

ADQ-JAVA-APP-DEPLOYMENT

Pre-requisites:

1. Jenkins-server – with Firewall rules allowing ports: 8080, 8081, 9000, 4243, 80, 22
2. Install SonarQube in Jenkins server using [[sonar.sh](#)] script in below GitHub

Repository: <https://github.com/SaravanaNani/ansible-setup-gcp.git>

Note: After installing sonarqube – start the sonarqube follow the below steps to start SonarQube
→ run this on server manually as sonar-user

- cd /opt/sonarqube-9.9.6.92038/bin/linux-x86-64/
- sh sonar.sh start
- sh sonar.sh status

3. Install Nexus in Jenkins Server manually using the steps in below GitHub Repository ([nexus manual setup](#)) → <https://github.com/SaravanaNani/ansible-setup-gcp.git>
4. Tomcat Sever – Using playbook install Tomcat in Ubuntu desktop server

Note: The Jenkinsfile and Source code for this Deployment is taken from below GitHub Repo

Repository: <https://github.com/SaravanaNani/jenkins-java-project.git>

SonarQube step-up:

Step1 – Login into SonarQube console where initial Username & Password = admin

Step2 – Create a project in SonarQube:

- [Projects](#) → create project → manually → Project display name ([adq-java-app](#))
- Project key ([adq-java-app](#)) → Main branch name ([master](#)) → click [setup](#)
- [How do you want to analyze your repository?](#)
- [locally](#) → Token name ([adq-java-app](#)) → Generate token and copy it

Step3 – Get into Jenkins Console Paste SonarQube token in Global Credentials:

- Manage Jenkins → credentials → global → Add Credentials → Kind ([Secrete Text](#))
- Paste token - ID ([sonar_token](#)) → description ([sonar-token](#)) → save

Step4 – Generate GitHub classic token and paste it in global credentials.

GitHub Token Generation:

→ Settings → Developer Setting → Personal Access Token → Tokens (classic)
→ Generate new token → new classic token → Note (adq-java-app)
→ Select the required permission to token → Generate Token.

→ Copy token and paste in Jenkins Global credentials:

→ Manage Jenkins → credentials → global → Add Credentials → Kind (Secrete Text)
→ Paste token - ID (github-pat) - description (GIT-PAT) - save

Step5 – Install **Sonar Scanner plugin** and Set **SonarQube system configuration** in Jenkins console:

1. Goto Jenkins Dashboard → Manage Jenkins → Plugins → available plugins
→ SonarSonarQube Scanner
2. Goto Jenkins Dashboard → Manage Jenkins → System configuration → System
→ SonarQube servers: → Enable Environment variables
→ SonarQube installations → name (Sonar) → Server URL (paste SonarQube URL)
→ Server authentication token (select updated token credentials in above step) → save

Step6 – Set SonarQube path in tools Jenkins console:

→ Goto Jenkins Dashboard → Manage Jenkins → tools → SonarQube Scanner installations
→ name (sonar) → select install automatically → save

Nexus Setup:

Step1 – Create a Repository in Nexus:

To create Repository:

→ Login to Nexus Console (using nexus VM - ExternalIP:8081)
→ Initial Username & Password = admin → Click on Setting Icon → Repositories
→ Create repositories → (maven2 hosted) → Repo Name (adq-java-app)
→ Deployment Policy Select (Allow Redeploy) → Create Repository

Step2 – Create a Pipeline Syntax for upload artifact to Nexus:

Click on → [Pipeline Syntax](#) → Sample Step ([Nexus Artifact Uploader](#))

→ Nexus Version ([NEXUS3](#)) → Protocol ([HTTP](#))

→ Nexus URL ([copy & Paste nexus EXTERNALIP:8081](#))

→ Credentials → Add ([Jenkins](#)) → kind ([Username & Password](#))

→ Username ([nexus-username \[admin\]](#)) Password ([nexus login password](#))

→ ID ([nexus_token](#)) → Description([nexus](#)) → Add

→ Click on [Artifacts](#) → Artifact ([NEXUS_ARTIFACT_ID](#)) → Type ([war](#))

→ Classifier (leave it blank) → File ([target/ JAVA_APP-1.2.\\${BUILD_NUMBER}](#))

→ Generate Pipeline Syntax ([copy & paste in pipeline stage nexus](#))

Note: The below given details are for the Jave application Code used here in this Task. Below Details vary for other Java application Code, you find it in POM.XML file

NEXUS_REPOSITORY = 'adq-java-app'

NEXUS_GROUP_ID = 'in.RAHAM'

NEXUS_ARTIFACT_ID = 'JAVA_APP'