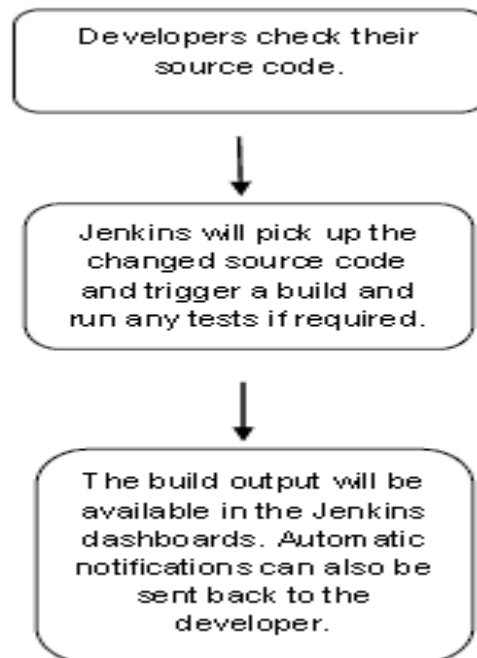


Using Jenkins to build **automatically** trigger an Application to push into Cloud Foundry

1. Introduction

Jenkins:

Jenkins is an open-source **continuous** integration software tool written in the Java programming language for testing and reporting on isolated changes in a larger code base in real time. The software enables developers to find and solve defects in a code base rapidly and to automate testing of their builds.



Jenkins – Installation

Download Jenkins

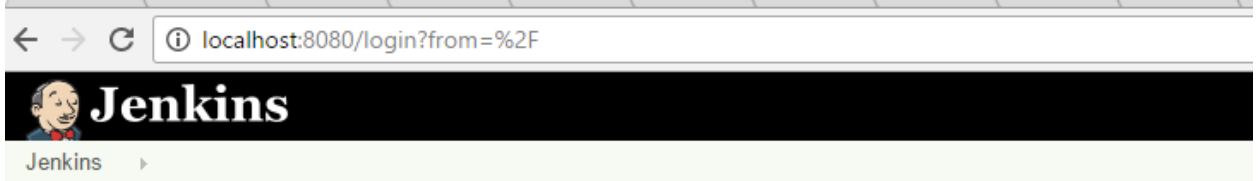
The official website for Jenkins is Jenkins. If you click the given link, you can get the page of the Jenkins official website and select the Jenkins version.

<https://updates.jenkins-ci.org/download/war/>

1. Open up a terminal in the download directory and run `java -jar jenkins.war`

```
E:\softwares zip>java -jar jenkins.war
```

2. Browse to <http://localhost:8080> and follow the instructions to complete the installation



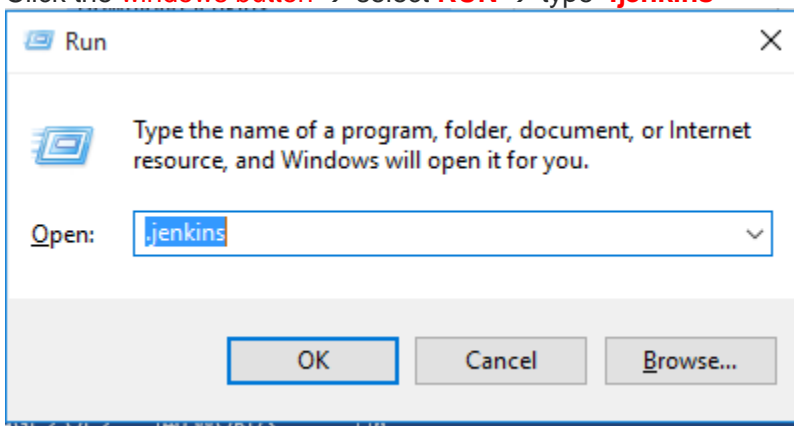
User:

Password:






☐ Remember me on this computer

3. Enter the user name and password. User Name is **admin**.

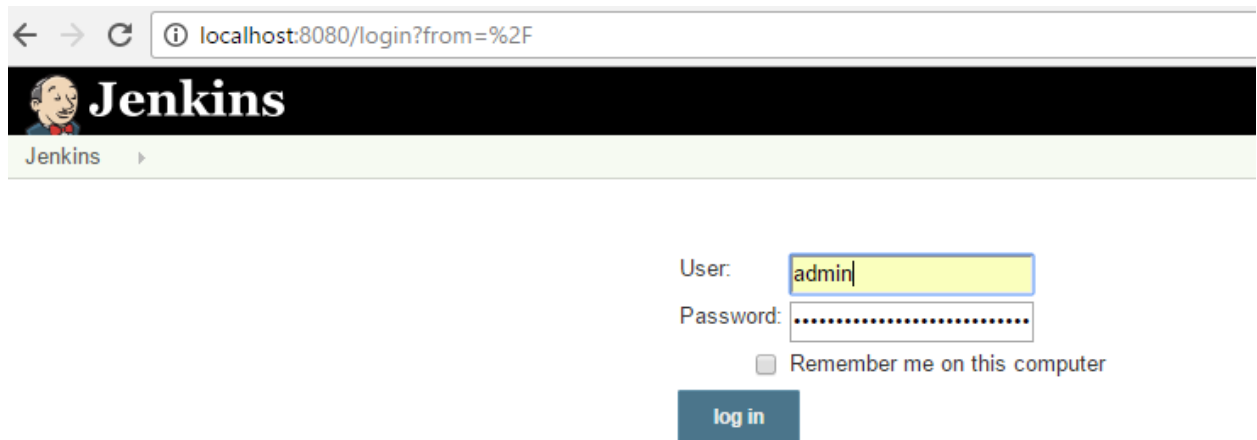
Click the **windows button** → select **RUN** → type **.jenkins**



Click the **OK** Button. And select **secrets** file and select the **initialAdminPassword** text file.

	hudson.model.Job.serverCookie	4/28/2017 12:59 PM	SERVERCOOKIE File	1 KB
	hudson.util.Secret	4/28/2017 11:45 AM	SECRET File	1 KB
	initialAdminPassword	4/28/2017 11:45 AM	File	1 KB
	jenkins.model.Jenkins.crumbSalt	4/28/2017 11:45 AM	CRUMBSALT File	1 KB
	jenkins.security.ApiTokenProperty.seed	4/28/2017 11:45 AM	SEED File	1 KB

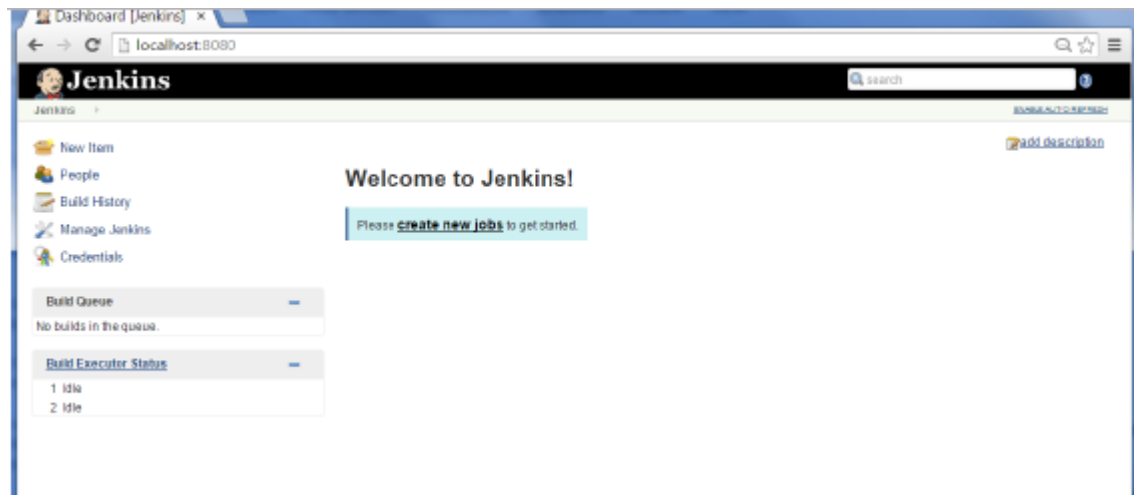
And open the **initialAdminPassword** text file in Notepad copy the line and paste in Jenkins password box.



Accessing Jenkins

Once Jenkins is up and running, one can access Jenkins from the link
– **http://localhost:8080**

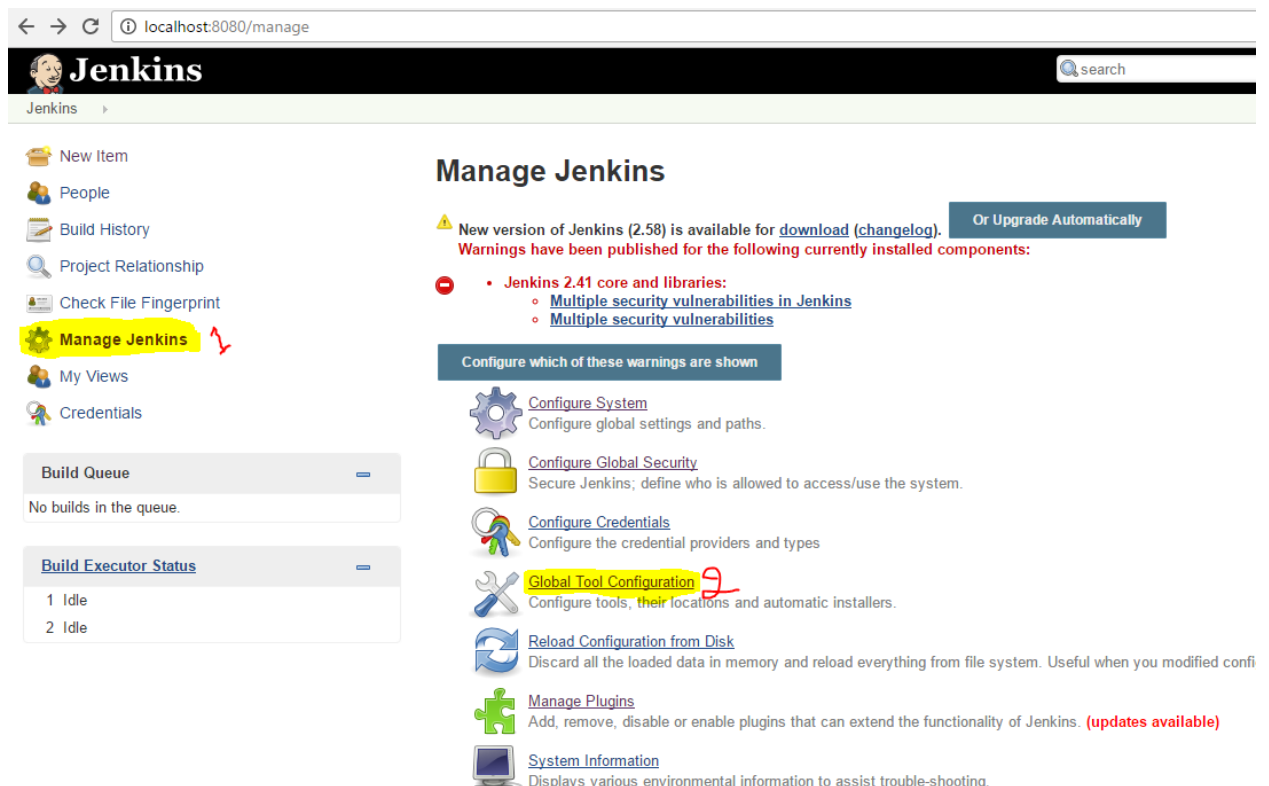
This link will bring up the Jenkins dashboard.



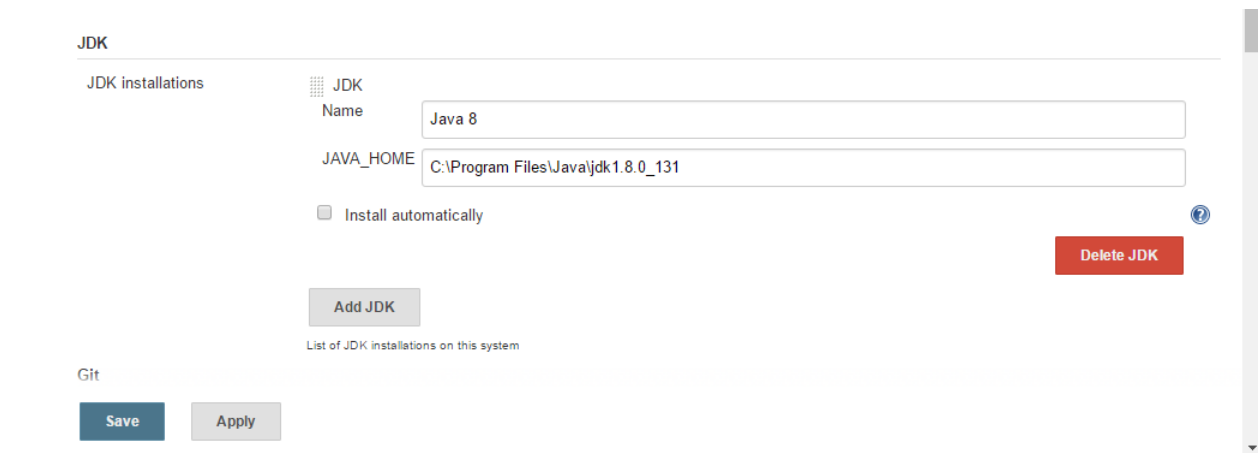
Jenkins – JDK,ANT Setup

Downloading and Setting Up JDK

Before using Jenkins to build Java applications, you need to configure the location or it where your JDK installation is. Select *Manage Jenkins* and afterwards *Global Tool Configuration*.



In the next screen you can enter the correct path to your JDK and press the save Button. Jenkins can also install these for your automatically.



After we select the *Ant* and Enter the *Ant Name* and select the *Install automatically* and select the *version* then click the *save* button. Jenkins can also install these for your automatically.



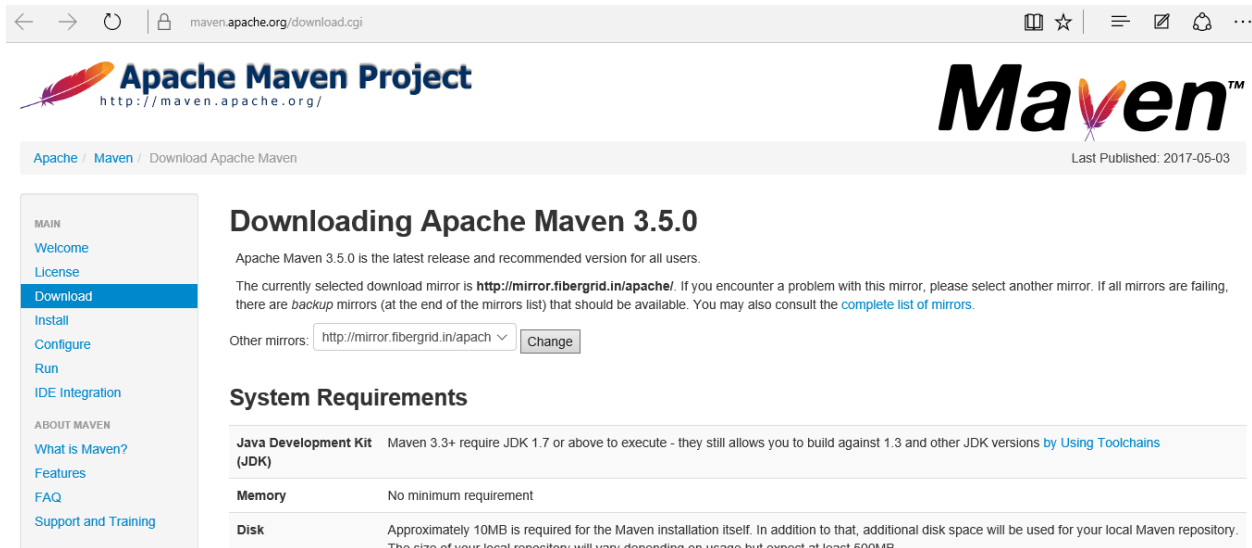
Jenkins – Maven Setup

Downloading and Setting Up Maven

The official website for maven is Apache Maven. If you click the given link,

<https://maven.apache.org/download.cgi>

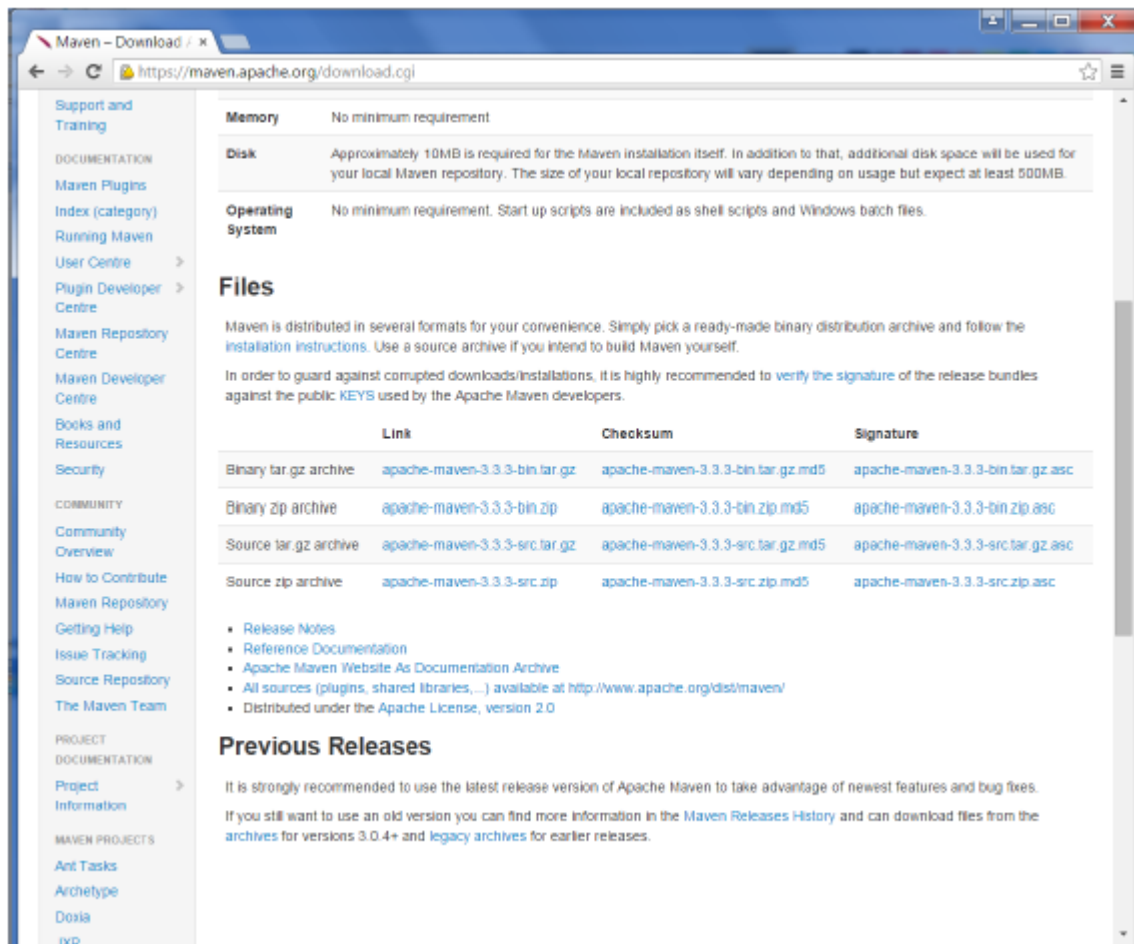
you can get the home page of the maven official website as shown below.



The screenshot shows the Apache Maven Project website. The browser address bar displays `maven.apache.org/download.cgi`. The page header includes the Apache Maven Project logo and the URL `http://maven.apache.org/`. A navigation bar shows `Apache / Maven / Download Apache Maven` and the date `Last Published: 2017-05-03`. The main content area is titled **Downloading Apache Maven 3.5.0**. It states that Apache Maven 3.5.0 is the latest release and recommended version. The currently selected download mirror is `http://mirror.fibergrid.in/apache/`. Below this, there is a section for **System Requirements** with a table:

Java Development Kit (JDK)	Maven 3.3+ require JDK 1.7 or above to execute - they still allows you to build against 1.3 and other JDK versions by Using Toolchains
Memory	No minimum requirement
Disk	Approximately 10MB is required for the Maven installation itself. In addition to that, additional disk space will be used for your local Maven repository. The size of your local repository will vary depending on usage but expect at least 500MB.

While browsing to the site, go to the Files section and download the link to the Binary.zip file.



Once the file is downloaded, extract the files to the relevant application folder. For this purpose, the maven files will be placed in E:\Apps\apache-maven-3.3.3(any advanced version).


After we select the **Maven** and Enter the **Maven Name** and select the **Install automatically** and select the **version** then click the **save** button. Jenkins can also install these for your automatically.

Maven

Maven installations

Maven

Name

☒ Install automatically 

Install from Apache

Version

Add Installer

Delete Installer

Delete Maven

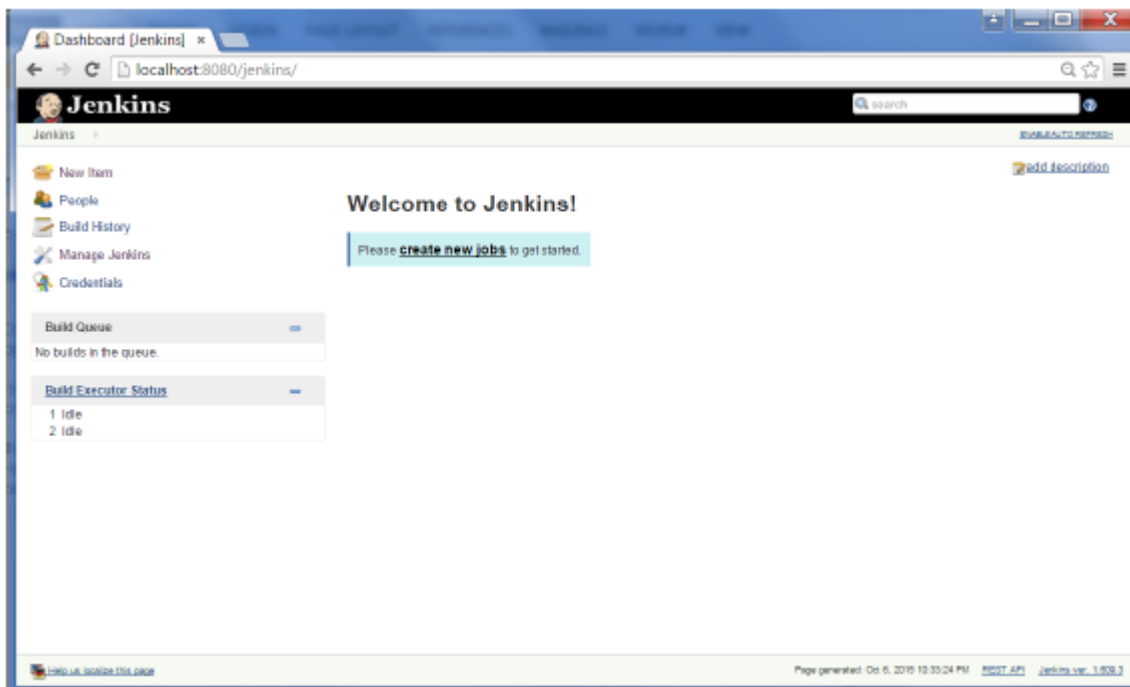
Save

Apply

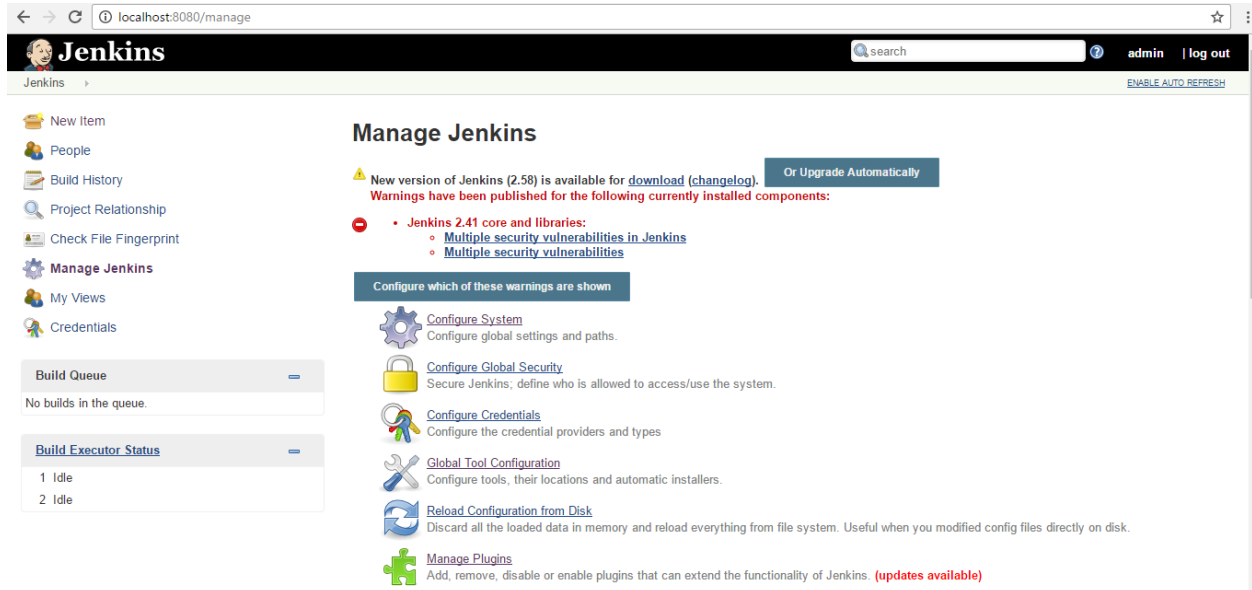
Jenkins - Git Setup

For this exercise, you have to ensure that Internet connectivity is present from the machine on which Jenkins is installed.

In your Jenkins Dashboard (Home screen), click the Manage Jenkins option on the left hand side.

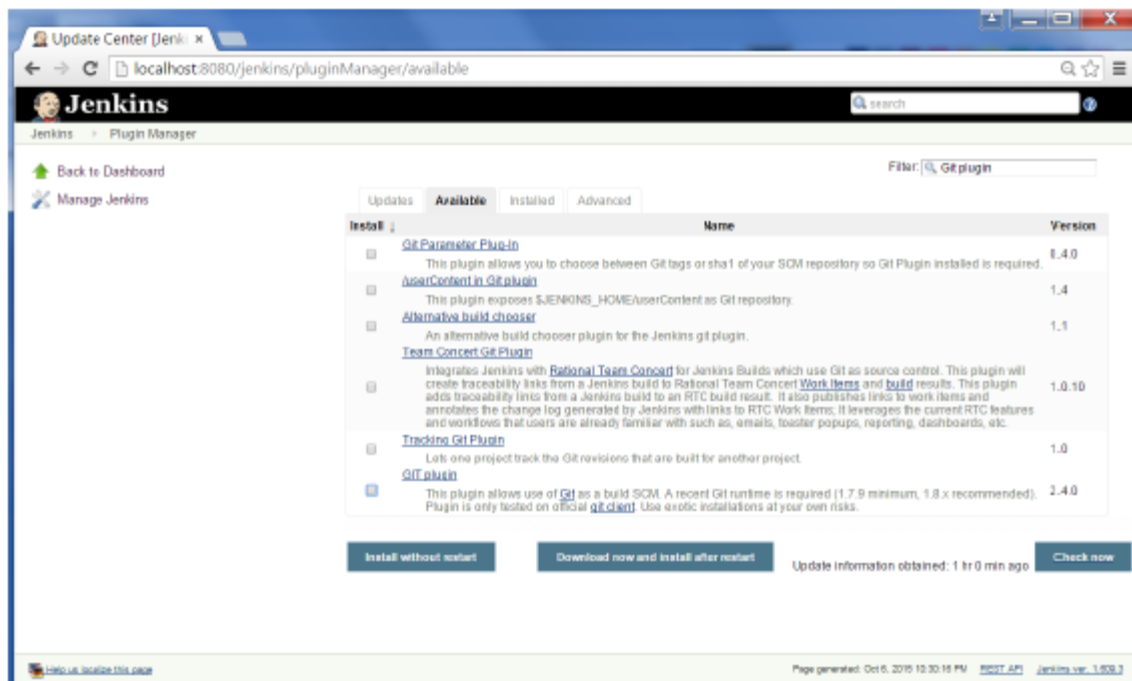


In the next screen, click the 'Manage Plugins' option.



The screenshot shows the Jenkins 'Manage Jenkins' page. On the left sidebar, 'Manage Jenkins' is selected. The main content area has a title 'Manage Jenkins' and a warning: 'New version of Jenkins (2.58) is available for download (changelog). Or Upgrade Automatically'. Below this, it lists 'Warnings have been published for the following currently installed components:' and shows 'Jenkins 2.41 core and libraries' with links to 'Multiple security vulnerabilities in Jenkins'. A section titled 'Configure which of these warnings are shown' lists several configuration options: 'Configure System', 'Configure Global Security', 'Configure Credentials', 'Global Tool Configuration', 'Reload Configuration from Disk', and 'Manage Plugins' (which is highlighted with a green plus icon and a note '(updates available)').

In the next screen, click the **Manage Plugins**. This tab will give a list of plugins which are available for downloading. In the 'Filter' tab type 'Git plugin' and what are plugins required you have to search and select the plugins.

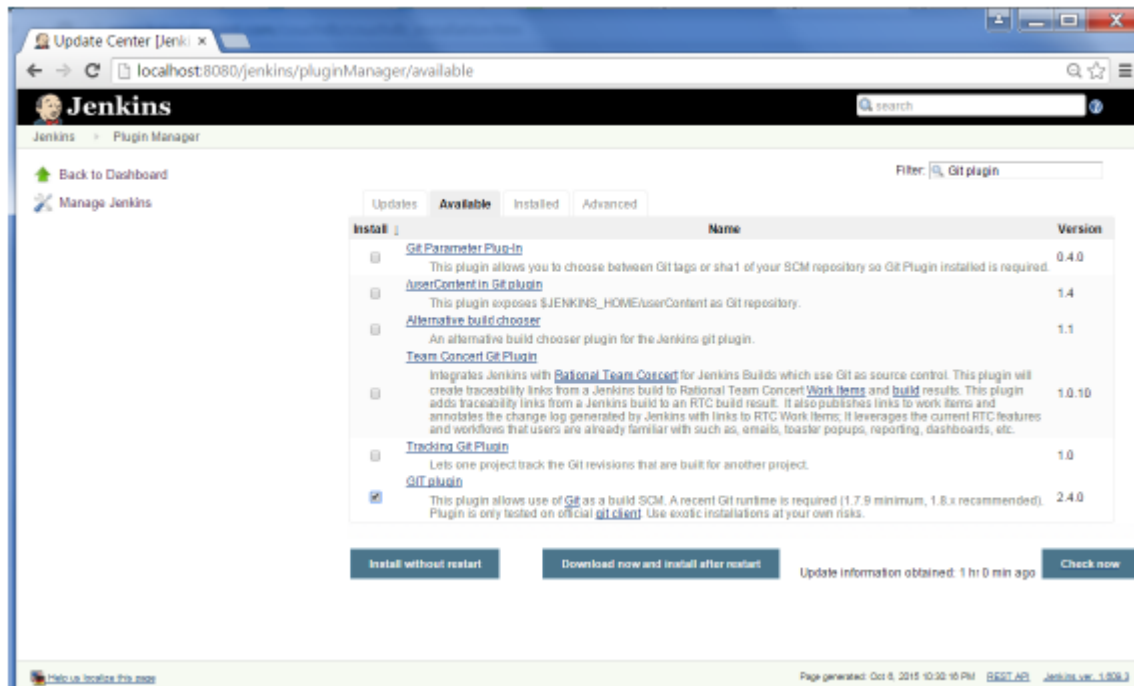


The screenshot shows the Jenkins 'Plugin Manager' page. The 'Filter' field contains 'Git plugin'. The 'Available' tab is selected, showing a list of plugins. The table has columns for 'Name' and 'Version'. The plugins listed are:

Name	Version
Git Parameter Plugin	0.4.0
User Content in Git plugin	1.4
Alternative build chooser	1.1
Team Concert Git Plugin	1.0.10
Tracking Git Plugin	1.0
GIT plugin	2.4.0

At the bottom, there are buttons for 'Install without restart', 'Download now and install after restart', and 'Check now'. The page footer indicates 'Page generated: Oct 6, 2016 10:30:16 PM'.

The list will then be filtered. Check the **Git Plugin** option and click on the button 'Install without restart'.



The installation will then begin and the screen will be refreshed to show the status of the download.



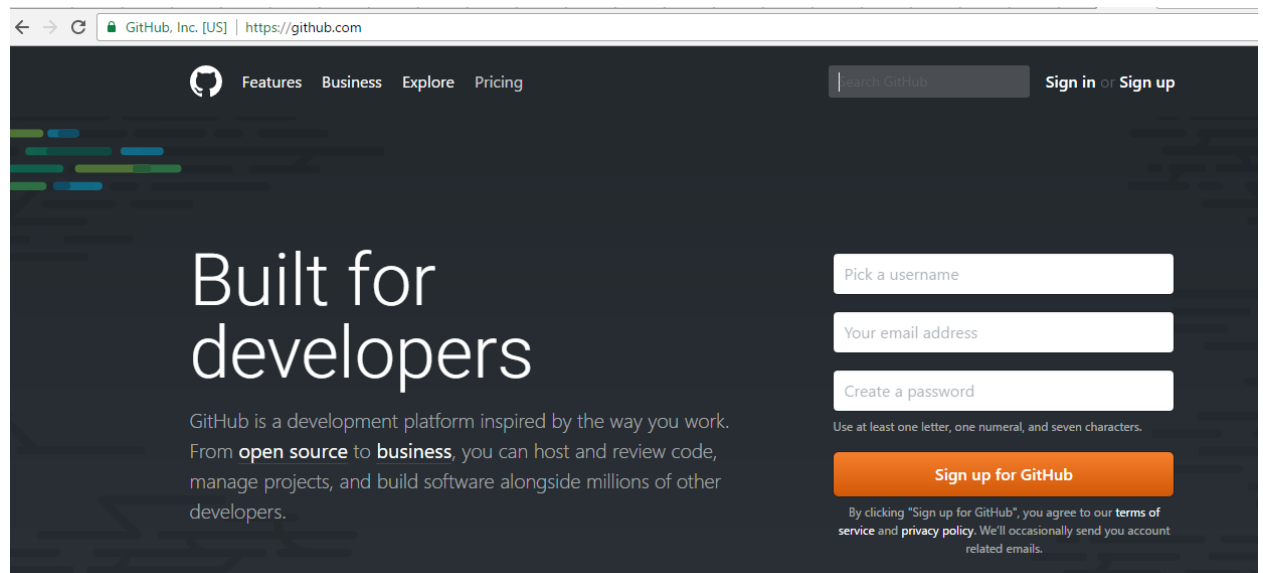
Once all installations are complete, restart Jenkins by issue the following command in the browser. <http://localhost:8080/jenkins/restart>

Before you are going to Jenkins-Git Setup, must and should you have a Github account and Github URL.

→ Create the Github account, click the bellow URL.

<https://github.com/>

Then you can see the bellow home page.



→Then click the *Sign UP* and enter the required details and click the *create account* button.

Create your free personal account

Username

mo🌈🌈🌈



Email Address

🌈🌈🌈@hotmail.com



We promise we won't share your email with anyone.

Password

.....



Must contain one lowercase letter, one number, and be at least 7 characters long.

Confirm Password

.....

By clicking on "Create an account" below, you are agreeing to the [Terms of Service](#) and the [Privacy Policy](#).

Create an account

➔ Then login into the github account.

Sign in to GitHub

Username or email address

abc@gmail.com

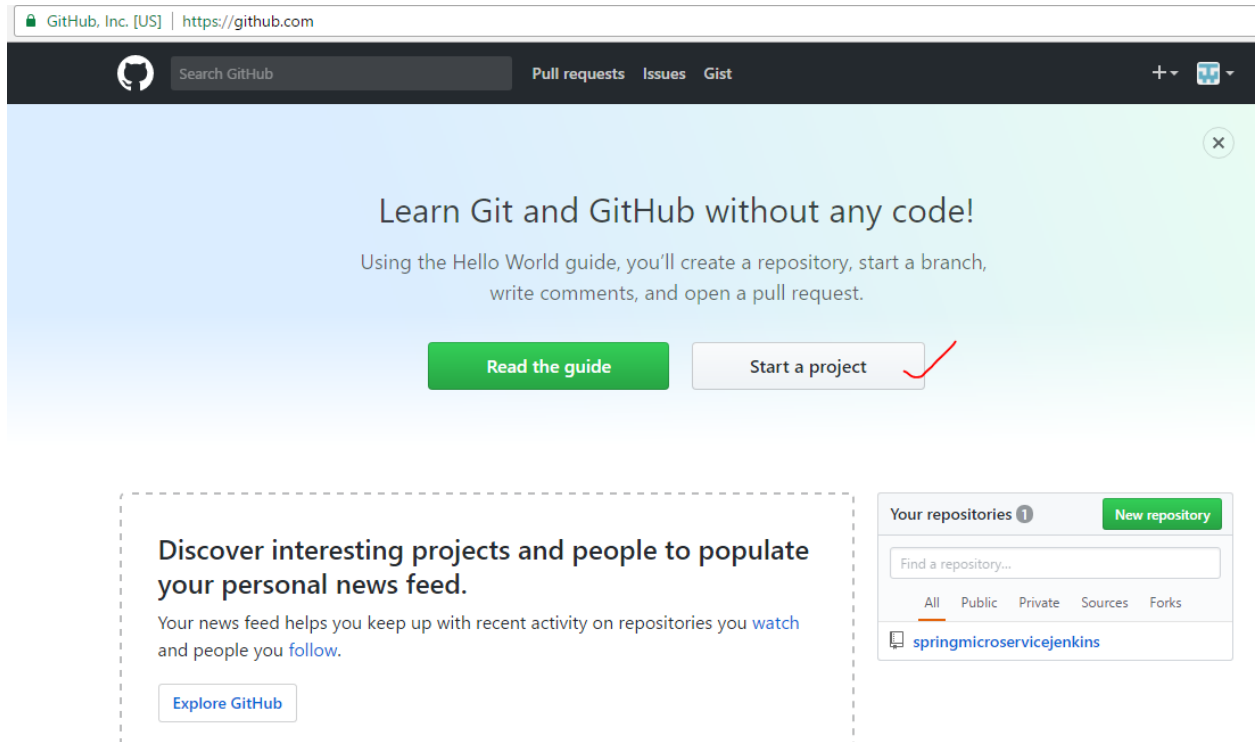
Password

[Forgot password?](#)

.....

Sign in

➔ In the next screen click the *start a project*




➔ In the next screen create a new repository with any name and click the *create repository*

Create a new repository

A repository contains all the files for your project, including the revision history.

Owner

 mahenderm ▾

Repository name

springmicroservicjenkins ✓✓2

Great repository names are short and memorable. Need inspiration? How about **supreme-engine**.

Description (optional)



Public

Anyone can see this repository. You choose who can commit.



Private

You choose who can see and commit to this repository.



Initialize this repository with a README

This will let you immediately clone the repository to your computer. Skip this step if you're importing an existing repository.

Add .gitignore: None ▾


Add a license: None ▾



Create repository ✓2

➔ Next screen we will see your URL with new Repository.

Quick setup — if you've done this kind of thing before

 Set up in Desktop

or

HTTPS

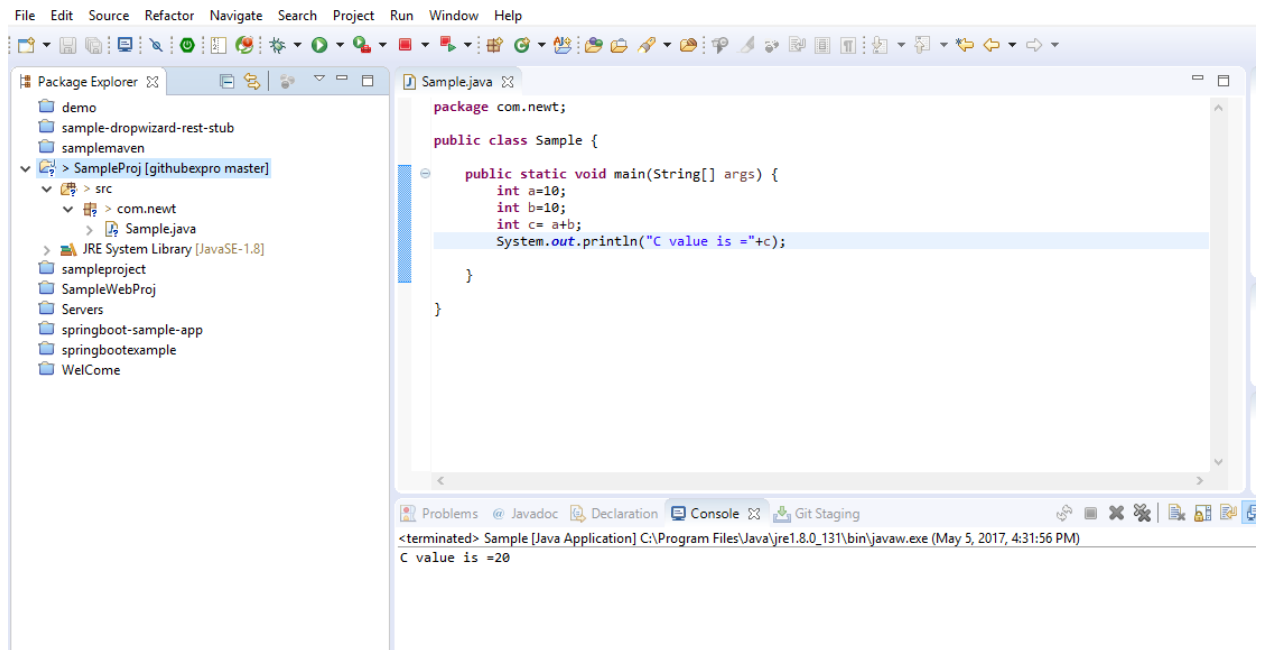
SSH

https://github.com/mahenderm/springmicroservicjenkins.git ✓



We recommend every repository include a [README](#), [LICENSE](#), and [.gitignore](#).

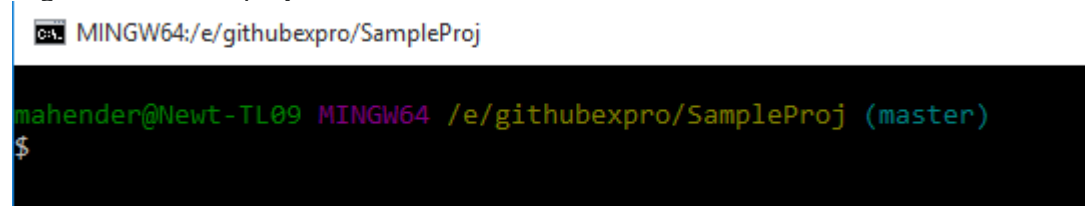
➔ Create the Sample java or any application.(use eclipse or any IDE).



We push the above code in **github**. Before we are going to push the code we can download the **git** in our local system. Click the bellow URL.

<https://git-scm.com/download/win>

After downloaded git in your local system you can go the your project folder path and Right click on the project and select the **Gitbash**. Will see one terminal window.



➔ Now we push the code in our github account using following commands one by one.

...or create a new repository on the command line

```
echo "# springmicroservicjenkins" >> README.md
git init
git add README.md
git commit -m "first commit"
git remote add origin https://github.com/mahenderm/springmicroservicjenkins.git
git push -u origin master
```

...or push an existing repository from the command line

```
git remote add origin https://github.com/mahenderm/springmicroservicjenkins.git
git push -u origin master
```

→ We can type **\$ git init**. That is empty repository

```
mahender@Newt-TL09 MINGW64 /e/githubexpro/SampleProj (master)
$ git init
Initialized empty Git repository in E:/githubexpro/SampleProj/.git/
```

→ we have to add all file you can use **\$ git add .** (Or) you can add single file use **\$ git add filename**. Here now I am adding all the files after you can use **\$ git status** will see what are the files added.

```
mahender@Newt-TL09 MINGW64 /e/githubexpro/SampleProj (master)
$ git add .
mahender@Newt-TL09 MINGW64 /e/githubexpro/SampleProj (master)
$ git status
On branch master

Initial commit

Changes to be committed:
  (use "git rm --cached <file>..." to unstage)

    new file:   .classpath
    new file:   .project
    new file:   .settings/org.eclipse.jdt.core.prefs
    new file:   bin/com/newt/Sample.class
    new file:   src/com/newt/Sample.java
```


→ After commit the code using **\$ git commit -m "we can write any comment here"**

```
mahender@Newt-TL09 MINGW64 /e/githubexpro/SampleProj (master)
$ git commit -m "first commit"
[master (root-commit) 5b8876b] first commit
5 files changed, 47 insertions(+)
create mode 100644 .classpath
create mode 100644 .project
create mode 100644 .settings/org.eclipse.jdt.core.prefs
create mode 100644 bin/com/newt/Sample.class
create mode 100644 src/com/newt/Sample.java
mahender@Newt-TL09 MINGW64 /e/githubexpro/SampleProj (master)
$
```

→ We add the Our Repository URL

```
mahender@Newt-TL09 MINGW64 /e/githubexpro/SampleProj (master)
$ git remote add origin https://github.com/mahenderm/springmicroservicjenkins.git
```

→ Push the code to our branch **\$ git push -u origin master**

```
mahender@Newt-TL09 MINGW64 /e/githubexpro/SampleProj (master)
$ git push -u origin master
Counting objects: 14, done.
Delta compression using up to 4 threads.
Compressing objects: 100% (8/8), done.
Writing objects: 100% (14/14), 1.82 KiB | 0 bytes/s, done.
Total 14 (delta 0), reused 0 (delta 0)
To https://github.com/mahenderm/springmicroservicjenkins.git
 * [new branch]      master -> master
Branch master set up to track remote branch master from origin.
```

→ Will see the our code is committed or not in our github.

2 commits
1 branch
0 releases
0 contributors

Branch: master
New pull request
Create new file
Upload files
Find file
Clone or download

mahenderm committed on GitHub Create README.md
Latest commit eefb334 just now

.settings	first commit	7 minutes ago
bin/com/newt	first commit	7 minutes ago
src/com/newt	first commit	7 minutes ago
.classpath	first commit	7 minutes ago
.project	first commit	7 minutes ago
README.md	Create README.md	just now

README.md

Creating a Jenkins job

First of all, login to your Jenkins server. Click on **New Item** in the menu options for Jenkins. Then enter a name for a job, in the following case, the name entered is 'SampleMaven'. Select '**Freestyle project**' as the item type. Click the **Ok** button.

localhost:8080/view/all/newJob

Jenkins
2
search

Jenkins > All >

Enter an item name
samplemavn
Required field

Freestyle project
This is the central feature of Jenkins. Jenkins will build your project, combining any SCM with any build system, and this can be even used for something other than software build.

Pipeline
Orchestrates long-running activities that can span multiple build slaves. Suitable for building pipelines (formerly known as workflows) and/or organizing complex activities that do not easily fit in free-style job type.

External Job
This type of job allows you to record the execution of a process run outside Jenkins, even on a remote machine. This is designed so that you can use Jenkins as a dashboard of your existing automation system.

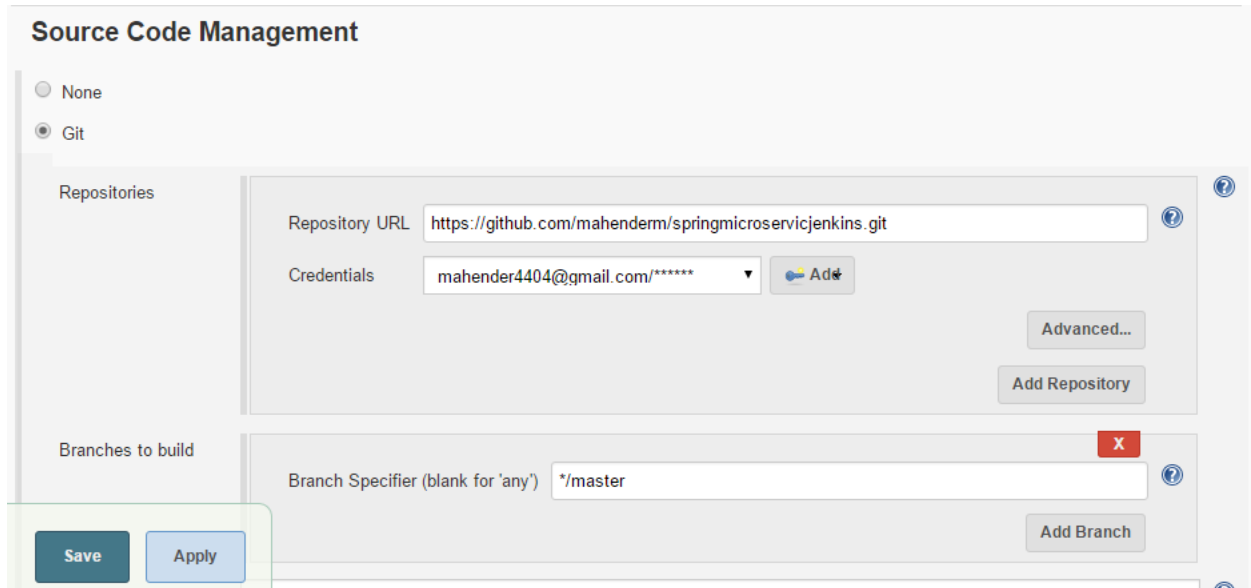
Multi-configuration project
Suitable for projects that need a large number of different configurations, such as testing on multiple environments, platform-specific builds, etc.

Folder
Creates a container that stores nested items in it. Useful for grouping things together. Unlike view, which is just a filter, a folder creates a separate namespace, so you can have multiple things of the same name as long as they are in different folders.

OK

GitHub Organization

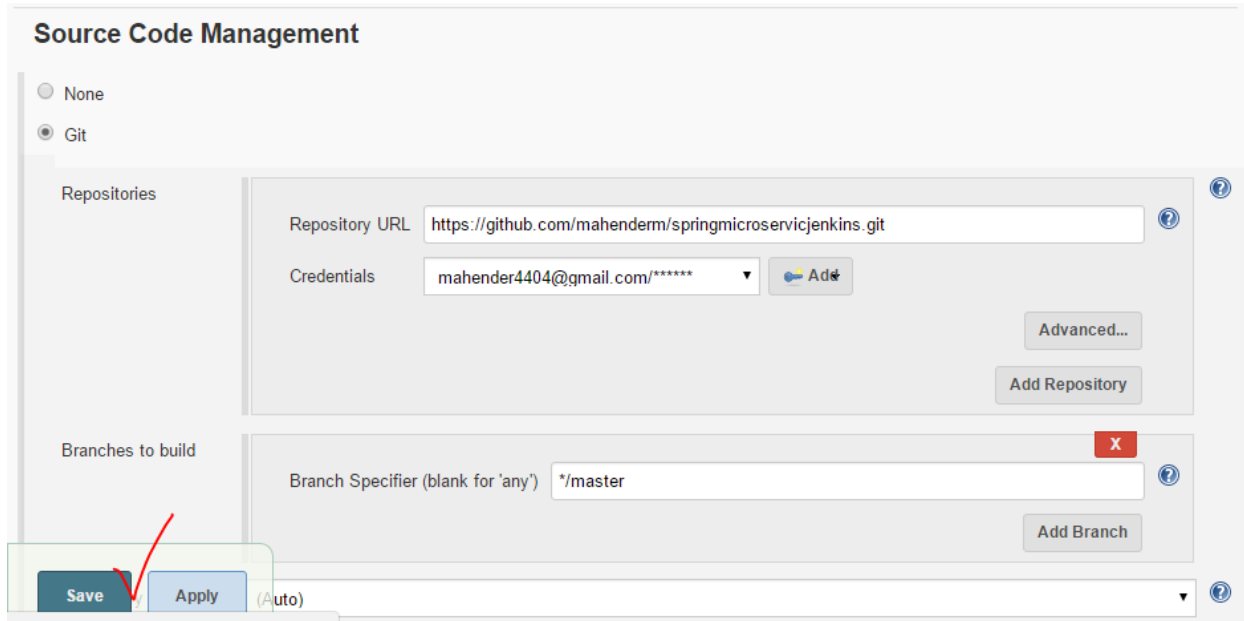
In the next screen, if you browse to the “*Source-Code-Management*” select the “*Git*” option. If you don’t see it, check your GitHub Plugin installation. Enter the repository clone-URL in the appearing text field. When you are using a public GitHub repository, you don’t have to specify any credentials otherwise enter them.



→ Add the git proper credentials and click the add button.



→ Finally click the save button



Source Code Management

☐ None
☒ Git

Repositories

Repository URL

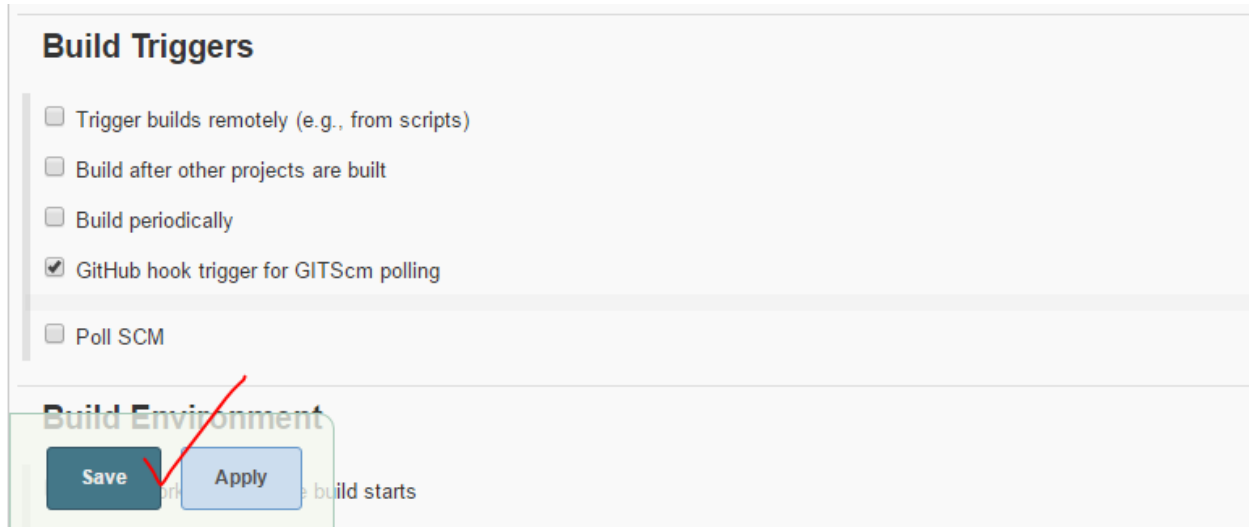
Credentials

Branches to build

Branch Specifier (blank for 'any')

(Auto)

→ In the next step, we will trigger it by pushing to the GitHub repository. Select the *GitHub hook trigger for GITScm polling*. Click the *save* button.



The screenshot shows the 'Build Triggers' section of a Jenkins configuration page. It contains a list of checkboxes for various build triggers. The 'GitHub hook trigger for GITScm polling' option is checked, while others are unchecked. Below this section, a 'Build Environment' section is partially visible, showing 'Save' and 'Apply' buttons. A red checkmark is drawn over the 'Save' button.

Build Triggers

- ☐ Trigger builds remotely (e.g., from scripts)
- ☐ Build after other projects are built
- ☐ Build periodically
- ☒ GitHub hook trigger for GITScm polling
- ☐ Poll SCM

Build Environment

Save Apply

Configure the GitHub repository

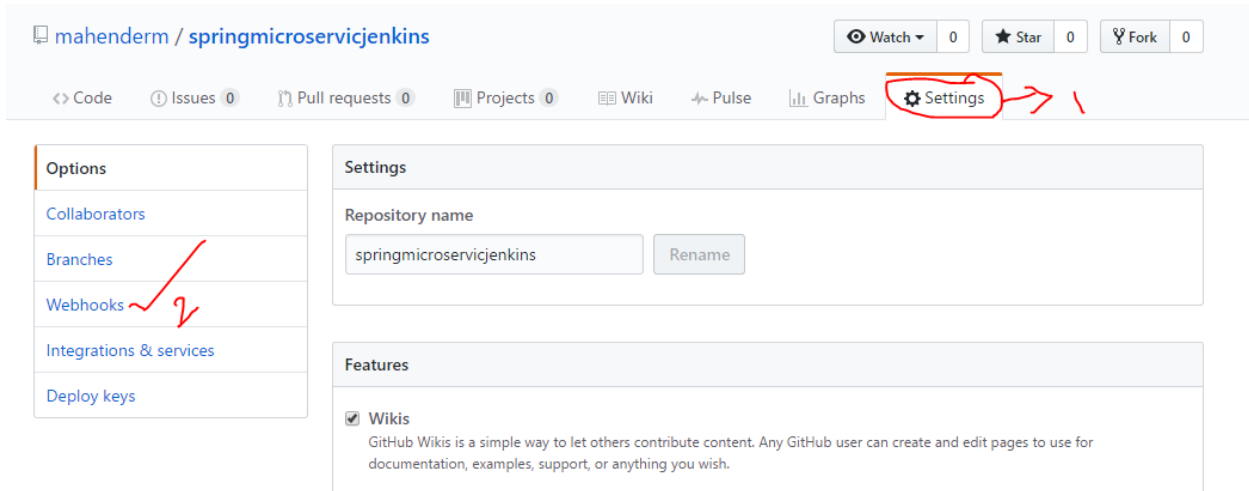
To be able to trigger the build process by GitHub, you have to configure the Jenkins instance which should be triggered after the push. For this purpose the Jenkins web hook URL is required and must be submitted in the GitHub project.

Web hook

Web hooks allow you to build or set up integrations which subscribe to certain events on GitHub.com. When one of those events is triggered, we'll send a HTTP POST payload to the web hook's configured URL. Web hooks can be used to update an external issue tracker, trigger CI builds, update a backup mirror, or even deploy to your production server. You're only limited by your imagination.

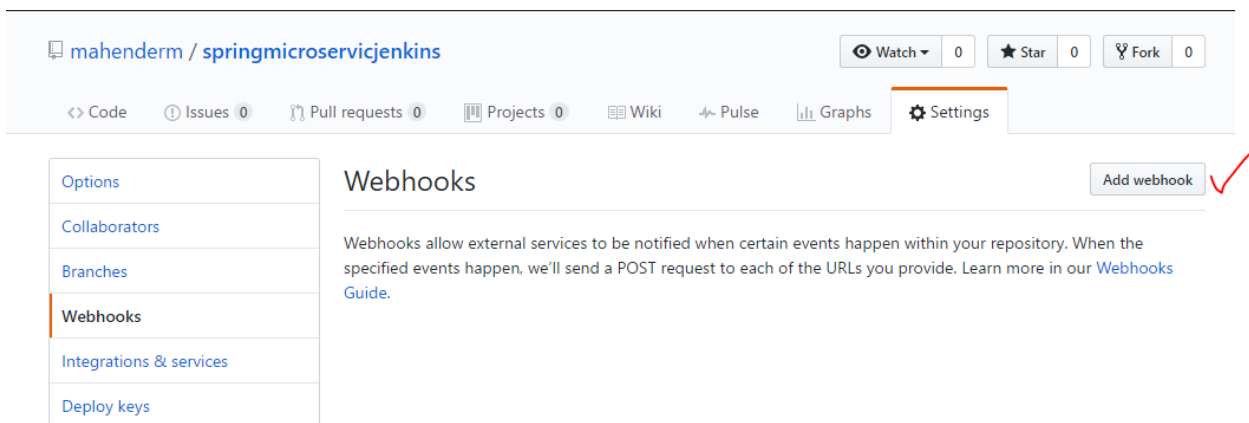
Each web hook can be installed [on an organization](#) or [a specific repository](#). Once installed, they will be triggered each time one or more subscribed events occurs on that organization or repository.

→ Go to the git hub setting and select the web hook.



The screenshot shows the GitHub repository page for 'mahenderm / springmicroservicjenkins'. The 'Settings' tab is selected and highlighted with a red circle and an arrow. On the left sidebar, the 'Webhooks' option is also highlighted with a red checkmark and an arrow. The 'Settings' panel shows the 'Repository name' as 'springmicroservicjenkins' and the 'Features' section with 'Wikis' checked.

→ Then you click the Add **Webhook**.



The screenshot shows the 'Webhooks' section of the GitHub repository settings. The 'Add webhook' button is highlighted with a red checkmark. The left sidebar shows 'Webhooks' as the selected option.

→ Next screen we add the payload URL. So here we need **ngrok**. Use Bellow link to download ngrok.

<https://ngrok.com/download>

and select the windows 64-bit(Depending on OS).

Ngrok: Ngrok is a multiplatform tunnelling, reverse proxy software that establishes secure tunnels from a public endpoint such as internet to a locally running network service while capturing all traffic for detailed inspection and replay.

Download and Installation

ngrok is easy to install. Download a single binary with *zero run-time dependencies* for any major platform. Unzip it and then run it from the command line.

Step 1: Download ngrok

Mac OS X 64-Bit	Download
Windows 64-Bit	Download
Linux 64-Bit	Download
Linux ARM	Download
FreeBSD 64-Bit	Download

32-bit platforms

You downloaded Zip File so you extract the file. Go to the cmd prompt and set the ngrok path and type the command `$ ngrok http 8080`(here "http 8080" is Jenkins port number).

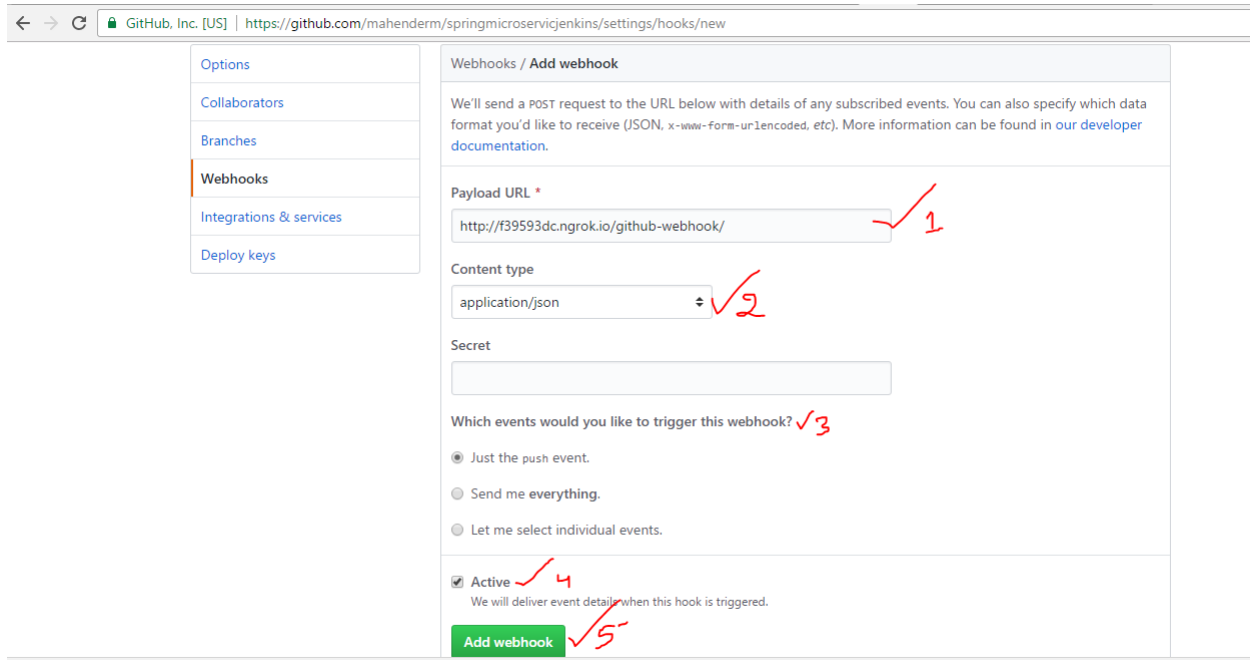
```
C:\Users\mahender\Downloads\ngrok-stable-windows-amd64>ngrok http 8080
```

→Enter and we copy the highlighted line

```
ngrok by @inconsreveable
Session Status      online
Version             2.2.4
Region              United States (us)
Web Interface       http://127.0.0.1:4040
Forwarding           http://bf383fe0.ngrok.io -> localhost:8080
Forwarding           https://bf383fe0.ngrok.io -> localhost:8080

Connections         ttl    opn    rt1    rt5    p50    p90
                   0      0      0.00   0.00   0.00   0.00
```

→ Paste into the **payload URL** and select the **content type** is **application/json** and select the required **events** and click the **Active** check box and click the **Add webhook** finally.

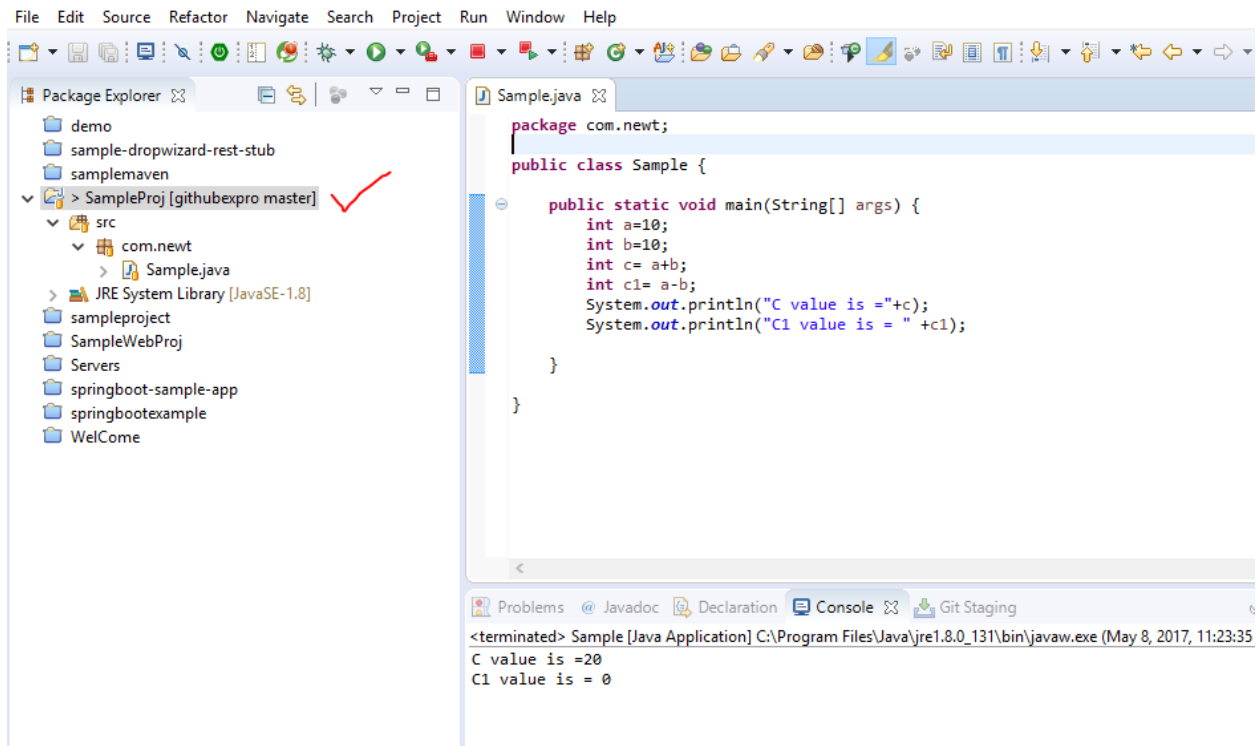


The screenshot shows the GitHub 'Add webhook' interface. On the left is a sidebar with links: Options, Collaborators, Branches, Webhooks (highlighted), Integrations & services, and Deploy keys. The main content area is titled 'Webhooks / Add webhook'. It contains the following fields and options:

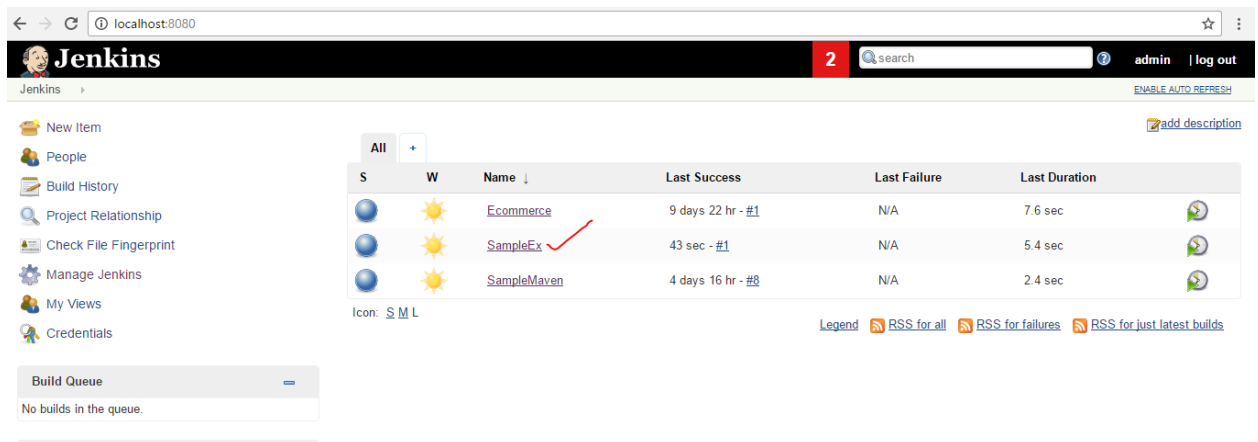
- Payload URL ***: A text input field containing 'http://f39593dc.ngrok.io/github-webhook/'. A red checkmark and the number '1' are next to it.
- Content type**: A dropdown menu showing 'application/json'. A red checkmark and the number '2' are next to it.
- Secret**: An empty text input field.
- Which events would you like to trigger this webhook?**: Three radio button options: 'Just the push event.', 'Send me everything.', and 'Let me select individual events.'. A red checkmark and the number '3' are next to the first option.
- Active**: A checked checkbox. A red checkmark and the number '4' are next to it. Below it is the text 'We will deliver event details when this hook is triggered.'
- Add webhook**: A green button at the bottom. A red checkmark and the number '5' are next to it.

→ We create any sample program and push into the cloud repository (github) by using above commands and see the automatic triggering in Jenkins.

→ I created sample application that app name is **sampleproj**.



→I created new job in Jenkins name with **sampleEx** and this code I pushed into the my cloud repository .



→See the automatic triggering.

← → ↻ ⓘ localhost:8080/job/SampleEx/



Jenkins

Jenkins ▶ SampleEx ▶



[Back to Dashboard](#)



[Status](#)



[Changes](#)



[Workspace](#)



[Build Now](#)



[Delete Project](#)



[Configure](#)



[GitHub Hook Log](#)

Project SampleEx



[Workspace](#)



[Recent Changes](#)

Permalinks



Build History

[trend](#) —



#2

(pending—In the quiet period. Expires in 1.2 sec)



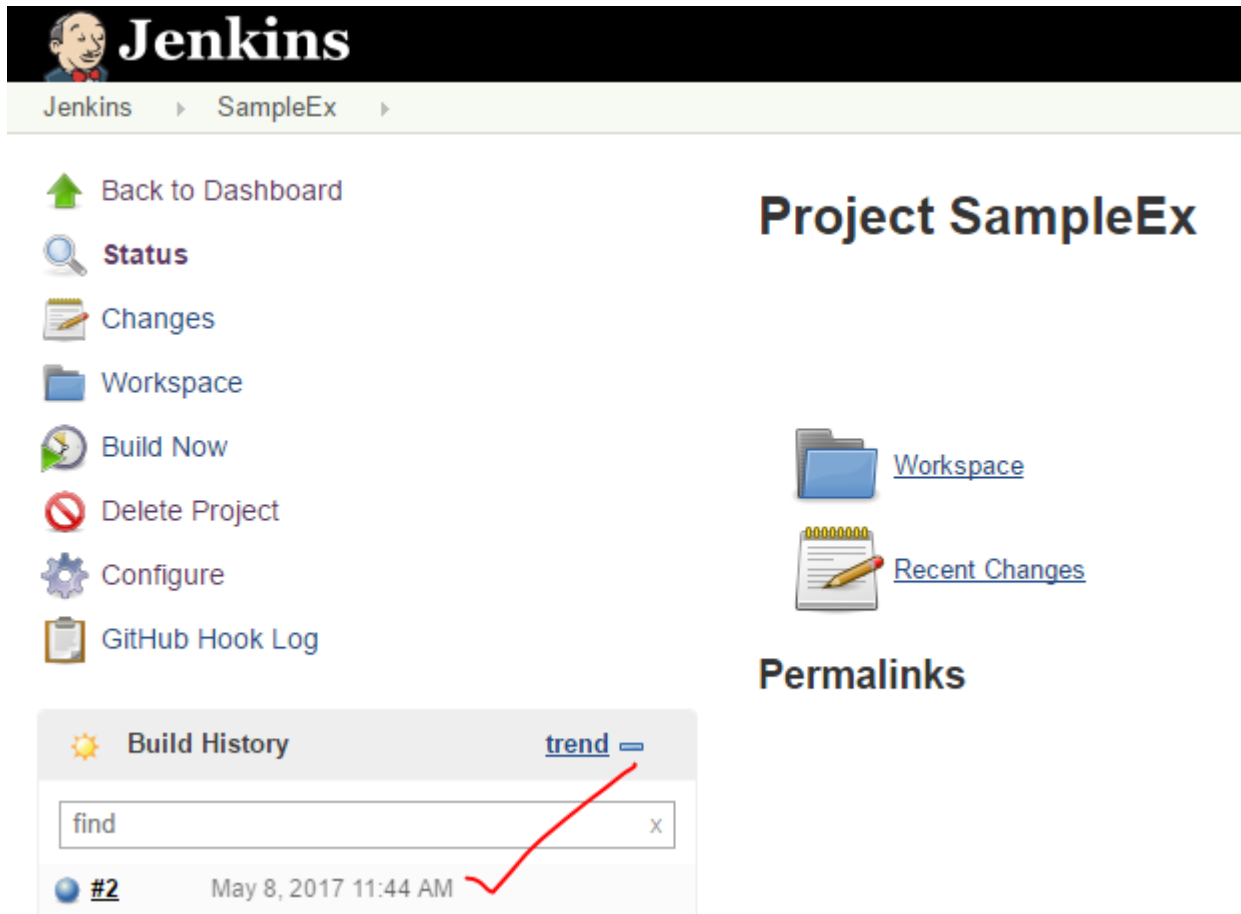
[RSS for all](#)



[RSS for failures](#)

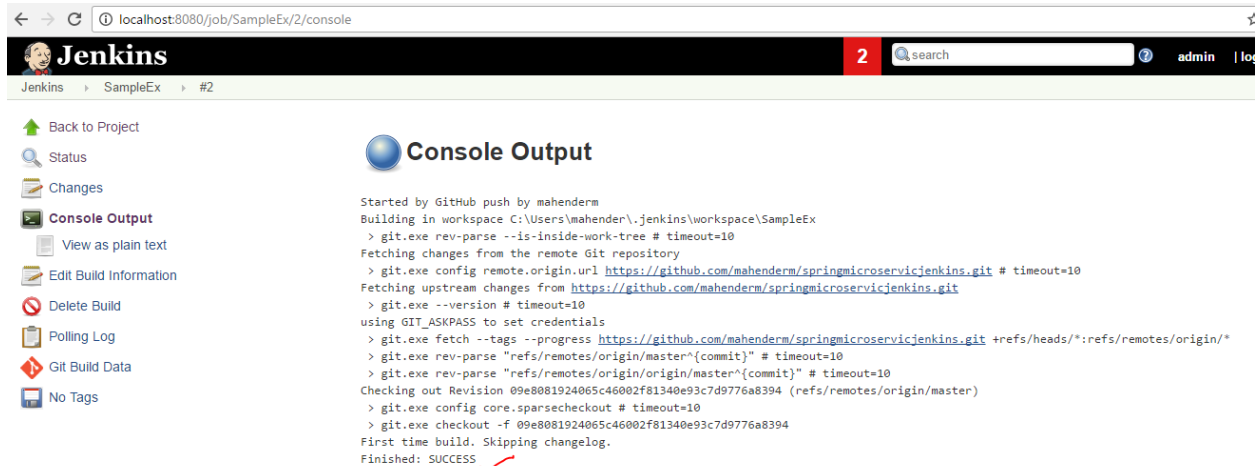
localhost:8080

→ see the automatic triggering.



The image shows the Jenkins web interface for a project named 'SampleEx'. The top navigation bar includes 'Jenkins' and 'SampleEx'. On the left, a sidebar contains links: 'Back to Dashboard', 'Status', 'Changes', 'Workspace', 'Build Now', 'Delete Project', 'Configure', and 'GitHub Hook Log'. The main area is titled 'Project SampleEx' and contains links for 'Workspace' and 'Recent Changes'. Below this is a 'Permalinks' section. A 'Build History' widget shows a list of builds, with the second build (#2) from May 8, 2017, at 11:44 AM, marked with a red checkmark. A red arrow points from the 'trend' link in the Build History header to the checkmark.

→Click on the Build History and check the console output will see the success.



The image shows the Jenkins web interface for the 'SampleEx' project, specifically the 'Console Output' view for build #2. The left sidebar contains links: 'Back to Project', 'Status', 'Changes', 'Console Output' (selected), 'View as plain text', 'Edit Build Information', 'Delete Build', 'Polling Log', 'Git Build Data', and 'No Tags'. The main area displays the console output, which shows the build process starting with a GitHub push by 'mahenderm'. The output includes commands like 'git.exe rev-parse', 'git.exe fetch', and 'git.exe checkout', followed by the message 'Finished: SUCCESS' with a red checkmark.