

Jenkins Continuous Build System

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Executive summary

- Continuous integration systems are a vital part of any Agile team because they help enforce the ideals of Agile development
- Jenkins, a continuous build tool, enables teams to focus on their work by automating the build, artifact management, and deployment processes
- Jenkins' core functionality and flexibility allow it to fit in a variety of environments and can help streamline the development process for all stakeholders involved

Agenda

- Continuous Integration (CI)
 - What is it?
 - What are the benefits?
 - Continuous Build Systems
- Jenkins
 - What is it?
 - Where does it fit in?
 - Why should I use it?
 - What can it do?
 - How does it work?
 - Where is it used?
 - How can I get started?
- Putting it all together
- Conclusion
- References

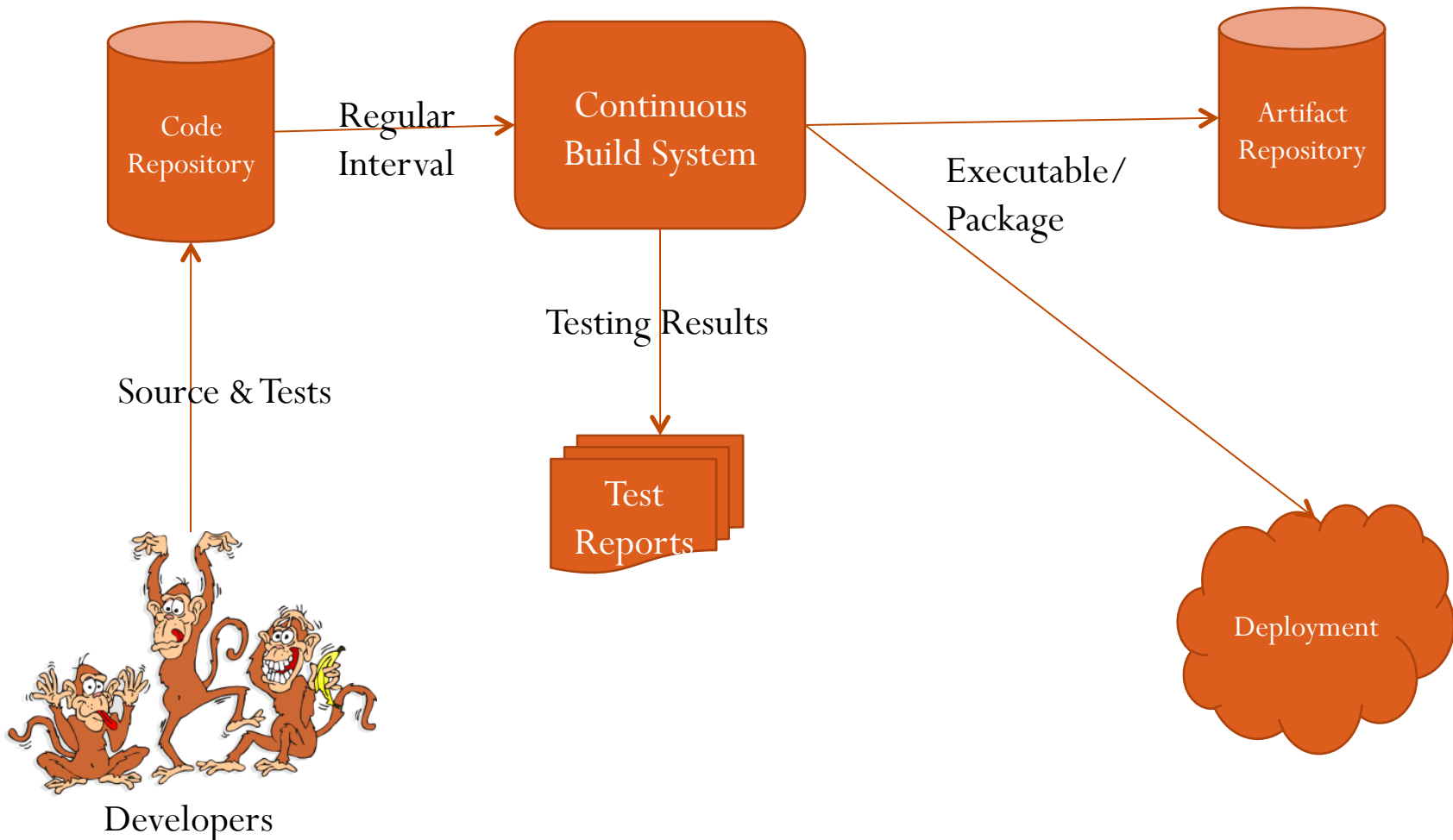
CI - Defined

- “Continuous Integration is a software development practice where members of a team integrate their work frequently, usually each person integrates at least daily - leading to multiple integrations per day. Each integration is verified by an automated build (including test) to detect integration errors as quickly as possible” – Martin Fowler

CI – What does it really mean?

- At a regular frequency (ideally at every commit), the system is:
 - Integrated
 - All changes up until that point are combined into the project
 - Built
 - The code is compiled into an executable or package
 - Tested
 - Automated test suites are run
 - Archived
 - Versioned and stored so it can be distributed as is, if desired
 - Deployed
 - Loaded onto a system where the developers can interact with it

CI - Workflow



CI – Benefits

- Immediate bug detection
- No integration step in the lifecycle
- A deployable system at any given point
- Record of evolution of the project

CI – The tools

- Code Repositories
 - SVN, Mercurial, Git
- Continuous Build Systems
 - **Jenkins**, Bamboo, Cruise Control
- Test Frameworks
 - JUnit, Cucumber, CppUnit
- Artifact Repositories
 - Nexus, Artifactory, Archiva

Jenkins

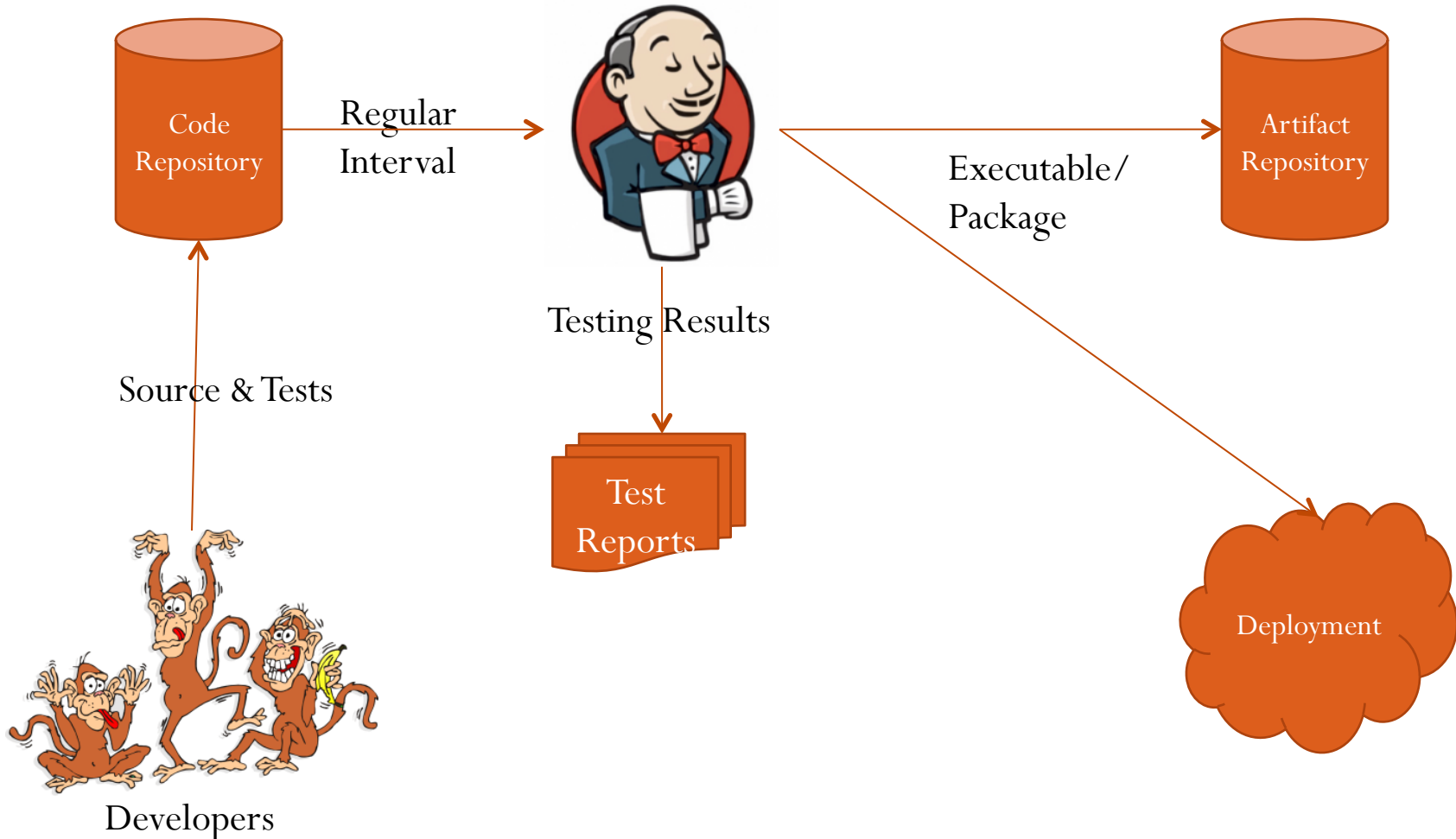


- Branched from Hudson
- Java based Continuous Build System
- Runs in servlet container
 - Glassfish, Tomcat
- Supported by over 400 plugins
 - SCM, Testing, Notifications, Reporting, Artifact Saving, Triggers, External Integration
- Under development since 2005
- <http://jenkins-ci.org/>

Jenkins - History

- 2005 - Hudson was first release by Kohsuke Kawaguchi of Sun Microsystems
- 2010 – Oracle bought Sun Microsystems
 - Due to a naming dispute, Hudson was renamed to Jenkins
 - Oracle continued development of Hudson (as a branch of the original)

Jenkins – Fitting in



Why Jenkins? Flexibility!

- Jenkins is a highly configurable system by itself
- The additional community developed plugins provide even more flexibility
- By combining Jenkins with Ant, Gradle, or other Build Automation tools, the possibilities are limitless

Why Jenkins? Award winning!

- InfoWorld Bossies Award, 2011



- O'Reilly Open-Source Award, 2011



- ALM&SCM, SDTimes 100, 2010, 2011



- GlassFish Community Innovation Award 2008



- Duke's Choice Award 2008



Why Jenkins? Free/OSS

- Jenkins is released under the MIT License
- There is a large support community and thorough documentation
- It's easy to write plugins
- Think something is wrong with it? You can fix it!

What can Jenkins do?

- Generate test reports
- Integrate with many different Version Control Systems
- Push to various artifact repositories
- Deploys directly to production or test environments
- Notify stakeholders of build status
- ...and much more

How Jenkins works - Setup

- When setting up a project in Jenkins, out of the box you have the following general options:
 - Associating with a version control server
 - Triggering builds
 - Polling, Periodic, Building based on other projects
 - Execution of shell scripts, bash scripts, Ant targets, and Maven targets
 - Artifact archival
 - Publish JUnit test results and Javadocs
 - Email notifications
- As stated earlier, plugins expand the functionality even further

How Jenkins works - Building

- Once a project is successfully created in Jenkins, all future builds are automatic
- Building
 - Jenkins executes the build in an executor
 - By default, Jenkins gives one executor per core on the build server
 - Jenkins also has the concept of slave build servers
 - Useful for building on different architectures
 - Distribution of load

How Jenkins works - Reporting

- Jenkins comes with basic reporting features
 - Keeping track of build status
 - Last success and failure
 - “Weather” – Build trend
- These can be greatly enhanced with the use of pre-build plugins
 - Unit test coverage
 - Test result trending
 - Findbugs, Checkstyle, PMD

Jenkins by example – Main Page

The screenshot shows the Jenkins main page. At the top is a blue header with the Jenkins logo, a search bar, and a 'log in' link. Below the header, there's a left sidebar with links for 'People' and 'Build History'. The main content area is divided into three sections: 'Build Queue', 'Build Executor Status', and 'Continuous Integration Jobs'.

Build Queue

No builds in the queue.

Build Executor Status

#	Status
1	Idle
2	Idle

Continuous Integration Jobs:

All

S	W	Job ↓	Last Success	Last Failure	Last Duration
		Spago4Q	9 hr 32 min (#416)	3 days 9 hr (#413)	N/A
		Spago4Q-Build	9 hr 30 min (#830)	N/A	N/A
		SpagoBIProject	6 mo 29 days (#2)	N/A	N/A

Icon: [S](#) [M](#) [L](#)

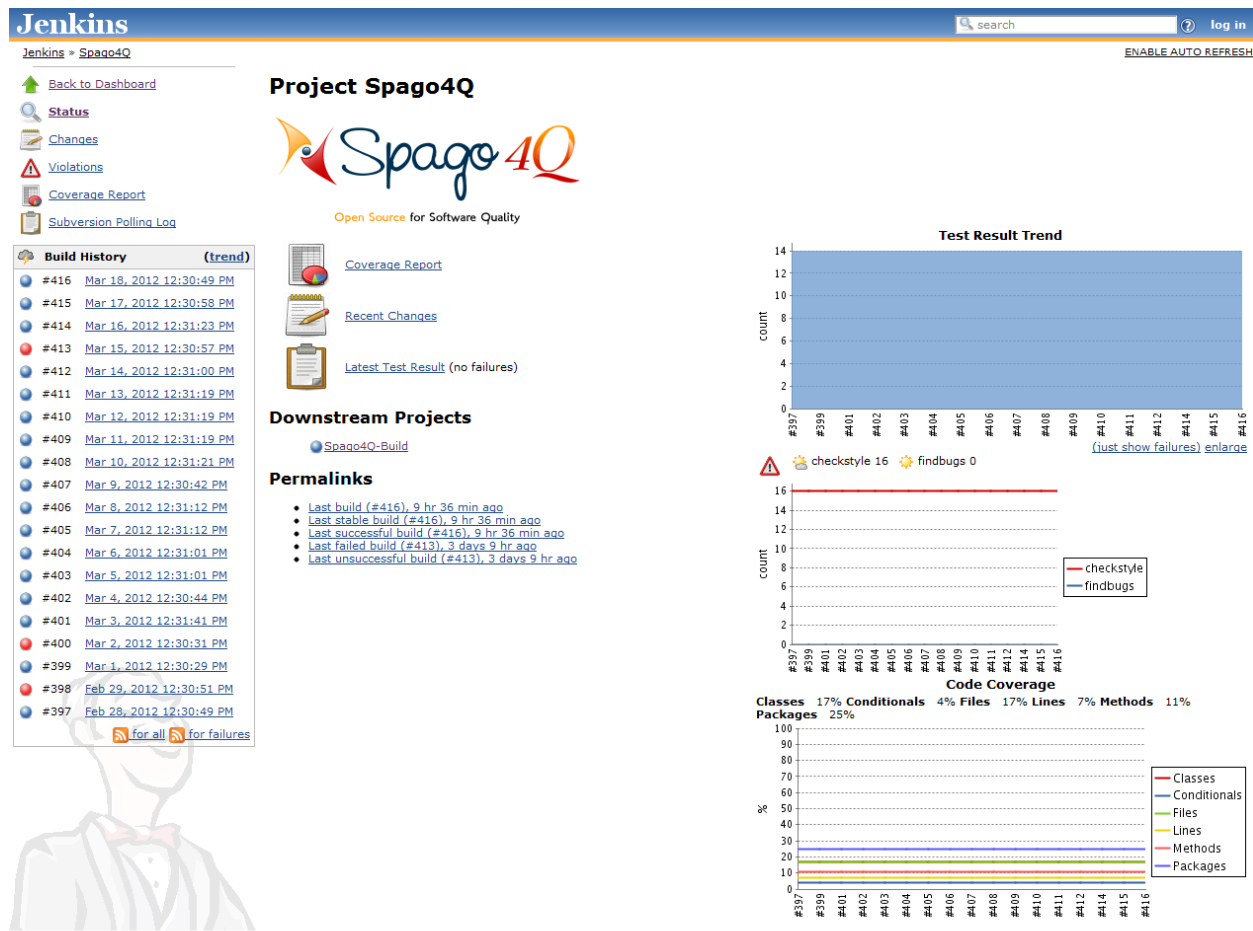
[Legend](#) [for all](#) [for failures](#) [for just latest builds](#)

- The main page provides a summary of the projects
- Quick view of
 - What's building ("No builds in the queue")
 - Build Executor Status (both "Idle")
 - Status of the projects


Jenkins by example – Project Status

- Project status pages provide more details about a given project
 - The status of the last several builds
 - Charting (depending on plugins)
 - Dependencies

Jenkins by example – Project Status



Jenkins by example – New Project



Jenkins

test configuration

[Back to Dashboard](#)

[Status](#)

[Changes](#)

[Workspace](#)

[Build Now](#)

[Delete Project](#)

[Configure](#)

Build History (trend)

[RSS for all](#) [RSS for failures](#)

Project name

Description

[Preview](#)

☐ Discard Old Builds

☐ This build is parameterized

☐ Disable Build (No new builds will be executed until the project is re-enabled.)

☐ Execute concurrent builds if necessary

Advanced Project Options

[Advanced...](#)

Source Code Management

☐ CVS

☒ None

☐ Subversion

Build Triggers

☐ Build after other projects are built

☐ Build periodically

☐ Poll SCM

Build

[Add build step](#)

Post-build Actions

☐ Aggregate downstream test results

☐ Archive the artifacts


☐ Build other projects

☐ Publish JUnit test result report

☐ Publish Javadoc

☐ Record fingerprints of files to track usage

☐ E-mail Notification



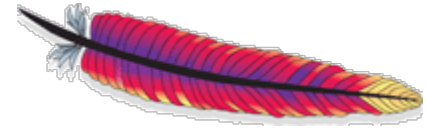
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Enhancing Jenkins

- Jenkins plugin system can enable a wide range of features including (but certainly not limited to)
 - SCM
 - Mercurial, Git, Subversion
 - Testing
 - Selenium, Windmill, TestLink
 - Notifications
 - IRC, Twitter, Jabber
 - Reporting
 - Doxygen, PMD, Findbugs
 - Artifact Saving
 - Artifactory, Amazon S3, SCP
 - Triggers
 - Jabber, Directory Watchers
 - External Integration
 - GitHub, Bugzilla, JIRA
 - And most importantly – The CI Game
 - A points based game where developers compete against each other to develop the most stable, well-tested code

Who uses Jenkins?



Running Jenkins yourself

- Jenkins is packaged as a WAR, so you can drop it into whichever servlet container you prefer to use
- Jenkins comes pre-packaged with a servlet if you just want a light-weight implementation
- Native/Supported packages exist for
 - Windows
 - Ubuntu/Debian
 - Redhat/Fedora/CentOS
 - Mac OSX
 - openSUSE
 - FreeBSD
 - OpenBSD
 - Solaris/OpenIndiana
 - Gentoo

Running Jenkins yourself – Updates

- Jenkins has two release lines
 - Standard releases
 - Weekly bug fixes and features
 - Long-Term Support releases
 - Updates about every 3 months
 - Uses a “Stable but older” version from the standard release line
 - Changes are limited to backported, well-tested modifications

Letting someone else run Jenkins

- There are also cloud-based solutions that can provide a Jenkins instance
 - Cloudbees - <http://www.cloudbees.com/>
 - ShiningPanda - <https://www.shiningpanda.com/>

Tying it into Agile

- For an Agile team, Jenkins provides everything needed for a robust continuous build system
- Jenkins supports Agile principles by constantly providing access to working copies of software
- Jenkins' extensibility allows the system to adapt to many different pre-existing environments

Putting it all together

- While an integral part of a CI system, Jenkins is by no means the only component
- In order for a CI system to function, a common repository for the codebase needs to exist
- A database of artifacts needs to exist, so deliveries can be made at past iterations
- The last step in a CI process is the deployment of the components built
- ...and none of this matters if the developers don't use the system; procedures need to ensure the system is used as intended

Conclusion

- Continuous integration is a necessity on complex projects due to the benefits it provides regarding early detection of problems
- A good continuous build system should be flexible enough to fit into pre-existing development environments and provide all the features a team expects from such a system
- Jenkins, a continuous build system, can be an integral part of any continuous integration system due to its core feature set and extensibility through a plugin system

References

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