Jenkins Setup Documentation

Brief description of the steps I performed (including commands and screenshots). A specific screen shot that were asked in Delivery are marked.

Phase A

- 1. We opened a project folder through VS Code
- 2. We launched Docker
- docker network jenkins-net: Create a network for Docker
 For the bonus so that the agent knows how to communicate with the master.
 This creates a shared network where they recognize each other by name.
 Otherwise, the agent wouldn't recognize Jenkins and we would need to open this network at a later stage.
- 4. Run command to download Jenkins, open port, and name the container:

docker run -d

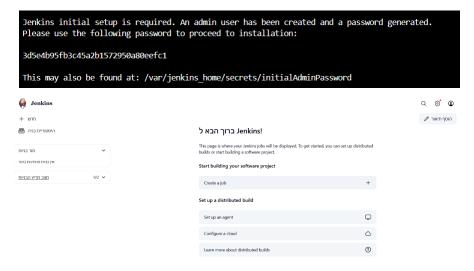
- --name jenkins (Container name)
- -p 8080: 8080 (Opens the UI at http://localhost:8080)
- -p 50000: 50000 (Port for agents)
- -v jenkins_home: /var/jenkins_home (Creates volume named jenkins_home to save all settings)
- --network jenkins-net (Connects to the Docker network we created) jenkins/jenkins: lts (Official Jenkins image)
- 5. Port numbers for docker file:
 - 8080 Jenkins Web interface (UI)
 - 50000 Agent connections (JNLP)
- 6. jenkins/jenkins: lts This is the official Image from Docker Hub containing Jenkins in LTS version.

(The Container is essentially Jenkins running on the computer, with open ports (8080 etc.)).

7. For checking that everything works: docker ps - Shows a running Jenkins container



8. Initial password retrieved and plugins installed Password: 1234



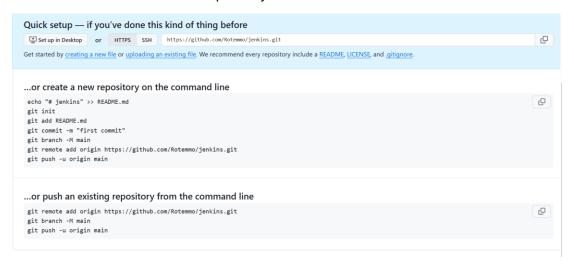
- 9. Stopped the container: docker stop jenkins
- 10. Restarted: docker start jenkins
- 11. Reconnected again



Phase B

1. For opening the repository, I preferred to do it through GitHub - this shouldn't matter.

We'll use commands for a new repository.

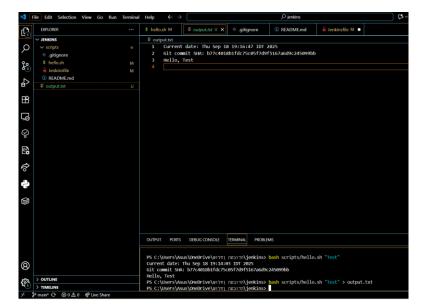


2. For what was requested - scripts/hello.sh - I added comments above each print statement indicating which requirement it refers to.

About there requirement 'Must be executable', In Windows there's no issue with this (in Linux you need to run a command for this)

3. For what was requested about Jenkinsfile - I added comments above each print statement indicating which requirement it refers to.

(End of Phase B - At this stage we don't see it in Jenkins UI yet)



Phase C:



Jenkins updates against Git to check for changes every 5 minutes.

I added the Git URL.

Regular execution (default)

```
Current date: Thu Sep 18 16:38:52 UTC 2025
Git commit SHA: 6f91bfe3a9a8c6cb1349d4e45cbe32affc36c622
Hello, world
```

Execution with parameter

```
Current date: Thu Sep 18 16:42:00 UTC 2025
Git commit SHA: 6f91bfe3a9a8c6cb1349d4e45cbe32affc36c622
Hello, Rotem
```

After about 5 minutes since we did the push: A build was automatically executed with the following output.

```
Current date: Thu Sep 18 16:51:26 UTC 2025
Git commit SHA: fc76bbf6958b1953cc9b097cf4e9a93f47f79fe2
Hello, World
```

Bonus:

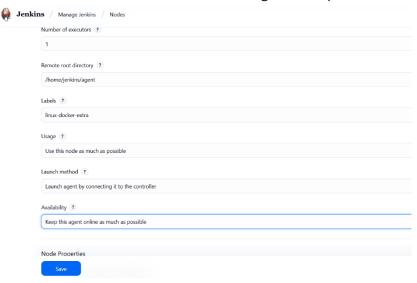
Explanation about what I did

Until now we used the controller (master). It is the **main Jenkins** that manages the Pipelines, receives triggers (for example, new commit), schedules jobs, saves logs and

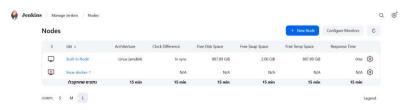
Artifacts. It doesn't have to run the build itself and can manage everything. Everything we ran so far runs on the controller.

Agent is the worker - our node. It's essentially an additional computer or **container** to which the controller sends tasks. It's the one that actually performs the build - because there can be several of these, it essentially allows us to distribute loads and work in various work environments.

So now we'll create a new node according to the requirements:



Before activation - (shows offline node)



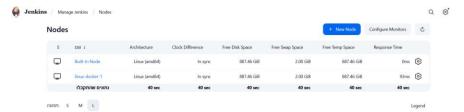
Activating the new node:

Similar to the initial commands where we downloaded Jenkins: This time we'll connect the node to the network we created earlier:

docker run -d \

- --name jenkins-agent (Create new container + gave it agent name)
- --network jenkins-net (Connect the agent to Docker network so agent recognizes our controller)
- -e JENKINS_URL=http://jenkins: 8080 (Controller address so it knows where to connect)
- -e JENKINS_AGENT_NAME=linux-docker-1 (Its identifying name within Jenkins)
- -e JENKINS_SECRET=... (The password we took from Jenkins)
- -e JENKINS_AGENT_WORKDIR=/home/jenkins/agent (Agent's work directory) inside container (files from git will be downloaded here and executions will occur)

jenkins/agent: latest (Official Docker image of Jenkins Agent - this is a different) Image from the controller so it downloads it anew Now we can see in Jenkins UI that the node is active.



Now we'll update the Jenkinsfile so it runs only on the agent we created: label 'linux-docker-extra'

We run a build and verify in console output that it's running on the correct node.



We can see it's the correct label as requested.

You can also see that the Output is saved as an artifact.

Now we'll run a command to stop the agent container: docker stop jenkins-agent We'll verify it became offline.



We'll restart: docker start jenkins-agent



We'll run build again with parameter "test" and see that the Build passed successfully.

Current date: Fri Sep 19 08:10:40 UTC 2025 Git commit SHA: fc76bbf6958b1953cc9b097cf4e9a93f47f79fe2 Hello, test

Screenshot of docker ps - for section 7 in Deliverables

