Dockerfile Image build recipe

CONCEPTS

Each instruction adds a layer, and a changed layer invalidates every layer after it. Put rarely changing steps first.

Base image FROM
↓ RUN / COPY
Layers one per step
↓ cache
Final stage what ships
↓ CMD
Container running process

RUN, COPY and ADD happen at build time. CMD and ENTRYPOINT only describe what runs when a container starts.

BASE AND STAGES

FROM *<image>*:*<tag>*
Start from a base image

FROM *<image>* **AS** *<name>*
Name a build stage

COPY --from=*<stage>* *<src>* *<dest>*
Copy files out of another stage

docker build --target *<stage>* **.**
Build only up to one stage

BUILD STEPS

RUN *<command>*
Run a command in a new layer

COPY *<src>* *<dest>*
Copy files from the build context

RUN --mount=type=cache,target=*<dir>* *<command>*
Reuse a package cache between builds

RUN --mount=type=secret,id=*<id>* *<command>*
Use a secret without baking it in

RUN a && b && c
Chain steps in one layer

CONFIGURATION

ENV *<key>*=*<value>*
Set a variable for build and runtime

ARG *<name>*[=*<default>*]
Declare a build-time variable

WORKDIR *<path>*
Set the directory for later steps

USER *<user>*[:*<group>*]
Run later steps as this user

RUNTIME

EXPOSE *<port>*[/tcp|/udp]
Document a port

CMD ["exe", "arg"]
Default command (exec form)

ENTRYPOINT ["exe"]
Fixed executable for the container

CMD ["arg1", "arg2"]
Default arguments for ENTRYPOINT

HEALTHCHECK CMD *<command>*
Probe container health

SYNTAX AND CONTEXT

<command> ****
Continue a line

 # comment
Comment line

docker build -t *<name>* **.**
Build with a tag

node_modules
In .dockerignore: skip a path

CACHE AND SIZE

Copy dependency manifests first, install, then copy the rest of the source. Code edits then do not re-run the install.

Use a multi-stage build: compile in a fat stage, copy only the artifact into a slim final stage.