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Advanced Devops Experiment No:08

Aim: Create a Jenkins CICD Pipeline with SonarQube / GitLab Integration to perform a static analysis of the code to detect bugs, code smells, and security vulnerabilities on a sample Web / Java / Python application.

THEORY:

Static Application Security Testing (SAST): SAST is a methodology for testing an application's source code to identify security vulnerabilities before the code is compiled. This type of testing, also referred to as white-box testing, helps improve application security by finding weaknesses early in development.

Problems SAST Solves

- Early Detection: SAST finds vulnerabilities early in the Software Development Life Cycle (SDLC), allowing developers to fix issues without affecting builds or passing vulnerabilities to the final release.
- **Real-Time Feedback**: Developers receive immediate feedback during coding, helping them address security issues before moving to the next stage of development.
- **Graphical Representations**: SAST tools often provide visual aids to help developers navigate the code and identify the exact location of vulnerabilities, offering suggestions for fixes.
- **Regular Scanning**: SAST tools can be configured to scan code regularly, such as during daily builds, code check-ins, or before releases.

Importance of SAST

- Resource Efficiency: With a larger number of developers than security experts, SAST
 allows full codebase analysis quickly and efficiently, without relying on manual code
 reviews.
- **Speed**: SAST tools can analyze millions of lines of code within minutes, detecting critical vulnerabilities such as buffer overflows, SQL injection, and cross-site scripting (XSS) with high accuracy.

CI/CD Pipeline

A Continuous Integration/Continuous Delivery (CI/CD) pipeline is a sequence of automated tasks designed to build, test, and deploy new software versions rapidly and consistently. It plays a crucial role in DevOps practices, ensuring fast and reliable software releases.

SonarQube

SonarQube is an open-source platform from SonarSource that performs continuous code quality inspections through static code analysis. It identifies bugs, code smells, security vulnerabilities, and code duplications in a wide range of programming languages. SonarQube is extendable with plugins and integrates seamlessly into CI/CD pipelines.

Benefits of SonarQube

Sustainability: By reducing complexity and vulnerabilities, SonarQube extends the lifespan of applications and helps maintain cleaner code.

Increased Productivity: SonarQube minimizes maintenance costs and risks, resulting in fewer code changes and a more stable codebase.

Quality Code: Ensures code quality checks are integrated into the development process.

Error Detection: Automatically identifies coding errors and alerts developers to resolve them before moving to production.

Consistency: Helps maintain consistent code quality by detecting and reporting violations of coding standards.

Business Scaling: SonarQube supports scaling as the business grows without any restrictions.

Implementation:

Prerequisites

- 1. Jenkins installed on your machine.
- 2. Docker installed to run SonarQube.
- 3. SonarQube installed via Docker

1. Set Up Jenkins

• Open Jenkins Dashboard on localhost:8080 or your configured port

- Install the necessary plugins:
- SonarQube Scanner Plugin

2. Run SonarQube in Docker

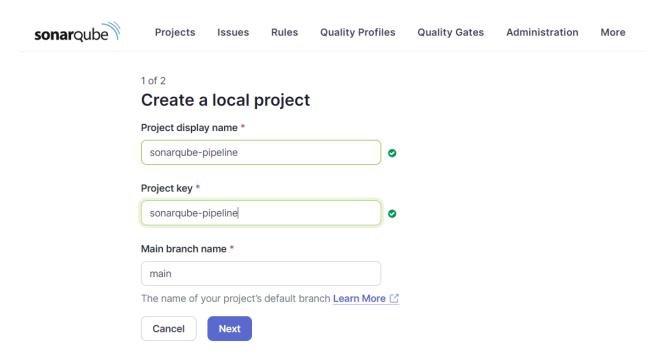
Run the following command to start SonarQube in a Docker container: command

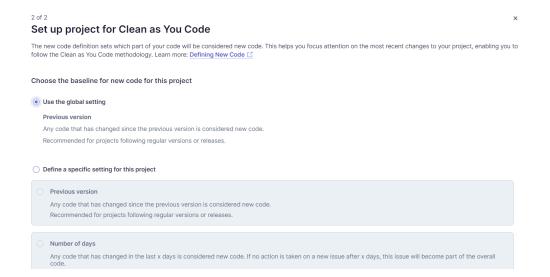
:

docker run -d --name sonarqube -e SONAR_ES_BOOTSTRAP_CHECKS_DISABLE=true - p 9000:9000 sonarqube:latest

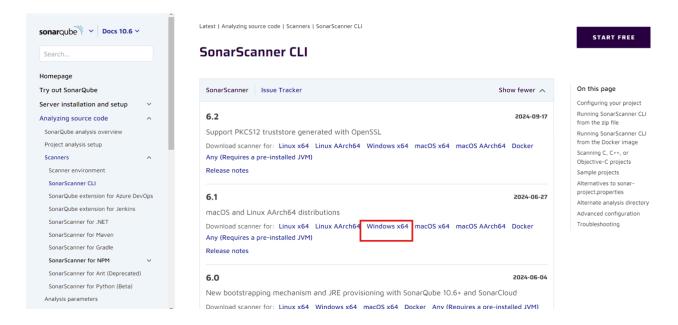
- Check SonarQube status at http://localhost:9000.
- Login with your credentials:

Step 1: Log in to sonarqube portal and create a local project.





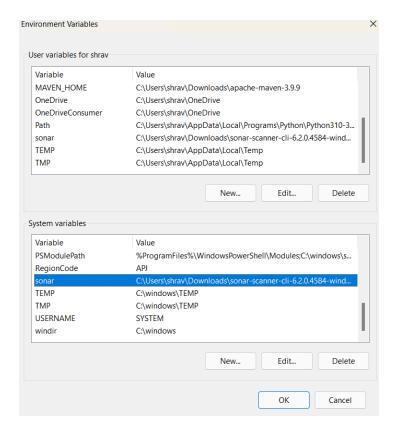
Step 2: Go to download sonar scanner to download sonar scanner



After the download is complete, extract the file and copy the path to bin folder

Go to environment variables, system variables and click on path

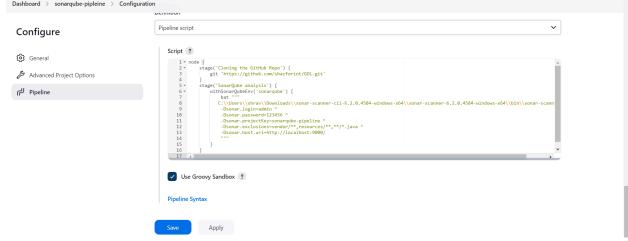
Add a new path, paste the path copied earlier.



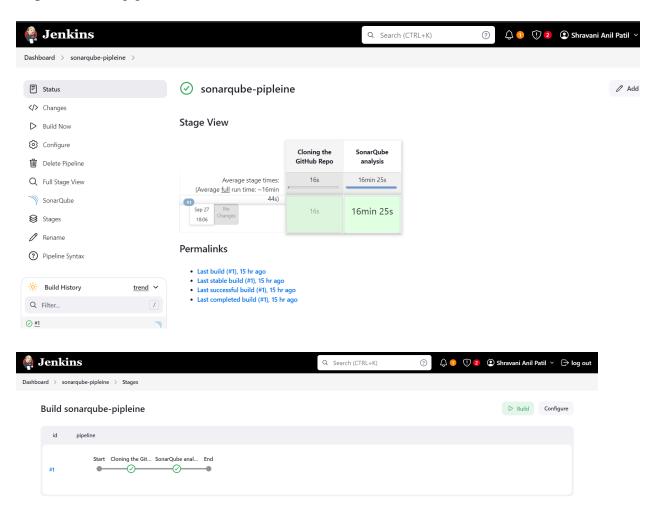
Step 3: Create a New Item in Jenkins, choose Pipeline.

Enter an item name sonarqube-pipleine Select an item type Freestyle project Classic, general-purpose job type that checks out from up to one SCM, executes build steps serially, followed by post-build steps like archiving artifacts and sending email notifications. Maven project Build a maven project. Jenkins takes advantage of your POM files and drastically reduces the configuration. Pipeline Orchestrates long-running activities that can span multiple build agents. Suitable for building pipelines (formerly known as workflows) and/or organizing complex activities that do not easily fit in free-style job type. Multi-configuration project Suitable for projects that need a large number of different configurations, such as testing on multiple environments, platform-specific builds, etc. Folder OK

```
Add pipeline script:
node {
  stage('Cloning the GitHub Repo') {
     git 'https://github.com/shazforiot/GOL.git'
  stage('SonarQube analysis') {
     withSonarQubeEnv('sonarqube') {
        bat """
C:\\Users\\shrav\\Downloads\\sonar-scanner-cli-6.2.0.4584-windows-x64\\sonar-scanner-6.2.0.4
584-windows-x64\\bin\\sonar-scanner.bat ^
        -Dsonar.login=admin ^
        -Dsonar.password=123456 ^
        -Dsonar.projectKey=sonarqube-pipeline ^
        -Dsonar.exclusions=vendor/**,resources/**,**/*.java ^
        -Dsonar.host.url=http://localhost:9000/
 {\sf Dashboard} \ \ > \ \ {\sf sonarqube-pipleine} \ \ > \ \ {\sf Configuration}
                          Pipeline script
  Configure
                            Script ?
  Pipeline الم
```



Step 4: Save the pipeline and build it.



Console output:



Download

Copy

View as plain text

Skipping 4,249 KB.. Full Log

18:21:26.359 WARN Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/gui/GuiPackage.html for block at line 40. Keep only the first 100 references.

18:21:26.359 WARN Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/gui/GuiPackage.html for block at line 65. Keep only the first 100 references.

 $18:21:26.359 \ \ \text{WARN} \quad \text{Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/gui/GuiPackage.html for block at the state of th$ line 41. Keep only the first 100 references.

 $18:21:26.361\ \text{WARN}\quad \text{Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/gui/GuiPackage.html for block at the state of the st$ line 17. Keep only the first 100 references.

18:21:26.361 WARN Too many duplication references on file gameoflife-web/tools/imeter/docs/api/org/apache/imeter/gui/GuiPackage.html for block at line 1487. Keep only the first 100 references

 $18:21:26.457\ \text{WARN}\quad \text{Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/functions/LongSum.html for block at the state of the$ line 226. Keep only the first 100 references.

 $18:21:26.457\ \ WARN\ \ \ Too\ \ many\ \ duplication\ \ references\ \ on\ \ file\ \ game of life-web/tools/jmeter/docs/api/org/apache/jmeter/functions/LongSum.html\ \ for\ \ block\ \ at$ line 229. Keep only the first 100 references.

18:21:26.457 WARN Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/functions/LongSum.html for block at line 225. Keep only the first 100 references.

 $18:21:26.457\ \text{WARN}\quad \text{Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/functions/LongSum.html for block at the state of the$ line 226. Keep only the first 100 references.

18:21:26.457 WARN Too many duplication references on file gameoflife-web/tools/imeter/docs/api/org/apache/imeter/functions/LongSum.html for block at line 424. Keep only the first 100 references.

 $18:21:26.457 \ \ \text{WARN} \quad \text{Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/functions/LongSum.html for block at the sum of the$

Dashboard > sonarqube-pipleine > #1

block at line 64. Keep only the first 100 references.

18:21:31.284 WARN Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/threads/JMeterContext.html for

18:21:31.284 WARN Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/threads/JMeterContext.html for block at line 17. Keep only the first 100 references.

18:21:31.284 WARN Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/threads/JMeterContext.html for

block at line 669. Keep only the first 100 references.

18:21:31.287 INFO CPD Executor CPD calculation finished (done) | time=164132ms 18:21:31.372 INFO SCM revision ID 'ba799ba7e1b576f04a4612322b0412c5e6e1e5e4'

18:21:40.154 INFO Analysis report generated in 7273ms, dir size=127.2 MB

18:21:54.587 INFO Analysis report compressed in 14431ms, zip size=29.6 MB

18:22:03.090 INFO Analysis report uploaded in 8493ms 18:22:03.111 INFO ANALYSIS SUCCESSFUL, you can find the results at: http://localhost:9000/dashboard?id=sonarqube-pipeline

18:22:03.111 INFO Note that you will be able to access the updated dashboard once the server has processed the submitted analysis report

 $18:22:03.111\ \ INFO\ \ \ More\ about\ the\ report\ processing\ at\ http://localhost:9000/api/ce/task?id=84bfa1a9-afee-43bf-bab1-20d02abab1-2$ 18:23:07.347 INFO Analysis total time: 16:01.445 s

18:23:07.410 INFO SonarScanner Engine completed successfully

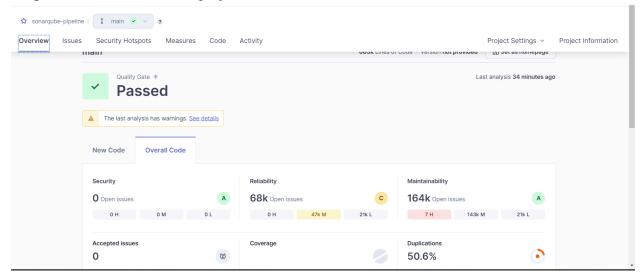
18:23:08.133 INFO EXECUTION SUCCESS

[Pipeline] // withSonarQubeEnv [Pipeline])

[Pipeline] // stage

Finished: SUCCESS

Step 5: After that, check the project in SonarQube



Under different tabs, check all different issues with the code

