

How to use module

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Step 1: Install module

Command

puppet **module install** {MODULE-NAME}

ex:

puppet **module install** [lex-dnsmasq](#)

ref: <https://forge.puppetlabs.com/lex/dnsmasq>

Step 2: declaring a instance of module

Command

include {MODULE-NAME}

Step 3: Setup the parameters for the

Command

{MODULE-NAME}{PARAMETER-NAME} {

}

Ex:

```
jing@jing-Lenovo-B50-70:~/test/lex-puppet-dnsmasq$ tree
.
├── readme.txt
├── vm1
│   ├── manifests
│   │   └── default.pp
│   └── Vagrantfile
└── vm2
    └── Vagrantfile
```

default.pp

```
# Setup DHCP server
# by Jing.

node default {
  include dnsmasq # declare module

  # Example 1: Setup DHCP
  dnsmasq::dhcp { 'dhcp':
    paramset => 'hadoop0',
    dhcp_start => '192.168.1.100',
    dhcp_end => '192.168.1.200',
```

```
netmask    => '255.255.255.0',
lease_time => '24h',
}

# Example 2: Add A Records
dnsmasq::address { "vm1": ip => '192.168.50.10', }
dnsmasq::address { "vm2": ip => '192.168.50.11', }
}
```

References

- Using modules,
https://docs.puppet.com/puppet/latest/reference/modules_fundamentals.html#using-modules
- Step-one-giving-your-module-purpose,
https://docs.puppet.com/guides/module_guides/bgtm.html#step-one-giving-your-module-purpose

class definition

```
class example_class {
  ...
  code
  ...
}
```

Class Declaration

```
include example_class
```

A resource-like class declaration occurs when a class is declared like a resource, like so:

```
class { 'example_class': }
```

Reference

<https://www.digitalocean.com/community/tutorials/getting-started-with-puppet-code-manifests-and-modules>