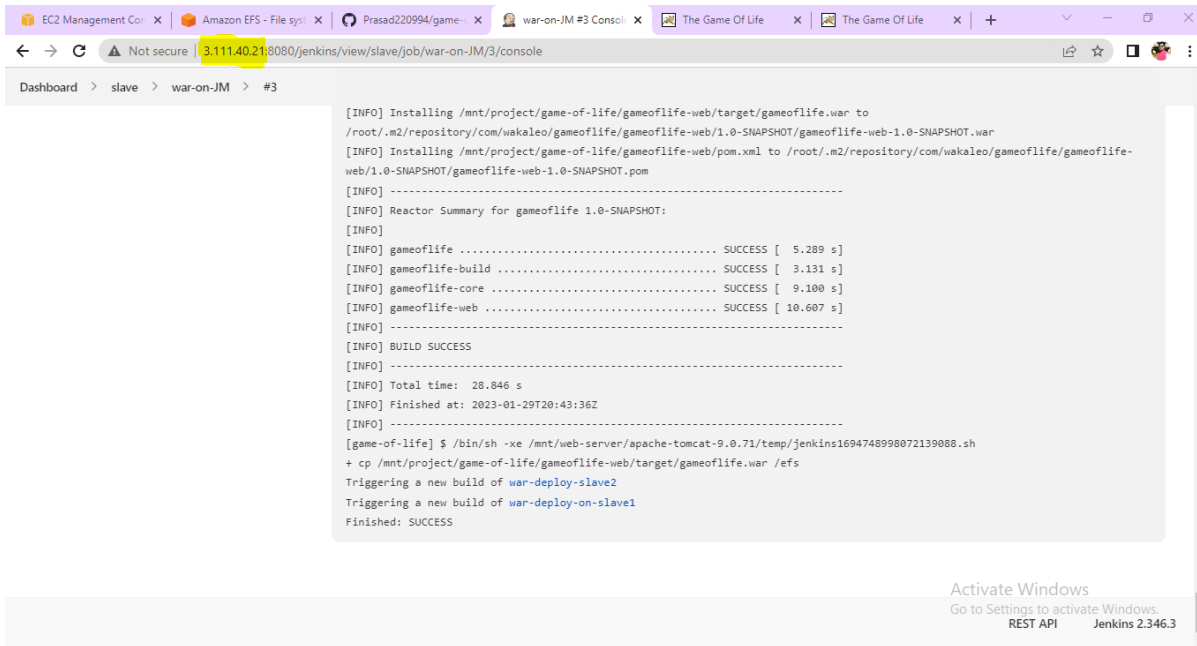


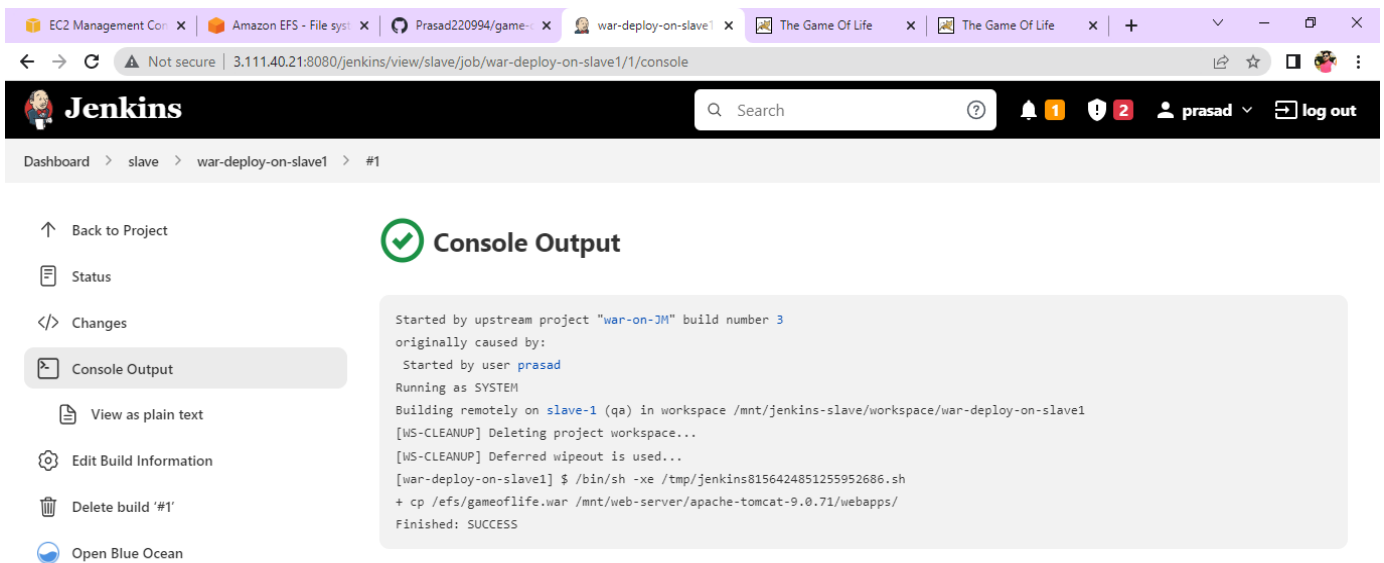
War created at Jenkins-Master with ip-3.111.40.21



```
[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-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 [ 5.289 s]
[INFO] gameoflife-build ..... SUCCESS [ 3.131 s]
[INFO] gameoflife-core ..... SUCCESS [ 9.100 s]
[INFO] gameoflife-web ..... SUCCESS [ 10.607 s]
[INFO] -----
[INFO] BUILD SUCCESS
[INFO] -----
[INFO] Total time: 28.846 s
[INFO] Finished at: 2023-01-29T20:43:36Z
[INFO] -----
[game-of-life] $ /bin/sh -xe /mnt/web-server/apache-tomcat-9.0.71/temp/jenkins1694748998072139088.sh
+ cp /mnt/project/game-of-life/gameoflife-web/target/gameoflife-war /efs
Triggering a new build of war-deploy-slave2
Triggering a new build of war-deploy-on-slave1
Finished: SUCCESS
```

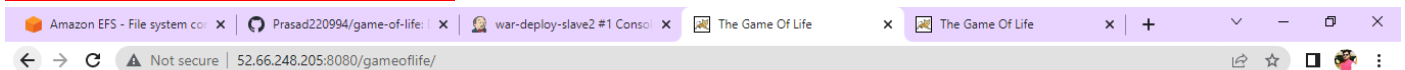
War deploy on slaves by configuring job-2 & job-3 in post-built-action in job-1

Output for job-2....Salve-1



```
Started by upstream project "war-on-JM" build number 3
originally caused by:
  Started by user prasad
Running as SYSTEM
Building remotely on slave-1 (qa) in workspace /mnt/jenkins-slave/workspace/war-deploy-on-slave1
[MS-CLEANUP] Deleting project workspace...
[MS-CLEANUP] Deferred wipeout is used...
[war-deploy-on-slave1] $ /bin/sh -xe /tmp/jenkins8156424851255952686.sh
+ cp /efs/gameoflife-war /mnt/web-server/apache-tomcat-9.0.71/webapps/
Finished: SUCCESS
```

Salve-1,IP add-52.66.248.205



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:

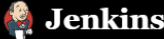
- Any live cell with fewer than two live neighbours dies, as if caused by underpopulation.
- Any live cell with more than three live neighbours dies, as if by overcrowding.
- Any live cell with two or three live neighbours lives on to the next generation.
- Any dead cell with exactly three live neighbours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

[New Game](#)

Output for job-3....Salve-2

Amazon EFS - File system co x | Prasad220994/game-of-life: x | war-deploy-slave2 #1 Conso x | The Game Of Life x | The Game Of Life x | + | - | x

← → ↻ ⚠ Not secure | 3.111.40.21:8080/jenkins/job/war-deploy-slave2/1/console | 📄 ☆ 🏠 👤 ⋮



Search ?

🔔 1 🚨 2 👤 prasad 🚪 log out

Dashboard > war-deploy-slave2 > #1

↑ Back to Project

📄 Status

</> Changes

📄 Console Output

📄 View as plain text

⚙ Edit Build Information

🗑 Delete build '#1'

🌊 Open Blue Ocean

✔ Console Output

Started by upstream project "war-on-JM" build number 3 originally caused by:
Started by user prasad
Running as SYSTEM
Building remotely on slave-2 (dev) in workspace /mnt/jenkins-slave/workspace/war-deploy-slave2
[WS-CLEANUP] Deleting project workspace...
[WS-CLEANUP] Deferred wipeout is used...
[war-deploy-slave2] \$ /bin/sh -xe /tmp/jenkins272441182280371987.sh
+ cp /efs/gameoflife.war /mnt/web-server/apache-tomcat-9.0.71/webapps/
Finished: SUCCESS

Salve-2,IP add-13.127.62.221

Amazon EFS - File system co x | Prasad220994/game-of-life: x | war-deploy-slave2 #1 Conso x | The Game Of Life x | The Game Of Life x | + | - | x

← → ↻ ⚠ Not secure | 13.127.62.221:8080/gameoflife/ | 📄 ☆ 🏠 👤 ⋮

Welcome to Conway's Game Of Life!

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- 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