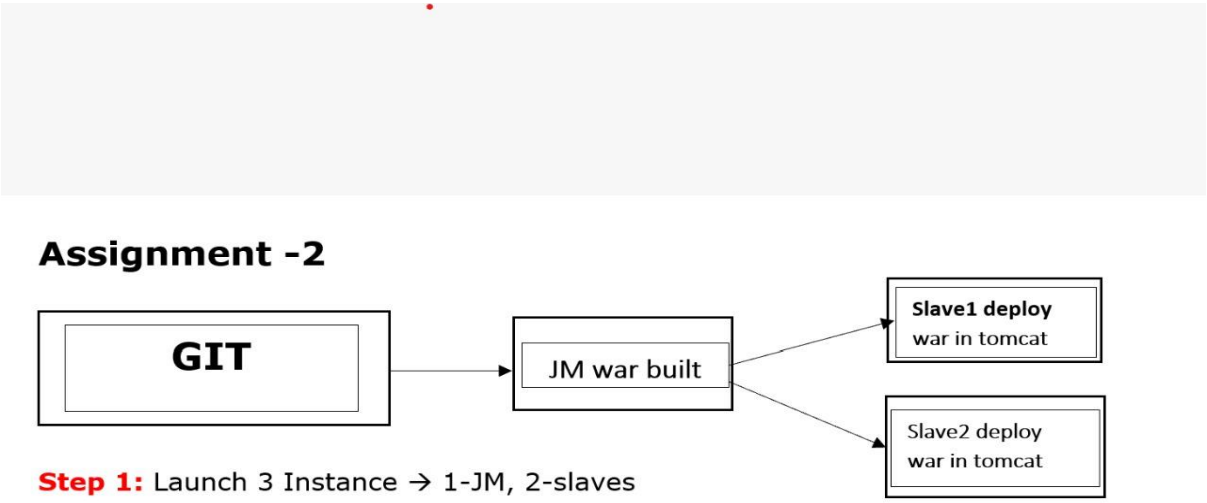
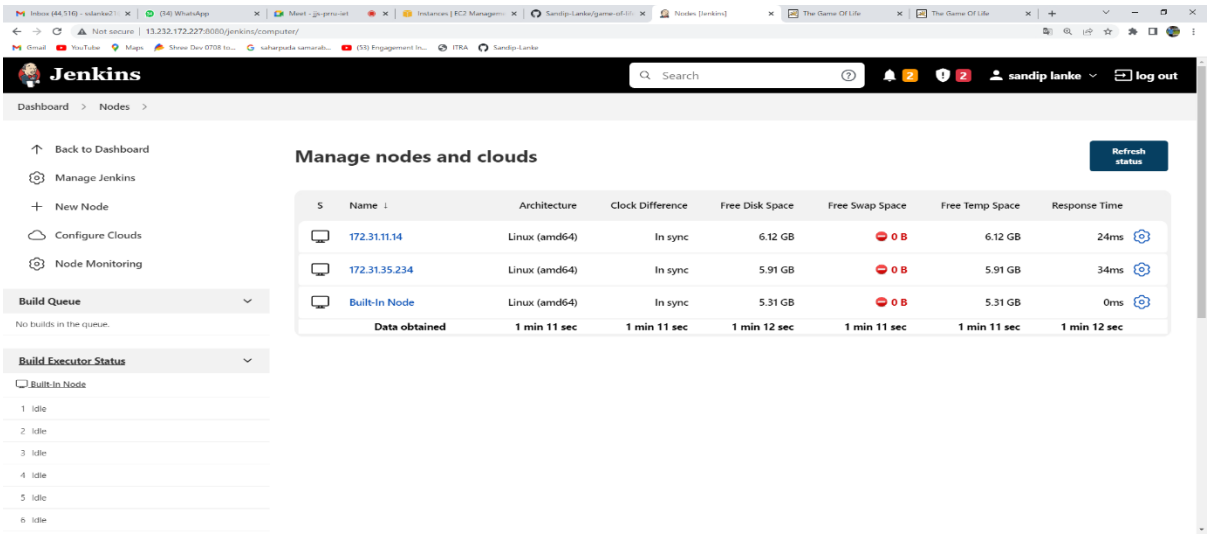
Assignment -2

Q. Build WAR file on JM through Git and Deploy Tomcat server on Slave-1 and Slave-2

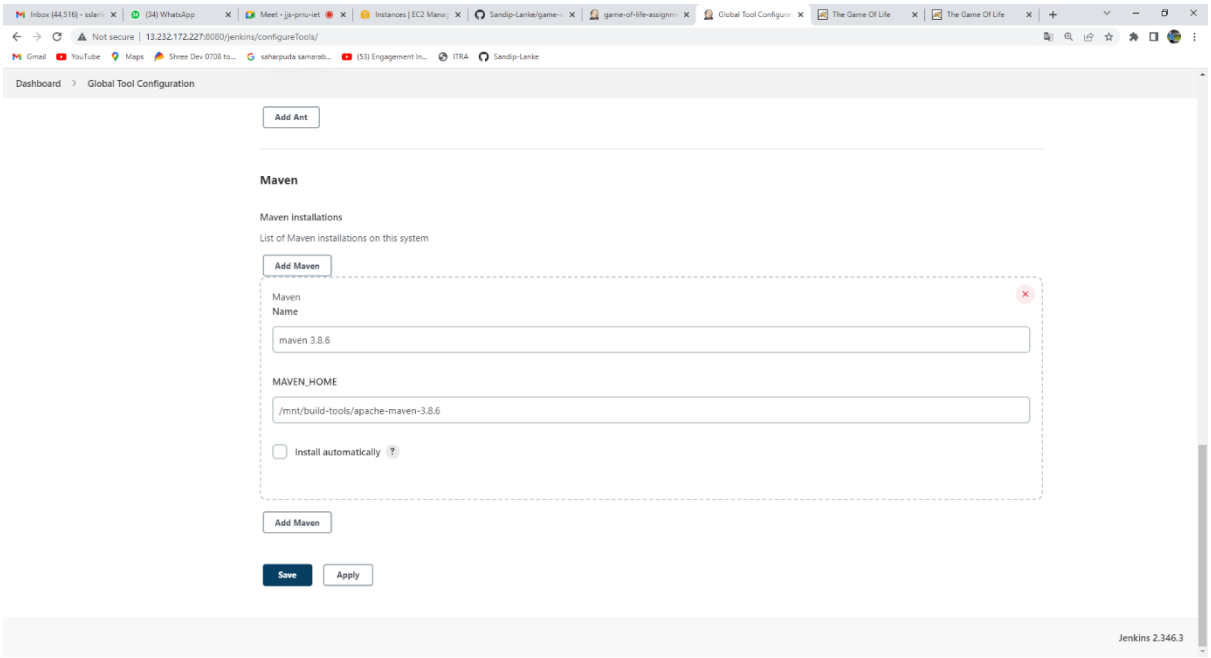


Step 1.

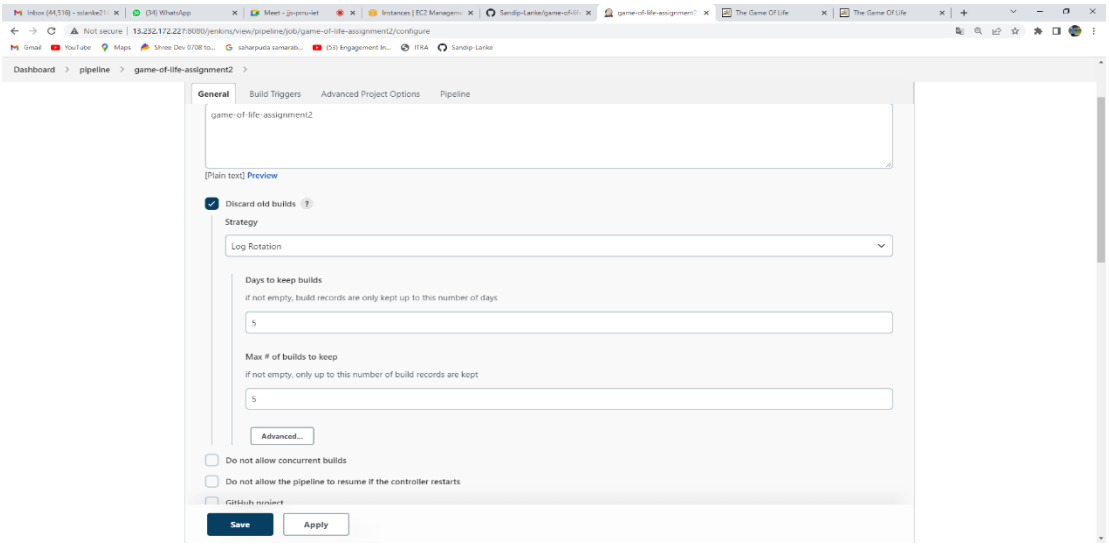
- **Launch 3 Instance 1-JM (all JM setup and configuration) and Slave-1(java, tomcat server up and running), slave-2 ((java, tomcat server up and running)**
- **Go to Manage Jenkins and Create node via SSH connection.**



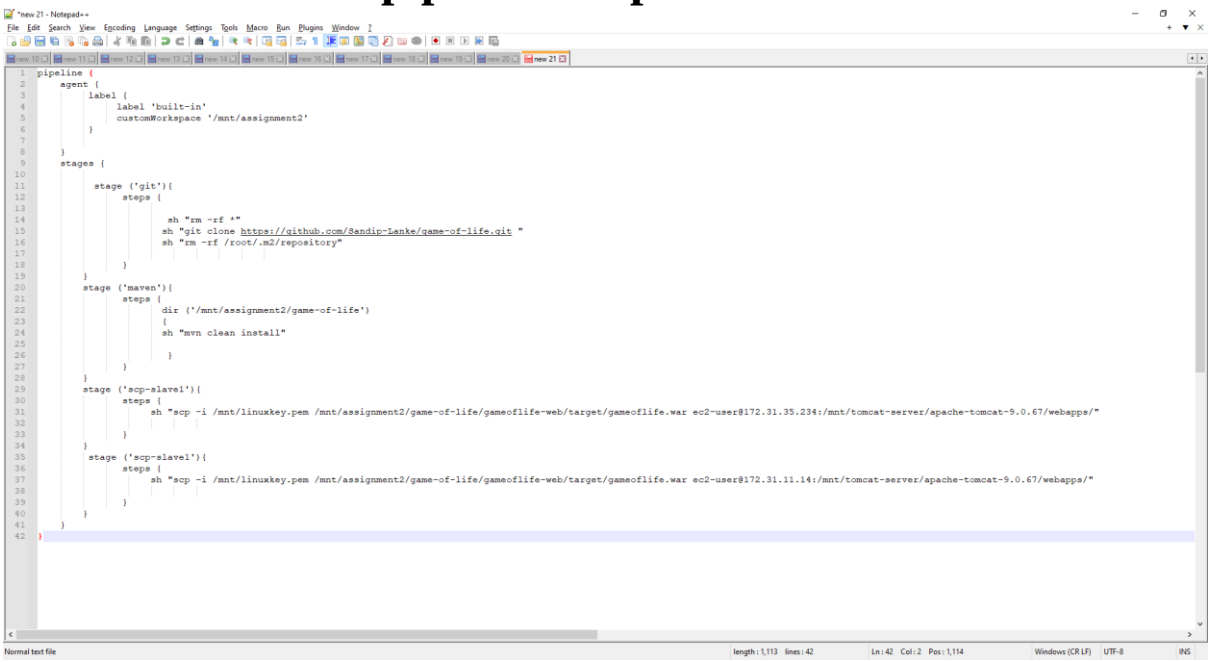
- **chmod -R 777 /mnt to slave-1 and slave-2**
- **Create linuxkey.pem**
- **Give permission chmod -R 400 linuxkey.pem**
- **Set up maven tool configuration**



Step 2. Create pipeline job

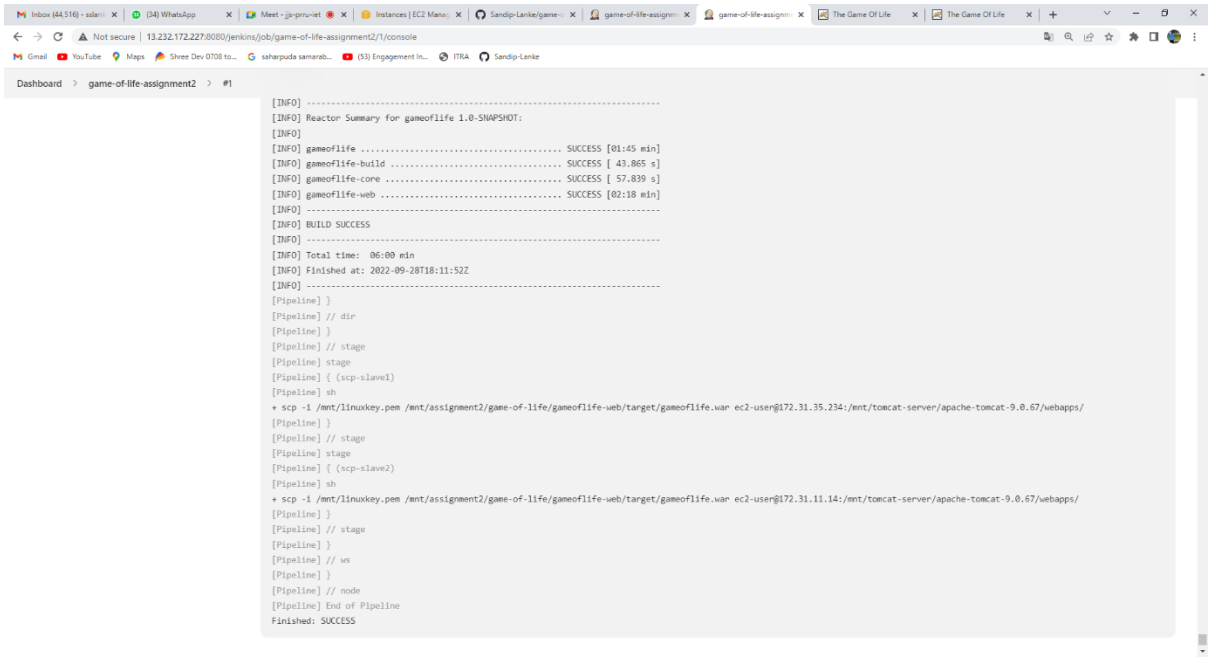


- **Create pipeline script**



```
pipeline {
    agent {
        label {
            label 'built-in'
            customWorkspace '/mnt/assignment2'
        }

    }
    stages {

        stage ('git'){
            steps {

                sh "rm -rf *"
                sh "git clone https://github.com/Sandip-Lanke/game-of-life.git "
                sh "rm -rf /root/.m2/repository"

            }
        }
        stage ('maven'){
            steps {
                dir ('/mnt/assignment2/game-of-life')
                {
                sh "mvn clean install"

                }
            }
        }
        stage ('scp-slave1'){
            steps {
                sh "scp -i /mnt/linuxkey.pem /mnt/assignment2/game-of-life/gameoflife-web/target/gameoflife.war ec2-user@172.31.35.234:/mnt/tomcat-server/apache-tomcat-9.0.67/webapps/"

            }
        }
        stage ('scp-slave1'){
            steps {
                sh "scp -i /mnt/linuxkey.pem /mnt/assignment2/game-of-life/gameoflife-web/target/gameoflife.war ec2-user@172.31.11.14:/mnt/tomcat-server/apache-tomcat-9.0.67/webapps/"

            }
        }
    }
}
```

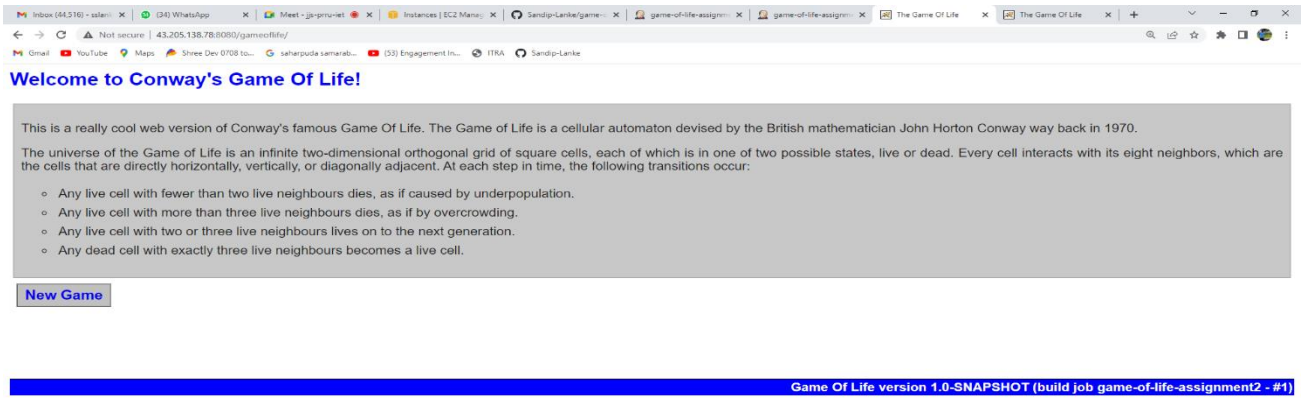
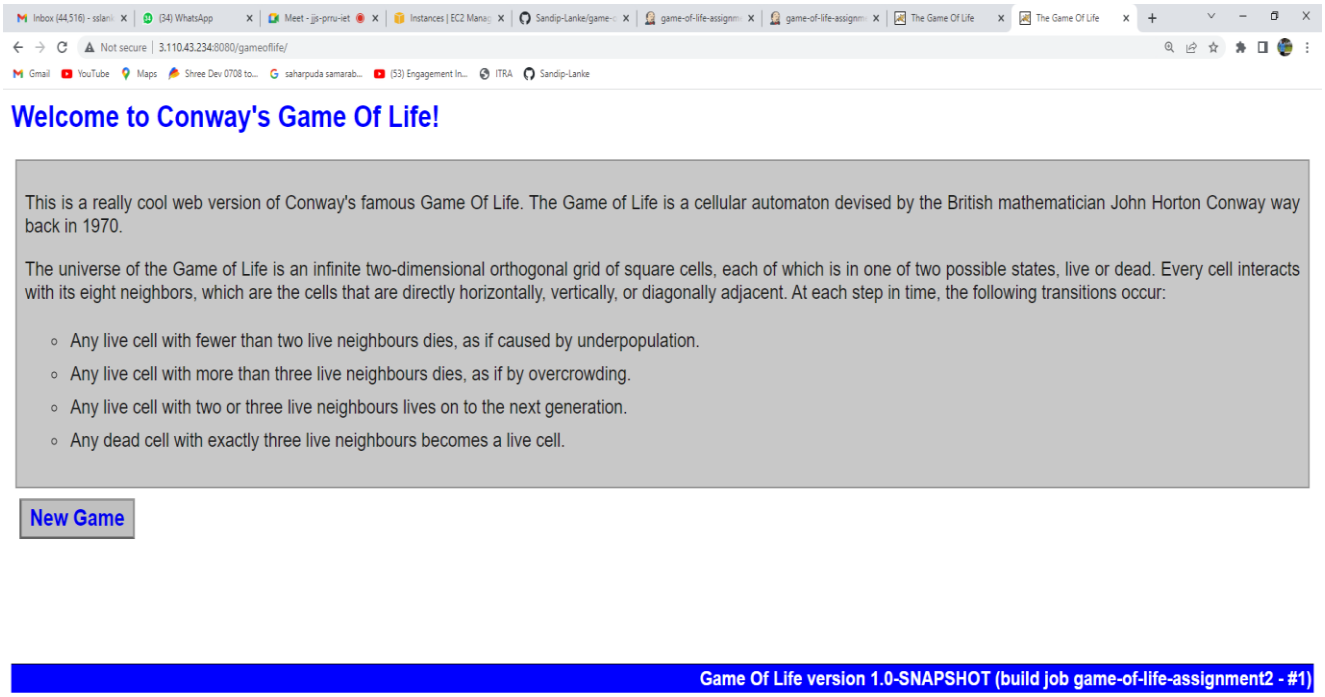
- **Build the pipeline job and Check the Console Output**



```
Dashboard > game-of-life-assignment2 > #1

[INFO] ------------------------------------------------------------------------
[INFO] Reactor Summary for gameoflife 1.0-SNAPSHOT:
[INFO]
[INFO] gameoflife ......................................... SUCCESS [01:45 min]
[INFO] gameoflife-build ................................... SUCCESS [ 43.865 s]
[INFO] gameoflife-core .................................... SUCCESS [ 57.839 s]
[INFO] gameoflife-web ..................................... SUCCESS [02:18 min]
[INFO] ------------------------------------------------------------------------
[INFO] BUILD SUCCESS
[INFO] ------------------------------------------------------------------------
[INFO] Total time:  06:00 min
[INFO] Finished at: 2022-09-28T18:11:52Z
[INFO] ------------------------------------------------------------------------
[Pipeline] }
[Pipeline] // dir
[Pipeline] }
[Pipeline] // stage
[Pipeline] stage
[Pipeline] { (scp-slave1)
[Pipeline] sh
+ scp -i /mnt/linuxkey.pem /mnt/assignment2/game-of-life/gameoflife-web/target/gameoflife.war ec2-user@172.31.35.234:/mnt/tomcat-server/apache-tomcat-9.0.67/webapps/
[Pipeline] }
[Pipeline] // stage
[Pipeline] stage
[Pipeline] { (scp-slave2)
[Pipeline] sh
+ scp -i /mnt/linuxkey.pem /mnt/assignment2/game-of-life/gameoflife-web/target/gameoflife.war ec2-user@172.31.11.14:/mnt/tomcat-server/apache-tomcat-9.0.67/webapps/
[Pipeline] }
[Pipeline] // stage
[Pipeline] }
[Pipeline] // ws
[Pipeline] }
[Pipeline] // node
[Pipeline] End of Pipeline
Finished: SUCCESS
```

Step 3. To check our Game-of-life WAR file deploy on each slave of tomcat server.

Slave-1 Output



Slave-2 Output