

Assignment 6

Aim :- To build pipeline using Jenkins.

Lo Mapped :- Lo 1 and Lo 3

Objective :-

1. Understand concept of pipeline in Jenkins.
2. Students will be able to make pipeline using Jenkins

Theory :-

What is Jenkins Pipeline?

Jenkins Pipeline (or simply "Pipeline" with a capital "P") is a suite of plugins which supports implementing and integrating continuous delivery pipelines into Jenkins. A continuous delivery (CD) pipeline is an automated expression of your process for getting software from version control right through to your users and customers. Every change to your software (committed in source control) goes through a complex process on its way to being released. This process involves building the software in a reliable and repeatable manner, as well as progressing the built software (called a "build") through multiple stages of testing and deployment. Pipeline provides an extensible set of tools for modeling simple-to-complex delivery pipelines "as code" via the Pipeline domain-specific language (DSL) syntax. The definition of a Jenkins Pipeline is written into a text file (called a Jenkinsfile) which in turn can be committed to a project's source control repository. This is the foundation of "Pipeline-as-code"; treating the CD pipeline a part of the application to be versioned and reviewed like any other code.

Creating a Jenkinsfile and committing it to source control provides a number of immediate benefits:

- Automatically creates a Pipeline build process for all branches and pull requests.
- Code review/iteration on the Pipeline (along with the remaining source code).
- Audit trail for the Pipeline.
- Single source of truth [3] for the Pipeline, which can be viewed and edited by multiple members of the project.

While the syntax for defining a Pipeline, either in the web UI or with a Jenkinsfile is the same, it is generally considered best practice to define the Pipeline in a Jenkinsfile and check that in to source control.

Declarative versus Scripted Pipeline syntax

A Jenkinsfile can be written using two types of syntax - Declarative and Scripted

Declarative and Scripted Pipelines are constructed fundamentally differently. Declarative Pipeline is a more recent feature of Jenkins Pipeline which:

- provides richer syntactical features over Scripted Pipeline syntax, and is designed to make writing and reading Pipeline code easier

Many of the individual syntactical components (or "steps") written into a Jenkinsfile, however, are common to both Declarative and Scripted Pipeline. Read more about how these two types of syntax differ in Pipeline concepts and Pipeline syntax overview below

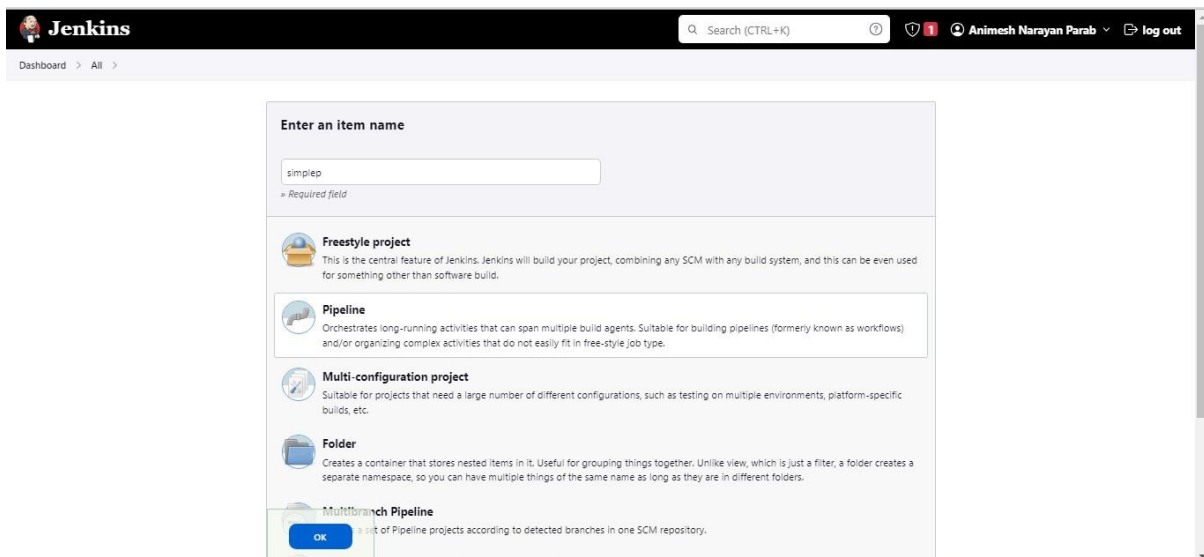
Why Pipeline?

Jenkins is, fundamentally, an automation engine which supports a number of automation patterns. Pipeline adds a powerful set of automation tools onto Jenkins, supporting use cases that span from simple continuous integration to comprehensive CD pipelines. By modeling a series of related tasks, users can take advantage of the many features of Pipeline:

- **Code:** Pipelines are implemented in code and typically checked into source control, giving teams the ability to edit, review, and iterate upon their delivery pipeline.
- **Durable:** Pipelines can survive both planned and unplanned restarts of the Jenkins master.
- **Pausable:** Pipelines can optionally stop and wait for human input or approval before continuing the Pipeline run.
- **Versatile:** Pipelines support complex real-world CD requirements, including the ability to fork/join, loop, and perform work in parallel.
- **Extensible:** The Pipeline plugin supports custom extensions to its DSL and multiple options for integration with other plugins.

While Jenkins has always allowed rudimentary forms of chaining Freestyle Jobs together to perform sequential tasks, Pipeline makes this concept a first-class citizen in Jenkins. Building on the core Jenkins value of extensibility, Pipeline is also extensible both by users with Pipeline Shared Libraries and by plugin developers.

Output :-



Dashboard > simplep > Configuration

Configure

General

Advanced Project Options

Pipeline

Pipeline

Definition

Pipeline script

Script

```
1 pipeline {
2   agent { label 'master' }
3   stage ('build') {
4     steps {
5       echo 'Hello World!'
6     }
7   }
8 }
```

try sample Pipeline...

Use Groovy Sandbox

Pipeline Syntax

Save

Apply

REST API Jenkins 2.414.1

Back to Dashboard

Status

Changes

Build Now

Delete Pipeline

Configure

Full Stage View

Open Blue Ocean

Rename

Pipeline Syntax

Build History

Find

Mar 12, 2019 10:05:00

Alarm Need for all

Alarm Need for failures

Pipeline simplep

Recent Changes

Stage View

Average stage times:

Average full run time: ~1s

build

302ms

302ms

Permalinks

Pipeline simplep

Recent Changes

Stage View

Average stage times:

Average full run time: ~1s

Success

302ms

Permalinks


- Last build (11, 23 sec ago)
- Last stable build (11, 23 sec ago)
- Last successful build (11, 23 sec ago)
- Last completed build (11, 23 sec ago)

Stage Logs (build)


Print Message -- Hello World! (self time: 49ms)

Hello World!

```
Running in Durability level: MAX_SURVIVABILITY
[Pipeline] Start of Pipeline
[Pipeline] node
Running on Jenkins in D:\jen\workspace\simplep
[Pipeline] {
[Pipeline] stage
[Pipeline] { (build)
[Pipeline] echo
Hello World!
[Pipeline] }
[Pipeline] // stage
[Pipeline] }
[Pipeline] // node
[Pipeline] End of Pipeline
Finished: SUCCESS
```

 **Jenkins**


Search (CTRL+K)

Animesh Narayan Parab  [log out](#)


Dashboard > All >

Enter an item name


= 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 agents. Suitable for building pipelines (formerly known as workflows) and/or organizing complex activities that do not easily fit in free-style job type.

 **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.

 **Multibranch Pipeline**

Is a set of Pipeline projects according to detected branches in one SCM repository.

OK

Cancel

Pipeline first pipeline



Stage View



Permalinks

- [Last build \(#1\), 3 min 0 sec ago](#)
- [Last failed build \(#1\), 3 min 0 sec ago](#)
- [Last unsuccessful build \(#1\), 3 min 0 sec ago](#)
- [Last completed build \(#1\), 3 min 0 sec ago](#)

```

Running in Durability level: MAX_SURVIVABILITY
[Pipeline] Start of Pipeline
[Pipeline] node
Running on Jenkins in D:\jen\workspace\first pipeline
[Pipeline] {
[Pipeline] stage
[Pipeline] { (Build)
[Pipeline] echo
Hi, GeekFlare. Starting to build the App.
[Pipeline] }
[Pipeline] // stage
[Pipeline] stage
[Pipeline] { (Test)
[Pipeline] input
Do you want to proceed?
Proceed or Abort
Approved by anita
[Pipeline] }
[Pipeline] // stage
[Pipeline] stage
[Pipeline] { (Deploy)
[Pipeline] parallel
[Pipeline] { (Branch: Deploy start )
[Pipeline] { (Branch: Deploying now)
[Pipeline] stage
[Pipeline] { (Deploy start )
[Pipeline] stage
[Pipeline] { (Deploying now)
[Pipeline] }
[Pipeline] // stage
[Pipeline] }
Failed in branch Deploying now
[Pipeline] echo
[Deploy start ] Start the deploy ..
[Pipeline] }
[Pipeline] // stage
[Pipeline] }

```

Conclusion :- In this experiment we had created pipeline in JENKINS