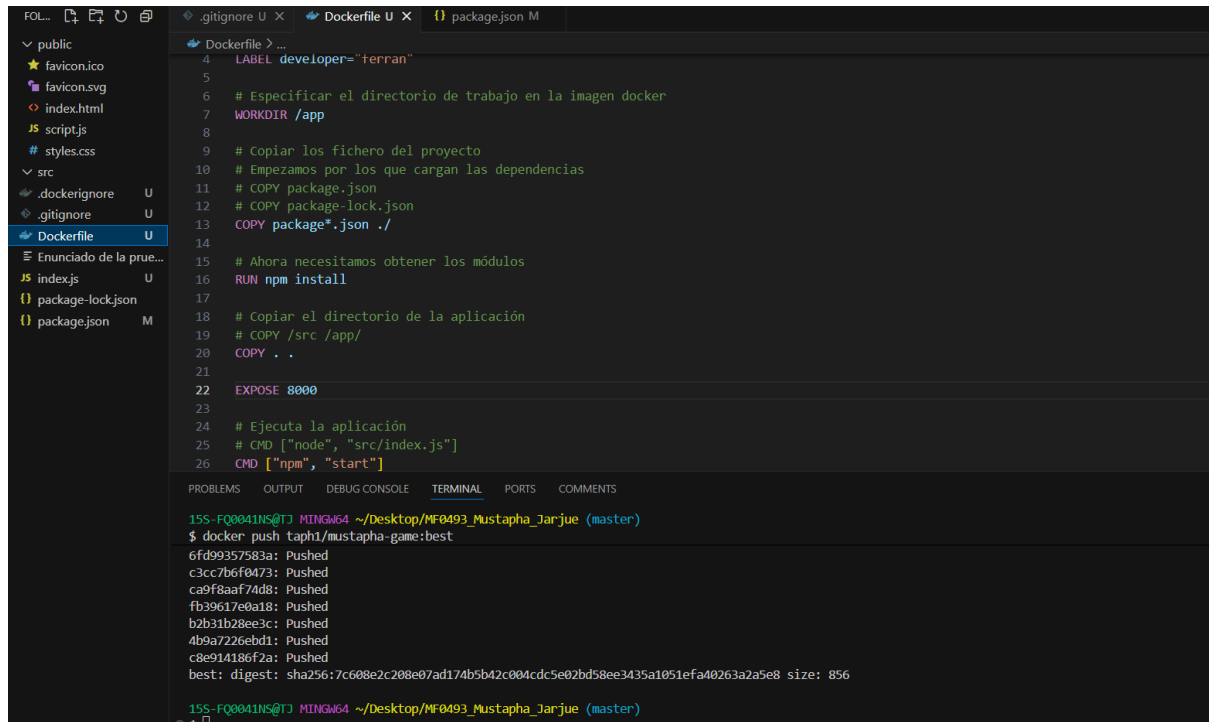


Mustapha Game

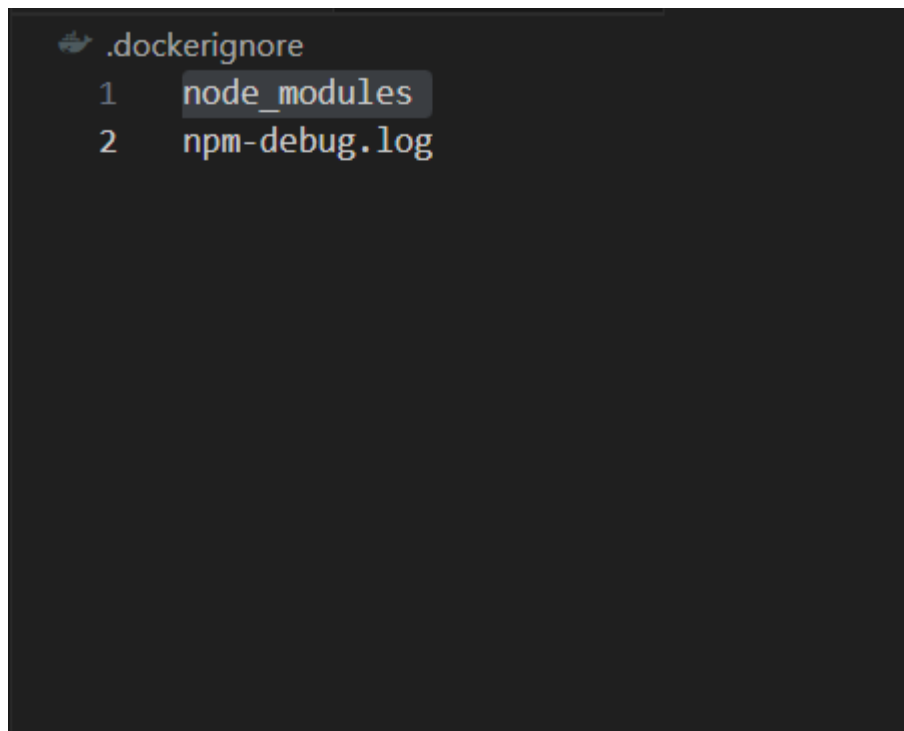
Este es el primer paso: dockerfile. Y dockerignore



The screenshot shows a code editor with a file explorer on the left and a terminal at the bottom. The file explorer shows a project structure with files like `public`, `src`, `.dockerignore`, `.gitignore`, `Dockerfile`, `index.js`, `package-lock.json`, and `package.json`. The `Dockerfile` is selected and its content is displayed in the editor. The terminal shows the command `$ docker push taphi/mustapha-game:best` and its output, which lists the layers being pushed and their digests.

```
4 LABEL developer="terrnan"
5
6 # Especificar el directorio de trabajo en la imagen docker
7 WORKDIR /app
8
9 # Copiar los fichero del proyecto
10 # Empezamos por los que cargan las dependencias
11 # COPY package.json
12 # COPY package-lock.json
13 COPY package*.json ./
14
15 # Ahora necesitamos obtener los módulos
16 RUN npm install
17
18 # Copiar el directorio de la aplicación
19 # COPY /src /app/
20 COPY . .
21
22 EXPOSE 8000
23
24 # Ejecuta la aplicación
25 # CMD ["node", "src/index.js"]
26 CMD ["npm", "start"]
```

```
155-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
$ docker push taphi/mustapha-game:best
6fd99357583a: Pushed
c3cc7b6f0473: Pushed
ca9f8aaf74d8: Pushed
fb39617e0a18: Pushed
b2b31b28ee3c: Pushed
4b9a7226ebd1: Pushed
c8e914186f2a: Pushed
best: digest: sha256:7c608e2c208e07ad174b5b42c004cdc5e02bd58ee3435a1051efa40263a2a5e8 size: 856
```



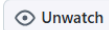
The screenshot shows a `.dockerignore` file with two entries: `node_modules` and `npm-debug.log`.

```
.dockerignore
1 node_modules
2 npm-debug.log
```

El siguiente son los pasos de subir el archivo al github.



MF0493_Mustaoha_Jarjue-game Public



1

master

1 Branch 0 Tags

Go to file



Add file

Code



Kranna Kutama initial

770aa16 · 1 hour ago

1 Commit



public

initial

1 hour ago



src

initial

1 hour ago



Enunciado de la prueba.txt

initial

1 hour ago



package-lock.json

initial

1 hour ago



package.json

initial

1 hour ago



README



PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS COMMENTS

```
15S-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue
• $ git init
Initialized empty Git repository in C:/Users/15S-FQ0041NS/Desktop/MF0493_Mustapha_Jarjue/.git/

15S-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
• $ git init
Reinitialized existing Git repository in C:/Users/15S-FQ0041NS/Desktop/MF0493_Mustapha_Jarjue/.git/

15S-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
• $ git add .
warning: in the working copy of 'package-lock.json', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'package.json', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'public/favicon.svg', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'public/index.html', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'public/script.js', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'public/styles.css', LF will be replaced by CRLF the next time Git touches it

15S-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
• $ git remote

15S-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
• $ git add origin
fatal: pathspec 'origin' did not match any files

15S-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
• $ git remote add origin https://github.com/taph1/MF0493_Mustaoha_Jarjue-game.git

15S-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
• $ git add .

15S-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
• $ git commit -m "initial"
[master (root-commit) 770aa16] initial
12 files changed, 1519 insertions(+)
create mode 100644 Enunciado de la prueba.txt
create mode 100644 package-lock.json
create mode 100644 package.json
create mode 100644 public/favicon.ico
create mode 100644 public/favicon.svg
create mode 100644 public/index.html
```

```

15S-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
❗ $ git push origin main
error: src refspec main does not match any
error: failed to push some refs to 'https://github.com/taph1/MF0493_Mustapha_Jarjue-game.git'

15S-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
● $ git push origin master
Enumerating objects: 16, done.
Counting objects: 100% (16/16), done.
Delta compression using up to 4 threads
Compressing objects: 100% (14/14), done.
Writing objects: 100% (16/16), 12.81 KiB | 570.00 KiB/s, done.
Total 16 (delta 0), reused 0 (delta 0), pack-reused 0 (from 0)
To https://github.com/taph1/MF0493_Mustapha_Jarjue-game.git
 * [new branch]      master -> master

15S-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
● $ docker login
Authenticating with existing credentials...
Login Succeeded

15S-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
❗ $ docker build -t mustapha-game:best
ERROR: "docker buildx build" requires exactly 1 argument.
See 'docker buildx build --help'.

Usage:  docker buildx build [OPTIONS] PATH | URL | -

Start a build

15S-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
❗ $ docker build -t mustapha-game:best .
[+] Building 0.3s (1/1) FINISHED
=> [internal] load build definition from Dockerfile
=> => transferring dockerfile: 2B
ERROR: failed to solve: failed to read dockerfile: open Dockerfile: no such file or directory

15S-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
● $ docker build -t mustapha-game:best .
[+] Building 82.6s (11/11) FINISHED

```

Aqui tenemos todos los pasos de ejecución para subir la imagen al docker hub.

Upgrade

```

15S-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
• $ docker images
REPOSITORY          TAG             IMAGE ID         CREATED          SIZE
mustapha-game       best           8815e14b4d0d    About a minute ago  1.61GB
taph1/music-player  new           7c48c447f29a    8 hours ago      362MB

15S-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
⊗ $ docker run 3000:8000 mustapha-game:best
Unable to find image '3000:8000' locally
docker: Error response from daemon: pull access denied for 3000, repository does not exist or may require 'docker login'.
See 'docker run --help'.

15S-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
• $ docker build -t mustapha-game:best .
[+] Building 3.1s (11/11) FINISHED
=> [internal] load build definition from Dockerfile
=> => transferring dockerfile: 727B
=> [internal] load metadata for docker.io/library/node:22
=> [auth] library/node:pull token for registry-1.docker.io
=> [internal] load .dockerignore
=> => transferring context: 67B
=> [1/5] FROM docker.io/library/node:22@sha256:5c76d05034644fa8ecc9c2aa84e0a83cd981d0ef13af5455b87b9adf5b216561
=> => resolve docker.io/library/node:22@sha256:5c76d05034644fa8ecc9c2aa84e0a83cd981d0ef13af5455b87b9adf5b216561
=> [internal] load build context
=> => transferring context: 4.58kB
=> CACHED [2/5] WORKDIR /app
=> CACHED [3/5] COPY package*.json ./
=> CACHED [4/5] RUN npm install
=> [5/5] COPY . .
=> exporting to image
=> => exporting layers
=> => exporting manifest sha256:e77f70d60c67433677150307ec24d5076954027975dc219507f194586376f4d4
=> => exporting config sha256:b92e05cd9263efae01a325b3e5d08fa7b731dd3b81dd8242e6b6c47dcc55aba8
=> => exporting attestation manifest sha256:ffed8d8e7c8f8788e6efd679ecfb9d24b424e76bddb3a6b3e596387e197e643d
=> => exporting manifest list sha256:e506e561e1a3fc76ac3cce3651f19adc10db28b83f68f2fa73d2b8e9287e6d13
=> => naming to docker.io/library/mustapha-game:best
=> => unpacking to docker.io/library/mustapha-game:best

15S-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)

```

```

15S-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
• $ docker images
REPOSITORY          TAG             IMAGE ID         CREATED          SIZE
mustapha-game       best           e506e561e1a3    6 seconds ago   1.61GB
taph1/music-player  new           7c48c447f29a    9 hours ago     362MB

15S-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
⊗ $ docker run 3000:8000 mustapha-game:best
Unable to find image '3000:8000' locally
docker: Error response from daemon: pull access denied for 3000, repository does not exist or may require 'docker login'.
See 'docker run --help'.

15S-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
• $ docker login
Authenticating with existing credentials...
Login Succeeded

15S-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
⊗ $ docker run 3000:8000 mustapha-game:best
Unable to find image '3000:8000' locally
docker: Error response from daemon: pull access denied for 3000, repository does not exist or may require 'docker login'.
See 'docker run --help'.

15S-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
• $ docker run -p 3000:8000 mustapha-game:best

> exemple_node_docker@1.0.0 start
> node --watch src/index.js

node:internal/modules/cjs/loader:1252
  throw err;
  ^

Error: Cannot find module '/app/src/index.js'
    at Function.resolveFilename (node:internal/modules/cjs/loader:1249:15)
    at Function._load (node:internal/modules/cjs/loader:1075:27)
    at TracingChannel.traceSync (node:diagnostics_channel:315:14)
    at wrapModuleLoad (node:internal/modules/cjs/loader:218:24)
    at Function.executeUserEntryPoint [as runMain] (node:internal/modules/run_main:170:5)
    at node:internal/main/run_main_module:36:49 {

```

```

15S-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
$ docker run -p 3000:8000 mustapha-game:best

> exemple_node_docker@1.0.0 start
> node --watch src/index.js

node:internal/modules/cjs/loader:1252
  throw err;
  ^

Error: Cannot find module '/app/src/index.js'
    at Function._resolveFilename (node:internal/modules/cjs/loader:1249:15)
    at Function._load (node:internal/modules/cjs/loader:1075:27)
    at TracingChannel.traceSync (node:diagnostics_channel:315:14)
    at wrapModuleLoad (node:internal/modules/cjs/loader:218:24)
    at Function.executeUserEntryPoint [as runMain] (node:internal/modules/run_main:170:5)
    at node:internal/main/run_main_module:36:49 {
  code: 'MODULE_NOT_FOUND',
  requireStack: []
}

Node.js v22.11.0
Failed running 'src/index.js'

15S-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
$ docker build -t mustapha-game:best .
[+] Building 141.2s (10/10) FINISHED
=> [internal] load build definition from Dockerfile
=> => transferring dockerfile: 727B
=> [internal] load metadata for docker.io/library/node:22
=> [internal] load .dockerignore
=> => transferring context: 67B
=> [1/5] FROM docker.io/library/node:22@sha256:5c76d05034644fa8ecc9c2aa84e0a83cd981d0ef13af5455b87b9adf5b216561
=> => resolve docker.io/library/node:22@sha256:5c76d05034644fa8ecc9c2aa84e0a83cd981d0ef13af5455b87b9adf5b216561
=> [internal] load build context
=> => transferring context: 4.17kB
=> CACHED [2/5] WORKDIR /app
=> [3/5] COPY package*.json ./
=> [4/5] RUN npm install
=> [5/5] COPY . .

```

```

$ docker build -t mustapha-game:best .
=> [3/5] COPY package*.json ./
=> [4/5] RUN npm install
=> [5/5] COPY . .
=> exporting to image
=> => exporting layers
=> => exporting manifest sha256:cae6f572c111653fc15823caacbfaff1cac1f72b76b7b4051b71aecb145ced9
=> => exporting config sha256:b8162fd21bb46999472373b163c93ce15ea449806bee7279acce6557a8170dd1
=> => exporting attestation manifest sha256:e8b1d46c063be363db068485834ed0a748f27555ed5a7446c7e0a98222b37bb1
=> => exporting manifest list sha256:7c608e2c208e07ad174b5b42c004cdc5e02bd58ee3435a1051efa40263a2a5e8
=> => naming to docker.io/library/mustapha-game:best
=> => unpacking to docker.io/library/mustapha-game:best

155-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
$ docker run 3000:8000 mustapha-game:best
Unable to find image '3000:8000' locally
docker: Error response from daemon: pull access denied for 3000, repository does not exist or may require 'docker login'.
See 'docker run --help'.

155-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
$ docker login
Authenticating with existing credentials...
Login Succeeded

155-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
$ docker run 3000:8000 mustapha-game:best
Unable to find image '3000:8000' locally
docker: Error response from daemon: pull access denied for 3000, repository does not exist or may require 'docker login'.
See 'docker run --help'.

155-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
$ docker run -p 3000:8000 mustapha-game:best

> exemple_node_docker@1.0.0 start
> node index.js

Servidor web arrancat a http://localhost:3000

got 3 SIGTERM/SIGINTs, forcefully exiting

```

got 3 SIGTERM/SIGINTs, forcefully exiting

```

155-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
$ docker tag mustapaha-game:best taph1/mustapha-game:best
Error response from daemon: No such image: mustapaha-game:best

155-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
$ docker tag mustapha-game:best taph1/mustapha-game:best

155-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
$ docker push taph1/mustapha-game:best
The push refers to repository [docker.io/taph1/mustapha-game]
52c4629a4952: Waiting
22496bd6ed1b: Pushed
613080a901bd: Pushed
af247aac0764: Pushed
2112e5e7c3ff: Pushed
09dcdd279c83: Pushed
6fd99357583a: Pushed
c3cc7b6f0473: Pushed
ca9f8aaf74d8: Pushed
fb39617e0a18: Pushed
b2b31b28ee3c: Pushed
4b9a7226ebd1: Pushed
c8e914186f2a: Pushed
best: digest: sha256:7c608e2c208e07ad174b5b42c004cdc5e02bd58ee3435a1051efa40263a2a5e8 size: 856

155-FQ0041NS@TJ MINGW64 ~/Desktop/MF0493_Mustapha_Jarjue (master)
$

```

Aqui tenemos la captura de pantalla de ejecución en render.

Render

Dashboard

Blueprints

Env Groups

WEB SERVICE

mustapha-game

Image

Free

Upgrade your instance →

taph1 / mustapha-game

best

https://mustapha-game.onrender.com

Events

Logs

Disks

Environment

Shell

Previews

Jobs

Metrics

Scaling

Settings

ⓘ Your free instance will spin down with inactivity, which can delay requests by 50 seconds or more.

November 20, 2024 at 10:39 AM

✓ Live

Deploy for caea6f5

best

All logs

Search

Nov 20 10:39:57 AM ⓘ ==> Starting service...

Nov 20 10:40:07 AM ⓘ

Nov 20 10:40:07 AM ⓘ > exemple_node_docker@1.0.0 start

Nov 20 10:40:07 AM ⓘ > node index.js

Nov 20 10:40:07 AM ⓘ

Nov 20 10:40:08 AM ⓘ Servidor web arrancat a <http://localhost:10000>

Nov 20 10:40:09 AM ⓘ HEAD / 200 2,328 ms - 514

Nov 20 10:40:17 AM ⓘ ==> Your service is live 🚀

Render

Dashboard

Blueprints

Env Groups

+ New

My Workspace

Source Code

docker.io/taph1/mustapha-game-best

Edit

Name

A unique name for your web service.

mustapha-game

Project

Optional

Add this web service to a [project](#) once it's created.

Create a new project to add this to?

You don't have any projects in this workspace. [Projects](#) allow you to group resources into environments so you can better manage related resources.

+ Create a project

Region

Your services in the same [region](#) can communicate over a [private network](#). You currently have services running in Frankfurt.

Frankfurt (EU Central)

4 existing services

Deploy in a new region +

https://github.com/taph1/MF0493_Mustaoha_Jarjue-game.git

https://mustapha-game.onrender.com