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resource type's life cycle on the agent side; Substantiating the model with providers; Resource types with generic providers; Summarizing types and providers; Putting it all together; Summary; Chapter 4: Modularizing Manifests with Classes and Defined Types; Introducing classes and defined types; Defining and declaring classes Creating and using defined typesUnderstanding and leveraging the differences; Structured design patterns; Writing comprehensive classes; Writing component classes; Using defined types as resource wrappers; Using defined types as resource multiplexers; Using defined types as macros; Exploiting array values using defined types; Using iterator functions; Including classes from defined types; Establishing relationships among containers; Passing events between classes and defined types; Ordering containers; Limitations; The performance implications of container relationships Mitigating the limitationsThe anchor pattern; The contain function; Making classes more flexible through parameters; The caveats of parameterized classes; Preferring the include keyword; Summary; Chapter 5: Extending Your Puppet Infrastructure with Modules; An overview of Puppet's modules; Parts of a module; Module structure; Documentation in modules; Maintaining environments; Configuring environment locations; Obtaining and installing modules; Modules' best practices; Putting everything in modules; Avoiding generalization; Testing your modules; Safe testing with environments Building a specific module
