

Jenkins Techlab

AGENDA







10 min.

1 hour

~ 3 hours

30 min.

3.5 hours

Intro

Welcome, purpose of the lab, agenda Talk

Introduction to CI/CD and Jenkins Pipelines

Labs

Check Lab Setup, Basic Labs, Wrap up Recap

Recap basic labs

Labs

Advanced Labs, Q&A Wrap up

TECHLAB OBJECTIVES



Achieve theory base



Learn basic Jenkins Pipeline features



Learn advanced Jenkins Pipeline usecases



Once upon a time...

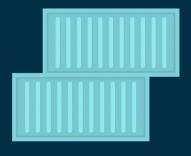
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1991: Object Oriented Design: With Applications, Grady Booch

«Integration Hell» und «Works on My Machine»

1997: Extreme Programming Explained

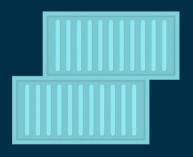
1



Continuous Integration



2



Continuous Delivery

«It aims at building, testing, and

releasing software faster and more frequently.»

Continuous Integration

fast & often released



on Click



Development process

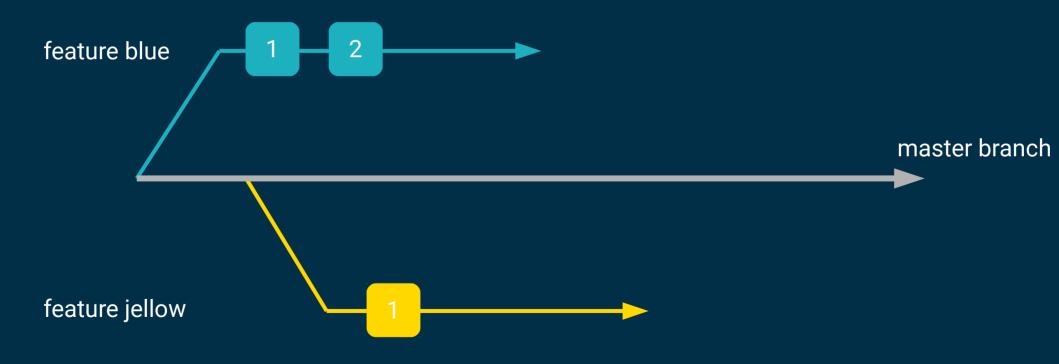
- Small and short development cycles
- Agile approach
- Fully automated acceptance tests
- Very high test coverage
- Feature toggles
- avoid "Big Scary Merge"

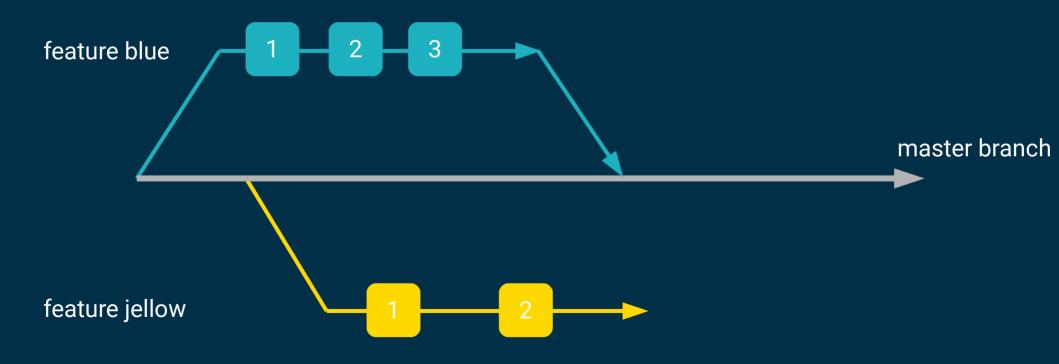
Feature Toggles

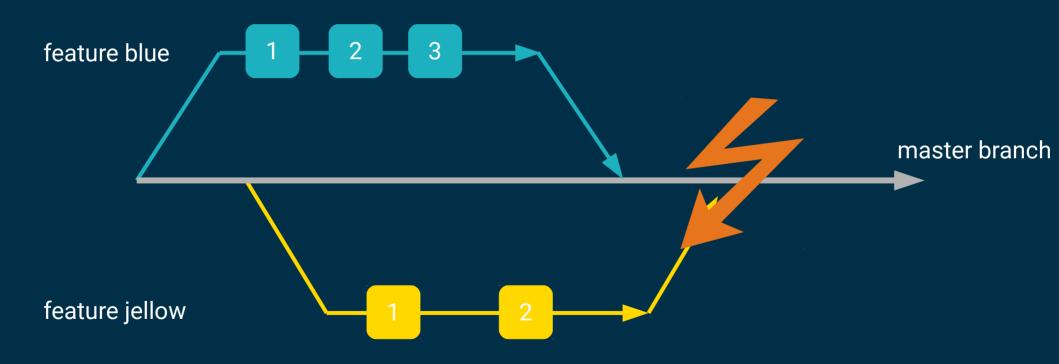
```
public void sendOrderNotification(Order order) {
   // send default OrderNotification
   mailService.sendOrderNotificationMessage(order);
   if (featureService.isEnabled(SEND ORDER NOTIFICATION AS SMS)) {
      smsService.sendOrderNotificationMessage(order);
```

master Branch

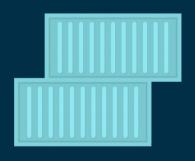








3



Continuous Deployment

Continuous Deployment

Each release is automatically deployed in production

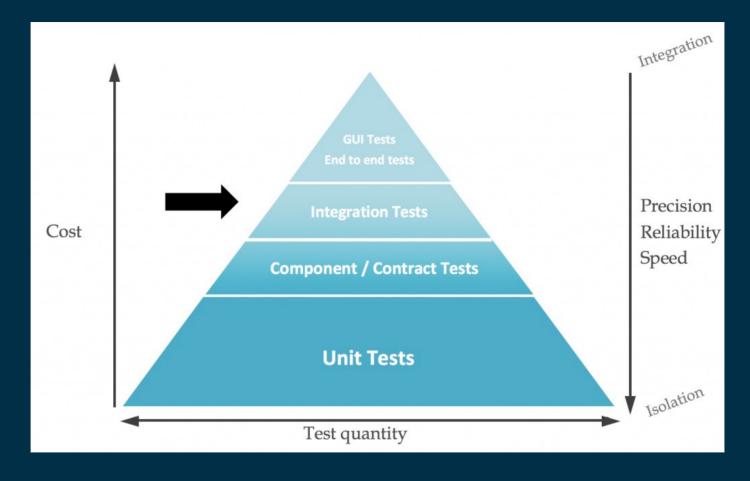
High test coverage needed

Uninterrupted deployments required

Blue - Green (Yellow) deployments

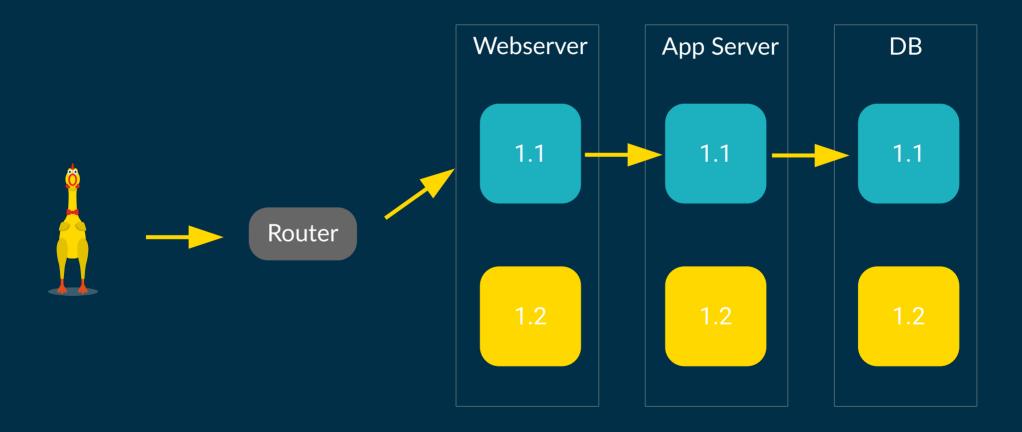
Canary releasing

Testing

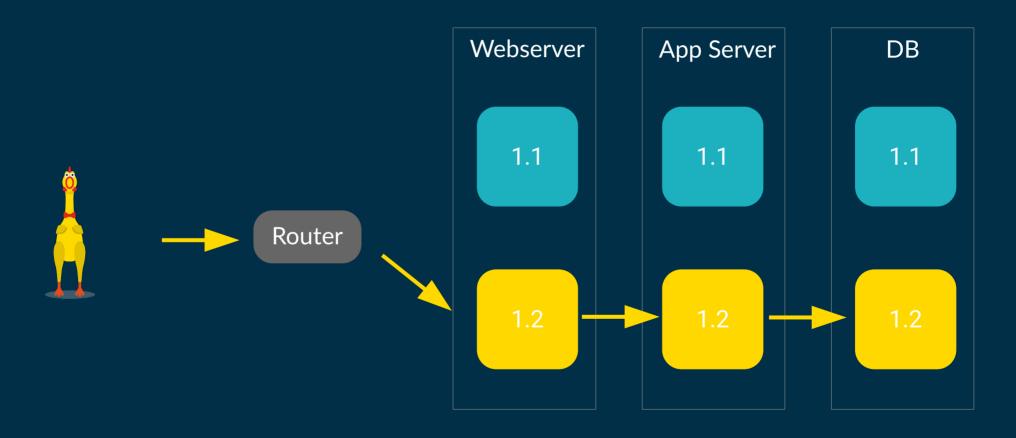


A good test concept is essential for Continuous Deployment.

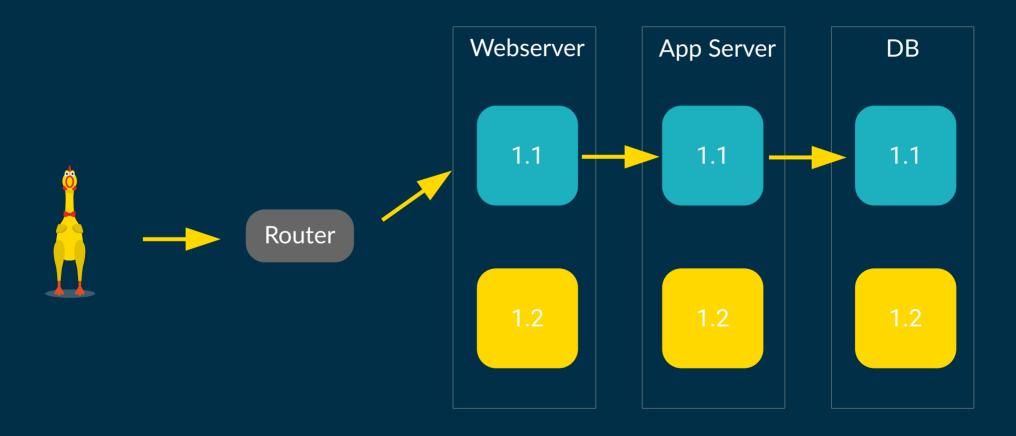
Blue - Yellow Deployments



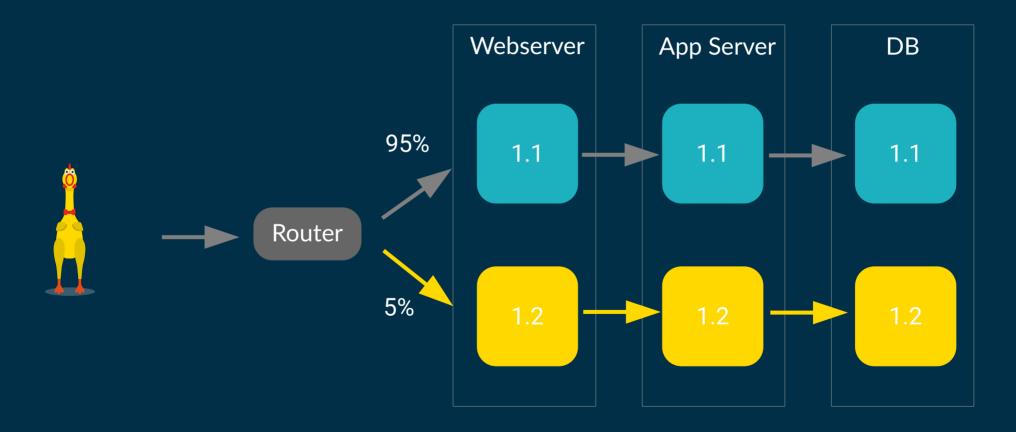
Blue - Yellow Deployments



Canary Releasing

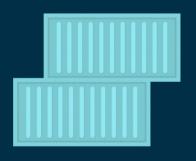


Canary Releasing



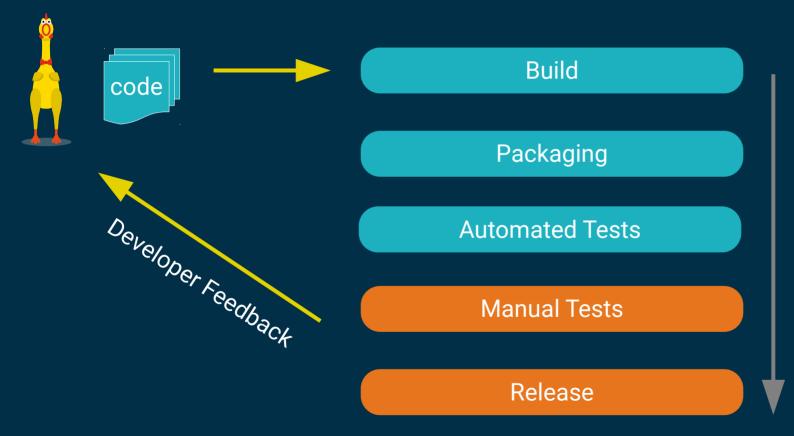


4

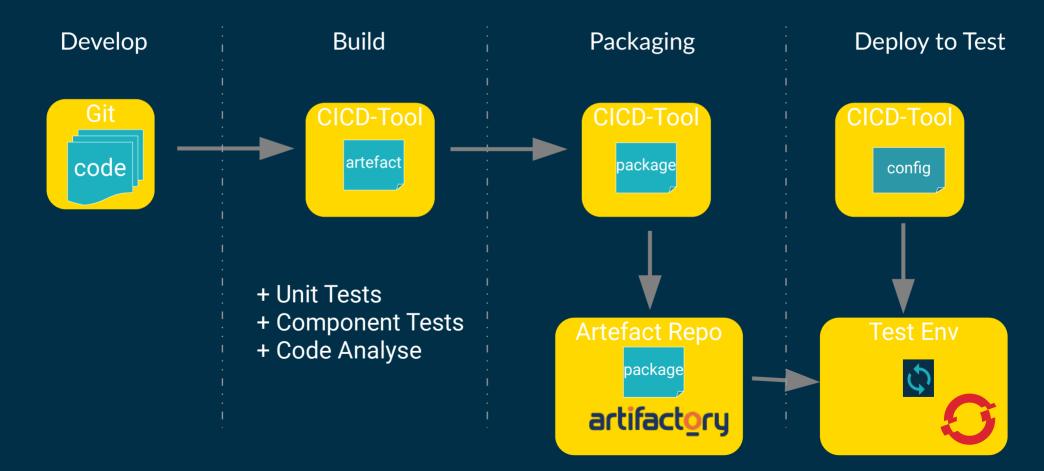


Continuous Delivery Pipeline

Highlevel CICD Pipeline

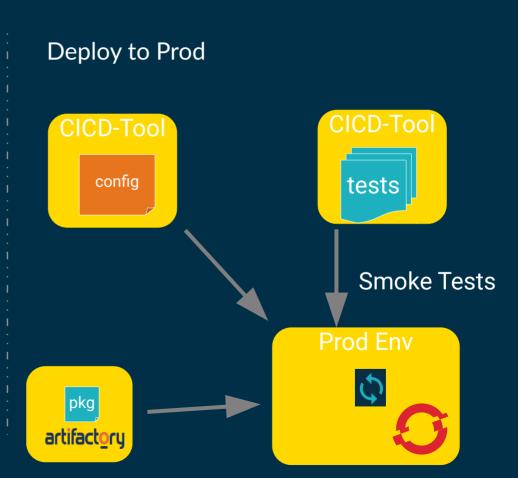


Example Pipeline (1)



Example Pipeline (2)

Manual Tests **Automated Tests** CICD-Tool tests Integration Tests! **Abnahmetests** System Tests Test Env Test Env





The same artifact is passed through the entire pipeline



Why should we use Pipelines

Pipeline Advantages

- 1. Can be reviewed, forked, iterated upon and audited
- 2. Running pipelines survive master restart
- 3.Can stop and wait for human input
- 4. Support complex CI/CD requirements
- 5.DSL can be extended through shared libraries



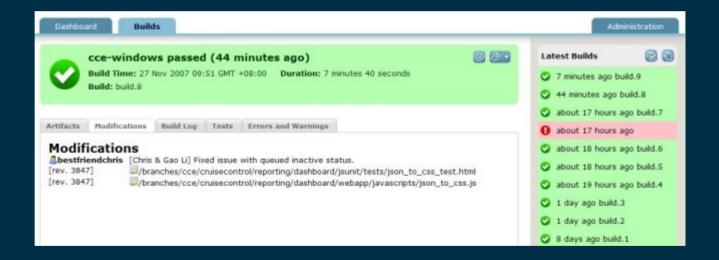
Questions?



Jenkins

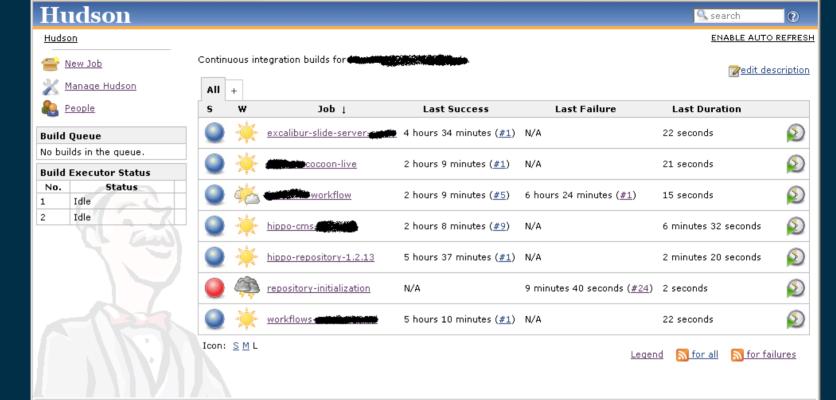
Once upon a time...

2001 CruiseControl



2005 Hudson

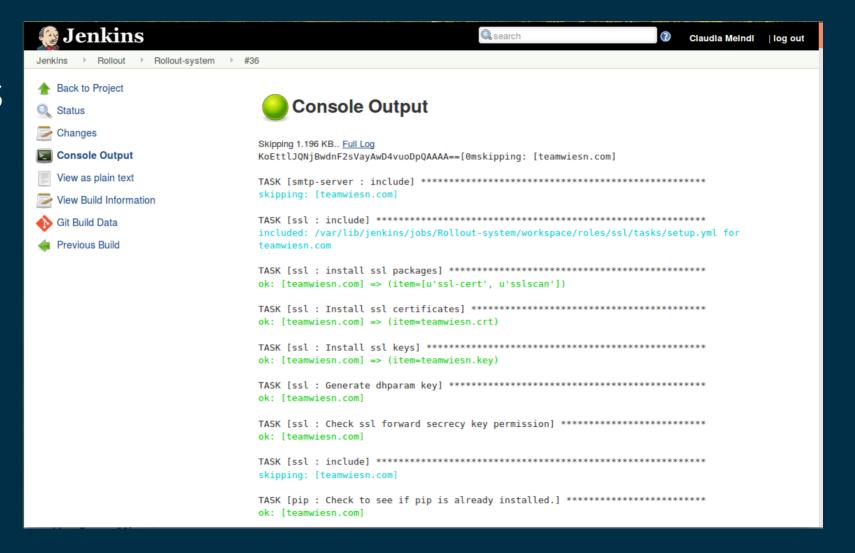
Done



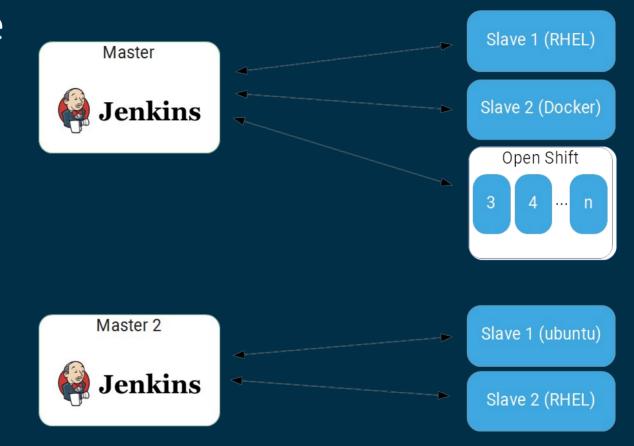
Hudson ver. 1.184



2011 Jenkins



Architecture



Architecture

- Consists of Masters
 - Stateful
 - Management of Jobs, Credentials, ...
 - Plugins (managed on master)
- and Slaves
 - Actually run the jobs
 - Stateless

Scaling a Build Infrastructure

- jobs = number of developers * 3.333
- masters = number of jobs/500
- executors = number of jobs * 0.03

Source: <u>User Handbook - Architecting for Scale</u>

Jenkinsfiles

- Define your Pipeline
- Written in Groovy
 - Java based Scripring Language
- Stored on Jenkins-Master or in Git
 - Git is strongly prefered!

Jenkinsfiles: Declarative vs Scripted

Declarative

- Only DSL/Steps allowed
- script {} block for scripting

```
pipeline {
    agent any

    stages {
        stage('Build') {
            steps {
                echo 'Building...'
            }
        }
    }
}
```

Scripted

- Imperative Groovy script
- Deprecated

```
node {
    stage('Build') {
      echo 'Building...'
    }
}
```

Jenkinsfiles: Declarative Structure

1.pipeline keyword

2. Declarative Directives

- Run on the Master
- Set Pipeline Properties

3.Stages

Run on the slaves

4.Post Directives

- Run on the Master or Slave
- Conditional on Pipeline Status

```
pipeline {
    stages
        stage('Hello') {
                echo 'Hello'
        stage('World') {
            steps
                sh 'echo World'
```

Execution

1.Setup

- 1 Fetch and Validate Jenkinsfile
- 2 Clones Shared Library (if defined)
- 3 Parse Declarative Directives
- 4 Clones Source Git Repository

2.Stages

Runs Pipeline Steps on Slaves

3.Post Directives

- Cleanup
- Notifications

Limitations

- Directive update on master
 - Triggers, Parameters, etc.
 - Pipeline needs to run once for master to get update
- Pipelines must survive restarts
 - Scripted Groovy Code gets transformed
 - Datastructures must be serelizable

Tools

Tools can be installed in two ways:

- Tool installer
 - Tool is installed on the slave at the start of the execution
 - Only supports selected tools (solution: custom-tools-plugin)
- Docker agent
 - Use container as execution environment
- \rightarrow more in the labs

```
pipeline {
    agent any
    ...
    tools {
        maven 'Maven 3.5.0'
    }
    ...
}
```

```
pipeline {
    agent {
        docker { image 'node:14-alpine' }
    }
    ...
}
```

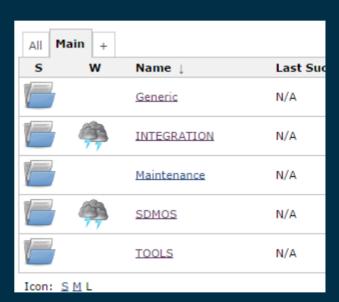
Best Practices

- Keep everything in version controll
- Organise Projects/Teams with folders
- Keep slaves stateless
- Reuse functionalities in shared libraries
- Debug with Replays
- Only one Source Repository Checkout

Best Practices: Folders

Organise Projects/Teams with folders

- Keep things organized
- Control Permissions
- Control Credentials Access



Best Practices : Stateless Slaves

Slaves should and Pipeline executions should be stateless

- Don't depend on artifacts from previous execution
- Archive artifacts
- Clean up slave workspace
- Clean up oder builds

```
pipeline {
    options {
        buildDiscarder logRotator(numToKeepStr: '5')
    stages {
        stage('Hello') {
            steps {
                 sh 'mvn clean install'
            archiveArtifacts 'log/test.log'
    post {
        successful {
            cleanWs()
```

Best Practices: Shared Libraries

Reuse functionalities in shared libraries

- Use same workflow for similar projects
 - eg. all spring boot applications
- Put common functionallity in shared library
 - Easyer to maintain and test and update

Example: Puzzle Jenkins Shared Library (GPL-3.0)

Best Practices: Debug with Replays

Use Replays to:

- View Jenkinsfiles of past executions
- Try out changes without committing to git

→ Remember to persist your canges in version control!



Best Practices: Only one Checkout

Disable default declarative checkout if you explicitly checkout later.

```
pipeline {
    options {
        skipDefaultCheckout true
    stages {
        stage('Setup') {
            steps {
                git(credentialsId: 'mysecret'
                    url: 'https://github.com/myorg/myrepo.git')
```

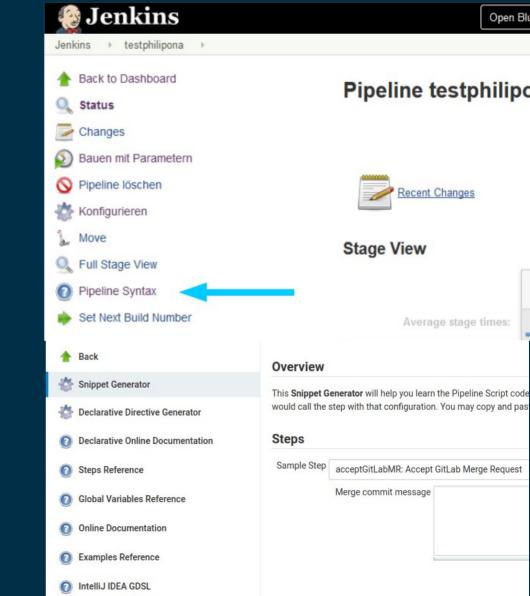
Resources

In Jenkins:

- Snipet/Directive generator
- Jenkins Step reference
- Shared Library

Online:

- Jenkins User Handbook
 - Step reference
- Groovy
 - Collections





Questions?