

14.8 Container Cleanup

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Container cleanup should remove temporary runtime [Artifacts](#) without destroying source files, generated Artifacts, [Baseline](#) Configuration, logs, or acceptance [Evidence](#) unless the user explicitly requests that action.

The team should distinguish:

1. Stopping containers.
2. Removing stopped containers.
3. Removing temporary networks.
4. Removing temporary volumes.
5. Removing build cache.
6. Removing generated runtime outputs.
7. Removing logs or Evidence.

The `stopAll.sh` script should stop the Node network. A separate cleanup command or script may remove temporary runtime Artifacts after the team has preserved required logs and Evidence.

Cleanup actions should be explicit. A script should not delete logs, Evidence, generated Artifacts, or local [Configuration](#) as a side effect of stopping the system. If the team provides a destructive cleanup option, the script should clearly name it, document it, and require deliberate user action.

Container cleanup should support repeatable reruns. After cleanup, a developer should be able to rebuild containers, rerun the Node network, collect new logs, and compare Evidence without leftover runtime state causing misleading results.

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