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LESSON : JENKINS

SUBJECT: TRIGGERS

BATCH : B 303

AWS-DEVOPS



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JENKINS TRIGGERS

In Jenkins, a **trigger** is an event that allows a project or workflow to be automatically started. Triggers activate Jenkins jobs when certain conditions are met. Here are the types of Jenkins triggers:

1. SCM Polling

1. **Description:** Jenkins checks the version control system (SCM) repository at specified intervals. If there are changes, the job is automatically triggered.
2. **Use Case:** Used in projects where code changes occur frequently.

2. Webhook

1. **Description:** Triggered by HTTP requests from SCM tools like GitHub or GitLab. When a change is made, the relevant server sends a notification to Jenkins.
2. **Use Case:** Ideal for CI/CD processes that require immediate responses.

3. Scheduling (Cron)

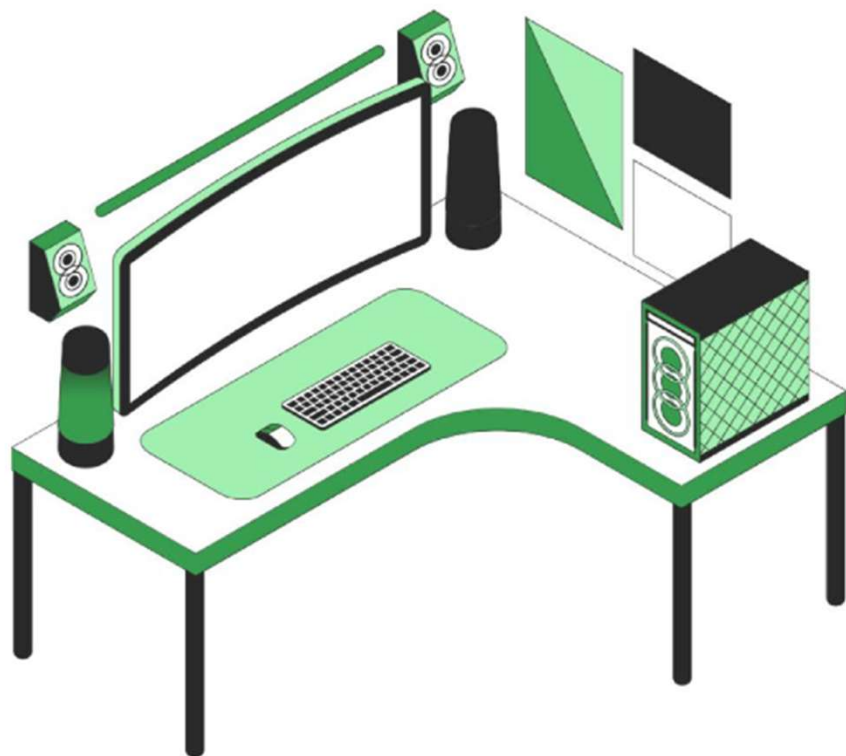
1. **Description:** Allows jobs to be automatically executed at specific time intervals (e.g., every day at 2 AM).
2. **Use Case:** Used for routine tasks or jobs that need to be performed at specific intervals.

4. Manual Trigger

1. **Description:** Initiated manually by the user through the "Build Now" option.
2. **Use Case:** Used for test or trial runs.

5. Triggering from Other Jobs

1. **Description:** Used to trigger another job when one job is completed. For example, starting a deployment job if a test job is successful.
2. **Use Case:** Ideal for multi-step workflows.



Do you have any questions?

Send it to us! We hope you learned something new.