Suhm	itted	tο	·Mr	Mah	az Khar

# AIR UNIVERSITY, ISLAMABAD Department of Cyber Security

Secure Software Design & Development Lab (CY-256L)

REG ID: 231312

# **ASSIGNMENT III**

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# What is Jenkins?

Jenkins is a powerful application that allows continuous integration and continuous delivery of projects, regardless of the platform you are working on. It is a free source that can handle any kind of build or continuous integration. You can integrate Jenkins with a number of testing and deployment

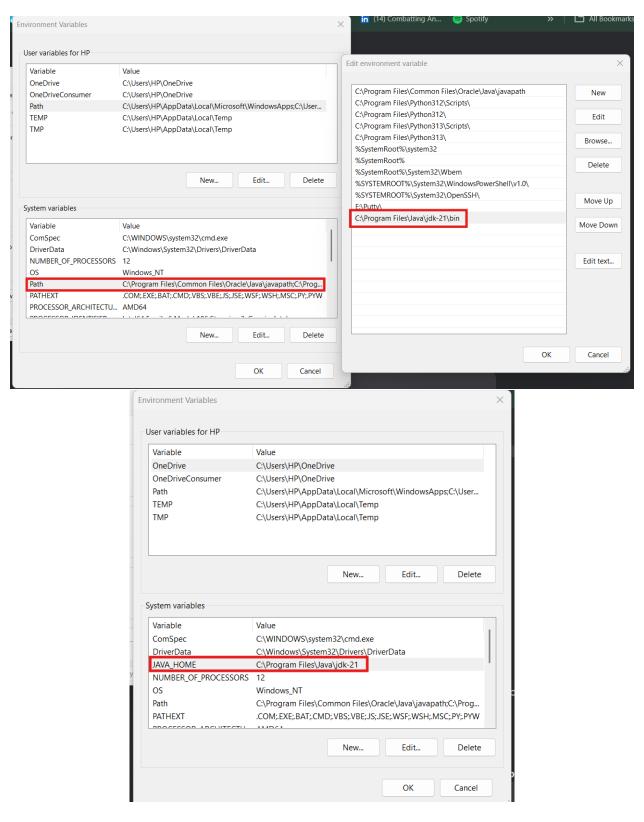
# **Pre requisites:**

Java should be installed on your machine.

# **Installation of JAVA:**



# Configuring java:



# **Installed Java:**

```
C:\WINDOWS\system32\cmd. × + \

Microsoft Windows [Version 10.0.26100.4061]
(c) Microsoft Corporation. All rights reserved.

C:\Users\HP>java --version
java 21.0.7 2025-04-15 LTS
Java(TM) SE Runtime Environment (build 21.0.7+8-LTS-245)
Java HotSpot(TM) 64-Bit Server VM (build 21.0.7+8-LTS-245, mixed mode, sharing)

C:\Users\HP>javac --version
javac 21.0.7

C:\Users\HP>
```

## **Download Jenkins:**



# **Starting Jenkins**

Open the command prompt. From the command prompt, browse to the directory where the jenkins.war file is present. Run the following command

# Java -jar Jenkins.war

```
C:\Users\HP\Downloads
C:\Users\HP\Downloads>Java -jar jenkins.war
Running from: C:\Users\HP\Downloads\jenkins.war
Running from: C:\Users\HP\Downloads\jenkins.pud.ed
rp.: c.j.s.pud.ed
rp.
```

After the command is run, various tasks will run, one of which is the extraction of the war file which is done by an embedded webserver called winstone.

Once the processing is complete without major errors, the following line will come in the output of the command prompt.

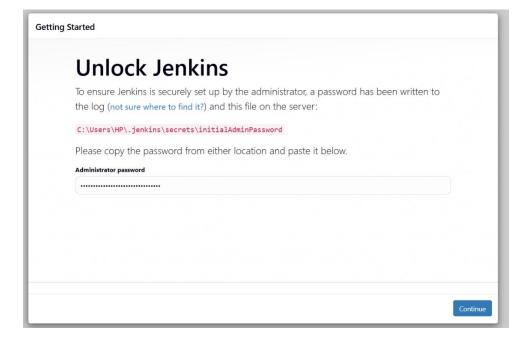
Copy the password and save it somewhere for later use.

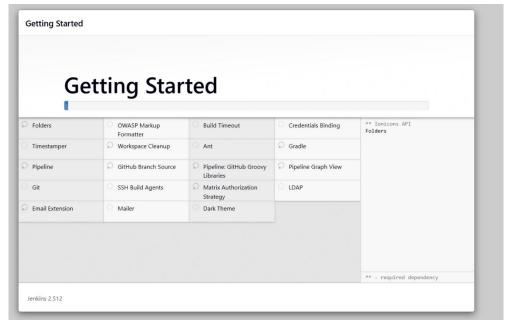
# **Accessing Jenkins**

Once Jenkins is up and running, one can access Jenkins from the

link - http://localhost:8080

This link will bring up the Jenkins dashboard. Write password that you saved previously.







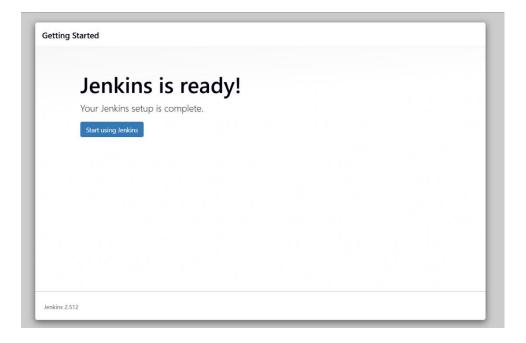
#### **Getting Started**

# **Instance Configuration**

# Jenkins URL: http://127.0.0.1:8080/

The Jenkins URL is used to provide the root URL for absolute links to various Jenkins resources. That means this value is required for proper operation of many Jenkins features including email notifications, PR status updates, and the BUILD\_URL environment variable provided to build steps.

The proposed default value shown is **not saved yet** and is generated from the current request, if possible. The best practice is to set this value to the URL that users are expected to use. This will avoid confusion when sharing or viewing links.



#### Jenkins Q @ Q + New Item Add description Build History Welcome to Jenkins! This page is where your Jenkins jobs will be displayed. To get started, you can set up distributed Build Queue builds or start building a software project. No builds in the queue. Start building your software project **Build Executor Status** 0/2 🗸 Create a job Set up a distributed build Configure a cloud $\triangle$ Learn more about distributed builds ?

# What is Tomcat?

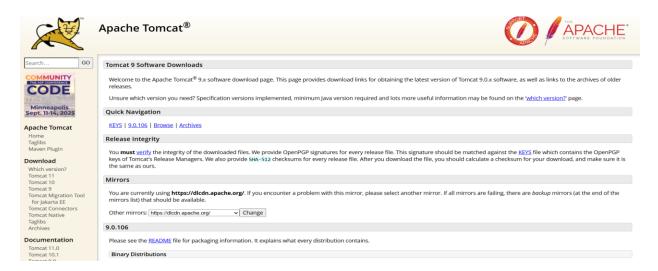
Submitted to :Mr. Mahaz Khan

Tomcat is an open-source web server and servlet. The Apache Software Foundation has developed it. It is used widely for hosting Java-based applications on the web. It is built on Java technologies and implements the Java Servlet and JavaServer Pages (JSP) specifications. Tomcat acts as a bridge between web servers and Java-based applications, facilitating the execution of dynamic content and processing client requests.

#### **Download Tomcat**

The official website for tomcat is Tomcat. If you click the given link, you can get the home page of the tomcat official website as shown below.

https://tomcat.apache.org/download-90.cgi



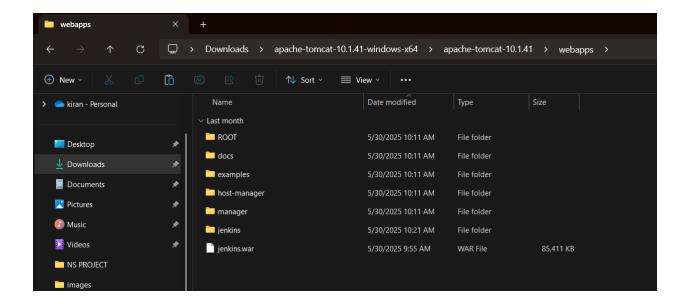
Date of Submission: 17/06/2025

REST API

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Go to the 'Binary Distributions' section. Download the 32-bit Windows zip file.

Then unzip the contents of the downloaded zip file.



# **Jenkins and Tomcat Setup**

Copy the Jenkis.war file which was downloaded from the previous section and copy it to the webapps folder in the tomcat folder.

Now open the command prompt. From the command prompt, browse to the directory where the tomcat7 folder is location. Browse to the bin directory in this folder and run the start.bat file

```
C:\Users\HP\complexed Downloads\apache-tomcat-10.1.41-windows-x64\apache-tomcat-10.1.41\bin

C:\Users\HP\Downloads\apache-tomcat-10.1.41-windows-x64\apache-tomcat-10.1.41\bin

C:\Users\HP\Downloads\apache-tomcat-10.1.41-windows-x64\apache-tomcat-10.1.41\bin

Using CATALINA, DMS:

"C:\Users\HP\Downloads\apache-tomcat-10.1.41-windows-x64\apache-tomcat-10.1.41\bin

Using CATALINA, LTMPDIR:

"C:\Users\HP\Downloads\apache-tomcat-10.1.41-windows-x64\apache-tomcat-10.1.41\bin

Using JRE_HOME:

"C:\Users\HP\Downloads\apache-tomcat-10.1.41-windows-x64\apache-tomcat-10.1.41\bin\bootstrap.jar;

C:\Users\HP\Downloads\apache-tomcat-10.1.41-windows-x64\apache-tomcat-10.1.41\bin\bootstrap.jar;

C:\Users\HP\Downloads\apache-tomcat-10.1.41-windows-x64\apache-tomcat-10.1.41\bin\bootstrap.jar;

C:\Users\HP\Downloads\apache-tomcat-10.1.41-windows-x64\apache-tomcat-10.1.41\bin\bootstrap.jar;

C:\Users\HP\Downloads\apache-tomcat-10.1.41-windows-x64\apache-tomcat-10.1.41\bin\bootstrap.jar;

C:\Users\HP\Downloads\apache-tomcat-10.1.41-windows-x64\apache-tomcat-10.1.41\bin\bootstrap.jar;

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C:\Users\HP\Downloads\apache-tomcat-10.1.41-windows-x64\apache-tomcat-10.1.41\bin\bootstrap.jar:

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C:\Users\HP\Downloads\apache-tomcat-10.1.41-windows-x64\apache-tomcat-10.1.41\bin\bootstrap.jar:

c:\Users\HP\Downloads\apache-tomcat-10.1.41\bin\bootstrap.jar:

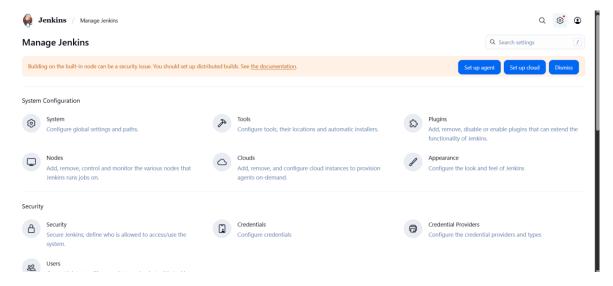
at property of the
```

Open the browser and go to the link – http://localhost:8080/jenkins.

Jenkins will be up and running on tomcat.

#### 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

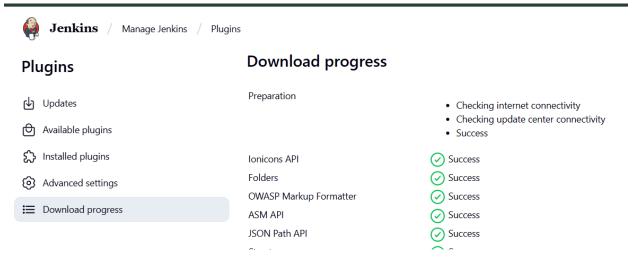


In the next screen, click the 'Plugins' option.

In the next screen, click the Available tab. This tab will give a list of plugins which are available for downloading. In the 'Filter' tab type 'Git Push'

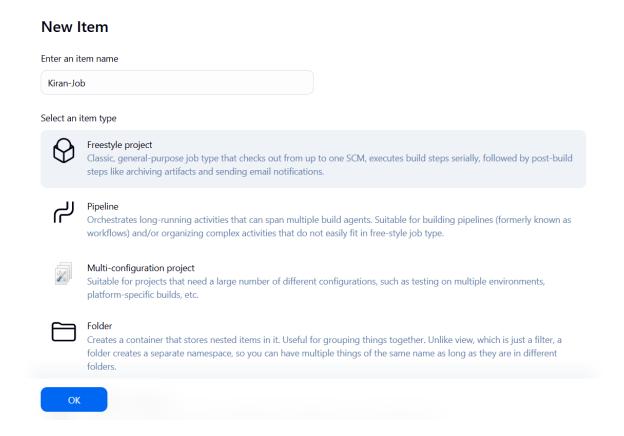


The installation will then begin and the screen will be refreshed to show the status of the download.



Once all installations are complete, restart Jenkins by issue the following command in the

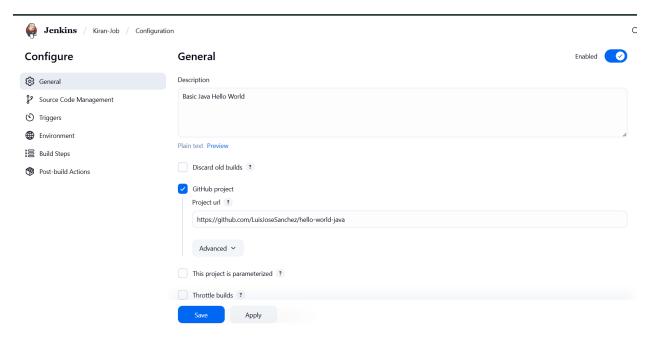
browser. http://localhost:8080/jenkins/restart



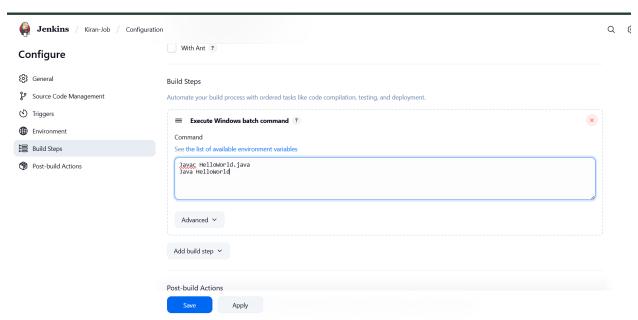
# Jenkins - Setup Build Jobs

For this exercise, we will create a job in Jenkins which picks up a simple HelloWorld application, builds and runs the java program.

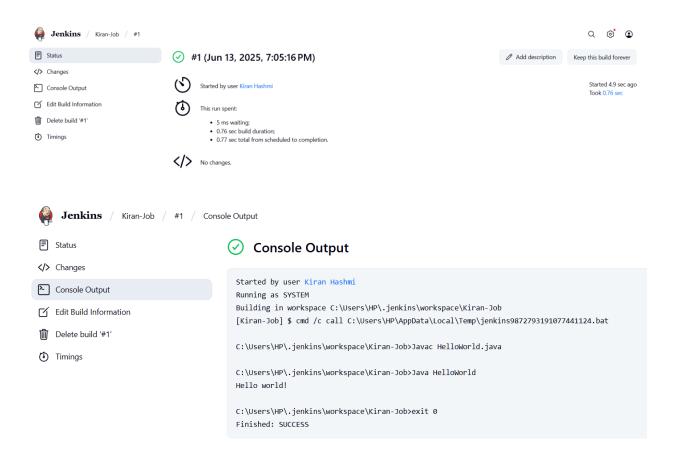
The following screen will come up in which you can specify the details of the job.



We need to specify the location of files which need to be built. If you repository if hosted on Github, you can also enter the url of that repository here:



Now go to the Build section and click on Add build step → Execute Windows batch command



successfully defined the job.

# What is Continuous Integration?

Continuous Integration is a development practice that requires developers to integrate code into a shared repository at regular intervals. This concept was meant to remove the problem of finding later occurrence of issues in the build lifecycle. Continuous integration requires the developers to have frequent builds. The common practice is that whenever a code commit occurs, a build should be triggered.

#### What is Jenkins File?

A Jenkins file is a script written in the Groovy programming language that defines the

steps to be executed by a Jenkins pipeline. The pipeline is a series of steps executed in

a particular order.

Make a new file named Jenkinsfile in any of your existing GitHub repository and paste the code given above:

```
testdemo / Jenkinsfile
                                             in main
  Edit
         Preview
        flag=true
        pipeline {
           agent any
         parameters {
            string(name: 'VERSION',defaultValue:'',description:'version to deploy on prod')
           choice (name: 'VERSION',choices:['1.1.0','1.2.0','1.3.0'],description:'')
           booleanParam(name:'executeTests',defaultValue: true, description:'')
           environment {
         NEW_VERSION = '1.3.0'
           stages {
               stage('build') {
                   steps {
                        echo 'Building Project'
            echo "Building version ${NEW_VERSION}"
           echo 'successfully installed npm'
```

```
environment {
   //variables defined here can be used by any stage
   NEW_VERSION = '1.3.0'
stages {
  stage('build') {
    steps {
       echo 'Building Project'
          //using environment variable
          //To output the value of variable in string use " "
          echo "Building version ${NEW VERSION}"
          echo 'successfully installed npm'
  }
    stage('test') {
          when {
                expression {
                      params.executeTests
    steps {
       echo 'Testing Project'
   stage('deploy') {
    steps {
       echo 'Deploying Project'
          echo "DEploying version ${params.VERSION}"
   post {
   // the conditions here will execute after the build is done
```

```
always {

//this action will happen always regardless of the result of build echo 'Post build condition running'
}

failure {

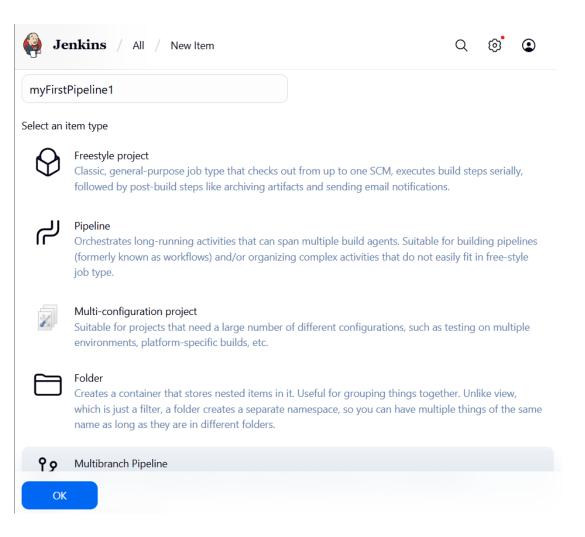
//this action will happen only if the build has failed echo 'Post Action if Build Failed'

}

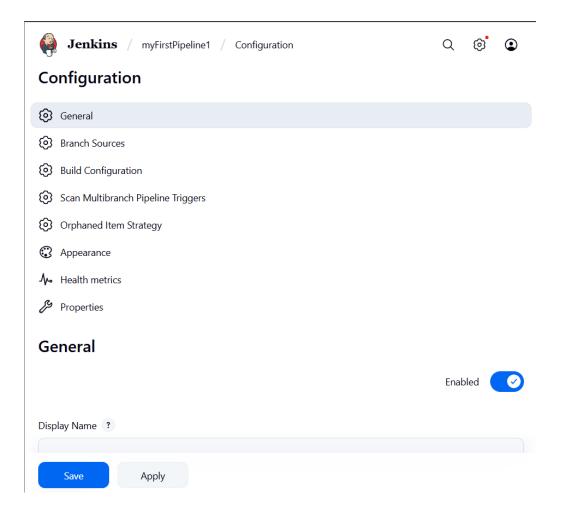
}
```

Now start Jenkins with this command:

- Java -jar Jenkins.war
- Go to Jenkins dashboard.
- Click on new item.
- Add name of your pipeline as myfirstpipeline.
- Select multibranch pipeline option:



• A new pipeline will be created:



Now click on add source option in branch sources select github

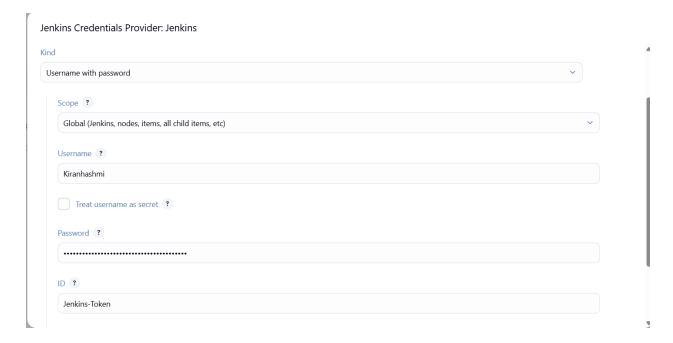
# Generate a github token

- 1. Generate a GitHub Personal Access Token (PAT)
  - 1. Go to: <a href="https://github.com/settings/tokens">https://github.com/settings/tokens</a>
  - 2. Click "Generate new token" → Select Classic token
  - 3. Name it like: JenkinsIntegrationToken
  - 4. Select scopes:
    - o repo (to allow Jenkins to read your private/public repos)
    - admin:repo\_hook (to allow webhooks)
  - 5. Generate the token
  - 6. Copy the token

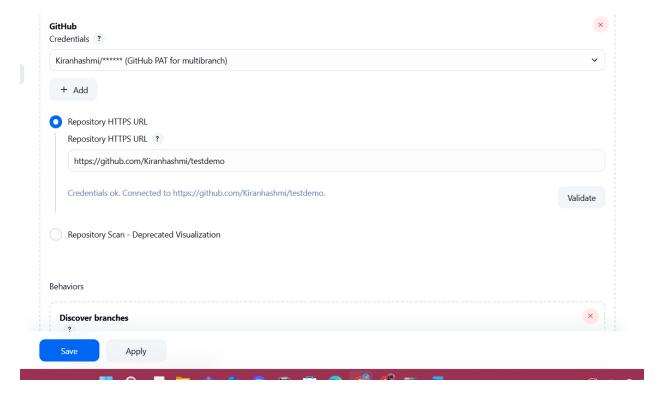
#### Add Credentials in Jenkins

- 1. In Jenkins  $\rightarrow$  in the screen you're on  $\rightarrow$  click + Add
- 2. Choose "Jenkins" scope (global is fine)

- 3. In the credentials form:
  - o Kind: Username with password
  - o Username: Your GitHub username (e.g., kiranhashmi)
  - o Password: Paste the GitHub token here
  - o ID (optional): e.g., github-token
  - o Description: e.g., GitHub PAT for multibranch



• Paste the link of your github repository where you created the JenkinsFile



Validate the link to see if it is correct. And click on save.

It will start scanning the repository. It will scan all the branches one by one to look for Jenkinsfile When it is found, the scanning stops and the exits successfully.



# Why Did We Install Git for Jenkins?

Because Jenkins needs Git to clone your GitHub repository (i.e., download your code and Jenkinsfile) before it can run the pipeline.

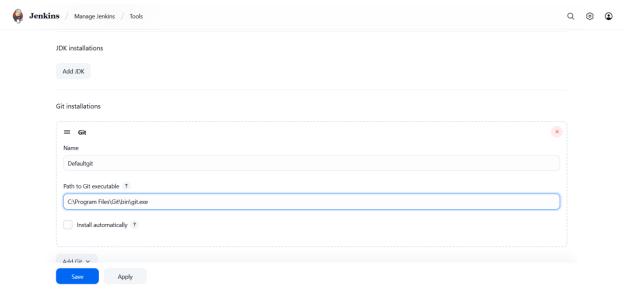
- 1. Install Git (if not already installed)
  - Go to: <a href="https://git-scm.com/download/win">https://git-scm.com/download/win</a>
  - Download and install Git for Windows.
  - After installing, verify it's available:
    - o Open Command Prompt
    - o Type: git --version
    - You should see something like: git version 2.xx.x
- 2. Configure Git in Jenkins

Step A: Open Jenkins settings

- Go to Jenkins Dashboard
- Click "Manage Jenkins"
- Click "Global Tool Configuration"

# Step B: Add Git installation

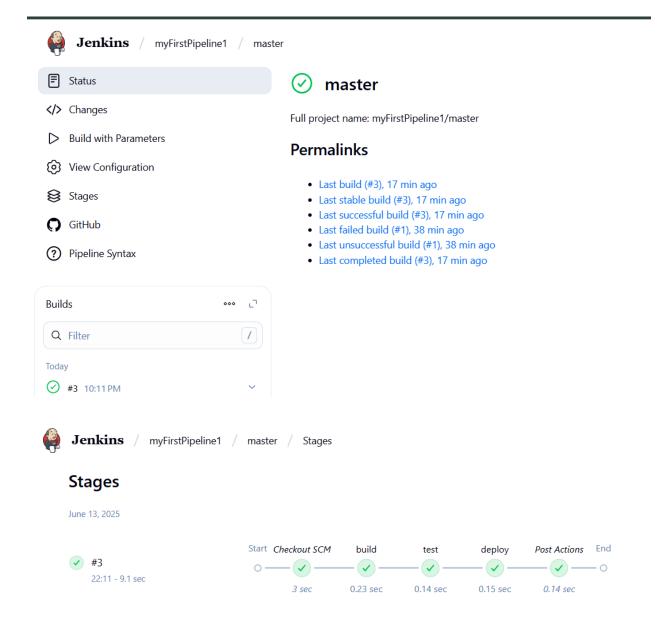
- 1. Scroll to Git section
- 2. Click "Add Git"
- 3. Give it a name (e.g., DefaultGit)
- 4. Uncheck "Install automatically"
- 5. In the Path to Git executable, enter:



Now go back to the pipeline page:



Click on master and you will be able to all the stages successfully build.



• From build history, click on Console Output:

Here you will see how the whole pipeline has been executed from building till Deploying



```
Building Project
[Pipeline] echo
Building version 1.3.0
[Pipeline] echo
successfully installed npm
[Pipeline] }
[Pipeline] // stage
[Pipeline] stage
[Pipeline] { (test)
[Pipeline] echo
Testing Project
[Pipeline] }
[Pipeline] // stage
[Pipeline] stage
[Pipeline] { (deploy)
[Pipeline] echo
Deploying Project
```

#### Post Build Actions:

☐ You can also perform some actions after the build is complete.

You just need to add another attribute named post in Jenkins file.

So, edit your Jenkins file from GitHub and write the post attribute like this, and commit changes.

```
post {

// the conditions here will execute after the build is done

always {

// this action will happen always regardless of the result of build

echo 'Post build condition running'

failure {

// this action will happen only if the build has failed

echo 'Post Action if Build Failed'

}

60

}
```

• Build the pipeline again and see the console output:

```
DENTOYING FLOJECT
[Pipeline] echo
DEploying version 1.2.0
[Pipeline] }
[Pipeline] // stage
[Pipeline] stage
[Pipeline] { (Declarative: Post Actions)
Post build condition running
[Pipeline] }
[Pipeline] // stage
[Pipeline] }
[Pipeline] // withEnv
[Pipeline] }
[Pipeline] // withEnv
[Pipeline] }
[Pipeline] // node
[Pipeline] End of Pipeline
GitHub has been notified of this commit's build result
Finished: SUCCESS
```

# **Environment Variables:**

- You can also use or change the environment variable available in Jenkins.
- What variables are available in Jenkins?

Type this: http://localhost:8080/env-vars.html/. You will see a list of all the environment variables.



#### Jenkins /







The following variables are available to shell and batch build steps:

#### **BRANCH NAME**

For a multibranch project, this will be set to the name of the branch being built, for example in case you wish to deploy to production from master but not from feature branches; if corresponding to some kind of change request, the name is generally arbitrary (refer to CHANGE\_ID and CHANGE\_TARGET).

#### **BRANCH IS PRIMARY**

For a multibranch project, if the SCM source reports that the branch being built is a primary branch, this will be set to "true"; else unset. Some SCM sources may report more than one branch as a primary branch while others may not supply this information.

#### **CHANGE ID**

For a multibranch project corresponding to some kind of change request, this will be set to the change ID, such as a pull request number, if supported; else unset.

#### CHANGE URL

For a multibranch project corresponding to some kind of change request, this will be set to the change URL, if supported; else unset.

#### **CHANGE TITLE**

For a multibranch project corresponding to some kind of change request, this will be set to the title of the change, if supported; else unset.

#### **CHANGE AUTHOR**

For a multibranch project corresponding to some kind of change request, this will be set to the username of the author of the proposed change, if supported; else unset.

#### CHANGE\_AUTHOR\_DISPLAY\_NAME

For a multibranch project corresponding to some kind of change request, this will be set to the human name of the author, if supported; else unset.

#### **CHANGE AUTHOR EMAIL**

For a multibranch project corresponding to some kind of change request, this will be set to the email address of the author, if supported; else unset.

#### CHANGE TARGET

You can also define your own environment variables in the Jenkins file. The attribute for this purpose is named as environment. It is defined before the stages so that it is accessible by all stages.

Suppose we need a specific version of something in all stages:

```
13
               NEW_VERSION = '1.3.0'
14
15
16
17
           stages {
                stage('build') {
18
19
                    steps {
20
                        echo 'Building Project'
                        //using environment variable
21
22
                        //To output the value of variable in string use " "
23
                        echo "Building version ${NEW_VERSION}"
24
25
                        echo 'successfully installed npm'
26
27
```

Here first we defined the variable in the environment attribute and the used it in the build stage.

□ Now build the pipeline again and see the console output.

```
Jenkins / myFirstPipeline1 /
                                   master / #3
[Pipeline] // stage
[Pipeline] withEnv
[Pipeline] {
[Pipeline] withEnv
[Pipeline] {
[Pipeline] stage
[Pipeline] { (build)
[Pipeline] echo
Building Project
[Pipeline] echo
Building version 1.3.0
[Pipeline] echo
successfully installed npm
[Pipeline] }
[Pipeline] // stage
[Pipeline] stage
[Pipeline] { (test)
[Pipeline] echo
Testing Project
```

### **Tools attribute for build tools:**

Using tools attribute, you can access different tools for your projects.

- Jenkins file support 3 tools right now that are:
- Maven, gradle, and JDK
- We will include Maven (A build automation tool used primarily for Java projects, mainly in
- downloading dependencies etc.)
- Edit your Jenkinsfile to add the following lines.
- Here first we listed Maven in the tools list.
- Then we used a command to install maven during build.

