

HOW TO USE THIS DECK

This slide deck is meant to accompany the Ansible RHEL workshop, both sections if needed.

Note that this deck is optional - the workshop content explains each and every Ansible idea in detail already.

HOW TO IMPROVE THIS DECK

The workshop is a collaborative effort. Help us to improve it! You can leave comments, and the BU will make sure to work on this. Tag for example Roland (Wolters) or Sean (Cavanaugh) to ensure that they pick it up.

Speaking about the BU: the fact that this deck is now owned by an organization and not individuals anymore hopefully ensures for the future that the deck stays up2date over time.

THANKS

HUGE THANK YOU to the following people - without them, this deck would not have been possible.

First and foremost, thanks to:

KEV

He did the base work for this slide deck by migrating everything from ansible.red, and his fingerprint shows almost on each and every slide. Thank you so much for your cooperation and helping us and of course for submitting this in the first place.

But others should not go unmentioned:

Russell

Matt

Will

Götz

Thanks for providing input, helping proofread, error check, and keep Kev smiling when he needed to.



Ansible RHEL Automation Workshop

Introduction to Ansible RHEL Automation for System Administrators and Operators



Housekeeping

- Timing
- Breaks
- Takeaways

What you will learn

- Introduction to Ansible Automation
- How it works
- Understanding modules, tasks & playbooks
- How to execute Ansible commands
- Using variables & templates
- Tower - where it fits in
- Basic usage of Tower
- Learn major Tower features: RBAC, workflows and so on

Introduction

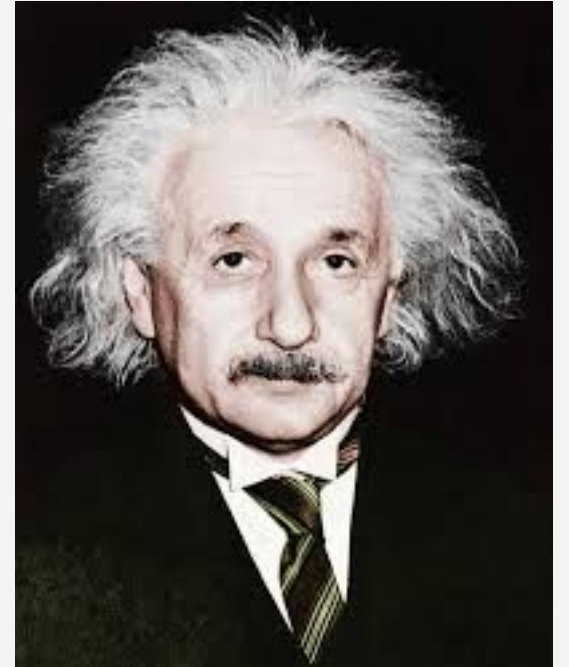
Topics Covered:

- What Ansible Automation is
- What it can do



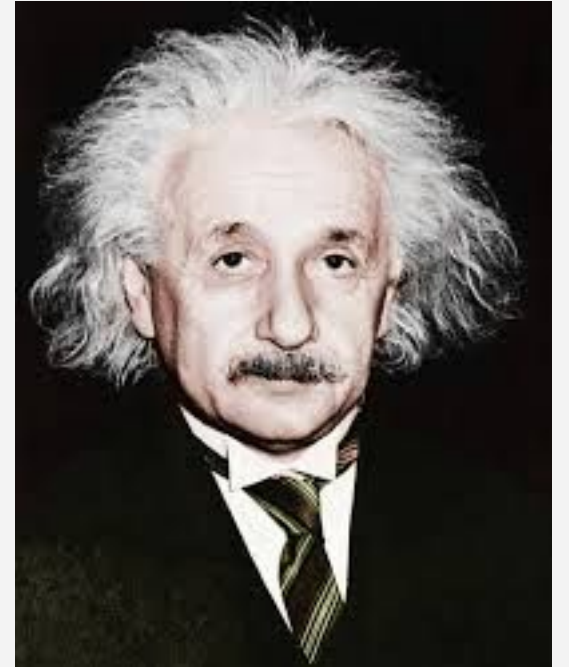
"Insanity is doing the same thing over and over again and expecting different results."

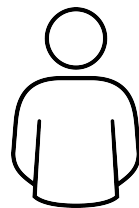
Albert Einstein



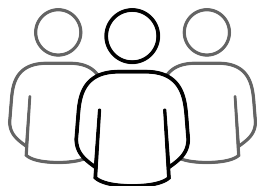
"Insanity is doing the same thing over and over again manually when you could have automated it with Ansible."

probably not Albert Einstein

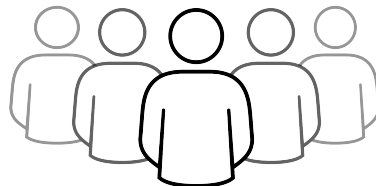




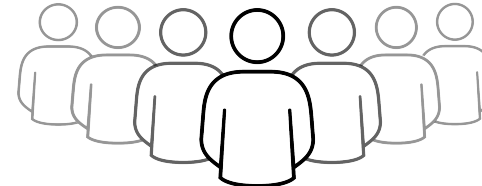
Automation happens when one person meets a
problem they never want to solve again



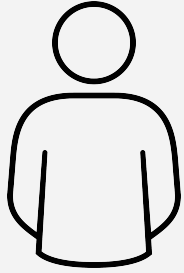
ACCELERATE



INTEGRATE



COLLABORATE



When we talk about
“**repeatable processes,**”
unfortunately, we’re often
thinking of manual steps to
assure we end up at the
same destination as
before.

Getting an IP Assigned

Contact Robert at **ext 2491** and request an IP in production servers range. Tell him which data center and he’ll assign one in the correct subnet.

(this goes the same for dev and test)

Production servers range: 10.210.

Building The New Server

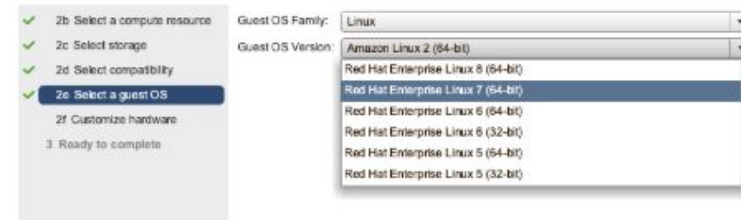


- In VMware vCenter right-click the CLUSTER and select “New Virtual Machine”
- Give the new server a name that’s compliant with the [VM Production Server naming standards and acceptable naming policy](#), per IT management. Non-compliant names will be logged and potentially disconnected.



	Name	Capacity	Provisioned	Free
VMNFS	VMNFS	10.82 TB	6.68 TB	4.59 TB
VMISO	VMISO	10.82 TB	6.23 TB	4.59 TB
LAB4A	LAB4A	1.29 TB	922.89 GB	880.57 GB

- Select VMNFS storage

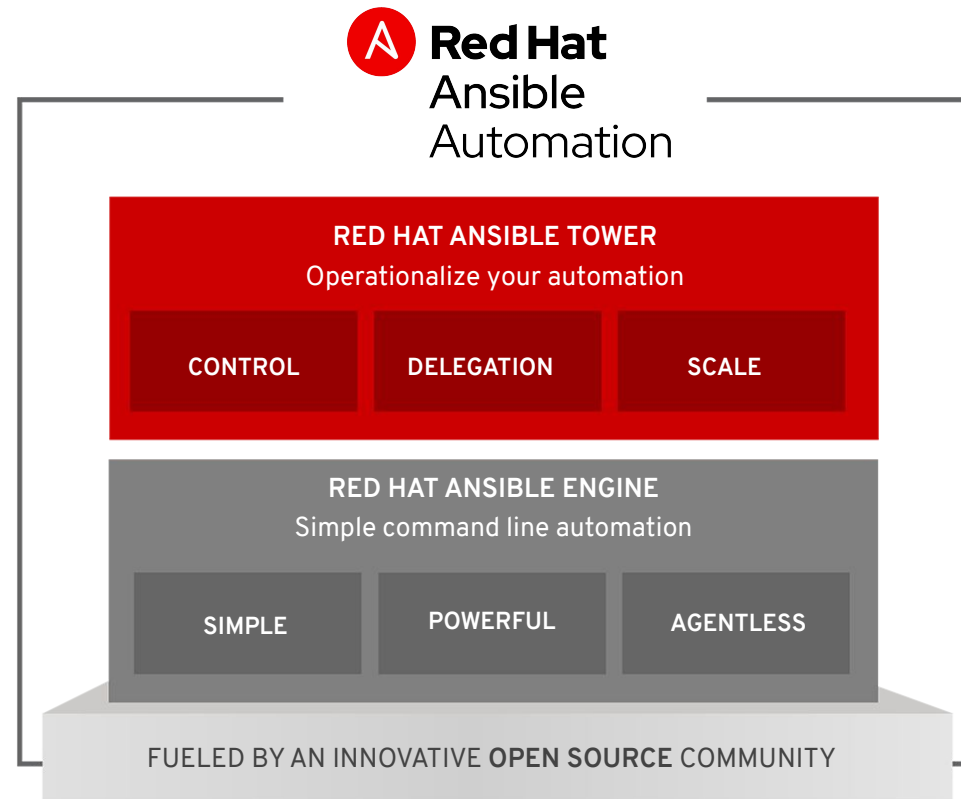


What is Ansible Automation?

Ansible Automation is the enterprise **framework** for automating across IT operations.

Ansible Engine runs Ansible Playbooks, the automation **language** that can perfectly describe an IT application infrastructure.

Ansible Tower allows you **scale** IT automation, manage complex deployments and speed productivity.

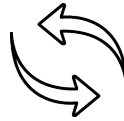


Why Ansible?



Simple

- Human readable automation
- No special coding skills needed
- Tasks executed in order
- Usable by every team
- Get productive quickly



Powerful

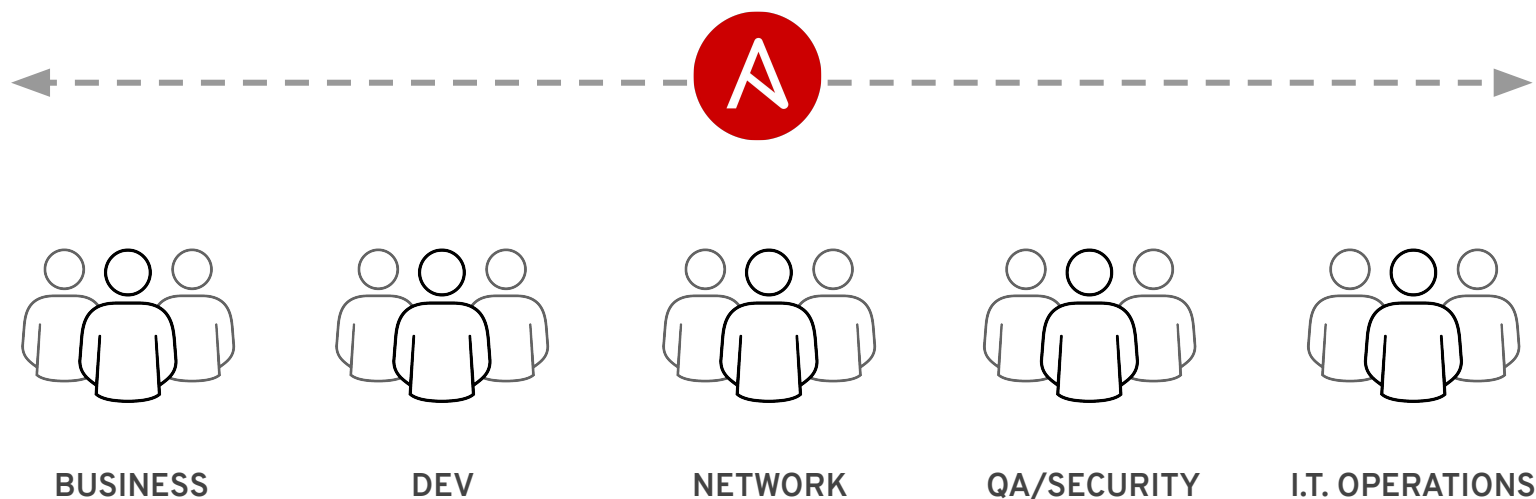
- App deployment
- Configuration management
- Workflow orchestration
- Network automation
- Orchestrate the app lifecycle



Agentless

- Agentless architecture
- Uses OpenSSH & WinRM
- No agents to exploit or update
- Get started immediately
- More efficient & more secure

Ansible Automation works across teams





What Can I Stick Together With This Glue?

The bottle gives you suggestions as to what materials work best

Do this...

GLUE TWO THINGS TOGETHER AND MAKE THEM STICK

On these...

Wood

Stone

Ceramics

Bricks

Metal

Glass

Foam

And more...



What Can I Automate Using Ansible?

Automate the deployment and management of your entire IT footprint.

Do this...

Orchestration

Configuration
Management

Application
Deployment

Provisioning

Continuous
Delivery

Security and
Compliance

On these...

Firewalls

Load Balancers

Applications

Containers

Clouds

Servers

Infrastructure

Storage

Network Devices

And more...

Ansible automates technologies you use

Time to automate is measured in minutes

Cloud

AWS
Azure
Digital Ocean
Google
OpenStack
Rackspace
+more

Operating Systems

Rhel And Linux
Unix
Windows
+more

Virt & Container

Docker
VMware
RHV
OpenStack
OpenShift
+more

Storage

Netapp
Red Hat Storage
Infinidat
+more

Windows

ACLs
Files
Packages
IIS
Regedit
Shares
Services
Configs
Users
Domains
+more

Network

Arista
A10
Cumulus
Bigswitch
Cisco
Cumulus
Dell
F5
Juniper
Palo Alto
OpenSwitch
+more

Devops

Jira
GitHub
Vagrant
Jenkins
Bamboo
Atlassian
Subversion
Slack
Hipchat
+more

Monitoring

Dynatrace
Airbrake
BigPanda
Datadog
LogicMonitor
Nagios
New Relic
PagerDuty
Sensu
StackDriver
Zabbix
+more

Endless Use Cases For Ansible

- ✿ Ansible is NOT just a Config Management Tool.
- ↩ Ansible is NOT just an Application Deployment Tool.
- ☁ Ansible is NOT just a Provisioning Tool.
- ⌂ Ansible is NOT just a CI/CD Tool.
- 📝 Ansible is NOT just an Audit and Compliance Tool.
- 🔗 Ansible is NOT just an Orchestration Tool.

Ansible is a powerful automation engine...
with strong use cases for all of the above tasks.

Section 1

Engine

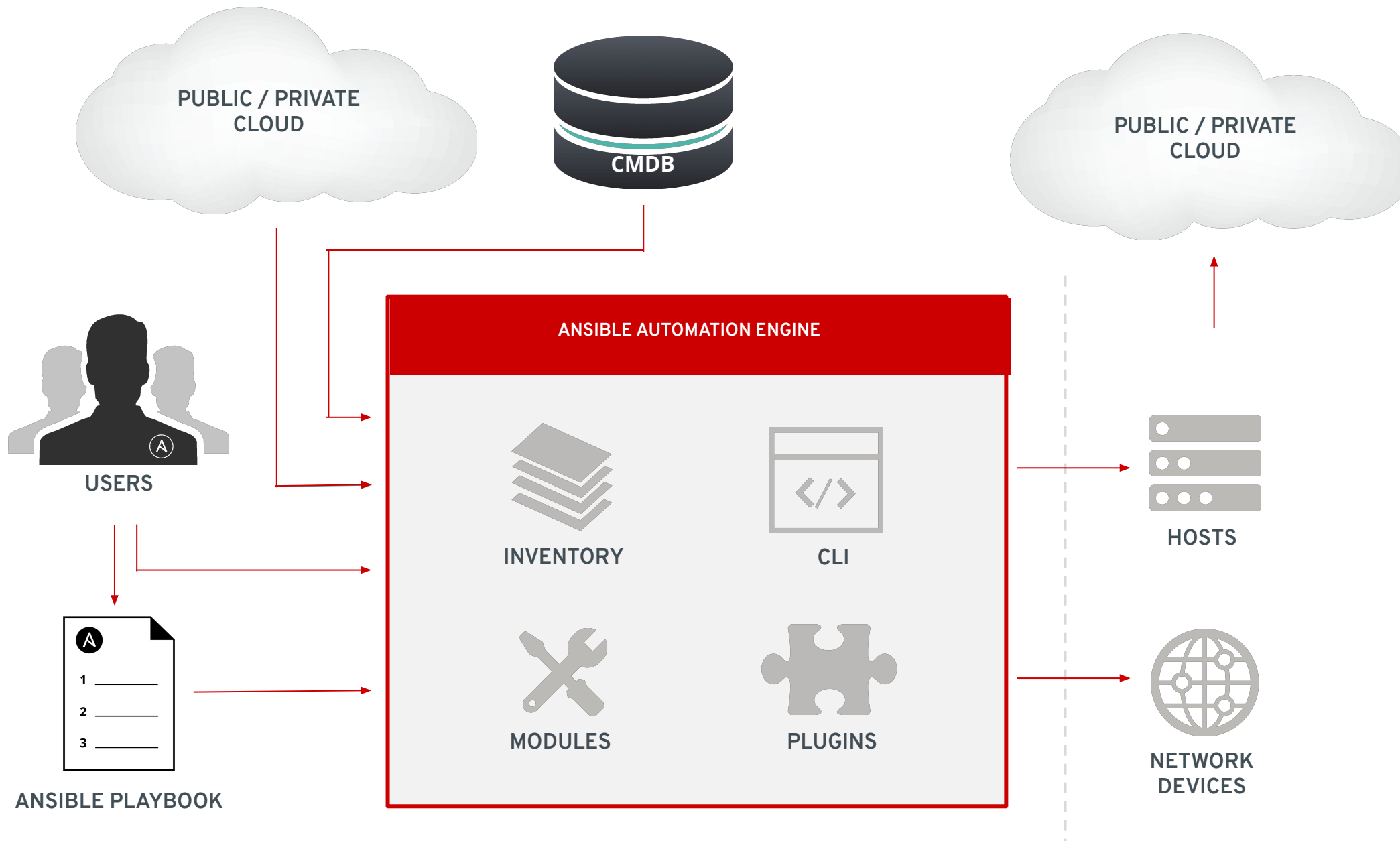
Exercise 1.1

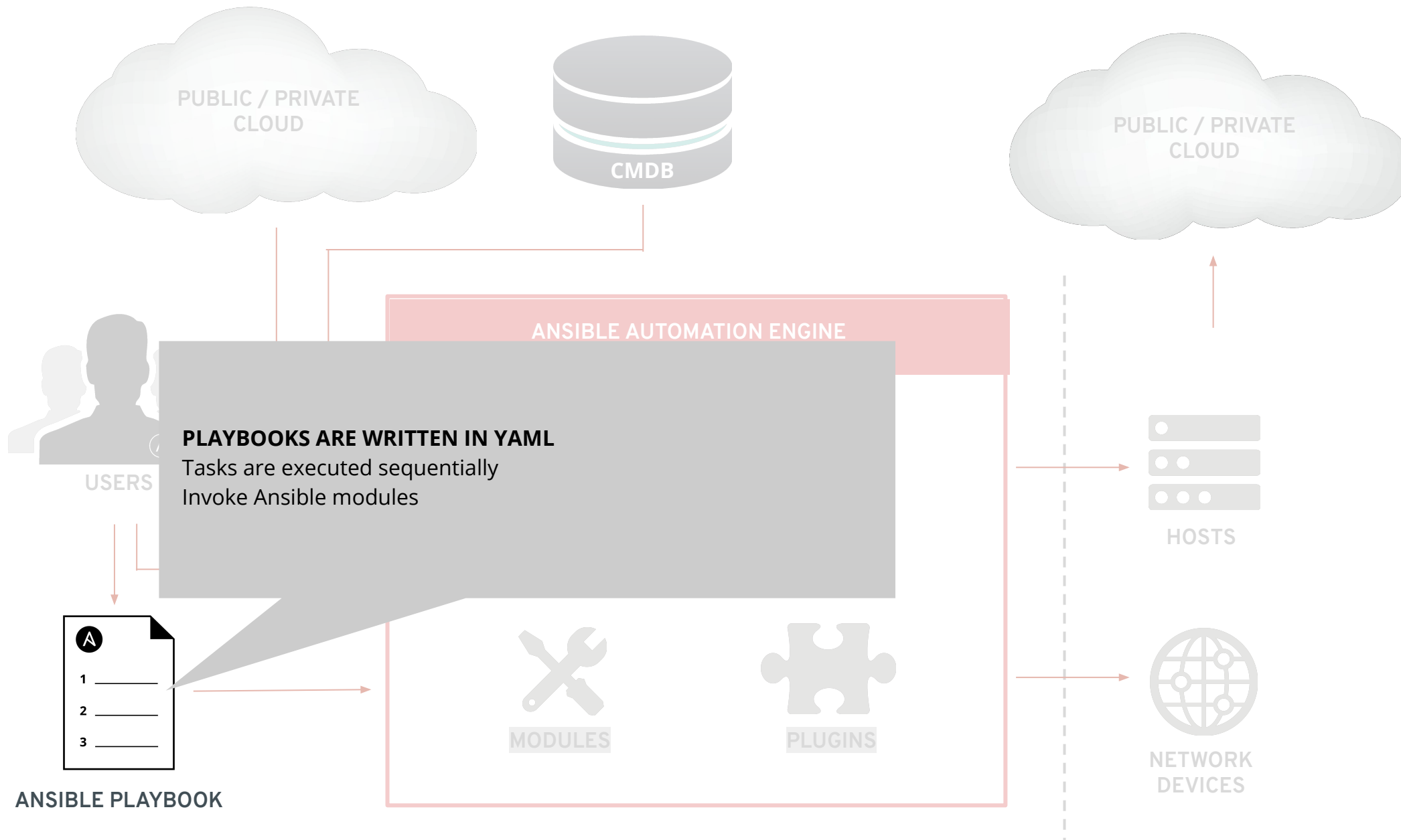
Topics Covered:

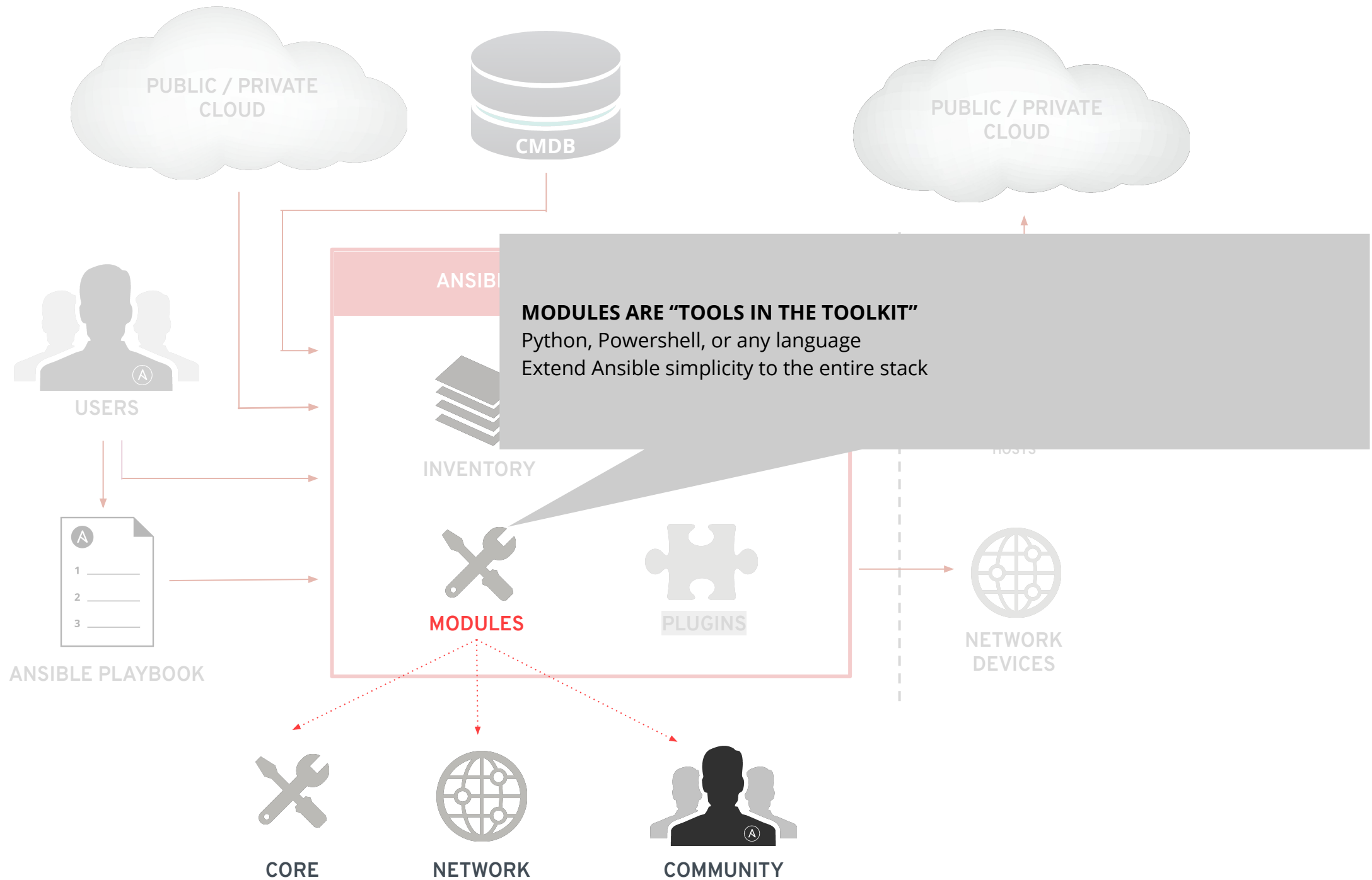
- Understanding the Ansible Infrastructure
- Check the prerequisites

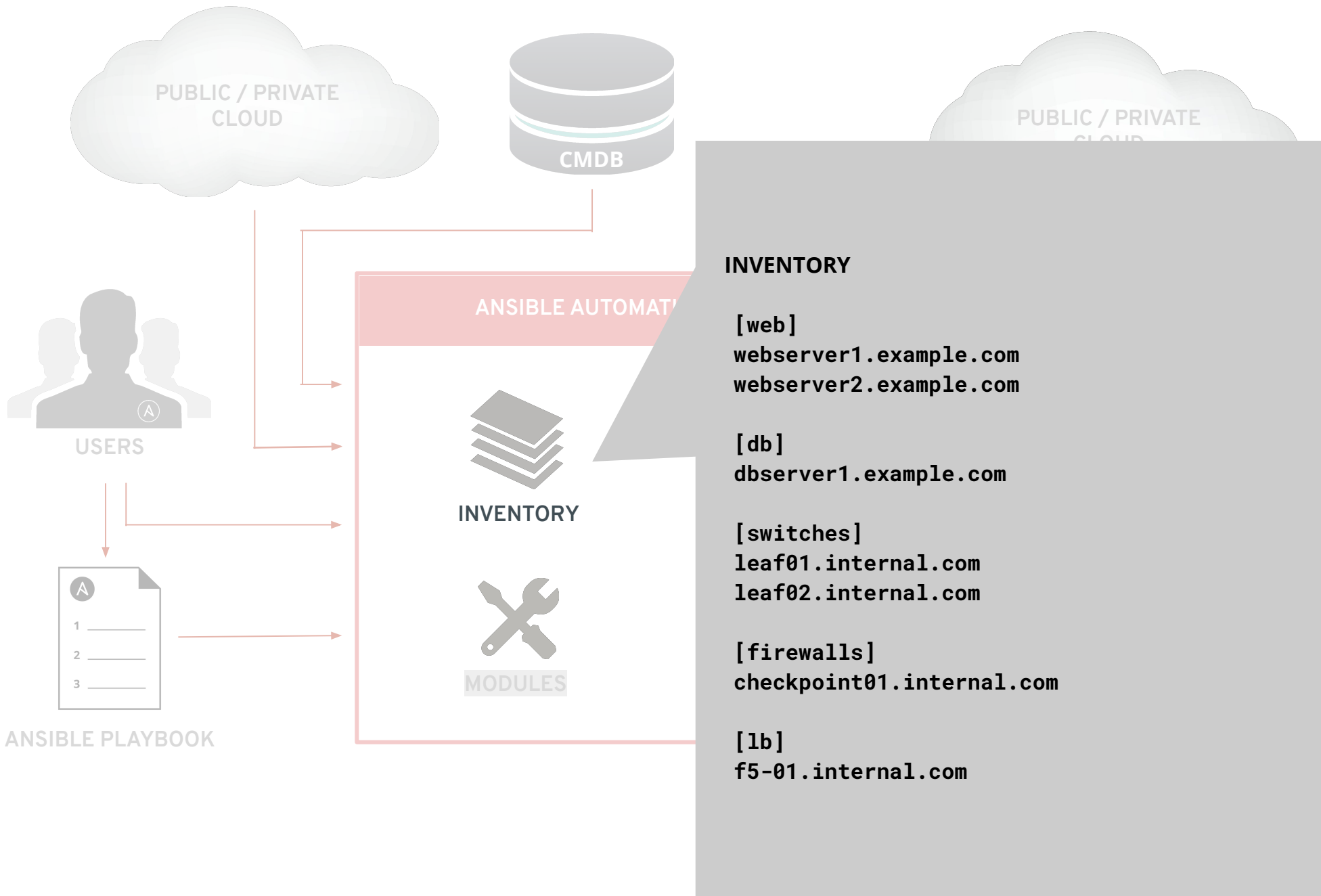


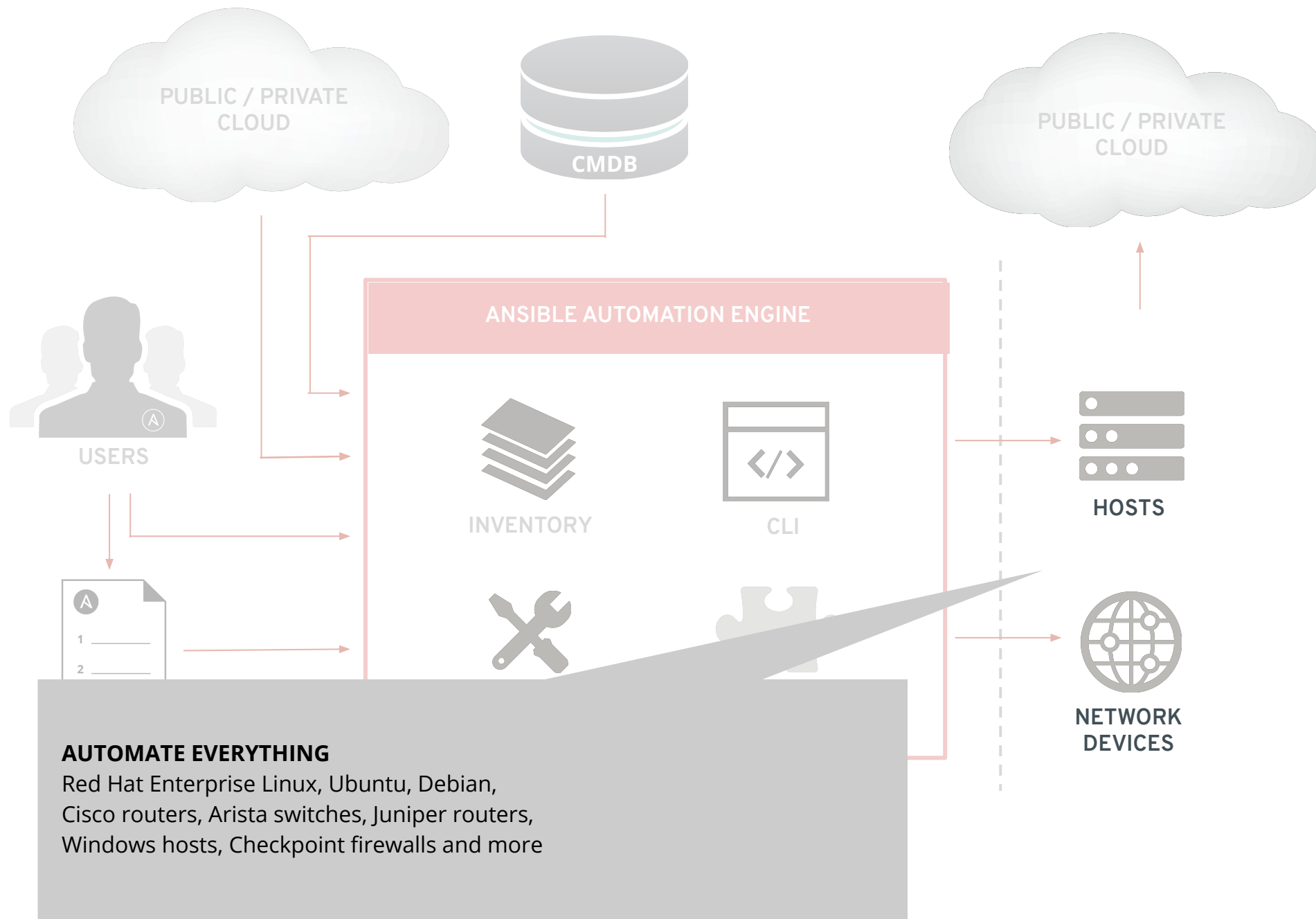
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Automation











LINUX AUTOMATION

150+
Linux Modules

AUTOMATE EVERYTHING LINUX

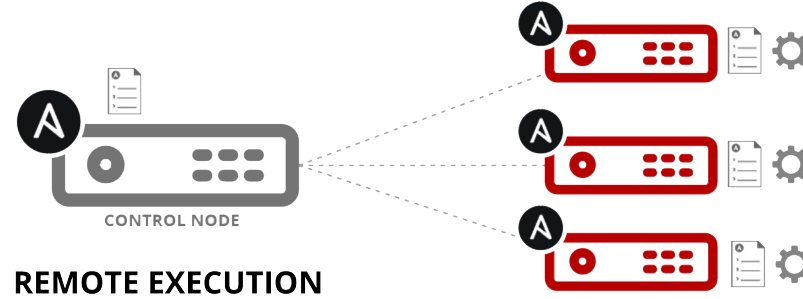
Red Hat Enterprise Linux, BSD,
Debian, Ubuntu and many more!

ONLY REQUIREMENTS:
Python 2 (2.6 or later)
or Python 3 (3.5 or later)

ansible.com/get-started

How Ansible Linux Automation works

*Module code is
copied to the
managed node,
executed, then
removed*



Verify Access

- Follow the steps to access environment
- Use the IP provided to you, the script only has example IP
- Which editor do you use on command line?
If you don't know, we have a short intro



Exercise Time - Do Exercise 1.1 Now In Your
Lab Environment!



Exercise 1.2

Topics Covered:

- Ansible inventories
- Main Ansible config file
- Modules and ad-hoc commands



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Inventory

- Ansible works against multiple systems in an **inventory**
- Inventory is usually file based
- Can have multiple groups
- Can have variables for each group or even host

Understanding Inventory - Basic

```
# Static inventory example:
```

```
[myservers]
```

```
10.42.0.2
```

```
10.42.0.6
```

```
10.42.0.7
```

```
10.42.0.8
```

```
10.42.0.100
```

```
host.example.com
```

Understanding Inventory - Variables

[app1srv]

```
appserver01 ansible host=10.42.0.2  
appserver02 ansible host=10.42.0.3
```

[web]

```
node-[1:30] ansible host=10.42.0.[31:60]
```

[web:vars]

```
apache listen port=8080  
apache root path=/var/www/mywebdocs/
```

[all:vars]

```
ansible user=kev  
ansible ssh private key file=/home/kev/.ssh/id_rsa
```

Understanding Inventory - Variable Precedence

Host variables apply to the host and override group vars

[webservers]

```
web01 ansible_host=52.14.208.176 tmp_dir=/tmpdir
web02 ansible_host=52.14.208.179 tmp_dir=/tmpwsdir
```

[appservers]

```
app01 ansible_host=18.221.195.152
app02 ansible_host=18.188.124.127
```

[loadbalancers]

```
balancer01 ansible_host=3.15.11.56
```

[webservers:vars]

```
ansible_user=ec2-user
ansible_notify_owner=frances
apache_max_clients=288
```

Group variables apply for all devices in that group

Ansible Inventory - Managing Variables In Files

```
[user@ansible ~]$ tree /somedir
```

```
/somedir
├── group_vars
│   ├── app1srv
│   ├── db
│   └── web
├── inventory
└── host_vars
    ├── app01
    ├── app02
    └── app03
```

```
[user@ansible ~]$ cat /somedir/inventory
```

```
[web]
node-[1:30] ansible_host=10.42.0.[31:60]

[appxsrv]
app01
app02
app03
```

```
[user@ansible ~]$ cat /somedir/group_vars/web
```

```
apache_listen_port: 8080
apache_root_path: /var/www/mywebdocs/
```

```
[user@ansible ~]$ cat /somedir/host_vars/app01
```

```
owner_name: Chris P. Bacon
owner_contact: 'cbacon@mydomain.tld'
server_purpose: Application X
```

Understanding Inventory - Groups

There is always a group called "all" by default

```
[nashville]
```

```
bnaapp01
```

```
bnaapp02
```

```
[atlanta]
```

```
atlapp03
```

```
atlapp04
```

```
[south:children]
```

```
atlanta
```

```
nashville
```

```
hsvapp05
```

Configuration File

- Basic configuration for Ansible
- Can be in multiple locations, with different precedence
- Here: `.ansible.cfg` in the home directory
- Configures where to find the inventory

The Ansible Configuration

Configuration files will be searched for in the following order:

- **ANSIBLE_CONFIG** (environment variable if set)
- **ansible.cfg** (in the current directory)
- **~/.ansible.cfg** (in the home directory)
- **/etc/ansible/ansible.cfg** (installed as Ansible default)

First Ad-Hoc Command: ping

- Single Ansible command to perform a task quickly directly on command line
- Most basic operation that can be performed
- Here: an example Ansible ping - not to be confused with ICMP

```
$ ansible all -m ping
```

Ad-Hoc Commands `ping`

```
# Check connections (submarine ping, not ICMP)
[user@ansible] $ ansible all -m ping
```

```
web1 | SUCCESS => {
    "ansible_facts": {
        "discovered_interpreter_python":
"/usr/bin/python"
    },
    "changed": false,
    "ping": "pong"
}
```

The Ansible Command

Some basics to keep you from getting stuck

--help (Display some basic and extensive options)

```
[user@ansible ~]$ ansible --help
```

```
Usage: ansible <host-pattern> [options]
```

```
Define and run a single task 'playbook' against a set of hosts
```

```
Options:
```

```
-a MODULE_ARGS, --args=MODULE_ARGS      module arguments
--ask-vault-pass                          ask for vault password
-B SECONDS, --background=SECONDS
```

```
... and about another 100 lines
```

Ad-Hoc Commands

Here are some common options you might use:

-m MODULE_NAME, --module-name=MODULE_NAME

Module name to execute the ad-hoc command

-a MODULE_ARGS, --args=MODULE_ARGS

Module arguments for the ad-hoc command

-b, --become

Run ad-hoc command with elevated rights such as sudo, the default method

-e EXTRA_VARS, --extra-vars=EXTRA_VARS

Set additional variables as key=value or YAML/JSON

Ad-Hoc Commands

Here are some common options you might use:

```
# Check connections to all (submarine ping, not ICMP)
```

```
[user@ansible] $ ansible all -m ping
```

```
# Run a command on all the hosts in the web group
```

```
[user@ansible] $ ansible web -m command -a "uptime"
```

```
# Collect and display known facts for server "web1"
```

```
[user@ansible] $ ansible web1 -m setup
```

Ansible Modules

Using `ansible-doc` to list all modules

```
[user@ansible ~]$ ansible-doc --list
```

```
a10_server          Manage A10 Networks... server object.  
a10_server_axapi3   Manage A10 Networks... devices  
a10_service_group   Manage A10 Networks... service groups  
a10_virtual_server  Manage A10 Networks... virtual server...  
aci_aaa_user        Manage AAA users (aaa:User)  
aci_aep             Manage attachable Access Entity Profile...  
aci_aep_to_domain   Bind AEPs to Physical or Virtual Domains...  
aci_ap              Manage top level Application Profile...  
aci_bd              Manage Bridge Domains (BD) objects...  
aci_bd_subnet       Manage Subnets (fv:Subnet)  
aci_bd_to_l3out     Bind Bridge Domain to L3 Out (fv:RsBDToOut)
```

```
... thousands of modules...
```

Ansible Modules

Using `ansible-doc` to specify one module

```
[user@ansible ~]$ ansible-doc copy  
> COPY      (/usr/lib/python2.7/site-packages/ansible/modules/files/copy.py)
```

The `'copy'` module copies a file from the local or remote machine to a location on the remote machine. Use the `[fetch]` module to copy files from remote locations to the local box. If you need variable interpolation in copied files, use the `[template]` module. For Windows targets, use the `[win_copy]` module instead.

* note: This module has a corresponding action plugin.

OPTIONS (= is mandatory):

- attributes

Attributes the file or directory should have. To get supported flags look at the man page for `'chattr'` on the target system. This string should contain the attributes in the same order as the one displayed by `'lsattr'`.
`'='` operator is assumed as default, otherwise `'+'` or `'-'` operators need to be included in the string.

(Aliases: `attr`)[Default: `(null)`]

version_added: 2.3

Ansible Modules

“I can’t find a module that does what I need it to do!”

`command`

`shell`

`raw`

`script*`



Exercise Time - Do Exercise 1.2 Now In Your Lab Environment!



Exercise 1.3

Topics Covered:

- Playbooks basics
- Running a playbook



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An Ansible Play in an Ansible Playbook

A play

```
- hosts: db
  vars:
    software:
      - mariadb-server
  roles:
    - install_wordpress_db
```

Another
play

```
- hosts: web
  vars:
    software:
      - httpd
      - php
  roles:
    - install_wordpress_web
```

An Ansible Play (Common Elements)

This is not an exhaustive list, but contains most of the elements you will commonly see in an Ansible play.

Connections:

hosts	The declarative list of hosts or groups against which this play will run.
connection	Allows you to change the connection plugin used for tasks to execute on the target.
port	Used to override the default port used in a connection.
remote_user	User to define / override which user is connecting to the remote system
become	Boolean that controls if privilege escalation is used or not on Task execution. (also <code>become_flags</code> , <code>become_user</code> , <code>become_method</code>)

An Ansible Play (Common Elements)

This is not an exhaustive list, but contains most of the elements you will commonly see in an Ansible play.

Information Handling:

name	Identifier. Can be used for documentation, in or tasks/handlers.
gather_facts	Boolean (default yes) allows the bypass of fact gathering. This can speed up connection time where facts are not needed in a playbook. This refers to the content retrieved by the setup module.
no_log	Boolean that controls information disclosure and logging.
ignore_errors	Boolean. When set to yes , errors will be ignored unless absolutely fatal to the playbook execution
check_mode	Also known as “dry run” mode, will evaluate but not execute. For modules that support check mode, the module will report the expected result without making any changes as a result of the tasks.

An Ansible Play (Common Elements)

This is not an exhaustive list, but contains most of the elements you will commonly see in an Ansible play.

Inventory Handling:

order

Controls the sorting of hosts as they are used for executing the play. Possible values are inventory (default), sorted, reverse_sorted, reverse_inventory and shuffle.

Variable Handling:

vars

Dictionary/map of variables

vars_files

List of files that contain vars to include in the play.

vars_prompt

list of variables to prompt for on launch.

An Ansible Play (Common Elements)

This is not an exhaustive list, but contains most of the elements you will commonly see in an Ansible play.

Task Handling:

pre_tasks	A list of tasks to execute before roles.
roles	List of roles to be imported into the play
tasks	Main list of tasks to execute in the play, they run after roles and before post_tasks.
post_tasks	A list of tasks to execute after the tasks section.
handlers	Also known as “dry run” mode, will evaluate but not execute. For modules that support check mode, the module will report the expected result without making any changes as a result of the tasks.

Common Ansible Play Elements: Hosts

```
- name: install a LAMP stack
  hosts: web,db,appserver01
  become: yes
  vars:
    my_greeting: Welcome to my awesome page
    favorite_food: fried pickles

  roles:
    - install_lamp_elements

  tasks:
    - name: write the index file
      copy:
        content: "{{ my_greeting }}. Enjoy some {{ favorite_food }}"
        dest: /var/www/html/index.html
      notify: reload_apache

  handlers:
    - name: reload_apache
      service:
        name: httpd
        state: reloaded
```

Ansible Tasks Using Modules:

```
---
tasks:
- name: Ensure httpd package is present
  yum:
    name: httpd
    state: latest

- name: Ensure latest index.html file is present
  copy:
    src: files/index.html
    dest: /var/www/html/

- name: Restart httpd
  service:
    name: httpd
    state: restart
```

Running an Ansible Playbook:

The many colors of Ansible

A task executed as expected, no change was made.

A task executed as expected, making a change

General text information and headers

A conditional task was skipped

A bug or deprecation warning

A task failed to execute successfully

Running an Ansible Playbook:

```
[user@ansible] $ ansible-playbook apache.yml
```

```
PLAY [webservers] *****
```

```
TASK [Gathering Facts] *****
```

```
ok: [web2]
```

```
ok: [web1]
```

```
ok: [web3]
```

The “Setup” module

```
TASK [Ensure httpd package is present] *****
```

```
ok: [web2]
```

```
ok: [web1]
```

```
ok: [web3]
```

The “yum” module

```
TASK [Ensure latest index.html file is present] *****
```

```
ok: [web2]
```

```
ok: [web1]
```

```
ok: [web3]
```

The “copy” module

```
TASK [Restart httpd] *****
```

```
ok: [web2]
```

```
ok: [web1]
```

```
ok: [web3]
```

The “service” module

```
PLAY RECAP *****
```

```
webservers : ok=3 changed=3 unreachable=0 failed=0
```



Exercise Time - Do Exercise 1.3 Now In Your Lab Environment!



Exercise 1.4

Topics Covered:

- Working with variables
- What are facts?



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Automation

An Ansible Playbook Variable Example

```
---  
- hosts: all  
  
vars:  
    var_one: one is the loneliest number  
    var_two: two can be as sad as one  
    var_three: three dog night said that  
    var_four: "{{ var three }}" "{{ var one }}"  
    var_five: "and that {{ var two }}."
```

three dog night said that one is the loneliest number
and that two can be as sad as one.

Ansible Variables and Facts

```
"ansible_facts": {  
    "ansible_default_ipv4": {  
        "address": "10.41.17.37",  
        "macaddress": "00:69:08:3b:a9:16",  
        "interface": "eth0",  
        ...  
    }  
}
```

A variable,
defined in
our playbook

```
vars:  
    mynewip: 10.7.62.39
```

This is a template file
for `ifcfg-eth0`, using a
mix of discovered
facts and variables to
write the static file.

```
DEVICE="{{ ansible_default_ipv4.interface }}"  
ONBOOT=yes  
HWADDR="{{ ansible_default_ipv4.macaddress }}"  
TYPE=Ethernet  
BOOTPROTO=static  
IPADDR="{{ mynewip }}"
```


Variable Precedence

Ansible can work with metadata from various sources as variables. Different sources will be overridden in an order of precedence.

1. extra vars *(Highest - will override anything else)*
2. task vars *(overridden only for the task)*
3. block vars *(overridden only for tasks in block)*
4. role and include vars
5. play vars_files
6. play vars_prompt
7. play vars
8. set_facts
9. registered vars
10. host facts
11. playbook host_vars
12. playbook group_vars
13. inventory host_vars
14. inventory group_vars
15. inventory vars
16. role defaults *(Lowest - will be overridden by anything else listed here)*

Facts

- Just like variables, really...
- ...but: coming from the host itself!
- Check them out with the setup module

Gather facts on target machine

```
$ ansible -m setup
localhost | SUCCESS => {
    "ansible_facts": {
        "ansible_all_ipv4_addresses": [
            "192.168.122.1",
            "172.21.208.111"
        ],
        "ansible_all_ipv6_addresses": [
            "fe80::8f31:b68d:f487:2775"
        ],
```



Exercise Time - Do Exercise 1.4 Now In Your Lab Environment!



Exercise 1.5

Topics Covered:

- Conditionals
- Handlers
- Loops



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Advanced Playbooks: Conditionals via VARS

Choose your own adventure, based on variables, facts and more!

```
vars:  
  my_mood: happy  
  
tasks:  
- name: conditional task, based on my_mood var
```

```
debug:  
  msg: "Come talk to me. I am {{ my_mood }}!"  
when: my_mood == happy
```

Alternatively

```
debug:  
  msg: "Feel free to interact. I am {{ my_mood }}"  
when: my_mood != grumpy
```

Advanced Playbooks: Conditionals via FACTS

Choose your own adventure, based on variables, facts and more!

```
tasks:
- name: Install apache
  apt:
    name: {{ item }}
    state: latest
  with_items:
    - apache2
  when: ansible_distribution == 'Debian' or ansible_distribution == 'Ubuntu'

- name: Install httpd
  yum:
    name: {{ item }}
    state: latest
  with_items:
    - httpd
  when: ansible_distribution == 'Red Hat Enterprise Linux'
```

Advanced Playbooks: (this is not an example of) Handler Tasks

This is NOT a handler task, but has similar function

```
- name: Ensure httpd package is present
  yum:
    name: httpd
    state: latest
    register: http_results

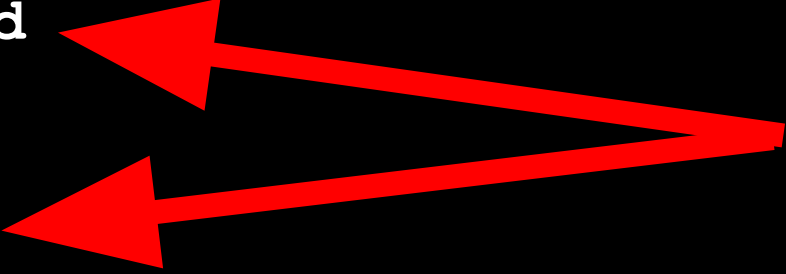
- name: Restart httpd
  service:
    name: httpd
    state: restart
  when: http_results.changed
```


Advanced Playbooks: Handler Tasks

A handler task is run when a referring task result shows a change.

```
tasks:
- name: Ensure httpd package is present
  yum:
    name: httpd
    state: latest
  notify: restart_httpd

handlers:
- name: restart_httpd
  service:
    name: httpd
    state: restart
  when: httpd_results.changed
```



Advanced Playbooks: Handler Tasks

What happens when a handler task is called?

```
tasks:
- name: Ensure httpd package is present
  yum:
    name: httpd
    state: latest
    notify: restart httpd

- name: Standardized index.html file
  copy:
    content: "This is my index.html file for {{ ansible_host }}"
    dest: /var/www/html/index.html
    notify: restart httpd
```

If **either one** of these tasks notifies of a **changed** result, the handler will be notified **ONCE**.

```
TASK [Ensure httpd package is present] *****
ok: [web2] UNCHANGED
ok: [web1]

TASK [Standardized index.html file] *****
ok: [web2] CHANGED
ok: [web1]

NOTIFIED: [restart_httpd] ***
ok: [web2]
ok: [web1]
```

HANDLER RUNS ONCE

Advanced Playbooks: Handler Tasks

What happens when a handler task is called more than once?

```
tasks:
- name: Ensure httpd package is present
  yum:
    name: httpd
    state: latest
    notify: restart httpd
- name: Standardized index.html file
  copy:
    content: "This is my index.html file for {{ ansible_host }}"
    dest: /var/www/html/index.html
    notify: restart httpd
```

If **both** of these tasks notifies of a **changed** result, the handler will be notified **ONCE**.

```
TASK [Ensure httpd package is present] *****
ok: [web2]
ok: [web1] CHANGED

TASK [Standardized index.html file] *****
ok: [web2]
ok: [web1] CHANGED

NOTIFIED: [restart_httpd] ***
ok: [web2]
ok: [web1]
```

HANDLER RUNS ONCE

Advanced Playbooks: Handler Tasks

What happens when no tasks notify a handler task?

```
tasks:
- name: Ensure httpd package is present
  yum:
    name: httpd
    state: latest
    notify: restart httpd
- name: Standardized index.html file
  copy:
    content: "This is my index.html file for {{ ansible_host }}"
    dest: /var/www/html/index.html
    notify: restart httpd
```

If **neither one** of these tasks notifies of a **changed** result, the handler task **does not run**.

```
TASK [Ensure httpd package is present] *****
ok: [web2] UNCHANGED
ok: [web1] UNCHANGED

TASK [Standardized index.html file] *****
ok: [web2] UNCHANGED
ok: [web1] UNCHANGED

PLAY RECAP *****
web2      : ok=2    changed=0    unreachable=0    failed=0    skipped=0    rescued=0    ignored=0
web1      : ok=2    changed=0    unreachable=0    failed=0    skipped=0    rescued=0    ignored=0
```

HANDLER DOESN'T RUN AT ALL

Advanced Playbooks: Variables & Loops

Using loops to save time with tasks

```
- yum:
  name: httpd
  state: latest

- yum:
  name: httpd-tools
  state: latest

- yum:
  name: mysql-server
  state: latest

- yum:
  name: php56-mysql
  state: latest
```



THIS

Advanced Playbooks: Variables & Loops

Using loops to save time with tasks

```
- name: ensure a list of packages installed
  yum:
    name: "{{ packages }}"
    state: latest
  vars:
    packages:
      - httpd
      - httpd-tools
      - mysql-server
      - php56-mysqlnd
      - php56-common
      - php56-xml
```

Advanced Playbooks: Variables & Loops

Using loops to save time with tasks

```
vars:
  bad_packages:
    - "@^gnome-desktop-environment"
    - make
    - gcc
    - tftp-server
    - telnet-server

tasks:
- name: list of bad packages are not present
  yum:
    name: "{{ bad_packages }}"
    state: absent
  check mode: yes
```



Exercise Time - Do Exercise 1.5 Now In Your Lab Environment!



Exercise 1.6

Topics Covered:

- Templates



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Ansible
Automation

Advanced Playbooks: Variables & Templates

Using a system fact or declared variable to write a file

```
- name: Ensure apache is installed and started
  hosts: web
  become: yes
  vars:
    http_port: 80
    http_docroot: /var/www/mysite.com
  tasks:
    - name: Verify correct config file is present
      template:
        src: templates/httpd.conf.j2
        dest: /etc/httpd/conf/httpd.conf
```



```
## Excerpt from httpd.conf.j2

# Change this to Listen on specific IP addresses as shown below to
# prevent Apache from glomming onto all bound IP addresses.
#
# Listen 80    ## original line
Listen {{ http_port }}

# DocumentRoot: The directory out of which you will serve your
# documents.
# DocumentRoot "/var/www/html"
DocumentRoot {{ http_docroot }}
```



Exercise Time - Do Exercise 1.6 Now In Your
Lab Environment!



Exercise 1.7

Topics Covered:

- What are roles?
- How they look like
- Galaxy



Red Hat
Ansible
Automation

Roles

- Roles: Think Ansible packages
- Roles provide Ansible with a way to load tasks, handlers, and variables from separate files.
- Roles group content, allowing easy sharing of code with others
- Roles make larger projects more manageable
- Roles can be developed in parallel by different administrators

Better start using roles now!

Role structure

- Defaults: default variables with lowest precedence (e.g. port)
- Handlers: contains all handlers
- Meta: role metadata including dependencies to other roles
- Tasks: plays or tasks
Tip: It's common to include tasks in main.yml with "when" (e.g. OS == xyz)
- Templates: templates to deploy
- Tests: place for playbook tests
- Vars: variables (e.g. override port)

```
user/  
├── defaults  
│   └── main.yml  
├── handlers  
│   └── main.yml  
├── meta  
│   └── main.yml  
├── README.md  
├── tasks  
│   └── main.yml  
├── templates  
├── tests  
│   ├── inventory  
│   └── test.yml  
└── vars  
    └── main.yml
```




Ansible Galaxy

Sharing
Content

Community

Roles, and
more



Exercise Time - Do Exercise 1.7 Now In Your Lab Environment!



Exercise 1.8

Topics Covered:

- A bonus lab - try it on your own, and when time permits



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Automation

You are on your own!

You know it all - now use it!



Exercise Time - Do Exercise 1.8 Now In Your Lab Environment!



Section 2

Tower

Exercise 2.1

Topics Covered:

- Introduction to Tower

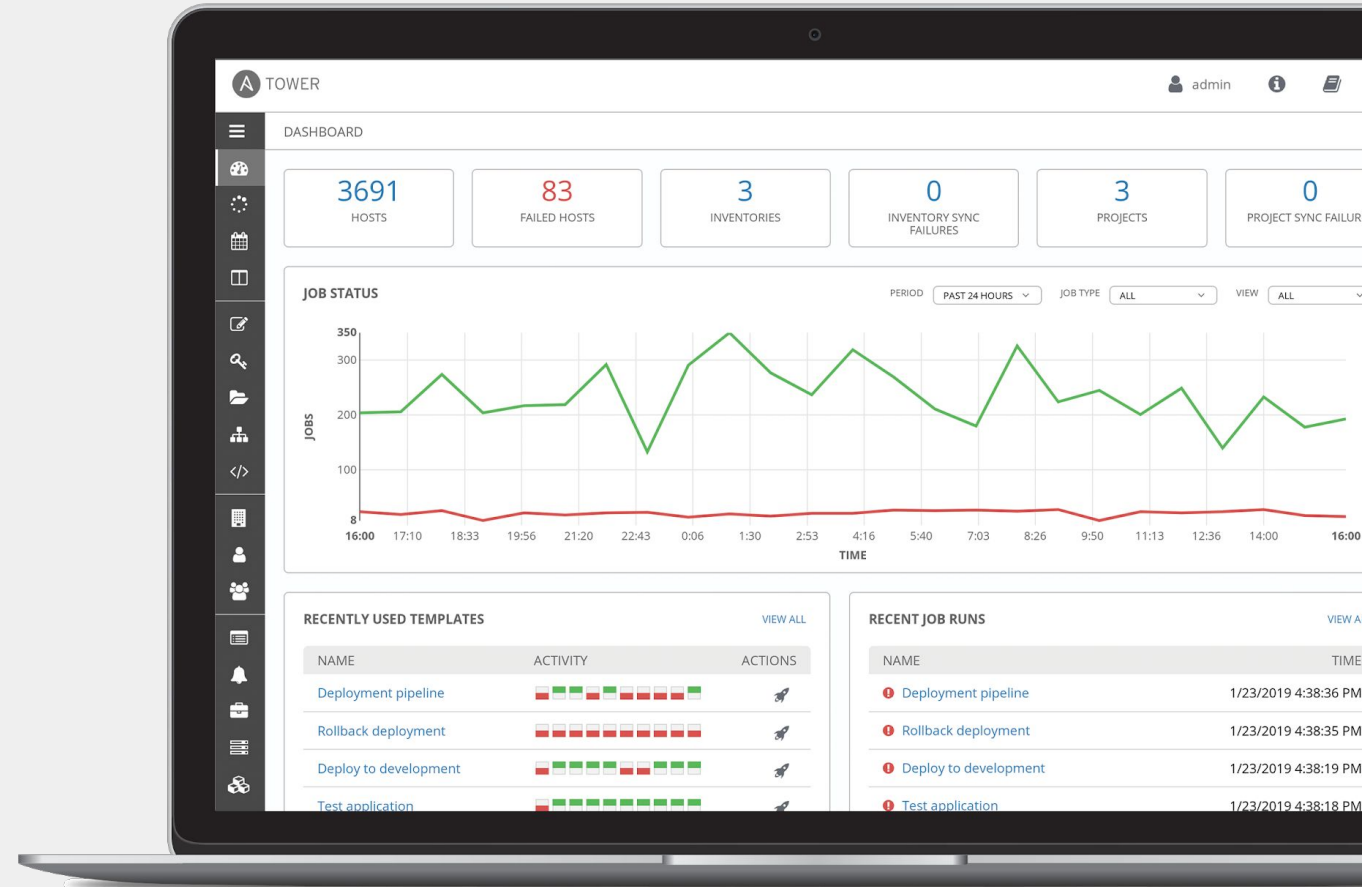


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What is Ansible Tower?

Ansible Tower is a UI and RESTful API allowing you to scale IT automation, manage complex deployments and speed productivity.

- Role-based access control
- Deploy entire applications with push-button deployment access
- All automations are centrally logged
- Powerful workflows match your IT processes



Red Hat Ansible Tower

RBAC

Allow restricting playbook access to authorized users. One team can use playbooks in check mode (read-only) while others have full administrative abilities.

Push button

An intuitive user interface experience makes it easy for novice users to execute playbooks you allow them access to.

RESTful API

With an API first mentality every feature and function of Tower can be API driven. Allow seamless integration with other tools like ServiceNow and Infoblox.

Workflows

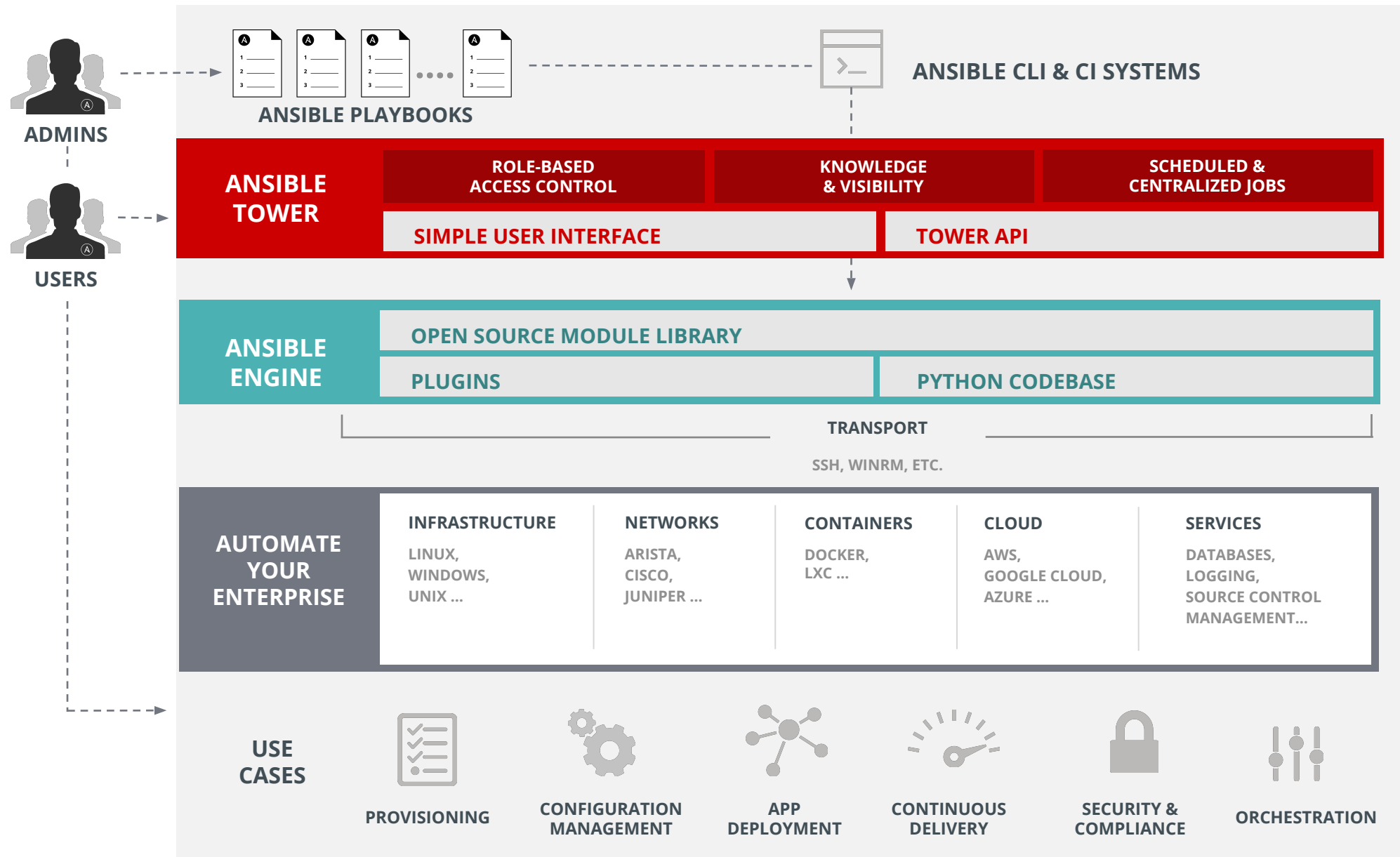
Ansible Tower's multi-playbook workflows chain any number of playbooks, regardless of whether they use different inventories, run as different users, run at once or utilize different credentials.

Enterprise integrations

Integrate with enterprise authentication like TACACS+, RADIUS, Azure AD. Setup token authentication with OAuth 2. Setup notifications with PagerDuty, Slack and Twilio.

Centralized logging

All automation activity is securely logged. Who ran it, how they customized it, what it did, where it happened - all securely stored and viewable later, or exported through Ansible Tower's API.





Exercise Time - Do Exercise 2.1 Now In Your
Lab Environment!



Exercise 2.2

Topics Covered:

- Inventories
- Credentials

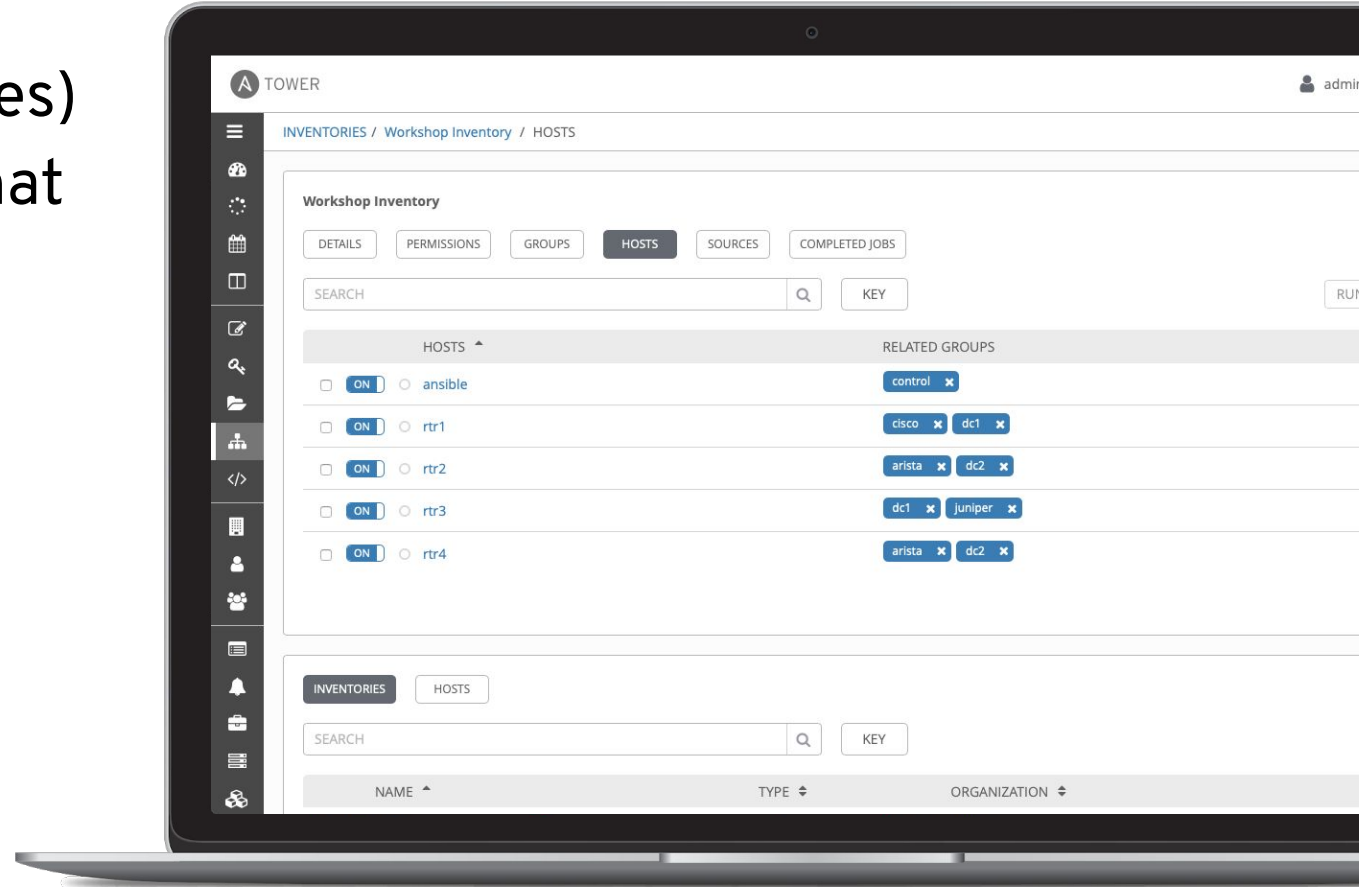


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Inventory

Inventory is a collection of hosts (nodes) with associated data and groupings that Ansible Tower can connect to and manage.

- Hosts (nodes)
- Groups
- Inventory-specific data (variables)
- Static or dynamic sources

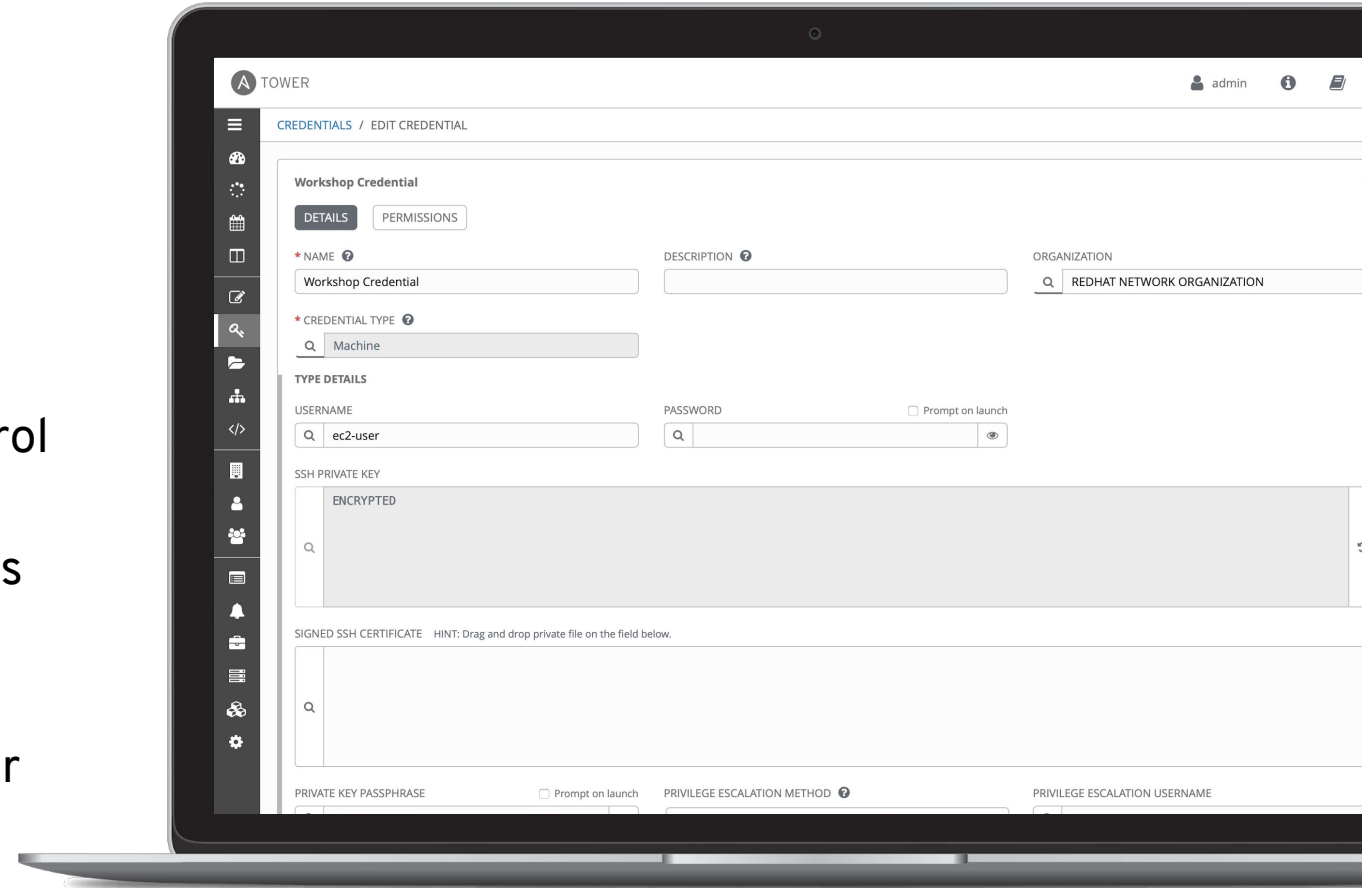


Credentials

Credentials are utilized by Ansible Tower for authentication with various external resources:

- Connecting to remote machines to run jobs
- Syncing with inventory sources
- Importing project content from version control systems
- Connecting to and managing network devices

Centralized management of various credentials allows end users to leverage a secret without ever exposing that secret to them.





Exercise Time - Do Exercise 2.2 Now In Your Lab Environment!



Exercise 2.3

Topics Covered:

- Projects
- Job Templates

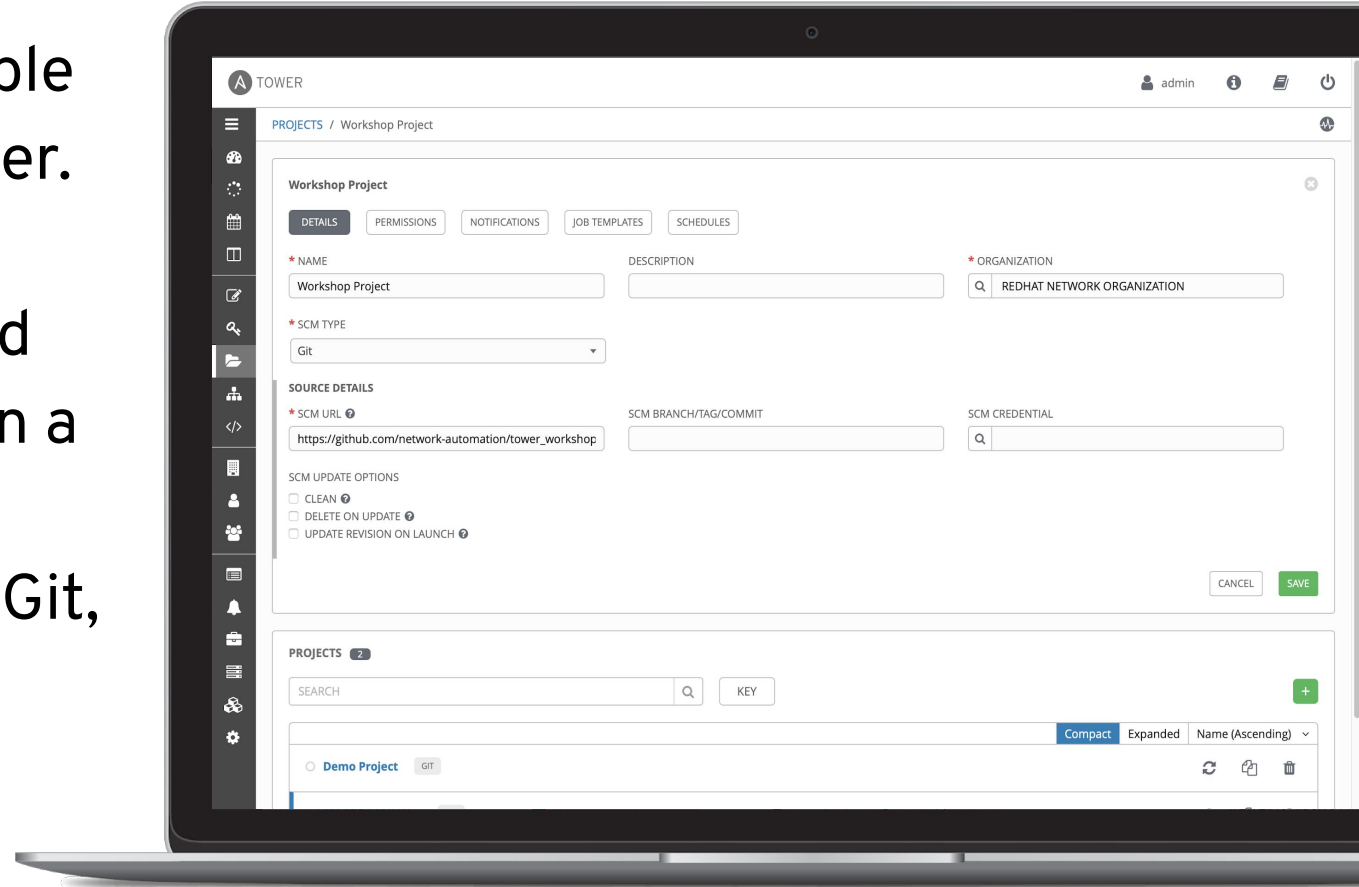


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Projects

A Project is a logical collection of Ansible Playbooks, represented in Ansible Tower.

You can manage Ansible Playbooks and playbook directories by placing them in a source code management system supported by Ansible Tower, including Git, Subversion, and Mercurial.



Job Templates

Everything in Ansible Tower revolves around the concept of a **Job Template**. Job Templates allow Ansible Playbooks to be controlled, delegated and scaled for an organization.

Job templates also encourage the reuse of Ansible playbook content and collaboration between teams.

A **Job Template** requires:

- An **Inventory** to run the job against
- A **Credential** to login to devices.
- A **Project** which contains Ansible Playbooks



VIEWS

Dashboard

Jobs

Schedules

My View

RESOURCES

Templates

Credentials

Projects

Inventories

Inventory Scripts

ACCESS

Organizations

Users

Teams

ADMINISTRATION

Credential Types

Notifications

Management Jobs

Instance Groups

Applications

Settings

TEMPLATES



TEMPLATES 6

SEARCH



KEY



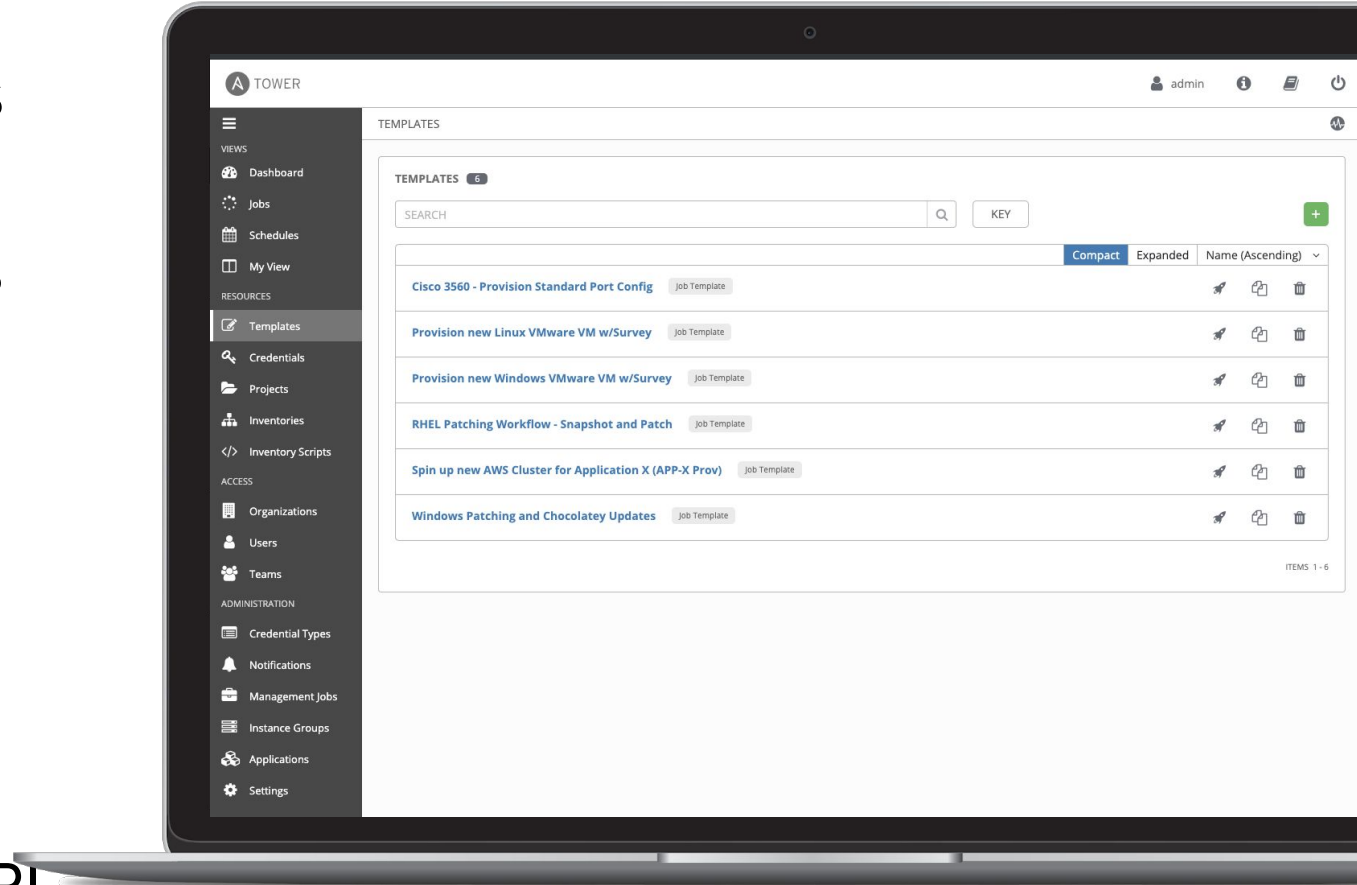
	Compact	Expanded	Name (Ascending) ▾
Cisco 3560 - Provision Standard Port Config	Job Template		
Provision new Linux VMware VM w/Survey	Job Template		
Provision new Windows VMware VM w/Survey	Job Template		
RHEL Patching Workflow - Snapshot and Patch	Job Template		
Spin up new AWS Cluster for Application X (APP-X Prov)	Job Template		
Windows Patching and Chocolatey Updates	Job Template		

ITEMS 1 - 6

Job Templates

A Job Template is where all the pieces come together, defining how your Ansible job will run. A Job Template is made up of:

- Inventory
- Project (containing a playbook)
- Credentials
- Survey or optional vars
- Jobs can be launched via GUI or API



Expanding on Job Templates


Job Templates can be found and created by clicking the **Templates** button under the *RESOURCES* section on the left menu.

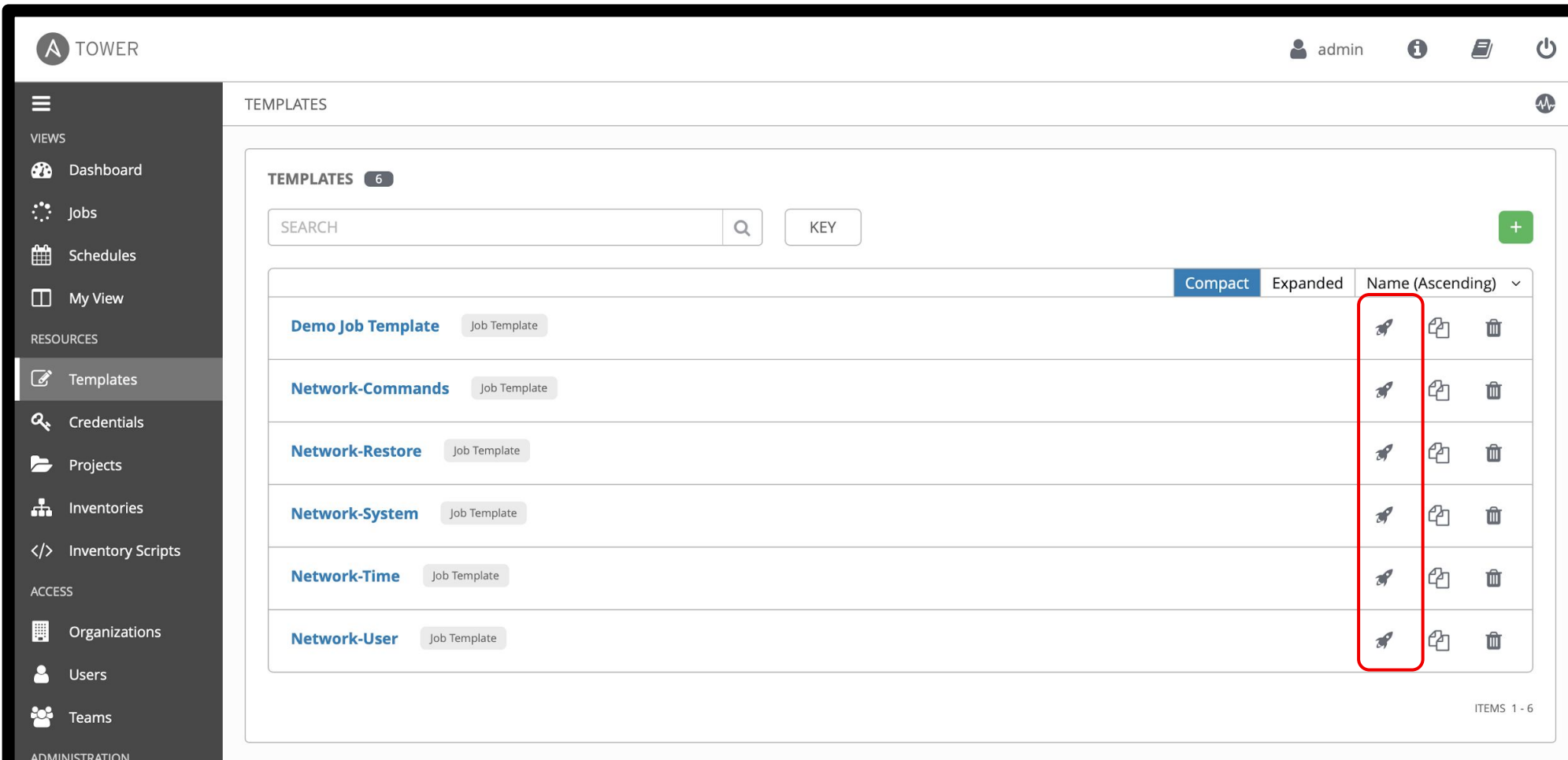


The screenshot displays the Tower web interface. The left sidebar contains a navigation menu with sections: VIEWS (Dashboard, Jobs, Schedules, My View), RESOURCES (Templates, Credentials, Projects, Inventories, Inventory Scripts), ACCESS (Organizations, Users, Teams), and ADMINISTRATION. The main content area is titled 'TEMPLATES' and shows a list of 6 templates. The list is displayed in 'Compact' view. Each template entry includes a name, a 'Job Template' tag, and three action icons (run, copy, delete). The templates listed are: Demo Job Template, Network-Commands, Network-Restore, Network-System, Network-Time, and Network-User. The bottom right corner of the interface shows 'ITEMS 1 - 6'.



















TEMPLATES 6					
SEARCH		Q	KEY		
		Compact	Expanded	Name (Ascending) v	
Demo Job Template	Job Template				
Network-Commands	Job Template				
Network-Restore	Job Template				
Network-System	Job Template				
Network-Time	Job Template				
Network-User	Job Template				

Executing an existing Job Template


Job Templates can be launched by clicking the **rocketship button**  for the corresponding Job Template

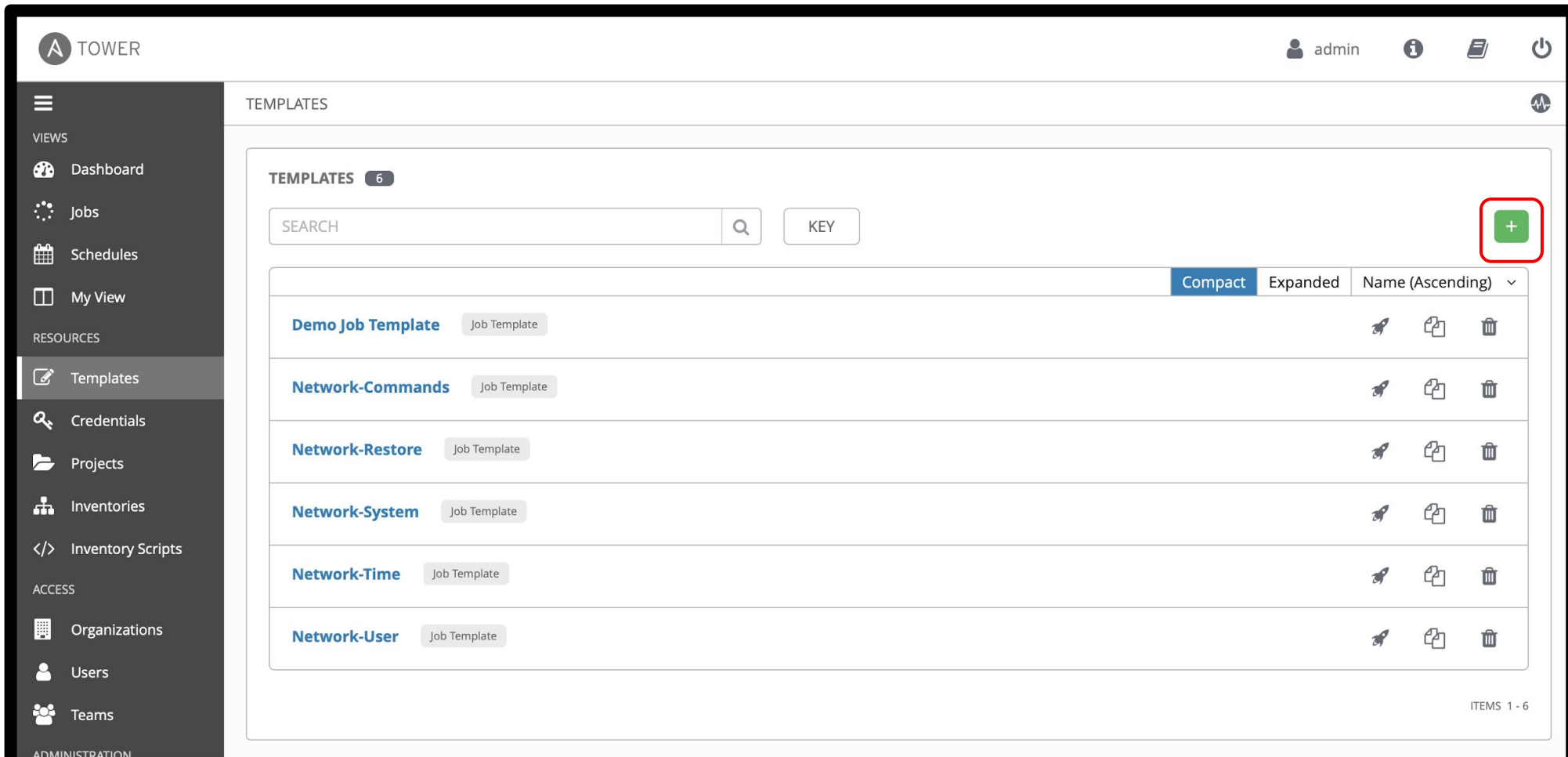


The screenshot displays the Tower web interface. The left sidebar contains navigation links for VIEWS (Dashboard, Jobs, Schedules, My View) and RESOURCES (Templates, Credentials, Projects, Inventories, Inventory Scripts). The main content area is titled 'TEMPLATES' and shows a list of 6 job templates. The 'Demo Job Template' is highlighted. The action column for each template contains three icons: a rocketship (highlighted with a red box), a document, and a trash can. The bottom right corner indicates 'ITEMS 1 - 6'.



















TEMPLATES 6		SEARCH	KEY	+
		Compact	Expanded	Name (Ascending) v
Demo Job Template	Job Template			
Network-Commands	Job Template			
Network-Restore	Job Template			
Network-System	Job Template			
Network-Time	Job Template			
Network-User	Job Template			

Creating a new Job Template (1/2)

New Job Templates can be created by clicking the **plus button** 



The screenshot shows the Tower web interface. The left sidebar contains navigation links: TOWER, VIEWS (Dashboard, Jobs, Schedules, My View), RESOURCES (Templates, Credentials, Projects, Inventories, Inventory Scripts), ACCESS (Organizations, Users, Teams), and ADMINISTRATION. The main content area is titled 'TEMPLATES' and shows a list of 6 templates. A green plus button in the top right corner of the templates list is highlighted with a red box.

TEMPLATES 6		SEARCH	KEY	
				Compact Expanded Name (Ascending) ▾
Demo Job Template	Job Template			  
Network-Commands	Job Template			  
Network-Restore	Job Template			  
Network-System	Job Template			  
Network-Time	Job Template			  
Network-User	Job Template			  

ITEMS 1 - 6

Creating a new Job Template (2/2)

This **New Job Template** window is where the inventory, project and credential are assigned. The red asterisk * means the field is required .

NEW JOB TEMPLATE

DETAILS PERMISSIONS COMPLETED JOBS SCHEDULES ADD SURVEY

* NAME DESCRIPTION * JOB TYPE ? ☐ PROMPT ON LAUNCH

* INVENTORY ? ☐ PROMPT ON LAUNCH * PROJECT ? * PLAYBOOK ?

CREDENTIAL ? ☐ PROMPT ON LAUNCH FORKS ? LIMIT ? ☐ PROMPT ON LAUNCH

* VERBOSITY ? ☐ PROMPT ON LAUNCH JOB TAGS ? ☐ PROMPT ON LAUNCH SKIP TAGS ? ☐ PROMPT ON LAUNCH

LABELS ? INSTANCE GROUPS ? JOB SLICING ?

TIMEOUT ? SHOW CHANGES ? ☐ PROMPT ON LAUNCH OPTIONS

☐ ENABLE PRIVILEGE ESCALATION ?

☐ ALLOW PROVISIONING CALLBACKS ?



Exercise Time - Do Exercise 2.3 Now In Your Lab Environment!



Exercise 2.4

Topics Covered:

- Surveys



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Automation

Surveys

Tower surveys allow you to configure how a job runs via a series of questions, making it simple to customize your jobs in a user-friendly way.

An Ansible Tower survey is a simple question-and-answer form that allows users to customize their job runs. Combine that with Tower's role-based access control, and you can build simple, easy self-service for your users.

Creating a Survey (1/2)

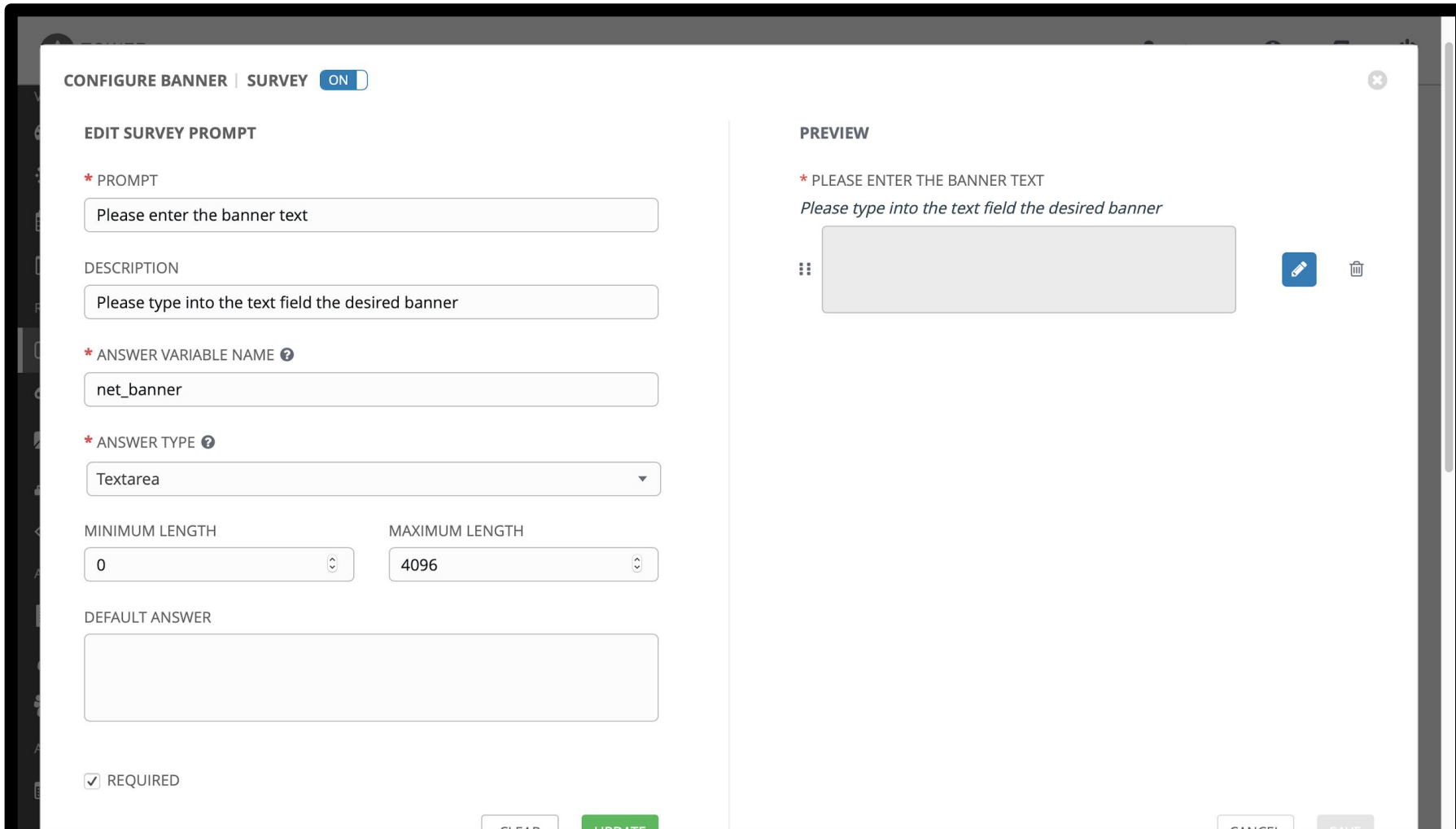
Once a Job Template is saved, the **Add Survey Button** will appear
Click the button to open the Add Survey window.

ADD SURVEY

The screenshot shows the Tower web interface. On the left is a sidebar with navigation links: TOWER, VIEWS (Dashboard, Jobs, Schedules, My View), RESOURCES (Templates, Credentials, Projects, Inventories, Inventory Scripts), and ACCESS (Organizations). The main content area is titled 'TEMPLATES / Configure Banner'. It features a 'Configure Banner' window with several tabs: DETAILS, PERMISSIONS, NOTIFICATIONS, COMPLETED JOBS, SCHEDULES, and EDIT SURVEY. The 'EDIT SURVEY' tab is highlighted with a red box. Below the tabs are various configuration fields: NAME (Configure Banner), DESCRIPTION, JOB TYPE (Run), INVENTORY (Workshop Inventory), PROJECT (Workshop Project), PLAYBOOK (network_banner.yml), CREDENTIAL (Workshop Credential), FORKS (0), LIMIT, VERBOSITY (0 (Normal)), JOB TAGS, SKIP TAGS, LABELS, INSTANCE GROUPS, and JOB SLICING. Each field has a search icon and a 'PROMPT ON LAUNCH' checkbox.

Creating a Survey (2/2)

The Add Survey window allows the Job Template to prompt users for one or more questions. The answers provided become variables for use in the Ansible Playbook.



The screenshot displays the 'CONFIGURE BANNER | SURVEY' window with a toggle switch set to 'ON'. The window is divided into two main sections: 'EDIT SURVEY PROMPT' on the left and 'PREVIEW' on the right.

EDIT SURVEY PROMPT

- * PROMPT**: A text input field containing 'Please enter the banner text'.
- DESCRIPTION**: A text input field containing 'Please type into the text field the desired banner'.
- * ANSWER VARIABLE NAME** (with a help icon): A text input field containing 'net_banner'.
- * ANSWER TYPE** (with a help icon): A dropdown menu currently set to 'Textarea'.
- MINIMUM LENGTH**: A numeric input field set to '0'.
- MAXIMUM LENGTH**: A numeric input field set to '4096'.
- DEFAULT ANSWER**: An empty text input field.
- REQUIRED**: A checkbox that is checked.

PREVIEW

- * PLEASE ENTER THE BANNER TEXT**: A heading for the preview section.
- Please type into the text field the desired banner*: A line of italicized text.
- A large, empty rectangular box representing the survey prompt area.
- Icons for editing (a blue pencil) and deleting (a trash can) are located to the right of the preview box.

At the bottom of the window, there are buttons for 'CLEAR', 'UPDATE', 'CANCEL', and 'OK'.

Using a Survey

When launching a job, the user will now be prompted with the Survey. The user can be required to fill out the Survey before the Job Template will execute.

The screenshot displays the Tower web interface. On the left is a dark sidebar with navigation links: VIEWS (Dashboard, Jobs, Schedules, My View), RESOURCES (Templates, Credentials, Projects, Inventories, Inventory Scripts), ACCESS (Organizations, Users, Teams), and ADMINISTRATION. The main content area is titled 'TEMPLATES' and shows a list of job templates. A modal dialog box titled 'CONFIGURE BANNER' is open, featuring 'SURVEY' and 'PREVIEW' tabs. The 'SURVEY' tab is active, showing a text input field with the placeholder text 'Please type into the text field the desired banner'. Below the input field are 'CANCEL' and 'NEXT' buttons. The background list of templates includes 'Network-Restore', 'Network-System', 'Network-Time', and 'Network-User', each with a 'Job Template' label and action icons (rocket, copy, delete). The top right of the interface shows the user 'admin' and system status icons. The bottom right corner indicates 'ITEMS 1 - 7'.

Template Name	Type	Actions
Network-Restore	Job Template	Launch, Copy, Delete
Network-System	Job Template	Launch, Copy, Delete
Network-Time	Job Template	Launch, Copy, Delete
Network-User	Job Template	Launch, Copy, Delete



Exercise Time - Do Exercise 2.4 Now In Your
Lab Environment!



Exercise 2.5

Topics Covered:

- Role based access control



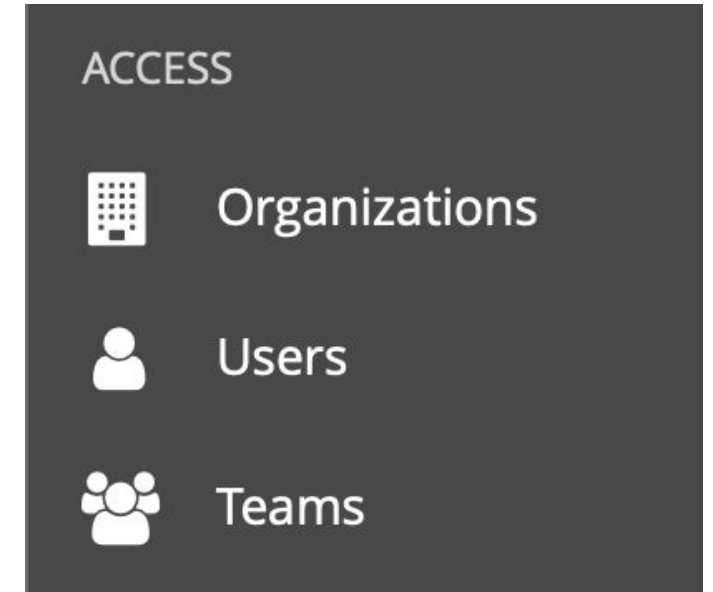
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Role Based Access Control (RBAC)

Role-Based Access Controls (RBAC) are built into Ansible Tower and allow administrators to delegate access to inventories, organizations, and more. These controls allow Ansible Tower to help you increase security and streamline management of your Ansible automation.

User Management

- An **organization** is a logical collection of users, teams, projects, inventories and more. All entities belong to an organization with the exception of users.
- A **user** is an account to access Ansible Tower and its services given the permissions granted to it.
- **Teams** provide a means to implement role-based access control schemes and delegate responsibilities across organizations.



Viewing Organizations

Clicking on the **Organizations** button will open up the Organizations window



Organizations

in the left menu

TOWER admin

ORGANIZATIONS

ORGANIZATIONS 3

SEARCH KEY +

Default

- 0 USERS
- 1 INVENTORIES
- 1 JOB TEMPLATES
- 0 TEAMS
- 1 PROJECTS
- 0 ADMINS

REDHAT COMPUTE ORGANIZATION

- 0 USERS
- 0 INVENTORIES
- 0 JOB TEMPLATES
- 2 TEAMS
- 0 PROJECTS
- 0 ADMINS

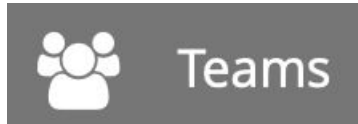
REDHAT NETWORK ORGANIZATION

- 2 USERS
- 1 INVENTORIES
- 6 JOB TEMPLATES
- 2 TEAMS
- 1 PROJECTS
- 1 ADMINS

ITEMS 1 - 3

Viewing Teams

Clicking on the **Teams** button
will open up the Teams window



in the left menu

The screenshot shows the Tower web interface. The top header includes the "TOWER" logo, a user profile for "admin", and icons for information, a document, and a power button. The left sidebar contains a menu with sections: VIEWS (Dashboard, Jobs, Schedules, My View), RESOURCES (Templates, Credentials, Projects, Inventories, Inventory Scripts), ACCESS (Organizations, Users, Teams), and ADMINISTRATION. The "Teams" menu item is highlighted. The main content area is titled "TEAMS" and shows a list of 4 teams. It includes a search bar, a "KEY" button, and a green "+" button to add a new team. The table lists the following teams:

NAME	ORGANIZATION	ACTIONS
Compute T1	REDHAT COMPUTE ORGANIZATION	[Edit] [Delete]
Compute T2	REDHAT COMPUTE ORGANIZATION	[Edit] [Delete]
Netadmin	REDHAT NETWORK ORGANIZATION	[Edit] [Delete]
Netops	REDHAT NETWORK ORGANIZATION	[Edit] [Delete]

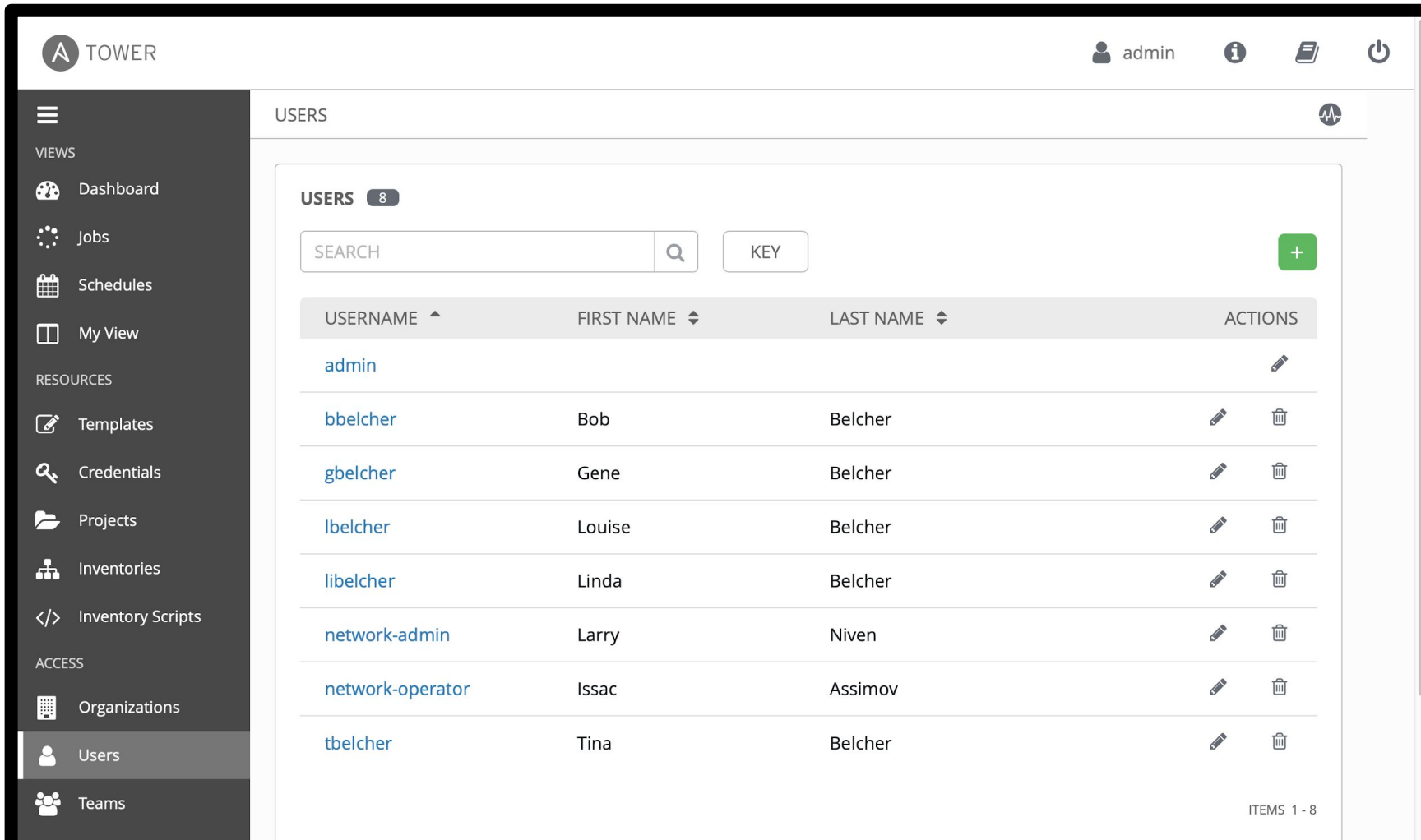
At the bottom right of the table, it says "ITEMS 1 - 4".

Viewing Users

Clicking on the **Users** button will open up the Users window



in the left menu



The screenshot shows the Tower web interface. The left sidebar contains a menu with sections: VIEWS (Dashboard, Jobs, Schedules, My View), RESOURCES (Templates, Credentials, Projects, Inventories, Inventory Scripts), and ACCESS (Organizations, Users, Teams). The 'Users' button is highlighted. The main content area is titled 'USERS' and shows a list of 8 users. At the top of the list are search and key filters, and a green '+' button. The table has columns for USERNAME, FIRST NAME, LAST NAME, and ACTIONS. The users listed are admin, bbelcher, gbelcher, lbelcher, libelcher, network-admin, network-operator, and tbelcher. Each user row has edit and delete icons. The bottom right of the table indicates 'ITEMS 1 - 8'.

USERNAME	FIRST NAME	LAST NAME	ACTIONS
admin			
bbelcher	Bob	Belcher	
gbelcher	Gene	Belcher	
lbelcher	Louise	Belcher	
libelcher	Linda	Belcher	
network-admin	Larry	Niven	
network-operator	Issac	Assimov	
tbelcher	Tina	Belcher	



Exercise Time - Do Exercise 2.5 Now In Your Lab Environment!



Exercise 2.6

Topics Covered:

- Workflows



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Workflows

Workflows can be found alongside Job Templates by clicking the **Templates** button under the *RESOURCES* section on the left menu.



The screenshot displays the Tower web interface. The left sidebar contains a menu with sections: VIEWS (Dashboard, Jobs, Schedules, My View), RESOURCES (Templates, Credentials, Projects, Inventories, Inventory Scripts), ACCESS (Organizations, Users, Teams), and ADMINISTRATION. The 'Templates' button is highlighted under the RESOURCES section. The main content area is titled 'TEMPLATES' and shows a list of 6 templates. The list includes a search bar, a 'KEY' button, and a '+ ' button. The templates are displayed in a table with columns for Name, Action, and a dropdown menu. The templates listed are Demo Job Template, Network-Commands, Network-Restore, Network-System, Network-Time, and Network-User. Each template has a 'Job Template' label and icons for launch, copy, and delete. The bottom right corner of the interface shows 'ITEMS 1 - 6'.

TEMPLATES 6	SEARCH	KEY	+
	Compact	Expanded	Name (Ascending) v
Demo Job Template	Job Template		
Network-Commands	Job Template		
Network-Restore	Job Template		
Network-System	Job Template		
Network-Time	Job Template		
Network-User	Job Template		

Adding a new Workflow Template

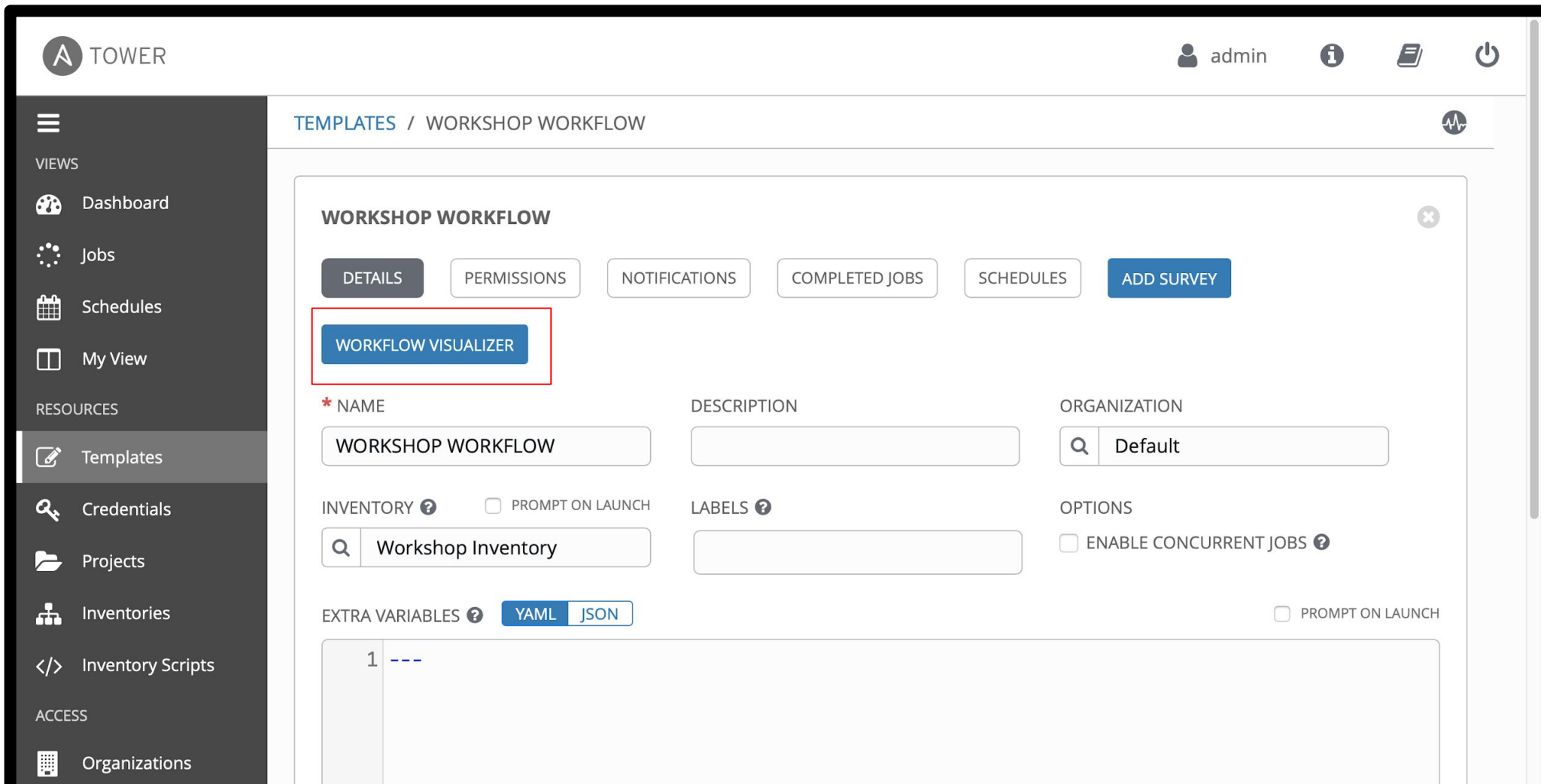
To add a new **Workflow** click on the green + button
This time select the **Workflow Template**



The screenshot shows the Tower web interface. The sidebar on the left contains navigation links: Dashboard, Jobs, Schedules, My View, Templates (highlighted), Credentials, Projects, Inventories, Inventory Scripts, Organizations, and Users. The main content area is titled 'TEMPLATES' and displays a list of templates. A red box highlights the green plus button and the dropdown menu that appears, showing 'Job Template' and 'Workflow Template' options. The list of templates includes 'Backup network configurations', 'Configure Banner', 'Demo Job Template', 'Network-Commands', 'Network-Restore', and 'Network-System', each with a 'Job Template' label and a set of icons for actions like run, copy, and delete.

Creating the Workflow

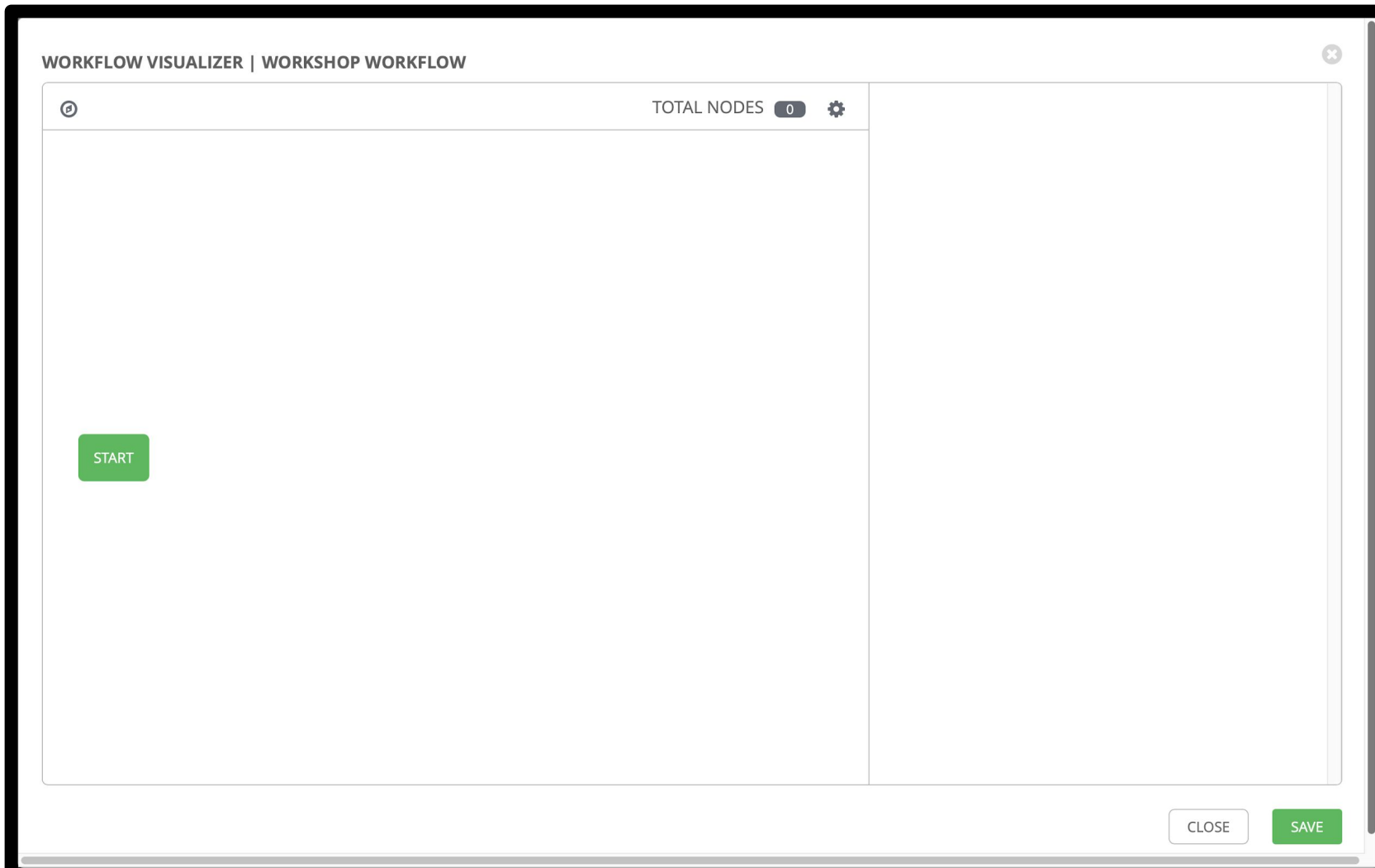
Fill out the required parameters and click **SAVE**. As soon as the Workflow Template is saved the WORKFLOW VISUALIZER will open.



The screenshot displays the Tower Web UI interface for configuring a 'WORKSHOP WORKFLOW' template. The left sidebar contains navigation links for Views (Dashboard, Jobs, Schedules, My View), Resources (Templates, Credentials, Projects, Inventories, Inventory Scripts), and Access (Organizations). The main content area shows the 'WORKSHOP WORKFLOW' configuration page with tabs for DETAILS, PERMISSIONS, NOTIFICATIONS, COMPLETED JOBS, SCHEDULES, and ADD SURVEY. The 'DETAILS' tab is active, and the 'WORKFLOW VISUALIZER' button is highlighted with a red box. Below the tabs, the configuration form includes fields for NAME (WORKSHOP WORKFLOW), DESCRIPTION, ORGANIZATION (Default), INVENTORY (Workshop Inventory), and LABELS. There are also checkboxes for PROMPT ON LAUNCH and ENABLE CONCURRENT JOBS. The EXTRA VARIABLES section is visible at the bottom, showing a YAML editor with a single line '1 ---'.

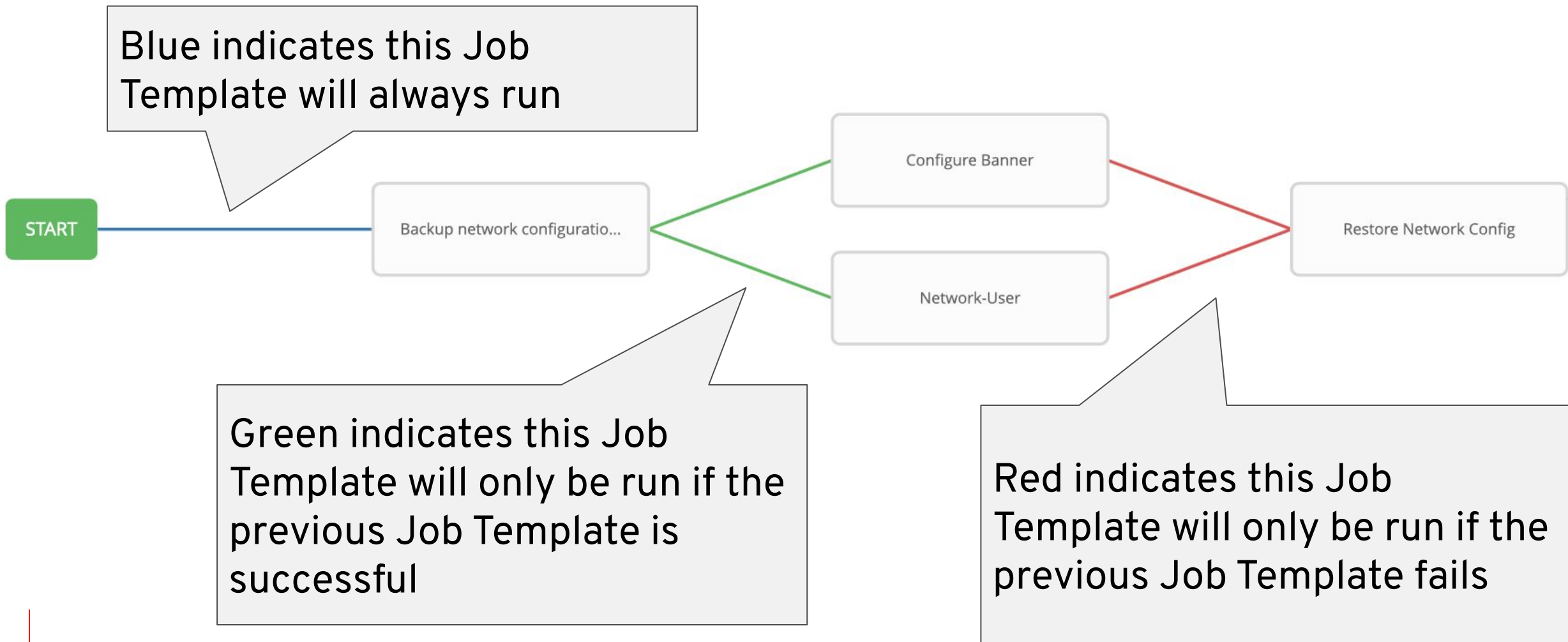
Workflow Visualizer

The workflow visualizer will start as a blank canvas.



Visualizing a Workflow

Workflows can branch out, or converge in.





Exercise Time - Do Exercise 2.6 Now In Your
Lab Environment!



Exercise 2.7

Topics Covered:

- Wrap-up



You are on your own!

You know it all - now use it!



Exercise Time - Do Exercise 2.7 Now In Your Lab Environment!



Thank you



linkedin.com/company/red-hat



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