

BUILDING YOUR FIRST DEVSECOPS PIPELINE

A hands-on workshop

Abstract

The purpose of this technical workshop is to educate individuals on what DevOps is and provide a hands-on training on how to build their first DevSecOps pipeline.

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Introduction

Background: As an agile practitioner and a curious individual who likes learning what and how other organizations are delivering secured code, after giving couple of talks on the Allstate DevSecOps model, I have come to the realization that a lot of organizations are having challenges delivering secured code and that DevSecOps is still a fairly new concept to most individuals so I decided that it would be helpful to do a technical workshop where interested individuals can attend a live hands-on workshop and learn some basics techniques.

In this technical workshop, we will use some common open-source tools to build our DevOps pipeline and we will add a security scan step (I will add more DevOps and Security tools over time).

Tools: Github, Jenkins, Docker, SonarQube, Artifactory & Pivotal Web Services.

Bio: Abdel Sy Fane

Abdel is an Application Security Manager at Allstate and president of the CyberSecurity NP (CSNP) organization. With over five years of experience in security and 10 years in the IT industry, Abdel is passionate about a wide range of security topics, including Threat Intelligence, DevSecOps, and Artificial Intelligence and security integration. He received his master's in Cyber Forensics & Security from Illinois Institute of Technology in 2014, and since then he has consulted for the Veteran's Administration, PayNet and Allstate. As president of CCS, Abdel is dedicated to unifying the security community and promoting security education.

www.linkedin.com/in/abdelsyfane abdel.syfane@cybersecuritynp.org

What is **Agile**?

• People who practice agile methodology can't seem to agree on a clear definition but for the purpose of this workshop, agile is both a culture and a process to effectively and continuously deliver/deploy applications. This process involve key stakeholders like the customer, product/project managers, scrum masters and developers. The key here is that all stakeholders are on the same page when developers are developing a product unlike the waterfall methodology where developers are told what the customer "Wants" and they proceed to build the application and the customer has no idea what the developers are building until the product is complete/in production. Waterfall can be especially painful if the customer does not like the product or if there are security bugs but the product is already in production. The whole concept of DevOps was born from Agile.



What is **Github**?

• Github is a Source Control Management (SCM) tool, essentially a code repository. Github has many features but we'll keep it simple here. Github allows multiple developers to work on the same code and create different version of the code through branches (development, staging, production, etc.). Github keeps track of all of your code changes that were made over time, who made those changes and even allows you to revert back to a code change anytime in the past.

How will we use **Github** for our workshop?

• The code we will write for this workshop will be stored in Github



• Jenkins is a Continuous Integration / Continuous Deployment/Delivery tool that allows you to define your application build process in a repeatable manner. This basically means that you only ever need to define/build your application development/deployment process only once and over time, you can iterate by adding features without re-defining the entire process and each time you build your application, the build will work as long there's no dependency changes.

How will we use **Jenkins** for our workshop?

- We will create a Jenkins job with instructions for Jenkins to build and deploy our sample application.
- When we run Jenkins jobs, a random Jenkins slave will be chosen to run our job. A Jenkins Node is a collection of slaves.



• Docker allows you to create a container (or a very light virtual machine) with its own runtime environment. Unlike traditional virtual machines which could take hours/days to configure/build and configure again, a docker container only takes seconds to create and configure. Docker allows us to create an isolated virtual environment where we practically do/run anything we want without affecting other running containers.

How will we use **Docker** for our workshop?

• We're going to use docker in Jenkins to create containers so that whatever we are testing or building in our Jenkins environment would not affect someone else who is using the same Jenkins slave



What is **SonarQube?**

• SonarQube is a Quality Assurance (QA) tool that is used by testers and developers to ensure that their code does not have bugs and that they are following software development best practices. SonarQube also has a slight security feature that scans your code for known vulnerabilities or "bad" coding that could introduce vulnerabilities.

How will we use **SonarQube** for our workshop?

- We're going to use SonarQube to focus on security related issues in our code.
- Note that in the real world, you can set security policies that would stop a developer from deploying their application into production or any environment if there are security bugs in their code but for this lab, we will only review the security flaws.



What is **Artifactory?**

• Artifactory is a code repository mainly used for both application version control and as well for storing binaries and other 3rd party libraries.

How will we use **Artifactory** for our workshop?

• We will make an API call to Artifactory to download our sample java application and once we build our java application, a jar file will be generated, we will store this jar file back on Artifactory. This is the same jar file that we will deploy on Pivotal Web Services.



Pivotal Web Services

What is Pivotal Web Services (PWS)?

• To simplify Pivotal Web Services, it is a Platform as a Service tool that allows you to deploy any application on top of without worry about the underlying operating system, what kernel version, what language is supported and so much more. PWS abstracts this underlying layer for the developer so that they can focus more on building their application while PWS handles the operations of the application.

How will we use **Pivotal Web Services (PWS)** for our workshop? ***PCF is the paid version while PWS is free***

• We're simply going to take our sample application and deploy it on PWS.

Lab

Requirements:

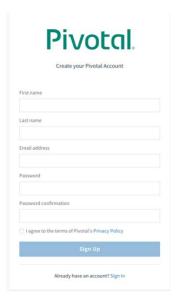
- 1. Bring a **Laptop** (Windows or Mac)
- 2. Password Manager https://www.dashlane.com/ (Optional)
- 3. Create a Github Account https://github.com/join (Instructions below) ***Please Use a Unique Password
- 4. Install Git https://git-scm.com/downloads
- 5. Create a PWS Account https://account.run.pivotal.io/z/uaa/sign-up (Instructions below)

 ***Please Use a Unique Password
- 6. Create a Jenkins Account in the CSNP Lab <u>URL</u> (Instructions below)
- 7. Any Code Editor like Notepad++ or Sublime/VS Code (Optional)

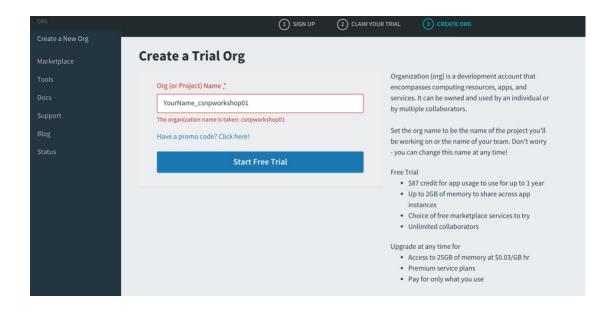
Instructions

How to register for a Pivotal Web Services (PWS/PCF) Account:

1. Follow this <u>URL</u> and complete the form

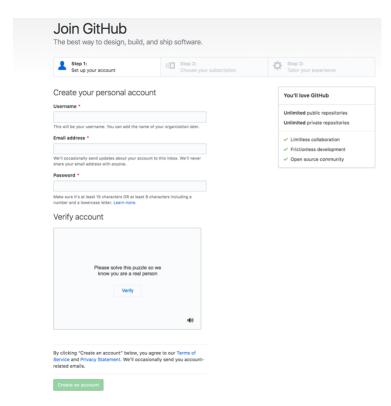


- 2. Do Not Enter Any Billing Info or you will be charged after a period!
- 3. Once you've created your free account, create an organization.

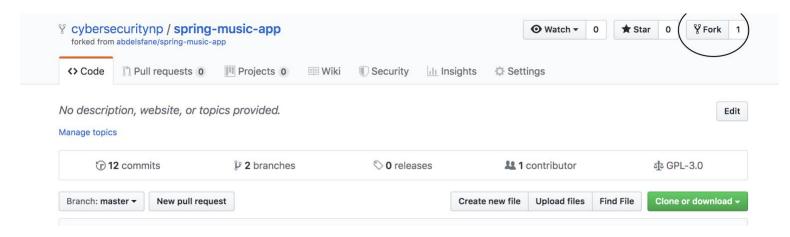


How to register for a Github Account

1. Go to this <u>URL</u> and create your account



2. Once you've logged in to Github, please Fork this <u>repo</u> by clicking on "Fork" on the top right corner of the page. This will create your own copy of this code.

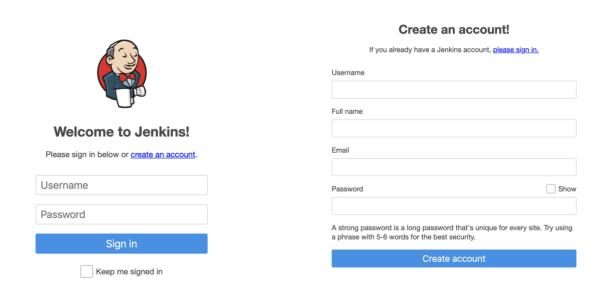


3. Using your terminal/command line, create a copy of your repo to your local machine for editing by typing "git clone" and URL of your repo. (i.e. git clone https://github.com/yourgithubusername/spring-music-app.git)

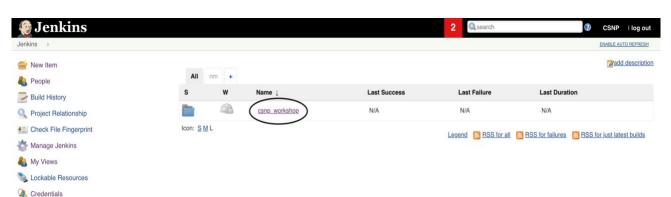
- 4. Change directory into your cloned folder and edit the "Jenkinsfile". In your version of the code, we're going to change the following variables:
 - a. PCF_ORG on line 17 to "your_org_name"
 - b. abdel pcf user on line 33 to "yourname pcf user"
- 5. Once you've made the above changes, now go ahead and add, commit your changes and push it by typing "git add .", "git commit -m "updating environment variables" and then "git push"

How to register for a Jenkins Account

1. Go to this <u>URL</u> and create your account

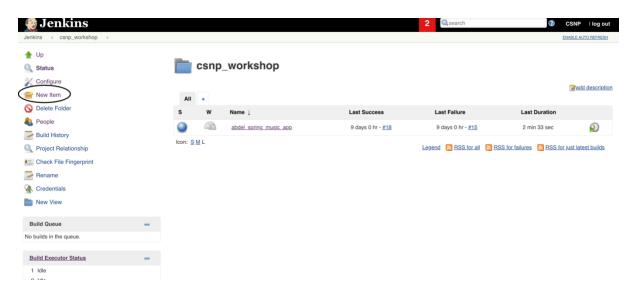


2. Once you've created your account and login, you'll see a folder called "csnp_workshop", go ahead and click on it.

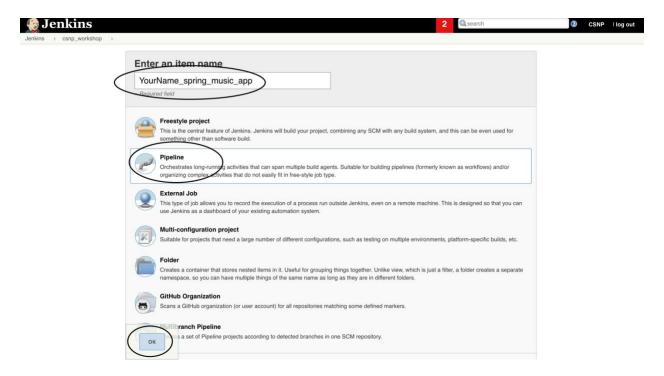


How to create a Jenkins Pipeline Job

1. On the left pane, click "New Item"

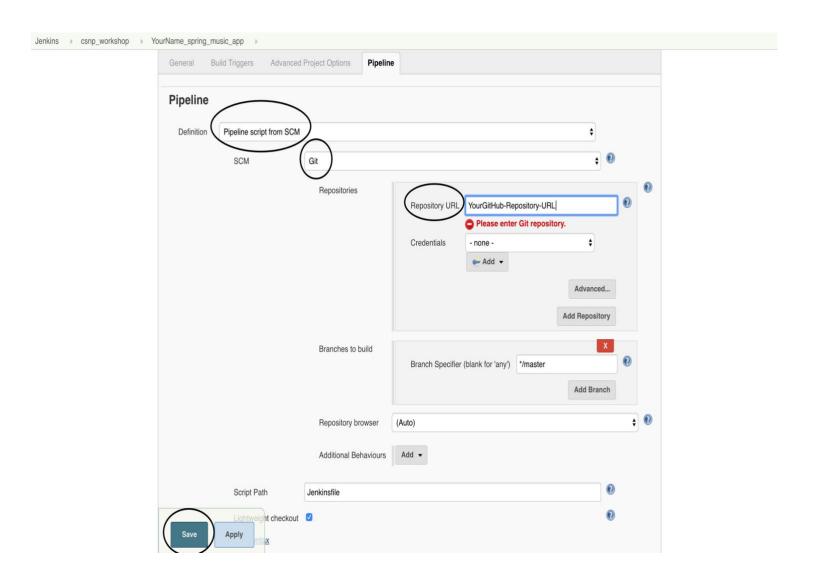


- 1. Enter a name for your pipeline
- 2. Click on the "Pipeline" button
- 3. Click "Ok"



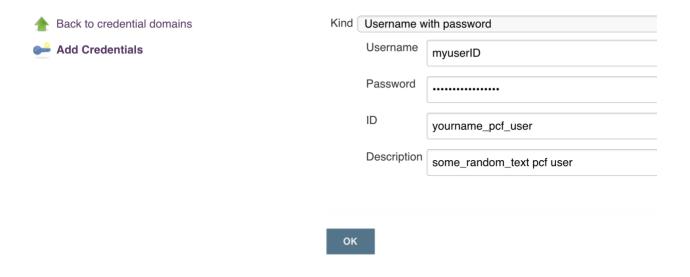
Configuring your Jenkins Pipeline

- 1. Click on the "Pipeline" tab
- 2. Next to "Definition", drop down to "Pipeline Script from SCM"
- 3. Next to "SCM", drop down to "Git"
- 4. Next to "Repository URL", enter your Github Repo URL
- 5. Click "Save"



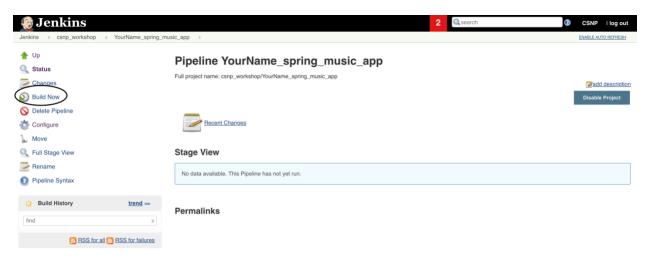
Create a Jenkins Credential ID

- 1. Click this <u>link</u> and click "Add Credentials" to add your PWS/PCF username and password
- 2. Next to "Kind", select "Username with Password" and type your username/password
- 3. Next to "ID", type "yourname pcf user"
- 4. Set the "Description" to "something_you_recognize pcf user"



Run Your Jenkins Job

1. Now, go back to your Jenkins Job and click "Build Now" and your Jenkins job will start running!



Congratulations!

- 1. Login to SonarQube to review your results!
 - a. Username: system
 - b. Password: csnpworkshop01
- 2. <u>Login</u> to Artifactory to review the new java app you added!
 - a. Username: csnp
 - b. Password: csnpworkshop01
- 3. <u>Login</u> to PWS to see your running application!