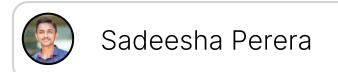


Package an App with CodeBuild







Introducing AWS CodeBuild!

What it does & how it's useful

AWS CodeBuild is a fully managed build service in the cloud. Developers and teams use AWS CodeBuild because it compiles the source code, runs unit tests, and produces artifacts that are ready to deploy. CodeBuild eliminates the need to provision, manage, and scale your own build servers.

How I'm using it in today's project

I'm using AWS CodeBuild in this project to fetch, compile, and package my web app project into a WAR file.

This project took me...

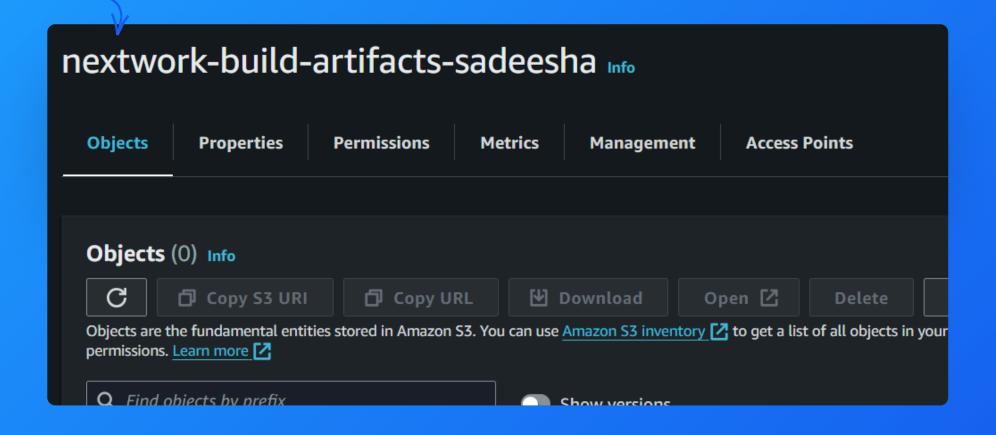
It took me 30 minutes to complete this project, and documentation took me 30 minutes as well. In total i spent 1 hour building and documenting this project.



Set up an S3 bucket

- I started my project by creating an S3 bucket because this bucket will later catch an important build artifact that gets created from the build process I'm setting up with CodeBuild.
- The key artifact that this S3 bucket will capture is called a WAR file(Web Application Resource).
- This file is important because it ensures that any server that will host my web app will have all of the resources/tools it needs to successfully run my application.

My S3 bucket!



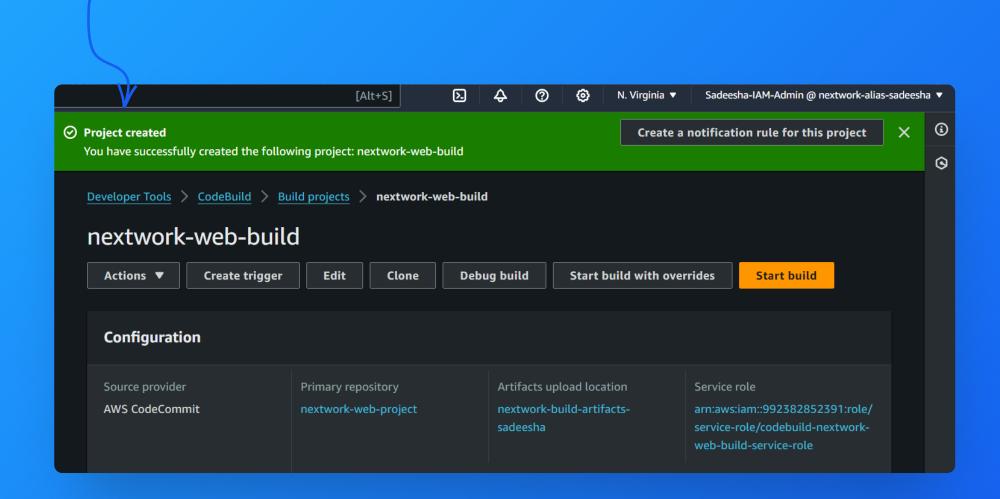


Set up a CodeBuild project

When creating a project in CodeBuild, there were 5 key configurations I set up:

- 1. Source, which means the source of the project's code or files. I selected AWS CodeCommit, as that is my cloud repository for my project's files.
- 2. Environment, which means the set of resources/configurations required to build my web app. I selected an EC2 instance running Amazon Linux2 and Java Coretto 8 as the runtime.
- 3. Buildspec, which are the commands to run in my local computer terminal during the build process. I selected "use a buildspec file."
- 4. Artifacts, which means where CodeBuild should store the build artifact that are produced in the build process I selected the S3 bucket I created.
- 5. Logs, which means whether I like to keep records of every single build process that CodBuild does. I selected CloudWatch logs.

My completed project ready for the first build!





Create a buildspec.yml file

- I created a buildspec.yml file at the root of my code repository.
- This file contains four phases that tells our build environment what commands to run. These four phases are:
- a. Install i.e. install these dependencies before you start compiling (in this project it's Java Coretto 8).
- b. pre_build i.e. before Maven starts building, retrieve an access token to our CodeArtifact repository so we can fetch dependencies later.
- c. Build i.e. to build our web app project, run these commands.
- d. Post_build i.e. after building our web app project, package up the machine code using the settings in the setting.xml file.

A peek into my buildspec.yml

```
index.jsp
                                                                    settings.xml
    Welcome
     version: 0.2
          runtime-versions:
              ava: corretto8

    echo Initializing environment

    export CODEARTIFACT_AUTH_TOKEN=`aws codeartifact get-authorization

    echo Build started on `date`

              mvn -s settings.xml compile
        post build:
15 🔻
          commands:
16 🔻

    echo Build completed on `date`

17 🔻
18

    mvn -s settings.xml package

19 -
      artifacts:
        files:
20 🔻

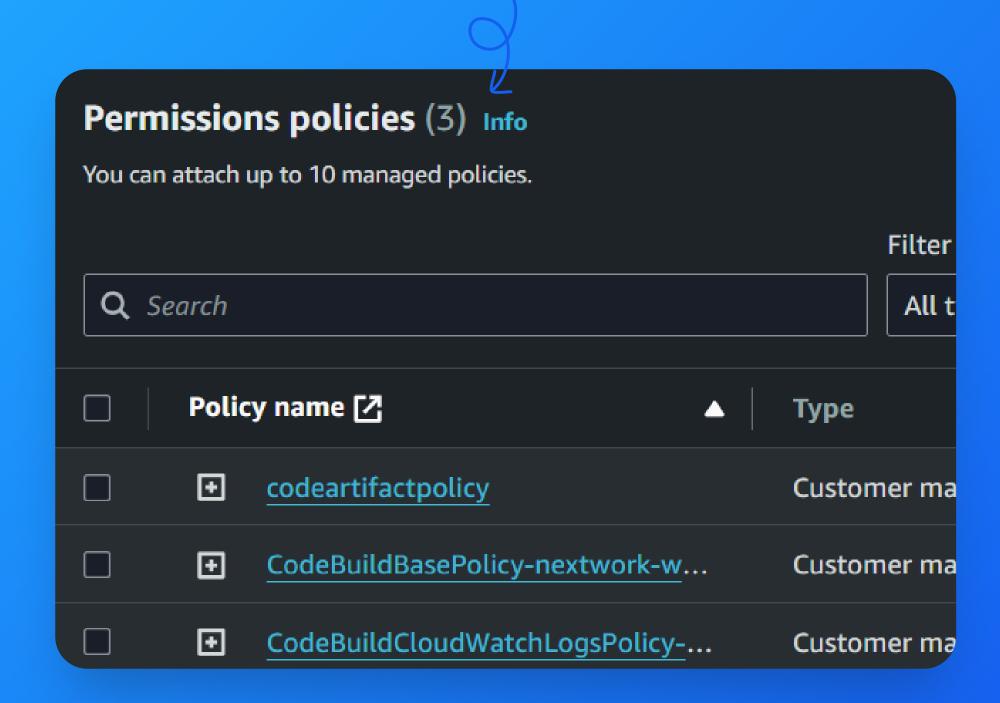
    target/nextwork-web-project.war

21
22
        discard-paths: no
23
```

Edit CodeBuild's IAM role

- Before I start building my web app project (exciting!), I modified my CodeBuild project's service role first. This role was first created when I set up my CodeBuild project(I checked the settings for creating a new service role).
- I attached a new policy called codeartifact-nextworkconsumer-policy to my CodeBuild project's IAM role. This means my CodeBuild project now has access to the packages/dependencies that it will later compile.

Updating permission policies for my CodeBuild project's IAM role.

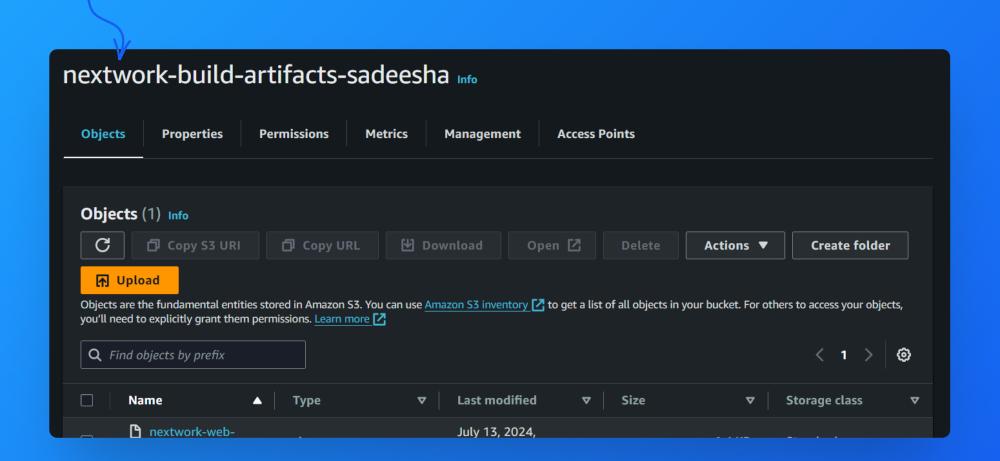




My first project build 6

- To build my project, all I had to do was select the Start build button in my CodeBuild console.
- The build process in CodeBuild took about 5 minutes.
- Once the build is complete, I checked my S3 bucket that was set up at the start of this project to catch the build artifact that get produces from my build process. I saw the zip file i.e. the W AR file (a bundled up package of all the files/resources a s erver will need to run my web app), which verified that the build was completed successfully.

My completed project ready for the first build!



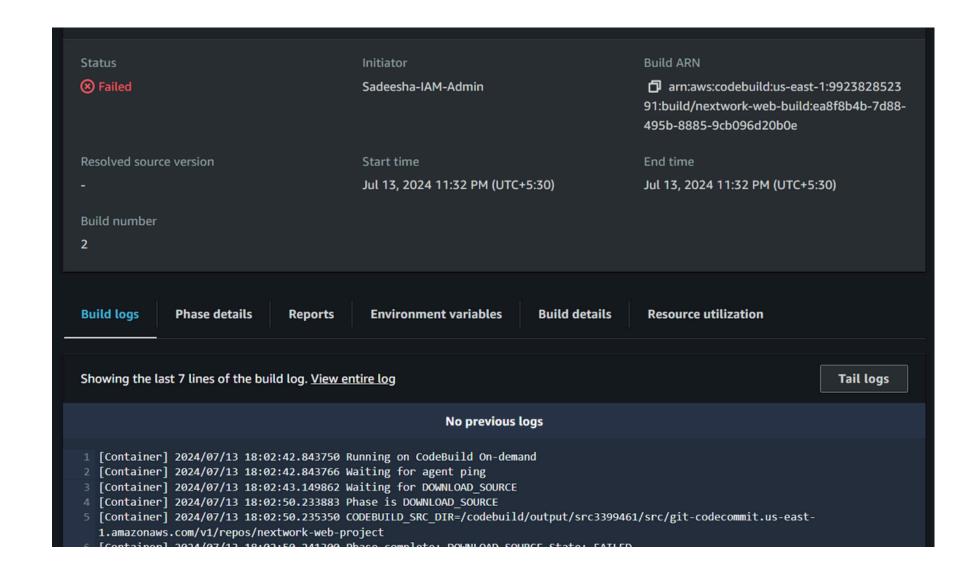


My key learnings

- The build process, or 'building', means is the process of taking my web app's code and translating it into machine code that servers (like computers or EC2 instances) can understand and run.
- The buildspec.yml file is to configure the commands that CodeBuild will run line by line to build your web app

- Beven though CodeBuild creates a new service role for my build environment, I still have to modify the role's permission policies because, the new service role gave CodeBuild the minimum permissions it needs to build my web app, which by default does not include access to my CodeArtifact repository
- One thing I didn't expect was how fast the build was completed after setting everything up.

Errors I was ran into 🙂



• I mistakenly place builspec.yml file in different folder.So I have to push code and build it again •



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