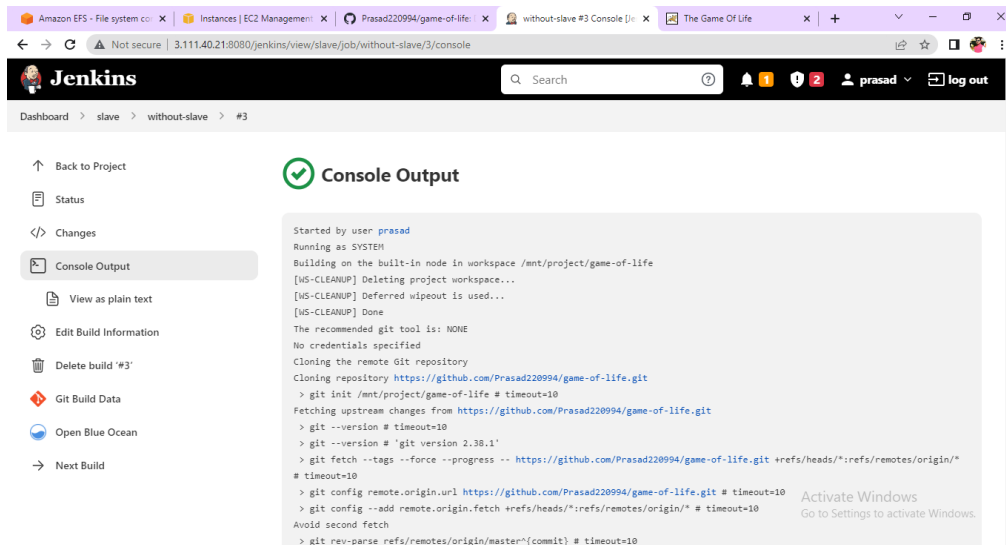


## War created at Jenkins Master with ip add- 3.111.40.21



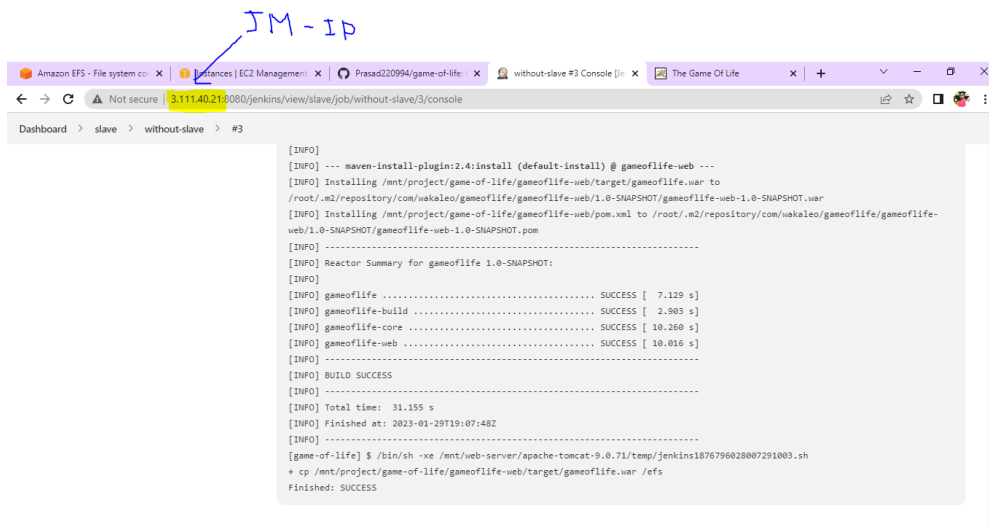
Dashboard > slave > without-slave > #3

Back to Project  
Status  
Changes  
Console Output  
View as plain text  
Edit Build Information  
Delete build '#3'  
Git Build Data  
Open Blue Ocean  
Next Build

Console Output

```
Started by user prasad
Running as SYSTEM
Building on the built-in node in workspace /mnt/project/game-of-life
[WS-CLEANUP] Deleting project workspace...
[WS-CLEANUP] Deferred wipeout is used...
[WS-CLEANUP] Done
The recommended git tool is: NONE
No credentials specified
Cloning the remote Git repository
Cloning repository https://github.com/Prasad220994/game-of-life.git
> git init /mnt/project/game-of-life # timeout=10
Fetching upstream changes from https://github.com/Prasad220994/game-of-life.git
> git --version # timeout=10
> git --version # 'git version 2.38.1'
> git fetch --tags --force --progress -- https://github.com/Prasad220994/game-of-life.git +refs/heads/*:refs/remotes/origin/* # timeout=10
> git config remote.origin.url https://github.com/Prasad220994/game-of-life.git # timeout=10
> git config --add remote.origin.fetch +refs/heads/*:refs/remotes/origin/* # timeout=10
Avoid second fetch
> git rev-parse refs/remotes/origin/master^{commit} # timeout=10
```

Activate Windows  
Go to Settings to activate Windows.

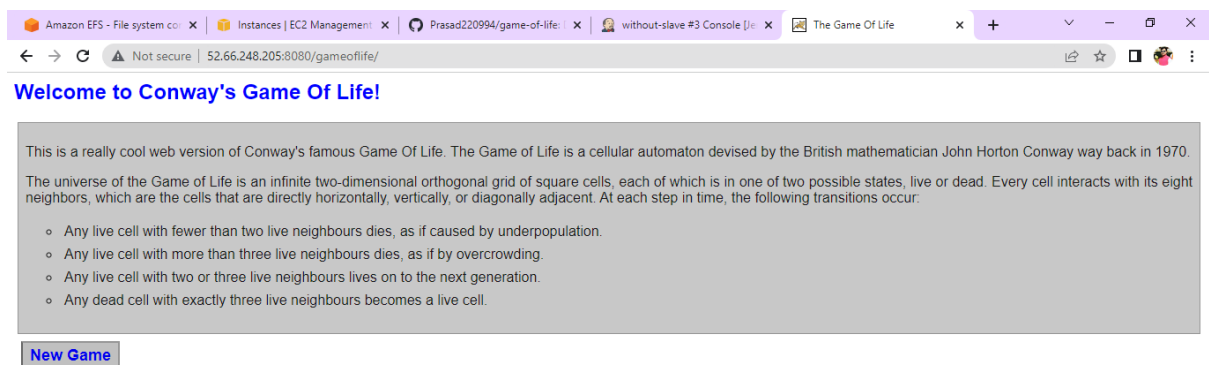


Dashboard > slave > without-slave > #3

Console Output

```
[INFO] --- maven-install-plugin:2.4:install (default-install) @ gameoflife-web ---
[INFO] Installing /mnt/project/game-of-life/gameoflife-web/target/gameoflife-war to
/root/.m2/repository/com/wakaleo/gameoflife/gameoflife-web/1.0-SNAPSHOT/gameoflife-web-1.0-SNAPSHOT-war
[INFO] Installing /mnt/project/game-of-life/gameoflife-web/pom.xml to /root/.m2/repository/com/wakaleo/gameoflife/gameoflife-
web/1.0-SNAPSHOT/gameoflife-web-1.0-SNAPSHOT-pom
[INFO] -----
[INFO] Reactor Summary for gameoflife 1.0-SNAPSHOT:
[INFO]
[INFO] gameoflife ..... SUCCESS [ 7.129 s]
[INFO] gameoflife-build ..... SUCCESS [ 2.983 s]
[INFO] gameoflife-core ..... SUCCESS [ 10.260 s]
[INFO] gameoflife-web ..... SUCCESS [ 10.816 s]
[INFO] -----
[INFO] BUILD SUCCESS
[INFO] -----
[INFO] Total time: 31.155 s
[INFO] Finished at: 2023-01-29T19:07:48Z
[INFO] -----
[game-of-life] $ /bin/sh -xe /mnt/web-server/apache-tomcat-9.0.71/temp/jenkins1876796028087291003.sh
+ cp /mnt/project/game-of-life/gameoflife-web/target/gameoflife-war /efs
Finished: SUCCESS
```

## War deploy on other ec2-instance with ip add- 52.66.248.205 by using EFS



Amazon EFS - File system co... Instances | EC2 Management... Prasad220994/game-of-life... without-slave #3 Console... The Game Of Life

Welcome to Conway's Game Of Life!

This is a really cool web version of Conway's famous Game Of Life. The Game of Life is a cellular automaton devised by the British mathematician John Horton Conway way back in 1970.

The universe of the Game of Life is an infinite two-dimensional orthogonal grid of square cells, each of which is in one of two possible states, live or dead. Every cell interacts with its eight neighbors, which are the cells that are directly horizontally, vertically, or diagonally adjacent. At each step in time, the following transitions occur.

- Any live cell with fewer than two live neighbours dies, as if caused by underpopulation.
- Any live cell with more than three live neighbours dies, as if by overcrowding.
- Any live cell with two or three live neighbours lives on to the next generation.
- Any dead cell with exactly three live neighbours becomes a live cell.

New Game