

Configuration Dashboard Admin Shedule-SonarQube Configure (G) General Source Code Management **Build Triggers Build Environment** Build Steps Post-build Actions General Enabled Description This Pipeline si to shedule the all module, client & server scan from development branch every modany morning 7AM. Plain text Preview Enable project-based security Inheritance Strategy Inherit permissions from parent ACL This item will inherit its parent item's permissions (in addition to any permissions granted here). If this item is at the top level in Jenkins, it will inherit the global security security settings. SCM Credentials Job Workspace Delete Delete Delete Create User/group Tag △ Anonymous 70 Authenticated Users Add user... Add group... Discard old builds GitHub project This project is parameterised

Throttle builds

Ex	xecute concurrent builds if necessary
R	estrict where this project can be run
La	abel Expression
[	JENKINS-AGENT
	abel JENKINS-AGENT matches 1 node. Permissions or other restrictions provided by plugins may further duce that list.
Adva	anced 🗸
Source	e Code Management
Sa	ive Apply
G	
Build <sup>·</sup>	Triggers
Tr	rigger builds remotely (e.g., from scripts)
	uild after other projects are built
	uild periodically
	chedule ( )
	TZ=Asia/Kolkata 0 7 * * 1
	Spread load evenly by using 'H 7 * * 1' rather than '0 7 * * 1' 'ould last have run at Monday, January 27, 2025 at 1:30:34 AM Coordinated Universal Time; would next run at londay, February 3, 2025 at 1:30:34 AM Coordinated Universal Time.
G	eneric Webhook Trigger
G	itHub hook trigger for GITScm polling
Pe	oll SCM
Build	Environment
_ n	elete workspace before build starts
	se secret text(s) or file(s)
	indings
	manigs
	Secret text (
	Variable
- 1	Jenkins_Token
- 1	·
	Credentials O
	Credentials  Specific credentials O Parameter expression  Jenkins_Token

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Add 
Provide Configuration files

Add timestamps to the Console Output

Inspect build log for published build scans

Prepare SonarQube Scanner environment

Provide Node & npm bin/ folder to PATH

SSH Agent

Terminate a build if it's stuck
```

## **Build Steps**

```
Execute shell
Command
See the list of available environment variables
#!/bin/bash
# Jenkins details
JENKINS_URL="https://rndjenkins.progrec.com/"
JOB_NAME="SonarQube-v2.0"
USER="Admin"
TOKEN="$Jenkins Token"
# Parameter values
Project=("Client" "Server" "Module")
Branch_Name=("main" "development")
# Module_Type mapping based on Project
declare -A Module Type Map=(
    ["Client"]="NA"
    ["Server"]="NA"
     ["Module"]="grc issue risk controltesting businessresilience survey engine admin a
)
# Iterate through all combinations, excluding "main"
for project in "${Project[@]}"; do
  for branch in "${Branch_Name[@]}"; do
    if [[ "$branch" == "main" ]]; then
      continue # Skip the 'main' branch
    fi
    # Fetch Module_Type values for the current project
    IFS=' ' read -r -a Module_Type_Array <<< "${Module_Type_Map[$project]}"</pre>
    for module in "${Module_Type_Array[@]}"; do
      echo "Triggering build with Project=$project, Branch_Name=$branch, Module_Type=$
      curl -X POST "$JENKINS_URL/job/$JOB_NAME/buildWithParameters" \
         --user "$USER:$TOKEN" \
         --data-urlencode "Project=$project" \
         --data-urlencode "Branch_Name=$branch" \
         --data-urlencode "Module_Type=$module"
    done
```

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## **Post-build Actions**