Jenkins lab 1

Part 1 – Explore IDE and create a Jenkin job

Objectives

- In this part you will install Jenkins using Docker technology.
- Investigate the Jenkins IDE.
- Create a basic Job and explore its options
- 1- Create a folder
- 2- Open the folder in VS-Code
- 3- Create a file called docker-composed.yml
- 4- Copy the following to the yml file

Here is a picture showing the correct indentation

```
jenkins:
    container_name: jenkins-docker-container
    image: jenkins/jenkins:lts
    ports:
        - "8080:8080"
        networks:
        - ecommerce-network
networks:
        ecommerce-network:
        name: ecommerce-network
        external: true
```

5- Test your file by typing the following command in a Terminal window: **docker-compose config**This command will type the contents of the file if it is valid.

7- Run the command: docker-compose up -d
And then wait for a minute. This command will install Jenkins in detached and will not echo the secret password which you need to start Jenkins.

6-

- 9- Get the Jenkin's docker ID (docker ps). In this example we assume the ID starts with e7b
- 10- Run the following command to get the Jenkins secret password:
 docker exec -it e7b cat /var/jenkins_home/secrets/initialAdminPassword
 copy the secret password
- 11- In a browser type: **localhost:8080**Copy the secret Administrator password from step 10

Unlock .	Jenkins
	securely set up by the administrator, a password has been written to ere to find it?) and this file on the server:
/var/jenkins_home/s	ecrets/initialAdminPassword
Please copy the pas	sword from either location and paste it below.
Administrator password	

12- Install the suggested plugins



13- Create the admin user (any name and password will do. The email is not checked)

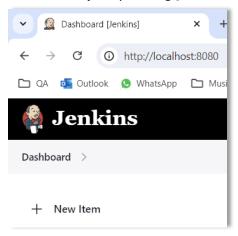


14- Follow the rest of the dialogs





15- Create a new job by clicking [+ New Item]



16- Choose a name for this job

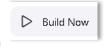


17- Scroll down and find the Buil Step section and then select these options:

Build Steps

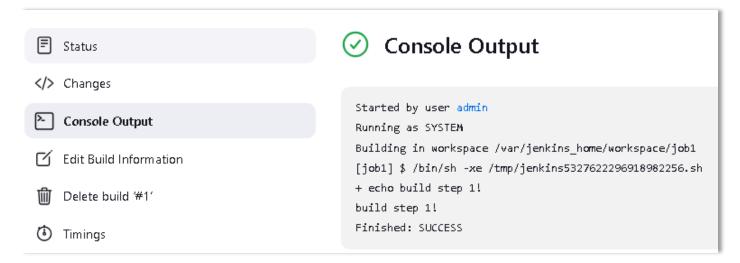


We will not deploy an application, only a simple script to get to know this tool.

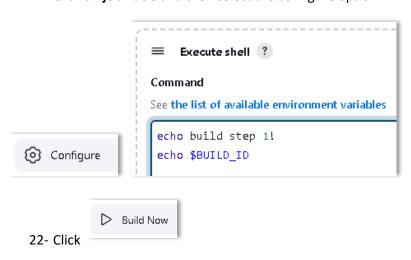




19- Click on #1 (build number) and then click Console Output



- 20- Jenkins provides many environmental variables. We will have a look at a few. View these by clicking on the See the list of available environment variables link.
- 21- Click on job1 title and then select the configure option



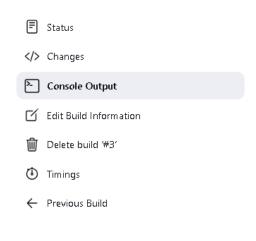
23- View the Console log and note the BUILD_ID value.

24- Modify Job1 by adding a few more lines

Add build step ~



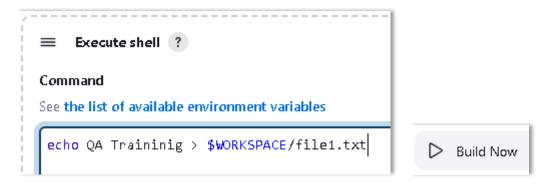
25- View the console log



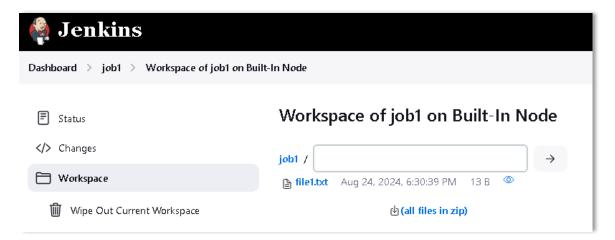
⊘ Console Output

```
Started by user admin
Running as SYSTEM
Building in workspace /var/jenkins_home/workspace/job1
[job1] $ /bin/sh -xe /tmp/jenkins2253034970788292338.sh
+ echo build step 1!
build step 1!
+ echo 3
[job1] $ /bin/sh -xe /tmp/jenkins13255811510427251969.sh
+ echo buils step 2!
buils step 2!
+ echo 3
+ echo http://localhost:8080/job/job1/3/
http://localhost:8080/job/job1/3/
+ echo /var/jenkins_home/workspace/job1
/var/jenkins_home/workspace/job1
+ 1s -la
total 8
drwxr-xr-x 2 jenkins jenkins 4096 Aug 24 18:07 .
drwxr-xr-x 3 jenkins jenkins 4096 Aug 24 18:07 ..
Finished: SUCCESS
```

26- Add another step to the build to execute a shell command to reference Jenkin's Workspace which is a directory on the Jenkins server where the files related to a specific job are stored during the build process. The following command create a file called file.txt with content of "QA Training".



27- Lokk for the Job 1's Workspace menu and display the content of file.txt





Congratulations, you have successfully created a job using Jenkins and explored it's various IDE options. Please continue to **Part 2** below.

Part 2- Triggers

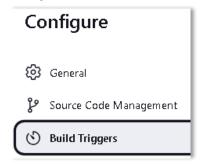
Objectives

In this part you will create a Jenkin trigger, and explore other forms of triggers in other labs.

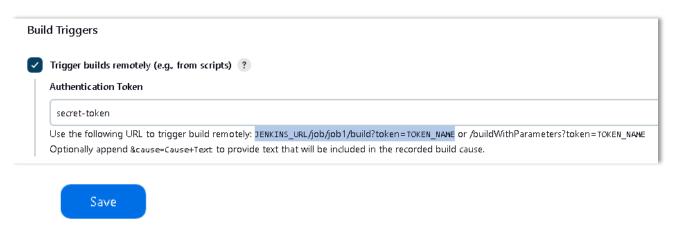
Trigger is an event or action that initiates the execution of a job or pipeline (we will explore pipelines later).

Create a Remote build trigger

1- Configure Job1 and find the Buil Triggers section



2- Create a token for invoking and API end point for triggering a build (any secret token word will do)



3- Make a change to the last build and then save.



4- Type the following text in a browser and click the Proceed button to trigger the build. Please note, this will result in a blank screen and will only shows errors if there are any.

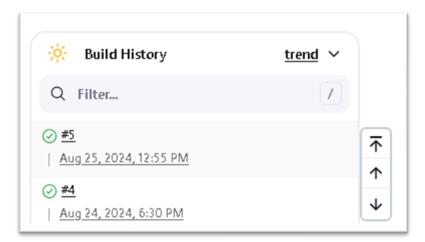
http://localhost:8080/job/job1/build?token?secret-token

Dashboard > job1 >

You must use POST method to trigger builds. (From scripts you may instead pass a per-project authentication token, or authenticate with your API token) If you see this page, it may be because a plugin offered a GET link; file a bug report for that plugin.

Proceed

5- As mentioned, the screen will go blank but a new build is triggered (please wait a moment until it does)





Congratulations, you have successfully created a Jenkins trigger. This is an important concept and you will explore other forms of Jenkin's Triggers in other labs.

Please continue to Part 3 below.

Part 3 - Chaining project builds

Objectives

In this part you will chain 2 or more builds together.

Build chaining in Jenkins automatically triggers one or more jobs after another job completes. This enables multistep automation pipelines, where one job's output becomes the next job's input.

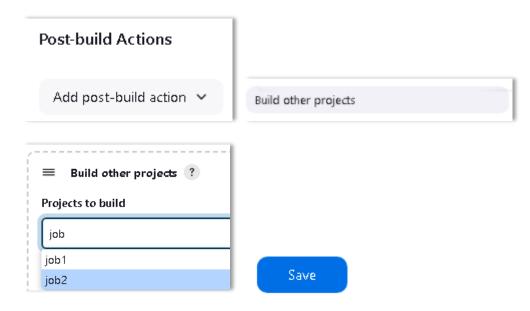
1- Create a new Job called job2



2- Assign a build step like



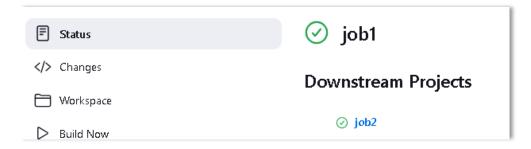
3- Configure Job1's post-build action to trigger building Job2



4- Build Job1 and note that both jobs get built
View the console output of Job1 and Job2 for proof



5- View Job1's status for the Downstream project (Job2)





Congratulations, you have successfully created a Jenkins build chain.

Please continue to Lab2 to explore building and deploying a Maven app stored on GIT.