# Puppet Cheatsheet

A comprehensive cheat sheet covering essential Puppet concepts, syntax, and commands for effective infrastructure management and automation in DevOps and Cloud environments.



# **Puppet Fundamentals**

### Core Concepts

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Puppet Agent: The client application that runs on managed nodes and applies configurations. Puppet Master: The central server that compiles

catalogs and serves them to agents.

**Catalog:** A document describing the desired state of a node.

**Manifests:** Files containing Puppet code that define resources and configurations.

**Modules:** Reusable collections of manifests, templates, and other files.

**Resources:** Represent individual components of a system (e.g., files, packages, services).

Facts: Information about a node, such as its hostname, IP address, operating system, etc. Facts are automatically discovered by Facter.

**Classes:** Reusable blocks of Puppet code that define a specific configuration. Classes are the primary means of organizing Puppet code.

# Puppet Resources

### Common Resource Types

file: Manages files and directories. package: Manages software packages. service: Manages system services. user: Manages user accounts. group: Manages group accounts. cron: Manages cron jobs. exec: Executes arbitrary commands. Puppet Workflow

- 1. Agent Requests Catalog: Puppet Agent sends facts to the Puppet Master.
- Master Compiles Catalog: The Puppet Master uses facts and manifests to compile a catalog.
- 3. Catalog Sent to Agent: The Puppet Master sends the compiled catalog to the Agent.
- 4. Agent Applies Catalog: The Puppet Agent applies the configuration defined in the catalog.
- 5. Agent Reports Status: The Agent sends a report back to the Puppet Master about the configuration run.

#### **Basic Syntax**

Resource Declaration	<pre>file {  '/tmp/example.txt':    ensure =&gt; present,    content =&gt; 'Hello, world!', }</pre>
Variable Assignment	<pre>\$hostname = \$facts['hostname']</pre>
Conditional Statements	<pre>if \$osfamily == 'RedHat' {    package { 'httpd':       ensure =&gt; installed,    } }</pre>

### File Resource Attributes

ensu re	Specifies whether the file should be present, absent, a directory, a link, etc.
pat h	The path to the file.
cont ent	The content of the file.
sour ce	The source file to copy content from (used for templates).
owne r	The owner of the file.
grou p	The group of the file.
mod e	The permissions of the file (e.g., '0644').

### Package Resource Attributes

ensu re	Specifies whether the package should be installed, absent, or a specific version.
nam e	The name of the package.
prov ider	The package provider (e.g., yum, apt, gem).

# **Puppet Modules & Classes**

## Module Structure

A Puppet module typically has the following directory structure:

module_name/
├── manifests/
└── init.pp
├── files/
├── templates/
└── metadata.json
manifests/init.pp : Contains the ma
definition.
files/ : Contains static files to be co
managed nodes.
templates/: Contains templates to g
dynamic configuration files.

(metadata.json): Contains metadata about the module (e.g., name, version, dependencies).

## **Defining Classes**



owing nain class opied to	Basic Class Definition	<pre>class mymodule {     # Resource declarations go here     file {     '/tmp/example.txt':         ensure =&gt; present,         content =&gt; 'This file is managed by Puppet.',     } }</pre>
generate about the ncies).	Class Parameters	<pre>class mymodule (    \$param1 =    'default_value',    \$param2, ) {     # Use parameters in    resource declarations     file {     '/tmp/example.txt':       ensure =&gt; present,       content =&gt;     "Parameter 1 is     \${param1}",     } }</pre>

### Including Classes

incl ude	include mymodule
	Simplest way to include a class. Can only be used once per class.
requ ire	<pre>class {'mymodule':     require =&gt; Class['othermodule'], } Ensures that the class is applied before</pre>
	the current class.
cont ain	contain mymodule
	Similar to include, but allows classes to be declared multiple times.

# **Advanced Puppet Features**

### Templates

Facts and Variables

Puppet uses Embedded Ruby (ERB) templates to generate dynamic configuration files. Templates are located in the templates/ directory of a module.	Accessing Facts	:
<pre>Example (mytemplate.erb):    ServerName &lt;%= @hostname %&gt;    DocumentRoot &lt;%= @docroot %&gt; To use a template in a manifest:    file { '/etc/httpd/conf/httpd.conf':</pre>		
	Custom Facts	C Ri ar di
<pre>ensure =&gt; present, source =&gt; 'puppet:///modules/mymodule/mytemplate.e rb', }</pre>	Variables	:

Accessing Facts	<pre>\$osfamily = \$facts['os'] ['family'] if \$osfamily == 'RedHat' {     # Do something specific to RedHat systems }</pre>
Custom Facts	Custom facts can be created in Ruby or as executable scripts. They are stored in the <u>lib/facter</u> directory of a module.
Variables	<pre>\$myvariable = 'somevalue' file { '/tmp/example.txt':     ensure =&gt; present,     content =&gt; "The variable is \${myvariable}", }</pre>

#### Hiera

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Hiera is a key-value lookup tool for Puppet. It
allows you to externalize data from your Puppet
code.
Example (hiera.yaml):
 - - -
 :backends:
   - yaml
 :yaml:
   :datadir:
 /etc/puppetlabs/code/environments/%
 {environment}/data
 :hierarchy:
   - "nodes/%{::trusted.certname}"
   - common
Example (common.yaml):
 ntp::servers:
   - 0.pool.ntp.org
   - 1.pool.ntp.org
Using Hiera data in Puppet:
 class ntp {
   $servers = hiera('ntp::servers', [])
   package { 'ntp':
     ensure => installed,
   }
   file { '/etc/ntp.conf':
     ensure => present,
     content =>
 template('ntp/ntp.conf.erb'),
     require => Package['ntp'],
   }
 }
```