 2.2. Extend the XFS file system consuming the remaining space on the LV.

```
[root@serverb ~]# xfs_growfs /storage/data1
meta-data=/dev/mapper/serverb_01_vg-serverb_01_lv isize=512    agcount=4,
agsize=16384 blks
...output omitted...
data blocks changed from 65536 to 196608
```



Note

The `xfs_growfs` command introduces an additional step to extend the file system. An alternative would be using the `lvextend` command `-r` option.

3. In the existing volume group, create the new `serverb_02_lv` logical volume with 128 MiB. Add an XFS file system and mount it persistently on the `/storage/data2` directory.

- 3.1. Create the `serverb_02_lv` LV with 128 MiB from the `serverb_01_vg` VG.

```
[root@serverb ~]# lvcreate -n serverb_02_lv -L 128M serverb_01_vg
Logical volume "serverb_02_lv" created.
```

Chapter 6 | Manage Storage Stack

3.2. Create the xfs file system on the `serverb_02_lv` LV.

```
[root@serverb ~]# mkfs -t xfs /dev/serverb_01_vg/serverb_02_lv
...output omitted...
```

3.3. Create the `/storage/data2` directory as the mount point.

```
[root@serverb ~]# mkdir /storage/data2
```

3.4. Add the following line to the end of the `/etc/fstab` file:

```
/dev/serverb_01_vg/serverb_02_lv /storage/data2 xfs defaults 0 0
```

3.5. Update the `systemd` daemon with the new `/etc/fstab` configuration file.

```
[root@serverb ~]# systemctl daemon-reload
```

3.6. Mount the `serverb_02_lv` LV.

```
[root@serverb ~]# mount /storage/data2
```

4. Verify that the newly created LV is mounted with the desired size.

4.1. Use the `df` command to verify the `serverb_01_lv` LV size.

```
[root@serverb ~]# df -h /storage/data1
Filesystem           Size  Used Avail Use% Mounted on
/dev/mapper/serverb_01_vg-serverb_01_lv  763M   19M  744M   3% /storage/data1
```

4.2. Verify the `serverb_02_lv` LV size.

```
[root@serverb ~]# df -h /storage/data2
Filesystem           Size  Used Avail Use% Mounted on
/dev/mapper/serverb_01_vg-serverb_02_lv  123M   7.6M  116M   7% /storage/data2
```

4.3. Verify the `serverb_01_lv` LV details.

```
[root@serverb ~]# lvdisplay /dev/serverb_01_vg/serverb_01_lv
--- Logical volume ---
LV Path          /dev/serverb_01_vg/serverb_01_lv
LV Name          serverb_01_lv
VG Name          serverb_01_vg
LV UUID          1pY3DZ-fs1F-mptC-fL32-e8tG-PFBT-bs7LSJ
LV Write Access  read/write
LV Creation host, time serverb.lab.example.com, 2022-05-05 14:40:51 -0400
LV Status        available
# open           1
LV Size          768.00 MiB
Current LE       192
Segments         2
```

```
Allocation           inherit
Read ahead sectors  auto
- currently set to  8192
Block device        253:0
```

4.4. Verify the `serverb_02_lv` LV details.

```
[root@serverb ~]# lvdisplay /dev/serverb_01_vg/serverb_02_lv
--- Logical volume ---
LV Path            /dev/serverb_01_vg/serverb_02_lv
LV Name            serverb_02_lv
VG Name            serverb_01_vg
LV UUID            0aJIB6-Ti2b-jLCK-imB6-rkLx-mUoX-acjkz9
LV Write Access    read/write
LV Creation host, time serverb.lab.example.com, 2022-05-05 14:45:46 -0400
LV Status          available
# open             1
LV Size            128.00 MiB
Current LE         32
Segments          1
Allocation         inherit
Read ahead sectors auto
- currently set to 8192
Block device       253:1
```

Evaluation

As the `student` user on the `workstation` machine, use the `lab` command to grade your work. Correct any reported failures and rerun the command until successful.

```
[student@workstation ~]$ lab grade lvm-review
```

Finish

On the `workstation` machine, change to the `student` user home directory and use the `lab` command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish lvm-review
```

This concludes the section.

Summary

- You can use LVM to create flexible storage by allocating space on multiple storage devices.
- Physical volumes, volume groups, and logical volumes are managed by the `pvcreate`, `vgreduce`, and `lvextend` commands.
- Logical volumes can be formatted with a file system or swap space, and they can be mounted persistently.
- Additional storage can be added to volume groups and logical volumes can be extended dynamically.
- Understand the layers and components of the storage stack to manage storage efficiently.
- Virtual Data Optimizer (VDO) uses LVM for compression and deduplication of data.
- You can use Stratis to perform an initial storage configuration or enable advanced storage features.

Chapter 7

Access Network-Attached Storage

Goal

Access network-attached storage with the NFS protocol.

Objectives

- Identify NFS export information, create a directory to use as a mount point, mount an NFS export with the `mount` command or by configuring the `/etc/fstab` file, and unmount an NFS export with the `umount` command.
- Describe the benefits of using the automounter, and automount NFS exports by using direct and indirect maps.

Sections

- Manage Network-Attached Storage with NFS (and Guided Exercise)
- Automount Network-Attached Storage (and Guided Exercise)

Lab

Access Network-Attached Storage

Manage Network-Attached Storage with NFS

Objectives

Identify NFS export information, create a directory to use as a mount point, mount an NFS export with the `mount` command or by configuring the `/etc/fstab` file, and unmount an NFS export with the `umount` command.

Accessing Exported NFS Directories

The *Network File System* (NFS) is an internet standard protocol that Linux, UNIX, and similar operating systems use as their native network file system. NFS is an open standard that supports native Linux permissions and file-system attributes.

By default, Red Hat Enterprise Linux 9 uses NFS version 4.2. RHEL fully supports both NFSv3 and NFSv4 protocols. NFSv3 could use either a TCP or a UDP transport protocol, but NFSv4 allows only TCP connections.

NFS servers *export* directories. NFS clients mount exported directories to an existing local mount point directory. NFS clients can mount exported directories in multiple ways:

- **Manually** by using the `mount` command.
- **Persistently at boot** by configuring entries in the `/etc/fstab` file.
- **On demand** by configuring an automounter method.

The automounter methods, which include the `autofs` service and the `systemd.automount` facility, are discussed in the `Automount Network-Attached Storage` section. You must install the `nfs-utils` package to obtain the client tools for manually mounting, or for automounting, to obtain exported NFS directories.

```
[root@host ~]# dnf install nfs-utils
```

RHEL also supports mounting *shared* directories from Microsoft Windows systems by using the same methods as for the NFS protocol, by using either the Server Message Block (SMB) or the Common Internet File System (CIFS) protocols. Mounting options are protocol-specific and depend on your Windows Server or Samba Server configuration.

Query a Server's Exported NFS Directories

The NFS protocol changed significantly between NFSv3 and NFSv4. The method to query a server to view the available exports is different for each protocol version.

NFSv3 used the RPC protocol, which requires a file server that supports NFSv3 connections to run the `rpcbind` service. An NFSv3 client connects to the `rpcbind` service at port 111 on the server to request NFS service. The server responds with the current port for the NFS service. Use the `showmount` command to query the available exports on an RPC-based NFSv3 server.

```
[root@host ~]# showmount --exports server

Export list for server
/shares/test1
/shares/test2
```

The NFSv4 protocol eliminated the use of the legacy RPC protocol for NFS transactions. Use of the `showmount` command on a server that supports only NFSv4 times out without receiving a response, because the `rpcbind` service is not running on the server. However, querying an NFSv4 server is simpler than querying an NFSv3 server.

NFSv4 introduced an *export tree* that contains all of the paths for the server's exported directories. To view all of the exported directories, mount the root (/) of the server's export tree. Mounting the export tree's root provides browseable paths for all exported directories, as children of the tree's root directory, but does not mount ("bind") any of the exported directories.

```
[root@host ~]# mkdir /mountpoint
[root@host ~]# mount server:/ /mountpoint
[root@host ~]# ls /mountpoint
```

To mount an NFSv4 export while browsing the mounted export tree, change directory into an exported directory path. Alternatively, use the `mount` command with an exported directory's full path name to mount a single exported directory. Exported directories that use Kerberos security do not allow mounting or accessing a directory while browsing an export tree, even though you can view the export's path name. Mounting Kerberos-protected shares requires additional server configuration and using Kerberos user credentials, which are discussed in the Red Hat Security: Identity Management and Active Directory Integration (RH362) training course.

Manually Mount Exported NFS Directories

After identifying the NFS export to mount, create a local mount point if it does not yet exist. The `\mnt` directory is available for use as a temporary mount point, but recommended practice is not to use `\mnt` for long-term or persistent mounting.

```
[root@host ~]# mkdir /mountpoint
```

As with local volume file systems, mount the NFS export to access its contents. NFS shares can be mounted temporarily or permanently, only by a privileged user.

```
[root@host ~]# mount -t nfs -o rw,sync server:/export /mountpoint
```

The `-t nfs` option specifies the NFS file-system type. However, when the `mount` command detects the `server:/export` syntax, the command defaults to the NFS type. The `-o sync` option specifies that all transactions to the exported file system are performed synchronously, which is strongly recommended for all production network mounts where transactions must be completed or else return as failed.

Using a manual `mount` command is not persistent. When the system reboots, that NFS export will not still be mounted. Manual mounts are useful for providing temporary access to an exported directory, or for test mounting an NFS export before persistently mounting it.

Persistently Mount Exported NFS Directories

To persistently mount an NFS export, edit the `/etc/fstab` file and add the mount entry with similar syntax to manual mounting.

```
[root@host ~]# vim /etc/fstab
...
server:/export  /mountpoint  nfs  rw,soft  0 0
```

Then, you can mount the NFS export by using only the mount point. The `mount` command obtains the NFS server and mount options from the matching entry in the `/etc/fstab` file.

```
[root@host ~]# mount /mountpoint
```

Unmount Exported NFS Directories

As a privileged user, unmount an NFS export with the `umount` command. Unmounting a share does not remove its entry in the `/etc/fstab` file, if that file exists. Entries in the `/etc/fstab` file are persistent and are remounted during boot.

```
[root@host ~]# umount /mountpoint
```

A mounted directory can sometimes fail to unmount, and returns an error that the `device is busy`. The device is busy because either an application is keeping a file open within the file system, or some user's shell has a working directory in the mounted file-system's root directory or below it.

To resolve the error, check your own active shell windows, and use the `cd` command to leave the mounted file system. If subsequent attempts to unmount the file system still fail, then use the `lsof` (*list open files*) command to query the mount point. The `lsof` command returns a list of open file names and the process which is keeping the file open.

```
[root@host ~]# lsof /mountpoint
COMMAND  PID  USER   FD   TYPE   DEVICE SIZE/OFF NODE NAME
program  5534  user    txt   REG  252.4   910704    128  /home/user/program
```

With this information, gracefully close any processes that are using files on this file system, and retry the unmount. In critical scenarios only, when an application cannot be closed gracefully, kill the process to close the file. Alternatively, use the `umount -f` option to force the unmount, which can cause loss of unwritten data for all open files.



References

`mount(8)`, `umount(8)`, `showmount(8)`, `fstab(5)`, `mount.nfs(8)`, `nfsconf(8)`, and `rpcbind(8)` man pages

► Guided Exercise

Manage Network-Attached Storage with NFS

Performance Checklist

In this exercise, you modify the `/etc/fstab` file to persistently mount an NFS export at boot time.

Outcomes

- Test an NFS server with the `mount` command.
- Configure NFS exports in the `/etc/fstab` configuration file to save changes even after a system reboots.

Before You Begin

As the `student` user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start netstorage-nfs
```

Instructions

A shipping company uses a central NFS server, `serverb`, to host various exported documents and directories. Users on `servera`, who are all members of the `admin` group, need access to the persistently mounted NFS export.

Environment Characteristics:

- The `serverb` machine exports the `/shares/public` directory, which contains some text files.
- Members of the `admin` group (`admin1`, `sysmanager1`) have read and write access to the `/shares/public` exported directory.
- The mount point on `servera` must be the `/public` directory.
- All user passwords are set to `redhat`.
- The `nfs-utils` package is already installed.

► 1. Log in to `servera` as the `student` user and switch to the `root` user.

- 1.1. Log in to `servera` as the `student` user and switch to the `root` user.

```
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$ sudo -i
[sudo] password for student: student
[root@servera ~]#
```

Chapter 7 | Access Network-Attached Storage▶ **2.** Test the NFS server on **serverb** with **servera** as the NFS client.2.1. Create the **/public** mount point on the **servera** machine.

```
[root@servera ~]# mkdir /public
```

2.2. On **servera**, verify that the **/share/public** NFS export from **serverb** successfully mounts to the **/public** directory.

```
[root@servera ~]# mount -t nfs \
serverb.lab.example.com:/shares/public /public
```

2.3. List the contents of the mounted NFS export.

```
[root@servera ~]# ls -l /public
total 16
-rw-r--r--. 1 root admin 42 Apr  8 22:36 Delivered.txt
-rw-r--r--. 1 root admin 46 Apr  8 22:36 NOTES.txt
-rw-r--r--. 1 root admin 20 Apr  8 22:36 README.txt
-rw-r--r--. 1 root admin 27 Apr  8 22:36 Trackings.txt
```

2.4. Explore the **mount** command options for the mounted NFS export.

```
[root@servera ~]# mount | grep public
serverb.lab.example.com:/shares/public on /public type nfs4
(rw,relatime,vers=4.2,rsize=262144,wszie=262144,namlen=255,sync
,proto=tcp,timeo=600,retrans=2,sec=sys,clientaddr=172.25.250.10,
local_lock=none,addr=172.25.250.11)
```

2.5. Unmount the NFS export.

```
[root@servera ~]# umount /public
```

▶ **3.** Configure **servera** so that the **/share/public** export is persistently mounted.3.1. Edit the **/etc/fstab** file.

```
[root@servera ~]# vim /etc/fstab
```

Add the following line to the end of the file:

```
serverb.lab.example.com:/shares/public /public nfs rw,sync 0 0
```

3.2. Mount the exported directory.

```
[root@servera ~]# mount /public
```

3.3. List the contents of the exported directory.

```
[root@servera ~]# ls -l /public
total 16
-rw-r--r-- 1 root  admin 42 Apr  8 22:36 Delivered.txt
-rw-r--r-- 1 root  admin 46 Apr  8 22:36 NOTES.txt
-rw-r--r-- 1 root  admin 20 Apr  8 22:36 README.txt
-rw-r--r-- 1 root  admin 27 Apr  8 22:36 Trackings.txt
```

3.4. Reboot the servera machine.

```
[root@servera ~]# systemctl reboot
```

▶ 4. After servera has finished rebooting, log in to servera as the admin1 user and test the persistently mounted NFS export.

4.1. Log in to servera as the admin1 user.

```
[student@workstation ~]$ ssh admin1@servera
[admin1@servera ~]$
```

4.2. Test the NFS export that is mounted on the /public directory.

```
[admin1@servera ~]$ ls -l /public
total 16
-rw-r--r-- 1 root  admin 42 Apr  8 22:36 Delivered.txt
-rw-r--r-- 1 root  admin 46 Apr  8 22:36 NOTES.txt
-rw-r--r-- 1 root  admin 20 Apr  8 22:36 README.txt
-rw-r--r-- 1 root  admin 27 Apr  8 22:36 Trackings.txt
[admin1@servera ~]$ cat /public/NOTES.txt
###In this file you can log all your notes###
[admin1@servera ~]$ echo "This is a test" > /public/Test.txt
[admin1@servera ~]$ cat /public/Test.txt
This is a test
```

4.3. Return to the workstation machine as the student user.

```
[admin1@servera ~]$ exit
logout
Connection to servera closed.
```

Finish

On the workstation machine, change to the student user home directory and use the lab command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish netstorage-nfs
```

This concludes the section.

Automount Network-Attached Storage

Objectives

Describe the benefits of using the automounter, and automount NFS exports by using direct and indirect maps.

Mount NFS Exports with the Automounter

The *automounter* is a service (*autofs*) that automatically mounts file systems and NFS exports on demand, and automatically unmounts file systems and NFS exports when the mounted resources are no longer in current use.

The automounter function was created to solve the problem that unprivileged users do not have sufficient permissions to use the *mount* command. Without use of the *mount* command, normal users cannot access removable media such as CDs, DVDs, and removable disk drives. Furthermore, if a local or remote file system is not mounted at boot time by using the */etc/fstab* configuration, then a normal user is unable to mount and access those unmounted file systems.

The automounter configuration files are populated with file system mount information, in a similar way to */etc/fstab* entries. Although */etc/fstab* file systems mount during system boot and remain mounted until system shutdown or other intervention, automounter file systems do not necessarily mount during system boot. Instead, automounter-controlled file systems mount on demand, when a user or application attempts to enter the file system mount point to access files.

Automounter Benefits

Resource use for automounter file systems is equivalent to file systems that are mounted at boot, because a file system uses resources only when a program is reading and writing open files. Mounted but idle file systems and unmounted file systems use the same amount of resources: almost none.

The automounter advantage is that by unmounting the file system each time it is no longer in use, the file system is protected from unexpected corruption while it is open. When the file system is directed to mount again, the *autofs* service uses the most current mount configuration, unlike an */etc/fstab* mount, which might still use a configuration that was mounted months ago during the last system boot. Additionally, if your NFS server configuration includes redundant servers and paths, then the automounter can select the fastest connection each time that a new file system is requested.

The Automounter *autofs* Service Method

The *autofs* service supports the same local and remote file systems as in the */etc/fstab* file, including NFS and SMB file sharing protocols, and supports the same protocol-specific mount options, including security parameters. File systems that are mounted through the automounter are available by default to all users, but can be restricted through access permission options.

Because the automounter is a client-side configuration that uses the standard *mount* and *umount* commands to manage file systems, automounted file systems in use exhibit identical behavior to file systems that are mounted by using */etc/fstab*. The difference is that an automounter

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file system remains unmounted until the mount point is accessed, which causes the file system to mount immediately, and to remain mounted while the file system is in use. When all files on the file system are closed, and all users and processes leave the mount point directory, the automounter unmounts the file system after a minimal time out.

Direct and Indirect Map Use Cases

The automounter supports both direct and indirect mount-point mapping, to handle the two types of demand mounting. A *direct* mount is when a file system mounts to an unchanging, known mount point location. Almost all the file system mounts that you configured, before learning about the automounter, are examples of direct mounts. A *direct* mount point exists as a permanent directory, the same as other normal directories.

An *indirect* mount is when the mount point location is not known until the mount demand occurs. An example of an indirect mount is the configuration for remote-mounted home directories, where a user's home directory includes their username in the directory path. The user's remote file system is mounted to their home directory, only after the automounter learns which user specified to mount their home directory, and determines the mount point location to use. Although *indirect* mount points appear to exist, the `autofs` service creates them when the mount demand occurs, and deletes them again when the demand has ended and the file system is unmounted.

Configure the Automounter Service

The process to configure an automount has many steps.

First, you must install the `autofs` and `nfs-utils` packages.

```
[user@host ~]$ sudo dnf install autofs nfs-utils
```

These packages contain all requirements to use the automounter for NFS exports.

Create a Master Map

Next, add a master map file to `/etc/auto.master.d`. This file identifies the base directory for mount points and identifies the mapping file to create the automounts.

```
[user@host ~]$ sudo vim /etc/auto.master.d/demo.autofs
```

The name of the master map file is mostly arbitrary (although typically meaningful), and it must have an extension of `.autofs` for the subsystem to recognize it. You can place multiple entries in a single master map file; alternatively, you can create multiple master map files, each with its own logically grouped entries.

Add the master map entry for indirectly mapped mounts, in this case:

```
/shares  /etc/auto.demo
```

This entry uses the `/shares` directory as the base for indirect automounts. The `/etc/auto.demo` file contains the mount details. Use an absolute file name. The `auto.demo` file must be created before starting the `autofs` service.

Create an Indirect Map

Now, create the mapping files. Each mapping file identifies the mount point, mount options, and source location to mount for a set of automounts.

```
[user@host ~]$ sudo vim /etc/auto.demo
```

The mapping file-naming convention is `/etc/auto.name`, where *name* reflects the content of the map.

```
work  -rw, sync  serverb:/shares/work
```

The format of an entry is *mount point*, *mount options*, and *source location*. This example shows a basic indirect mapping entry. Direct maps and indirect maps that use wildcards are covered later in this section.

Known as the *key* in the man pages, the *mount point* is created and removed automatically by the `autofs` service. In this case, the fully qualified mount point is `/shares/work` (see the master map file). The `/shares` and `/shares/work` directories are created and removed as needed by the `autofs` service.

In this example, the local mount point mirrors the server's directory structure. However, this mirroring is not required; the local mount point can have an arbitrary name. The `autofs` service does not enforce a specific naming structure on the client.

Mount options start with a dash character (-) and are comma-separated with no white space. The file system mount options for manual mounting are also available when automounting. In this example, the automounter mounts the export with read/write access (`rw` option), and the server is synchronized immediately during write operations (`sync` option).

Useful automounter-specific options include `-fstype=` and `-strict`. Use `fstype` to specify the file-system type, for example `nfs4` or `xfs`, and use `strict` to treat errors when mounting file systems as fatal.

The source location for NFS exports follows the `host:/pathname` pattern, in this example `serverb:/shares/work`. For this automount to succeed, the NFS server, `serverb`, must *export* the directory with read/write access, and the user that requests access must have standard Linux file permissions on the directory. If `serverb` exports the directory with read/only access, then the client gets read/only access even if it requested read/write access.

Wildcards in an Indirect Map

When an NFS server exports multiple subdirectories within a directory, then the automounter can be configured to access any of those subdirectories with a single mapping entry.

Continuing the previous example, if `serverb:/shares` exports two or more subdirectories, and they are accessible with the same mount options, then the content for the `/etc/auto.demo` file might appear as follows:

```
*  -rw, sync  serverb:/shares/&
```

The mount point (or key) is an asterisk character (*), and the subdirectory on the source location is an ampersand character (&). Everything else in the entry is the same.

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When a user attempts to access `/shares/work`, the `*` key (which is `work` in this example) replaces the ampersand in the source location and `serverb:/exports/work` is mounted. As with the indirect example, the `autofs` service creates and removes the `work` directory automatically.

Create a Direct Map

A direct map is used to map an NFS export to an absolute path mount point. Only one direct map file is necessary, and can contain any number of direct maps.

To use directly mapped mount points, the master map file might appear as follows:

```
/ - /etc/auto.direct
```

All direct map entries use `/ -` as the base directory. In this case, the mapping file that contains the mount details is `/etc/auto.direct`.

The content for the `/etc/auto.direct` file might appear as follows:

```
/mnt/docs -rw, sync serverb:/shares/docs
```

The mount point (or key) is always an absolute path. The rest of the mapping file uses the same structure.

In this example, the `/mnt` directory exists, and it is not managed by the `autofs` service. The `autofs` service creates and removed the full `/mnt/docs` directory automatically.

Start the Automounter Service

Lastly, use the `systemctl` command to start and enable the `autofs` service.

```
[user@host ~]$ sudo systemctl enable --now autofs
Created symlink /etc/systemd/system/multi-user.target.wants/autofs.service → /usr/
lib/systemd/system/autofs.service.
```

The Alternative `systemd.automount` Method

The `systemd` daemon can automatically create unit files for entries in `/etc/fstab` that include the `x-systemd.automount` option. Use the `systemctl daemon-reload` command after modifying an entry's mount options, to generate a new unit file, and then use the `systemctl start unit.automount` command to enable that automount configuration.

The naming of the unit is based on its mount location. For example, if the mount point is `/remote/finance`, then the unit file is named `remote-finance.automount`. The `systemd` daemon mounts the file system when the `/remote/finance` directory is initially accessed.

This method can be simpler than installing and configuring the `autofs` service. However, a `systemd.automount` unit can support only absolute path mount points, similar to `autofs` direct maps.



References

`autofs(5)`, `automount(8)`, `auto.master(5)`, `mount.nfs(8)`, and `systemd.automount(5)` man pages

► Guided Exercise

Automount Network-Attached Storage

Performance Checklist

In this exercise, you create direct-mapped and indirect-mapped automount-managed mount points that mount NFS file systems.

Outcomes

- Install required packages for the automounter.
- Configure direct and indirect automounter maps, with resources from a preconfigured NFSv4 server.
- Describe the difference between direct and indirect automounter maps.

Before You Begin

As the student user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This start script determines whether `servera` and `serverb` are reachable on the network. The script alerts you if they are not available. The start script configures `serverb` as an NFSv4 server, sets up permissions, and exports directories. The script also creates users and groups that are needed on both `servera` and `serverb`.

```
[student@workstation ~]$ lab start netstorage-autofs
```

Instructions

An internet service provider uses a central server, `serverb`, to host shared directories with important documents that must be available on demand. When users log in to `servera`, they need access to the automounted shared directories.

Environment Characteristics:

- The `serverb` machine exports the `/shares/indirect` directory, which in turn contains the `west`, `central`, and `east` subdirectories.
- The `serverb` machine also exports the `/shares/direct/external` directory.
- The `operators` group consists of the `operator1` and `operator2` users. They have read and write access to the `/shares/indirect/west`, `/shares/indirect/central`, and `/shares/indirect/east` exported directories.
- The `contractors` group consists of the `contractor1` and `contractor2` users. They have read and write access to the `/shares/direct/external` exported directory.
- The expected mount points for `servera` are `/external` and `/internal`.
- The `/shares/direct/external` exported directory is automounted on `servera` with a `direct` map on `/external`.
- The `/shares/indirect/west` exported directory is automounted on `servera` with an `indirect` map on `/internal/west`.
- The `/shares/indirect/central` exported directory is automounted on `servera` with an `indirect` map on `/internal/central`.

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- The `/shares/indirect/east` exported directory is automounted on `servera` with an `indirect` map on `/internal/east`.
- All user passwords are set to `redhat`.
- The `nfs-utils` package is already installed.

► 1. Log in to `servera` and install the required packages.

- 1.1. Log in to `servera` as the `student` user and switch to the `root` user.

```
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$ sudo -i
[sudo] password for student: student
[root@servera ~]#
```

- 1.2. Install the `autofs` package.

```
[root@servera ~]# dnf install autofs
...output omitted...
Is this ok [y/N]: y
...output omitted...
Complete!
```

► 2. Configure an automounter direct map on `servera` with exports from `serverb`. Create the direct map with files that are named `/etc/auto.master.d/direct.autofs` for the master map and `/etc/auto.direct` for the mapping file. Use the `/external` directory as the main mount point on `servera`.

- 2.1. Test the NFS server and export before you configure the automounter.

```
[root@servera ~]# mount -t nfs \
serverb.lab.example.com:/shares/direct/external /mnt
[root@servera ~]# ls -l /mnt
total 4
-rw-r--r-- 1 root contractors 22 Apr  7 23:15 README.txt
[root@servera ~]# umount /mnt
```

- 2.2. Create a master map file named `/etc/auto.master.d/direct.autofs`, insert the following content, and save the changes.

```
/- /etc/auto.direct
```

- 2.3. Create a direct map file named `/etc/auto.direct`, insert the following content, and save the changes.

```
/external -rw, sync, fstype=nfs4 serverb.lab.example.com:/shares/direct/external
```

► 3. Configure an automounter indirect map on `servera` with exports from `serverb`. Create the indirect map with files that are named `/etc/auto.master.d/indirect.autofs` for the master map and `/etc/auto.indirect` for the mapping file. Use the `/internal` directory as the main mount point on `servera`.

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3.1. Test the NFS server and export before you configure the automounter.

```
[root@servera ~]# mount -t nfs \
serverb.lab.example.com:/shares/indirect /mnt
[root@servera ~]# ls -l /mnt
total 0
drwxrws---. 2 root operators 24 Apr  7 23:34 central
drwxrws---. 2 root operators 24 Apr  7 23:34 east
drwxrws---. 2 root operators 24 Apr  7 23:34 west
[root@servera ~]# umount /mnt
```

3.2. Create a master map file named /etc/auto.master.d/indirect.autofs, insert the following content, and save the changes.

```
/internal /etc/auto.indirect
```

3.3. Create an indirect map file named /etc/auto.indirect, insert the following content, and save the changes.

```
* -rw, sync, fstype=nfs4 serverb.lab.example.com:/shares/indirect/ &
```

► 4. Start the autofs service on servera and enable it to start automatically at boot time. Reboot servera to determine whether the autofs service starts automatically.

4.1. Start and enable the autofs service on servera.

```
[root@servera ~]# systemctl enable --now autofs
Created symlink /etc/systemd/system/multi-user.target.wants/autofs.service → /usr/
lib/systemd/system/autofs.service.
```

4.2. Reboot the servera machine.

```
[root@servera ~]# systemctl reboot
```

► 5. Test the direct automounter map as the contractor1 user. When done, exit from the contractor1 user session on servera.

5.1. After the servera machine is finished booting, log in to servera as the student user.

```
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$
```

5.2. Switch to the contractor1 user.

```
[student@servera ~]$ su - contractor1
Password: redhat
```

5.3. List the /external mount point.

```
[contractor1@servera ~]$ ls -l /external
total 4
-rw-r--r--. 1 root contractors 22 Apr  7 23:34 README.txt
```

5.4. Review the content and test the access to the /external mount point.

```
[contractor1@servera ~]$ cat /external/README.txt
###External Folder###
[contractor1@servera ~]$ echo testing-direct > /external/testing.txt
[contractor1@servera ~]$ cat /external/testing.txt
testing-direct
```

5.5. Exit from the contractor1 user session.

```
[contractor1@servera ~]$ exit
logout
[student@servera ~]$
```

► 6. Test the indirect automounter map as the operator1 user. When done, log out from servera.

6.1. Switch to the operator1 user.

```
[student@servera ~]$ su - operator1
Password: redhat
```

6.2. List the /internal mount point.

```
[operator1@servera ~]$ ls -l /internal
total 0
```



Note

With an automounter indirect map, you must access each exported subdirectory for them to mount. With an automounter direct map, after you access the mapped mount point, you can immediately view and access the subdirectories and content in the exported directory.

6.3. Test the /internal/west automounter exported directory access.

```
[operator1@servera ~]$ ls -l /internal/west/
total 4
-rw-r--r--. 1 root operators 18 Apr  7 23:34 README.txt
[operator1@servera ~]$ cat /internal/west/README.txt
###West Folder###
[operator1@servera ~]$ echo testing-1 > /internal/west/testing-1.txt
[operator1@servera ~]$ cat /internal/west/testing-1.txt
testing-1
```

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```
[operator1@servera ~]$ ls -l /internal
total 0
drwxrws---. 2 root operators 24 Apr  7 23:34 west
```

6.4. Test the /internal/central automounter exported directory access.

```
[operator1@servera ~]$ ls -l /internal/central
total 4
-rw-r--r--. 1 root operators 21 Apr  7 23:34 README.txt
[operator1@servera ~]$ cat /internal/central/README.txt
###Central Folder###
[operator1@servera ~]$ echo testing-2 > /internal/central/testing-2.txt
[operator1@servera ~]$ cat /internal/central/testing-2.txt
testing-2
[operator1@servera ~]$ ls -l /internal
total 0
drwxrws---. 2 root operators 24 Apr  7 23:34 central
drwxrws---. 2 root operators 24 Apr  7 23:34 west
```

6.5. Test the /internal/east automounter exported directory access.

```
[operator1@servera ~]$ ls -l /internal/east
total 4
-rw-r--r--. 1 root operators 18 Apr  7 23:34 README.txt
[operator1@servera ~]$ cat /internal/east/README.txt
###East Folder###
[operator1@servera ~]$ echo testing-3 > /internal/east/testing-3.txt
[operator1@servera ~]$ cat /internal/east/testing-3.txt
testing-3
[operator1@servera ~]$ ls -l /internal
total 0
drwxrws---. 2 root operators 24 Apr  7 23:34 central
drwxrws---. 2 root operators 24 Apr  7 23:34 east
drwxrws---. 2 root operators 24 Apr  7 23:34 west
```

6.6. Test the /external automounter exported directory access.

```
[operator1@servera ~]$ ls -l /external
ls: cannot open directory '/external': Permission denied
```

6.7. Return to the workstation machine as the student user.

```
[operator1@servera ~]$ exit
logout
[student@servera ~]$ exit
logout
Connection to servera closed.
```

Finish

On the `workstation` machine, change to the `student` user home directory and use the `lab` command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish netstorage-autofs
```

This concludes the section.

▶ Lab

Access Network-Attached Storage

Performance Checklist

In this lab, you configure the automounter with an indirect map, using exports from an NFSv4 server.

Outcomes

- Install required packages to set up the automounter.
- Configure an automounter indirect map, with resources from a preconfigured NFSv4 server.

Before You Begin

As the student user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This start script determines whether the `servera` and `serverb` systems are reachable on the network. The start script configures `serverb` as an NFSv4 server, sets up permissions, and exports directories. The script also creates users and groups that are needed on both `servera` and `serverb` systems.

```
[student@workstation ~]$ lab start netstorage-review
```

Instructions

An IT support company uses a central server, `serverb`, to host some exported directories on `/shares` for their groups and users. Users must be able to log in and have their exported directories mounted on demand and ready to use, under the `/remote` directory on `servera`.

Environment Characteristics:

- The `serverb` machine is sharing the `/shares` directory, which in turn contains the `management`, `production`, and `operation` subdirectories.
- The `managers` group consists of the `manager1` and `manager2` users. They have read and write access to the `/shares/management` exported directory.
- The `production` group consists of the `dbuser1` and `sysadmin1` users. They have read and write access to the `/shares/production` exported directory.
- The `operators` group consists of the `contractor1` and `consultant1` users. They have read and write access to the `/shares/operation` exported directory.
- The main mount point for `servera` is the `/remote` directory.
- Use the `/etc/auto.master.d/shares.autofs` file as the master map file and the `/etc/auto.shares` file as the indirect map file.
- The `/shares/management` exported directory is automounted on `/remote/management` on `servera`.

- The `/shares/production` exported directory is automounted on `/remote/production` on `servera`.
- The `/shares/operation` exported directory is automounted on `/remote/operation` on `servera`.
- All user passwords are set to `redhat`.

1. Log in to `servera` and install the required packages.
2. Configure an automounter indirect map on `servera` with exports from `serverb`. Create an indirect map with files that are named `/etc/auto.master.d/shares.autofs` for the master map and `/etc/auto.shares` for the mapping file. Use the `/remote` directory as the main mount point on `servera`. Reboot `servera` to determine whether the `autofs` service starts automatically.
3. Test the `autofs` configuration with the various users. When done, log out from `servera`.

Evaluation

On the `workstation` machine, use the `lab` command to confirm success of this exercise.

```
[student@workstation ~]$ lab grade netstorage-review
```

Finish

On the `workstation` machine, change to the `student` user home directory and use the `lab` command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish netstorage-review
```

This concludes the section.

► Solution

Access Network-Attached Storage

Performance Checklist

In this lab, you configure the automounter with an indirect map, using exports from an NFSv4 server.

Outcomes

- Install required packages to set up the automounter.
- Configure an automounter indirect map, with resources from a preconfigured NFSv4 server.

Before You Begin

As the student user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This start script determines whether the `servera` and `serverb` systems are reachable on the network. The start script configures `serverb` as an NFSv4 server, sets up permissions, and exports directories. The script also creates users and groups that are needed on both `servera` and `serverb` systems.

```
[student@workstation ~]$ lab start netstorage-review
```

Instructions

An IT support company uses a central server, `serverb`, to host some exported directories on `/shares` for their groups and users. Users must be able to log in and have their exported directories mounted on demand and ready to use, under the `/remote` directory on `servera`.

Environment Characteristics:

- The `serverb` machine is sharing the `/shares` directory, which in turn contains the `management`, `production`, and `operation` subdirectories.
- The `managers` group consists of the `manager1` and `manager2` users. They have read and write access to the `/shares/management` exported directory.
- The `production` group consists of the `dbuser1` and `sysadmin1` users. They have read and write access to the `/shares/production` exported directory.
- The `operators` group consists of the `contractor1` and `consultant1` users. They have read and write access to the `/shares/operation` exported directory.
- The main mount point for `servera` is the `/remote` directory.
- Use the `/etc/auto.master.d/shares.autofs` file as the master map file and the `/etc/auto.shares` file as the indirect map file.
- The `/shares/management` exported directory is automounted on `/remote/management` on `servera`.

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- The `/shares/production` exported directory is automounted on `/remote/production` on `servera`.
- The `/shares/operation` exported directory is automounted on `/remote/operation` on `servera`.
- All user passwords are set to `redhat`.

1. Log in to `servera` and install the required packages.1.1. Log in to `servera` as the `student` user and switch to the `root` user.

```
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$
[student@servera ~]$ sudo -i
[sudo] password for student: student
[root@servera ~]#
```

1.2. Install the `autofs` package.

```
[root@servera ~]# dnf install autofs
...output omitted...
Is this ok [y/N]: y
...output omitted...
Complete!
```

2. Configure an automounter indirect map on `servera` with exports from `serverb`. Create an indirect map with files that are named `/etc/auto.master.d/shares.autofs` for the master map and `/etc/auto.shares` for the mapping file. Use the `/remote` directory as the main mount point on `servera`. Reboot `servera` to determine whether the `autofs` service starts automatically.

2.1. Test the NFS server before you configure the automounter.

```
[root@servera ~]# mount -t nfs serverb.lab.example.com:/shares /mnt
[root@servera ~]# ls -l /mnt
total 0
drwxrwx--- 2 root managers 25 Apr  4 01:13 management
drwxrwx--- 2 root operators 25 Apr  4 01:13 operation
drwxrwx--- 2 root production 25 Apr  4 01:13 production
[root@servera ~]# umount /mnt
```

2.2. Create a master map file named `/etc/auto.master.d/shares.autofs`, insert the following content, and save the changes.

```
/remote /etc/auto.shares
```

2.3. Create an indirect map file named `/etc/auto.shares`, insert the following content, and save the changes.

```
* -rw,sync,fstype=nfs4 serverb.lab.example.com:/shares/ &
```

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2.4. Start and enable the `autofs` service on `servera`.

```
[root@servera ~]# systemctl enable --now autofs
Created symlink /etc/systemd/system/multi-user.target.wants/autofs.service → /usr/
lib/systemd/system/autofs.service.
```

2.5. Reboot the `servera` machine.

```
[root@servera ~]# systemctl reboot
```

3. Test the `autofs` configuration with the various users. When done, log out from `servera`.

3.1. After the `servera` machine is finished booting, log in to `servera` as the `student` user.

```
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$
```

3.2. Switch to the `manager1` user and test access.

```
[student@servera ~]$ su - manager1
Password: redhat
[manager1@servera ~]$ ls -l /remote/management/
total 4
-rw-r--r--. 1 root managers 46 Apr  4 01:13 Welcome.txt
[manager1@servera ~]$ cat /remote/management/Welcome.txt
###Welcome to Management Folder on SERVERB###
[manager1@servera ~]$ echo TEST1 > /remote/management/Test.txt
[manager1@servera ~]$ cat /remote/management/Test.txt
TEST1
[manager1@servera ~]$ ls -l /remote/operation/
ls: cannot open directory '/remote/operation/': Permission denied
[manager1@servera ~]$ ls -l /remote/production/
ls: cannot open directory '/remote/production/': Permission denied
[manager1@servera ~]$ exit
logout
[student@servera ~]$
```

3.3. Switch to the `dbuser1` user and test access.

```
[student@servera ~]$ su - dbuser1
Password: redhat
[dbuser1@servera ~]$ ls -l /remote/production/
total 4
-rw-r--r--. 1 root production 46 Apr  4 01:13 Welcome.txt
[dbuser1@servera ~]$ cat /remote/production/Welcome.txt
###Welcome to Production Folder on SERVERB###
[dbuser1@servera ~]$ echo TEST2 > /remote/production/Test.txt
[dbuser1@servera ~]$ cat /remote/production/Test.txt
TEST2
[dbuser1@servera ~]$ ls -l /remote/operation/
```

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```
ls: cannot open directory '/remote/operation/': Permission denied
[dbuser1@servera ~]$ ls -l /remote/management/
ls: cannot open directory '/remote/management/': Permission denied
[dbuser1@servera ~]$ exit
logout
[student@servera ~]$
```

3.4. Switch to the **contractor1** user and test access.

```
[student@servera ~]$ su - contractor1
Password: redhat
[contractor1@servera ~]$ ls -l /remote/operation/
total 4
-rw-r--r-- 1 root operators 45 Apr  4 01:13 Welcome.txt
[contractor1@servera ~]$ cat /remote/operation/Welcome.txt
###Welcome to Operation Folder on SERVERB###
[contractor1@servera ~]$ echo TEST3 > /remote/operation/Test.txt
[contractor1@servera ~]$ cat /remote/operation/Test.txt
TEST3
[contractor1@servera ~]$ ls -l /remote/management/
ls: cannot open directory '/remote/management/': Permission denied
[contractor1@servera ~]$ ls -l /remote/production/
ls: cannot open directory '/remote/production/': Permission denied
[contractor1@servera ~]$ exit
logout
[student@servera ~]$
```

3.5. Explore the mount options for the NFS automounted export.

```
[student@servera ~]$ mount | grep nfs
rpc_pipefs on /var/lib/nfs/rpc_pipefs type rpc_pipefs (rw,relatime)
serverb.lab.example.com:/shares/management on /remote/management type nfs4
(rw,relatime,vers=4.2,rsize=262144,wszie=262144,namlen=255,
sync,proto=tcp,timeo=600,retrans=2,sec=sys,clientaddr=172.25.250.10,
local_lock=none,addr=172.25.250.11)
serverb.lab.example.com:/shares/operation on /remote/operation type nfs4
(rw,relatime,vers=4.2,rszie=262144,wszie=262144,namlen=255,
sync,proto=tcp,timeo=600,retrans=2,sec=sys,clientaddr=172.25.250.10,
local_lock=none,addr=172.25.250.11)
serverb.lab.example.com:/shares/production on /remote/production type nfs4
(rw,relatime,vers=4.2,rszie=262144,wszie=262144,namlen=255,
sync,proto=tcp,timeo=600,retrans=2,sec=sys,clientaddr=172.25.250.10,
local_lock=none,addr=172.25.250.11)
```

3.6. Return to the **workstation** machine as the **student** user.

```
[student@servera ~]$ exit
logout
[student@workstation ~]$
```

Evaluation

On the **workstation** machine, use the **lab** command to confirm success of this exercise.

```
[student@workstation ~]$ lab grade netstorage-review
```

Finish

On the workstation machine, change to the student user home directory and use the `lab` command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish netstorage-review
```

This concludes the section.

Summary

- Mount and unmount an NFS share from the command line.
- Configure an NFS share to mount automatically at startup.
- Configure the automounter with direct and indirect maps, and describe their differences.

Chapter 8

Control the Boot Process

Goal

Manage the boot process to control offered services and to troubleshoot and repair problems.

Objectives

- Describe the Red Hat Enterprise Linux boot process, set the default target when booting, and boot a system to a non-default target.
- Log in to a system and change the root password when the current root password is lost.
- Manually repair file-system configuration or corruption issues that stop the boot process.

Sections

- Select the Boot Target (and Guided Exercise)
- Reset the Root Password (and Guided Exercise)
- Repair File System Issues at Boot (and Guided Exercise)

Lab

Control the Boot Process

Select the Boot Target

Objectives

Describe the Red Hat Enterprise Linux boot process, set the default target when booting, and boot a system to a non-default target.

Describe the Red Hat Enterprise Linux 9 Boot Process

Modern computer systems are complex combinations of hardware and software. Starting from an undefined, powered-down state to a running system with a login prompt requires many pieces of hardware and software to work together. The following list gives a high-level overview of the tasks involved for a physical x86_64 system booting Red Hat Enterprise Linux 9. The list for x86_64 virtual machines is roughly the same, but the hypervisor handles some hardware-specific steps in software.

- The machine is powered on. The system firmware, either modern UEFI or older BIOS, runs a *Power On Self Test (POST)* and starts to initialize the hardware.

Configured using the system BIOS or UEFI configuration screens that you typically reach by pressing a specific key combination, such as F2, early during the boot process.

- The system firmware searches for a bootable device, either configured in the UEFI boot firmware or by searching for a *Master Boot Record (MBR)* on all disks, in the order configured in the BIOS or UEFI.

Configured using the system BIOS or UEFI configuration screens, which you typically reach by pressing a specific key combination, such as F2, early during the boot process.

- The system firmware reads a boot loader from disk and then passes control of the system to the boot loader. On a Red Hat Enterprise Linux 9 system, the boot loader is the *GRand Unified Bootloader version 2 (GRUB2)*.

Configured using the `grub2-install` command, which installs GRUB2 as the boot loader on the disk for BIOS systems. Do not use the `grub2-install` command directly to install the UEFI boot loader. RHEL 9 provides a prebuilt `/boot/efi/EFI/redhat/grubx64.EFI` file, which contains the required authentication signatures for a Secure Boot system. Executing `grub2-install` directly on a UEFI system generates a new `grubx64.EFI` file without those required signatures. You can restore the correct `grubx64.EFI` file from the `grub2-efi` package.

- GRUB2 loads its configuration from the `/boot/grub2/grub.cfg` file for BIOS and from the `/boot/efi/EFI/redhat/grub.cfg` file for UEFI, and displays a menu where you can select which kernel to boot.

Configured using the `/etc/grub.d/` directory, and the `/etc/default/grub` file, the `grub2-mkconfig` command generates the `/boot/grub2/grub.cfg` or `/boot/efi/EFI/redhat/grub.cfg` files for BIOS or UEFI, respectively.

- After you select a kernel, or the timeout expires, the boot loader loads the kernel and `initramfs` from disk and places them in memory. An `initramfs` is an archive containing the kernel modules for all the hardware required at boot, initialization scripts, and more. On Red Hat Enterprise Linux 9, the `initramfs` contains an entire usable system by itself.

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Configured using the `/etc/dracut.conf.d/` directory, the `dracut` command, and the `lsinitrd` command to inspect the `initramfs` file.

- The boot loader hands control over to the kernel, passing in any options specified on the kernel command line in the boot loader, and the location of the `initramfs` in memory.

Configured using the `/etc/grub.d/` directory, the `/etc/default/grub` file, and the `grub2-mkconfig` command to generate the `/boot/grub2/grub.cfg` file.

- The kernel initializes all hardware for which it can find a driver in the `initramfs`, then executes `/sbin/init` from the `initramfs` as PID 1. On Red Hat Enterprise Linux 9, `/sbin/init` is a link to `systemd`.

Configured using the kernel `init=` command-line parameter.

- The `systemd` instance from the `initramfs` executes all units for the `initrd.target` target. This includes mounting the root file system on disk on to the `/sysroot` directory.

Configured using the `/etc/fstab` file.

- The kernel switches (pivots) the root file system from `initramfs` to the root file system in the `/sysroot` directory. `systemd` then re-executes itself by using the copy of `systemd` installed on the disk.
- `systemd` looks for a default target, either passed in from the kernel command line or configured on the system, then starts (and stops) units to comply with the configuration for that target, solving dependencies between units automatically. In essence, a `systemd` target is a set of units that the system should activate to reach the desired state. These targets typically start a text-based login or a graphical login screen.

Configured using the `/etc/systemd/system/default.target` file and the `/etc/systemd/system/` directory.

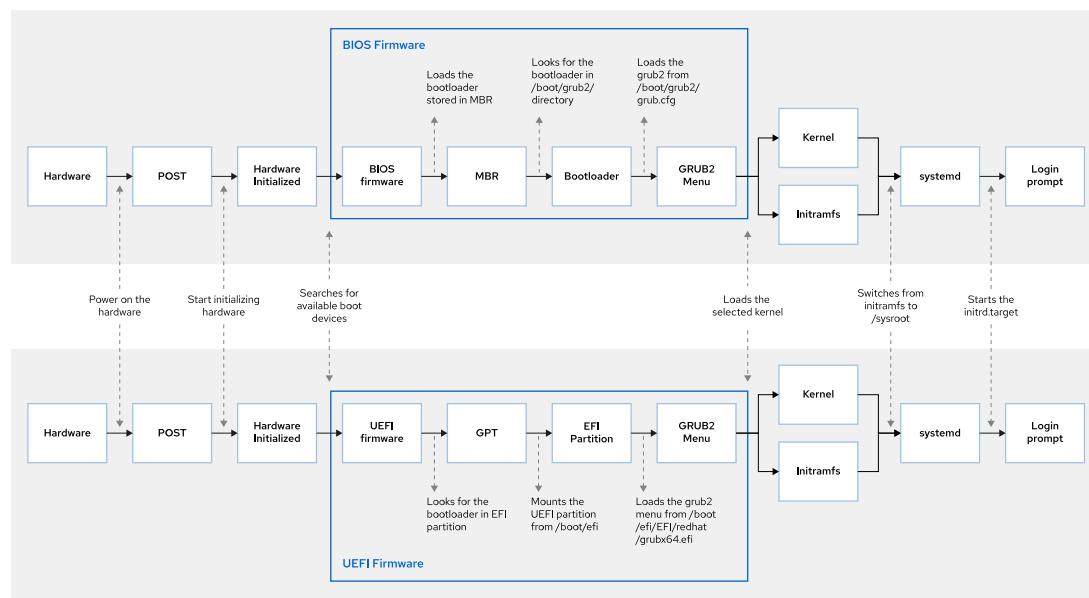


Figure 8.1: Boot process for BIOS-based and UEFI-based systems

Reboot and Shut Down

To power off or reboot a running system from the command line, you can use the `systemctl` command.

The `systemctl poweroff` command stops all running services, unmounts all file systems (or remounts them read-only when they cannot be unmounted), and then powers down the system.

The `systemctl reboot` command stops all running services, unmounts all file systems, and then reboots the system.

You can also use the shorter version of these commands, `poweroff` and `reboot`, which are symbolic links to their `systemctl` equivalents.



Note

The `systemctl halt` and the `halt` commands are also available to stop the system, but unlike the `poweroff` command, these commands do not power off the system; they bring a system down to a point where it is safe to power it off manually.

Select a Systemd Target

A `systemd` target is a set of `systemd` units that the system should start to reach a desired state. The following table lists the most important targets.

Commonly Used Targets

Target	Purpose
<code>graphical.target</code>	System supports multiple users, graphical- and text-based logins.
<code>multi-user.target</code>	System supports multiple users, text-based logins only.
<code>rescue.target</code>	<code>sulogin</code> prompt, basic system initialization completed.
<code>emergency.target</code>	<code>sulogin</code> prompt, <code>initramfs</code> pivot complete, and system root mounted on <code>/</code> read only.

A target can be a part of another target. For example, the `graphical.target` includes `multi-user.target`, which in turn depends on `basic.target` and others. You can view these dependencies with the following command.

```
[user@host ~]$ systemctl list-dependencies graphical.target | grep target
graphical.target
* └─multi-user.target
*   ├─basic.target
*   | ├─paths.target
*   | ├─slices.target
*   | ├─sockets.target
*   | ├─sysinit.target
*   | └─cryptsetup.target
```

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```
*  |  |  |-integritysetup.target
*  |  |  |-local-fs.target
...output omitted...
```

To list the available targets, use the following command.

```
[user@host ~]$ systemctl list-units --type=target --all
UNIT          LOAD   ACTIVE   SUB   DESCRIPTION
-----
basic.target    loaded  active   active  Basic System
...output omitted...
cloud-config.target    loaded  active   active  Cloud-config availability
cloud-init.target    loaded  active   active  Cloud-init target
cryptsetup-pre.target    loaded  inactive dead   Local Encrypted Volumes
(Pre)
cryptsetup.target    loaded  active   active  Local Encrypted Volumes
...output omitted...
```

Select a Target at Runtime

On a running system, administrators can switch to a different target by using the `systemctl isolate` command.

```
[root@host ~]# systemctl isolate multi-user.target
```

Isolating a target stops all services not required by that target (and its dependencies), and starts any required services not yet started.

Not all targets can be isolated. You can only isolate targets that have `AllowIsolate=yes` set in their unit files. For example, you can isolate the graphical target, but not the `cryptsetup` target.

```
[user@host ~]$ systemctl cat graphical.target
# /usr/lib/systemd/system/graphical.target
...output omitted...
[Unit]
Description=Graphical Interface
Documentation=man:systemd.special(7)
Requires=multi-user.target
Wants=display-manager.service
Conflicts=rescue.service rescue.target
After=multi-user.target rescue.service rescue.target display-manager.service
AllowIsolate=yes
[user@host ~]$ systemctl cat cryptsetup.target
# /usr/lib/systemd/system/cryptsetup.target
...output omitted...
[Unit]
Description=Local Encrypted Volumes
Documentation=man:systemd.special(7)
```

Set a Default Target

When the system starts, `systemd` activates the `default.target` target. Normally the default target in `/etc/systemd/system/` is a symbolic link to either the `graphical.target` or the

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`multi-user.target` targets. Instead of editing this symbolic link by hand, the `systemctl` command provides two subcommands to manage this link: `get-default` and `set-default`.

```
[root@host ~]# systemctl get-default
multi-user.target
[root@host ~]# systemctl set-default graphical.target
Removed /etc/systemd/system/default.target.
Created symlink /etc/systemd/system/default.target -> /usr/lib/systemd/system/
graphical.target.
[root@host ~]# systemctl get-default
graphical.target
```

Select a Different Target at Boot Time

To select a different target at boot time, append the `systemd.unit=target.target` option to the kernel command line from the boot loader.

For example, to boot the system into a rescue shell where you can change the system configuration with almost no services running, append the following option to the kernel command line from the boot loader.

```
systemd.unit=rescue.target
```

This configuration change only affects a single boot, making it a useful tool to troubleshoot the boot process.

To use this method to select a different target, use the following procedure:

1. Boot or reboot the system.
2. Interrupt the boot loader menu countdown by pressing any key (except `Enter` which would initiate a normal boot).
3. Move the cursor to the kernel entry that you want to start.
4. Press `e` to edit the current entry.
5. Move the cursor to the line that starts with `linux`. This is the kernel command line.
6. Append `systemd.unit=target.target`. For example, `systemd.unit=emergency.target`.
7. Press `Ctrl+x` to boot with these changes.



References

`info grub2` (GNU GRUB manual)

`bootup(7)`, `dracut.bootup(7)`, `lsinitrd(1)`, `systemd.target(5)`, `systemd.special(7)`, `sulogin(8)`, and `systemctl(1)` man pages

For more information, refer to the *Managing services with systemd* chapter in the *Configuring basic system settings* guide at

https://access.redhat.com/documentation/en-us/red_hat_enterprise_linux/9/html-single/configuring_basic_system_settings/index#managing-services-with-systemd

► Guided Exercise

Select the Boot Target

In this exercise, you determine the default target into which a system boots, and boot that system into other targets.

Outcomes

- Update the system default target and use a temporary target from the boot loader.

Before You Begin

As the student user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command ensures that all required resources are available.

```
[student@workstation ~]$ lab start boot-selecting
```

Instructions

► 1. On the `workstation` machine, open a terminal and confirm that the default target is `graphical.target`.

```
[student@workstation ~]$ systemctl get-default  
graphical.target
```

► 2. On the `workstation` machine, switch to the `multi-user` target manually without rebooting. Use the `sudo` command and if prompted, use `student` as the password.

```
[student@workstation ~]$ sudo systemctl isolate multi-user.target  
[sudo] password for student: student
```

► 3. Access a text-based console. Use the `Ctrl+Alt+F1` key sequence by using the relevant button or menu entry. Log in as the `root` user by using `redhat` as the password.



Note

Reminder: If you are using the terminal through a web page, then you can click the Show Keyboard icon in the menu on the right side of the screen under your web browser's URL bar.

```
workstation login: root  
Password: redhat  
[root@workstation ~]#
```

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► 4. Configure the **workstation** machine to automatically boot into the **multi-user** target, and then reboot the **workstation** machine to verify. When done, change the default **systemd** target back to the **graphical** target.

4.1. Set the default target.

```
[root@workstation ~]# systemctl set-default multi-user.target
Removed /etc/systemd/system/default.target.
Created symlink /etc/systemd/system/default.target -> /usr/lib/systemd/system/
multi-user.target.
```

4.2. Reboot the **workstation** machine. After reboot, the system presents a text-based console and not a graphical login screen.

```
[root@workstation ~]# systemctl reboot
```

4.3. Log in as the **root** user.

```
workstation login: root
Password: redhat
Last login: Thu Mar 28 14:50:53 on tty1
[root@workstation ~]#
```

4.4. Set the default **systemd** target back to the **graphical** target.

```
[root@workstation ~]# systemctl set-default graphical.target
Removed /etc/systemd/system/default.target.
Created symlink /etc/systemd/system/default.target -> /usr/lib/systemd/system/
graphical.target.
```

4.5. This concludes the first part of the exercise where you practice setting the default **systemd** target.

► 5. In this second part of the exercise, you will practice by using rescue mode to recover the system.

Access the boot loader by rebooting **workstation** again. From within the boot loader menu, boot into the **rescue** target.

5.1. Initiate the reboot.

```
[root@workstation ~]# systemctl reboot
```

5.2. When the boot loader menu appears, press any key to interrupt the countdown (except **Enter**, which would initiate a normal boot).

5.3. Use the cursor keys to highlight the default boot loader entry.

5.4. Press **e** to edit the current entry.

5.5. Using the cursor keys, navigate to the line that starts with **linux**.

5.6. Press **End** to move the cursor to the end of the line.

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- 5.7. Append `systemd.unit=rescue.target` to the end of the line.
- 5.8. Press `Ctrl+x` to boot by using the modified configuration.
- 5.9. Log in to rescue mode. You might need to hit `enter` to get a clean prompt.

```
Give root password for maintenance
(or press Control-D to continue): redhat
[root@workstation ~]#
```

► 6. Confirm that in rescue mode, the root file system is in read/write mode.

```
[root@workstation ~]# mount
...output omitted...
/dev/vda4 on / type xfs
  (rw,relatime,seclabel,attr2,inode64,logbufs=8,logbsize=32k,noquota)
...output omitted...
```

► 7. Press `Ctrl+d` to continue with the boot process.

The system presents a graphical login. Log in as the `student` user.

Finish

On the `workstation` machine, change to the `student` user home directory and use the `lab` command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish boot-selecting
```

This concludes the section.

Reset the Root Password

Objectives

Log in to a system and change the root password when the current root password is lost.

Reset the Root Password from the Boot Loader

One task that every system administrator should be able to accomplish is resetting a lost `root` password. This task is trivial if the administrator is still logged in, either as an unprivileged user but with full `sudo` access, or as `root`. This task becomes slightly more involved when the administrator is not logged in.

Several methods exist to set a new `root` password. A system administrator could, for example, boot the system by using a Live CD, mount the root file system from there, and edit `/etc/shadow`. In this section, we explore a method that does not require the use of external media.



Note

On Red Hat Enterprise Linux 6 and earlier, administrators can boot the system into runlevel 1 to get a `root` prompt. The closest analogs to runlevel 1 on a Red Hat Enterprise Linux 8 or later machine, are the rescue and emergency targets, both of which require the `root` password to log in.

If your system was deployed from a Red Hat cloud image, then you will not have a rescue kernel in your boot menu, however your default kernel will have similar behavior that allows you to enter maintenance mode without the `root` password.

On Red Hat Enterprise Linux 9, it is possible to have the scripts that run from the `initramfs` pause at certain points, provide a `root` shell, and then continue when that shell exits. This is mostly meant for debugging, but you can also use this method to reset a lost `root` password.

Starting from Red Hat Enterprise Linux 9, if you install your system from a DVD, then the default kernel asks for the `root` password when you try to enter maintenance mode. Thus, for the purpose of resetting a lost `root` password, you need to use the rescue kernel. However, if you deploy your system from a Red Hat cloud image, then you do not have a rescue kernel in your boot menu, but your default kernel has the similar behavior that allows you to enter maintenance mode without the `root` password.

To access that `root` shell, follow these steps:

1. Reboot the system.
2. Interrupt the boot-loader countdown by pressing any key, except Enter.
3. Move the cursor to the rescue kernel entry to boot (the one with the word `rescue` in its name).
4. Press `e` to edit the selected entry.
5. Move the cursor to the kernel command line (the line that starts with `linux`).

6. Append `rd.break`. With that option, the system breaks just before the system hands control from the `initramfs` to the actual system.
7. Press `Ctrl+x` to boot with the changes.
8. Press `Enter` to perform maintenance when prompted.

At this point, the system presents a `root` shell, with the actual root file system on the disk mounted read-only on `/sysroot`. Because troubleshooting often requires modification to the root file system, you must remount the root file system as read/write. The following step shows how the `remount, rw` option to the `mount` command remounts the file system with the new option (`rw`) set.



Note

Prebuilt images may place multiple `console=` arguments to the kernel to support a wide array of implementation scenarios. Those `console=` arguments indicate the devices to use for console output. The caveat with `rd.break` is that even though the system sends the kernel messages to all the consoles, the prompt ultimately uses whichever `console` is given last. If you do not get your prompt, then you might want to temporarily reorder the `console=` arguments when you edit the kernel command line from the boot loader.



Important

The system has not yet enabled SELinux, therefore any file you create does not have SELinux context. Some tools, such as the `passwd` command, first create a temporary file, then replace it with the file that is intended for edit, effectively creating a new file without SELinux context. For this reason, when you use the `passwd` command with `rd.break`, the `/etc/shadow` file does not receive SELinux context.

To reset the root password from this point, use the following procedure:

1. Remount `/sysroot` as read/write.

```
sh-5.1# mount -o remount,rw /sysroot
```

2. Switch into a `chroot` jail, where `/sysroot` is treated as the root of the file-system tree.

```
sh-5.1# chroot /sysroot
```

3. Set a new `root` password.

```
sh-5.1# passwd root
```

4. Make sure that all unlabeled files, including `/etc/shadow` at this point, get relabeled during boot.

```
sh-5.1# touch /.autorelabel
```

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5. Type `exit` twice. The first command exits the `chroot` jail, and the second command exits the `inramfs` debug shell.

At this point, the system continues booting, performs a full SELinux relabel, and then reboots again.

Inspect Logs

Looking at the logs of previously failed boots can be useful. If the system journals are persistent across reboots, you can use the `journalctl` tool to inspect those logs.

Remember that by default, the system journals are kept in the `/run/log/journal` directory, which means the journals are cleared when the system reboots. To store journals in the `/var/log/journal` directory, which persists across reboots, set the `Storage` parameter to `persistent` in `/etc/systemd/journald.conf`.

```
[root@host ~]# vim /etc/systemd/journald.conf
...output omitted...
[Journal]
Storage=persistent
...output omitted...
[root@host ~]# systemctl restart systemd-journald.service
```

To inspect the logs of a previous boot, use the `journalctl` command `-b` option. Without any arguments, the `journalctl` command `-b` option only displays messages since the last boot. With a negative number as an argument, it displays the logs of previous boots.

```
[root@host ~]# journalctl -b -1 -p err
```

This command shows all messages rated as an error or worse from the previous boot.

Repair Systemd Boot Issues

To troubleshoot service startup issues at boot time, Red Hat Enterprise Linux 8 and later have the following tools available.

Enable the Early Debug Shell

By enabling the `debug-shell` service with `systemctl enable debug-shell.service`, the system spawns a root shell on TTY9 (Ctrl+Alt+F9) early during the boot sequence. This shell is automatically logged in as `root`, so that administrators can debug the system while the operating system is still booting.



Warning

Do not forget to disable the `debug-shell.service` service when you are done debugging, because it leaves an unauthenticated root shell open to anyone with local console access.

Alternatively, to activate the debug shell during the boot using the GRUB2 menu, follow these steps:

1. Reboot the system.

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2. Interrupt the boot-loader countdown by pressing any key, except **Enter**.
3. Move the cursor to the kernel entry to boot.
4. Press **e** to edit the selected entry.
5. Move the cursor to the kernel command line (the line that starts with `linux`).
6. Append `systemd.debug-shell`. With this parameter, the system boots into the debug shell.
7. Press **Ctrl+x** to boot with the changes.

Use the Emergency and Rescue Targets

By appending either `systemd.unit=rescue.target` or `systemd.unit=emergency.target` to the kernel command line from the boot loader, the system spawns into a rescue or emergency shell instead of starting normally. Both of these shells require the `root` password.

The emergency target keeps the root file system mounted read-only, while the rescue target waits for `sysinit.target` to complete, so that more of the system is initialized, such as the logging service or the file systems. The `root` user at this point can not make changes to `/etc/fstab` until the drive is remounted in a read write state with the `mount -o remount,rw /` command.

Administrators can use these shells to fix any issues that prevent the system from booting normally; for example, a dependency loop between services, or an incorrect entry in `/etc/fstab`. Exiting from these shells continues with the regular boot process.

Identify Stuck Jobs

During startup, `systemd` spawns a number of jobs. If some of these jobs cannot complete, they block other jobs from running. To inspect the current job list, administrators can use the `systemctl list-jobs` command. Any jobs listed as running must complete before the jobs listed as waiting can continue.



References

`dracut.cmdline(7)`, `systemd-journald(8)`, `journald.conf(5)`, `journalctl(1)`, and `systemctl(1)` man pages

► Guided Exercise

Reset the Root Password

In this exercise, you reset the `root` password on a system.

Outcomes

- Reset the lost `root` user password.

Before You Begin

As the student user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command runs a start script that determines if the `servera` machine is reachable on the network. It also resets the `root` password to a random string and sets a higher time-out for the GRUB2 menu.

```
[student@workstation ~]$ lab start boot-resetting
```

Instructions

- Reboot `servera`, and interrupt the countdown in the boot-loader menu.
 - Locate the icon for the `servera` console, as appropriate for your classroom environment, then open the console.
Send a `Ctrl+Alt+Del` to your system by using the relevant button or menu entry.
 - When the boot-loader menu appears, press any key to interrupt the countdown, except `Enter`.
- Edit the rescue kernel boot-loader entry, in memory, to abort the boot process just after the kernel mounts all the file systems, but before it hands over control to `systemd`.
 - Use the cursor keys to highlight the rescue kernel entry (the one with the word `rescue` in its name).
 - Press `e` to edit the current entry.
 - Use the cursor keys to navigate to the line that starts with `linux`.
 - Press `End` to move the cursor to the end of the line.
 - Append `rd.break` to the end of the line.
 - Press `Ctrl+x` to boot using the modified configuration.
- Press `Enter` to perform maintenance. At the `sh-5.1#` prompt, remount the `/sysroot` file system read/write, then use the `chroot` command to enter a `chroot` jail at `/sysroot`.

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```
sh-5.1# mount -o remount,rw /sysroot
...output omitted...
sh-5.1# chroot /sysroot
```

- ▶ 4. Change the root password back to redhat.

```
sh-5.1# passwd root
Changing password for user root.
New password: redhat
BAD PASSWORD: The password is shorter than 8 characters
Retype new password: redhat
passwd: all authentication tokens updated successfully.
```

- ▶ 5. Configure the system to automatically perform a full SELinux relabel after boot. This is necessary because the passwd command recreates the /etc/shadow file without an SELinux context.

```
sh-5.1# touch /.autorelabel
```

- ▶ 6. Type exit twice to continue booting your system as usual. The system runs an SELinux relabel operation, then reboots automatically. When the system is up, verify your work by logging in as root at the console.

Finish

On the **workstation** machine, change to the **student** user home directory and use the **lab** command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish boot-resetting
```

This concludes the section.

Repair File System Issues at Boot

Objectives

Manually repair file-system configuration or corruption issues that stop the boot process.

File-system Issues

During the boot process, the `systemd` service mounts the persistent file-systems defined in the `/etc/fstab` file.

Errors in the `/etc/fstab` file or corrupt file systems can block a system from completing the boot process. In some failure scenarios, the system breaks out of the boot process and opens an emergency shell that requires the `root` user password.

The following list describes some common file system mounting issues when parsing `/etc/fstab` during the boot process:

Corrupt file system

The `systemd` service attempts to repair the file system. If the problem can not be automatically repaired, then the system opens an emergency shell.

Nonexistent device or UUID

The `systemd` service times out waiting for the device to become available. If the device does not respond, then the system opens an emergency shell.

Nonexistent or incorrect mount point

The system opens an emergency shell.

Repair File-system Issues

To gain access to a system that cannot complete booting because of file-system issues, the `systemd` architecture provides an `emergency` boot target, which opens an emergency shell that requires the `root` password for access.

The next example demonstrates the boot process output when the system finds a file-system issue and switches to the `emergency` target:

```
...output omitted...
[*      ] A start job is running for /dev/vda2 (27s / 1min 30s)
[ TIME ] Timed out waiting for device /dev/vda2.
[DEPEND] Dependency failed for /mnt/mountfolder
[DEPEND] Dependency failed for Local File Systems.
[DEPEND] Dependency failed for Mark need to relabel after reboot.
...output omitted...
[  OK  ] Started Emergency Shell.
[  OK  ] Reached target Emergency Mode.
...output omitted...
Give root password for maintenance
(or press Control-D to continue):
```

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The `systemd` daemon failed to mount the `/dev/vda2` device and timed out. Because the device is not available, the system opens an emergency shell for maintenance access.

To repair file-system issues when your system opens an emergency shell, first locate the errant file system, determine and repair the fault, then reload the '`systemd`' configuration to retry the automatic mounting.

Use the `mount` command to determine which file systems are currently mounted by the `systemd` daemon.

```
[root@host ~]# mount
...output omitted...
/dev/vda1 on / type xfs (ro,relatime,seclabel,attr2,inode64,noquota)
...output omitted...
```

If the root file system is mounted with the `ro` (read-only) option, then you are unable to edit the `/etc/fstab` file. Temporarily remount the root file system with the `rw` (read-write) option, if necessary, before opening the `/etc/fstab` file. The remount option allows an in-use file system to modify its mount parameters without actually unmounting the file system.

```
[root@host ~]# mount -o remount,rw /
```

Attempt to mount all the file systems listed in the `/etc/fstab` file by using the `mount --all` option. This option mounts processes on every entry file-system entry, but skips those that are already mounted. The command displays any errors that occur when mounting a file system.

```
[root@host ~]# mount --all
mount: /mnt/mountfolder: mount point does not exist.
```

In this scenario, the `/mnt/mountfolder` mount directory does not exist, create the `/mnt/mountfolder` directory before reattempting the mount. Other error messages can occur, including typos in the entries, or incorrect device names or UIDs.

When you have corrected all of the issues in the `/etc/fstab` file, inform the `systemd` daemon to register the new `/etc/fstab` file by using the `systemctl daemon-reload` command, then reattempt mounting all of the entries.

```
[root@host ~]# systemctl daemon-reload
[root@host ~]# mount --all
```



Note

The `systemd` service processes the `/etc/fstab` file by transforming each entry into a `.mount` type `systemd` unit configuration and then starting the unit as a service. The `daemon-reload` requests `systemd` to rebuild and reload all unit configurations.

If the `mount --all` attempt succeeds without further errors, then the final test is to verify that file-system mounting is successfully during a system boot. Reboot the system and wait for the boot to complete normally.

```
[root@host ~]# systemctl reboot
```

To perform quick tests in the `/etc/fstab` file, use the `nofail` mount entry option. Using the `nofail` option in an `/etc/fstab` entry allows the system to boot even if that file-system mount is unsuccessful. This option should not be used with production file systems that must always mount. With the `nofail` option, an application could start with its file-system data missing, with possibly severe consequences.



References

`systemd-fsck(8)`, `systemd-fstab-generator(8)`, and `systemd.mount(5)`
man pages

► Guided Exercise

Repair File System Issues at Boot

In this exercise, you recover a system from a misconfiguration in the `/etc/fstab` file where the boot process fails.

Outcomes

- Diagnose `/etc/fstab` file issues and use emergency mode to recover the system.

Before You Begin

As the student user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start boot-repairing
```

Instructions

► 1. Access the `servera` machine console and notice that the boot process is stuck early on.

- 1.1. Locate the icon for the `servera` console, as appropriate for your classroom environment. Open the console.
Notice that a start job does not seem to complete. Take a minute to speculate about a possible cause for this behavior.
- 1.2. Reboot the `servera` machine, sending a `Ctrl+Alt+Delete` to your system by using the relevant button or menu entry. With this particular boot problem, this key sequence might not immediately abort the running job, and you might have to wait for it to time out before the system reboots.
If you wait for the task to time out without sending a `Ctrl+Alt+Delete`, then the system eventually spawns an emergency shell by itself.
- 1.3. When the boot-loader menu appears, press any key to interrupt the countdown, except the `Enter` key.

► 2. Looking at the error from the previous boot, it appears that at least parts of the system are still functioning. Use `redhat` as the `root` user password to attempt an emergency boot.

- 2.1. Use the cursor keys to highlight the default boot loader entry.
- 2.2. Press the `e` key to edit the current entry.
- 2.3. Use the cursor keys to navigate to the line that starts with the `linux` word.
- 2.4. Press `End` to move the cursor to the end of the line.
- 2.5. Append the `systemd.unit=emergency.target` string to the end of the line.

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2.6. Press **Ctrl+x** to boot by using the modified configuration.

► 3. Log in to emergency mode.

```
Give root password for maintenance
(or press Control-D to continue): redhat
[root@servera ~]#
```

► 4. Determine which file systems the **systemd** daemon currently mounts. Notice the **systemd** daemon mounts the root file system in read-only mode.

```
[root@servera ~]# mount
...output omitted...
/dev/vda4 on / type xfs
(ro,relatime,seclabel,attr2,inode64,logbufs=8,logbsize=32k,noquota)
...output omitted...
```

► 5. Remount the root file system in read/write mode.

```
[root@servera ~]# mount -o remount,rw /
```

► 6. Attempt to mount all the other file systems. The **--all** (-a) option mounts all the file systems listed in the **/etc/fstab** file that are not yet mounted.

```
[root@servera ~]# mount -a
mount: /RemoveMe: mount point does not exist.
```

► 7. Edit the **/etc/fstab** file to fix the issue.

7.1. Remove or comment out the incorrect line by using the **vim /etc/fstab** command.

```
[root@servera ~]# cat /etc/fstab
...output omitted...
# /dev/sdz1  /RemoveMe  xfs  defaults  0 0
```

7.2. Reload the **systemd** daemon for the system to register the new **/etc/fstab** file configuration.

```
[root@servera ~]# systemctl daemon-reload
```

► 8. Verify that the **/etc/fstab** file is now correct by attempting to mount all entries.

```
[root@servera ~]# mount -a
```

► 9. Reboot the system and wait for the boot to complete. The system should now boot normally.

```
[root@servera ~]# systemctl reboot
```

Finish

On the **workstation** machine, change to the **student** user home directory and use the **lab** command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish boot-repairing
```

This concludes the section.

▶ Lab

Control the Boot Process

In this lab, you reset the root password on a system, recover from a misconfiguration, and set the default boot target.

Outcomes

- Reset a lost password for the root user.
- Diagnose and fix boot issues.
- Set the default systemd target.

Before You Begin

As the student user on the workstation machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start boot-review
```

Instructions

1. On the `serverb` machine, reset the password to `redhat` for the `root` user. Locate the icon for the `serverb` machine console as appropriate for your classroom environment, then open the console.
2. In the boot-loader menu, select the default kernel boot-loader entry. The system fails to boot because a start job does not complete successfully. Fix the issue from the console of the `serverb` machine.
3. Change the default `systemd` target on the `serverb` machine for the system to automatically start a graphical interface when it boots.

No graphical interface is installed on the `serverb` machine. Only set the default target for this exercise and do not install the packages.

Evaluation

As the student user on the `workstation` machine, use the `lab` command to grade your work. Correct any reported failures and rerun the command until successful.

```
[student@workstation ~]$ lab grade boot-review
```

Finish

On the `workstation` machine, change to the `student` user home directory and use the `lab` command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish boot-review
```

This concludes the section.

► Solution

Control the Boot Process

In this lab, you reset the root password on a system, recover from a misconfiguration, and set the default boot target.

Outcomes

- Reset a lost password for the root user.
- Diagnose and fix boot issues.
- Set the default `systemd` target.

Before You Begin

As the student user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start boot-review
```

Instructions

1. On the `serverb` machine, reset the password to `redhat` for the `root` user.
Locate the icon for the `serverb` machine console as appropriate for your classroom environment, then open the console.
 - 1.1. Send a `Ctrl+Alt+Del` to your system by using the relevant button or menu entry.
 - 1.2. When the boot-loader menu appears, press any key to interrupt the countdown, except the `Enter` key.
 - 1.3. Use the cursor keys to highlight the rescue kernel boot-loader entry (the one with the word `rescue` in its name).
 - 1.4. Press `e` to edit the current entry.
 - 1.5. Use the cursor keys to navigate the line that starts with the `linux` text.
 - 1.6. Press `Ctrl+e` to move the cursor to the end of the line.
 - 1.7. Append the `rd.break` text to the end of the line.
 - 1.8. Press `Ctrl+x` to boot using the modified configuration.
 - 1.9. Press `Enter` to enter the maintenance mode.
- 1.10. At the `sh-5.1` prompt, remount the `/sysroot` file system as writable, and then use the `chroot` command for the `/sysroot` directory.

Chapter 8 | Control the Boot Process

```
sh-5.1# mount -o remount,rw /sysroot
...output omitted...
sh-5.1# chroot /sysroot
```

- 1.11. Set **redhat** as the password for the **root** user.

```
sh-5.1# passwd root
Changing password for user root.
New password: redhat
BAD PASSWORD: The password is shorter than 8 characters
Retype new password: redhat
passwd: all authentication tokens updated successfully.
```

- 1.12. Configure the system to perform a full SELinux relabel after boot automatically.

```
sh-5.1# touch /.autorelabel
```

- 1.13. Exit the **chroot** environment and the **sh-5.1** prompt. After the file system is relabeled, the system prompts to enter maintenance mode, but if you wait, it completes the reboot and shows the boot-loader menu.
2. In the boot-loader menu, select the default kernel boot-loader entry. The system fails to boot because a start job does not complete successfully. Fix the issue from the console of the **serverb** machine.
 - 2.1. Boot the system into emergency mode. Reboot the **serverb** machine by sending a **Ctrl+Alt+Del** to your system by using the relevant button or menu entry.
 - 2.2. When the boot-loader menu appears, press any key to interrupt the countdown, except **Enter**.
 - 2.3. Use the cursor keys to highlight the default boot-loader entry.
 - 2.4. Press **e** to edit the current entry.
 - 2.5. Use the cursor keys to navigate the line that starts with **linux** text.
 - 2.6. Press **Ctrl+e** to move the cursor to the end of the line.
 - 2.7. Append the **systemd.unit=emergency.target** text to the end of the line.
 - 2.8. Press **Ctrl+x** to boot using the modified configuration.
 - 2.9. Log in to emergency mode.

```
Give root password for maintenance
(or press Control-D to continue): redhat
[root@serverb ~]#
```

- 2.10. Remount the **/** file system as writable.

```
[root@serverb ~]# mount -o remount,rw /
...output omitted...
```

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2.11. Mount all file systems.

```
[root@serverb ~]# mount -a
mount: /olddata: can't find UUID=4d5c85a5-8921-4a06-8aff-80567e9689bc.
```

2.12. Edit the /etc/fstab file to remove or comment out the incorrect line mounting the /olddata mount point.

```
[root@serverb ~]# vim /etc/fstab
...output omitted...
#UUID=4d5c85a5-8921-4a06-8aff-80567e9689bc  /olddata  xfs  defaults  0 0
```

2.13. Update the `systemd` daemon for the system to register the changes in the /etc/fstab file configuration.

```
[root@serverb ~]# systemctl daemon-reload
```

2.14. Verify that the /etc/fstab file configuration is correct by attempting to mount all entries.

```
[root@serverb ~]# mount -a
```

2.15. Reboot the system and wait for the boot to complete. The system should now boot normally.

```
[root@serverb ~]# systemctl reboot
```

3. Change the default `systemd` target on the `serverb` machine for the system to automatically start a graphical interface when it boots.

No graphical interface is installed on the `serverb` machine. Only set the default target for this exercise and do not install the packages.

3.1. Log in to the `servera` machine as the `student` user and switch to the `root` user.

```
[student@workstation ~]$ ssh student@serverb
...output omitted...
[student@serverb ~]$ sudo -i
[sudo] password for student: student
[root@serverb ~]#
```

3.2. Set the `graphical.target` as the default target.

```
[root@serverb ~]# systemctl set-default graphical.target
Removed /etc/systemd/system/default.target.
Created symlink /etc/systemd/system/default.target → /usr/lib/systemd/system/
graphical.target.
```

3.3. Verify that the correct default is set.

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```
[root@serverb ~]# systemctl get-default  
graphical.target
```

3.4. Return to the **workstation** machine as the **student** user.

```
[root@serverb ~]# exit  
logout  
[student@serverb ~]$ exit  
logout  
Connection to serverb closed.
```

Evaluation

As the **student** user on the **workstation** machine, use the **lab** command to grade your work. Correct any reported failures and rerun the command until successful.

```
[student@workstation ~]$ lab grade boot-review
```

Finish

On the **workstation** machine, change to the **student** user home directory and use the **lab** command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish boot-review
```

This concludes the section.

Summary

- The `systemctl reboot` and `systemctl poweroff` commands reboot and power down a system, respectively.
- The `systemctl isolate target-name.target` command switches to a new target at runtime.
- The `systemctl get-default` and `systemctl set-default` commands can be used to query and set the default target.
- You can use the `rd.break` option on the kernel command line to interrupt the boot process before control is handed over from the `initramfs`. The root file system is mounted read-only under `/sysroot`.
- The emergency target can be used to diagnose and fix file-system issues.

Chapter 9

Manage Network Security

Goal

Control network connections to services with the system firewall and SELinux rules.

Objectives

- Accept or reject network connections to system services with `firewalld` rules.
- Verify that network ports have the correct SELinux type for services to bind to them.

Sections

- Manage Server Firewalls (and Guided Exercise)
- Control SELinux Port Labeling (and Guided Exercise)

Lab

Manage Network Security

Manage Server Firewalls

Objectives

Accept or reject network connections to system services with `firewalld` rules.

Firewall Architecture Concepts

The Linux kernel provides the `netfilter` framework for network traffic operations such as packet filtering, network address translation, and port translation. The `netfilter` framework includes *hooks* for kernel modules to interact with network packets as they traverse a system's network stack. Fundamentally, `netfilter` hooks are kernel routines that intercept events (for example, a packet entering an interface) and run other related routines (for example, firewall rules).

The `nftables` Framework

The `nftables` packet classification framework builds upon the `netfilter` framework to apply firewall rules to network traffic. In Red Hat Enterprise Linux 9, `nftables` is the system firewall core, and it replaces the deprecated `iptables` framework.

The `nftables` framework provides numerous advantages over `iptables`, including improved usability and more efficient rule sets. For example, the `iptables` framework required a rule for each protocol, but `nftables` rules can apply to both IPv4 and IPv6 traffic simultaneously. The `iptables` framework required using different tools, such as `iptables`, `ip6tables`, `arptables`, and `ebtables`, for each protocol, but the `nftables` framework uses the single `nft` user-space utility to manage all protocols through a single interface.



Note

Convert legacy `iptables` configuration files into their `nftables` equivalents by using the `iptables-translate` and `ip6tables-translate` utilities.

The `firewalld` Service

The `firewalld` service is a dynamic firewall manager, and is the recommended front end to the `nftables` framework. The Red Hat Enterprise Linux 9 distribution includes the `firewalld` package.

The `firewalld` service simplifies firewall management by classifying network traffic into *zones*. A network packet's assigned zone depends on criteria such as the source IP address of the packet or the incoming network interface. Each zone has its own list of ports and services that are either open or closed.

**Note**

For laptops or other machines that regularly change networks, the `NetworkManager` service can automatically set the firewall zone for a connection. This is useful when switching between home, work, and public wireless networks. A user might want their system's `sshd` service to be reachable when connected to their home or corporate networks, but not when connected to a public wireless network in the local coffee shop.

The `firewalld` service checks the source address for every packet coming into the system. If that source address is assigned to a specific zone, then the rules for that zone apply. If the source address is not assigned to a zone, then `firewalld` associates the packet with the zone for the incoming network interface and the rules for that zone apply. If the network interface is not associated with a zone, then `firewalld` sends the packet to the default zone.

The default zone is not a separate zone but rather a designation assigned to an existing zone. Initially, the `firewalld` service designates the `public` zone as default, and maps the `lo` loopback interface to the `trusted` zone.

Most zones allow traffic through the firewall, which matches a list of particular ports and protocols, such as `631/udp`, or a predefined service configuration, such as `ssh`. Normally, if the traffic does not match a permitted port and protocol or service, then it is rejected. The `trusted` zone, which permits all traffic by default, is an exception.

Predefined Zones

The `firewalld` service uses predefined zones, which you can customize. By default, all zones permit any incoming traffic which is part of an existing session initiated by the system, and also all outgoing traffic. The following table details the initial zone configuration.

Default Configuration of Firewalld Zones

Zone name	Default configuration
<code>trusted</code>	Allow all incoming traffic.
<code>home</code>	Reject incoming traffic unless related to outgoing traffic or matching the <code>ssh</code> , <code>mdns</code> , <code>ipp-client</code> , <code>samba-client</code> , or <code>dhcpcv6-client</code> predefined services.
<code>internal</code>	Reject incoming traffic unless related to outgoing traffic or matching the <code>ssh</code> , <code>mdns</code> , <code>ipp-client</code> , <code>samba-client</code> , or <code>dhcpcv6-client</code> predefined services (same as the <code>home</code> zone to start with).
<code>work</code>	Reject incoming traffic unless related to outgoing traffic or matching the <code>ssh</code> , <code>ipp-client</code> , or <code>dhcpcv6-client</code> predefined services.
<code>public</code>	Reject incoming traffic unless related to outgoing traffic or matching the <code>ssh</code> or <code>dhcpcv6-client</code> predefined services. <i>The default zone for newly added network interfaces.</i>

Zone name	Default configuration
external	Reject incoming traffic unless related to outgoing traffic or matching the <code>ssh</code> predefined service. Outgoing IPv4 traffic forwarded through this zone is <i>masqueraded</i> to look like it originated from the IPv4 address of the outgoing network interface.
dmz	Reject incoming traffic unless related to outgoing traffic or matching the <code>ssh</code> predefined service.
block	Reject all incoming traffic unless related to outgoing traffic.
drop	Drop all incoming traffic unless related to outgoing traffic (do not even respond with ICMP errors).

For a list of available predefined zones and their intended use, see the `firewalld.zones(5)` man page.

Predefined Services

The `firewalld` service includes a number of predefined configurations for common services, to simplify setting firewall rules. For example, instead of researching the relevant ports for an NFS server, use the predefined `nfs` configuration create rules for the correct ports and protocols. The following table lists the predefined service configurations that the `firewalld` service uses in its default configuration.

Selected Predefined Firewall Services

Service name	Configuration
ssh	Local SSH server. Traffic to 22/tcp.
dhcpv6-client	Local DHCPv6 client. Traffic to 546/udp on the fe80::/64 IPv6 network.
ipp-client	Local IPP printing. Traffic to 631/udp.
samba-client	Local Windows file and print sharing client. Traffic to 137/udp and 138/udp.
mdns	Multicast DNS (mDNS) local-link name resolution. Traffic to 5353/udp to the 224.0.0.251 (IPv4) or ff02::fb (IPv6) multicast addresses.

The `firewalld` package includes many predefined service configurations. You can list the services with the `firewall-cmd --get-services` command.

```
[root@host ~]# firewall-cmd --get-services
RH-Satellite-6 RH-Satellite-6-capsule amanda-client amanda-k5-client amqp amqps
apcupsd audit bacula bacula-client bb bgp bitcoin bitcoin-rpc bitcoin-testnet
bitcoin-testnet-rpc bittorrent-lsd ceph ceph-mon cfengine cockpit collectd
...output omitted...
```

If the predefined service configurations are not appropriate for your scenario, then you can manually specify the required ports and protocols. You can use the web console graphical interface to review predefined services and manually define additional ports and protocols.

Configure the firewalld Daemon

Among others, two common ways that system administrators use to interact with the `firewalld` service are:

- The web console graphical interface
- The `firewall-cmd` command-line tool

Configure Firewall Services Using the Web Console

To manage firewall services with the web console, you need to log in and escalate privileges. You can escalate privileges by clicking the **Limited access** or **Turn on administrative access** buttons. Then, enter your password when prompted. The administrative mode elevates privileges based on your user's sudo configuration. As a security reminder, remember to toggle back to limited access mode once you perform on your system the task that requires administrative privileges.

Click the **Networking** option in the left navigation menu to display the **Firewall** section in the main networking page. Click the **Edit rules and zones** button zones to navigate to the **Firewall** page.

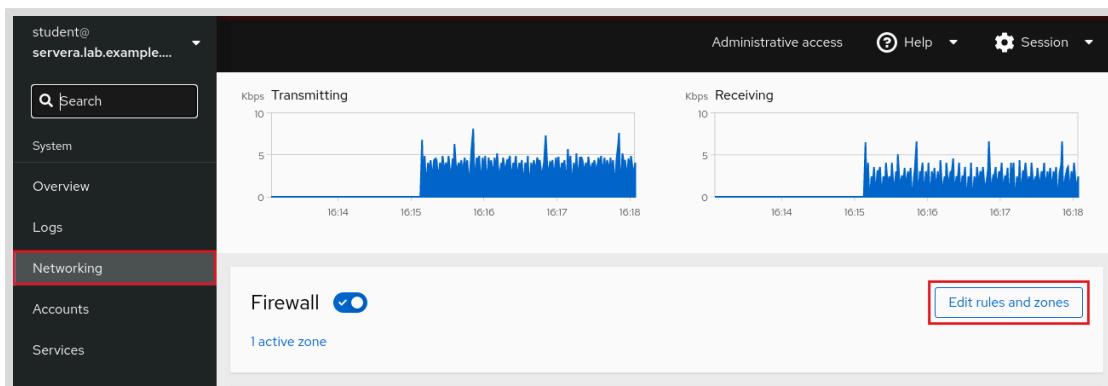


Figure 9.1: The web console networking page

The **Firewall** page displays active zones and their allowed services. Click the arrow (>) button to the left of a service name to view its details. To add a service to a zone, click the **Add services** button in the upper right corner of the applicable zone.

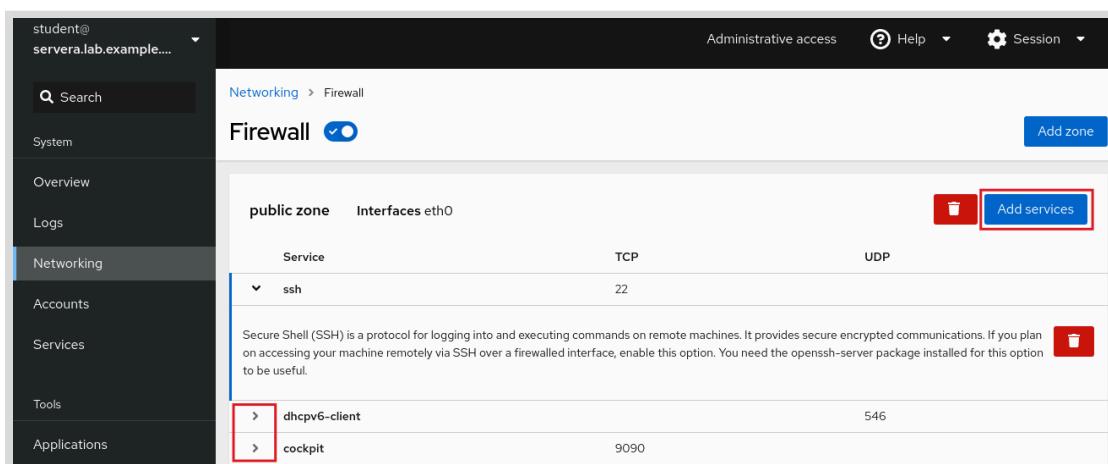


Figure 9.2: The web console firewall page

The Add Services page displays the available predefined services.

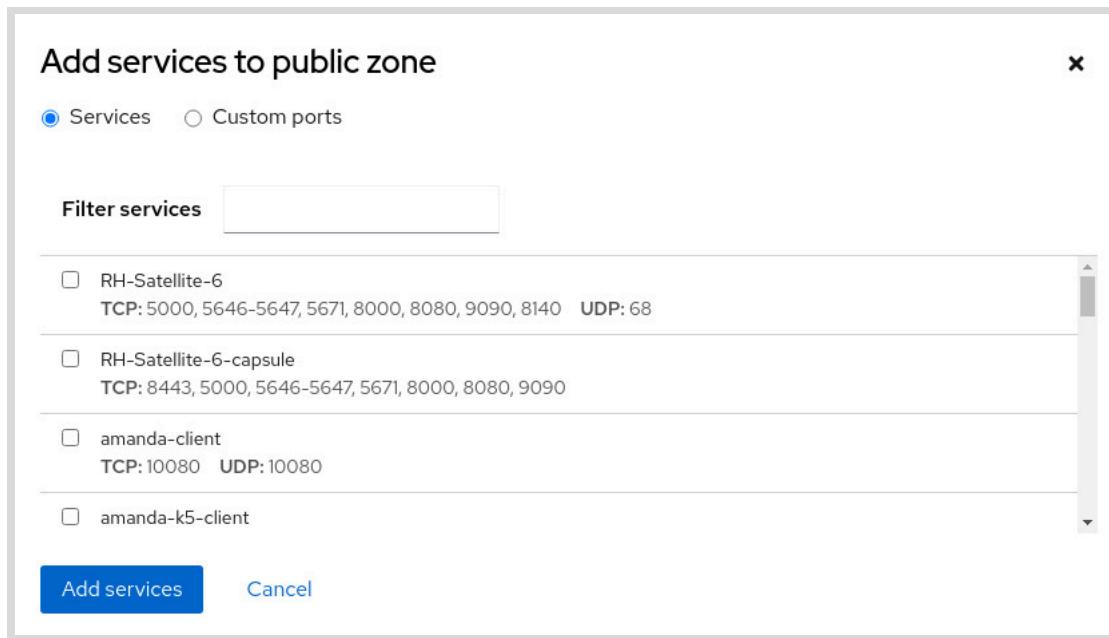


Figure 9.3: The web console add services menu

To select a service, scroll through the list or enter a selection in the **Filter services** text box. In the following example, the **http** string filters the options to web related services. Select the check box to the left of the service to allow it through the firewall. Click the **Add services** button to complete the process.

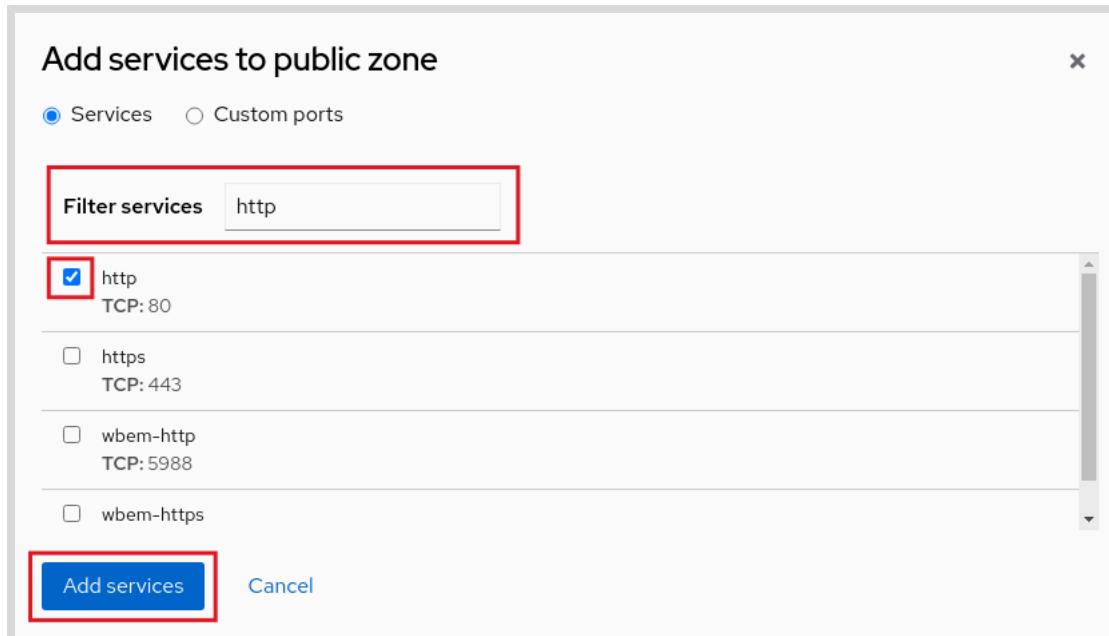


Figure 9.4: The web console add services menu options

The interface returns to the **Firewall** page, where you can review the updated allowed services list.

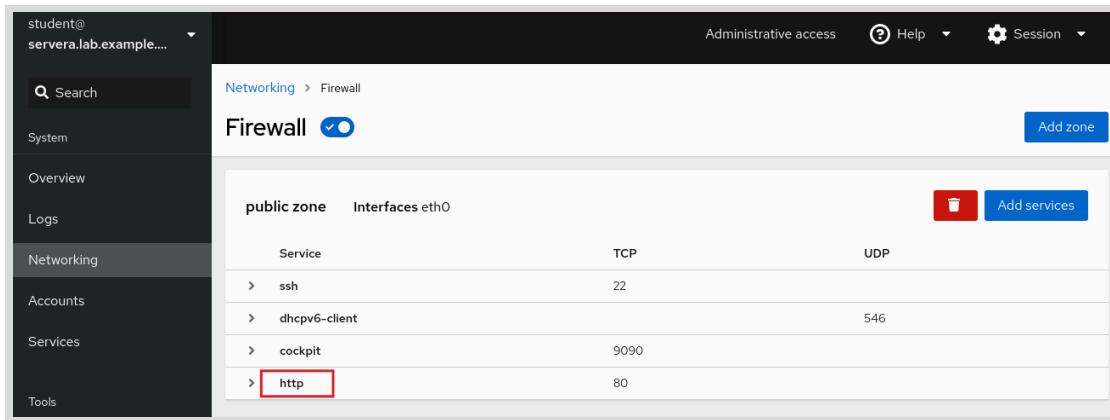


Figure 9.5: The web console firewall overview

Configure the Firewall from the Command Line

The `firewall-cmd` command interfaces with the `firewalld` daemon. It is installed as part of the `firewalld` package and is available for administrators who prefer to work on the command line, for working on systems without a graphical environment, or for scripting a firewall set up.

The following table lists frequently used `firewall-cmd` commands, along with an explanation. Note that unless otherwise specified, almost all commands work on the *runtime* configuration, unless the `--permanent` option is specified. If the `--permanent` option is specified, then you must activate the setting by also running the `firewall-cmd --reload` command, which reads the current permanent configuration and applies it as the new runtime configuration. Many of the commands listed take the `--zone=ZONE` option to determine which zone they affect. Where a netmask is required, use CIDR notation, such as 192.168.1/24.

firewall-cmd commands	Explanation
<code>--get-default-zone</code>	Query the current default zone.
<code>--set-default-zone=ZONE</code>	Set the default zone. This changes both the runtime and the permanent configuration.
<code>--get-zones</code>	List all available zones.
<code>--get-active-zones</code>	List all zones currently in use (have an interface or source tied to them), along with their interface and source information.
<code>--add-source=CIDR [--zone=ZONE]</code>	Route all traffic coming from the IP address or network/netmask to the specified zone. If no <code>--zone=</code> option is provided, then the default zone is used.
<code>--remove-source=CIDR [--zone=ZONE]</code>	Remove the rule routing all traffic from the zone coming from the IP address or network. If no <code>--zone=</code> option is provided, then the default zone is used.
<code>--add-interface=INTERFACE [--zone=ZONE]</code>	Route all traffic coming from <i>INTERFACE</i> to the specified zone. If no <code>--zone=</code> option is provided, then the default zone is used.

firewall-cmd commands	Explanation
<code>--change-interface=INTERFACE [--zone=ZONE]</code>	Associate the interface with ZONE instead of its current zone. If no --zone= option is provided, then the default zone is used.
<code>--list-all [--zone=ZONE]</code>	List all configured interfaces, sources, services, and ports for ZONE. If no --zone= option is provided, then the default zone is used.
<code>--list-all-zones</code>	Retrieve all information for all zones (interfaces, sources, ports, services).
<code>--add-service=SERVICE [--zone=ZONE]</code>	Allow traffic to SERVICE. If no --zone= option is provided, then the default zone is used.
<code>--add-port=PORT/PROTOCOL [--zone=ZONE]</code>	Allow traffic to the PORT/PROTOCOL port(s). If no --zone= option is provided, then the default zone is used.
<code>--remove-service=SERVICE [--zone=ZONE]</code>	Remove SERVICE from the allowed list for the zone. If no --zone= option is provided, then the default zone is used.
<code>--remove-port=PORT/PROTOCOL [--zone=ZONE]</code>	Remove the PORT/PROTOCOL port(s) from the allowed list for the zone. If no --zone= option is provided, then the default zone is used.
<code>--reload</code>	Drop the runtime configuration and apply the persistent configuration.

The following example sets the default zone to `dmz`, assigns all traffic coming from the `192.168.0.0/24` network to the `internal` zone, and opens the network ports for the `mysql` service on the `internal` zone.

```
[root@host ~]# firewall-cmd --set-default-zone=dmz
[root@host ~]# firewall-cmd --permanent --zone=internal \
--add-source=192.168.0.0/24
[root@host ~]# firewall-cmd --permanent --zone=internal --add-service=mysql
[root@host ~]# firewall-cmd --reload
```



Note

For situations where the basic syntax is not enough, you can add *rich-rules* to write complex rules. If even the rich-rules syntax is not enough, then you can also use Direct Configuration rules (raw `nft` syntax mixed in with `firewalld` rules). These advanced configurations are beyond the scope of this chapter.



References

`firewall-cmd(1)`, `firewalld(1)`, `firewalld.zone(5)`, `firewalld.zones(5)`,
and `nft(8)` man pages

► Guided Exercise

Manage Server Firewalls

In this exercise, you control access to system services by adjusting system firewall rules with `firewall`.

Outcomes

- Configure firewall rules to control access to services.

Before You Begin

As the student user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start netsecurity-firewalls
```

Instructions

► 1. Log in to the `servera` machine as the `student` user and switch to the `root` user.

```
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$ sudo -i
[sudo] password for student: student
[root@servera ~]#
```

► 2. Install the `httpd` and `mod_ssl` packages. These packages provide the Apache web server and the necessary extensions for the web server to serve content over SSL.

```
[root@servera ~]# dnf install httpd mod_ssl
...output omitted...
Is this ok [y/N]: y
...output omitted...
Complete!
```

► 3. Create the `/var/www/html/index.html` file. Add one line of text that reads: `I am servera.`.

```
[root@servera ~]# echo 'I am servera.' > /var/www/html/index.html
```

► 4. Start and enable the `httpd` service.

```
[root@servera ~]# systemctl enable --now httpd
Created symlink /etc/systemd/system/multi-user.target.wants/httpd.service → /usr/
lib/systemd/system/httpd.service.
```

► 5. Return to the workstation machine as the student user.

```
[root@servera ~]# exit
logout
[student@servera ~]$ exit
logout
Connection to servera closed.
[student@workstation ~]$
```

► 6. From workstation, attempt to access the web server on servera by using both the clear-text port 80/TCP and the SSL encapsulated port 443/TCP. Both attempts should fail.

6.1. The curl command should fail.

```
[student@workstation ~]$ curl http://servera.lab.example.com
curl: (7) Failed to connect to servera.lab.example.com port 80: No route to host
```

6.2. The curl command with the -k option for insecure connections should also fail.

```
[student@workstation ~]$ curl -k https://servera.lab.example.com
curl: (7) Failed to connect to servera.lab.example.com port 443: No route to host
```

► 7. Verify that the firewalld service on servera is enabled and running.

```
[student@workstation ~]$ ssh student@servera 'systemctl status firewalld'
● firewalld.service - firewalld - dynamic firewall daemon
  Loaded: loaded (/usr/lib/systemd/system/firewalld.service; enabled; vendor
  preset: enabled)
  Active: active (running) since Wed 2022-04-13 11:22:50 EDT; 7min ago
    Docs: man:firewalld(1)
  Main PID: 768 (firewalld)
    Tasks: 2 (limit: 10798)
   Memory: 39.9M
      CPU: 584ms
     CGroup: /system.slice/firewalld.service
             └─768 /usr/bin/python3 -s /usr/sbin/firewalld --nofork --nopid

Apr 13 11:22:49 servera.lab.example.com systemd[1]: Starting firewalld - dynamic
firewall daemon...
Apr 13 11:22:50 servera.lab.example.com systemd[1]: Started firewalld - dynamic
firewall daemon.
```

► 8. From workstation, open Firefox and log in to the web console running on servera to add the https service to the public firewall zone.

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- 8.1. Open Firefox and browse to `https://servera.lab.example.com:9090` to access the web console. Click **Advanced** and **Accept the Risk and Continue** to accept the self-signed certificate.
- 8.2. Log in as the **student** user and provide **student** as the password.
- 8.3. Click **Turn on administrative access** and enter the **student** password again.
- 8.4. Click **Networking** in the left navigation bar.
- 8.5. Click **Edit rules and zones** in **Firewall** section of the **Networking** page.
- 8.6. Click **Add services** located in the upper right corner of the **public zone** section.
- 8.7. In the **Add services** interface, scroll down or use **Filter services** to locate and select the check box next to the **https** service.
- 8.8. Click **Add services** to apply the change.

▶ 9. Return to a terminal on **workstation** and verify your work by attempting to access the **servera** web server.

- 9.1. The `curl` command to the standard port 80 should fail.

```
[student@workstation ~]$ curl http://servera.lab.example.com
curl: (7) Failed to connect to servera.lab.example.com port 80: No route to host
```

- 9.2. The `curl` command with the `-k` option to the port 443 should succeed.

```
[student@workstation ~]$ curl -k https://servera.lab.example.com
I am servera.
```

Finish

On the **workstation** machine, change to the **student** user home directory and use the `lab` command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish netsecurity-firewalls
```

This concludes the section.

Control SELinux Port Labeling

Objectives

Verify that network ports have the correct SELinux type for services to bind to them.

SELinux Port Labeling

In addition to file context and process type labeling, SELinux labels network ports with an SELinux context. SELinux controls network access by labeling the network ports and including rules in a service's targeted policy. For example, the SSH targeted policy includes the 22/TCP port with a `ssh_port_t` port context label. In the HTTP policy, the default 80/TCP and 443/TCP ports use an `http_port_t` port context label.

When a targeted process attempts to open a port for listening, the SELinux verifies that the targeted policy includes entries, which allow that process type to bind with that port context type. SELinux can then block a rogue service from taking over ports used by other legitimate network services.

Manage SELinux Port Labeling

If a service attempts to listen on a nonstandard port, SELinux blocks the attempt, unless you add include the port in the service's targeted policy by labeling the port with the correct port context.

Typically, the `targeted` policy has already labeled all expected ports with the correct type. For example, because port 8008/TCP is often used for web applications, that port is already labeled with `http_port_t`, the default port type for use by a web server. Individual ports can be labeled with only one port context.

List Port Labels

Use the `grep` command to filter the port number.

```
[root@host ~]# grep gopher /etc/services
gopher      70/tcp                      # Internet Gopher
gopher      70/udp
```

Use the `semanage` command to list the current port label assignments.

```
[root@host ~]# semanage port -l
...output omitted...
http_cache_port_t      tcp  8080, 8118, 8123, 10001-10010
http_cache_port_t      udp  3130
http_port_t            tcp  80, 81, 443, 488, 8008, 8009, 8443, 9000
...output omitted...
```

Use the `grep` command to filter the SELinux port label using the service name.

```
[root@host ~]# semanage port -l | grep ftp
ftp_data_port_t          tcp      20
ftp_port_t                tcp      21, 989, 990
ftp_port_t                udp      989, 990
tftp_port_t               udp      69
```

A port label can appear in the list multiple times for each supported networking protocol.

Use the `grep` command to filter the SELinux port label using the port number.

```
[root@host ~]# semanage port -l | grep -w 70
gopher_port_t             tcp      70
gopher_port_t             udp      70
```

Manage Port Bindings

Use the `semanage` command to assign new port labels, remove port labels, and modify existing ones.



Important

Virtually all of the services included in the RHEL distribution provide an SELinux policy module, which includes that service's default port contexts. You cannot change default port labels using the `semanage` command. Instead, you must modify and reload the targeted service's policy module. Writing and generating policy modules is not discussed in this course.

You can label a new port with an existing port context label (type). The `semanage port` command's `-a` option adds a new port label, the `-t` option denotes the type, and the `-p` option denotes the protocol.

```
[root@host ~]# semanage port -a -t port_label -p tcp|udp PORTNUMBER
```

For example, to allow the gopher service to listen on port 71/TCP:

```
[root@host~]# semanage port -a -t gopher_port_t -p tcp 71
```

To view local changes to the default policy, use the `semanage port` command's `-C` option.

```
[root@host~]# semanage port -l -C
SELinux Port Type          Proto    Port Number
gopher_port_t               tcp      71
```

The targeted policies include many port types.

Service-specific SELinux man pages are named by using the service name plus `_selinux`. These man pages include service-specific information on SELinux types, Booleans, and port types, but are not installed by default. To view a list of all of the available SELinux man pages, install the package and then run a `man -k` keyword search for `_selinux`

```
[root@host ~]# dnf -y install selinux-policy-doc
[root@host ~]# man -k _selinux
```

Use the `semanage` command for deleting a port label, with the `-d` option. For example, to remove the binding of port 71/TCP to the `gopher_port_t` type:

```
[root@host ~]# semanage port -d -t gopher_port_t -p tcp 71
```

To change a port binding, when requirements change, use the `-m` option. This is more efficient than deleting the old binding and adding the new one.

For example, to modify port 71/TCP from `gopher_port_t` to `http_port_t`, use the following command:

```
[root@server ~]# semanage port -m -t http_port_t -p tcp 71
```

View the modification by using the `semanage` command.

```
[root@server ~]# semanage port -l -C
SELinux Port Type          Proto  Port Number
http_port_t                 tcp    71
[root@server ~]# semanage port -l | grep http
http_cache_port_t           tcp    8080, 8118, 8123, 10001-10010
http_cache_port_t           udp    3130
http_port_t                 tcp    71, 80, 81, 443, 488, 8008, 8009, 8443,
                               9000
pegasus_http_port_t         tcp    5988
pegasus_https_port_t        tcp    5989
```



References

`semanage(8)`, `semanage-port(8)`, and `*_selinux(8)` man pages

► Guided Exercise

Control SELinux Port Labeling

In this lab, you configure your system to allow HTTP access on a nonstandard port.

Outcomes

- Configure a web server running on `servera` to successfully serve content using a nonstandard port.

Before You Begin

As the student user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command determines whether the `servera` machine is reachable on the network, installs the `httpd` service, and configures the firewall on `servera` to allow http connections.

```
[student@workstation ~]$ lab start netsecurity-ports
```

Instructions

Your organization is deploying a new custom web application. The web application is running on a nonstandard port; in this case, 82/TCP.

One of your junior administrators has already configured the application on your `servera` host. However, the web server content is not accessible.

► 1. Log in to `servera` as the `student` user and switch to the `root` user.

```
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$
[student@servera ~]$ sudo -i
[sudo] password for student: student
[root@servera ~]#
```

► 2. Attempt to fix the web content problem by restarting the `httpd` service.

2.1. Restart the `httpd` service. This command is expected to fail.

```
[root@servera ~]# systemctl restart httpd.service
Job for httpd.service failed because the control process exited with error code.
See "systemctl status httpd.service" and "journalctl -xe" for details.
```

2.2. View the status of the `httpd` service. Note the `permission denied` error.

```
[root@servera ~]# systemctl status -l httpd.service
● httpd.service - The Apache HTTP Server
  Loaded: loaded (/usr/lib/systemd/system/httpd.service; enabled; vendor preset: disabled)
  Active: failed (Result: exit-code) since Mon 2019-04-08 14:23:29 CEST; 3min 33s ago
    Docs: man:httpd.service(8)
   Process: 28078 ExecStart=/usr/sbin/httpd $OPTIONS -DFOREGROUND (code=exited, status=1/FAILURE)
   Main PID: 28078 (code=exited, status=1/FAILURE)
     Status: "Reading configuration..."

Apr 08 14:23:29 servera.lab.example.com systemd[1]: Starting The Apache HTTP Server...
Apr 08 14:23:29 servera.lab.example.com httpd[28078]: (13)Permission denied: AH00072: make_sock: could not bind to address [::]:82
Apr 08 14:23:29 servera.lab.example.com httpd[28078]: (13)Permission denied: AH00072: make_sock: could not bind to address 0.0.0.0:82
Apr 08 14:23:29 servera.lab.example.com httpd[28078]: no listening sockets available, shutting down
Apr 08 14:23:29 servera.lab.example.com httpd[28078]: AH00015: Unable to open logs
Apr 08 14:23:29 servera.lab.example.com systemd[1]: httpd.service: Main process exited, code=exited, status=1/FAILURE
Apr 08 14:23:29 servera.lab.example.com systemd[1]: httpd.service: Failed with result 'exit-code'.
Apr 08 14:23:29 servera.lab.example.com systemd[1]: Failed to start The Apache HTTP Server.
```

2.3. Check if SELinux is blocking httpd from binding to port 82/TCP.

```
[root@servera ~]# sealert -a /var/log/audit/audit.log
100% done
found 1 alerts in /var/log/audit/audit.log
-----
SELinux is preventing /usr/sbin/httpd from name_bind access on the tcp_socket port 82.

***** Plugin bind_ports (99.5 confidence) suggests *****

If you want to allow /usr/sbin/httpd to bind to network port 82
Then you need to modify the port type.
Do
# semanage port -a -t PORT_TYPE -p tcp 82 where PORT_TYPE is one of the following:
http_cache_port_t, http_port_t, jboss_management_port_t, jboss.messaging_port_t,
ntop_port_t, puppet_port_t.
...output omitted...
Raw Audit Messages
type=AVC msg=audit(1554726569.188:852): avc: denied { name_bind } for
  pid=28393 comm="httpd" src=82 scontext=system_u:system_r:httpd_t:s0
  tcontext=system_u:object_r:reserved_port_t:s0 tclass=tcp_socket permissive=0
...output omitted...
```

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► 3. Configure SELinux to allow `httpd` to bind to port 82/TCP, then restart the `httpd.service` service.

3.1. Find an appropriate port type for port 82/TCP.
The `http_port_t` type includes the default HTTP ports, 80/TCP and 443/TCP. This is the correct port type for the web server.

```
[root@servera ~]# semanage port -l | grep http
http_cache_port_t          tcp      8080, 8118, 8123, 10001-10010
http_cache_port_t          udp      3130
http_port_t                tcp      80, 81, 443, 488, 8008, 8009, 8443, 9000
pegasus_http_port_t        tcp      5988
pegasus_https_port_t       tcp      5989
```

3.2. Assign port 82/TCP the `http_port_t` type.

```
[root@servera ~]# semanage port -a -t http_port_t -p tcp 82
```

3.3. Restart the `httpd.service` service. This command should succeed.

```
[root@servera ~]# systemctl restart httpd.service
```

► 4. Verify that you can now access the web server running on port 82/TCP.

```
[root@servera ~]# curl http://servera.lab.example.com:82
Hello
```

► 5. In a different terminal window, check whether you can access the new web service from `workstation`.

```
[student@workstation ~]$ curl http://servera.lab.example.com:82
curl: (7) Failed to connect to servera.example.com:82; No route to host
```

That error means you still can not connect to the web service from `workstation`.

► 6. On `servera`, open port 82/TCP on the firewall.

6.1. Open port 82/TCP in the permanent configuration, for the default zone on the firewall, on `servera`.

```
[root@servera ~]# firewall-cmd --permanent --add-port=82/tcp
success
```

6.2. Activate your firewall changes on `servera`.

```
[root@servera ~]# firewall-cmd --reload
success
```

► 7. Access the web service from `workstation`.

```
[student@workstation ~]$ curl http://servera.lab.example.com:82
Hello
```

► 8. Return to the workstation system as the student user.

```
[root@servera ~]# exit
logout
[student@servera ~]$ exit
logout
Connection to servera closed.
[student@workstation ~]$
```

Finish

On the workstation machine, change to the student user home directory and use the `lab` command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish netsecurity-ports
```

This concludes the section.

▶ Lab

Manage Network Security

In this lab, you configure firewall and SELinux settings to allow access to multiple web servers running on the same host.

Outcomes

- Configure firewall and SELinux settings on a web server host.

Before You Begin

As the student user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start netsecurity-review
```

Instructions

Your company has decided to run a new web app. This application listens on ports 80/TCP and 1001/TCP. You should also make available port 22/TCP for ssh access. All changes you make should persist across a reboot.



Important

Red Hat Online Learning environment needs port 5900/TCP to remain available to use the graphical interface. This port is also known under the `vnc-server` service. If you accidentally lock yourself out from the `serverb` machine, then you can either attempt to recover by using the `ssh` command to your `serverb` machine from your `workstation` machine, or reset your `serverb` machine. If you elect to reset your `serverb` machine, then you should run the setup scripts for this lab again. The configuration on your machines already includes a custom zone called `ROL` that opens these ports.

- From the `workstation` machine, test access to the default web server at `http://serverb.lab.example.com` and to the virtual host at `http://serverb.lab.example.com:1001`.
- Log in to the `serverb` machine to determine what is preventing access to the web servers.
- Configure SELinux to allow the `httpd` service to listen on port 1001/TCP.
- From `workstation`, test again access to the default web server at `http://serverb.lab.example.com` and to the virtual host at `http://serverb.lab.example.com:1001`.
- Log in to the `serverb` machine to determine whether the correct ports are assigned to the firewall.

6. Add port 1001/TCP to the permanent configuration for the public network zone. Confirm your configuration.
7. From **workstation**, confirm that the default web server at **serverb.lab.example.com** returns SERVER B and the virtual host at **serverb.lab.example.com:1001** returns VHOST 1.

Evaluation

As the **student** user on the **workstation** machine, use the **lab** command to grade your work. Correct any reported failures and rerun the command until successful.

```
[student@workstation ~]$ lab grade netsecurity-review
```

Finish

On the **workstation** machine, change to the **student** user home directory and use the **lab** command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish netsecurity-review
```

This concludes the section.

► Solution

Manage Network Security

In this lab, you configure firewall and SELinux settings to allow access to multiple web servers running on the same host.

Outcomes

- Configure firewall and SELinux settings on a web server host.

Before You Begin

As the student user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start netsecurity-review
```

Instructions

Your company has decided to run a new web app. This application listens on ports 80/TCP and 1001/TCP. You should also make available port 22/TCP for ssh access. All changes you make should persist across a reboot.



Important

Red Hat Online Learning environment needs port 5900/TCP to remain available to use the graphical interface. This port is also known under the `vnc-server` service. If you accidentally lock yourself out from the `serverb` machine, then you can either attempt to recover by using the `ssh` command to your `serverb` machine from your `workstation` machine, or reset your `serverb` machine. If you elect to reset your `serverb` machine, then you should run the setup scripts for this lab again. The configuration on your machines already includes a custom zone called `ROL` that opens these ports.

- From the `workstation` machine, test access to the default web server at `http://serverb.lab.example.com` and to the virtual host at `http://serverb.lab.example.com:1001`.
 - Test access to the `http://serverb.lab.example.com` web server. The test currently fails. Ultimately, the web server should return SERVER B.
 - Test access to the `http://serverb.lab.example.com:1001` virtual host. The test currently fails. Ultimately, the virtual host should return VHOST 1.

```
[student@workstation ~]$ curl http://serverb.lab.example.com
curl: (7) Failed to connect to serverb.lab.example.com port 80: Connection refused
```

```
[student@workstation ~]$ curl http://serverb.lab.example.com:1001
curl: (7) Failed to connect to serverb.lab.example.com port 1001: No route to host
```

2. Log in to the **serverb** machine to determine what is preventing access to the web servers.

2.1. Log in to the **serverb** machine as **student** user.

```
[student@workstation ~]$ ssh student@serverb
...output omitted...
[student@serverb ~]$
```

2.2. Determine whether the **httpd** service is active.

```
[student@serverb ~]$ systemctl is-active httpd
inactive
```

2.3. Enable and start the **httpd** service. The **httpd** service fails to start.

```
[student@serverb ~]$ sudo systemctl enable --now httpd
[sudo] password for student: student
Created symlink /etc/systemd/system/multi-user.target.wants/httpd.service → /usr/
lib/systemd/system/httpd.service.
Job for httpd.service failed because the control process exited with error code.
See "systemctl status httpd.service" and "journalctl -xeu httpd.service" for
details.
```

2.4. Investigate the reasons why the **httpd** service fails to start.

```
[student@serverb ~]$ systemctl status httpd.service
× httpd.service - The Apache HTTP Server
   Loaded: loaded (/usr/lib/systemd/system/httpd.service; enabled; vendor
   preset: disabled)
     Active: failed (Result: exit-code) since Wed 2022-04-13 06:55:01 EDT; 2min
      52s ago
       Docs: man:httpd.service(8)
     Process: 1640 ExecStart=/usr/sbin/httpd $OPTIONS -DFOREGROUND (code=exited,
   status=1/FAILURE)
      Main PID: 1640 (code=exited, status=1/FAILURE)
        Status: "Reading configuration..."
          CPU: 31ms

Apr 13 06:55:01 serverb.lab.example.com systemd[1]: Starting The Apache HTTP
Server...
Apr 13 06:55:01 serverb.lab.example.com httpd[1640]: (13)Permission denied:
AH00072: make_sock: could not bind to address [::]:1001
Apr 13 06:55:01 serverb.lab.example.com httpd[1640]: (13)Permission denied:
AH00072: make_sock: could not bind to address 0.0.0.0:1001
Apr 13 06:55:01 serverb.lab.example.com httpd[1640]: no listening sockets
available, shutting down
Apr 13 06:55:01 serverb.lab.example.com httpd[1640]: AH00015: Unable to open logs
```

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```
Apr 13 06:55:01 serverb.lab.example.com systemd[1]: httpd.service: Main process
exited, code=exited, status=1/FAILURE
Apr 13 06:55:01 serverb.lab.example.com systemd[1]: httpd.service: Failed with
result 'exit-code'.
Apr 13 06:55:01 serverb.lab.example.com systemd[1]: Failed to start The Apache
HTTP Server.
```

2.5. Check whether SELinux is blocking the httpd service from binding to port 1001/TCP.

```
[student@serverb ~]$ sudo sealert -a /var/log/audit/audit.log
100% done
found 1 alerts in /var/log/audit/audit.log
-----
SELinux is preventing /usr/sbin/httpd from name_bind access on the tcp_socket port
1001.

***** Plugin bind_ports (99.5 confidence) suggests *****

If you want to allow /usr/sbin/httpd to bind to network port 1001
Then you need to modify the port type.
Do
# semanage port -a -t PORT_TYPE -p tcp 1001
    where PORT_TYPE is one of the following: http_cache_port_t, http_port_t,
    jboss_management_port_t, jboss.messaging_port_t, ntop_port_t, puppet_port_t.

***** Plugin catchall (1.49 confidence) suggests *****

...output omitted...
```

3. Configure SELinux to allow the httpd service to listen on port 1001/TCP.

3.1. Use the semanage command to find the correct port type.

```
[student@serverb ~]$ sudo semanage port -l | grep 'http'
http_cache_port_t          tcp      8080, 8118, 8123, 10001-10010
http_cache_port_t          udp      3130
http_port_t                tcp      80, 81, 443, 488, 8008, 8009, 8443, 9000
pegasus_http_port_t        tcp      5988
pegasus_https_port_t       tcp      5989
```

3.2. Bind port 1001/TCP to the http_port_t type.

```
[student@serverb ~]$ sudo semanage port -a -t http_port_t -p tcp 1001
```

3.3. Confirm that port 1001/TCP is bound to the http_port_t port type.

```
[student@serverb ~]$ sudo semanage port -l | grep '^http_port_t'
http_port_t                tcp      1001, 80, 81, 443, 488, 8008, 8009, 8443, 9000
```

3.4. Enable and start the httpd service.

```
[student@serverb ~]$ sudo systemctl enable --now httpd
```

3.5. Verify the running state of the `httpd` service.

```
[student@serverb ~]$ systemctl is-active httpd
active
[student@serverb ~]$ systemctl is-enabled httpd
enabled
```

3.6. Return to the `workstation` machine as the `student` user.

```
[student@serverb ~]$ exit
logout
Connection to serverb closed.
[student@workstation ~]$
```

4. From `workstation`, test again access to the default web server at `http://serverb.lab.example.com` and to the virtual host at `http://serverb.lab.example.com:1001`.

4.1. Test access to the `http://serverb.lab.example.com` web server. The web server should return SERVER B.

```
[student@workstation ~]$ curl http://serverb.lab.example.com
SERVER B
```

4.2. Test access to the `http://serverb.lab.example.com:1001` virtual host. The test continues to fail.

```
[student@workstation ~]$ curl http://serverb.lab.example.com:1001
curl: (7) Failed to connect to serverb.lab.example.com port 1001: No route to host
```

5. Log in to the `serverb` machine to determine whether the correct ports are assigned to the firewall.

5.1. Log in to the `serverb` machine as the `student` user.

```
[student@workstation ~]$ ssh student@serverb
...output omitted...
[student@serverb ~]$
```

5.2. Verify that the default firewall zone is set to the `public` zone.

```
[student@serverb ~]$ firewall-cmd --get-default-zone
public
```

5.3. If the previous step does not return `public` as the default zone, then correct it with the following command:

```
[student@serverb ~]$ sudo firewall-cmd --set-default-zone public
```

5.4. Determine the open ports listed in the `public` network zone.

```
[student@serverb ~]$ sudo firewall-cmd --permanent --zone=public --list-all
[sudo] password for student: student
public
  target: default
  icmp-block-inversion: no
  interfaces:
  sources:
  services: cockpit dhcpcv6-client http ssh
  ports:
  protocols:
  forward: yes
  masquerade: no
  forward-ports:
  source-ports:
  icmp-blocks:
  rich rules:
```

6. Add port 1001/TCP to the permanent configuration for the public network zone. Confirm your configuration.

6.1. Add port 1001/TCP to the public network zone.

```
[student@serverb ~]$ sudo firewall-cmd --permanent --zone=public \
--add-port=1001/tcp
success
```

6.2. Reload the firewall configuration.

```
[student@serverb ~]$ sudo firewall-cmd --reload
success
```

6.3. Verify your configuration.

```
[student@serverb ~]$ sudo firewall-cmd --permanent --zone=public --list-all
public
  target: default
  icmp-block-inversion: no
  interfaces:
  sources:
  services: cockpit dhcpcv6-client http ssh
  ports: 1001/tcp
  protocols:
  forward: yes
  masquerade: no
  forward-ports:
  source-ports:
  icmp-blocks:
  rich rules:
```

6.4. Return to the workstation machine as the student user.

```
[student@serverb ~]$ exit
logout
Connection to serverb closed.
[student@workstation ~]$
```

7. From **workstation**, confirm that the default web server at `serverb.lab.example.com` returns SERVER B and the virtual host at `serverb.lab.example.com:1001` returns VHOST 1.

7.1. Test access to the `http://serverb.lab.example.com` web server.

```
[student@workstation ~]$ curl http://serverb.lab.example.com
SERVER B
```

7.2. Test access to the `http://serverb.lab.example.com:1001` virtual host.

```
[student@workstation ~]$ curl http://serverb.lab.example.com:1001
VHOST 1
```

Evaluation

As the **student** user on the **workstation** machine, use the **lab** command to grade your work. Correct any reported failures and rerun the command until successful.

```
[student@workstation ~]$ lab grade netsecurity-review
```

Finish

On the **workstation** machine, change to the **student** user home directory and use the **lab** command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish netsecurity-review
```

This concludes the section.

Summary

- The `netfilter` framework allows kernel modules to inspect every packet traversing the system, including all incoming, outgoing or forwarded network packets.
- The `firewalld` service simplifies management by classifying all network traffic into zones. Each zone has its own list of ports and services. The `public` zone is set as the default zone.
- The `firewalld` service ships with a number of predefined services. You can list them by using the `firewall-cmd --get-services` command.
- SELinux policy tightly controls network traffic by labeling the network ports. For example, port 22/TCP has the label `ssh_port_t` associated with it. When a process wants to listen on a port, SELinux checks to see whether the label associated with it is allowed to bind that port label.
- Use the `semanage` command to add, delete, and modify labels.

Chapter 10

Install Red Hat Enterprise Linux

Goal

Install Red Hat Enterprise Linux on servers and virtual machines.

Objectives

- Install Red Hat Enterprise Linux on a server.
- Explain Kickstart concepts and architecture, create a Kickstart file with the Kickstart Generator website, modify an existing Kickstart file with a text editor and check its syntax with `ksvalidator`, publish a Kickstart file to the installer, and install Kickstart on the network.
- Install a virtual machine on your Red Hat Enterprise Linux server with the web console.

Sections

- Install Red Hat Enterprise Linux (and Guided Exercise)
- Automate Installation with Kickstart (and Guided Exercise)
- Install and Configure Virtual Machines (and Quiz)

Lab

Install Red Hat Enterprise Linux

Install Red Hat Enterprise Linux

Objectives

Install Red Hat Enterprise Linux on a server.

Understand Installation Media

Red Hat provides different forms of installation media that you may download from the Customer Portal website by using your active subscription.

- A binary image file in ISO 9660 format containing *Anaconda*, the Red Hat Enterprise Linux installation program, and the BaseOS and AppStream package repositories. These repositories contain the packages needed to complete the installation without additional repositories.
- A smaller "boot ISO" image file containing *Anaconda* requires a configured network to access package repositories made available using HTTP, FTP, or NFS.
- A QCOW2 image contains a prebuilt system disk ready to deploy as a virtual machine in cloud or enterprise virtual environments. QCOW2 is the standard image format used by Red Hat with KVM-based virtualization.
- Source code (human-readable programming language instructions) for Red Hat Enterprise Linux. There is no documentation for the source DVDs. This image helps compile or develop your software based on the Red Hat version.

Red Hat Enterprise Linux supports the following architectures:

- AMD, Intel, and ARM 64-bit architectures.
- IBM Power Systems (Little Endian, LC servers, and AC servers).
- IBM Z 64-bit.

After downloading, create bootable installation media based on the instructions provided in the reference section.

Build Images using Image Builder

The Red Hat Image Builder tool helps create customized images of Red Hat Enterprise Linux. Image Builder allows administrators to build custom system images for deployment on cloud platforms or virtual environments for specialized use cases.

Use the `composer -cli` command or Red Hat web console interface to access Image Builder.

Install Red Hat Enterprise Linux Manually

Using the binary DVD or boot ISO, administrators install a new RHEL system on a bare-metal server or a virtual machine. The *Anaconda* program supports two installation methods: manual and automated.

- The manual installation interacts with the user to query how *Anaconda* installs and configures the system.
- The automated installation uses a *Kickstart* file that tells *Anaconda* how to install the system.

Install RHEL using the Graphical Interface

Anaconda starts as a graphical application when you boot the system from the binary DVD or the boot ISO.

At the **WELCOME TO RED HAT ENTERPRISE LINUX 9** screen, select the language to use during the installation and click the **Continue** button. This button also sets the default language of the system after installation. Individual users may choose a preferred language after installation.

Anaconda presents the **INSTALLATION SUMMARY** window, the central interface to customize parameters before beginning the installation.

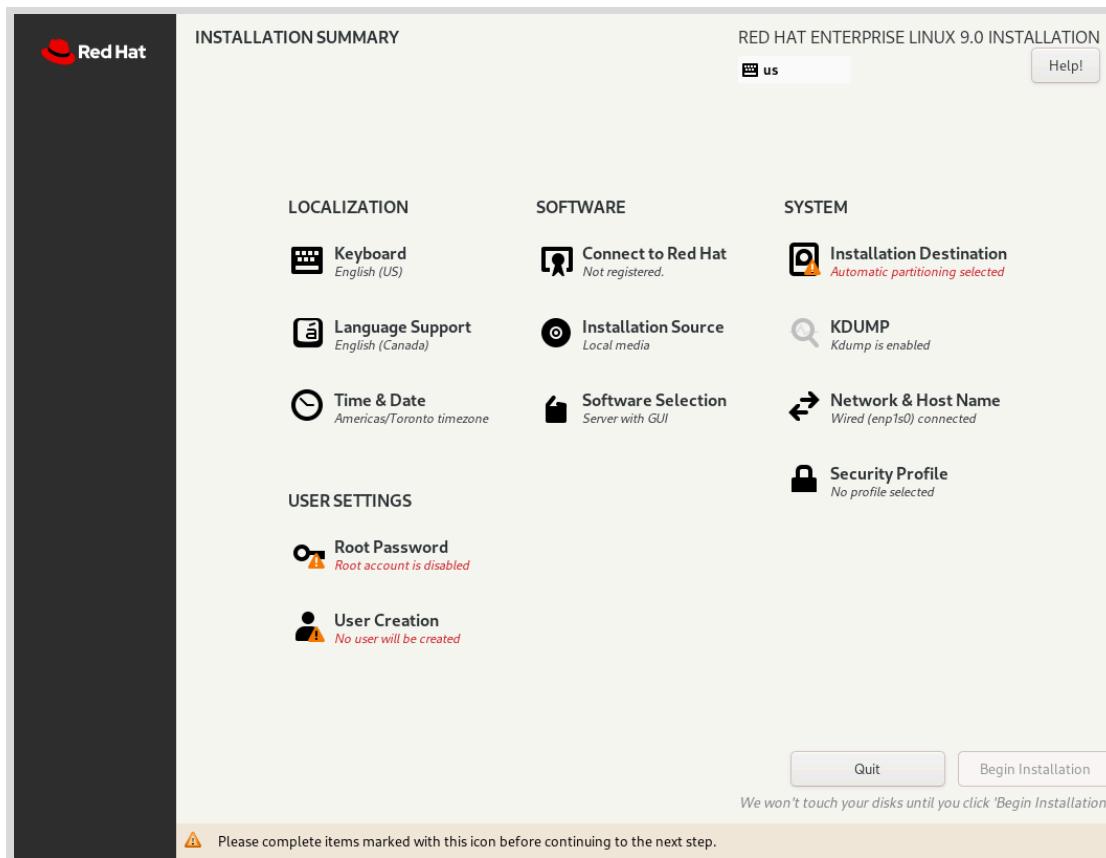


Figure 10.1: Installation summary window

From this window, configure the installation parameters by selecting the icons in any order. Select an item to view or edit. In any item, click **Done** to return to this central screen.

Anaconda marks mandatory items with a triangle warning symbol and message. The orange status bar at the bottom of the screen reminds you to complete the required information before the installation begins.

Complete the following items as needed:

- **Keyboard:** Add additional keyboard layouts.
- **Language Support:** Select additional languages to install.
- **Time & Date:** Select the system's location city by clicking on the interactive map or selecting it from the lists. Specify the local time zone even when using *Network Time Protocol (NTP)*.
- **Connect to Red Hat:** Register the system with your Red Hat account and select the system purpose. The system purpose feature allows the registration process to automatically attach the

most appropriate subscription to the system. You must first connect to the network by using the **Network & Host Name** icon to register the system.

- **Installation Source:** Provide the source package location Anaconda requires for installation. The installation source field already refers to the DVD when using the binary DVD.
- **Software Selection:** Select the base environment to install and add any additional add-ons. The **Minimal Install** environment installs only the essential packages to run Red Hat Enterprise Linux.
- **Installation Destination:** Select and partition the disks onto which Red Hat Enterprise Linux will install. To complete this task, the administrator must understand partitioning schemes and file-system selection criteria. The default radio button for automatic partitioning allocates the selected storage devices by using all available space.
- **KDUMP:** The kernel crash dump feature, *kdump*, collects information about the state of the system memory when the kernel crashes. Red Hat engineers analyze a *kdump* file to identify the cause of a crash. Use this Anaconda item to enable or disable *kdump*.
- **Network & Host Name:** Detected network connections list on the left. Select a connection to display its details. By default, Anaconda now activates the network automatically. Click the **Configure** button to configure the selected network connection.
- **Security Profile:** By activating a security profile, Anaconda applies restrictions and recommendations defined by the selected profile during installation.
- **Root Password:** The installation program prompts to set a **root** password. The final stage of the installation process will not continue until you define a **root** password.
- **User Creation:** Create an optional non-root account. Creating a local, general use account is a recommended practice. You might also create accounts after the installation is complete.



Note

When setting the **root** user password, Red Hat Enterprise Linux 9 now enables an option to lock the **root** user access to the system. It also enables password-based SSH access to the **root** user.

After completing the installation configuration, and resolving all warnings, click the **Begin Installation** button. Clicking the **Quit** button aborts the installation without applying any changes to the system.

Click the **Reboot** button when the installation finishes. Anaconda displays the **Initial Setup** screen when installing a graphical desktop. Accept the license information and optionally register the system with the subscription manager. You might skip system registration and perform it later.

Troubleshoot the Installation

During a Red Hat Enterprise Linux 9 installation, Anaconda provides two virtual consoles. The first has five windows supplied by the **tmux** software terminal multiplexer. You can access that console by using **Ctrl+Alt+F1**. The second virtual console, which displays by default, shows the Anaconda graphical interface. You can access it by using **Ctrl+Alt+F6**.

The **tmux** terminal provides a shell prompt in the second window in the first virtual console. You can use it to enter commands to inspect and troubleshoot the system while the installation continues. The other windows provide diagnostic messages, logs, and additional information.

The following table lists the keystroke combinations to access the virtual consoles and the **tmux** terminal windows. In the **tmux** terminal, the keyboard short cuts are performed in two actions: press and release **Ctrl+B**, and then press the number key of the window you want to access. In the **tmux** terminal, you can also use **Alt+Tab** to rotate the current focus between the windows.

Key sequence	contents
Ctrl+Alt+F1	Access the tmux terminal multiplexer.
Ctrl+B 1	In the tmux terminal, access the main information page for the installation process.
Ctrl+B 2	In the tmux terminal, provide a root shell. Anaconda stores the installation log files in the /tmp directory.
Ctrl+B 3	In the tmux terminal, display the contents of the /tmp/anaconda.log file.
Ctrl+B 4	In the tmux terminal, display the contents of the /tmp/storage.log file.
Ctrl+B 5	In the tmux terminal, display the contents of the /tmp/program.log file.
Ctrl+Alt+F6	Access the Anaconda graphical interface.



Note

For compatibility with earlier Red Hat Enterprise Linux versions, the virtual consoles from **Ctrl+Alt+F2** through **Ctrl+Alt+F5** also present root shells during installation.



References

For further information, refer to *Understanding the various RHEL .iso file* at <https://access.redhat.com/solutions/104063>

For further information, refer to *Creating a Bootable Installation Medium for RHEL* at https://access.redhat.com/documentation/en-us/red_hat_enterprise_linux/9/html-single/performing_a_standard_rhel_installation/index#assembly_creating-a-bootable-installation-medium_installing-RHEL

For further information, refer to *Composing A Customized RHEL System Image* at https://access.redhat.com/documentation/en-us/red_hat_enterprise_linux/9/html-single/composing_a_customized_rhel_system_image/index#composer-description_composing-a-customized-rhel-system-image

For further information, refer to *Performing A Standard RHEL Installation* at https://access.redhat.com/documentation/en-us/red_hat_enterprise_linux/9/html-single/performing_a_standard_rhel_installation/index

► Guided Exercise

Install Red Hat Enterprise Linux

In this exercise, you reinstall one of your servers with a minimal installation of Red Hat Enterprise Linux.

Outcomes

- Manually install Red Hat Enterprise Linux 9.

Before You Begin

As the student user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start installing-install
```

Instructions

- Access the `servera` console and reboot the system into the installation media.
 - Locate the `servera` console icon in your classroom environment. Open the console.
 - To reboot, send a `Ctrl+Alt+Del` to your system using the relevant keyboard, virtual, or menu entry.
 - When the boot loader menu appears, select the `Install Red Hat Enterprise Linux 9` menu entry.
- Keep the default selected language and click the `Continue` button.
- Use automatic disk partitioning on the `/dev/vda` disk.
 - Click the `Installation Destination` button.
 - Click the `vda` disk and then click the `Done` button to use the default automatic partitioning option.
 - In the `Installation Options` window, click the `Reclaim space` button. The `/dev/vda` disk already has partitions and file systems from the previous installation. This selection allows you to wipe the disk for the new installation. In the `Reclaim Disk Space` window, click the `Delete all` button, and then click the `Reclaim space` button.
- Set the `servera.lab.example.com` hostname for the system and verify the network interface configuration.
 - Click the `Network & Host Name` button.

- 4.2. In the **Host Name** field, enter the `servera.lab.example.com` hostname, and then click the **Apply** button.
- 4.3. Click the **Configure** button and then click the **IPv4 Settings** tab.
- 4.4. Confirm that the network parameters use the `172.25.250.10` IP address, `24` as the netmask, and the `172.25.250.254` as the gateway and name server. Click the **Save** button.
- 4.5. Confirm that the network interface is enabled by toggling the **ON/OFF** switch.
- 4.6. Click the **Done** button.

▶ 5. Set the **Installation Source** field to `http://content.example.com/rhel9.0/x86_64/dvd`.

- 5.1. Click the **Installation Source** button.
- 5.2. Select the **On the network** option.
- 5.3. In the **http://** field, type the `content.example.com/rhel9.0/x86_64/dvd` address.
- 5.4. Click **Done**.

▶ 6. Select the software required to run a minimal installation.

- 6.1. Click the **Software Selection** button.
- 6.2. Select **Minimal Install** from the **Base Environment** list.
- 6.3. Click the **Done** button.

▶ 7. Set the `redhat` as the password for the `root` user.

- 7.1. Click the **Root Password** button.
- 7.2. Enter `redhat` in the **Root Password** field.
- 7.3. Enter `redhat` in the **Confirm** field.
- 7.4. Click the **Done** button twice because the password fails the dictionary check.

▶ 8. Add the `student` user by using `student` as the password.

- 8.1. Click the **User Creation** button.
- 8.2. Enter `student` in the **Full Name** field. The **User name** automatically fills `student` as the username.
- 8.3. Check **Make this user administrator** to make the `student` user use the `sudo` command to run commands as the `root` user.
- 8.4. Enter `student` in the **Password** field.
- 8.5. Enter `student` in the **Confirm password** field.
- 8.6. Click the **Done** button twice because the password fails the dictionary check.

- ▶ **9.** Click the **Begin Installation** button.
- ▶ **10.** Click the **Reboot** button when the installation is complete.
- ▶ **11.** When the system displays the login prompt, log in as the **student** user.
- ▶ **12.** After you validate the installation, reset the **servera** machine from the web page of the classroom environment.

Finish

On the **workstation** machine, change to the **student** user home directory and use the **lab** command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish installing-install
```

This concludes the section.

Automate Installation with Kickstart

Objectives

Explain Kickstart concepts and architecture, create a Kickstart file with the Kickstart Generator website, modify an existing Kickstart file with a text editor and check its syntax with `ksvalidator`, publish a Kickstart file to the installer, and install Kickstart on the network.

Introduction to Kickstart

The *Kickstart* feature of Red Hat Enterprise Linux automates system installations. You can use Kickstart text files to configure disk partitioning, network interfaces, package selection, and customize the install. The Anaconda installer uses Kickstart files to perform a complete installation without user interaction. The Kickstart feature is similar and uses an unattended Set up answer file for Microsoft Windows.

Kickstart files begin with a list of commands that define how to install the target machine. The installer ignores comment lines denoted by the number sign (#) character. Additional sections begin with a directive, denoted by the percentage sign (%) character, and end on a line with the `&end` directive.

The `%packages` section specifies what software to include upon installation. Specify individual packages by name, without versions. The ampersand (@) character denotes package groups (either by group or ID), and the @^ characters denote environment groups (groups of package groups). Lastly, use the `@module:stream/profile` syntax to denote module streams.

Groups have mandatory, default, and optional components. Normally, Kickstart installs mandatory and default components. To exclude a package or package group from the installation, precede it with a hyphen (-) character. Excluded packages or package groups might still install if they are mandatory dependencies of other requested packages.

A Kickstart configuration file typically includes one or more `%pre` and `%post` sections, which contain scripts that further configure the system. The `%pre` scripts execute before any disk partitioning is done. Typically, you use `%pre` scripts to initialize a storage or network device that the remainder of the installation requires. The `%post` scripts execute once the initial installation is complete. Scripts within the `%pre` and `%post` sections can use any interpreter available on the system, including Bash or Python. Wherever possible, you should avoid the use of a `%pre` section, because any errors that occur within it might be difficult to diagnose.

Lastly, you can specify as many sections as you need, in any order. For example, you can have two `%post` sections and they will be interpreted in order of appearance.



Note

The RHEL Image Builder is an alternative installation method to Kickstart files. Rather than a text file providing installation instructions, Image Builder creates an image containing all of the required changes a system needs. The RHEL Image Builder can create images for public clouds such as Amazon Web Services and Microsoft Azure, or private clouds such as OpenStack or VMware. See this section's references for more information on the RHEL Image Builder.

Installation Commands

The following Kickstart commands configure the installation source and method:

- **url**: Specifies the URL pointing to the installation media.

```
url --url="http://classroom.example.com/content/rhel9.0/x86_64/dvd/"
```

- **repo**: Specifies where to find additional packages for installation. This option must point to a valid DNF repository.

```
repo --name="appstream" --baseurl=http://classroom.example.com/content/rhel9.0/x86_64/dvd/AppStream/
```

- **text**: Forces a text mode install.
- **vnc**: Enables the VNC viewer so you can access the graphical installation remotely over VNC.

```
vnc --password=redhat
```

Device and Partition Commands

The following Kickstart commands configure devices and partitioning schemes:

- **clearpart**: Removes partitions from the system prior to creation of new partitions.

```
clearpart --all --drives=vda,vdb
```

- **part**: Specifies the size, format, and name of a partition. Required unless the **autopart** or **mount** commands are present.

```
part /home --fstype=ext4 --label=homes --size=4096 --maxsize=8192 --grow
```

- **autopart**: Automatically creates a root partition, a swap partition, and an appropriate boot partition for the architecture. On large enough drives (50 GB+), this also creates a **/home** partition.

- **ignoredisk**: Prevents Anaconda from modifying disks, and is useful alongside the **autopart** command.

```
ignoredisk --drives=sdc
```

- **bootloader**: Defines where to install the bootloader. Required.

```
bootloader --location=mbr --boot-drive=sda
```

- **volgroup**, **logvol**: Creates LVM volume groups and logical volumes.

```
part pv.01 --size=8192
volgroup myvg pv.01
logvol / --vgname=myvg --fstype=xfs --size=2048 --name=rootvol --grow
logvol /var --vgname=myvg --fstype=xfs --size=4096 --name=varvol
```

- **zerombr**: Initialize disks whose formatting is unrecognized.

Network Commands

The following Kickstart commands configure networking related features:

- **network**: Configures network information for the target system. Activates network devices in the installer environment.

```
network --device=eth0 --bootproto=dhcp
```

- **firewall**: Defines the firewall configuration for the target system.

```
firewall --enabled --service=ssh,http
```

Location and Security Commands

The following Kickstart commands configure security, language, and region settings:

- **lang**: Sets the language to use during installation and the default language of the installed system. Required.

```
lang en_US
```

- **keyboard**: Sets the system keyboard type. Required.

```
keyboard --vckeymap=us
```

- **timezone**: Defines the timezone and whether the hardware clock uses UTC. Required.

```
timezone --utc Europe/Amsterdam
```

- **timesource**: Enables or disables NTP. If you enable NTP, then you must specify NTP servers or pools.

```
timesource --ntp-server classroom.example.com
```

- **authselect**: Sets up authentication options. Options recognized by **authselect** are valid for this command. See **authselect(8)**.

- **rootpw**: Defines the initial **root** password. Required.

```
rootpw --plaintext redhat  
or  
rootpw --iscrypted $6$KUnFfrTz08jv.PiH$YlBb0tXBkWzoMuRfb0.SpbQ....XDR1UuchoMG1
```

- **selinux**: Sets the SELinux mode for the installed system.

```
selinux --enforcing
```

- **services**: Modifies the default set of services to run under the default **systemd** target.

```
services --disabled=network,iptables,ip6tables --enabled=NetworkManager,firewalld
```

- **group, user**: Creates a local group or user on the system.

```
group --name=admins --gid=10001
user --name=jdoe --gecos="John Doe" --groups=admins --password=changeme --
plaintext
```

Miscellaneous Commands

The following Kickstart commands configure logging the host power state upon completion:

- **logging**: This command defines how Anaconda will perform logging during the installation.

```
logging --host=loghost.example.com
```

- **firstboot**: If enabled, then the Set up Agent starts the first time the system boots. This command requires the **initial-setup** package.

```
firstboot --disabled
```

- **reboot, poweroff, halt**: Specify the final action to take when the installation completes. The default setting is the **halt** option.



Note

Most Kickstart commands have multiple options available. Review the *Kickstart Commands and Options* guide in this section's references for more information.

Example Kickstart File

In the following example, the first part the Kickstart file consists of the installation commands, such as disk partitioning and installation source.

```
#version=RHEL9

# Define system bootloader options
bootloader --append="console=ttyS0 console=ttyS0,115200n8 no_timer_check
net.ifnames=0 crashkernel=auto" --location=mbr --timeout=1 --boot-drive=vda

# Clear and partition disks
clearpart --all --initlabel
ignoredisk --only-use=vda
zerombr
part / --fstype="xfs" --ondisk=vda --size=10000

# Define installation options
text
repo --name="appstream" --baseurl="http://classroom.example.com/content/rhel9.0/
x86_64/dvd/AppStream/"
url --url="http://classroom.example.com/content/rhel9.0/x86_64/dvd/"
```

```
# Configure keyboard and language settings
keyboard --vckeymap=us
lang en_US

# Set a root password, authselect profile, and selinux policy
rootpw --plaintext redhat
authselect select sssd
selinux --enforcing
firstboot --disable

# Enable and disable system services
services --disabled="kdump, rhsmcertd" --enabled="sshd, rngd, chronyd"

# Configure the system timezone and NTP server
timezone America/New_York --utc
timesource --ntp-server classroom.example.com
```

The second part of a Kickstart file contains the `%packages` section, with details of which packages and package groups to install, and which packages should not be installed.

```
%packages

@core
chrony
cloud-init
dracut-config-generic
dracut-norescue
firewalld
grub2
kernel
rsync
tar
-plymouth

%end
```

The last part of the Kickstart file contains a `%post` installation script.

```
%post

echo "This system was deployed using Kickstart on $(date)" > /etc/motd

%end
```

You can also specify a Python script with the `--interpreter` option.

```
%post --interpreter="/usr/libexec/platform-python"

print("This is a line of text printed with python")

%end
```

**Note**

In a Kickstart file, missing required values cause the installer to interactively prompt for an answer or to abort the installation entirely.

Kickstart Installation Steps

Use the following steps to automate the installation of Red Hat Enterprise Linux with the Kickstart feature:

1. Create a Kickstart file.
2. Publish the Kickstart file so that the Anaconda installer can access it.
3. Boot the Anaconda installer and point it to the Kickstart file.

Create a Kickstart File

You can use either of these methods to create a Kickstart file:

- Use the Kickstart Generator website.
- Use a text editor.

The Kickstart Generator site at <https://access.redhat.com/labs/kickstartconfig> presents dialog boxes for user inputs, and creates a Kickstart configuration file with the user's choices. Each dialog box corresponds to the configurable items in the Anaconda installer.

The screenshot shows the Red Hat Customer Portal interface with the 'Labs' section selected. The main heading is 'Kickstart Generator'. It displays a summary of configuration parameters: 'Red Hat Enterprise Linux 9', 'Default Language: English (United States)', 'Keyboard: U.S. English', 'Time Zone: America/New York', and 'Root Password (required)'. On the left, a sidebar lists 'Basic Configuration' options: Installation, Partition, BootLoader, Packages, Authentication, Network, Security, Display, Pre-Installation Script, and Post-Installation Script. A red 'DOWNLOAD' button is located on the right side of the main content area.

Figure 10.2: The Red Hat Customer Portal Kickstart Generator

Creating a Kickstart file from scratch is complex, so you should start by trying to edit an existing file. Every installation creates a `/root/anaconda-ks.cfg` file containing the Kickstart directives used in the installation. This file is a good starting point to create a new Kickstart file.

The `ksvalidator` utility checks for syntax errors in a Kickstart file. It ensures that keywords and options are properly used, but it does not validate URL paths, individual packages, groups, nor any part of `%post` or `%pre` scripts. For instance, if the `firewall --disabled` directive is misspelled, then the `ksvalidator` command could produce one of the following errors:

```
[user@host ~]$ ksvalidator /tmp/anaconda-ks.cfg
The following problem occurred on line 10 of the kickstart file:

Unknown command: firewall

[user@host ~]$ ksvalidator /tmp/anaconda-ks.cfg
The following problem occurred on line 10 of the kickstart file:

no such option: --dsabled
```

The `ksverendiff` utility displays syntax differences between different OS versions. For example, the following command displays the Kickstart syntax changes between RHEL 8 and RHEL 9:

```
[user@host ~]$ ksverendiff -f RHEL8 -t RHEL9
The following commands were removed in RHEL9:
device deviceprobe dmraid install multipath

The following commands were deprecated in RHEL9:
autostep btrfs method

The following commands were added in RHEL9:
timesource
...output omitted...
```

The `pykickstart` package provides the `ksvalidator` and `ksverendiff` utilities.

Publish the Kickstart File to Anaconda

Make the Kickstart file available to the installer by placing it in one of these locations:

- A network server available at install time using FTP, HTTP, or NFS.
- An available USB disk or CD-ROM.
- A local hard disk on the system.

The installer must access the Kickstart file to begin an automated installation. Usually the file is made available via an FTP, web, or NFS server. Network servers facilitate Kickstart file maintenance because changes can be made once, and then immediately used for future installations.

Providing Kickstart files on USB or CD-ROM is also convenient. The Kickstart file can be embedded on the boot media used to start the installation. However, when the Kickstart file is changed, you must generate new installation media.

Providing the Kickstart file on a local disk allows you to quickly rebuild a system.

Boot Anaconda and Point it to the Kickstart File

Once a Kickstart method is chosen, the installer is told where to locate the Kickstart file by passing the `inst.ks=LOCATION` parameter to the installation kernel.

Consider the following examples:

- `inst.ks=http://server/dir/file`
- `inst.ks=ftp://server/dir/file`
- `inst.ks=nfs:server:/dir/file`
- `inst.ks=hd:device:/dir/file`
- `inst.ks=cdrom:device`

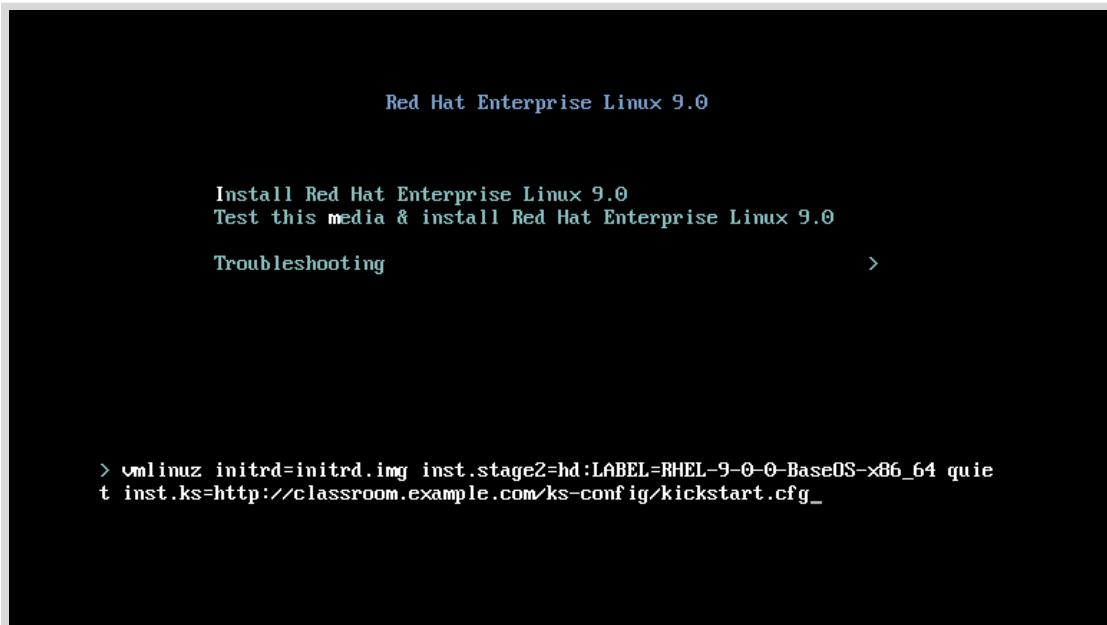


Figure 10.3: Specifying the Kickstart file location during installation

For virtual machine installations by using the **Virtual Machine Manager** or **virt-manager**, the Kickstart URL can be specified in a box under **URL Options**. When installing physical machines, boot by using installation media and press the **Tab** key to interrupt the boot process. Add a `inst.ks=LOCATION` parameter to the installation kernel.



References

Kickstart installation basics chapter in *Performing an advanced RHEL installation* at
https://access.redhat.com/documentation/en-us/red_hat_enterprise_linux/9/html-single/performing_an_advanced_rhel_installation/index#performing_an_automated_installation_using_kickstart

Kickstart commands and options reference in *Performing an advanced RHEL installation* at
https://access.redhat.com/documentation/en-us/red_hat_enterprise_linux/9/html-single/performing_an_advanced_rhel_installation/index#kickstart-commands-and-options-reference_installing-rhel-as-an-experienced-user

Boot options chapter in *Performing an advanced RHEL installation* at
https://access.redhat.com/documentation/en-us/red_hat_enterprise_linux/9/html-single/performing_an_advanced_rhel_installation/kickstart-installation-basics_installing-rhel-as-an-experienced-user#kickstart-and-advanced-boot-options_installing-rhel-as-an-experienced-user

Composing a customized RHEL system image at
https://access.redhat.com/documentation/en-us/red_hat_enterprise_linux/9/html-single/composing_a_customized_rhel_system_image/index

► Guided Exercise

Automate Installation with Kickstart

In this lab, you create a kickstart file and validate the syntax.

Outcomes

- Create a kickstart file.
- Validate the kickstart file's syntax.

Before You Begin

As the student user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start installing-kickstart
```

Instructions

► 1. Log in to `servera` as the student user.

```
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$
```

► 2. Create the `/home/student/kickstart.cfg` file by copying the contents of the `/root/anaconda-ks.cfg` file using privileged access.

```
[student@servera ~]$ sudo cat /root/anaconda-ks.cfg > ~/kickstart.cfg
[sudo] password for student: student
```

► 3. Make the following changes to the `/home/student/kickstart.cfg` file.

3.1. Comment out the `reboot` command:

```
#reboot
```

3.2. Modify the `repo` commands to specify the `classroom` server's BaseOS and AppStream repositories:

```
repo --name="BaseOS" --baseurl="http://classroom.example.com/content/rhel9.0/
x86_64/dvd/BaseOS/"
repo --name="Appstream" --baseurl="http://classroom.example.com/content/rhel9.0/
x86_64/dvd/AppStream/"
```

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3.3. Modify the `url` command to specify the `classroom` server's HTTP installation source:

```
url --url="http://classroom.example.com/content/rhel9.0/x86_64/dvd/"
```

3.4. Comment out the `network` command:

```
#network --bootproto=dhcp --device=link --activate
```

3.5. Modify the `rootpw` command to set the `root` user's password to `redhat`.

```
rootpw --plaintext redhat
```

3.6. Modify the `authselect` command to set the `sssd` service as the identity and authentication source.

```
authselect select sssd
```

3.7. Modify the `services` command to look like the following:

```
services --disabled="kdump, rhsmcertd" --enabled="sshd, rngd, chronyd"
```

3.8. Comment out the `part` commands and add the `autopart` command:

```
# Disk partitioning information
ignoredisk --only-use=vda
#part biosboot --fstype="biosboot" --size=1
#part /boot/efi --fstype="efi" --size=100 --fsoptions="..."
#part / --fstype="xfs
autopart
```

3.9. Delete all of the content between the `%post` section and its `%end` directive. Add the `echo "Kickstarted on $(date)" >> /etc/issue` line.

```
%post --erroronfail
echo "Kickstarted on $(date)" >> /etc/issue
%end
```

3.10. Modify the `%packages` section to only include the following content:

```
%packages
@core
chrony
dracut-config-generic
dracut-rescue
firewalld
grub2
kernel
rsync
tar
```

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```
httpd
-plymouth
%end
```

3.11. Save and exit the file.

▶ **4.** Validate the Kickstart file for syntax errors. If there are no errors, then the command has no output.

```
[student@servera ~]$ ksvalidator kickstart.cfg
```

▶ **5.** Copy the kickstart.cfg file to the /var/www/html/ks-config directory.

```
[student@servera ~]$ sudo cp ~/kickstart.cfg /var/www/html/ks-config
[sudo] password for student: student
```

▶ **6.** Return to the workstation machine as the student user.

```
[student@servera ~]$ exit
logout
Connection to servera closed.
[student@workstation ~]$
```

Finish

On the workstation machine, change to the student user home directory and use the lab command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish installing-kickstart
```

This concludes the section.

Install and Configure Virtual Machines

Objectives

Install a virtual machine on your Red Hat Enterprise Linux server with the web console.

Introducing KVM Virtualization

Virtualization is a feature that allows a single physical machine to be divided into multiple *virtual machines* (VM), each of which can run an independent operating system.

Red Hat Enterprise Linux supports *KVM* (*Kernel-based Virtual Machine*), a full virtualization solution built into the standard Linux kernel. KVM can run multiple Windows and Linux guest operating systems.

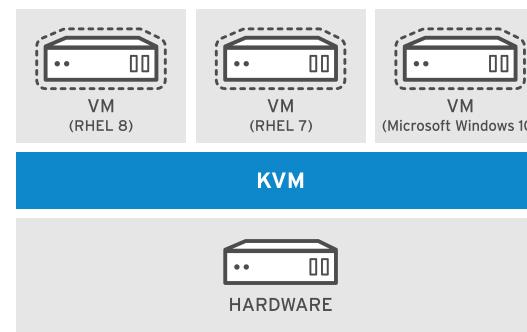


Figure 10.4: KVM virtualization

In Red Hat Enterprise Linux, you can manage KVM from the command line with the `virsh` command, or graphically with the web console's Virtual Machines tool.

KVM virtual machine technology is available across all Red Hat products, from standalone physical instances of Red Hat Enterprise Linux to the Red Hat OpenStack Platform:

- Physical hardware systems run Red Hat Enterprise Linux to provide KVM virtualization. Red Hat Enterprise Linux is typically a *thick host*, a system that supports VMs while also providing other local and network services, applications, and management functions.
- *Red Hat Virtualization (RHV)* provides a centralized web interface that administrators can use to manage an entire virtual infrastructure. It includes advanced features such as KVM migration, redundancy, and high availability. A *Red Hat Virtualization Hypervisor* is a tuned version of Red Hat Enterprise Linux dedicated to the singular purpose of provisioning and supporting VMs.
- *Red Hat OpenStack Platform (RHOSP)* provides the foundation to create, deploy, and scale a public or a private cloud.
- *Red Hat OpenShift Virtualization* includes RHV components to allow deployment of containers on bare metal.

On systems with SELinux enabled, sVirt isolates guests and the hypervisor. Each virtual machine process is labeled and automatically allocated a unique level, with the associated virtual disk files given matching labels.

Virtual Machine Types

There are two main virtual machine types available to install the guest operating system on. The older of the two uses the i440FX chip set, and provides ISA and PCI bridges, an IDE controller, and VGA and Ethernet adapters. The Q35 machine type is the newer of the two, and should be used in most cases. It supports newer virtual hardware interfaces such as PCIe and SATA, and includes an SM Bus controller.

In Red Hat Enterprise Linux 8 and later versions, UEFI and Secure Boot support for virtual machines is provided by Open Virtual Machine Firmware (OVMF), in the `edk2-ovmf` package.

Supported Guest Operating Systems

The list of Red Hat supported guest operating systems varies depending on the product in use. The RHV, RHOSP, and OpenShift Virtualization products all include Server Virtualization Validation Program (SVVP) certified drivers, allowing for a greater number of supported Windows guest operating systems. A RHEL system running KVM only has SVVP support for specific subscriptions.

There are no general rules to determine whether a guest operating system is supported, review one of the following documents:

- RHEL with KVM: Certified guest operating systems for Red Hat Enterprise Linux with KVM [<https://access.redhat.com/articles/973133>]
- RHV, RHOSP, and OpenShift Virtualization: Certified Guest Operating Systems in Red Hat OpenStack Platform, Red Hat Virtualization and OpenShift Virtualization [<https://access.redhat.com/articles/973163>]

Configure a Red Hat Enterprise Linux Physical System as a Virtualization Host

Administrators can configure a Red Hat Enterprise Linux system as a virtualization host, appropriate for development, testing, training, or when needing to work in multiple operating systems at the same time.

Install the Virtualization Tools

Install the `Virtualization Host` DNF package group to prepare a system to become a virtualization host.

```
[root@host ~]# dnf group list | grep -i virt
  Virtualization Host
[root@host ~]# dnf group info "Virtualization Host"
...output omitted...
Environment Group: Virtualization Host
  Description: Minimal virtualization host.
  Mandatory Groups:
    Base
    Core
    Standard
    Virtualization Hypervisor
    Virtualization Tools
  Optional Groups:
    Debugging Tools
    Network File System Client
    Remote Management for Linux
```

```
Virtualization Platform

[root@host ~]# dnf group install "Virtualization Host"
...output omitted...
```

Verify the System Requirements for Virtualization

KVM requires either an Intel processor with the Intel VT-x and Intel 64 extensions for x86-based systems, or an AMD processor with the AMD-V and the AMD64 extensions. To verify your hardware and check the system requirements, use the `virt-host-validate` command.

```
[root@host ~]# virt-host-validate
QEMU: Checking for hardware virtualization : PASS
QEMU: Checking if device /dev/kvm exists : PASS
QEMU: Checking if device /dev/kvm is accessible : PASS
QEMU: Checking if device /dev/vhost-net exists : PASS
QEMU: Checking if device /dev/net/tun exists : PASS
QEMU: Checking for cgroup 'cpu' controller support : PASS
QEMU: Checking for cgroup 'cpuacct' controller support : PASS
QEMU: Checking for cgroup 'cpuset' controller support : PASS
QEMU: Checking for cgroup 'memory' controller support : PASS
QEMU: Checking for cgroup 'devices' controller support : PASS
QEMU: Checking for cgroup 'blkio' controller support : PASS
QEMU: Checking for device assignment IOMMU support : PASS
QEMU: Checking for secure guest support : PASS
```

The system must pass all the validation items to operate as a KVM host.

Install a Virtual Machine from the Command Line

Install the `virt-install` package, then use the `virt-install` command to deploy a virtual machine from the command line. There are many installation sources supported such as ISO, NFS, HTTP, and FTP. The following example uses the `virt-install` command's `--cdrom` option to install the guest from an ISO image.

```
[root@host ~]# virt-install --name demo --memory 4096 --vcpus 2 --disk size=40 \
--os-type linux --cdrom /root/rhel.iso
...output omitted...
```

Manage Virtual Machines with the Web Console

The `libvirt-client` package provides the `virsh` command, that is used to manage virtual machines from the command line. However, you can create and manage virtual machines graphically using the web console Virtual Machines plug-in.

Install the `cockpit-machines` package to add the Virtual Machines menu to web console.

```
[root@host ~]# dnf install cockpit-machines
```

If the web console is not already running, start and enable it.

```
[root@host ~]# systemctl enable --now cockpit.socket
```

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In a web browser running on the local machine, navigate to <https://localhost:9090> and log in to the web console. Switch to administrative mode and enter your password, if necessary.

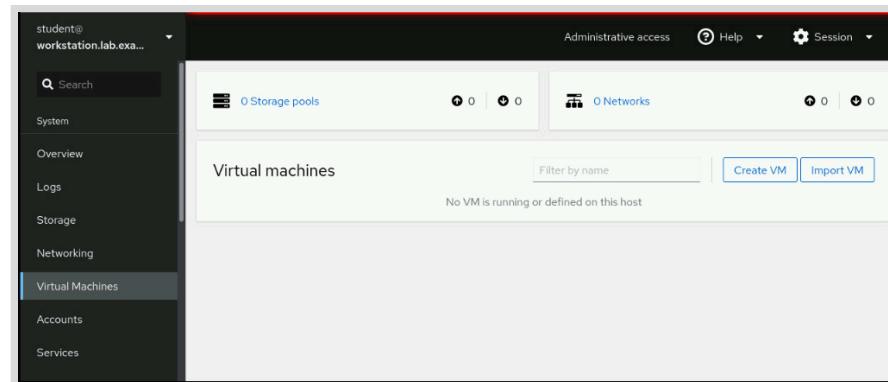


Figure 10.5: Managing virtual machines in the web console

To create a new virtual machine with the web console, access the **Virtual Machines** menu. From there, click **Create VM** and enter the VM configuration in the **Create New Virtual Machine** window. If this is the first time you are using the web console after installing the Virtual Machines plug in, then you must reboot your system to properly start the `libvirt` virtualization.

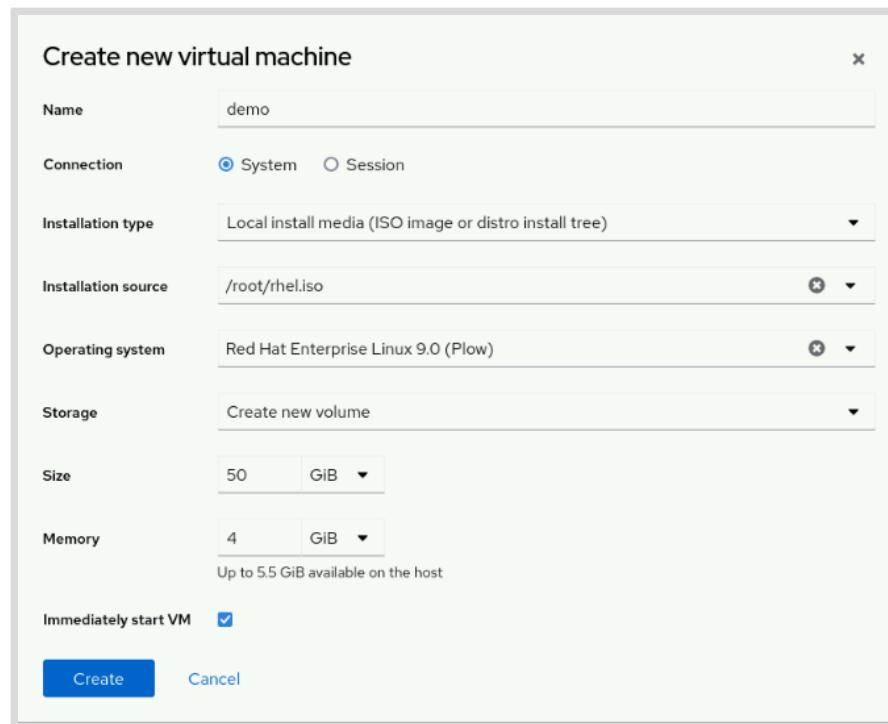


Figure 10.6: Creating a virtual machine in the web console

- **Name** sets a *domain* name for the virtual machine configuration. This name is unrelated to the host name you give the virtual machine during installation.
- **Installation type** is the method for accessing the installation media. Choices include the local file system, or an HTTPS, FTP, or NFS URL, or PXE.
- **Installation source** provides the path to the installation source.
- **Operating system** defines the virtual machine's operating system. The virtualization layer presents hardware emulation compatible with the operating system chosen.

- **Storage** defines whether to create a new storage volume or use an existing one..
- **Size** is the disk size when creating a new volume. Associate additional disks with the VM after installation.
- **Memory** is the amount of RAM to make available to the new VM.
- **Immediately start VM** indicates whether the VM should immediately start after you click **Create**.

Click **Create** to create the VM and **Install** to start the operating system installation. The web console displays the VM console from which you can install the system.



References

For more information, refer to the *Configuring and managing virtualization* guide at https://access.redhat.com/documentation/en-us/red_hat_enterprise_linux/9/html-single/configuring_and_managing_virtualization/index

What is virtualization?

<https://www.redhat.com/en/topics/virtualization/what-is-virtualization>

Certified guest operating systems for Red Hat Enterprise Linux with KVM

<https://access.redhat.com/articles/973133>

Certified Guest Operating Systems in Red Hat OpenStack Platform, Red Hat Virtualization and OpenShift Virtualization

<https://access.redhat.com/articles/973163>

► Quiz

Install and Configure Virtual Machines

Choose the correct answers to the following questions:

► 1. **Which package enables you to select the OVMF firmware for a virtual machine?**

- a. open-firmware
- b. edk2-ovmf
- c. core-ovmf
- d. ovmf
- e. virt-open-firmware

► 2. **Which two components are required to configure your system as a virtualization host and manage virtual machines with the web console? (Choose two.)**

- a. The Virtualization Host package group
- b. The openstack package group
- c. The cockpit-machines package
- d. The Virtualization Platform package group
- e. The kvm DNF module
- f. The cockpit-virtualization package

► 3. **Which command verifies that your system supports virtualization?**

- a. grep kvm /proc/cpuinfo
- b. virsh validate
- c. virt-host-validate
- d. rhv-validate
- e. cockpit-validate

► 4. **Which two tools can you use to start and stop your virtual machines on a Red Hat Enterprise Linux system? (Choose two.)**

- a. vmctl
- b. libvirtd
- c. virsh
- d. neutron
- e. the web console

► Solution

Install and Configure Virtual Machines

Choose the correct answers to the following questions:

- ▶ 1. **Which package enables you to select the OVMF firmware for a virtual machine?**
 - a. open-firmware
 - b. edk2-ovmf
 - c. core-ovmf
 - d. ovmf
 - e. virt-open-firmware

- ▶ 2. **Which two components are required to configure your system as a virtualization host and manage virtual machines with the web console? (Choose two.)**
 - a. The Virtualization Host package group
 - b. The openstack package group
 - c. The cockpit-machines package
 - d. The Virtualization Platform package group
 - e. The kvm DNF module
 - f. The cockpit-virtualization package

- ▶ 3. **Which command verifies that your system supports virtualization?**
 - a. grep kvm /proc/cpuinfo
 - b. virsh validate
 - c. virt-host-validate
 - d. rhv-validate
 - e. cockpit-validate

- ▶ 4. **Which two tools can you use to start and stop your virtual machines on a Red Hat Enterprise Linux system? (Choose two.)**
 - a. vmctl
 - b. libvirtd
 - c. virsh
 - d. neutron
 - e. the web console

► Lab

Install Red Hat Enterprise Linux

In this lab, you create a kickstart file and make it available to the installer.

Outcomes

- Create a kickstart file.
- Make the kickstart file available to the installer.

Before You Begin

As the student user on the workstation machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start installing-review
```

Instructions

Prepare a kickstart file on the `serverb` machine as specified and make it available at the `http://serverb.lab.example.com/ks-config/kickstart.cfg` address.

1. On the `serverb` machine, copy the `/root/anaconda-ks.cfg` kickstart file to the `/home/student/kickstart.cfg` kickstart file for making it editable for the student user.
2. Make changes to the `/home/student/kickstart.cfg` kickstart file.
 - Comment out the `reboot` command.
 - Modify the `repo` command for the BaseOS and AppStream repositories. Modify the `repo` command for the BaseOS repository to use the `http://classroom.example.com/content/rhel9.0/x86_64/dvd/BaseOS/` address. Modify the `repo` command for the AppStream repository to use the `http://classroom.example.com/content/rhel9.0/x86_64/dvd/AppStream/` address.
 - Change the `url` command to use `http://classroom.example.com/content/rhel9.0/x86_64/dvd/` as the installation source.
 - Comment out the `network` command.
 - Change the `rootpw` command to set `redhat` as the `root` user password.
 - Modify the `authselect` command to set the `sssd` service as the identity and authentication source.
 - Modify the `services` command to disable the `kdump` and `rhsmcertd` services and enable the `sshd`, `rngd`, and `chronyd` services.
 - Delete the `part` commands and add the `autopart` command.

- Simplify the %post section so that it only runs a script to append the text `Kickstarted on DATE` at the end of the `/etc/issue` file. Use the `date` command to insert the date with no additional options.
- Simplify the %package section as follows: include the `@core`, `chrony`, `dracut-config-generic`, `dracut-norescue`, `firewalld`, `grub2`, `kernel`, `rsync`, `tar`, and `httpd` packages. Ensure that the `plymouth` package does not install.

3. Validate the syntax of the `kickstart.cfg` kickstart file.
4. Make the `/home/student/kickstart.cfg` file available at the `http://serverb.lab.example.com/ks-config/kickstart.cfg` address.

Evaluation

As the `student` user on the `workstation` machine, use the `lab` command to grade your work. Correct any reported failures and rerun the command until successful.

```
[student@workstation ~]$ lab grade installing-review
```

Finish

On the `workstation` machine, change to the `student` user home directory and use the `lab` command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish installing-review
```

This concludes the section.

► Solution

Install Red Hat Enterprise Linux

In this lab, you create a kickstart file and make it available to the installer.

Outcomes

- Create a kickstart file.
- Make the kickstart file available to the installer.

Before You Begin

As the student user on the workstation machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start installing-review
```

Instructions

Prepare a kickstart file on the `serverb` machine as specified and make it available at the `http://serverb.lab.example.com/ks-config/kickstart.cfg` address.

1. On the `serverb` machine, copy the `/root/anaconda-ks.cfg` kickstart file to the `/home/student/kickstart.cfg` kickstart file for making it editable for the student user.

- 1.1. Log in to the `servera` machine as the student user.

```
[student@workstation ~]$ ssh student@serverb
...output omitted...
[student@serverb ~]$
```

- 1.2. On the `serverb` machine, copy the `/root/anaconda-ks.cfg` file to the `/home/student/kickstart.cfg` file.

```
[student@serverb ~]$ sudo cat /root/anaconda-ks.cfg > ~/kickstart.cfg
[sudo] password for student: student
```

2. Make changes to the `/home/student/kickstart.cfg` kickstart file.

- Comment out the `reboot` command.
- Modify the `repo` command for the `BaseOS` and `AppStream` repositories. Modify the `repo` command for the `BaseOS` repository to use the `http://classroom.example.com/content/rhel9.0/x86_64/dvd/BaseOS/` address. Modify the `repo` command for the `AppStream` repository to use the `http://classroom.example.com/content/rhel9.0/x86_64/dvd/AppStream/` address.

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- Change the `url` command to use `http://classroom.example.com/content/rhel9.0/x86_64/dvd/` as the installation source.
- Comment out the `network` command.
- Change the `rootpw` command to set `redhat` as the `root` user password.
- Modify the `authselect` command to set the `sssd` service as the identity and authentication source.
- Modify the `services` command to disable the `kdump` and `rhsmcertd` services and enable the `sshd`, `rngd`, and `chronyd` services.
- Delete the `part` commands and add the `autopart` command.
- Simplify the `%post` section so that it only runs a script to append the text `Kickstarted on DATE` at the end of the `/etc/issue` file. Use the `date` command to insert the date with no additional options.
- Simplify the `%package` section as follows: include the `@core`, `chrony`, `dracut-config-generic`, `dracut-norescue`, `firewalld`, `grub2`, `kernel`, `rsync`, `tar`, and `httpd` packages. Ensure that the `plymouth` package does not install.

2.1. Comment out the reboot directive.

```
#reboot
```

2.2. Modify the `repo` command for the BaseOS and AppStream repositories.

Modify the `repo` command for the BaseOS repository to use the `http://classroom.example.com/content/rhel9.0/x86_64/dvd/BaseOS/` address.
Modify the `repo` command for the AppStream repository to use the `http://classroom.example.com/content/rhel9.0/x86_64/dvd/AppStream/` address.

```
repo --name="BaseOS" --baseurl="http://classroom.example.com/content/rhel9.0/x86_64/dvd/BaseOS/"  
repo --name="Appstream" --baseurl="http://classroom.example.com/content/rhel9.0/x86_64/dvd/AppStream/"
```

2.3. Change the `url` command to specify the HTTP installation source media provided by the `classroom` machine.

```
url --url="http://classroom.example.com/content/rhel9.0/x86_64/dvd/"
```

2.4. Comment out the `network` command.

```
#network --bootproto=dhcp --device=link --activate
```

2.5. Modify the `rootpw` command to set `redhat` as the password for the `root` user.

```
rootpw --plaintext redhat
```

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2.6. Modify the `authselect` command to set the `sssd` service as the identity and authentication source.

```
authselect select sssd
```

2.7. Simplify the `services` command to look exactly like the following.

```
services --disabled="kdump,rhsmcertd" --enabled="sshd,rngd,chrony"
```

2.8. Comment out the `part` commands and add the `autopart` command:

```
# Disk partitioning information
ignoredisk --only-use=vda
#part biosboot --fstype="biosboot" --size=1
#part /boot/efi --fstype="efi" --size=100 --
fsoptions="defaults,uid=0,gid=0,umask=077,shortname=winnt"
#part / --fstype="xfs" --size=10137 --label=root
autopart
```

2.9. Delete all content between the `%post` and `%end` sections. Add the `echo "Kickstarted on $(date)" >> /etc/issue` line.

```
%post --erroronfail
echo "Kickstarted on $(date)" >> /etc/issue
%end
```

2.10. Simplify the package specification to look exactly like the following.

```
%packages
@core
chrony
dracut-config-generic
dracut-norescue
firewalld
grub2
kernel
rsync
tar
httpd
-plymouth
%end
```

3. Validate the syntax of the `kickstart.cfg` kickstart file.

3.1. Validate the Kickstart file for syntax errors.

```
[student@serverb ~]$ ksvalidator kickstart.cfg
```

4. Make the `/home/student/kickstart.cfg` file available at the `http://serverb.lab.example.com/ks-config/kickstart.cfg` address.

4.1. Copy the `kickstart.cfg` file to the `/var/www/html/ks-config/` directory.

```
[student@serverb ~]$ sudo cp kickstart.cfg /var/www/html/ks-config/  
[sudo] password for student: student
```

4.2. Return to the **workstation** machine as the **student** user.

```
[student@serverb ~]$ exit  
logout  
Connection to serverb closed.  
[student@workstation ~]$
```

Evaluation

As the **student** user on the **workstation** machine, use the **lab** command to grade your work. Correct any reported failures and rerun the command until successful.

```
[student@workstation ~]$ lab grade installing-review
```

Finish

On the **workstation** machine, change to the **student** user home directory and use the **lab** command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish installing-review
```

This concludes the section.

Summary

- The RHEL 9 binary DVD includes Anaconda and all repositories required for installation.
- The RHEL 9 boot ISO includes the Anaconda installer, and can access repositories over the network during installation.
- The Kickstart system can perform unattended installations.
- Kickstart files can be created by using the Kickstart Generator website or by copying and editing `/root/anaconda-ks.cfg`.
- The `Virtualization Host` DNF package group provides the packages for a RHEL system to become a virtualization host.
- The `cockpit-machines` package adds the `Virtual Machines` menu to Cockpit.

Chapter 11

Run Containers

Goal

Obtain, run, and manage simple lightweight services as containers on a single Red Hat Enterprise Linux server.

Objectives

- Explain container concepts and the core technologies for building, storing, and running containers.
- Discuss container management tools for using registries to store and retrieve images, and for deploying, querying, and accessing containers.
- Provide persistent storage for container data by sharing storage from the container host, and configure a container network.
- Configure a container as a `systemd` service, and configure a container service to start at boot time.

Sections

- Container Concepts (and Quiz)
- Deploy Containers (and Guided Exercise)
- Manage Container Storage and Network Resources (and Guided Exercise)
- Manage Containers as System Services (and Guided Exercise)

Lab

Run Containers

Container Concepts

Objectives

Explain container concepts and the core technologies for building, storing, and running containers.

Container Technology

Software applications typically depend on system libraries, configuration files, or services that their runtime environment provides. Traditionally, the runtime environment for a software application is installed in an operating system that runs on a physical host or virtual machine. Administrators then install application dependencies on top of the operating system.

In Red Hat Enterprise Linux, packaging systems such as RPM help administrators to manage application dependencies. When you install the `httpd` package, the RPM system ensures that the correct libraries and other dependencies for that package are also installed.

The major drawback to traditionally deployed software applications is that these dependencies are entangled with the runtime environment. An application might require older or newer versions of supporting software than the software that is provided with the operating system. Similarly, two applications on the same system might require different and incompatible versions of the same software.

One way to resolve these conflicts is to package and deploy the application as a *container*. A container is a set of one or more processes that are isolated from the rest of the system. Software containers provide a way to package applications and to simplify their deployment and management.

Think of a physical shipping container. A shipping container is a standard way to package and ship goods. It is labeled, loaded, unloaded, and transported from one location to another as a single box. The container's contents are isolated from the contents of other containers so that they do not affect each other. These underlying principles also apply to software containers.

Red Hat Enterprise Linux supports containers by using the following core technologies:

- *Control Groups (cgroups)* for resource management.
- *Namespaces* for process isolation.
- SELinux and Seccomp (Secure Computing mode) to enforce security boundaries.



Note

For a more in-depth discussion of container architecture and security, refer to the "Ten layers of container security" [<https://www.redhat.com/en/resources/container-security-openshift-cloud-devops-whitepaper>] white paper.

Differences Between Containers and Virtual Machines

Containers provide many of the same benefits as virtual machines, such as security, storage, and network isolation.

Chapter 11 | Run Containers

Both technologies isolate their application libraries and runtime resources from the host operating system or hypervisor and vice versa.

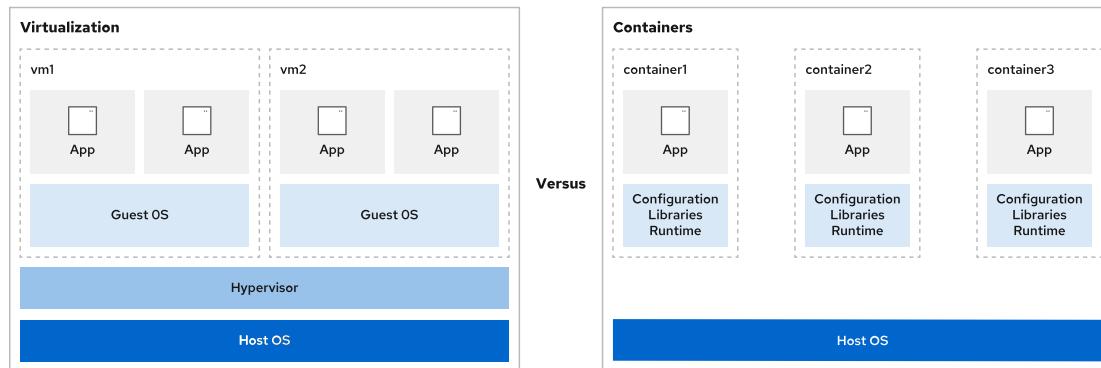


Figure 11.1: Comparison between virtualization and containerization

Containers and virtual machines interact differently with hardware and the underlying operating system.

A virtual machine has the following characteristics:

- Enables multiple operating systems to run simultaneously on a single hardware platform.
- Uses a hypervisor to divide hardware into multiple virtual hardware systems.
- Requires a complete operating system environment to support the application.

A container has the following characteristics:

- Runs directly on the host operating system, and it shares resources with all containers on the system.
- Shares the host's kernel, but it isolates the application processes from the rest of the system.
- Requires far fewer hardware resources than virtual machines, so containers are also quicker to start.
- Includes all dependencies such as system and programming dependencies, and configuration settings.



Note

Some applications might not be suitable to run as a container. For example, applications that access low-level hardware information might need more direct hardware access than containers generally provide.

Rootless and Rootful Containers

On the container host, you can run containers as the root user or as a regular, unprivileged user. Containers that a privileged user runs are called *rootful containers*. Containers that non-privileged users run are called *rootless containers*.

A rootless container is not allowed to use system resources that are usually reserved for privileged users, such as access to restricted directories, or to publish network services on restricted ports (those ports below 1024). This feature prevents a possible attacker from gaining root privileges on the container host.

You can run containers directly as `root` if necessary, but this scenario weakens the security of the system if a bug allows an attacker to compromise the container.

Design a Container-based Architecture

Containers are an efficient way to reuse hosted applications and to make them portable. Containers can be easily moved from one environment to another, such as from development to production. You can save multiple versions of a container and quickly access each one as needed.

Containers are typically temporary, or *ephemeral*. You can permanently save in persistent storage the data that a running container generates, but the containers themselves usually run when needed, and then stop and are removed. A new container process is started the next time that particular container is needed.

You could install a complex software application with multiple services in a single container. For example, a web server might need to use a database and a messaging system. However, using one container for multiple services is hard to manage.

A better design runs in separate containers each component, the web server, the database, and the messaging system. This way, updates and maintenance to individual application components do not affect other components or the application stack.

Container Management Tools

Red Hat Enterprise Linux provides a set of container tools that you can use to run containers in a single server.

- `podman` manages containers and container images.
- `skopeo` inspects, copies, deletes, and signs images.
- `buildah` creates container images.

These tools are compatible with the Open Container Initiative (OCI). With these tools, you can manage any Linux containers that are created by OCI-compatible container engines, such as Podman or Docker. These tools are specifically designed to run containers under Red Hat Enterprise Linux on a single-node container host.

In this chapter, you use the `podman` and `skopeo` utilities to run and manage containers and existing container images.



Note

Using `buildah` to construct your own container images is beyond the scope of this course, but is covered in the Red Hat Training course *Red Hat OpenShift I: Containers & Kubernetes* (DO180).

Container Images and Registries

To run containers, you must use a *container image*. A container image is a static file that contains codified steps, and it serves as a blueprint to create containers. The container images package an application with all its dependencies, such as its system libraries, programming language runtimes and libraries, and other configuration settings.

Container images are built according to specifications, such as the Open Container Initiative (OCI) image format specification. These specifications define the format for container images, as well as the metadata about the container host operating systems and hardware architectures that the image supports.

Chapter 11 | Run Containers

A *container registry* is a repository for storing and retrieving container images. A developer *pushes* or uploads container images to a container registry. You can *pull* or download container images from a registry to a local system to run containers.

You might use a public registry that contains third-party images, or you might use a private registry that your organization controls. The source of your container images matters. As with any other software package, you must know whether you can trust the code in the container image. Policies vary between registries about whether and how they provide, evaluate, and test container images that are submitted to them.

Red Hat distributes certified container images through two main container registries that you can access with your Red Hat login credentials.

- `registry.redhat.io` for containers that are based on official Red Hat products.
- `registry.connect.redhat.com` for containers that are based on third-party products.

The Red Hat Container Catalog (<https://access.redhat.com/containers>) provides a web-based interface to search these registries for certified content.



Note

Red Hat provides the *Universal Base Image (UBI)* image as an initial layer to build containers. The UBI image is a minimized container image that can be a first layer for an application build.

You need a Red Hat Developer account to download an image from the Red Hat registries. You can use the `podman login` command to authenticate to the registries. If you do not provide a registry URL to the `podman login` command, then it authenticates to the default configured registry.

```
[user@host ~]$ podman login registry.lab.example.com
Username: RH134
Password: EXAMPLEPASSWORD
Login Succeeded!
```

You can also use the `podman login` command `--username` and `--password-stdin` options, to specify the user and password to log in to the registry. The `--password-stdin` option reads the password from `stdin`. Red Hat does not recommend to use the `--password` option to provide the password directly, as this option stores the password in the log files.

```
[user@host ~]# echo $PASSWORDVAR | podman login --username RH134 \
--password-stdin registry.access.redhat.com
```

To verify that you are logged in to a registry, use the `podman login` command `--get-login` option.

```
[user01@rhel-vm ~]$ podman login registry.access.redhat.com --get-login
RH134
[user01@rhel-vm ~]$ podman login quay.io --get-login
Error: not logged into quay.io
```

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In the preceding output, the podman utility is authenticated to the `registry.access.redhat.com` registry with the RH134 user credentials, but the podman utility is not authenticated to the `quay.io` registry.

Configure Container Registries

The default configuration file for container registries is the `/etc/containers/registries.conf` file.

```
[user@host ~]$ cat /etc/containers/registries.conf
...output omitted...
[registries.search]
registries = ['registry.redhat.io', 'quay.io', 'docker.io']

# If you need to access insecure registries, add the registry's fully-qualified
# name.
# An insecure registry is one that does not have a valid SSL certificate or only
# does HTTP.
[registries.insecure]
registries = []
...output omitted...
```

Because Red Hat recommends to use a non-privileged user to manage containers, you can create a `registries.conf` file for container registries in the `$HOME/.config/containers` directory. The configuration file in this directory overrides the settings in the `/etc/containers/registries.conf` file.

The list of registries to look for containers is configured in the `[registries.search]` section of this file. If you specify the fully qualified name of a container image from the command line, then the container utility does not search in this section.

Insecure registries are listed in the `[registries.insecure]` section of the `registries.conf` file. If a registry is listed as insecure, then connections to that registry are not protected with TLS encryption. If a registry is both searchable and insecure, then it can be listed in both `[registries.search]` and `[registries.insecure]`.



Note

This classroom runs a private insecure registry based on Red Hat Quay to provide container images. This registry meets the classroom need; however, you would not expect to work with insecure registries in real-world scenarios. For more information about this software, see <https://access.redhat.com/products/red-hat-quay>.

Container Files to Build Container Images

A *container file* is a text file with the instructions to build a container image. A container file usually has a *context* that defines the path or URL where its files and directories are located. The resulting container image consists of read-only layers, where each layer represents an instruction from the container file.

The following output is an example of a container file that uses the UBI image from the `registry.access.redhat.com` registry, installs the `python3` package, and prints the `hello` string to the console.

```
[user@host ~]$ cat Containerfile
FROM registry.access.redhat.com/ubi8/ubi:latest
RUN dnf install -y python3
CMD ["/bin/bash", "-c", "echo hello"]
```



Note

Creating a container file and its usage instructions are out of scope for this course. For more information about container files, refer to the DO180 course.

Container Management at Scale

New applications increasingly use containers to implement functional components. Those containers provide services that other parts of the application consume. In an organization, managing a growing number of containers might quickly become an overwhelming task.

Deploying containers at scale in production requires an environment that can adapt to the following challenges:

- The platform must ensure the availability of containers that provide essential services.
- The environment must respond to application usage spikes by increasing or decreasing the number of running containers and load balancing the traffic.
- The platform must detect the failure of a container or a host and react accordingly.
- Developers might need an automated workflow to deliver new application versions transparently and securely.

Kubernetes is an orchestration service that deploys, manages, and scales container-based applications across a cluster of container hosts. Kubernetes redirects traffic to your containers with a load balancer, so that you can scale the number of containers that provide a service. Kubernetes also supports user-defined health checks to monitor your containers and to restart them if they fail.

Red Hat provides a distribution of Kubernetes called *Red Hat OpenShift*. Red Hat OpenShift is a set of modular components and services that are built on top of the Kubernetes infrastructure. It provides additional features, such as remote web-based management, multitenancy, monitoring and auditing, advanced security features, application lifecycle management, and self-service instances for developers.

Red Hat OpenShift is beyond the scope of this course, but you can learn more about it at <https://www.openshift.com>.



Note

In the enterprise, individual containers are not generally run from the command line. Instead, it is preferable to run containers in production with a Kubernetes-based platform, such as Red Hat OpenShift.

However, you might need to use commands to manage containers and images manually or at a small scale. This chapter focuses on this use case to improve your grasp of the core concepts behind containers, how they work, and how they can be useful.



References

cgroups(7), namespaces(7), seccomp(2) man pages.

Open Container Initiative (OCI) Image Specification

<https://github.com/opencontainers/image-spec/blob/master/spec.md>

For more information, refer to the *Starting with containers* chapter in the *Red Hat Enterprise Linux 9 Building, Running, and Managing Containers Guide* at https://access.redhat.com/documentation/en-us/red_hat_enterprise_linux/9/html-single/building_running_and_managing_containers/index

► Quiz

Container Concepts

Choose the correct answers to the following questions:

► 1. **Which Red Hat Enterprise Linux tool runs containers?**

- a. buildah
- b. container
- c. podman
- d. skopeo

► 2. **Which two statements describe container technology? (Choose two.)**

- a. Containers package complete operating systems, with the addition of library dependencies.
- b. Containers run processes that are isolated from the rest of the system.
- c. Each container includes its own kernel version and libraries.
- d. Containers provide a standard way to package applications to ease deployment and management.

► 3. **Which two statements are true about container images? (Choose two.)**

- a. Container images package an application with all of its needed runtime dependencies.
- b. Container images that work with Docker cannot work with Podman.
- c. Container images can run only on a container host with the same installed software version in the image.
- d. Container images serve as blueprints for creating containers.

► 4. **Which three core technologies are used to implement containers in Red Hat Enterprise Linux? (Choose three.)**

- a. Hypervisor code for hosting VMs.
- b. Control Groups (cgroups) for resource management.
- c. Namespaces for process isolation.
- d. Full operating system for compatibility with the container's host.
- e. SELinux and Seccomp for security.

► 5. **Which sentence is true about container files?**

- a. A container file is an executable file that runs a container.
- b. A container file is an executable file that builds a container image.
- c. A container file is a compressed file that contains libraries and configuration for a container.
- d. A container file is a text file with the instructions to build a container.
- e. A container file is a text file with the instructions to build a container image.

► Solution

Container Concepts

Choose the correct answers to the following questions:

► 1. **Which Red Hat Enterprise Linux tool runs containers?**

- a. buildah
- b. container
- c. podman
- d. skopeo

► 2. **Which two statements describe container technology? (Choose two.)**

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- d. A container file is a text file with the instructions to build a container.
- e. A container file is a text file with the instructions to build a container image.

Deploy Containers

Objectives

Discuss container management tools for using registries to store and retrieve images, and for deploying, querying, and accessing containers.

The Podman Utility

Podman is a fully featured container engine from the `container-tools` meta-package to manage *Open Container Initiative (OCI)* containers and images. The `podman` utility does not use a daemon to function, and so developers do not need a privileged user account on the system to start or stop containers. Podman provides multiple subcommands to interact with containers and images. The following list shows subcommands that are used in this section:

Podman Commands

Command	Description
<code>podman-build</code>	Build a container image with a container file.
<code>podman-run</code>	Run a command in a new container.
<code>podman-images</code>	List images in local storage.
<code>podman-ps</code>	Print information about containers.
<code>podman-inspect</code>	Display configuration of a container, image, volume, network, or pod.
<code>podman-pull</code>	Download an image from a registry.
<code>podman-cp</code>	Copy files or folders between a container and the local file system.
<code>podman-exec</code>	Execute a command in a running container.
<code>podman-rm</code>	Remove one or more containers.
<code>podman-rmi</code>	Remove one or more locally stored images.
<code>podman-search</code>	Search a registry for an image.

To cover the topics in this lecture, imagine the following scenario.

As a system administrator, you are tasked to run a container that is based on the RHEL 8 UBI container image called `python38` with the `python-38` package. You are also tasked to create a container image from a container file and run a container called `python36` from that container image. The container image that is created with the container file must have the `python36:1.0` tag. Identify the differences between the two containers. Also ensure that the installed `python` packages in the containers do not conflict with the installed Python version in your local machine.

Install Container Utilities

The `container-tools` meta-package contains required utilities to interact with containers and container images. To download, run, and compare containers on your system, you install the `container-tools` meta-package with the `dnf install` command. Use the `dnf info` command to view the version and contents of the `container-tools` package.

```
[root@host ~]# dnf install container-tools
...output omitted...
[user@host ~]$ dnf info container-tools
...output omitted...
Summary      : A meta-package with container tools such as podman, buildah,
               : skopeo, etc.
License      : MIT
Description  : Latest versions of podman, buildah, skopeo, runc, common, CRIU,
               : Uidica, etc as well as dependencies such as container-selinux
               : built and tested together, and updated.
...output omitted...
```

The `container-tools` meta-package provides the needed `podman` and `skopeo` utilities to achieve the assigned tasks.

Download a Container Image from a Registry

First, you ensure that the `podman` utility is configured to search and download containers from the `registry.redhat.io` registry. The `podman info` command displays configuration information of the `podman` utility, including the configured registries.

```
[user@host ~]$ podman info
...output omitted...
insecure registries:
  registries: []
registries:
  registries:
    - registry.redhat.io
    - quay.io
    - docker.io
...output omitted...
```

The `podman search` command searches for a matching image in the list of configured registries. By default, Podman searches in all unqualified-search registries. Depending on the Docker distribution API that is implemented with the registry, some registries might not support the search feature.

Use the `podman search` command to display a list of images on the configured registries that contain the `python-38` package.

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```
[user@host ~]$ podman search python-38
NAME                                     DESCRIPTION
registry.access.redhat.com/ubi7/python-38  Python 3.8 platform for building and
                                             running applications
registry.access.redhat.com/ubi8/python-38  Platform for building and running
                                             Python 3.8 applications
...output omitted...
```

The `registry.access.redhat.com/ubi8/python-38` image seems to match the criteria for the required container.

You can use the `skopeo inspect` command to examine different container image formats from a local directory or a remote registry without downloading the image. This command output displays a list of the available version tags, exposed ports of the containerized application, and metadata of the container image. You use the `skopeo inspect` command to verify that the image contains the required `python-38` package.

```
[user@host ~]$ skopeo inspect docker://registry.access.redhat.com/ubi8/python-38
{
  "Name": "registry.access.redhat.com/ubi8/python-38",
  "Digest": "sha256:c6e522cba2cf2b3ae4a875d5210fb94aa1e7ba71b6cebd902a4f4df73cb090b8",
  "RepoTags": [
    "1-68",
    "1-77-source",
    "latest"
  ],
  "Image": {
    "name": "ubi8/python-38",
    "release": "86.1648121386",
    "summary": "Platform for building and running Python 3.8 applications"
  }
}
```

The `registry.access.redhat.com/ubi8/python-38` image contains the required package and it is based on the required image. You use the `podman pull` command to download the selected image to the local machine. You can use the fully qualified name of the image from the preceding output to avoid ambiguity on container versions or registries.

```
[user@host ~]$ podman pull registry.access.redhat.com/ubi8/python-38
Trying to pull registry.access.redhat.com/ubi8/python-38:latest...
Getting image source signatures
Checking if image destination supports signatures
Copying blob c530010fb61c done
...output omitted...
```

Then, you use the `podman images` command to display the local images.

```
[user@host ~]$ podman images
REPOSITORY                                     TAG      IMAGE ID      CREATED      SIZE
registry.access.redhat.com/ubi8/python-38      latest   a33d92f90990  1 hour ago  901 MB
```

Create a Container Image from a Container File

You are provided with the following container file to create the container image in the `python36-app` directory:

```
[user@host python36-app]$ cat Containerfile
FROM registry.access.redhat.com/ubi8/ubi:latest
RUN dnf install -y python36
CMD ["/bin/bash", "-c", "sleep infinity"]
```

The previous container file uses the `registry.access.redhat.com/ubi8/ubi:latest` image as the base image. The container file then installs the `python36` package and runs the `sleep infinity` bash command to prevent the container from exiting.

Normally, a container runs a process, and then exits after that process is complete. The `sleep infinity` command prevents the container from exiting, because the process never completes. You can then test, develop, and debug inside the container.

After examining the container file, you use the `podman build` command to build the image. The `podman build` command builds a container image by using instructions from one or more container files. You must be in the directory with the container file to build the image with the `podman build` command. You can use the `podman build` command `-t` option to provide the name and `python36:1.0` tag for the new image.

```
[user@host python36-app]$ podman build -t python36:1.0 .
STEP 1/3: FROM registry.access.redhat.com/ubi8/ubi:latest
STEP 2/3: RUN dnf install -y python36
...output omitted...
STEP 3/3: CMD ["/bin/bash", "-c", "sleep infinity"]
COMMIT python36:1.0
--> 35ab820880f
Successfully tagged localhost/python36:1.0
35ab820880f1708fa310f835407ffc94cb4b4fe2506b882c162a421827b156fc
```

The last line of the preceding output shows the container image ID. Most Podman commands use the first 12 characters of the container image ID to refer to the container image. You can use this short ID or the name of a container or a container image as arguments for most Podman commands.



Note

If a version number is not specified in the tag, then the image is created with the `:latest` tag. If an image name is not specified, then the image and tag fields show the `<none>` string.

You use the `podman images` command to verify that the image is created with the defined name and tag.

```
[user@host ~]$ podman images
REPOSITORY                                     TAG      IMAGE ID      CREATED        SIZE
localhost/python36                             1.0      35ab820880f1  3 minute ago  266 MB
registry.access.redhat.com/ubi8/python-38      latest   a33d92f90990  1 hour ago   901 MB
```

You then use the `podman inspect` command to view the low-level information of the container image and verify that its content matches the requirements for the container.

```
[user@host ~]$ podman inspect localhost/python36:1.0
...output omitted...
  "Cmd": [
    "/bin/bash",
    "-c",
    "sleep infinity"
  ],
...output omitted...
  {
    "created": "2022-04-18T19:47:52.708227513Z",
    "created_by": "/bin/sh -c dnf install -y python36",
    "comment": "FROM registry.access.redhat.com/ubi8/ubi:latest"
  },
...output omitted...
```

The output of the `podman inspect` command shows the `registry.access.redhat.com/ubi8/ubi:latest` base image, the `dnf` command to install the `python36` package, and the `sleep infinity` bash command that is executed at runtime to prevent the container from exiting.



Note

The `podman inspect` command output varies from the `python-38` image to the `python36` image, because you created the `/python36` image by adding a layer with changes to the existing `registry.access.redhat.com/ubi8/ubi:latest` base image, whereas the `python-38` image is itself a base image.

Run Containers

Now that you have the required container images, you can use them to run containers. A container can be in one of the following states:

Created

A container that is created but is not started.

Running

A container that is running with its processes.

Stopped

A container with its processes stopped.

Paused

A container with its processes paused. Not supported for rootless containers.

Deleted

A container with its processes in a dead state.

The `podman ps` command lists the running containers on the system. Use the `podman ps -a` command to view all containers (created, stopped, paused, or running) in the machine.

You use the `podman create` command to create the container to run later. To create the container, you use the ID of the `localhost/python36` container image. You also use the `--`

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name option to set a name to identify the container. The output of the command is the long ID of the container.

```
[user@host ~]$ podman create --name python36 dd6ca291f097
c54c7ee281581c198cb96b07d78a0f94be083ae94dacbae69c05bd8cd354bbec
```

**Note**

If you do not set a name for the container with the `podman create` or `podman run` command with the `--name` option, then the `podman` utility assigns a random name to the container.

You then use the `podman ps` and `podman ps -a` commands to verify that the container is created but is not started. You can see information about the `python36` container, such as the short ID, name, and the status of the container, the command that the container runs when started, and the image to create the container.

```
[user@host ~]$ podman create --name python36 dd6ca291f097
c54c7ee281581c198cb96b07d78a0f94be083ae94dacbae69c05bd8cd354bbec
[user@host ~]$ podman ps
CONTAINER ID IMAGE COMMAND CREATED STATUS PORTS NAMES
[user@host ~]$ podman ps -a
CONTAINER ID IMAGE COMMAND CREATED STATUS
PORTS NAMES
c54c7ee28158 localhost/python36:1.0 /bin/bash -c slee... 5 seconds ago Created
python36
```

Now that you verified that the container is created correctly, you decide to start the container, so you run the `podman start` command. You can use the name or the container ID to start the container. The output of this command is the name of the container.

```
[user@host ~]$ podman start python36
python36
[user@host ~]$ podman ps
CONTAINER ID IMAGE COMMAND CREATED STATUS
PORTS NAMES
c54c7ee28158 localhost/python36:1.0 /bin/bash -c slee... 6 minutes ago Up 3
seconds ago python36
```

Run a Container from a Remote Repository

You can use the `podman run` command to create and run the container in one step. The `podman run` command runs a process inside a container, and this process starts the new container.

You use the `podman run` command `-d` option to run a container in *detached mode*, which runs the container in the background instead of in the foreground of the session. In the example of the `python36` container, you do not need to provide a command for the container to run, because the `sleep infinity` command was already provided in the container file that created the image for that container.

To create the `python38` container, you decide to use the `podman run` command and to refer to the `registry.access.redhat.com/ubi8/python-38` image. You also decide to use the `sleep infinity` command to prevent the container from exiting.

```
[user@host ~]$ podman run -d --name python38 \
registry.access.redhat.com/ubi8/python-38 \
sleep infinity
a60f71a1dc1b997f5ef244aaed232e5de71dd1e8a2565428ccfebde73a2f9462
[user@host ~]$ podman ps
CONTAINER ID  IMAGE                                     COMMAND
CREATED      STATUS          PORTS      NAMES
c54c7ee28158  localhost/python36:1.0                /bin/bash -c
slee... 37 minutes ago  Up 30 minutes ago             python36
a60f71a1dc1b  registry.access.redhat.com/ubi8/python-38:latest  sleep infinity
32 seconds ago  Up 33 seconds ago             python38
```



Important

If you run a container by using the fully qualified image name, but the image is not yet stored locally, then the `podman run` command first pulls the image from the registry and then runs.

Environment Isolation in Containers

Containers isolate the environment of an application. Each container has its own file system, networking, and processes. You can notice the isolation feature when you look at the output of the `ps` command and compare it between the host machine and a running container.

You first run the `ps -ax` command on the local machine and the command returns an expected result with many processes.

```
[root@host ~]# ps -ax
  PID TTY      STAT      TIME COMMAND
    1 ?        Ss      0:01 /usr/lib/systemd/systemd --switched-root --system --
deseriali
    2 ?        S      0:00 [kthreadd]
    3 ?        I<      0:00 [rcu_gp]
    4 ?        I<      0:00 [rcu_par_gp]
...output omitted...
```

The `podman exec` command executes a command inside a running container. The command takes the name or ID of the container as the first argument and the following arguments as commands to run inside the container. You use the `podman exec` command to view the running processes in the `python36` container. The output from the `ps aux` command looks different, because it is running different processes from the local machine.

```
[student@host ~]$ podman exec python38 ps -ax
  PID TTY      STAT      TIME COMMAND
    1 ?        Ss      0:00 /usr/bin/coreutils --coreutils-prog-shebang=sleep /
usr/bin/sleep infinity
    7 ?        R      0:00 ps -ax
```

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You can use the `sh -c` command to encapsulate the command to execute in the container. In the following example, the `ps -ax > /tmp/process-data.log` command is interpreted as the command to be executed in the container. If you do not encapsulate the command, then Podman might interpret the greater-than character (`>`) as part of the `podman exec` command instead of as an argument to the `podman exec` option.

```
[student@host ~]$ podman exec python38 sh -c 'ps -ax > /tmp/process-data.log'
  PID TTY      STAT      TIME COMMAND
    1 ?        Ss      0:00 /usr/bin/coreutils --coreutils-prog-shebang=sleep /
    /usr/bin/sleep infinity
    7 ?        R      0:00 ps -ax
```

You decide to compare the installed `python` version on the host system with the installed `python` version on the containers.

```
[user@host ~]$ python3 --version
Python 3.9.10
[user@host ~]$ podman exec python36 python3 --version
Python 3.6.8
[user@host ~]$ podman exec python38 python3 --version
Python 3.8.8
```

File-system Isolation in Containers

Developers can use the file-system isolation feature to write and test applications for different versions of programming languages without the need to use multiple physical or virtual machines.

You create a simple bash script that displays `hello world` on the terminal in the `/tmp` directory.

```
[user@host ~]$ echo "echo 'hello world'" > /tmp/hello.sh
```

The `/tmp/hello.sh` file exists on the host machine, and does not exist on the file system inside the containers. If you try to use the `podman exec` to execute the script, then it gives an error, because the `/tmp/hello.sh` script does not exist in the container.

```
[user@host ~]$ stat /tmp/hello.sh
  File: /tmp/hello.sh
  Size: 19          Blocks: 8          IO Block: 4096   regular file
Device: fc04h/64516d  Inode: 17655599      Links: 1
Access: (0644/-rw-r--r--)  Uid: ( 1000/ user)  Gid: ( 1000/ user)
Context: unconfined_u:object_r:user_tmp_t:s0
Access: 2022-04-19 21:47:40.101601412 -0400
Modify: 2022-04-19 21:47:36.497558132 -0400
Change: 2022-04-19 21:47:36.497558132 -0400
 Birth: 2022-04-19 21:45:24.785976758 -0400

[user@host ~]$ podman exec python38 stat /tmp/hello.sh
stat: cannot statx '/tmp/hello.sh': No such file or directory
```

The `podman cp` command copies files and folders between host and container file systems. You can copy the `/tmp/hello.sh` file to the `python38` container with the `podman cp` command.

```
[user@host ~]$ podman cp /tmp/hello.sh python38:/tmp/hello.sh

[user@host ~]$ podman exec python38 stat /tmp/hello.sh
  File: /tmp/hello.sh
  Size: 19          Blocks: 8          IO Block: 4096   regular file
Device: 3bh/59d Inode: 12280058      Links: 1
Access: (0644/-rw-r--r--)  Uid: ( 1001/ default)  Gid: (      0/      root)
Access: 2022-04-20 01:47:36.000000000 +0000
Modify: 2022-04-20 01:47:36.000000000 +0000
Change: 2022-04-20 02:02:04.732982187 +0000
 Birth: 2022-04-20 02:02:04.732982187 +0000
```

After the script is copied to the container file system, it can be executed from within the container.

```
[user@host ~]$ podman exec python38 bash /tmp/hello.sh
hello world
```

Remove Containers and Images

You can remove containers and images by using the `podman rm` and `podman rmi` commands, respectively. Before you remove a container image, any existing running containers from that image must be removed.

You decide to remove the `python38` container and its related image. If you attempt to remove the `registry.access.redhat.com/ubi8/python-38` image while the `python38` container exists, then it gives an error.

```
[user@host ~]$ podman rmi registry.access.redhat.com/ubi8/python-38
Error: Image used by
a60f71a1dc1b997f5ef244aaed232e5de71dd1e8a2565428ccfebde73a2f9462: image is in use
by a container
```

You must stop the container before you can remove it. To stop a container, use the `podman stop` command.

```
[user@host ~]$ podman stop python38
```

After you stop the container, use the `podman rm` command to remove the container.

```
[user@host ~]$ podman rm python38
a60f71a1dc1b997f5ef244aaed232e5de71dd1e8a2565428ccfebde73a2f9462
```

When the container no longer exists, the `registry.access.redhat.com/ubi8/python-38` can be removed with the `podman rmi` command.

```
[user@host ~]$ podman rmi registry.access.redhat.com/ubi8/python-38
Untagged: registry.access.redhat.com/ubi8/python-38:latest
Deleted: a33d92f90990c9b1bad9aa98fe017e48f30c711b49527dcc797135352ea57d12
```



References

`podman(1)`, `podman-build(1)`, `podman-cp(1)`, `podman-exec(1)`, `podman-images(1)`, `podman-inspect(1)`, `podman-ps(1)`, `podman-pull(1)`, `podman-rm(1)`, `podman-rmi(1)`, `podman-run(1)`, `podman-search(1)`, and `podman-stop(1)` man pages.

For more information, refer to the Starting with containers chapter in the Building, running, and managing Linux containers on Red Hat Enterprise Linux 9 Guide at https://access.redhat.com/documentation/en-us/red_hat_enterprise_linux/9/html-single/building_running_and_managing_containers/index#starting-with-containers_building-running-and-managing-containers

► Guided Exercise

Deploy Containers

In this exercise, you use container management tools to build an image, run a container, and query the running container environment.

Outcomes

- Configure a container image registry and create a container from an existing image.
- Create a container by using a container file.
- Copy a script from a host machine into containers and run the script.
- Delete containers and images.

Before You Begin

As the student user on the workstation machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start containers-deploy
```

Instructions

► 1. Log in to the `servera` machine as the student user.

```
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$
```

► 2. Install the `container-tools` meta-package.

```
[student@servera ~]$ sudo dnf install container-tools
[sudo] password for student: student
...output omitted...
Is this ok [y/N]: y
...output omitted...
Complete!
```

► 3. Configure the `registry.lab.example.com` classroom registry in your home directory. Log in to the container registry with `admin` as the user and `redhat321` as the password.

3.1. Create the `/home/student/.config/containers` directory.

```
[student@servera ~]$ mkdir -p /home/student/.config/containers
```

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3.2. Create the `/home/student/.config/containers/registries.conf` file with the following contents:

```
unqualified-search-registries = ['registry.lab.example.com']

[[registry]]
location = "registry.lab.example.com"
insecure = true
blocked = false
```

3.3. Verify that the classroom registry is added.

```
[student@servera ~]$ podman info
...output omitted...
registries:
  registry.lab.example.com:
    Blocked: false
    Insecure: true
    Location: registry.lab.example.com
    MirrorByDigestOnly: false
    Mirrors: null
    Prefix: registry.lab.example.com
  search:
    - registry.lab.example.com
...output omitted...
```

3.4. Log in to the classroom registry.

```
[student@servera ~]$ podman login registry.lab.example.com
Username: admin
Password: redhat321
Login Succeeded!
```

► 4. Run the `python38` container in detached mode from an image with the `python 3.8` package and based on the `ubi8` image. The image is hosted on a remote registry.

4.1. Search for a `python-38` container in the `registry.lab.example.com` registry.

```
[student@servera ~]$ podman search registry.lab.example.com/
NAME                                     DESCRIPTION
...output omitted...
registry.lab.example.com/ubi8/python-38
registry.lab.example.com/ubi8/httpd-24
registry.lab.example.com/rhel8/php-74
```

4.2. Inspect the image.

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```
[student@servera ~]$ skopeo inspect \
docker://registry.lab.example.com/ubi8/python-38
...output omitted...
  "description": "Python 3.8 available as container is a base platform for
building and running various Python 3.8 applications and frameworks.
...output omitted...
```

4.3. Pull the python-38 container image.

```
[student@servera ~]$ podman pull registry.lab.example.com/ubi8/python-38
Trying to pull registry.lab.example.com/ubi8/python-38:latest...
...output omitted...
671cc3cb42984e338733ebb5a9a68e69e267cb7f9cb802283d3bc066f6321617
```

4.4. Verify that the container is downloaded to the local image repository.

```
[student@servera ~]$ podman images
REPOSITORY                                     TAG      IMAGE ID      CREATED
SIZE
registry.lab.example.com/ubi8/python-38      latest   671cc3cb4298  5 days ago
901 MB
```

4.5. Start the python38 container.

```
[student@servera ~]$ podman run -d --name python38 \
registry.lab.example.com/ubi8/python-38 sleep infinity
004756b52d3d3326545f5075594cffa858af474b903288723a3aa299e72b1af
```

4.6. Verify that the container was created.

```
[student@servera ~]$ podman ps
CONTAINER ID  IMAGE                                     COMMAND
CREATED      STATUS          PORTS      NAMES
004756b52d3d  registry.lab.example.com/ubi8/python-38:latest  sleep infinity
About a minute ago  Up About a minute ago          python38
```

► 5. Build a container image called python36:1.0 from a container file, and use the image to create a container called python36.

5.1. Change into the /home/student/python36 directory and examine the container file called Containerfile.

```
[student@servera ~]$ cd /home/student/python36
[student@servera python36]$ cat Containerfile
FROM registry.lab.example.com/ubi8/ubi:latest
RUN dnf install -y python36
CMD ["/bin/bash", "-c", "sleep infinity"]
```

5.2. Create the container image from the container file.

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```
[student@servera python36]$ podman build -t python36:1.0 .
STEP 1/3: FROM registry.lab.example.com/ubi8/ubi:latest
...output omitted...
STEP 2/3: RUN dnf install -y python36
...output omitted...
STEP 3/3: CMD ["/bin/bash", "-c", "sleep infinity"]
...output omitted...
Successfully tagged localhost/python36:1.0
80e68c195925beafe3b2ad7a54fe1e5673993db847276bc62d5f9d109e9eb499
```

5.3. Verify that the container image exists in the local image repository.

```
[student@servera ~]$ podman images
REPOSITORY           TAG      IMAGE ID      CREATED
SIZE
localhost/python36   1.0      80e68c195925  3 minutes ago
266 MB
registry.lab.example.com/ubi8/python-38   latest   671cc3cb4298  5 days ago
901 MB
registry.lab.example.com/ubi8/ubi        latest   fca12da1dc30  4 months ago
235 MB
```

5.4. Inspect the python36 container.

```
[student@servera ~]$ podman inspect localhost/python36:1.0
...output omitted...
{
  "created": "2022-04-26T20:58:13.448031264Z",
  "created_by": "/bin/sh -c dnf install -y python36",
  "comment": "FROM registry.lab.example.com/ubi8/ubi:latest"
},
{
  "created": "2022-04-26T20:58:14.057396235Z",
  "created_by": "/bin/sh -c #(nop) CMD [\"/bin/bash\", \"-c\",
\"sleep infinity\"]",
...output omitted...
```

5.5. Create the python36 container.

```
[student@servera ~]$ podman create --name python36 localhost/python36:1.0
3db4eabe9043224a7bdf195ab5fd810bf95db98dc29193392cef7b94489e1aae
```

5.6. Start the python36 container.

```
[student@servera ~]$ podman start python36
python36
```

5.7. Verify that the container is running.

```
[student@servera ~]$ podman ps
CONTAINER ID  IMAGE                                COMMAND
004756b52d3d  registry.lab.example.com/ubi8/python-38:latest  sleep infinity
              33 minutes ago   Up 33 minutes ago
3db4eabe9043  localhost/python36:1.0               /bin/bash -c
              slee...  About a minute ago   Up 42 seconds ago
                                         python36
```

► 6. Copy the `/home/student/script.py` script into the `/tmp` directory of the running containers and run the script on each container.

6.1. Copy the `/home/student/script.py` python script into the `/tmp` directory in both containers.

```
[student@servera ~]$ podman cp /home/student/script.py python36:/tmp/script.py
[student@servera ~]$ podman cp /home/student/script.py python38:/tmp/script.py
```

6.2. Run the Python script in both containers, and then run the Python script on the host.

```
[student@servera ~]$ podman exec -it python36 python3 /tmp/script.py
This script was not run on the correct version of Python
Expected version of Python is 3.8
Current version of python is 3.6
[student@servera ~]$ podman exec -it python38 python3 /tmp/script.py
This script was correctly run on Python 3.8
[student@servera ~]$ python3 /home/student/script.py
This script was not run on the correct version of Python
Expected version of Python is 3.8
Current version of python is 3.9
```

► 7. Delete containers and images.

7.1. Stop both containers.

```
[student@servera ~]$ podman stop python36 python38
...output omitted...
python38
python36
```

7.2. Remove both containers.

```
[student@servera ~]$ podman rm python36 python38
3db4eabe9043224a7bd195ab5fd810bf95db98dc29193392cef7b94489e1aae
004756b52d3d3326545f5075594cffa858af474b903288723a3aa299e72b1af
```

7.3. Remove both container images.

```
[student@servera ~]$ podman rmi localhost/python36:1.0 \
registry.lab.example.com/ubi8/python-38:latest \
registry.lab.example.com/ubi8/ubi
Untagged: localhost/python36:1.0
Untagged: registry.lab.example.com/ubi8/python-38:latest
Deleted: 80e68c195925beafe3b2ad7a54fe1e5673993db847276bc62d5f9d109e9eb499
Deleted: 219e43f6ff96fd11ea64f67cd6411c354dacbc5cbe296ff1fdbf5b717f01d89a
Deleted: 671cc3cb42984e338733ebb5a9a68e69e267cb7f9cb802283d3bc066f6321617
```

Finish

On the **workstation** machine, change to the **student** user home directory and use the **lab** command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish containers-deploy
```

This concludes the section.

Manage Container Storage and Network Resources

Objectives

Provide persistent storage for container data by sharing storage from the container host, and configure a container network.

Manage Container Resources

You can use containers to run a simple process and exit. You can also configure a container to run a service continuously, such as a database server. In this scenario, you might consider adding more resources to the container, such as persistent storage or DNS resolution for other containers.

You can use different strategies to configure persistent storage for containers. In an enterprise container platform, such as Red Hat OpenShift, you can use sophisticated storage solutions to provide storage to your containers without knowing the underlying infrastructure.

For small deployments where you use only a single container host, and without a need to scale, you can create persistent storage from the container host by creating a directory to mount on the running container.

When a container, such as a web server or database server, serves content for clients outside the container host, you must set up a communication channel for those clients to access the content of the container. You can configure *port mapping* to enable communication to a container. With port mapping, the requests that are destined for a port on the container host are forwarded to a port inside the container.

To cover the topics in this lecture, imagine the following scenario.

As a system administrator, you are tasked to create the `db01` containerized database, based on MariaDB, to use the local machine to allow port 3306 traffic with the appropriate firewall configuration. The `db01` container must use persistent storage with the appropriate SELinux context. Add the appropriate network configuration so that the `client01` container can communicate with the `db01` container with DNS.

Environment Variables for Containers

Some container images allow passing environment variables to customize the container at creation time. You can use environment variables to set parameters to the container to tailor for your environment without the need to create your own custom image. Usually, you would not modify the container image, because it would add layers to the image, which might be harder to maintain.

You use the `podman run -d registry.lab.example.com/rhel8/mariadb-105` command to run a containerized database, but you notice that the container fails to start.

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```
[user@host ~]$ podman run -d registry.lab.example.com/rhel8/mariadb-105 \
--name db01
20751a03897f14764fb0e7c58c74564258595026124179de4456d26c49c435ad
[user@host ~]$ podman ps -a
CONTAINER ID  IMAGE                                COMMAND
CREATED      STATUS      PORTS     NAMES
20751a03897f  registry.lab.example.com/rhel8/mariadb-105:latest  run-mysqld
29 seconds ago  Exited (1) 29 seconds ago          db01
```

You use the `podman container logs` command to investigate the reason of the container status.

```
[user@host ~]$ podman container logs db01
...output omitted...
You must either specify the following environment variables:
  MYSQL_USER (regex: '^[a-zA-Z0-9_]+$')
  MYSQL_PASSWORD (regex: '^[a-zA-Z0-9_~!@#$%^&*()-=<>, .?;:|]+$')
  MYSQL_DATABASE (regex: '^[a-zA-Z0-9_]+$')
Or the following environment variable:
  MYSQL_ROOT_PASSWORD (regex: '^[a-zA-Z0-9_~!@#$%^&*()-=<>, .?;:|]+$')
Or both.
...output omitted...
```

From the preceding output, you determine that the container did not continue to run because the required environment variables were not passed to the container. So you inspect the `mariadb-105` container image to find more information about the environment variables to customize the container.

```
[user@host ~]$ skopeo inspect docker://registry.lab.example.com/rhel8/mariadb-105
...output omitted...
{
  "name": "rhel8/mariadb-105",
  "release": "40.1647451927",
  "summary": "MariaDB 10.5 SQL database server",
  "url": "https://access.redhat.com/containers/#/registry.access.redhat.com/rhel8/mariadb-105/images/1-40.1647451927",
  "usage": "podman run -d -e MYSQL_USER=user -e MYSQL_PASSWORD=pass -e MYSQL_DATABASE=db -p 3306:3306 rhel8/mariadb-105",
  "vcs-ref": "c04193b96a119e176ada62d779bd44a0e0edf7a6",
  "vcs-type": "git",
  "vendor": "Red Hat, Inc.",
  ...output omitted...
```

The `usage` label from the output provides an example of how to run the image. The `url` label points to a web page in the Red Hat Container Catalog that documents environment variables and other information about how to use the container image.

The documentation for this image shows that the container uses the 3306 port for the database service. The documentation also shows that the following environment variables are available to configure the database service:

Environment Variables for the mariadb Image

Variable	Description
MYSQL_USER	Username for the MySQL account to be created
MYSQL_PASSWORD	Password for the user account
MYSQL_DATABASE	Database name
MYSQL_ROOT_PASSWORD	Password for the root user (optional)

After examining the available environment variables for the image, you use the `podman run` command `-e` option to pass environment variables to the container, and use the `podman ps` command to verify that it is running.

```
[user@host ~]$ podman run -d --name db01 \
-e MYSQL_USER=student \
-e MYSQL_PASSWORD=student \
-e MYSQL_DATABASE=dev_data \
-e MYSQL_ROOT_PASSWORD=redhat \
registry.lab.example.com/rhel8/mariadb-105
[user@host ~]$ podman ps
CONTAINER ID  IMAGE                                     COMMAND
CREATED      STATUS          PORTS      NAMES
4b8f01be7fd6  registry.lab.example.com/rhel8/mariadb-105:latest  run-mysqld  6
seconds ago   Up 6 seconds ago                         db01
```

Container Persistent Storage

By default, the storage that a container uses is ephemeral. The ephemeral nature of container storage means that its contents are lost after you remove the container. You must consider file-system level permissions when you mount a persistent volume in a container.

In the MariaDB image, the `mysql` user must own the `/var/lib/mysql` directory, the same as if MariaDB was running on the host machine. The directory that you intend to mount into the container must have `mysql` as the user and group owner (or the UID/GID of the `mysql` user, if MariaDB is not installed on the host machine). If you run a container as the `root` user, then the UIDs and GIDs on your host machine match the UIDs and GIDs inside the container.

The UID and GID matching configuration does not occur the same way in a rootless container. In a rootless container, the user has root access from within the container, because Podman launches a container inside the user namespace.

You can use the `podman unshare` command to run a command inside the user namespace. To obtain the UID mapping for your user namespace, use the `podman unshare cat` command.

```
[user@host ~]$ podman unshare cat /proc/self/uid_map
0          1000          1
1          100000        65536
[user@host ~]$ podman unshare cat /proc/self/gid_map
0          1000          1
1          100000        65536
```

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The preceding output shows that in the container, the root user (UID and GID of 0) maps to your user (UID and GID of 1000) on the host machine. In the container, the UID and GID of 1 maps to the UID and GID of 100000 on the host machine. Every UID and GID after 1 increments by 1. For example, the UID and GID of 30 inside a container maps to the UID and GID of 100029 on the host machine.

You use the `podman exec` command to view the `mysql` user UID and GID inside the container that is running with ephemeral storage.

```
[user@host ~]$ podman exec -it db01 grep mysql /etc/passwd
mysql:x:27:27:MySQL Server:/var/lib/mysql:/sbin/nologin
```

You decide to mount the `/home/user/db_data` directory into the `db01` container to provide persistent storage on the `/var/lib/mysql` directory of the container. You then create the `/home/user/db_data` directory and use the `podman unshare` command to set the user namespace UID and GID of 27 as the owner of the directory.

```
[user@host ~]$ mkdir /home/user/db_data
[user@host ~]$ podman unshare chown 27:27 /home/user/db_data
```

The UID and GID of 27 in the container maps to the UID and GID of 100026 on the host machine. You can verify the mapping by viewing the ownership of the `/home/user/db_data` directory with the `ls` command.

```
[student@workstation ~]$ ls -l /home/user/
total 0
drwxrwxr-x. 3 100026 100026 18 May 5 14:37 db_data
...output omitted...
```

Now that the correct file-system level permissions are set, you use the `podman run` command `-v` option to mount the directory.

```
[user@host ~]$ podman run -d --name db01 \
-e MYSQL_USER=student \
-e MYSQL_PASSWORD=student \
-e MYSQL_DATABASE=dev_data \
-e MYSQL_ROOT_PASSWORD=redhat \
-v /home/user/db_data:/var/lib/mysql \
registry.lab.example.com/rhel8/mariadb-105
```

You notice that the `db01` container is not running.

```
[user@host ~]$ podman ps -a
CONTAINER ID  IMAGE                                     COMMAND
CREATED      STATUS          PORTS      NAMES
dfdc20cf9a7e  registry.lab.example.com/rhel8/mariadb-105:latest  run-mysqld
29 seconds ago  Exited (1) 29 seconds ago           db01
```

The `podman container logs` command shows a permission error for the `/var/lib/mysql/` data directory.

```
[user@host ~]$ podman container logs db01
...output omitted...
--> 16:41:25      Initializing database ...
--> 16:41:25      Running mysql_install_db ...
mkdir: cannot create directory '/var/lib/mysql/data': Permission denied
Fatal error Can't create database directory '/var/lib/mysql/data'
```

This error happens because of the incorrect SELinux context that is set on the `/home/user/db_data` directory on the host machine.

SELinux Contexts for Container Storage

You must set the `container_file_t` SELinux context type before you can mount the directory as persistent storage to a container. If the directory does not have the `container_file_t` SELinux context, then the container cannot access the directory. You can append the `Z` option to the argument of the `podman run` command `-v` option to automatically set the SELinux context on the directory.

So you use the `podman run -v /home/user/dbfiles:/var/lib/mysql:Z` command to set the SELinux context for the `/home/user/dbfiles` directory when you mount it as persistent storage for the `/var/lib/mysql` directory.

```
[user@host ~]$ podman run -d --name db01 \
-e MYSQL_USER=student \
-e MYSQL_PASSWORD=student \
-e MYSQL_DATABASE=dev_data \
-e MYSQL_ROOT_PASSWORD=redhat \
-v /home/user/db_data:/var/lib/mysql:Z \
registry.lab.example.com/rhel8/mariadb-105
```

You then verify that the correct SELinux context is set on the `/home/user/dbfiles` directory with the `ls` command `-Z` option.

```
[user@host ~]$ ls -Z /home/user/
system_u:object_r:container_file_t:s0:c81,c1009 dbfiles
...output omitted...
```

Assign a Port Mapping to Containers

To provide network access to containers, clients must connect to ports on the container host that pass the network traffic through to ports in the container. When you map a network port on the container host to a port in the container, network traffic that is sent to the host network port is received by the container.

For example, you can map the 13306 port on the container host to the 3306 port on the container for communication with the MariaDB container. Therefore, traffic that is sent to the container host port 13306 would be received by MariaDB that is running in the container.

You use the `podman run` command `-p` option to set a port mapping from the 13306 port from the container host to the 3306 port on the `db01` container.

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```
[user@host ~]$ podman run -d --name db01 \
-e MYSQL_USER=student \
-e MYSQL_PASSWORD=student \
-e MYSQL_DATABASE=dev_data \
-e MYSQL_ROOT_PASSWORD=redhat \
-v /home/user/db_data:/var/lib/mysql:Z \
-p 13306:3306 \
registry.lab.example.com/rhel8/mariadb-105
```

Use the `podman port` command `-a` option to show all container port mappings in use. You can also use the `podman port db01` command to show the mapped ports for the `db01` container.

```
[user@host ~]$ podman port -a
1c22fd905120 3306/tcp -> 0.0.0.0:13306
[user@host ~]$ podman port db01
3306/tcp -> 0.0.0.0:13306
```

You use the `firewall-cmd` command to allow port `13306` traffic into the container host machine so that it can be redirected to the container.

```
[root@host ~]# firewall-cmd --add-port=13306/tcp --permanent
[root@host ~]# firewall-cmd --reload
```



Important

A rootless container cannot open a privileged port (ports below `1024`) on the container. That is, the `podman run -p 80:8080` command does not normally work for a running rootless container. To map a port on the container host below `1024` to a container port, you must run Podman as root or make other adjustments to the system.

You can map a port above `1024` on the container host to a privileged port on the container, even if you are running a rootless container. The `8080:80` mapping works if the container provides service listening on port `80`.

DNS Configuration in a Container

Podman v4.0 supports two network back ends for containers, Netavark and CNI. Starting with RHEL 9, systems use Netavark by default. To verify which network back end is used, run the following `podman info` command.

```
[user@host ~]$ podman info --format {{.Host.NetworkBackend}}
netavark
```

**Note**

The `container-tools` meta-package includes the `netavark` and `aardvark-dns` packages. If Podman was installed as a stand-alone package, or if the `container-tools` meta-package was installed later, then the result of the previous command might be `cni`. To change the network back end, set the following configuration in the `/usr/share/containers/containers.conf` file:

```
[network]
...output omitted...
network_backend = "netavark"
```

Existing containers on the host that use the default Podman network cannot resolve each other's hostnames, because DNS is not enabled on the default network.

Use the `podman network create` command to create a DNS-enabled network. You use the `podman network create` command to create the network called `db_net`, and specify the subnet as `10.87.0.0/16` and the gateway as `10.87.0.1`.

```
[user@host ~]$ podman network create --gateway 10.87.0.1 \
--subnet 10.87.0.0/16 db_net
db_net
```

If you do not specify the `--gateway` or `--subnet` options, then they are created with the default values.

The `podman network inspect` command displays information about a specific network. You use the `podman network inspect` command to verify that the gateway and subnet were correctly set and that the new `db_net` network is DNS-enabled.

```
[user@host ~]$ podman network inspect db_net
[
  {
    "name": "db_net",
    ...output omitted...
    "subnets": [
      {
        "subnet": "10.87.0.0/16",
        "gateway": "10.87.0.1"
      }
    ],
    ...output omitted...
    "dns_enabled": true,
    ...output omitted...
  ]
]
```

You can add the DNS-enabled `db_net` network to a new container with the `podman run` command `--network` option. You use the `podman run` command `--network` option to create the `db01` and `client01` containers that are connected to the `db_net` network.

```
[user@host ~]$ podman run -d --name db01 \
-e MYSQL_USER=student \
-e MYSQL_PASSWORD=student \
```

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```
-e MYSQL_DATABASE=dev_data \
-e MYSQL_ROOT_PASSWORD=redhat \
-v /home/user/db_data:/var/lib/mysql:Z \
-p 13306:3306 \
--network db_net \
registry.lab.example.com/rhel8/mariadb-105
[user@host ~]$ podman run -d --name client01 \
--network db_net \
registry.lab.example.com/ubi8/ubi:latest \
sleep infinity
```

Because containers are designed to have only the minimum required packages, the containers might not have the required utilities to test communication such as the ping and ip commands. You can install these utilities in the container by using the podman exec command.

```
[user@host ~]$ podman exec -it db01 dnf install -y iputils iproute
...output omitted...
[user@host ~]$ podman exec -it client01 dnf install -y iputils iproute
...output omitted...
```

The containers can now ping each other by container name. You test the DNS resolution with the podman exec command. The names resolve to IPs within the subnet that was manually set for the db_net network.

```
[user@host ~]$ podman exec -it db01 ping -c3 client01
PING client01.dns.podman (10.87.0.4) 56(84) bytes of data.
64 bytes from 10.87.0.4 (10.87.0.4): icmp_seq=1 ttl=64 time=0.049 ms
...output omitted...
--- client01.dns.podman ping statistics ---
3 packets transmitted, 3 received, 0% packet loss, time 2007ms
rtt min/avg/max/mdev = 0.049/0.060/0.072/0.013 ms

[user@host ~]$ podman exec -it client01 ping -c3 db01
PING db01.dns.podman (10.87.0.3) 56(84) bytes of data.
64 bytes from 10.87.0.3 (10.87.0.3): icmp_seq=1 ttl=64 time=0.021 ms
...output omitted...
--- db01.dns.podman ping statistics ---
3 packets transmitted, 3 received, 0% packet loss, time 2047ms
rtt min/avg/max/mdev = 0.021/0.040/0.050/0.013 ms
```

You verify that the IP addresses in each container match the DNS resolution with the podman exec command.

```
[user@host ~]$ podman exec -it db01 ip a | grep 10.8
inet 10.87.0.3/16 brd 10.87.255.255 scope global eth0
inet 10.87.0.4/16 brd 10.87.255.255 scope global eth0
[user@host ~]$ podman exec -it client01 ip a | grep 10.8
inet 10.87.0.3/16 brd 10.87.255.255 scope global eth0
inet 10.87.0.4/16 brd 10.87.255.255 scope global eth0
```

Multiple Networks to a Single Container

Multiple networks can be connected to a container at the same time to help to separate different types of traffic.

You use the `podman network create` command to create the backend network.

```
[user@host ~]$ podman network create backend
```

You then use the `podman network ls` command to view all the Podman networks.

```
[user@host ~]$ podman network ls
NETWORK ID      NAME      DRIVER
a7fea510a6d1   backend   bridge
fe680efc5276   db01     bridge
2f259bab93aa   podman   bridge
```

The subnet and gateway were not specified with the `podman network create` command `--gateway` and `--subnet` options.

You use the `podman network inspect` command to obtain the IP information of the backend network.

```
[user@host ~]$ podman network inspect backend
[
  {
    "name": "backend",
    ...output omitted...
    "subnets": [
      {
        "subnet": "10.89.1.0/24",
        "gateway": "10.89.1.1"
      }
    ]
  }
]
```

You can use the `podman network connect` command to connect additional networks to a container when it is running. You use the `podman network connect` command to connect the backend network to the `db01` and `client01` containers.

```
[user@host ~]$ podman network connect backend db01
[user@host ~]$ podman network connect backend client01
```



Important

If a network is not specified with the `podman run` command, then the container connects to the default network. The default network uses the `slirp4netns` network mode, and the networks that you create with the `podman network create` command use the `bridge` network mode. If you try to connect a bridge network to a container by using the `slirp4netns` network mode, then the command fails:

```
Error: "slirp4netns" is not supported: invalid network mode
```

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You use the `podman inspect` command to verify that both networks are connected to each container and to display the IP information.

```
[user@host ~]$ podman inspect db01
...output omitted...
    "backend": {
        "EndpointID": "",
        "Gateway": "10.89.1.1",
        "IPAddress": "10.89.1.4",
...output omitted...
    },
    "db_net": {
        "EndpointID": "",
        "Gateway": "10.87.0.1",
        "IPAddress": "10.87.0.3",
...output omitted...
}
[user@host ~]$ podman inspect client01
...output omitted...
    "backend": {
        "EndpointID": "",
        "Gateway": "10.89.1.1",
        "IPAddress": "10.89.1.5",
...output omitted...
    },
    "db_net": {
        "EndpointID": "",
        "Gateway": "10.87.0.1",
        "IPAddress": "10.87.0.4",
...output omitted...
```

The `client01` container can now communicate with the `db01` container on both networks. You use the `podman exec` command to ping both networks on the `db01` container from the `client01` container.

```
[user@host ~]$ podman exec -it client01 ping -c3 10.89.1.4 | grep 'packet loss'
3 packets transmitted, 3 received, 0% packet loss, time 2052ms
[user@host ~]$ podman exec -it client01 ping -c3 10.87.0.3 | grep 'packet loss'
3 packets transmitted, 3 received, 0% packet loss, time 2054ms
```



References

`podman(1)`, `podman-exec(1)`, `podman-info(1)`, `podman-network(1)`, `podman-network-create(1)`, `podman-network-inspect(1)`, `podman-network-ls(1)`, `podman-port(1)`, `podman-run(1)`, and `podman-unshare(1)` man pages

For more information, refer to the Working with containers chapter in the Building, running, and managing Linux containers on Red Hat Enterprise Linux 9 Guide at https://access.redhat.com/documentation/en-us/red_hat_enterprise_linux/9/html-single/building_running_and_managing_containers/assembly_working-with-containers_building-running-and-managing-containers

► Guided Exercise

Manage Container Storage and Network Resources

In this exercise, you pass environment variables to a container during creation, mount persistent storage to a container, create and connect multiple container networks, and expose container ports from the host machine.

Outcomes

- Create container networks and connect them to containers.
- Troubleshoot failed containers.
- Pass environment variables to containers during creation.
- Create and mount persistent storage to containers.
- Map host ports to ports inside containers.

Before You Begin

As the `student` user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start containers-resources
```

Instructions

► 1. Log in to the `servera` machine as the `student` user.

```
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$
```

► 2. Create the `frontend` container network. Create the `db_client` and `db_01` containers and connect them to the `frontend` network.

2.1. Use the `podman network create` command `--subnet` and `--gateway` options to create the `frontend` network with the `10.89.1.0/24` subnet and the `10.89.1.1` gateway.

```
[student@servera ~]$ podman network create --subnet 10.89.1.0/24 \
--gateway 10.89.1.1 frontend
frontend
```

2.2. Log in to the `registry.lab.example.com` registry.

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```
[student@servera ~]$ podman login registry.lab.example.com
Username: admin
Password: redhat321
Login Succeeded!
```

2.3. Create the `db_client` container that is connected to the `frontend` network. Mount the `/etc/yum.repos.d` DNF repositories directory inside the container at `/etc/yum.repos.d` to allow package installation.

```
[student@servera ~]$ podman run -d --name db_client \
--network frontend \
-v /etc/yum.repos.d:/etc/yum.repos.d \
registry.lab.example.com/ubi8-beta/ubi \
sleep infinity
e20dfed7e392abe4b7bea3c25e9cb17ef95d16af9cedd50d68f997a663ba6c15
```

2.4. Create the `db_01` container that is connected to the `frontend` network.

```
[student@servera ~]$ podman run -d --name db_01 --network frontend \
registry.lab.example.com/rhel8/mariadb-105
3e767ae6eea4578152a216beb5ae98c8ef03a2d66098debe2736b8b458bab405
```

2.5. View all containers.

```
[student@servera ~]$ podman ps -a
CONTAINER ID  IMAGE                                COMMAND
CREATED      STATUS      PORTS      NAMES
e20dfed7e392  registry.lab.example.com/ubi8/ubi:latest  sleep infinity
56 seconds ago  Up 56 seconds ago          db_client
3e767ae6eea4  registry.lab.example.com/rhel8/mariadb-105:latest  run-mysqld 1
second ago   Exited (1) 1 second ago          db_01
```

► 3. Troubleshoot the `db_01` container and determine why it is not running. Re-create the `db_01` container by using the required environment variables.

3.1. View the container logs and determine why the container exited.

```
[student@servera ~]$ podman container logs db_01
...output omitted...
You must either specify the following environment variables:
  MYSQL_USER (regex: '^[a-zA-Z0-9_]+$')
  MYSQL_PASSWORD (regex: '^[a-zA-Z0-9_~!@#$%^&*()-=<>, .?;:|]+$')
  MYSQL_DATABASE (regex: '^[a-zA-Z0-9_]+$')
Or the following environment variable:
  MYSQL_ROOT_PASSWORD (regex: '^[a-zA-Z0-9_~!@#$%^&*()-=<>, .?;:|]+$')
Or both.
...output omitted...
```

3.2. Remove the `db_01` container and create it again with environment variables. Provide the required environment variables.

```
[student@servera ~]$ podman rm db_01
3e767ae6eea4578152a216beb5ae98c8ef03a2d66098debe2736b8b458bab405
[student@servera ~]$ podman run -d --name db_01 \
--network frontend \
-e MYSQL_USER=dev1 \
-e MYSQL_PASSWORD=devpass \
-e MYSQL_DATABASE=devdb \
-e MYSQL_ROOT_PASSWORD=redhat \
registry.lab.example.com/rhel8/mariadb-105
948c4cd767b561432056e77adb261ab4024c1b66a22af17861aba0f16c66273b
```

3.3. View the current running containers.

```
[student@servera ~]$ podman ps
CONTAINER ID  IMAGE                                COMMAND
CREATED      STATUS      PORTS      NAMES
e20dfed7e392  registry.lab.example.com/ubi8/ubi:latest  sleep infinity
56 seconds ago  Up 56 seconds ago          db_client
948c4cd767b5  registry.lab.example.com/rhel8/mariadb-105:latest  run-mysqld
11 seconds ago  Up 12 seconds ago          db_01
```

▶ 4. Create persistent storage for the containerized MariaDB service, and map the local machine 13306 port to the 3306 port in the container. Allow traffic to the 13306 port on the servera machine.

4.1. Create the /home/student/database directory on the servera machine.

```
[student@servera ~]$ mkdir /home/student/databases
```

4.2. Obtain the mysql UID and GID from the db_01 container, and then remove the db01 container.

```
[student@servera ~]$ podman exec -it db_01 grep mysql /etc/passwd
mysql:x:27:27:MySQL Server:/var/lib/mysql:/sbin/nologin
[student@servera ~]$ podman stop db_01
db_01
[student@servera ~]$ podman rm db_01
948c4cd767b561432056e77adb261ab4024c1b66a22af17861aba0f16c66273b
```

4.3. Run the chown command inside the container namespace, and set the user and group owner to 27 on the /home/student/database directory.

```
[student@servera ~]$ podman unshare chown 27:27 /home/student/databases/
[student@servera ~]$ ls -l /home/student/
total 0
drwxr-xr-x. 2 100026 100026 6 May  9 17:40 databases
```

4.4. Create the db_01 container, and mount the /home/student/databases directory from the servera machine to the /var/lib/mysql directory inside the db_01 container. Use the Z option to apply the required SELinux context.

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```
[student@servera ~]$ podman run -d --name db_01 \
--network frontend \
-e MYSQL_USER=dev1 \
-e MYSQL_PASSWORD=devpass \
-e MYSQL_DATABASE=devdb \
-e MYSQL_ROOT_PASSWORD=redhat \
-v /home/student/databases:/var/lib/mysql:z \
-p 13306:3306 \
registry.lab.example.com/rhel8/mariadb-105
```

4.5. Install the mariadb package in the db_client container.

```
[student@servera ~]$ podman exec -it db_client dnf install -y mariadb
...output omitted...
Complete!
```

4.6. Create the crucial_data table in the dev_db database in the db_01 container from the db_client container.

```
[student@servera ~]$ podman exec -it db_client mysql -u dev1 -p -h db_01
Enter password: devpass
...output omitted...
MariaDB [(none)]> USE devdb;
Database changed
MariaDB [devdb]> CREATE TABLE crucial_data(column1 int);
Query OK, 0 rows affected (0.036 sec)

MariaDB [devdb]> SHOW TABLES;
+-----+
| Tables_in_devdb |
+-----+
| crucial_data    |
+-----+
1 row in set (0.001 sec)

MariaDB [devdb]> quit
Bye
```

4.7. Allow port 13306 traffic in the firewall on the servera machine.

```
[student@servera ~]$ sudo firewall-cmd --add-port=13306/tcp --permanent
[sudo] password for student: student
success
[student@servera ~]$ sudo firewall-cmd --reload
success
```

4.8. Open a second terminal on the Workstation machine and use the MariaDB client to connect to the servera machine on port 13306 to show tables inside the db_01 container that are stored in the persistent storage.

```
[student@workstation ~]$ mysql -u dev1 -p -h servera --port 13306 \
devdb -e 'SHOW TABLES';
Enter password: devpass
+-----+
| Tables_in_devdb |
+-----+
| crucial_data     |
+-----+
```

▶ 5. Create a second container network called `backend`, and connect the `backend` network to the `db_client` and `db_01` containers. Test network connectivity and DNS resolution between the containers.

5.1. Create the `backend` network with the `10.90.0.0/24` subnet and the `10.90.0.1` gateway.

```
[student@servera ~]$ podman network create --subnet 10.90.0.0/24 \
--gateway 10.90.0.1 backend
backend
```

5.2. Connect the `backend` container network to the `db_client` and `db_01` containers.

```
[student@servera ~]$ podman network connect backend db_client
[student@servera ~]$ podman network connect backend db_01
```

5.3. Obtain the IP addresses of the `db_01` container.

```
[student@servera ~]$ podman inspect db_01
...output omitted...
  "Networks": {
    "backend": {
      "EndpointID": "",
      "Gateway": "10.90.0.1",
      "IPAddress": "10.90.0.3",
    ...output omitted...
    "frontend": {
      "EndpointID": "",
      "Gateway": "10.89.1.1",
      "IPAddress": "10.89.1.6",
    ...output omitted...
```

5.4. Install the `iputils` package in the `db_client` container.

```
[student@servera ~]$ podman exec -it db_client dnf install -y iputils
...output omitted...
Complete!
```

5.5. Ping the `db_01` container name from the `db_client` container.

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```
[student@servera ~]$ podman exec -it db_client ping -c4 db_01
PING db_01.dns.podman (10.90.0.3) 56(84) bytes of data.
...output omitted...
--- db_01.dns.podman ping statistics ---
4 packets transmitted, 4 received, 0% packet loss, time 3048ms
rtt min/avg/max/mdev = 0.043/0.049/0.054/0.004 ms
```

5.6. Exit the servera machine.

```
[student@servera ~]$ exit
logout
Connection to servera closed.
[student@workstation ~]$
```

Finish

On the **workstation** machine, change to the **student** user home directory and use the **lab** command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish containers-resources
```

This concludes the section.

Manage Containers as System Services

Objectives

Configure a container as a `systemd` service, and configure a container service to start at boot time.

Manage Small Container Environments with `systemd` Units

You can run a container to complete a system task or to obtain the output of a series of commands. You also might want to run containers that run a service indefinitely, such as web servers or databases. In a traditional environment, a privileged user typically configures these services to run at system boot, and manages them with the `systemctl` command.

As a regular user, you can create a `systemd` unit to configure your rootless containers. You can use this configuration to manage your container as a regular system service with the `systemctl` command.

Managing containers based on `systemd` units is mainly useful for basic and small deployments that do not need to scale. For more sophisticated scaling and orchestration of many container-based applications and services, you can use an enterprise orchestration platform that is based on Kubernetes, such as Red Hat OpenShift Container Platform.

To discuss the topics in this lecture, imagine the following scenario.

As a system administrator, you are tasked to configure the `webserver1` container that is based on the `http24` container image to start at system boot. You must also mount the `/app-artifacts` directory for the web server content and map the 8080 port from the local machine to the container. Configure the container to start and stop with `systemctl` commands.

Requirements for `systemd` User Services

As a regular user, you can enable a service with the `systemctl` command. The service starts when you open a session (graphical interface, text console, or SSH) and it stops when you close the last session. This behavior differs from a system service, which starts when the system boots and stops when the system shuts down.

By default, when you create a user account with the `useradd` command, the system uses the next available ID from the regular user ID range. The system also reserves a range of IDs for the user's containers in the `/etc/subuid` file. If you create a user account with the `useradd` command `--system` option, then the system does not reserve a range for the user containers. As a consequence, you cannot start rootless containers with system accounts.

You decide to create a dedicated user account to manage containers. You use the `useradd` command to create the `appdev-adm` user, and use `redhat` as the password.

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```
[user@host ~]$ sudo useradd appdev-adm
myapp.service
[user@host ~]$ sudo passwd appdev-adm
Changing password for user appdev-adm.
New password: redhat
BAD PASSWORD: The password is shorter than 8 characters
Retype new password: redhat
passwd: all authentication tokens updated successfully.
```

You then use the `su` command to switch to the `appdev-adm` user, and you start using the `podman` command.

```
[user@host ~]$ su appdev-adm
Password: redhat
[appdev-adm@host ~]$ podman info
ERRO[0000] XDG_RUNTIME_DIR directory "/run/user/1000" is not owned by the current
user
[appdev-adm@host ~]$
```

Podman is a stateless utility and requires a full login session. Podman must be used within an SSH session and cannot be used in a `sudo` or an `su` shell. So you exit the `su` shell and log in to the machine via SSH.

```
[appdev-adm@host ~]$ exit
[user@host ~]$ exit
[user@example ~]$ ssh appdev-adm@host
[appdev-adm@host ~]$
```

You then configure the container registry and authenticate with your credentials. You run the `http` container with the following command.

```
[appdev-adm@host ~]$ podman run -d --name webserver1 -p 8080:8080 -v \
~/app-artifacts:/var/www:Z registry.access.redhat.com/ubi8/httpd-24
af84e1ec33ea2f0d9787c56fbe7a62a4b9ce8ac03911be9e97f95575b306c297
[appdev-adm@host ~]$ podman ps -a
CONTAINER ID  IMAGE                                     COMMAND
              CREATED        STATUS        PORTS          NAMES
af84e1ec33ea  registry.access.redhat.com/ubi8/httpd-24:latest  /usr/bin/run-
http...  16 seconds ago  Exited (1) 15 seconds ago  0.0.0.0:8080->8080/tcp
              webserver1
```

You notice that the `webserver1` container did not start, so you run the `podman container logs` command to view the logs of the container.

```
[appdev-adm@host ~]$ podman container logs webserver1
=> sourcing 10-set-ppm.sh ...
=> sourcing 20-copy-config.sh ...
=> sourcing 40-ssl-certs.sh ...
---> Generating SSL key pair for httpd...
AH00526: Syntax error on line 122 of /etc/httpd/conf/httpd.conf:
DocumentRoot '/var/www/html' is not a directory, or is not readable
[appdev-adm@server1 ~]$
```

The logs of the `webserver1` container show that the `/var/www/html` file is not readable. This error occurs because the container mount directory cannot find the `html` subdirectory. You delete the existing container, update the command, and run it as follows:

```
[appdev-adm@host ~]$ podman run -d --name webserver1 -p 8080:8080 -v \
~/app-artifacts:/var/www/html:Z registry.access.redhat.com/ubi8/httpd-24
cde4a3d8c9563fd50cc39de8a4873dcf15a7e881ba4548d5646760eae7a35d81
[appdev-adm@host ~]$ podman ps
CONTAINER ID  IMAGE                                     COMMAND
CREATED      STATUS          PORTS          NAMES
cde4a3d8c956  registry.access.redhat.com/ubi8/httpd-24:latest  /usr/bin/run-
http...  4 seconds ago  Up 5 seconds ago  0.0.0.0:8080->8080/tcp  webserver1
```

Create systemd User Files for Containers

You can manually define `systemd` services in the `~/.config/systemd/user/` directory. The file syntax for user services is the same as for the system services files. For more details, review the `systemd.unit(5)` and `systemd.service(5)` man pages.

Use the `podman generate systemd` command to generate `systemd` service files for an existing container. The `podman generate systemd` command uses a container as a model to create the configuration file.

The `podman generate systemd` command `--new` option instructs the `podman` utility to configure the `systemd` service to create the container when the service starts, and to delete the container when the service stops.



Important

Without the `--new` option, the `podman` utility configures the service unit file to start and stop the existing container without deleting it.

You use the `podman generate systemd` command with the `--name` option to display the `systemd` service file that is modeled for the `webserver1` container.

```
[appdev-adm@host ~]$ podman generate systemd --name webserver1
...output omitted...
ExecStart=/usr/bin/podman start webserver1 ①
ExecStop=/usr/bin/podman stop -t 10 webserver1 ②
ExecStopPost=/usr/bin/podman stop -t 10 webserver1
...output omitted...
```

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- 1 On start, the `systemd` daemon executes the `podman start` command to start the existing container.
- 2 On stop, the `systemd` daemon executes the `podman stop` command to stop the container. Notice that the `systemd` daemon does not delete the container on this action.

You then use the previous command with the addition of the `--new` option to compare the `systemd` configuration.

```
[appdev-adm@host ~]$ podman generate systemd --name webserver1 --new
...output omitted...
ExecStartPre=/bin/rm -f %t/%n.ctr-id
ExecStart=/usr/bin/podman run --cidfile=%t/%n.ctr-id --cgroups=no-common --rm --
sdnotify=common --replace -d --name webserver1 -p 8080:8080 -v /home/appdev-adm/
app-artifacts:/var/www/html:Z registry.access.redhat.com/ubi8/httpd-24 ①
ExecStop=/usr/bin/podman stop --ignore --cidfile=%t/%n.ctr-id ②
ExecStopPost=/usr/bin/podman rm -f --ignore --cidfile=%t/%n.ctr-id ③
...output omitted...
```

- 1 On start, the `systemd` daemon executes the `podman run` command to create and then start a new container. This action uses the `podman run` command `--rm` option, which removes the container on stop.
- 2 On stop, `systemd` executes the `podman stop` command to stop the container.
- 3 After `systemd` has stopped the container, `systemd` removes it using the `podman rm -f` command.

You verify the output of the `podman generate systemd` command and run the previous command with the `--files` option to create the `systemd` user file in the current directory. Because the `webserver1` container uses persistent storage, you choose to use the `podman generate systemd` command with the `--new` option. You then create the `~/.config/systemd/user/` directory and move the file to this location.

```
[appdev-adm@host ~]$ podman generate systemd --name webserver1 --new --files
/home/appdev-adm/container-webserver1.service
[appdev-adm@host ~]$ mkdir -p ~/.config/systemd/user/
[appdev-adm@host ~]$ mv container-webserver1.service ~/.config/systemd/user/
```

Manage `systemd` User Files for Containers

Now that you created the `systemd` user file, you can use the `systemctl` command `--user` option to manage the `webserver1` container.

First, you reload the `systemd` daemon to make the `systemctl` command aware of the new user file. You use the `systemctl --user start` command to start the `webserver1` container. Use the name of the generated `systemd` user file for the container.

```
[appdev-adm@host ~]$ systemctl --user start container-webserver1.service
[appdev-adm@host ~]$ systemctl --user status container-webserver1.service
● container-webserver1.service - Podman container-webserver1.service
   Loaded: loaded (/home/appdev-adm/.config/systemd/user/container-
webserver1.service; disabled; vendor preset: disabled)
     Active: active (running) since Thu 2022-04-28 21:22:26 EDT; 18s ago
```

```

Docs: man:podman-generate-systemd(1)
Process: 31560 ExecStartPre=/bin/rm -f /run/user/1003/container-
webserver1.service.ctr-id (code=exited, status=0/SUCCESS)
  Main PID: 31600 (common)
  ...output omitted...
[appdev-adm@host ~]$ podman ps
CONTAINER ID  IMAGE                                     COMMAND
CREATED      STATUS          PORTS          NAMES
18eb00f42324  registry.access.redhat.com/ubi8/httpd-24:latest  /usr/bin/run-
http... 28 seconds ago  Up 29 seconds ago  0.0.0.0:8080->8080/tcp  webserver1
Created symlink /home/appdev-adm/.config/systemd/user/default.target.wants/
container-webserver1.service → /home/appdev-adm/.config/systemd/user/container-
webserver1.service.

```



Important

When you configure a container with the `systemd` daemon, the daemon monitors the container status and restarts the container if it fails. Do not use the `podman` command to start or stop these containers. Doing so might interfere with the `systemd` daemon monitoring.

The following table summarizes the different directories and commands that are used between `systemd` system and user services.

Comparing System and User Services

Storing custom unit files	System services	<code>/etc/systemd/system/unit.service</code>
	User services	<code>~/.config/systemd/user/unit.service</code>
Reloading unit files	System services	<code># systemctl daemon-reload</code>
	User services	<code>\$ systemctl --user daemon-reload</code>
Starting and stopping a service	System services	<code># systemctl start UNIT</code> <code># systemctl stop UNIT</code>
	User services	<code>\$ systemctl --user start UNIT</code> <code>\$ systemctl --user stop UNIT</code>
Starting a service when the machine starts	System services	<code># systemctl enable UNIT</code>
	User services	<code>\$ logindctl enable-linger</code> <code>\$ systemctl --user enable UNIT</code>

Configure Containers to Start at System Boot

Now that the `systemd` configuration for the container is complete, you exit the SSH session. Some time after, you are notified that the container stops after you exited the session.

You can change this default behavior and force your enabled services to start with the server and stop during the shutdown by running the `logindctl enable-linger` command.

You use the `logindctl` command to configure the `systemd` user service to persist after the last user session of the configured service closes. You then verify the successful configuration with the `logindctl show-user` command.

```
[user@host ~]$ logindctl show-user appdev-adm
...output omitted...
Linger=no
[user@host ~]$ logindctl enable-linger
[user@host ~]$ logindctl show-user appdev-adm
...output omitted...
Linger=yes
```

To revert the operation, use the `logindctl disable-linger` command.

Manage Containers as Root with `systemd`

You can also configure containers to run as root and manage them with `systemd` service files. One advantage of this approach is that you can configure the service files to work exactly like common `systemd` unit files, rather than as a particular user.

The procedure to set the service file as root is similar to the previously outlined procedure for rootless containers, with the following exceptions:

- Do not create a dedicated user for container management.
- The service file must be in the `/etc/systemd/system` directory instead of in the `~/.config/systemd/user` directory.
- You manage the containers with the `systemctl` command without the `--user` option.
- Do not run the `logindctl enable-linger` command as the `root` user.

For a demonstration, see the YouTube video from the Red Hat Videos channel that is listed in the References at the end of this section.



References

`logindctl(1)`, `systemd.unit(5)`, `systemd.service(5)`, `subuid(5)`, and `podman-generate-systemd(1)` man pages

Managing Containers in Podman with Systemd Unit Files

<https://www.youtube.com/watch?v=AGkM2jGT61Y>

For more information, refer to the *Running Containers as Systemd Services with Podman* chapter in the *Red Hat Enterprise Linux 9 Building, Running, and Managing Containers Guide* at

https://access.redhat.com/documentation/en-us/red_hat_enterprise_linux/9/html-single/building_running_and_managing_containers/index

► Guided Exercise

Manage Containers as System Services

In this exercise, you configure a container to manage it as a `systemd` service, and use `systemctl` commands to manage that container so that it automatically starts when the host machine starts.

Outcomes

- Create `systemd` service files to manage a container.
- Configure a container so you can manage it with `systemctl` commands.
- Configure a user account for `systemd` user services to start a container when the host machine starts.

Before You Begin

As the `student` user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start containers-services
```

Instructions

► 1. Log in to the `servera` machine as the `student` user.

```
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$
```

► 2. Create a user account called `contsvc` and use `redhat` as the password. Use this user account to run containers as `systemd` services.

2.1. Create the `contsvc` user. Set `redhat` as the password for the `contsvc` user.

```
[student@servera ~]$ sudo useradd contsvc
[sudo] password for student: student
[student@servera ~]$ sudo passwd contsvc
Changing password for user contsvc.
New password: redhat
BAD PASSWORD: The password is shorter than 8 characters
Retype new password: redhat
passwd: all authentication tokens updated successfully.
```

2.2. To manage the `systemd` user services with the `contsvc` account, you must log in directly as the `contsvc` user. You cannot use the `su` and `sudo` commands to create a session with the `contsvc` user.

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Return to the workstation machine as the `student` user, and then log in as the `contsvc` user.

```
[student@servera ~]$ exit
logout
Connection to servera closed.
[student@workstation ~]$ ssh contsvc@servera
...output omitted...
[contsvc@servera ~]$
```

▶ 3. Configure access to the `registry.lab.example.com` classroom registry in your home directory. Use the `/tmp/containers-services/registries.conf` file as a template.

3.1. Create the `~/.config/containers/` directory.

```
[contsvc@servera ~]$ mkdir -p ~/.config/containers/
```

3.2. The `lab` script prepares the `registries.conf` file in the `/tmp/containers-services/` directory. Copy that file to the `~/.config/containers/` directory.

```
[contsvc@servera ~]$ cp /tmp/containers-services/registries.conf \
~/.config/containers/
```

3.3. Verify that you can access the `registry.lab.example.com` registry. If everything works as expected, then the command should list some images.

```
[contsvc@servera ~]$ podman search ubi
NAME                                     DESCRIPTION
registry.lab.example.com/ubi7/ubi
registry.lab.example.com/ubi8/ubi
registry.lab.example.com/ubi9-beta/ubi
```

▶ 4. Use the `/home/contsvc/webcontent/html/` directory as persistent storage for the web server container. Create the `index.html` test page with the `Hello World` line inside the directory.

4.1. Create the `~/webcontent/html/` directory.

```
[contsvc@servera ~]$ mkdir -p ~/webcontent/html/
```

4.2. Create the `index.html` file and add the `Hello World` line.

```
[contsvc@servera ~]$ echo "Hello World" > ~/webcontent/html/index.html
```

4.3. Confirm that the permission for others is set to `r--` in the `index.html` file. The container uses a non-privileged user that must be able to read the `index.html` file.

```
[contsvc@servera ~]$ ls -ld webcontent/html/  
drwxr-xr-x. 2 contsvc contsvc 24 Aug 28 04:56 webcontent/html/  
[contsvc@servera ~]$ ls -l webcontent/html/index.html  
-rw-r--r--. 1 contsvc contsvc 12 Aug 28 04:56 webcontent/html/index.html
```

► 5. Use the `registry.lab.example.com/rhel8/httpd-24:1-105` image to run a container called `webapp` in detached mode. Redirect the `8080` port on the local host to the container `8080` port. Mount the `~/webcontent` directory from the host to the `/var/www` directory in the container.

- 5.1. Log in to the `registry.lab.example.com` registry as the `admin` user with `redhat321` as the password.

```
[contsvc@servera ~]$ podman login registry.lab.example.com  
Username: admin  
Password: redhat321  
Login Succeeded!
```

- 5.2. Use the `registry.lab.example.com/rhel8/httpd-24:1-163` image to run a container called `webapp` in detached mode. Use the `-p` option to map the `8080` port on `servera` to the `8080` port in the container. Use the `-v` option to mount the `~/webcontent` directory on `servera` to the `/var/www` directory in the container.

```
[contsvc@servera ~]$ podman run -d --name webapp -p 8080:8080 -v \  
~/webcontent:/var/www:Z registry.access.redhat.com/ubi8/httpd-24:1-163  
750a681bd37cb6825907e9be4347eec2c4cd79550439110fc6d41092194d0e06  
...output omitted...
```

- 5.3. Verify that the web service is working on port `8080`.

```
[contsvc@servera ~]$ curl http://localhost:8080  
Hello World
```

► 6. Create a `systemd` service file to manage the `webapp` container with `systemctl` commands. Configure the `systemd` service so that when you start the service, the `systemd` daemon creates a container. After you finish the configuration, stop and then delete the `webapp` container. Remember that the `systemd` daemon expects that the container does not exist initially.

- 6.1. Create and change to the `~/.config/systemd/user/` directory.

```
[contsvc@servera ~]$ mkdir -p ~/.config/systemd/user/  
[contsvc@servera ~]$ cd ~/.config/systemd/user/
```

- 6.2. Create the unit file for the `webapp` container. Use the `--new` option so that `systemd` creates a container when starting the service and deletes the container when stopping the service.

```
[contsvc@servera user]$ podman generate systemd --name webapp --files --new  
/home/contsvc/.config/systemd/user/container-webapp.service
```

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6.3. Stop and then delete the webapp container.

```
[contsvc@servera user]$ podman stop webapp
webapp
[contsvc@servera user]$ podman rm webapp
750a681bd37cb6825907e9be4347eec2c4cd79550439110fc6d41092194d0e06
[contsvc@servera user]$ podman ps -a
CONTAINER ID  IMAGE          COMMAND      CREATED      STATUS      PORTS      NAMES
```

▶ 7. Reload the `systemd` daemon configuration, and then enable and start your new container-`webapp` user service. Verify the `systemd` service configuration, stop and start the service, and display the web server response and the container status.

7.1. Reload the configuration to recognize the new unit file.

```
[contsvc@servera user]$ systemctl --user daemon-reload
```

7.2. Enable and start the `container-webapp` service.

```
[contsvc@servera user]$ systemctl --user enable --now container-webapp
Created symlink /home/contsvc/.config/systemd/user/multi-user.target.wants/
container-webapp.service → /home/contsvc/.config/systemd/user/container-
webapp.service.
Created symlink /home/contsvc/.config/systemd/user/default.target.wants/container-
webapp.service → /home/contsvc/.config/systemd/user/container-webapp.service.
```

7.3. Verify that the web server responds to requests.

```
[contsvc@servera user]$ curl http://localhost:8080
Hello World
```

7.4. Verify that the container is running.

```
[contsvc@servera user]$ podman ps
CONTAINER ID  IMAGE          COMMAND
CREATED      STATUS      PORTS      NAMES
3e996db98071  registry.access.redhat.com/ubi8/httpd-24:1-163  /usr/bin/run-http...
3 minutes ago  Up 3 minutes ago  0.0.0.0:8080->8080/tcp  webapp
```

Notice the container ID. Use this information to confirm that `systemd` creates a container when you restart the service.

7.5. Stop the `container-webapp` service, and confirm that the container no longer exists. When you stop the service, `systemd` stops and then deletes the container.

```
[contsvc@servera user]$ systemctl --user stop container-webapp
[contsvc@servera user]$ podman ps --all
CONTAINER ID  IMAGE          COMMAND      CREATED      STATUS      PORTS      NAMES
```

7.6. Start the `container-webapp` service, and then confirm that the container is running.

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The container ID is different, because the `systemd` daemon creates a container with the start instruction and deletes the container with the stop instruction.

```
[contsvc@servera user]$ systemctl --user start container-webapp
[contsvc@servera user]$ podman ps
CONTAINER ID  IMAGE                               COMMAND
CREATED      STATUS      PORTS
4584b4df514c  registry.access.redhat.com/ubi8/httpd-24:1-163  /usr/bin/run-http...
6 seconds ago  Up 7 seconds ago  0.0.0.0:8080->8080/tcp  webapp
```

► 8. Ensure that the services for the `contsvc` user start at system boot. When done, restart the `servera` machine.

8.1. Run the `logindctl enable-linger` command.

```
[contsvc@servera user]$ logindctl enable-linger
```

8.2. Confirm that the `Linger` option is set for the `contsvc` user.

```
[contsvc@servera user]$ logindctl show-user contsvc
...output omitted...
Linger=yes
```

8.3. Switch to the `root` user, and then use the `systemctl reboot` command to restart `servera`.

```
[contsvc@servera user]$ su -
Password: redhat
Last login: Fri Aug 28 07:43:40 EDT 2020 on pts/0
[root@servera ~]# systemctl reboot
Connection to servera closed by remote host.
Connection to servera closed.
[student@workstation ~]$
```

► 9. When the `servera` machine is up again, log in to `servera` as the `contsvc` user. Verify that `systemd` started the `webapp` container and that the web content is available.

9.1. Log in to `servera` as the `contsvc` user.

```
[student@workstation ~]$ ssh contsvc@servera
...output omitted...
```

9.2. Verify that the container is running.

```
[contsvc@servera ~]$ podman ps
CONTAINER ID  IMAGE                               COMMAND
CREATED      STATUS      PORTS
6c325bf49f84  registry.access.redhat.com/ubi8/httpd-24:1-163  /usr/bin/run-http...
2 minutes ago  Up 2 minutes ago  0.0.0.0:8080->8080/tcp  webapp
```

9.3. Access the web content.

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```
[contsvc@servera ~]$ curl http://localhost:8080
Hello World
```

9.4. Return to the workstation machine as the student user.

```
[contsvc@servera ~]$ exit
logout
Connection to servera closed.
[student@workstation ~]$
```

Finish

On the workstation machine, run the `lab finish containers-services` script to complete this exercise.

```
[student@workstation ~]$ lab finish containers-services
```

This concludes the section.

▶ Lab

Run Containers

In this lab, you configure a container on your server that provides a MariaDB database service, stores its database on persistent storage, and starts automatically with the server.

Outcomes

- Create detached containers.
- Configure port redirection and persistent storage.
- Configure `systemd` for containers to start when the host machine starts.

Before You Begin

As the `student` user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start containers-review
```

Instructions

1. On `serverb`, install the container tools package.
2. The container image registry at `registry.lab.example.com` stores the `rhel8/mariadb-103` image with several tags. Use the `podsvc` user to list the available tags and note the tag with the *lowest* version number. Use the `admin` user and `redhat321` password to authenticate to the registry. Use the `/tmp/registries.conf` file as a template for the registry configuration.
3. As the `podsvc` user, create the `/home/podsvc/db_data` directory. Configure the directory so that containers have read/write access.
4. Create the `inventorydb` detached container. Use the `rhel8/mariadb-103` image from the `registry.lab.example.com` registry, and specify the tag with the lowest version number on that image, which you found in a preceding step. Map port 3306 in the container to port 13306 on the host. Mount the `/home/podsvc/db_data` directory on the host as `/var/lib/mysql/data` in the container. Declare the following variable values for the container:

Variable	Value
<code>MYSQL_USER</code>	<code>operator1</code>
<code>MYSQL_PASSWORD</code>	<code>redhat</code>
<code>MYSQL_DATABASE</code>	<code>inventory</code>
<code>MYSQL_ROOT_PASSWORD</code>	<code>redhat</code>

Chapter 11 | Run Containers

You can copy and paste these parameters from the `/home/podsvc/containers-review/variables` file on `serverb`. Execute the `/home/podsvc/containers-review/testdb.sh` script to confirm that the MariaDB database is running.

5. Configure the `systemd` daemon so that the `inventorydb` container starts automatically when the system boots.

Evaluation

As the `student` user on the `workstation` machine, use the `lab` command to grade your work. Correct any reported failures and rerun the command until successful.

```
[student@workstation ~]$ lab grade containers-review
```

Finish

On the `workstation` machine, change to the `student` user home directory and use the `lab` command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish containers-review
```

This concludes the section.

► Solution

Run Containers

In this lab, you configure a container on your server that provides a MariaDB database service, stores its database on persistent storage, and starts automatically with the server.

Outcomes

- Create detached containers.
- Configure port redirection and persistent storage.
- Configure `systemd` for containers to start when the host machine starts.

Before You Begin

As the `student` user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start containers-review
```

Instructions

1. On `serverb`, install the container tools package.

- 1.1. Log in to `serverb` as the `student` user.

```
[student@workstation ~]$ ssh student@serverb
...output omitted...
[student@serverb ~]$
```

- 1.2. Install the `container-tools` package.

```
[student@serverb ~]$ sudo dnf install container-tools
[sudo] password for student: student
...output omitted...
Is this ok [y/N]: y
...output omitted...
Complete!
```

2. The container image registry at `registry.lab.example.com` stores the `rhel8/mariadb-103` image with several tags. Use the `podsvc` user to list the available tags and note the tag with the *lowest* version number. Use the `admin` user and `redhat321` password to authenticate to the registry. Use the `/tmp/registries.conf` file as a template for the registry configuration.

- 2.1. Return to the `workstation` machine as the `student` user.

Chapter 11 | Run Containers

```
[student@serverb ~]$ exit
logout
Connection to serverb closed.
[student@workstation ~]$
```

2.2. Log in to `serverb` as the `podsvc` user.

```
[student@workstation ~]$ ssh podsvc@serverb
...output omitted...
[podsvc@serverb ~]$
```

2.3. Configure access to the `registry.lab.example.com` classroom registry in your home directory. Use the `/tmp/registries.conf` file as a template.

```
[podsvc@serverb ~]$ mkdir -p ~/.config/containers/
[podsvc@serverb ~]$ cp /tmp/registries.conf \
~/.config/containers/
```

2.4. Log in to the container registry with the `podman login` command.

```
[podsvc@serverb ~]$ podman login registry.lab.example.com
Username: admin
Password: redhat321
Login Succeeded!
```

2.5. View information about the `registry.lab.example.com/rhel8/mariadb-103` image.

```
[podsvc@serverb ~]$ skopeo inspect \
docker://registry.lab.example.com/rhel8/mariadb-103
{
  "Name": "registry.lab.example.com/rhel8/mariadb-103",
  "Digest": "sha256:a95b...4816",
  "RepoTags": [
    "1-86",
    "1-102",
    "latest"
  ],
  ...output omitted...
```

The lowest version tag is the `1-86` version.

3. As the `podsvc` user, create the `/home/podsvc/db_data` directory. Configure the directory so that containers have read/write access.

3.1. Create the `/home/podsvc/db_data` directory.

```
[podsvc@serverb ~]$ mkdir /home/podsvc/db_data
```

3.2. Set the access mode of the directory to 777 so that everyone has read/write access.

```
[podsvc@serverb ~]$ chmod 777 /home/podsvc/db_data
```

4. Create the `inventorydb` detached container. Use the `rhel8/mariadb-103` image from the `registry.lab.example.com` registry, and specify the tag with the lowest version number on that image, which you found in a preceding step. Map port 3306 in the container to port 13306 on the host. Mount the `/home/podsvc/db_data` directory on the host as `/var/lib/mysql/data` in the container. Declare the following variable values for the container:

Variable	Value
MYSQL_USER	operator1
MYSQL_PASSWORD	redhat
MYSQL_DATABASE	inventory
MYSQL_ROOT_PASSWORD	redhat

You can copy and paste these parameters from the `/home/podsvc/containers-review/variables` file on `serverb`. Execute the `/home/podsvc/containers-review/testdb.sh` script to confirm that the MariaDB database is running.

4.1. Create the container.

```
[podsvc@serverb ~]$ podman run -d --name inventorydb -p 13306:3306 \
-e MYSQL_USER=operator1 \
-e MYSQL_PASSWORD=redhat \
-e MYSQL_DATABASE=inventory \
-e MYSQL_ROOT_PASSWORD=redhat \
-v /home/podsvc/db_data:/var/lib/mysql/data:Z \
registry.lab.example.com/rhel8/mariadb-103:1-86
...output omitted...
```

4.2. Confirm that the database is running.

```
[podsvc@serverb ~]$ ~/containers-review/testdb.sh
Testing the access to the database...
SUCCESS
```

5. Configure the `systemd` daemon so that the `inventorydb` container starts automatically when the system boots.

5.1. If you used `sudo` or `su` to log in as the `podsvc` user, then exit `serverb` and use the `ssh` command to directly log in to `serverb` as the `podsvc` user. Remember, the `systemd` daemon requires the user to open a direct session from the console or through SSH. Omit this step if you already logged in to the `serverb` machine as the `podsvc` user by using SSH.

```
[student@workstation ~]$ ssh podsvc@serverb
...output omitted...
[podsvc@serverb ~]$
```

Chapter 11 | Run Containers

5.2. Create the `~/.config/systemd/user/` directory.

```
[podsvc@serverb ~]$ mkdir -p ~/.config/systemd/user/
```

5.3. Create the `systemd` unit file from the running container.

```
[podsvc@serverb ~]$ cd ~/.config/systemd/user/
[podsvc@serverb user]$ podman generate systemd --name inventorydb --files --new
/home/podsvc/.config/systemd/user/container-inventorydb.service
```

5.4. Stop and then delete the `inventorydb` container.

```
[podsvc@serverb user]$ podman stop inventorydb
inventorydb
[podsvc@serverb user]$ podman rm inventorydb
0d28f0e0a4118ff019691e34afe09b4d28ee526079b58d19f03b324bd04fd545
```

5.5. Instruct the `systemd` daemon to reload its configuration, and then enable and start the `container-inventorydb` service.

```
[podsvc@serverb user]$ systemctl --user daemon-reload
[podsvc@serverb user]$ systemctl --user enable --now container-inventorydb.service
Created symlink /home/podsvc/.config/systemd/user/multi-user.target.wants/
container-inventorydb.service → /home/podsvc/.config/systemd/user/container-
inventorydb.service.
Created symlink /home/podsvc/.config/systemd/user/default.target.wants/
container-inventorydb.service → /home/podsvc/.config/systemd/user/container-
inventorydb.service.
```

5.6. Confirm that the container is running.

```
[podsvc@serverb user]$ ~/containers-review/testdb.sh
Testing the access to the database...
SUCCESS
[podsvc@serverb user]$ podman ps
CONTAINER ID  IMAGE                                     COMMAND      CREATED
              STATUS          PORTS          NAMES
3ab24e7f000d  registry.lab.example.com/rhel8/mariadb-103:1-86  run-mysqld  47
              seconds ago   Up 46 seconds ago  0.0.0.0:13306->3306/tcp  inventorydb
```

5.7. Run the `loginctl enable-linger` command for the user services to start automatically when the server starts.

```
[podsvc@serverb ~]$ loginctl enable-linger
```

5.8. Return to the `workstation` machine as the `student` user.

```
[podsvc@serverb ~]$ exit
logout
Connection to serverb closed.
[student@workstation ~]$
```

Evaluation

As the `student` user on the `workstation` machine, use the `lab` command to grade your work. Correct any reported failures and rerun the command until successful.

```
[student@workstation ~]$ lab grade containers-review
```

Finish

On the `workstation` machine, change to the `student` user home directory and use the `lab` command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish containers-review
```

This concludes the section.

Summary

- Containers provide a lightweight way to distribute and run an application with its dependencies so that it does not conflict with installed software on the host.
- Containers run from container images that you can download from a container registry or create yourself.
- You can use container files with instructions to build a customized container image.
- Podman, which Red Hat Enterprise Linux provides, directly runs and manages containers and container images on a single host.
- Containers can be run as `root`, or as non-privileged rootless containers for increased security.
- You can map network ports on the container host to pass traffic to services that run in its containers.
- You can use environment variables to configure the software in containers at build time.
- Container storage is temporary, but you can attach persistent storage to a container by using the contents of a directory on the container host, for example.
- You can configure a `systemd` unit file to automatically run containers when the system starts.

Chapter 12

Comprehensive Review

Goal

Review tasks from *Red Hat System Administration II*

Objectives

- Review tasks from *Red Hat System Administration II*

Sections

- Comprehensive Review

Labs

- Fix Boot Issues and Maintain Servers
- Configure and Manage File Systems and Storage
- Configure and Manage Server Security
- Run Containers

Comprehensive Review

Objectives

Demonstrate knowledge and skills learned in *Red Hat System Administration II*.

Reviewing Red Hat System Administration II

Before beginning the comprehensive review for this course, you should be comfortable with the topics covered in each chapter.

You can refer to earlier sections in the textbook for extra study.

Chapter 1, Improve Command-line Productivity

Run commands more efficiently by using advanced features of the Bash shell, shell scripts, and various Red Hat Enterprise Linux utilities.

- Run commands more efficiently by using advanced features of the Bash shell, shell scripts, and various Red Hat Enterprise Linux utilities.
- Run repetitive tasks with `for` loops, evaluate exit codes from commands and scripts, run tests with operators, and create conditional structures with `if` statements.
- Create regular expressions to match data, apply regular expressions to text files with the `grep` command, and use `grep` to search files and data from piped commands.

Chapter 2, Schedule Future Tasks

Schedule tasks to execute at a specific time and date.

- Set up a command to run once at a future time.
- Schedule commands to run on a repeating schedule with a user's `crontab` file.
- Schedule commands to run on a repeating schedule with the system `crontab` file and directories.
- Enable and disable `systemd` timers, and configure a timer that manages temporary files.

Chapter 3, Tune System Performance

Improve system performance by setting tuning parameters and adjusting the scheduling priority of processes.

- Optimize system performance by selecting a tuning profile that the `tuned` daemon manages.
- Prioritize or deprioritize specific processes, with the `nice` and `renice` commands.

Chapter 4, Manage SELinux Security

Protect and manage server security by using SELinux.

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- Explain how SELinux protects resources, change the current SELinux mode of a system, and set the default SELinux mode of a system.
- Manage the SELinux policy rules that determine the default context for files and directories with the `semanage fcontext` command and apply the context defined by the SELinux policy to files and directories with the `restorecon` command.
- Activate and deactivate SELinux policy rules with the `setsebool` command, manage the persistent value of SELinux Booleans with the `semanage boolean -l` command, and consult `man` pages that end with `_selinux` to find useful information about SELinux Booleans.
- Use SELinux log analysis tools and display useful information during SELinux troubleshooting with the `sealert` command.

Chapter 5, Manage Basic Storage

Create and manage storage devices, partitions, file systems, and swap spaces from the command line.

- Create storage partitions, format them with file systems, and mount them for use.
- Create and manage swap spaces to supplement physical memory.

Chapter 6, Manage Storage Stack

Create and manage logical volumes that contain file systems or swap spaces from the command line.

- Describe logical volume manager components and concepts, and implement LVM storage and display LVM component information.
- Analyze the multiple storage components that make up the layers of the storage stack.

Chapter 7, Access Network-Attached Storage

Access network-attached storage with the NFS protocol.

- Identify NFS export information, create a directory to use as a mount point, mount an NFS export with the `mount` command or by configuring the `/etc/fstab` file, and unmount an NFS export with the `umount` command.
- Describe the benefits of using the automounter, and automount NFS exports by using direct and indirect maps.

Chapter 8, Control the Boot Process

Manage the boot process to control offered services and to troubleshoot and repair problems.

- Describe the Red Hat Enterprise Linux boot process, set the default target when booting, and boot a system to a non-default target.
- Log in to a system and change the root password when the current root password is lost.
- Manually repair file-system configuration or corruption issues that stop the boot process.

Chapter 9, Manage Network Security

Control network connections to services with the system firewall and SELinux rules.

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- Accept or reject network connections to system services with `firewall` rules.
- Verify that network ports have the correct SELinux type for services to bind to them.

Chapter 10, Install Red Hat Enterprise Linux

Install Red Hat Enterprise Linux on servers and virtual machines.

- Install Red Hat Enterprise Linux on a server.
- Explain Kickstart concepts and architecture, create a Kickstart file with the Kickstart Generator website, modify an existing Kickstart file with a text editor and check its syntax with `ksvalidator`, publish a Kickstart file to the installer, and install Kickstart on the network.
- Install a virtual machine on your Red Hat Enterprise Linux server with the web console.

Chapter 11, Run Containers

Obtain, run, and manage simple lightweight services as containers on a single Red Hat Enterprise Linux server.

- Explain container concepts and the core technologies for building, storing, and running containers.
- Discuss container management tools for using registries to store and retrieve images, and for deploying, querying, and accessing containers.
- Provide persistent storage for container data by sharing storage from the container host, and configure a container network.
- Configure a container as a `systemd` service, and configure a container service to start at boot time.

▶ Lab

Fix Boot Issues and Maintain Servers



Note

If you plan to take the RHCSA exam, then use the following approach to maximize the benefit of this Comprehensive Review: attempt each lab without viewing the solution buttons or referring to the course content. Use the grading scripts to gauge your progress as you complete each lab.

In this review, you troubleshoot and repair boot problems and update the system default target. You also schedule tasks to run on a repeating schedule as a normal user.

Outcomes

- Diagnose issues and recover the system from emergency mode.
- Change the default target from `graphical.target` to `multi-user.target`.
- Schedule recurring jobs to run as a normal user.

Before You Begin

If you did not reset your `workstation` and `server` machines at the end of the last chapter, then save any work that you want to keep from earlier exercises on those machines, and reset them now.

As the `student` user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start rhcsa-comprevew1
```

Specifications

- On `workstation`, run the `/tmp/rhcsa-break1` script. This script causes an issue with the boot process on `serverb` and then reboots the machine. Troubleshoot the cause and repair the boot issue. When prompted, use `redhat` as the password of the `root` user.
- On `workstation`, run the `/tmp/rhcsa-break2` script. This script causes the default target to switch from the `multi-user` target to the `graphical` target on the `serverb` machine and then reboots the machine. On `serverb`, reset the default target to use the `multi-user` target. The default target settings must persist after reboot without manual intervention. As the `student` user, use the `sudo` command for performing privileged commands. Use `student` as the password, when required.
- On `serverb`, schedule a recurring job as the `student` user that executes the `/home/student/backup-home.sh` script hourly between 7 PM and 9 PM every day except on Saturday and Sunday. Download the backup script from <http://materials.example.com/labs/backup-home.sh>. The `backup-home.sh` script backs up the `/home/student`

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directory from `serverb` to `servera` in the `/home/student/serverb-backup` directory. Use the `backup-home.sh` script to schedule the recurring job as the `student` user.

- Reboot the `serverb` machine and wait for the boot to complete before grading.

Evaluation

As the `student` user on the `workstation` machine, use the `lab` command to grade your work. Correct any reported failures and rerun the command until successful.

```
[student@workstation ~]$ lab grade rhcsa-compreview1
```

Finish

On the `workstation` machine, change to the `student` user home directory and use the `lab` command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish rhcsa-compreview1
```

This concludes the section.

► Solution

Fix Boot Issues and Maintain Servers



Note

If you plan to take the RHCSA exam, then use the following approach to maximize the benefit of this Comprehensive Review: attempt each lab without viewing the solution buttons or referring to the course content. Use the grading scripts to gauge your progress as you complete each lab.

In this review, you troubleshoot and repair boot problems and update the system default target. You also schedule tasks to run on a repeating schedule as a normal user.

Outcomes

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- Schedule recurring jobs to run as a normal user.

Before You Begin

If you did not reset your `workstation` and `server` machines at the end of the last chapter, then save any work that you want to keep from earlier exercises on those machines, and reset them now.

As the `student` user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start rhcsa-comprevew1
```

1. On `workstation`, run the `/tmp/rhcsa-break1` script.

```
[student@workstation ~]$ sh /tmp/rhcsa-break1
```

2. After the `serverb` machine boots, access the console and notice that the boot process stopped early. Take a moment to speculate about a possible cause for this behavior.
 - 2.1. Locate the icon for the `serverb` console, as appropriate for your classroom environment. Open the console and inspect the error. It might take a few seconds for the error to appear.
 - 2.2. Press `Ctrl+Alt+Del` to reboot the `serverb` machine. When the boot-loader menu appears, press any key except `Enter` to interrupt the countdown.
 - 2.3. Edit the default boot-loader entry, in memory, to log in to the emergency mode. Press `e` to edit the current entry.

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- 2.4. Use the cursor keys to navigate to the line that starts with `linux`. Append `systemd.unit=emergency.target`.
- 2.5. Press `Ctrl+x` to boot with the modified configuration.
- 2.6. Log in to emergency mode. Use `redhat` as the `root` user's password.

```
Give root password for maintenance
(or press Control-D to continue): redhat
[root@serverb ~]#
```

3. Remount the `/` file system with read and write capabilities. Use the `mount -a` command to attempt to mount all the other file systems.
 - 3.1. Remount the `/` file system with read and write capabilities to edit the file system.

```
[root@serverb ~]# mount -o remount,rw /
```

- 3.2. Attempt to mount all the other file systems. Notice that one of the file systems does not mount.

```
[root@serverb ~]# mount -a
...output omitted...
mount: /FakeMount: can't find UUID=fake.
```

- 3.3. Edit the `/etc/fstab` file to fix the issue. Remove or comment out the incorrect line.

```
[root@serverb ~]# vim /etc/fstab
...output omitted...
#UUID=fake      /FakeMount  xfs  defaults      0 0
```

- 3.4. Update the `systemd` daemon for the system to register the new `/etc/fstab` file configuration.

```
[root@serverb ~]# systemctl daemon-reload
[ 206.828912] systemd[1]: Reloading.
```

- 3.5. Verify that `/etc/fstab` file is now correct by attempting to mount all entries.

```
[root@serverb ~]# mount -a
```

- 3.6. Reboot `serverb` and wait for the boot to complete. The system should now boot without errors.

```
[root@serverb ~]# systemctl reboot
```

4. On `workstation`, run the `/tmp/rhcsa-break2` script. Wait for the `serverb` machine to reboot before proceeding.

```
[student@workstation ~]$ sh /tmp/rhcsa-break2
```

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5. On **serverb**, set the **multi-user** target as the current and default target.

5.1. Log in to **serverb** as the **student** user.

```
[student@workstation ~]$ ssh student@serverb
...output omitted...
[student@serverb ~]$
```

5.2. Determine the default target.

```
[student@serverb ~]$ systemctl get-default
graphical.target
```

5.3. Switch to the **multi-user** target.

```
[student@serverb ~]$ sudo systemctl isolate multi-user.target
[sudo] password for student: student
```

5.4. Set the **multi-user** target as the default target.

```
[student@serverb ~]$ sudo systemctl set-default multi-user.target
Removed /etc/systemd/system/default.target.
Created symlink /etc/systemd/system/default.target -> /usr/lib/systemd/system/
multi-user.target.
```

5.5. Reboot **serverb** and verify that the **multi-user** target is set as the default target.

```
[student@serverb ~]$ sudo systemctl reboot
Connection to serverb closed by remote host.
Connection to serverb closed.
[student@workstation ~]$
```

5.6. After the system reboots, open an SSH session to **serverb** as the **student** user. Verify that the **multi-user** target is set as the default target.

```
[student@workstation ~]$ ssh student@serverb
...output omitted...
[student@serverb ~]$ systemctl get-default
multi-user.target
```

6. On **serverb**, schedule a recurring job as the **student** user that executes the **/home/student/backup-home.sh** script hourly between 7 PM and 9 PM on all days except Saturday and Sunday. Use the **backup-home.sh** script to schedule the recurring job. Download the backup script from <http://materials.example.com/labs/backup-home.sh>.

6.1. On **serverb**, download the backup script from <http://materials.example.com/labs/backup-home.sh>. Use **chmod** to make the backup script executable.

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```
[student@serverb ~]$ wget http://materials.example.com/labs/backup-home.sh
...output omitted...
[student@serverb ~]$ chmod +x backup-home.sh
```

6.2. Open the crontab file with the default text editor.

```
[student@serverb ~]$ crontab -e
```

6.3. Edit the file to add the following line:

```
0 19-21 * * Mon-Fri /home/student/backup-home.sh
```

Save the changes and exit the editor.

6.4. Use the crontab -l command to list the scheduled recurring jobs.

```
[student@serverb ~]$ crontab -l
0 19-21 * * Mon-Fri /home/student/backup-home.sh
```

7. Reboot serverb and wait for the boot to complete before grading.

```
[student@serverb ~]$ sudo systemctl reboot
[sudo] password for student: student
Connection to serverb closed by remote host.
Connection to serverb closed.
[student@workstation ~]$
```

Evaluation

As the student user on the workstation machine, use the lab command to grade your work. Correct any reported failures and rerun the command until successful.

```
[student@workstation ~]$ lab grade rhcsa-compreview1
```

Finish

On the workstation machine, change to the student user home directory and use the lab command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish rhcsa-compreview1
```

This concludes the section.

▶ Lab

Configure and Manage File Systems and Storage



Note

If you plan to take the RHCSA exam, then use the following approach to maximize the benefit of this Comprehensive Review: attempt each lab without viewing the solution buttons or referring to the course content. Use the grading scripts to gauge your progress as you complete each lab.

In this review, you create a logical volume, mount a network file system, and create a swap partition that is automatically activated at boot. You also configure directories to store temporary files.

Outcomes

- Create a logical volume.
- Mount a network file system.
- Create a swap partition that is automatically activated at boot.
- Configure a directory to store temporary files.

Before You Begin

If you did not reset your **workstation** and **server** machines at the end of the last chapter, then save any work that you want to keep from earlier exercises on those machines, and reset them now.

As the **student** user on the **workstation** machine, use the **lab** command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start rhcsa-comprevew2
```

Specifications

- On **serverb**, configure a new 1 GiB **vol_home** logical volume in a new 2 GiB **extra_storage** volume group. Use the unpartitioned **/dev/vdb** disk to create the partition.
- Format the **vol_home** logical volume with the **XFS** file-system type, and persistently mount it on the **/user-homes** directory.
- On **serverb**, persistently mount the **/share** network file system that **servera** exports on the **/local-share** directory. The **servera** machine exports the **servera.lab.example.com:/share** path.

- On **serverb**, create a new 512 MiB swap partition on the **/dev/vdc** disk. Persistently mount the swap partition.
- Create the **production** user group. Create the **production1**, **production2**, **production3**, and **production4** users with the **production** group as their supplementary group.
- On **serverb**, configure the **/run/volatile** directory to store temporary files. If the files in this directory are not accessed for more than 30 seconds, then the system automatically deletes them. Set **0700** as the octal permissions for the directory. Use the **/etc/tmpfiles.d/volatile.conf** file to configure the time-based deletion of the files in the **/run/volatile** directory.

Evaluation

As the **student** user on the **workstation** machine, use the **lab** command to grade your work. Correct any reported failures and rerun the command until successful.

```
[student@workstation ~]$ lab grade rhcsa-compreview2
```

Finish

On the **workstation** machine, change to the **student** user home directory and use the **lab** command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish rhcsa-compreview2
```

This concludes the section.

► Solution

Configure and Manage File Systems and Storage



Note

If you plan to take the RHCSA exam, then use the following approach to maximize the benefit of this Comprehensive Review: attempt each lab without viewing the solution buttons or referring to the course content. Use the grading scripts to gauge your progress as you complete each lab.

In this review, you create a logical volume, mount a network file system, and create a swap partition that is automatically activated at boot. You also configure directories to store temporary files.

Outcomes

- Create a logical volume.
- Mount a network file system.
- Create a swap partition that is automatically activated at boot.
- Configure a directory to store temporary files.

Before You Begin

If you did not reset your **workstation** and **server** machines at the end of the last chapter, then save any work that you want to keep from earlier exercises on those machines, and reset them now.

As the **student** user on the **workstation** machine, use the **lab** command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start rhcsa-compreview2
```

1. On **serverb**, configure a new 1 GiB **vol_home** logical volume in a new 2 GiB **extra_storage** volume group. Use the unpartitioned **/dev/vdb** disk to create the partition.
 - 1.1. Log in to **serverb** as the **student** user and switch to the **root** user.

```
[student@workstation ~]$ ssh student@serverb
...output omitted...
[student@serverb ~]$ sudo -i
[sudo] password for student: student
[root@serverb ~]#
```

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1.2. Create a 2 GiB partition on the /dev/vdb disk.

```
[root@serverb ~]# parted /dev/vdb mklabel msdos
...output omitted...
[root@serverb ~]# parted /dev/vdb mkpart primary 1GiB 3GiB
...output omitted...
[root@serverb ~]# parted /dev/vdb set 1 lvm on
...output omitted...
```

1.3. Declare the /dev/vdb1 block device as a physical volume.

```
[root@serverb ~]# pvcreate /dev/vdb1
...output omitted...
```

1.4. Create the extra_storage volume group with the /dev/vdb1 partition.

```
[root@serverb ~]# vgcreate extra_storage /dev/vdb1
...output omitted...
```

1.5. Create the 1 GiB vol_home logical volume.

```
[root@serverb ~]# lvcreate -L 1GiB -n vol_home extra_storage
...output omitted...
```

2. Format the vol_home logical volume with the XFS file-system type, and persistently mount it on the /user-homes directory.

2.1. Create the /user-homes directory.

```
[root@serverb ~]# mkdir /user-homes
```

2.2. Format the /dev/extra_storage/vol_home partition with the XFS file-system type.

```
[root@serverb ~]# mkfs -t xfs /dev/extra_storage/vol_home
...output omitted...
```

2.3. Persistently mount the /dev/extra_storage/vol_home partition on the /user-homes directory. Use the partition's UUID for the /etc/fstab file entry.

```
[root@serverb ~]# lsblk -o UUID /dev/extra_storage/vol_home
UUID
988cf149-0667-4733-abca-f80c6ec50ab6
[root@serverb ~]# echo "UUID=988cf149-0667-4733-abca-f80c6ec50ab6 /user-homes xfs defaults 0 0" \
>> /etc/fstab
[root@serverb ~]# mount /user-homes
```

3. On serverb, persistently mount the /share network file system that servera exports on the /local-share directory. The servera machine exports the servera.lab.example.com:/share path.

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- 3.1. Create the `/local-share` directory.

```
[root@serverb ~]# mkdir /local-share
```

- 3.2. Append the appropriate entry to the `/etc/fstab` file to persistently mount the `servera.lab.example.com:/share` network file system.

```
[root@serverb ~]# echo "servera.lab.example.com:/share /local-share \
nfs rw,sync 0 0" >> /etc/fstab
```

- 3.3. Mount the network file system on the `/local-share` directory.

```
[root@serverb ~]# mount /local-share
```

4. On `serverb`, create a 512 MiB swap partition on the `/dev/vdc` disk. Activate and persistently mount the swap partition.

- 4.1. Create a 512 MiB partition on the `/dev/vdc` disk.

```
[root@serverb ~]# parted /dev/vdc mklabel msdos
...output omitted...
[root@serverb ~]# parted /dev/vdc mkpart primary linux-swap 1MiB 513MiB
...output omitted...
```

- 4.2. Create the swap space on the `/dev/vdc1` partition.

```
[root@serverb ~]# mkswap /dev/vdc1
...output omitted...
```

- 4.3. Create an entry in the `/etc/fstab` file to persistently mount the swap space. Use the partition's UUID to create the `/etc/fstab` file entry. Activate the swap space.

```
[root@serverb ~]# lsblk -o UUID /dev/vdc1
UUID
cc18ccb6-bd29-48a5-8554-546bf3471b69
[root@serverb ~]# echo "UUID=cc18...1b69 swap swap defaults 0 0" >> /etc/fstab
[root@serverb ~]# swapon -a
```

5. Create the `production` user group. Then, create the `production1`, `production2`, `production3`, and `production4` users with the `production` group as their supplementary group.

```
[root@serverb ~]# groupadd production
[root@serverb ~]# for i in 1 2 3 4; do useradd -G production production$i; done
```

6. On `serverb`, configure the `/run/volatile` directory to store temporary files. If the files in this directory are not accessed for more than 30 seconds, then the system automatically deletes them. Set `0700` as the octal permissions for the directory. Use the `/etc/tmpfiles.d/volatile.conf` file to configure the time-based deletion of the files in the `/run/volatile` directory.

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6.1. Create the `/etc/tmpfiles.d/volatile.conf` file with the following content:

```
d /run/volatile 0700 root root 30s
```

6.2. Use the `systemd-tmpfiles --create` command to create the `/run/volatile` directory if it does not exist.

```
[root@serverb ~]# systemd-tmpfiles --create /etc/tmpfiles.d/volatile.conf
```

6.3. Return to the `workstation` machine as the `student` user.

```
[student@serverb ~]$ exit  
logout  
Connection to serverb closed.
```

Evaluation

As the `student` user on the `workstation` machine, use the `lab` command to grade your work. Correct any reported failures and rerun the command until successful.

```
[student@workstation ~]$ lab grade rhcsa-compreview2
```

Finish

On the `workstation` machine, change to the `student` user home directory and use the `lab` command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish rhcsa-compreview2
```

This concludes the section.

► Lab

Configure and Manage Server Security



Note

If you plan to take the RHCSA exam, then use the following approach to maximize the benefit of this Comprehensive Review: attempt each lab without viewing the solution buttons or referring to the course content. Use the grading scripts to gauge your progress as you complete each lab.

In this review, you configure SSH key-based authentication, change firewall settings, adjust the SELinux mode and an SELinux Boolean, and troubleshoot SELinux issues.

Outcomes

- Configure SSH key-based authentication.
- Configure firewall settings.
- Adjust the SELinux mode and SELinux Booleans.
- Troubleshoot SELinux issues.

Before You Begin

If you did not reset your **workstation** and **server** machines at the end of the last chapter, then save any work that you want to keep from earlier exercises on those machines, and reset them now.

As the **student** user on the **workstation** machine, use the **lab** command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start rhcsa-comprevew3
```

Specifications

- On **serverb**, generate an SSH key pair for the **student** user. Do not protect the private key with a passphrase.
- Configure the **student** user on **servera** to accept login authentication with the SSH key pair that you generated on the **serverb** machine. The **student** user on **serverb** must be able to log in to **servera** via SSH without entering a password.
- On **servera**, check the **/user-homes/production5** directory permissions. Then, configure SELinux to run in the **permissive** mode by default.
- On **serverb**, verify that the **/localhome** directory does not exist. Then, configure the **production5** user's home directory to mount the **/user-homes/production5** network file system. The **servera.lab.example.com** machine exports the file system as the **servera.lab.example.com:/user-homes/production5** NFS share. Use the

autofs service to mount the network share. Verify that the autofs service creates the /localhome/production5 directory with the same permissions as on servera.

- On serverb, adjust the appropriate SELinux Boolean so that the production5 user may use the NFS-mounted home directory after authenticating with an SSH key. If required, use redhat as the password of the production5 user.
- On serverb, adjust the firewall settings to reject all connection requests from the servera machine. Use the servera IPv4 address (172.25.250.10) to configure the firewall rule.
- On serverb, investigate and fix the issue with the failing Apache web service, which listens on port 30080/TCP for connections. Adjust the firewall settings appropriately so that the port 30080/TCP is open for incoming connections.

Evaluation

As the student user on the workstation machine, use the lab command to grade your work. Correct any reported failures and rerun the command until successful.

```
[student@workstation ~]$ lab grade rhcsa-compreview3
```

Finish

On the workstation machine, change to the student user home directory and use the lab command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish rhcsa-compreview3
```

This concludes the section.

► Solution

Configure and Manage Server Security



Note

If you plan to take the RHCSA exam, then use the following approach to maximize the benefit of this Comprehensive Review: attempt each lab without viewing the solution buttons or referring to the course content. Use the grading scripts to gauge your progress as you complete each lab.

In this review, you configure SSH key-based authentication, change firewall settings, adjust the SELinux mode and an SELinux Boolean, and troubleshoot SELinux issues.

Outcomes

- Configure SSH key-based authentication.
- Configure firewall settings.
- Adjust the SELinux mode and SELinux Booleans.
- Troubleshoot SELinux issues.

Before You Begin

If you did not reset your **workstation** and **server** machines at the end of the last chapter, then save any work that you want to keep from earlier exercises on those machines, and reset them now.

As the **student** user on the **workstation** machine, use the **lab** command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start rhcsa-comprev3
```

- On **serverb**, generate an SSH key pair for the **student** user. Do not protect the private key with a passphrase.

- Log in to **serverb** as the **student** user.

```
[student@workstation ~]$ ssh student@serverb
...output omitted...
```

- Use the **ssh-keygen** command to generate an SSH key pair. Do not protect the private key with a passphrase.

```
[student@serverb ~]$ ssh-keygen
Generating public/private rsa key pair.
Enter file in which to save the key (/home/student/.ssh/id_rsa): Enter
```

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```
Created directory '/home/student/.ssh'.
Enter passphrase (empty for no passphrase): Enter
Enter same passphrase again: Enter
Your identification has been saved in /home/student/.ssh/id_rsa.
Your public key has been saved in /home/student/.ssh/id_rsa.pub.
The key fingerprint is:
SHA256:+ijpGqjEQSGBR80RNchiRTHw/URQksVdHjsHqVBXeYI student@serverb.lab.example.com
The key's randomart image is:
+---[RSA 3072]---+
|+BBX+o*+o..=+.. |
|+.0.0000 .oE+o . |
|.+ . . . .+ .o |
|.. o . o |
| . .S |
|... . |
|.o. .. |
|o .o o |
|.. .o... |
+---[SHA256]---+
```

2. Configure the **student** user on **servera** to accept login authentication with the SSH key pair that you generated on the **serverb** machine. The **student** user on **serverb** must be able to log in to **servera** via SSH without entering a password.
 - 2.1. Send the public key of the newly generated SSH key pair to the **student** user on the **servera** machine.

```
[student@serverb ~]$ ssh-copy-id student@servera
/usr/bin/ssh-copy-id: INFO: Source of key(s) to be installed: "/home/student/.ssh/id_rsa.pub"
The authenticity of host 'servera (172.25.250.10)' can't be established.
ED25519 key fingerprint is SHA256:shYfoFG0Nnv42pv7j+HG+FISmCAm4Bh5jfjwwSMJbrw.
This key is not known by any other names
Are you sure you want to continue connecting (yes/no/[fingerprint])? yes
/usr/bin/ssh-copy-id: INFO: attempting to log in with the new key(s), to filter
out any that are already installed
/usr/bin/ssh-copy-id: INFO: 1 key(s) remain to be installed -- if you are prompted
now it is to install the new keys
student@servera's password: student

Number of key(s) added: 1

Now try logging in to the machine, with: "ssh 'student@servera'"
and check to make sure that only the key(s) you wanted were added.
```

- 2.2. Verify that the **student** user can log in to **servera** from **serverb** without entering a password. Do not close the connection.

```
[student@serverb ~]$ ssh student@servera
...output omitted...
[student@servera ~]$
```

3. On **servera**, check the **/user-homes/production5** directory permissions. Then, configure SELinux to run in the **permissive** mode by default.

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3.1. Check the /user-homes/production5 directory permissions.

```
[student@servera ~]$ ls -ld /user-homes/production5
drwx----- 2 production5 production5 62 May  6 05:27 /user-homes/production5
```

3.2. Edit the /etc/sysconfig/selinux file to set the SELINUX parameter to the permissive value.

```
[student@servera ~]$ sudo vi /etc/sysconfig/selinux
...output omitted...
#SELINUX=enforcing
SELINUX=permissive
...output omitted...
```

3.3. Reboot the system.

```
[student@servera ~]$ sudo systemctl reboot
Connection to servera closed by remote host.
Connection to servera closed.
[student@serverb ~]$
```

4. On serverb, verify that the /localhome directory does not exist. Then, configure the production5 user's home directory to mount the /user-homes/production5 network file system. The servera.lab.example.com machine exports the file system as the servera.lab.example.com:/user-homes/production5 NFS share. Use the autofs service to mount the network share. Verify that the autofs service creates the /localhome/production5 directory with the same permissions as on servera.

4.1. Verify that the /localhome directory does not exist.

```
[student@serverb ~]$ ls -ld /localhome
ls: cannot access '/localhome': No such file or directory
```

4.2. On serverb, switch to the root user.

```
[student@serverb ~]$ sudo -i
[sudo] password for student: student
[root@serverb ~]#
```

4.3. Install the autofs package.

```
[root@serverb ~]# dnf install autofs
...output omitted...
Is this ok [y/N]: y
...output omitted...
Installed:
  autofs-1:5.1.7-27.el9.x86_64      libsss_autofs-2.6.2-2.el9.x86_64

Complete!
```

4.4. Create the /etc/auto.master.d/production5.autofs map file with the following content:

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```
/- /etc/auto.production5
```

4.5. Determine the `production5` user's home directory.

```
[root@serverb ~]# getent passwd production5
production5:x:5001:5001::/localhome/production5:/bin/bash
```

4.6. Create the `/etc/auto.production5` file with the following content:

```
/localhome/production5 -rw servera.lab.example.com:/user-homes/production5
```

4.7. Restart the `autofs` service.

```
[root@serverb ~]# systemctl restart autofs
```

4.8. Verify that the `autofs` service creates the `/localhome/production5` directory with the same permissions as on `servera`.

```
[root@serverb ~]# ls -ld /localhome/production5
drwx----- 2 production5 production5 62 May  6 05:52 /localhome/production5
```

5. On `serverb`, adjust the appropriate SELinux Boolean so that the `production5` user may use the NFS-mounted home directory after authenticating with an SSH key. If required, use `redhat` as the password of the `production5` user.

5.1. Open a new terminal window and verify from `servera` that the `production5` user is not able to log in to `serverb` with SSH key-based authentication. An SELinux Boolean is preventing the user from logging in. From `workstation`, open a new terminal and log in to `servera` as the `student` user.

```
[student@workstation ~]$ ssh student@servera
...output omitted...
[student@servera ~]$
```

5.2. Switch to the `production5` user. When prompted, use `redhat` as the password of the `production5` user.

```
[student@servera ~]$ su - production5
Password: redhat
[production5@servera ~]$
```

5.3. Generate an SSH key pair.

```
[production5@servera ~]$ ssh-keygen
Generating public/private rsa key pair.
Enter file in which to save the key (/home/production5/.ssh/id_rsa): Enter
Created directory '/home/production5/.ssh'.
Enter passphrase (empty for no passphrase): Enter
Enter same passphrase again: Enter
Your identification has been saved in /home/production5/.ssh/id_rsa.
```

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```
Your public key has been saved in /home/production5/.ssh/id_rsa.pub.
The key fingerprint is:
SHA256:AbUcIBXneyiGIhr4wS1xzs3WqDvbTP+eZuSRn9HQ/cw
production5@servera.lab.example.com
The key's randomart image is:
+---[RSA 3072]---+
|     ..=++      |
|     . = o      |
|     . . =     . . |
| .. * + o + . . . |
|+ = = B S .. o o. |
|.+ + + .+ . . E|
|. . . . o o o   |
|     .= . +.o    |
|     ooo .+=     |
+---[SHA256]---+
```

5.4. Transfer the public key of the SSH key pair to the **production5** user on the **serverb** machine. When prompted, use **redhat** as the password of the **production5** user.

```
[production5@servera ~]$ ssh-copy-id production5@serverb
/usr/bin/ssh-copy-id: INFO: Source of key(s) to be installed: "/home/
production5/.ssh/id_rsa.pub"
The authenticity of host 'serverb (172.25.250.11)' can't be established.
ECDSA key fingerprint is SHA256:ciCkaRWF4g6eR9nSdPxQ7KL8czpViXal6BousK544TY.
Are you sure you want to continue connecting (yes/no)? yes
/usr/bin/ssh-copy-id: INFO: attempting to log in with the new key(s), to filter
out any that are already installed
/usr/bin/ssh-copy-id: INFO: 1 key(s) remain to be installed -- if you are prompted
now it is to install the new keys
production5@serverb's password: redhat

Number of key(s) added: 1

Now try logging in to the machine, with: "ssh 'production5@serverb'"
and check to make sure that only the key(s) you wanted were added.
```

5.5. Use SSH public key-based authentication instead of password-based authentication to log in to **serverb** as the **production5** user. This command should fail.

```
[production5@servera ~]$ ssh -o pubkeyauthentication=yes \
-o passwordauthentication=no production5@serverb
production5@serverb: Permission denied (publickey,gssapi-keyex,gssapi-with-
mic,password).
```

5.6. On the terminal that is connected to **serverb** as the **root** user, set the **use_nfs_home_dirs** SELinux Boolean to **true**.

```
[root@serverb ~]# setsebool -P use_nfs_home_dirs true
```

5.7. Return to the terminal that is connected to **servera** as the **production5** user, and use SSH public key-based authentication instead of password-based authentication to log in to **serverb** as the **production5** user. This command should succeed.

```
[production5@servera ~]$ ssh -o pubkeyauthentication=yes \
-o passwordauthentication=no production5@serverb
...output omitted...
[production5@serverb ~]$
```

5.8. Exit and close the terminal that is connected to `serverb` as the `production5` user. Keep open the terminal that is connected to `serverb` as the `root` user.

6. On `serverb`, adjust the firewall settings to reject all connection requests that originate from the `servera` machine. Use the `servera` IPv4 address (`172.25.250.10`) to configure the firewall rule.

6.1. Add the IPv4 address of `servera` to the `block` zone.

```
[root@serverb ~]# firewall-cmd --add-source=172.25.250.10/32 \
--zone=block --permanent
success
```

6.2. Reload the changes in the firewall settings.

7. On `serverb`, investigate and fix the issue with the failing Apache web service, which listens on port `30080`/TCP for connections. Adjust the firewall settings appropriately so that the port `30080`/TCP is open for incoming connections.

7.1. Restart the `httpd` service. This command fails to restart the service.

```
[root@serverb ~]# systemctl restart httpd.service
Job for httpd.service failed because the control process exited with error code.
See "systemctl status httpd.service" and "journalctl -xeu httpd.service" for
details.
```

7.2. Investigate why the `httpd` service is failing. Notice the permission error that indicates that the `httpd` daemon failed to bind to port `30080`/TCP on startup. SELinux policies can prevent an application from binding to a non-standard port. Press `q` to quit the command.

```
[root@serverb ~]# systemctl status httpd.service
× httpd.service - The Apache HTTP Server
   Loaded: loaded (/usr/lib/systemd/system/httpd.service; disabled; vendor
   preset: disabled)
     Active: failed (Result: exit-code) since Mon 2022-05-02 13:20:46 EDT; 29s ago
       Docs: man:httpd.service(8)
     Process: 2322 ExecStart=/usr/sbin/httpd $OPTIONS -DFOREGROUND (code=exited,
   status=1/FAILURE)
      Main PID: 2322 (code=exited, status=1/FAILURE)
        Status: "Reading configuration..."
        CPU: 30ms
```

```
May 02 13:20:46 serverb.lab.example.com systemd[1]: Starting The Apache HTTP
Server...
May 02 13:20:46 serverb.lab.example.com httpd[2322]: (13)Permission denied:
AH00072: make_sock: could not bind to address [::]:30080
May 02 13:20:46 serverb.lab.example.com httpd[2322]: (13)Permission denied:
AH00072: make_sock: could not bind to address 0.0.0.0:30080
May 02 13:20:46 serverb.lab.example.com httpd[2322]: no listening sockets
available, shutting down
...output omitted...
```

7.3. Determine whether an SELinux policy is preventing the `httpd` service from binding to port 30080/TCP. The log messages reveal that the port 30080/TCP does not have the appropriate `http_port_t` SELinux context, which causes SELinux to prevent the `httpd` service from binding to the port. The log message also produces the syntax of the `semanage port` command, so that you can easily fix the issue.

```
[root@serverb ~]# sealert -a /var/log/audit/audit.log
...output omitted...
SELinux is preventing /usr/sbin/httpd from name_bind access on the tcp_socket port
30080.

***** Plugin bind_ports (92.2 confidence) suggests *****

If you want to allow /usr/sbin/httpd to bind to network port 30080
Then you need to modify the port type.
Do
# semanage port -a -t PORT_TYPE -p tcp 30080
    where PORT_TYPE is one of the following: http_cache_port_t, http_port_t,
    jboss_management_port_t, jboss.messaging_port_t, ntop_port_t, puppet_port_t.
...output omitted...
```

7.4. Set the appropriate SELinux context on the port 30080/TCP for the `httpd` service to bind to it.

```
[root@serverb ~]# semanage port -a -t http_port_t -p tcp 30080
```

7.5. Restart the `httpd` service. This command should successfully restart the service.

```
[root@serverb ~]# systemctl restart httpd
```

7.6. Add the port 30080/TCP to the default public zone.

```
[root@serverb ~]# firewall-cmd --add-port=30080/tcp --permanent
success
[root@serverb ~]# firewall-cmd --reload
success
```

7.7. Return to the `workstation` machine as the student user.

```
[root@serverb ~]# exit
logout
[student@serverb ~]$ exit
logout
Connection to serverb closed.
```

Evaluation

As the **student** user on the **workstation** machine, use the **lab** command to grade your work. Correct any reported failures and rerun the command until successful.

```
[student@workstation ~]$ lab grade rhcsa-compreview3
```

Finish

On the **workstation** machine, change to the **student** user home directory and use the **lab** command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish rhcsa-compreview3
```

This concludes the section.

▶ Lab

Run Containers



Note

If you plan to take the RHCSA exam, then use the following approach to maximize the benefit of this Comprehensive Review: attempt each lab without viewing the solution buttons or referring to the course content. Use the grading scripts to gauge your progress as you complete each lab.

Outcomes

- Create rootless detached containers.
- Configure port mapping and persistent storage.
- Configure `systemd` for a container to manage it with `systemctl` commands.

Before You Begin

If you did not reset your `workstation` and `server` machines at the end of the last chapter, then save any work that you want to keep from earlier exercises on those machines, and reset them now.

As the `student` user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start rhcsa-compreview4
```

Specifications

- On `serverb`, configure the `podmgr` user with `redhat` as the password and set up the appropriate tools for the `podmgr` user to manage the containers for this comprehensive review. Configure the `registry.lab.example.com` as the remote registry. Use `admin` as the user and `redhat321` as the password to authenticate. You can use the `/tmp/review4/registry.conf` file to configure the registry.
- The `/tmp/review4/container-dev` directory contains two directories with development files for the containers in this comprehensive review. Copy the two directories under the `/tmp/review4/container-dev` directory to the `podmgr` home directory. Configure the `/home/podmgr/storage/database` subdirectory so that you can use it as persistent storage for a container.
- Create the `production` DNS-enabled container network. Use the `10.81.0.0/16` subnet and `10.81.0.1` as the gateway. Use this container network for the containers that you create in this comprehensive review.
- Create the `db-app01` detached container based on the `registry.lab.example.com/rhel8/mariadb-103` container image with the lowest tag number in the `production`

network. Use the `/home/podmgr/storage/database` directory as persistent storage for the `/var/lib/mysql/data` directory of the `db-app01` container. Map the 13306 port on the local machine to the 3306 port in the container. Use the values of the following table to set the environment variables to create the containerized database.

Variable	Value
<code>MYSQL_USER</code>	<code>developer</code>
<code>MYSQL_PASSWORD</code>	<code>redhat</code>
<code>MYSQL_DATABASE</code>	<code>inventory</code>
<code>MYSQL_ROOT_PASSWORD</code>	<code>redhat</code>

- Create a `systemd` service file to manage the `db-app01` container. Configure the `systemd` service so that when you start the service, the `systemd` daemon keeps the original container. Start and enable the container as a `systemd` service. Configure the `db-app01` container to start at system boot.
- Copy the `/home/podmgr/db-dev/inventory.sql` script into the `/tmp` directory of the `db-app01` container and execute it inside the container. If you executed the script locally, then you would use the `mysql -u root inventory < /tmp/inventory.sql` command.
- Use the container file in the `/home/podmgr/http-dev` directory to create the `http-app01` detached container in the production network. The container image name must be `http-client` with the `9.0` tag. Map the 8080 port on the local machine to the 8080 port in the container.
- Use the `curl` command to query the content of the `http-app01` container. Verify that the output of the command shows the container name of the client and that the status of the database is up.

Evaluation

As the `student` user on the `workstation` machine, use the `lab` command to grade your work. Correct any reported failures and rerun the command until successful.

```
[student@workstation ~]$ lab grade rhcsa-compreview4
```

Finish

On the `workstation` machine, change to the `student` user home directory and use the `lab` command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish rhcsa-compreview4
```

This concludes the section.

► Solution

Run Containers



Note

If you plan to take the RHCSA exam, then use the following approach to maximize the benefit of this Comprehensive Review: attempt each lab without viewing the solution buttons or referring to the course content. Use the grading scripts to gauge your progress as you complete each lab.

Outcomes

- Create rootless detached containers.
- Configure port mapping and persistent storage.
- Configure `systemd` for a container to manage it with `systemctl` commands.

Before You Begin

If you did not reset your `workstation` and `server` machines at the end of the last chapter, then save any work that you want to keep from earlier exercises on those machines, and reset them now.

As the `student` user on the `workstation` machine, use the `lab` command to prepare your system for this exercise.

This command prepares your environment and ensures that all required resources are available.

```
[student@workstation ~]$ lab start rhcsa-compreview4
```

1. On `serverb`, configure the `podmgr` user with `redhat` as the password and set up the appropriate tools for the `podmgr` user to manage the containers for this comprehensive review. Configure the `registry.lab.example.com` as the remote registry. Use `admin` as the user and `redhat321` as the password to authenticate. You can use the `/tmp/review4/registry.conf` file to configure the registry.
 - 1.1. Log in to `serverb` as the `student` user.

```
[student@workstation ~]$ ssh student@serverb
...output omitted...
[student@serverb ~]$
```

- 1.2. Install the `container-tools` meta-package.

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```
[student@serverb ~]$ sudo dnf install container-tools
[sudo] password for student: student
...output omitted...
Is this ok [y/N]: y
...output omitted...
Complete!
```

1.3. Create the `podmgr` user and set `redhat` as the password for the user.

```
[student@serverb ~]$ sudo useradd podmgr
[student@serverb ~]$ sudo passwd podmgr
Changing password for user podmgr.
New password: redhat
BAD PASSWORD: The password is shorter than 8 characters
Retype new password: redhat
passwd: all authentication tokens updated successfully.
```

1.4. Exit the `student` user session. Log in to the `serverb` machine as the `podmgr` user. If prompted, use `redhat` as the password.

```
[student@serverb ~]$ exit
logout
Connection to serverb closed.
[student@workstation ~]$ ssh podmgr@serverb
...output omitted...
[podmgr@serverb ~]$
```

1.5. Create the `~/.config/containers` directory.

```
[podmgr@serverb ~]$ mkdir -p ~/.config/containers
```

1.6. Copy the `/tmp/review4/registries.conf` file to the container configuration directory in the home directory.

```
[podmgr@serverb ~]$ cp /tmp/review4/registries.conf ~/.config/containers/
```

1.7. Log in to the registry to verify the configuration.

```
[podmgr@serverb ~]$ podman login registry.lab.example.com
Username: admin
Password: redhat321
Login Succeeded!
```

2. The `/tmp/review4/container-dev` directory contains two directories with development files for the containers in this comprehensive review. Copy the two directories under the `/tmp/review4/container-dev` directory to the `podmgr` home directory. Configure the `/home/podmgr/storage/database` subdirectory so that you can use it as persistent storage for a container.

2.1. Copy the content of the `/tmp/review4/container-dev` directory to the `podmgr` home directory.

```
[podmgr@serverb ~]$ cp -r /tmp/review4/container-dev/* .
[podmgr@serverb ~]$ ls -l
total 0
drwxr-xr-x. 2 podmgr podmgr 27 May 10 21:52 db-dev
drwxr-xr-x. 2 podmgr podmgr 44 May 10 21:52 http-dev
```

2.2. Create the /home/podmgr/storage/database directory in the podmgr home directory. Set the appropriate permissions on the directory for the container to mount it as persistent storage.

```
[podmgr@serverb ~]$ mkdir -p storage/database
[podmgr@serverb ~]$ chmod 0777 storage/database
[podmgr@serverb ~]$ ls -l storage/
total 0
drwxrwxrwx. 2 podmgr podmgr 6 May 10 21:55 database
```

3. Create the production DNS-enabled container network. Use the 10.81.0.0/16 subnet and 10.81.0.1 as the gateway. Use this container network for the containers that you create in this comprehensive review.

3.1. Create the production DNS-enabled container network. Use the 10.81.0.0/16 subnet and 10.81.0.1 as the gateway.

```
[podmgr@serverb ~]$ podman network create --gateway 10.81.0.1 \
--subnet 10.81.0.0/16 production
production
```

3.2. Verify that the DNS feature is enabled in the production network.

```
[podmgr@serverb ~]$ podman network inspect production
[
  {
    "name": "production",
    ...output omitted...
    "subnets": [
      {
        "subnet": "10.81.0.0/16",
        "gateway": "10.81.0.1"
      }
    ],
    ...output omitted...
    "dns_enabled": true,
    ...output omitted...
  ]
]
```

4. Create the db-app01 detached container based on the `registry.lab.example.com/rhel8/mariadb-103` container image with the lowest tag number in the production network. Use the /home/podmgr/storage/database directory as persistent storage for the /var/lib/mysql/data directory of the db-app01 container. Map the 13306 port on the local machine to the 3306 port in the container. Use the values of the following table to set the environment variables to create the containerized database.

Variable	Value
MYSQL_USER	developer
MYSQL_PASSWORD	redhat
MYSQL_DATABASE	inventory
MYSQL_ROOT_PASSWORD	redhat

4.1. Search for the oldest version tag number of the `registry.lab.example.com/rhel8/mariadb` container image.

```
[podmgr@serverb ~]$ skopeo inspect \
docker://registry.lab.example.com/rhel8/mariadb-103
{
  "Name": "registry.lab.example.com/rhel8/mariadb-103",
  "Digest": "sha256:a95b678e52bb9f4305cb696e45c91a38c19a7c2c5c360ba6c681b10717394816",
  "RepoTags": [
    "1-86",
    "1-102",
    "latest"
  ...
  output omitted...
```

4.2. Use the oldest version tag number from the output of the previous step to create the detached `db-app01` container in the production network. Use the `/home/podmgr/storage/database` directory as persistent storage for the container. Map the 13306 port to the 3306 container port. Use the data that is provided in the table to set the environment variables for the container.

```
[podmgr@serverb ~]$ podman run -d --name db-app01 \
-e MYSQL_USER=developer \
-e MYSQL_PASSWORD=redhat \
-e MYSQL_DATABASE=inventory \
-e MYSQL_ROOT_PASSWORD=redhat \
--network production -p 13306:3306 \
-v /home/podmgr/storage/database:/var/lib/mysql/data:z \
registry.lab.example.com/rhel8/mariadb-103:1-86
...
[podmgr@serverb ~]$ podman ps -a
CONTAINER ID  IMAGE                                     COMMAND      CREATED
              STATUS          PORTS          NAMES
ba398d080e00ba1d52b1cf4f5959c477681cce343c11cc7fc39e4ce5f1cf2384
[podmgr@serverb ~]$
```

CONTAINER ID	IMAGE	COMMAND	CREATED
STATUS	PORTS	NAMES	
ba398d080e00	registry.lab.example.com/rhel8/mariadb-103:1-86	run-mysqld	20 seconds ago
			Up 20 seconds ago 0.0.0.0:13306->3306/tcp db-app01

5. Create a `systemd` service file to manage the `db-app01` container. Configure the `systemd` service so that when you start the service, the `systemd` daemon keeps the original container. Start and enable the container as a `systemd` service. Configure the `db-app01` container to start at system boot.

5.1. Create the `~/.config/systemd/user/` directory for the container unit file.

```
[podmgr@serverb ~]$ mkdir -p ~/.config/systemd/user/
```

5.2. Create the systemd unit file for the db-app01 container, and move the unit file to the `~/.config/systemd/user/` directory.

```
[podmgr@serverb ~]$ podman generate systemd --name db-app01 --files
/home/podmgr/container-db-app01.service
[podmgr@serverb ~]$ mv container-db-app01.service ~/.config/systemd/user/
```

5.3. Stop the db-app01 container.

```
[podmgr@serverb ~]$ podman stop db-app01
db-app01
[podmgr@serverb ~]$ podman ps -a
CONTAINER ID IMAGE COMMAND CREATED
           STATUS PORTS NAMES
ba398d080e00  registry.lab.example.com/rhel8/mariadb-103:1-86  run-mysqld About
an hour ago   Exited (0) 3 seconds ago  0.0.0.0:13306->3306/tcp  db-app01
```

5.4. Reload the user systemd service to use the new service unit.

```
[podmgr@serverb ~]$ systemctl --user daemon-reload
```

5.5. Start and enable the systemd unit for the db-app01 container.

```
[podmgr@serverb ~]$ systemctl --user enable --now container-db-app01
Created symlink /home/podmgr/.config/systemd/user/default.target.wants/container-
db-app01.service → /home/podmgr/.config/systemd/user/container-db-app01.service.
[podmgr@serverb ~]$ systemctl --user status container-db-app01
● container-db-app01.service - Podman container-db-app01.service
      Loaded: loaded (/home/podmgr/.config/systemd/user/container-db-app01.service;
disabled; vendor preset: disabled)
      Active: active (running) since Tue 2022-05-10 22:16:23 EDT; 7s ago
...output omitted...
[podmgr@serverb ~]$ podman ps -a
CONTAINER ID IMAGE COMMAND CREATED
           STATUS PORTS NAMES
ba398d080e00  registry.lab.example.com/rhel8/mariadb-103:1-86  run-mysqld 59
seconds ago   Up About a minute ago  0.0.0.0:13306->3306/tcp  db-app01
```

5.6. Use the `loginctl` command to configure the db-app01 container to start at system boot.

```
[podmgr@serverb ~]$ loginctl enable-linger
```

6. Copy the `/home/podmgr/db-dev/inventory.sql` script into the `/tmp` directory of the db-app01 container, and execute it inside the container. If you executed the script locally, then you would use the `mysql -u root inventory < /tmp/inventory.sql` command.

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6.1. Copy the `/home/podmgr/db-dev/inventory.sql` script into the `/tmp` directory of the `db-app01` container.

```
[podmgr@serverb ~]$ podman cp /home/podmgr/db-dev/inventory.sql \
db-app01:/tmp/inventory.sql
```

6.2. Execute the `inventory.sql` script in the `db-app01` container.

```
[podmgr@serverb ~]$ podman exec -it db-app01 sh -c 'mysql -u root inventory
< /tmp/inventory.sql'
```

7. Use the container file in the `/home/podmgr/http-dev` directory to create the `http-app01` detached container in the production network. The container image name must be `http-client` with the `9.0` tag. Map the `8080` port on the local machine to the `8080` port in the container.

7.1. Create the `http-client:9.0` image with the container file in the `/home/podmgr/http-dev` directory.

```
[podmgr@serverb ~]$ podman build -t http-client:9.0 http-dev/
STEP 1/7: FROM registry.lab.example.com/rhel8/php-74:1-63
...output omitted...
```

7.2. Create the `http-app01` detached container in the production network. Map the `8080` port from the local machine to the `8080` port in the container.

```
[podmgr@serverb ~]$ podman run -d --name http-app01 \
--network production -p 8080:8080 localhost/http-client:9.0
[podmgr@serverb ~]$ podman ps -a
CONTAINER ID  IMAGE                                     COMMAND      CREATED
              STATUS          PORTS          NAMES
ba398d080e00  registry.lab.example.com/rhel8/mariadb-103:1-86  run-mysqld  20
              minutes ago   Up 20 seconds ago  0.0.0.0:13306->3306/tcp  db-app01
ee424df19621  localhost/http-client:9.0                  /bin/sh -c  4
              seconds ago   Up 4 seconds ago  0.0.0.0:8080->8080/tcp  http-app01
```

8. Query the content of the `http-app01` container. Verify that it shows the container name of the client and that the status of the database is up.

8.1. Verify that the `http-app01` container responds to http requests.

```
[podmgr@serverb ~]$ curl 127.0.0.1:8080
This is the server http-app01 and the database is up
```

9. Return to the workstation machine as the student user.

```
[podmgr@serverb ~]$ exit
logout
Connection to serverb closed.
[student@workstation ~]$
```

Evaluation

As the student user on the workstation machine, use the `lab` command to grade your work. Correct any reported failures and rerun the command until successful.

```
[student@workstation ~]$ lab grade rhcsa-comprevew4
```

Finish

On the workstation machine, change to the student user home directory and use the `lab` command to complete this exercise. This step is important to ensure that resources from previous exercises do not impact upcoming exercises.

```
[student@workstation ~]$ lab finish rhcsa-comprevew4
```

This concludes the section.

