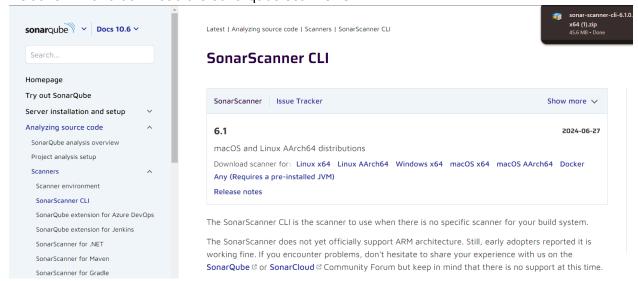
08 Advanced DevOps Lab

Aim: Create a Jenkins CICD Pipeline with SonarQube / GitLab Integration to perform a static analysis of the code to detect bugs, code smells, and security vulnerabilities on a sample Web / Java / Python application.

Step 1: Download sonar scanner

https://docs.sonarsource.com/sonarqube/latest/analyzing-source-code/scanners/sonarscanner/ Visit this link and download the sonarqube scanner CLI.



Extract the downloaded zip file in a folder.



Install sonarqube image
 Command: docker pull sonarqube

```
Command Prompt X + V

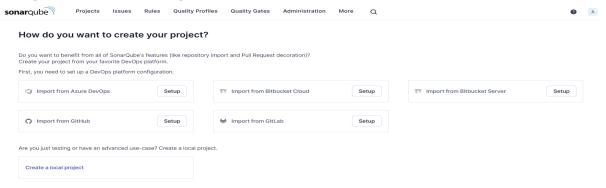
Microsoft Windows [Version 10.0.22631.4169]
(c) Microsoft Corporation. All rights reserved.

C:\Users\HP>docker run -d --name sonarqube -e SONAR_ES_BOOTSTRAP_CHECKS_DISABLE=true -p 9000:9000 sonarqube:latest Unable to find image 'sonarqube:latest' locally latest: Pulling from library/sonarqube
7478e0ac0f23: Pull complete
90a925ab929a: Pull complete
90a925ab929a: Pull complete
80338217a4ab: Pull complete
1a5fd5c7e184: Pull complete
1a5fd5c7e184: Pull complete
bd819c9b5ead: Pull complete
bd819c9b5ead: Pull complete
bd819c9b5ead: Pull complete
55atus: Downloaded newer image for sonarqube:latest
787074c97d3df5c971edeea444247a0b0b0dbfc9e0e3db74c6d3c61a99180824c
```

2. Once the container is up and running, you can check the status of SonarQube at localhost port 9000.



3. Login to SonarQube using username admin and password admin.



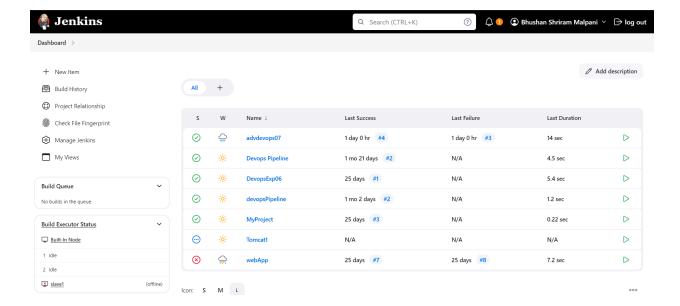
4. Create a manual project in SonarQube with the name sonarqube

Create a local project

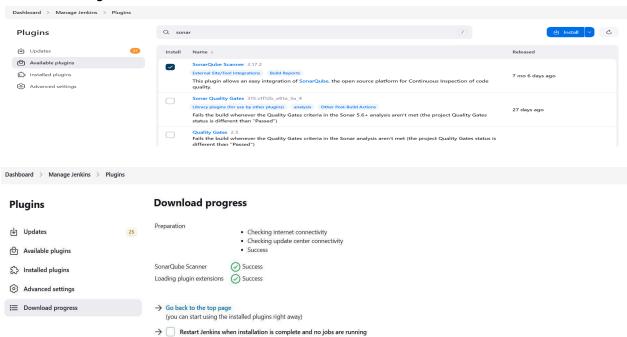
1 of 2

Project display name *	
sonarqube	2 of 2 Set up project for Clean as You Code
Project key *	The new code definition sets which part of your code will be considered new code. This help follow the Clean as You Code methodology. Learn more: Defining New Code €
sonarqube	
	Choose the baseline for new code for this project
Main branch name *	
main	Use the global setting
IIIaiii	Previous version
The name of your project's default branch Learn More 🖸	Any code that has changed since the previous version is considered new code.
Cancel	Recommended for projects following regular versions or releases.
	Opening a specific setting for this project

5. Open up Jenkins Dashboard on localhost, port 8080 or whichever port it is at for you.



6. Go to Manage Jenkins and search for SonarQube Scanner for Jenkins and install it.



7. Under Jenkins 'Manage Jenkins' then go to 'system', scroll and look for **SonarQube Servers** and enter the details.

Enter the Server Authentication token if needed.

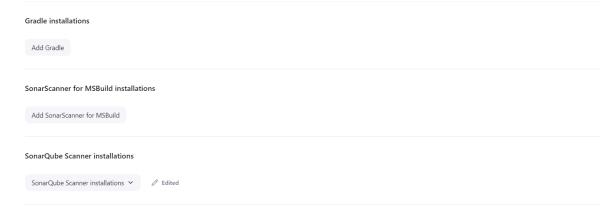
In SonarQube installations: Under **Name** add <project name of sonarqube> for me adv_devops_7_sonarqube

In Server URL Default is http://localhost:9000



8. Search for SonarQube Scanner under Global Tool Configuration. Choose the latest configuration and choose Install automatically.

Dashboard > Manage Jenkins > Tools



Check the "Install automatically" option. \rightarrow Under name any name as identifier \rightarrow Check the "Install automatically" option.



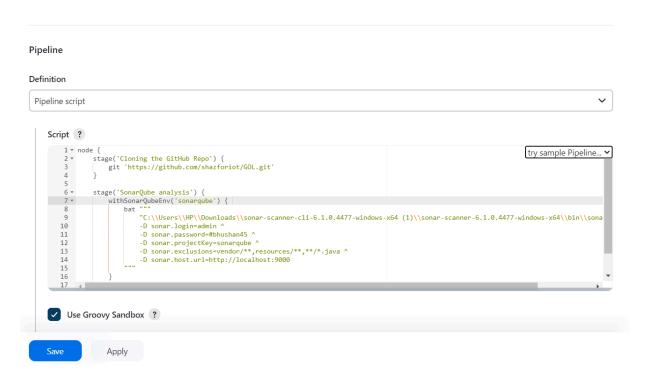
9. After configuration, create a New Item → choose a pipeline project.

Enter an item name advdevop_exp08 Select an item type Freestyle project Classic, general-purpose job type that checks out from up to one SCM, executes build steps serially, followed by post-build steps like archiving artifacts and sending email notifications. Maven project Build a maven project. Jenkins takes advantage of your POM files and drastically reduces the configuration. Pipeline Orchestrates long-running activities that can span multiple build agents. Suitable for building pipelines (formerly known as workflows) and/or organizing complex activities that do not easily fit in free-style job type. Multi-configuration project Suitable for projects that need a large number of different configurations, such as testing on multiple environments, platform-specific builds, etc.

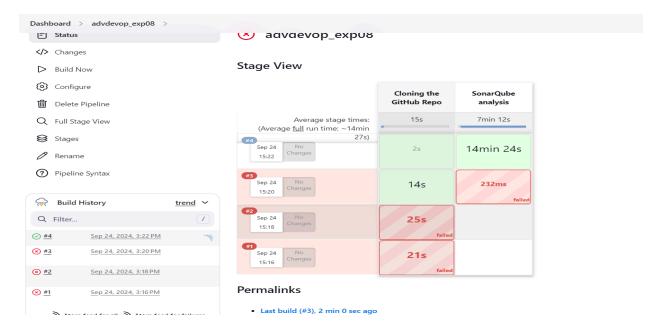
10. Under Pipeline script, enter the following:

```
node {
stage('Cloning the GitHub Repo') {
  git 'https://github.com/shazforiot/GOL.git'
```

It is a java sample project which has a lot of repetitions and issues that will be detected by SonarQube.



11. Build project



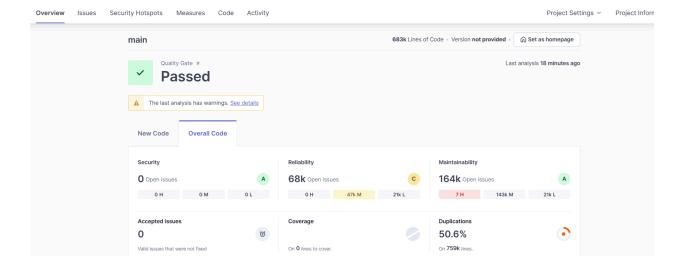
12. Check console

✓ Console Output

Skipping 4,250 KB.. Full Log

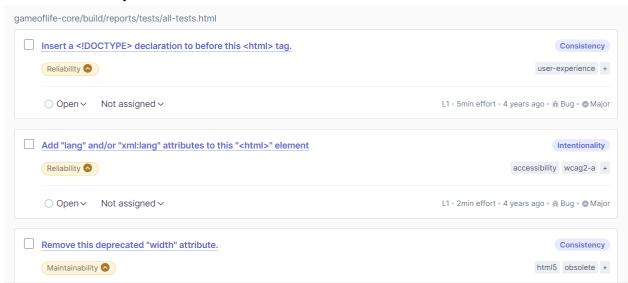
```
15:36:08.390 \ \ WARN \quad Too \ \ many \ duplication \ references \ on \ file \ game of life-web/tools/jmeter/docs/api/org/apache/jmeter/visualizers/PropertyControlGui.html
for block at line 789. Keep only the first 100 references.
15:36:08.390 \ \text{WARN} \quad \text{Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/visualizers/PropertyControlGui.html}
for block at line 512. Keep only the first 100 references.
15:36:08.391\ \text{WARN}\quad \text{Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/visualizers/PropertyControlGui.html}
for block at line 248. Keep only the first 100 references.
15:36:08.391 WARN Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/visualizers/PropertyControlGui.html
for block at line 886. Keep only the first 100 references.
15:36:08.391 WARN Too many duplication references on file gameoflife-web/tools/imeter/docs/api/org/apache/imeter/visualizers/PropertyControlGui.html
for block at line 249. Keep only the first 100 references.
15:36:08.391 WARN Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/visualizers/PropertyControlGui.html
for block at line 662. Keep only the first 100 references.
15:36:08.391\ \text{WARN}\quad \text{Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/visualizers/PropertyControlGui.html}
for block at line 615. Keep only the first 100 references.
15:36:08.391 WARN Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/visualizers/PropertyControlGui.html
for block at line 664. Keep only the first 100 references.
15:36:08.391 WARN Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/visualizers/PropertyControlGui.html
for block at line 913. Keep only the first 100 references.
15:36:08.391 WARN Too many duplication references on file gameoflife-web/tools/imeter/docs/api/org/apache/imeter/visualizers/PropertyControlGui.html
for block at line 810. Keep only the first 100 references.
15:36:08.391 WARN Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/visualizers/PropertyControlGui.html
for block at line 668. Keep only the first 100 references.
                                                                  affife was /taals/imatan/dass/ani/ang/anasha/imatan/wiswalizans/DanantwControlCui btml
```

13. Now, check the project in SonarQube

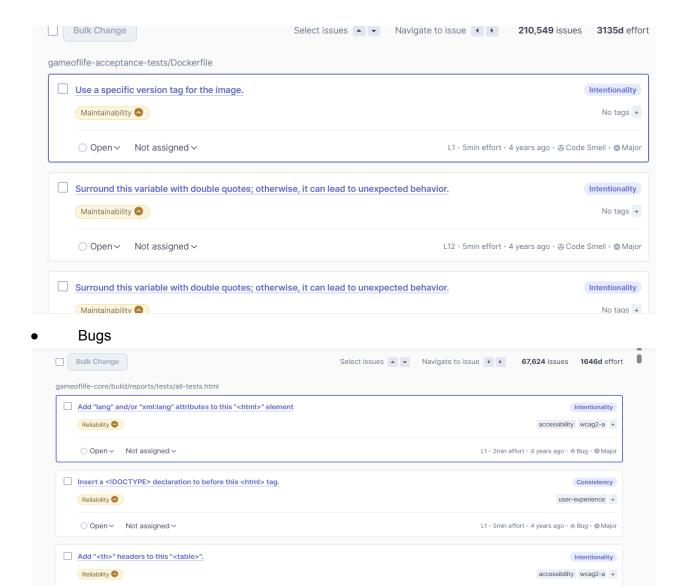


14. Code Problems

Consistency

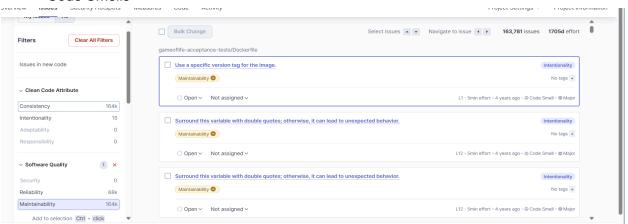


Intentionality



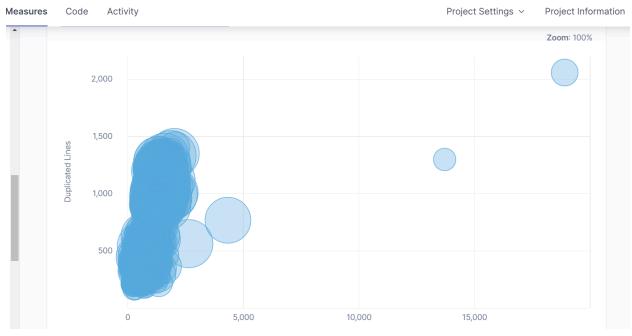
Code Smells

○ Open ∨ Not assigned ∨

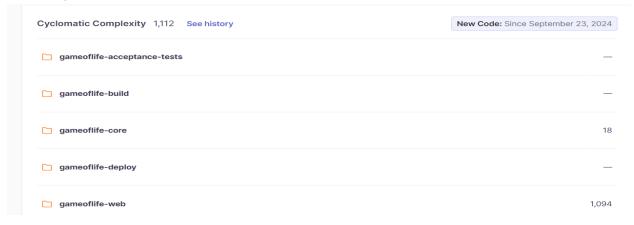


L9 • 2min effort • 4 years ago • 🛊 Bug • 🚳 Major

Duplications



Cyclomatic Complexities



In this way, we have integrated Jenkins with SonarQube for SAST.

Conclusion:

In this experiment, we integrated Jenkins with SonarQube to implement automated code quality checks within our CI/CD pipeline. The process began with deploying SonarQube using Docker, followed by setting up a dedicated project within SonarQube to perform detailed code quality analysis. We then configured Jenkins by installing the SonarQube Scanner plugin, which allowed Jenkins to communicate with SonarQube. This included adding the necessary SonarQube server details and configuring the scanner tool to analyze code efficiently.

A Jenkins pipeline was developed to automate key tasks, such as cloning the code from a GitHub repository and triggering the SonarQube analysis on the codebase. Through this

integration, the pipeline continuously monitors code quality, providing detailed reports on issues such as bugs, code smells, and security vulnerabilities. This setup not only ensures early detection of potential problems but also promotes consistent improvements in code quality throughout the development lifecycle.