Experiment X

Aim: To install and configure Jenkins, and to understand Jenkins programming

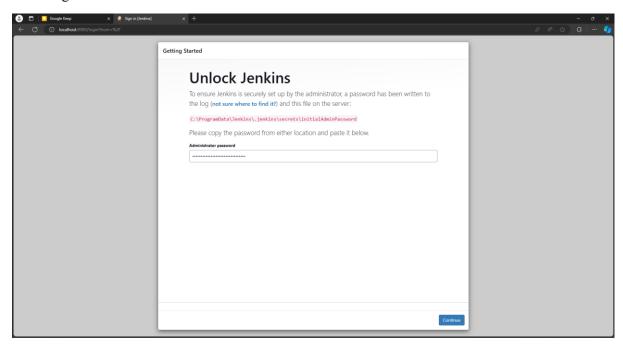
Installation:

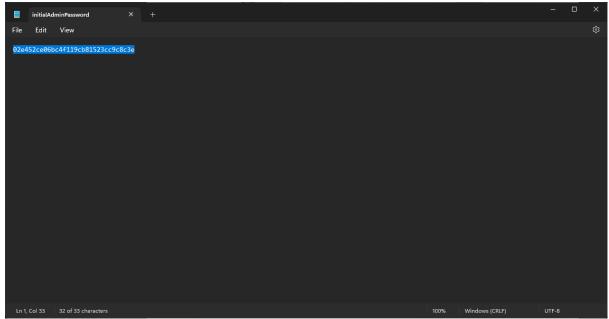
Running the installer:



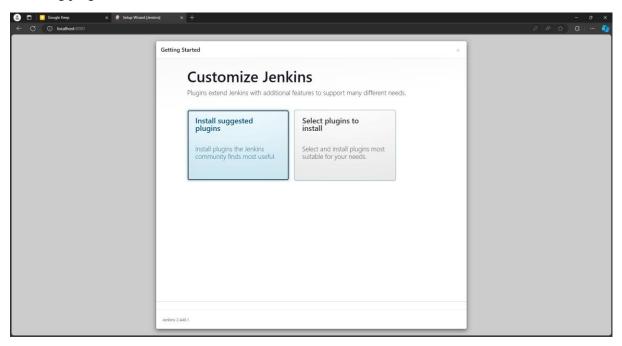


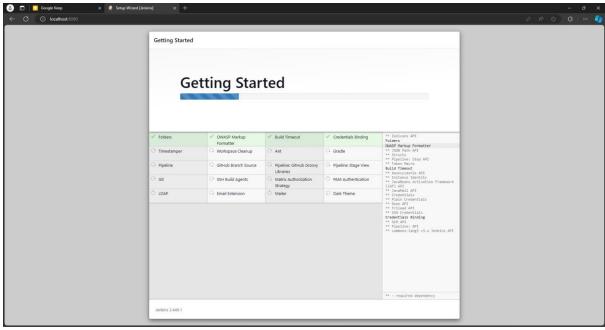
Initial login:



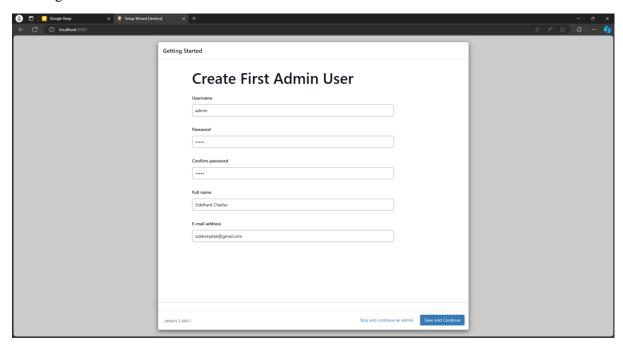


Installing plugins:

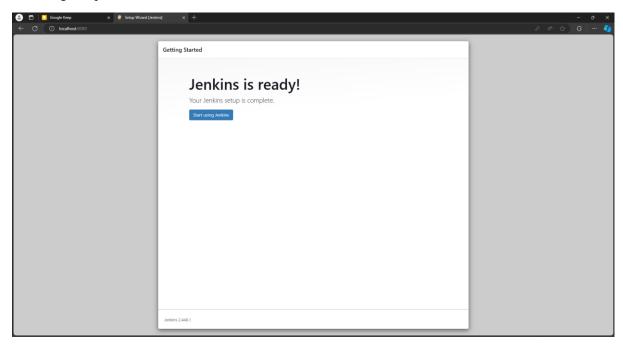




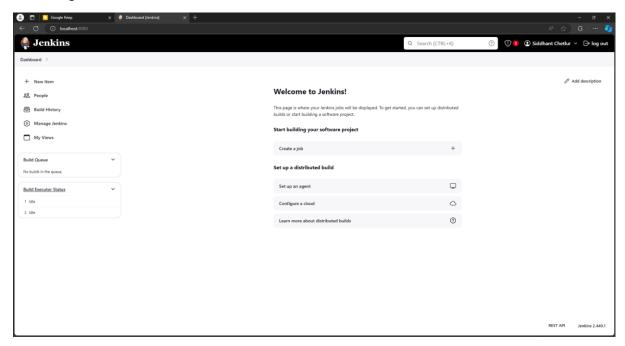
Creating first admin user:



Finishing setup:



Launching dashboard:



Programming in Jenkins:

Continuous Integration is a software development practice where members of a team integrate their work frequently, usually each person integrates at least daily leading to multiple integrations per day. Each integration is verified by an automated build (including test) to detect integration errors as quickly as possible." In simple way, Continuous integration (CI) is the practice of frequently building and testing each change done to your code automatically.

Jenkins is a self-contained, open-source automation server which can be used to automate all sorts of tasks related to building, testing, and delivering or deploying software.

Our first job will execute the shell commands. The freestyle project provides enough options and features to build the complex jobs that you will need in your projects.

Example 1

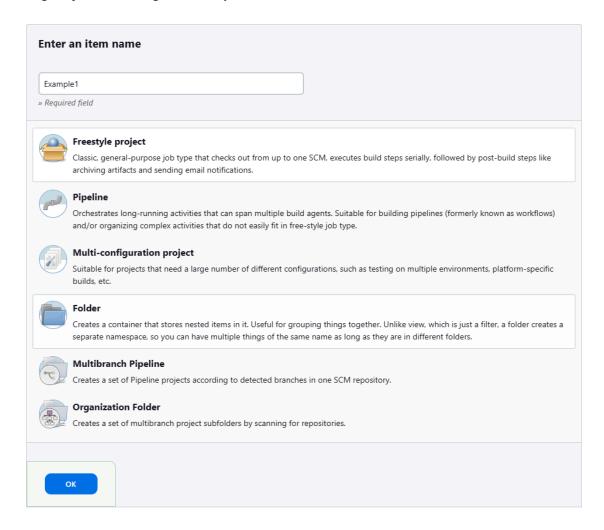
Example 1.1: Deploying a freestyle app in Jenkins

Creating a job:

Start building your software project

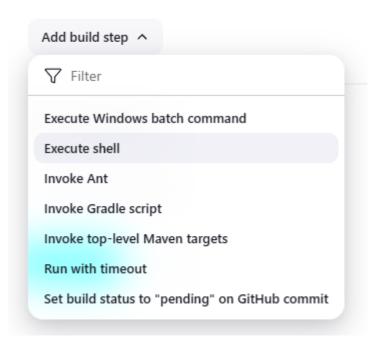


Naming the job and setting it as freestyle:

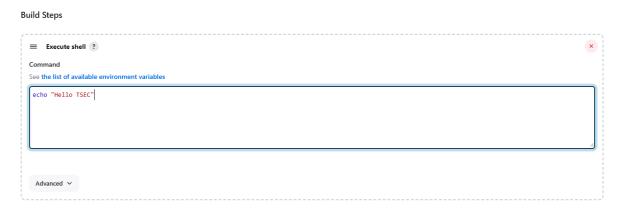


Selecting build type as "Execute shell":

Build Steps



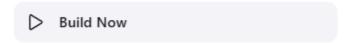
Entering a simple command for the shell execution:



Applying and saving the project configuration:



Building the project:



Console output (after building):

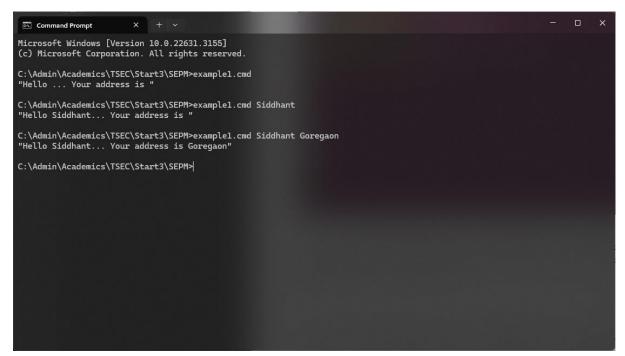


Example 1.2: Taking parameters through files

Contents of script example1.cmd:



Executing script example1.cmd on the terminal:



Modifying the Jenkins project to execute the script while supplying required parameters:



Console output after building the modified project:

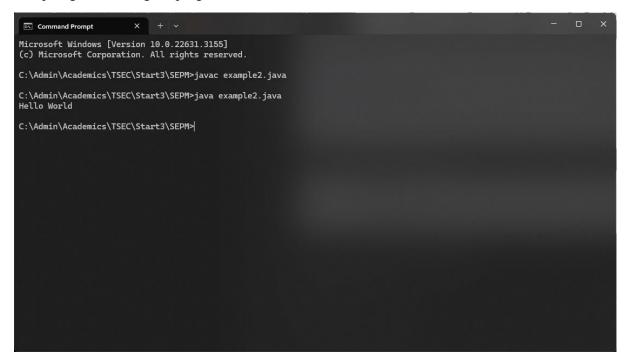


Example 2

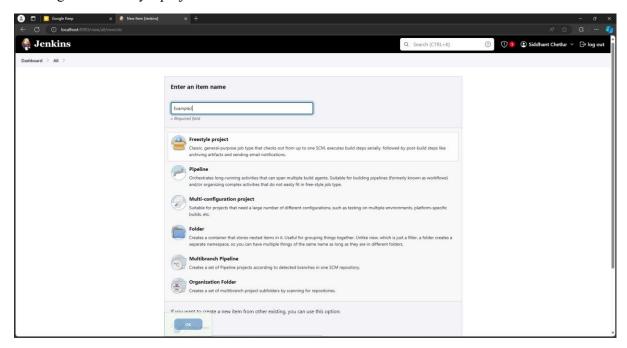
Example 2.1: Running a Java program under Jenkins

Creating a simple Java program:

Compiling and running the program on the terminal:

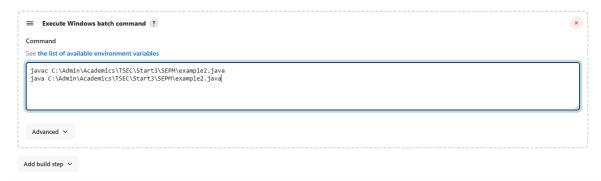


Creating a new freestyle project:



Configure new project:

Build Steps



Console output after building:

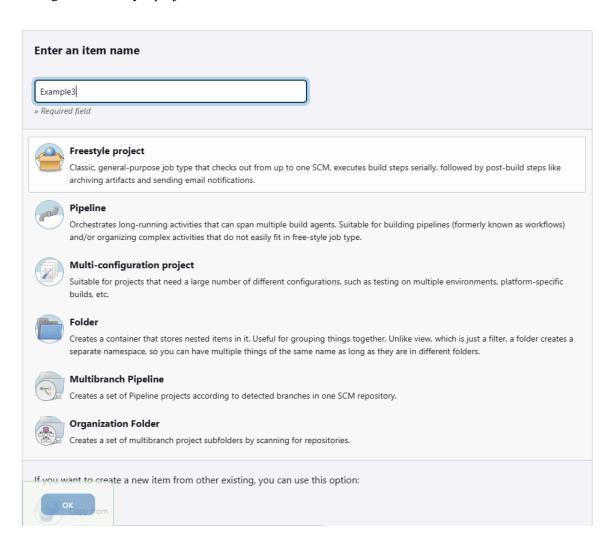
✓ Console Output



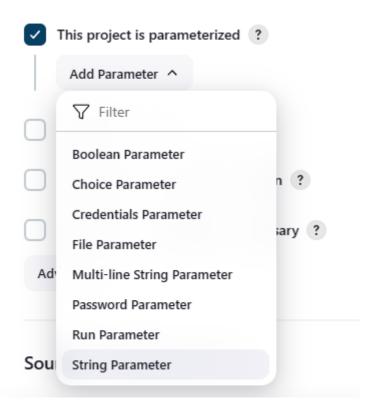
Example 3

Example 3.1: Parameterise build

Creating a new freestyle project:



Enabling parameterisation and adding a String parameter:



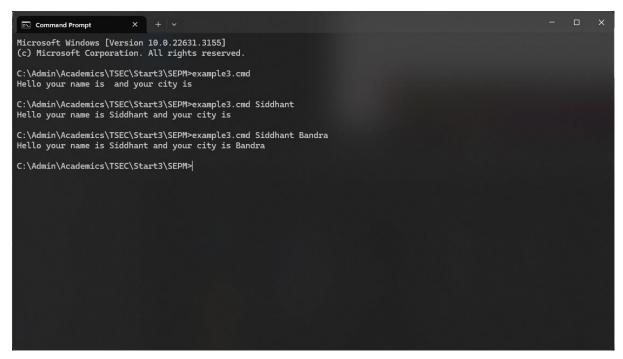
Configuring the string parameter as Fname:



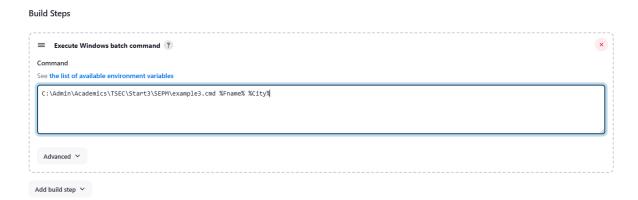
Adding a choice parameter and configuring it as City with the following choices:



Creating a script which takes 2 arguments for name and city:

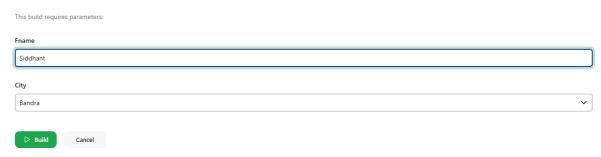


Configuring build steps:



Entering parameters for build:

Project Example3



Console output after building:

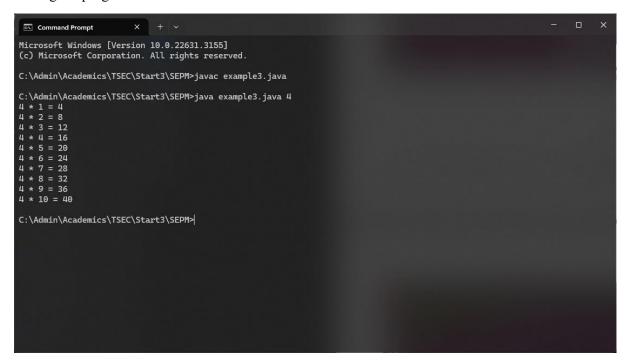


```
Started by user Siddhant Chetlur
Running as SYSTEM
[EnvInject] - Loading node environment variables.
Building in workspace C:\ProgramData\]enkins\workspace\Example3
[Example3] $ cmd /c call C:\UNINDOWS\TEMP\]enkins14099436165150986151.bat
C:\ProgramData\]enkins\.jenkins\workspace\Example3>C:\Admin\Academics\TSEC\Start3\SEPM\example3.cmd Siddhant Bandra
Hello your name is Siddhant and your city is Bandra
Finished: SUCCESS
```

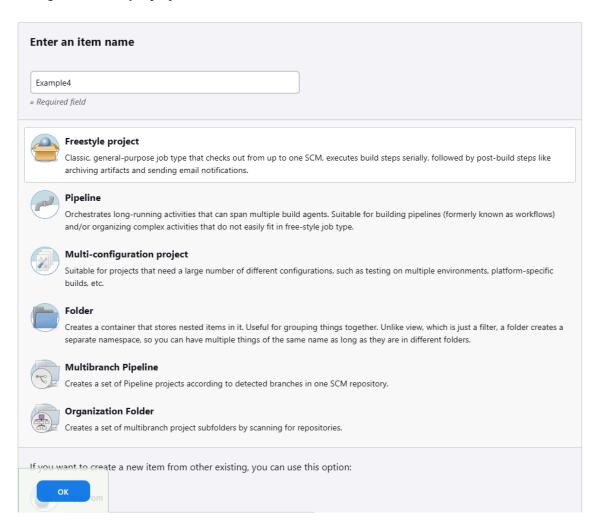
Example 3.2: Running a Java program with parameters

Creating a Java program with an input argument:

Testing the program on the terminal:



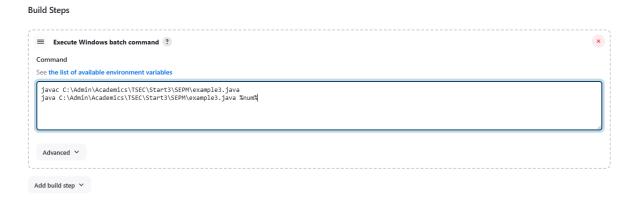
Creating a new freestyle project:



Parameterise the project by adding a string parameter as follows:



Configure the build steps:



Entering the parameter for the build:

Project Example4 This build requires parameters: num 25 Build Cancel

Console output after building:

⊘ Console Output

```
Started by user Siddhant Chetlur
Running as SYSTEM
[Envinject] - Loading node environment variables.
Building in workspace (StProgramData)Jenkins\,jenkins\workspace\Example4
[Example4] S cmd /c call C:\wINDONS\TEMP\jenkinsIsi919185770823247708.bat

C:\ProgramData\Jenkins\,jenkins\workspace\Example4>javac C:\Admin\Academics\TSEC\Start3\SEPM\example3.java

C:\ProgramData\Jenkins\,jenkins\workspace\Example4>javac C:\Admin\Academics\TSEC\Start3\SEPM\example3.java 25

25 * 1 = 25

25 * 2 = 50

25 * 3 = 75

25 * 4 = 100

25 * 5 = 125

25 * 6 = 150

25 * 7 = 175

25 * 8 = 200

25 * 9 = 225

25 * 10 = 250

C:\ProgramData\Jenkins\,jenkins\workspace\Example4>exit 0

Finished: SUCCESS
```

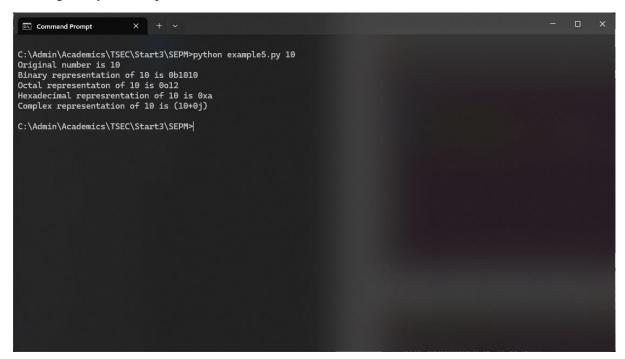
Example 5

Example 5.1: Running a Python program

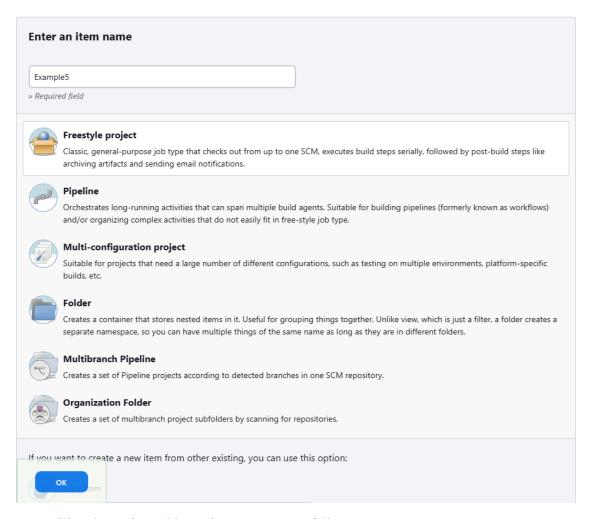
Creating a simple Python script:



Running the Python script on the terminal:



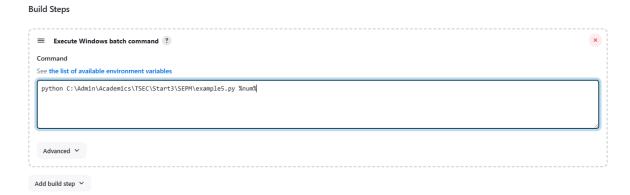
Creating a new freestyle project:



Parameterising the project with a string parameter as follows:



Configuring the build steps:



Setting the parameter for the build:

Project Example5 This build requires parameters: num 10| Description: Cancel

Console output after building:



Conclusion: Thus, we have successfully installed, configured, and understood programming with Jenkins.