Deep Chavan

T11-15

LAB ASSIGNMENT 5

AIM: To build a Java program using Jenkins.

LAB OUTCOME:

LO1, LO3 Mapped.

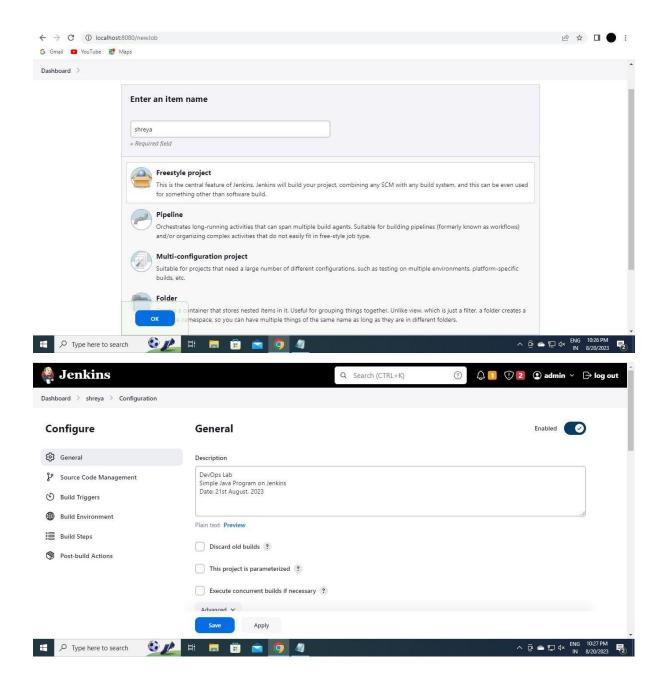
THEORY:

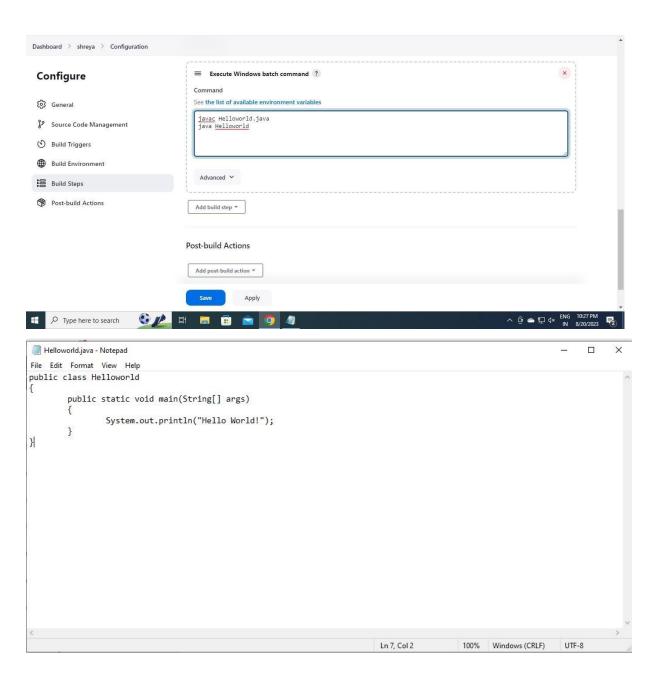
Building programs using Jenkins involves automating the development workflow, particularly for Java applications. Through Jenkins, developers create a structured process that automatically manages tasks such as code compilation, testing, and potential deployment.

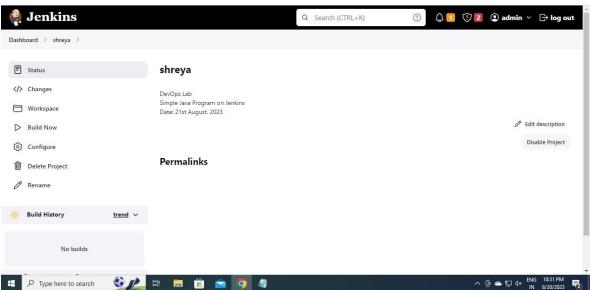
When a Jenkins job is established, it constructs a framework that guides the progression of software development activities. Jenkins can be configured to monitor version control repositories, subsequently triggering a build each time code changes are committed. This preemptive identification of errors during automated builds aids in identifying and addressing issues before they propagate further within the development cycle.

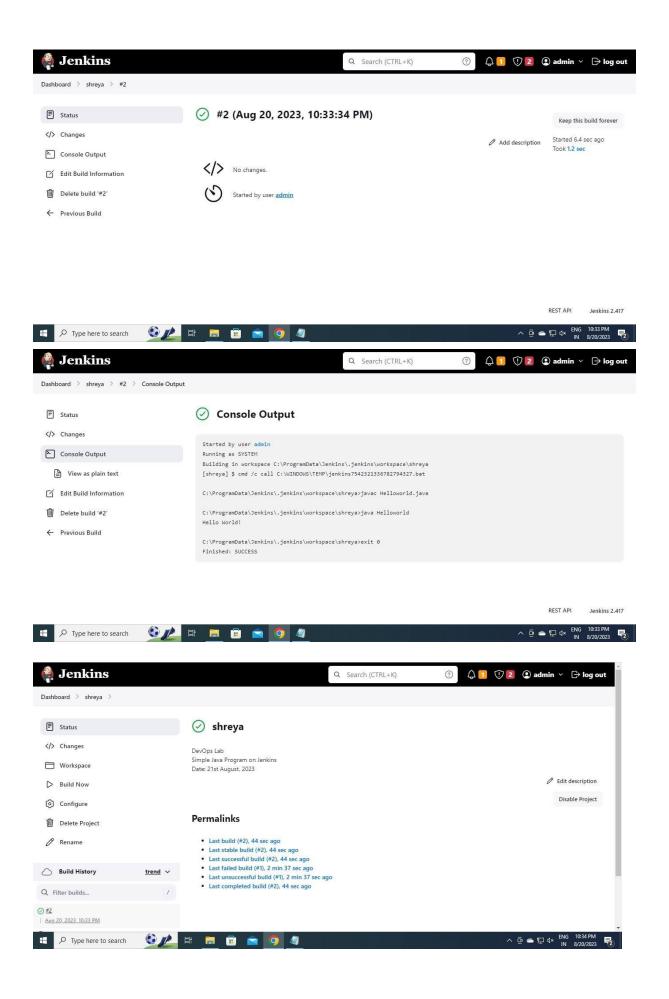
Steps to build Java Programs using Jenkins:

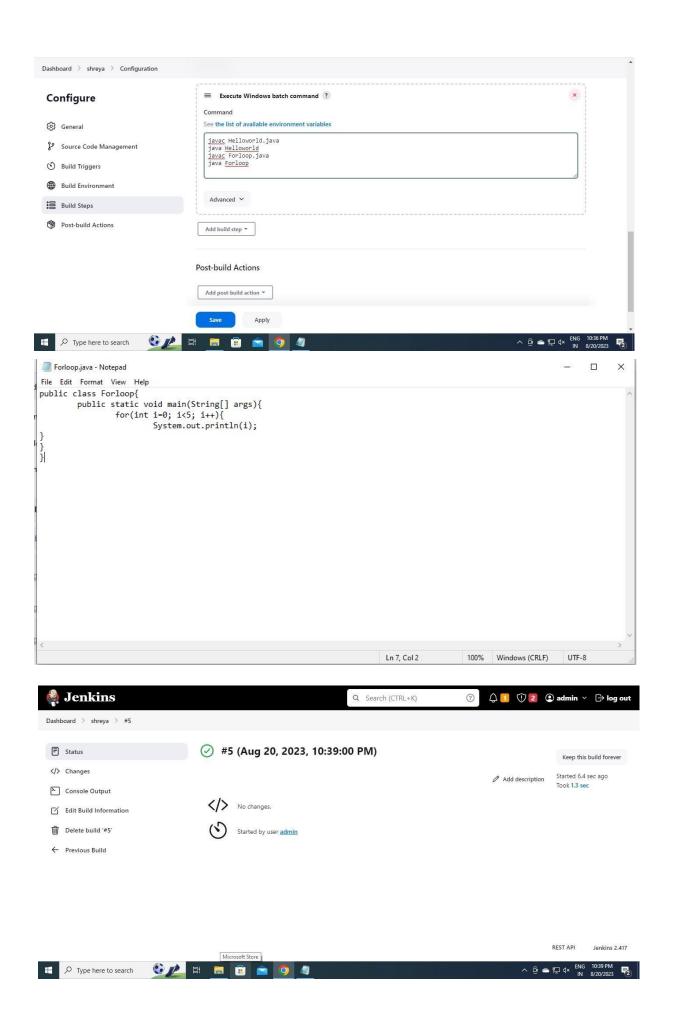
- 1. Install Jenkins: Install Jenkins on the system.
- 2. Create Job: Make a new job in Jenkins.
- 3. Setup Code: Configure version control (e.g., Git) for your job.
- 4. Build Steps: Add steps to compile your Java program, e.g., use "Execute shell" with javac.
- 5. Post-Build: Optionally, add post-build actions like archiving artefacts.
- 6. Save and Build: Save the job and trigger a build.
- 7. Check Results: Review build results, including console output and test reports.
- 8. Test Steps: If applicable, add test steps using tools like JUnit.
- 9. Automate: Set up auto-build triggers for continuous integration.

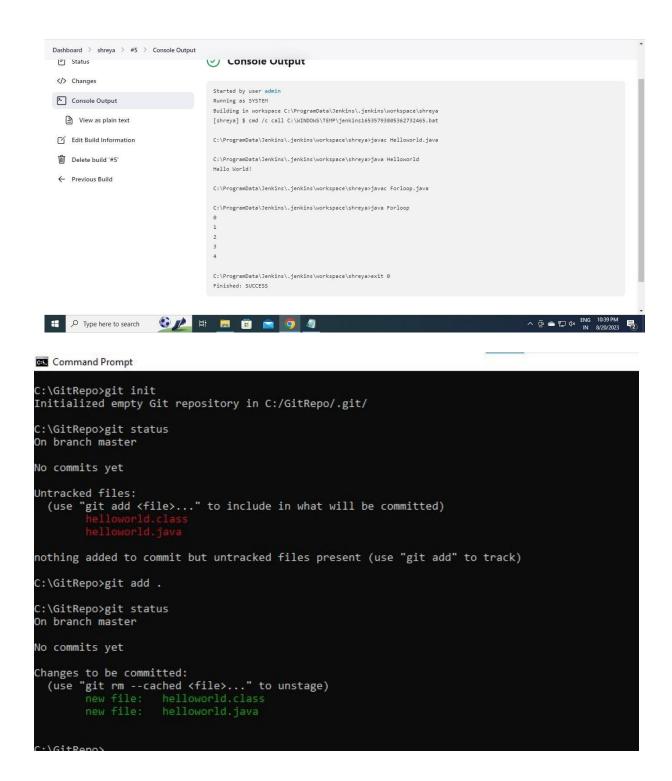












CONCLUSION:

Hence, through this assignment, I have successfully built a Hello World and a program with for loops in Java using Jenkins.