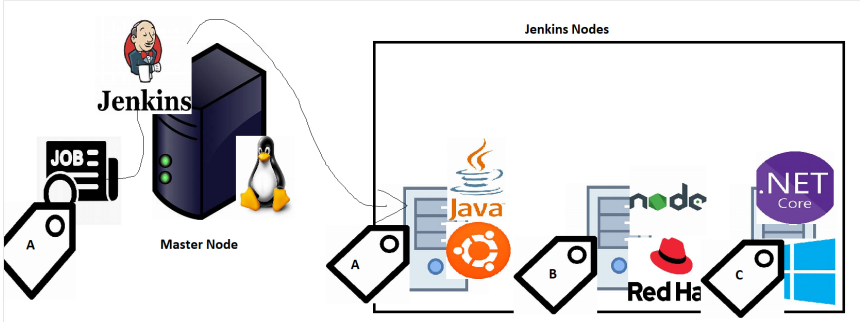
MENU ☰

FEBRUARY 28, 2023

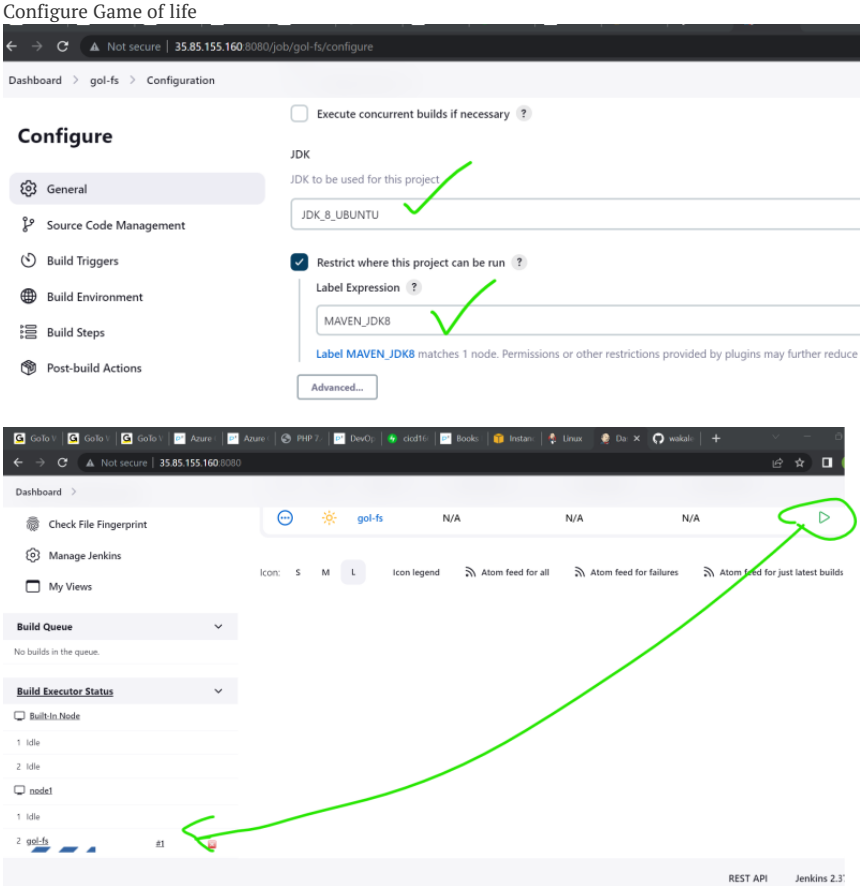
DevOps Classroomnotes 28/Feb/2023

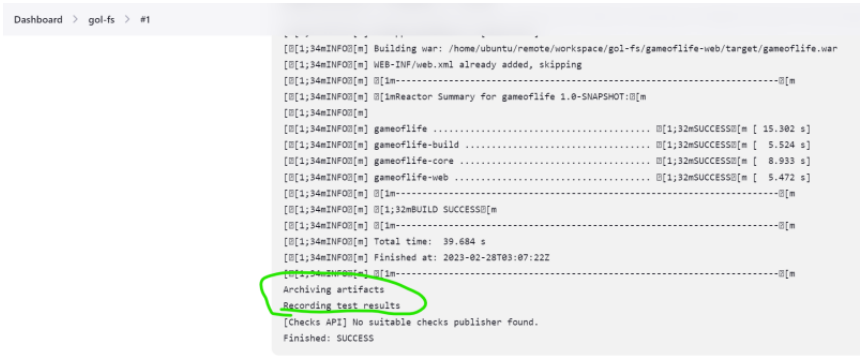
Jenkins Multi node configuration

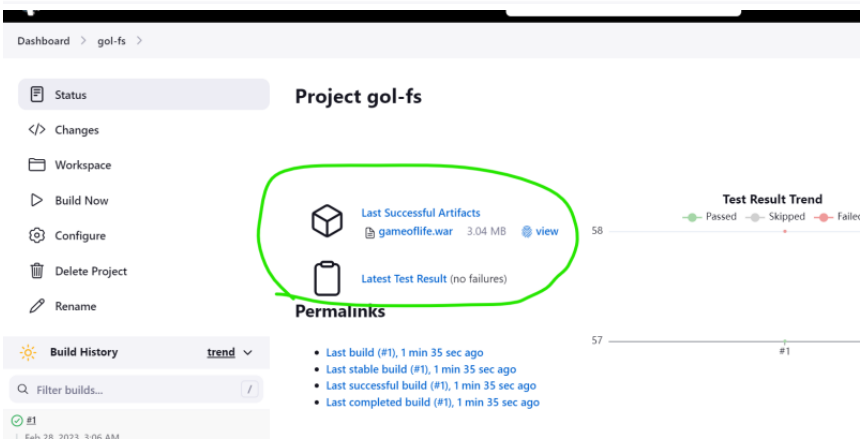
- Multi node configuration using pem files/private files



- Configure Game of life







Jenkins 2

- This is all about Pipeline as code
- Pipeline as a code refers to creating CI/CD Pipeline in some file format and version control (generally closer to code)
- Jenkins 1 was predominantly UI oriented, where as in Jenkins 2 the concept of pipelines were introduced natively.
- Now we write our build steps in these pipelines and then version control.
- Jenkins has created 2 types of pipelines
    - Scripted Pipeline:
        - This pipeline allows to use Groovy Language directly
        - This is a different approach
    - Declarative Pipeline
        - This pipeline internally uses Groovy but we use Jenkins DSL (Domain Specific Language)
        - Similar for the benifit of classic jenkins users

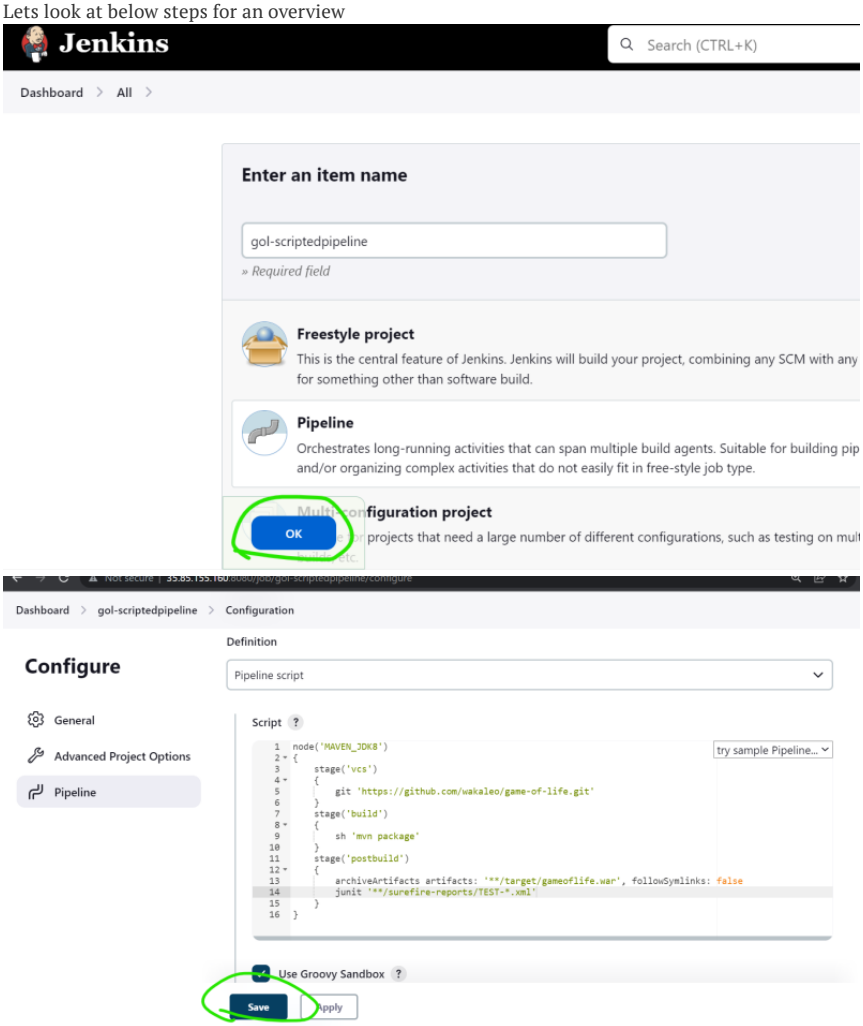
Groovy

- There are two popular Java Based Languages
    - Scala (Big Data Purposes)
    - Groovy (Scripting purposes)

Lets Quickly build Gameoflife on node1 using

Scripted pipeline

- Lets look at below steps for an overview




```
node('MAVEN_JDK8')
{
    stage('vcs')
    {
        git 'https://github.com/wakaleo/game-of-life.git'
    }
    stage('build')
    {
        sh 'export PATH="/usr/lib/jvm/java-1.8.0-openjdk-amd64/bin:$PATH" && mvn packag

    }
    stage('postbuild')
    {
        archiveArtifacts artifacts: '**/target/gameoflife.war', followSymlinks: false
        junit '**/surefire-reports/TEST-*.xml'
```

- Declarative

```
pipeline {
    agent { label 'MAVEN_JDK8' }
    stages {
        stage('VCS') {
            steps {
                git 'https://github.com/wakaleo/game-of-life.git'
            }
        }
        stage('build') {
            steps {
                sh 'export PATH="/usr/lib/jvm/java-1.8.0-openjdk-amd64/bin:$PATH" && mv
            }
        }
    }
```

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