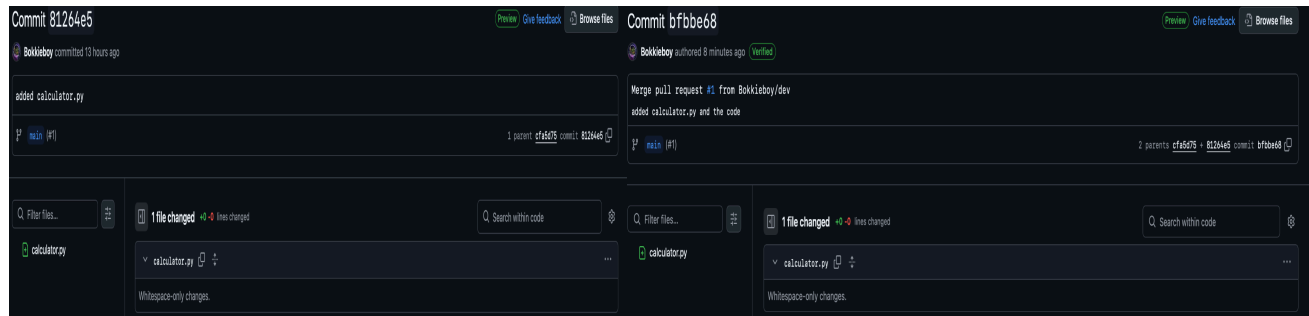


Network Development

Github repository setup and integration



First I created the github repository - <https://github.com/Bokkieboy/UniCalculator> with two branches, main and dev. I then committed calculator.py to the dev branch. I then added the code for the application and committed that to the dev branch and then merged dev to the main branch with a pull request:

Next I installed jenkins to the DEVASC vm. I did this by first needing to update docker on the VM as it was outdated, then I ran the command:

```
docker run -d --name jenkins \
```

```
-p 8080:8080 -p 50000:50000 \
```

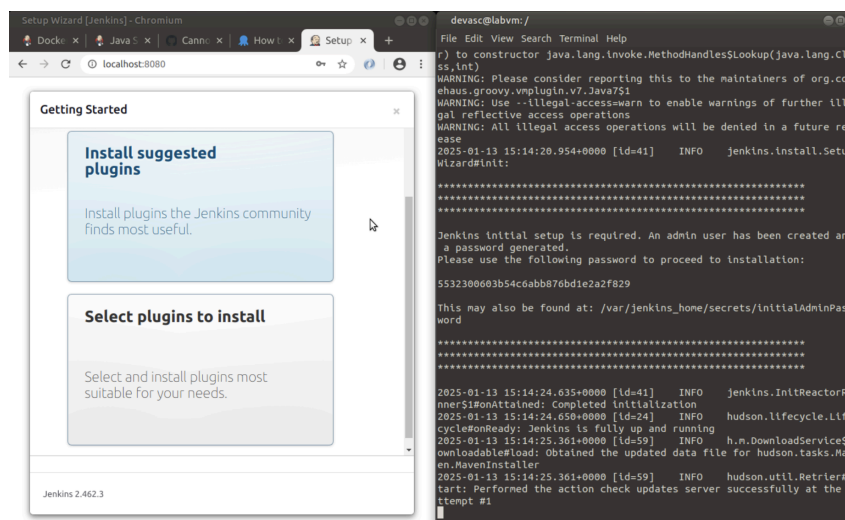
```
-v /var/run/docker.sock:/var/run/docker.sock \
```

```
-v jenkins_home:/var/jenkins_home \
```

```
jenkins/jenkins:its
```

This started Jenkins on port 8080 while also giving it permission to user docker which will be needed on Task 4. It pulls the latest jenkins image and then runs.

Jenkins Configuration and Automation



I then installed all suggested plugins which included git, github branch source and pipeline. These plugins will allow me to complete the task.

I then created a new item which I called "Github", then I freestyle project.

Source Code Management

☐ None

☒ Git ?

Repositories ?

Repository URL ?

Credentials ?

+ Add

Advanced ▾

Add Repository

Branches to build ?

Branch Specifier (blank for 'any') ?

Then under the Source Code Management I selected git for the SCM, added my repository URL and specified the branch to */main.

Under build triggers I enabled Poll SCM and under the Build Steps I added a execute shell:

`echo "Starting build"`

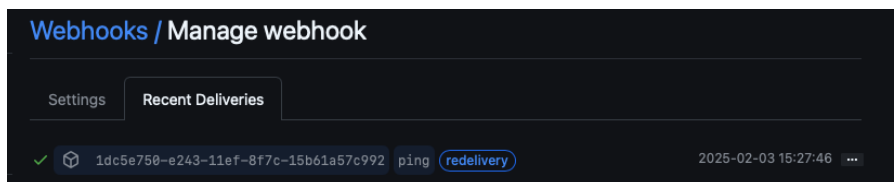
`python3 calculator.py`

This says its starting the build then runs the script on python3

```
[Github-CICD] $ /bin/sh
/tmp/jenkins14598416862
+ echo Starting build
Starting build
+ python3 calculator.py
Select operation:
1. Add
2. Subtract
3. Multiply
4. Divide
Enter choice(1/2/3/4):
```

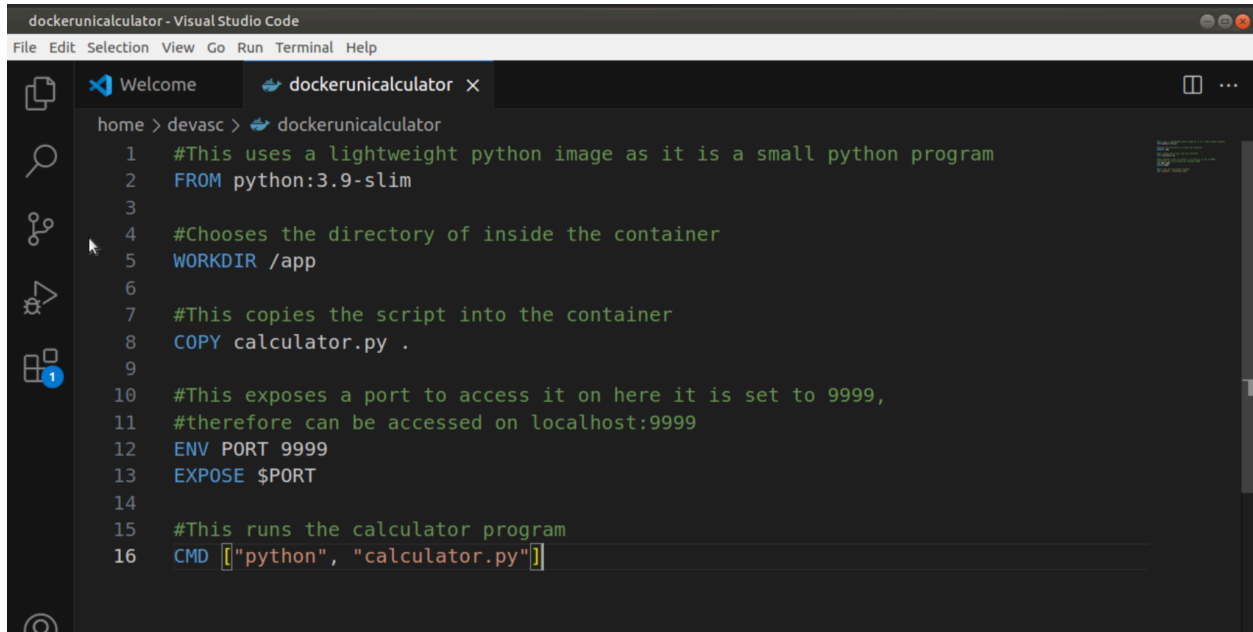
Here you can see the python script building and running.

I then created a github webhook to communicate with Jenkins by port forwarding the port 8080 and setting the payload URL to <http://82.2.119.118:8080/github-webhook/>. This allows Github to instantly notify Jenkins when a push event occurs, reducing delays. It saves resources as Jenkins doesn't have to constantly poll, and it makes sure that every commit is built, tested and deployed automatically. I also changed the content type to application/json.



Docker Containerisation

Firstly I need to create the docker file to containerize calculator.py calling it Dockerfile then writing the code:

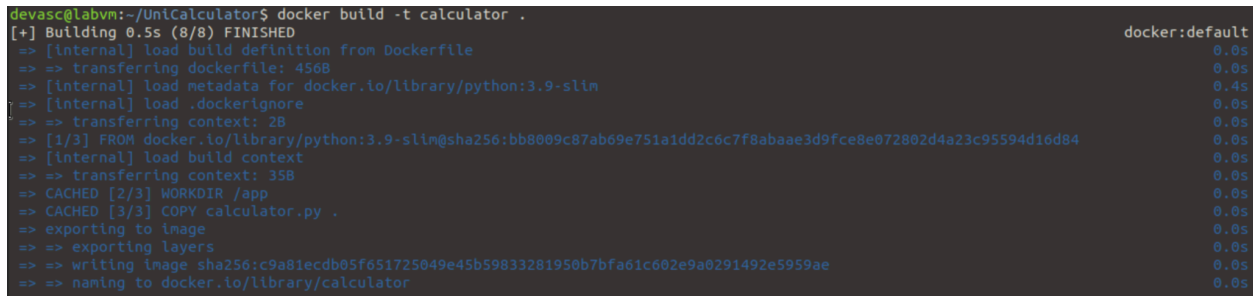


```
dockerunicalculator - Visual Studio Code
File Edit Selection View Go Run Terminal Help

Welcome | dockerunicalculator x

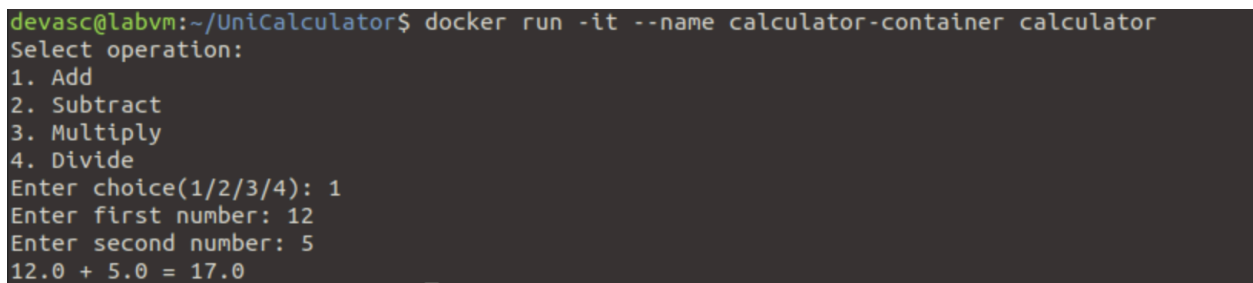
home > devasc > dockerunicalculator
1 #This uses a lightweight python image as it is a small python program
2 FROM python:3.9-slim
3
4 #Chooses the directory of inside the container
5 WORKDIR /app
6
7 #This copies the script into the container
8 COPY calculator.py .
9
10 #This exposes a port to access it on here it is set to 9999,
11 #therefore can be accessed on localhost:9999
12 ENV PORT 9999
13 EXPOSE $PORT
14
15 #This runs the calculator program
16 CMD ["python", "calculator.py"]
```

Then I cloned my git repo and built the application using the dockerfile:



```
devasc@labvm:~/UniCalculator$ docker build -t calculator .
[+] Building 0.5s (8/8) FINISHED
=> [internal] load build definition from Dockerfile 0.0s
=> => transferring dockerfile: 456B 0.0s
=> [internal] load metadata for docker.io/library/python:3.9-slim 0.4s
=> [internal] load .dockerignore 0.0s
=> => transferring context: 2B 0.0s
=> [1/3] FROM docker.io/library/python:3.9-slim@sha256:bb8009c87ab69e751a1dd2c6c7f8abaae3d9fce8e072802d4a23c95594d16d84 0.0s
=> [internal] load build context 0.0s
=> => transferring context: 35B 0.0s
=> CACHED [2/3] WORKDIR /app 0.0s
=> CACHED [3/3] COPY calculator.py . 0.0s
=> exporting to image 0.0s
=> => exporting layers 0.0s
=> => writing image sha256:c9a81ecdb05f651725049e45b59833281950b7bfa61c602e9a0291492e5959ae 0.0s
=> => naming to docker.io/library/calculator 0.0s
```

To then test that I could access the dockerfile I used this command:



```
devasc@labvm:~/UniCalculator$ docker run -it --name calculator-container calculator
Select operation:
1. Add
2. Subtract
3. Multiply
4. Divide
Enter choice(1/2/3/4): 1
Enter first number: 12
Enter second number: 5
12.0 + 5.0 = 17.0
```

I also created a script that automatically clones the repo and sets up docker. The next runs then pulls the latest changes and restarts the docker, this makes sure that there is only one instance of the docker container running.

```

Welcome Dockerfile $ deploy_calculator.sh x
home > devasc > UniCalculator > $ deploy_calculator.sh
1  #!/bin/bash
2
3  # Define variables
4  REPO_URL="https://github.com/Bokkieboy/UniCalculator.git"
5  REPO_NAME="UniCalculator"
6  IMAGE_NAME="calculator"
7  CONTAINER_NAME="calculator_container"
8  PORT=5050
9
10 # Clone the repository if it doesn't exist
11 if [ ! -d "$REPO_NAME" ]; then
12     echo "Cloning repository..."
13     git clone "$REPO_URL"
14 else
15     echo "Repository already exists. Pulling latest changes..."
16     cd "$REPO_NAME" || exit
17     git pull
18     cd ..
19 fi
20
21 # Navigate to repository
22 cd "$REPO_NAME" || exit
23
24 # Build the Docker image
25 echo "Building Docker image..."
26 docker build -t "$IMAGE_NAME" .
27
28 # Stop and remove any running container with the same name
29 if [ "$(docker ps -q -f name=$CONTAINER_NAME)" ]; then
30     echo "Stopping existing container..."
31     docker stop "$CONTAINER_NAME"
32     docker rm "$CONTAINER_NAME"
33 fi
34
35 # Run the container
36 echo "Running the container..."
37 docker run -d --name "$CONTAINER_NAME" -p "$PORT":5050 "$IMAGE_NAME"
38
39 # Verify if the container is running
40 if [ "$(docker ps -q -f name=$CONTAINER_NAME)" ]; then
41     echo "Container is running successfully on port $PORT."
42 else
43     echo "Error: Container failed to start."
44 fi
45

```

```

devasc@labvm:~/UniCalculator$ ./deploy_calculator.sh
Repository already exists. Pulling latest changes...
Already up to date.
Building Docker image...
[+] Building 0.0s (1/1) FINISHED          docker:default
=> [internal] load build definition from Dockerfile      0.0s
=> => transferring dockerfile: 2B                      0.0s
ERROR: failed to solve: failed to read dockerfile: open Dockerfile: no such file or directory
Running the container...
646931e30c55f81dc0256ce3120074aceb834a23e9084facb753999b79a953f0
Container is running successfully on port 5050.

```

Pipeline Implementation

First I created a Pipeline on Jenkins I called it Github-Pipeline, then selected pipeline script from SCM, chose Git as my SCM, added my repo URL and specified the branch to */main

The screenshot shows the Jenkins configuration interface for a pipeline script from SCM. The 'SCM' dropdown is set to 'Git'. Under 'Repositories', the 'Repository URL' is 'https://github.com/Bokkieboy/UniCalculator.git', 'Credentials' is '- none -', and there is an 'Add Repository' button. Under 'Branches to build', the 'Branch Specifier (blank for \'any\')' is set to '*/main'.

I then created a Jenkinsfile which pulls the code from Github, then builds the application inside a docker container and makes it accessible locally:

```
pipeline {
  agent any - Allows it to run on any available Jenkins agent

  environment {
    DOCKER_IMAGE = 'simple-calculator'
    CONTAINER_NAME = 'calculator-app'
  }

  stages {
    stage('Checkout Code') {
      steps {
        git branch: 'main', url: 'https://github.com/Bokkieboy/UniCalculator.git'
      }
    }
  }
}
```

```

    }

    stage('Build Application') {
        steps {
            script {
                sh 'docker build -t ${DOCKER_IMAGE} .'
            }
        }
    }

    stage('Test Application') {
        steps {
            script {
                sh 'python3 -m unittest discover -s tests'
            }
        }
    }

    stage('Deploy Application') {
        steps {
            script {
                sh 'docker run -d -p 5050:5050 --name ${CONTAINER_NAME} ${DOCKER_IMAGE}'
            }
        }
    }

    post {
        success {
            echo 'Pipeline executed successfully!'
        }
        failure {
            echo 'Pipeline execution failed!'
        }
    }
}

```

```

#12
LAMPALINES 311
+ python3 -m unittest discover -s tests
....
-----
Ran 4 tests in 0.000s

OK
[Pipeline] }
[Pipeline] // script
[Pipeline] }
[Pipeline] // stage
[Pipeline] stage
[Pipeline] { (Deploy Application)
[Pipeline] script
[Pipeline] {
[Pipeline] sh
+ docker run -d -p 5050:5050 --name calculator-app simple-
calculator
9b742b5852e5db18cb15fc54edc25d02dd938cf3432282aadd8f96d3731698b1
[Pipeline] }
[Pipeline] // script
[Pipeline] }
[Pipeline] // stage
[Pipeline] stage
[Pipeline] { (Declarative: Post Actions)
[Pipeline] echo
Pipeline executed successfully!
[Pipeline] }
[Pipeline] // stage
[Pipeline] }
[Pipeline] // withEnv
[Pipeline] }
[Pipeline] // withEnv
[Pipeline] }
[Pipeline] // node
[Pipeline] End of Pipeline
Finished: SUCCESS

```

Then I added the test `_calculator.py` script I made below in Testing and Debugging. I put it in a folder called tests with `__init__.py` this tells python that all the files inside of the tests folder are packages allowing the test files to be imported properly. Then I built the pipeline and it succeeded:

Testing and Debugging

To first make sure the script runs I will create a python script which will test all the functions of the calculator script:

```
import unittest
from calculator import add, subtract, multiply, divide

class TestCalculator(unittest.TestCase):
    def test_add(self):
        self.assertEqual(add(5, 4), 9) This will add 5 and 4 together and check to see that the output is 9

    def test_subtract(self):
        self.assertEqual(subtract(5, 3), 2) This will subtract 5 and 3 together and check to see that the output is 2

    def test_multiply(self):
        self.assertEqual(multiply(2, 3), 6) This will multiply 2 and 3 together and check to see that the output is 6

    def test_divide(self):
        self.assertEqual(divide(6, 2), 3) This will divide 6 and 2 together and check to see that the output is 3

if __name__ == '__main__':
    unittest.main()
```

When I run this script I get the output:

```
devasc@labvm:~/UniCalculator$ python3 test_calculator.py
....
-----
Ran 4 tests in 0.000s

OK
```

Now I will add in `self.assertEqual(add(1, 1), 7)` This will add 1 and 1 together and expect 7 back but when it comes back as 2 there should tell me its wrong like this:

```
devasc@labvm:~/UniCalculator$ python3 test_calculator.py
F...
=====
FAIL: test_add (__main__.TestCalculator)
-----
Traceback (most recent call last):
  File "test_calculator.py", line 7, in test_add
    self.assertEqual(add(1, 1), 7)
AssertionError: 2 != 7
-----
Ran 4 tests in 0.001s

FAILED (failures=1)
```