

Job-1, WAR file build and deploy on slave-1 with IP add – 52.66.248.205

Instances | EC2 Manag x both-create-deploy-w x Prasad220994/game x slave-2-both-build-de x The Game Of Life x The Game Of Life x +

Not secure | 3.111.40.21:8080/jenkins/view/slave/job/both-create-deploy-war-on-slave1/2/console

Dashboard > slave > both-create-deploy-war-on-slave1 > #2

```
[INFO]
[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 [01:46 min]
[INFO] gameoflife-build ..... SUCCESS [ 32.287 s]
[INFO] gameoflife-core ..... SUCCESS [ 10.577 s]
[INFO] gameoflife-web ..... SUCCESS [02:11 min]
[INFO] -----
[INFO] BUILD SUCCESS
[INFO] -----
[INFO] Total time: 04:55 min
[INFO] Finished at: 2023-01-29T21:45:57Z
[INFO] -----
[game-of-life] $ /bin/sh -xe /tmp/jenkins1184575459582074350.sh
+ cp /mnt/project/game-of-life/gameoflife-web/target/gameoflife.war /mnt/web-server/apache-tomcat-9.0.71/webapps
Finished: SUCCESS
```

Instances | EC2 Manag x both-create-deploy-w x Prasad220994/game x slave-2-both-build-de x The Game Of Life x The Game Of Life x +

Not secure | 52.66.248.205:8080/gameoflife/

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

Job-2, WAR file build and deploy on slave-2 with IP add – 13.127.62.221

Instances | EC2 Management x both-create-deploy-war-on x Prasad220994/game-of-life x The Game Of Life x The Game Of Life x +

Not secure | 3.111.40.21:8080/jenkins/view/slave/job/both-create-deploy-war-on-slave-2/2/console

Dashboard > slave > both-create-deploy-war-on-slave-2 > #2

```
[INFO]
[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 [ 5.233 s]
[INFO] gameoflife-build ..... SUCCESS [ 3.472 s]
[INFO] gameoflife-core ..... SUCCESS [ 9.456 s]
[INFO] gameoflife-web ..... SUCCESS [ 8.468 s]
[INFO] -----
[INFO] BUILD SUCCESS
[INFO] -----
[INFO] Total time: 27.274 s
[INFO] Finished at: 2023-01-29T21:50:19Z
[INFO] -----
[game-of-life] $ /bin/sh -xe /tmp/jenkins7048269862019322145.sh
+ cp /mnt/project/game-of-life/gameoflife-web/target/gameoflife.war /mnt/web-server/apache-tomcat-9.0.71/webapps
Finished: SUCCESS
```

Instances | EC2 Management x both-create-deploy-war-on x Prasad220994/game-of-life x The Game Of Life x The Game Of Life x +

Not secure | 13.127.62.221:8080/gameoflife/

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New Game

