MASTER – SLAVE ARCHITECTURE

MASTER:

The Master in Jenkins manages the web interface, schedules builds, monitors nodes, and handles the distribution of jobs to the slave nodes.

SLAVE:

These are additional machines or instances that perform the actual build jobs. They are connected to the master node and can be of different operating systems and configurations.

TASK ON MASTER - SLAVE:

- 1. Create 1st instance named master and install Jenkins and JDK in the instance.
- 2. Create 2nd instance named as slaveA and install JDK and GIT in the instance
- **3.** Create 3nd instance named as slaveB and install JDK and GIT in the instance.
- **4.** After connecting the Jenkins to web browser create 2 free style projects with 2 different git repositories in each free style project.
- **5.** Goto nodes and create 2 nodes for slaveA and slaveB.
- 6. Connect one node to slaveA and another node to slaveB.
- 7. Install jar file to each instance.

STEPS TO BE FOLLOWED:

Instance – 1 : [MASTER]

Jenkins installation:

sudo yum update —y
sudo wget -O /etc/yum.repos.d/jenkins.repo
http://pkg.jenkins.io/redhat/jenkins.repo
sudo rpm --import https://pkg.jenkins.io/redhat/jenkins.io-2023.key
sudo yum install jenkins -y
systemctl daemon-reload
sudo systemctl start jenkins
sudo systemctl enable Jenkins
systemctl status Jenkins

JDK Installation:

sudo yum install java-17-amazon-corretto-devel

Instance -2: [slaveA]

• Create a empty directory with the name slaveA

JDK Installation:

sudo yum install java-17-amazon-corretto-devel

GIT Installation:

sudo yum install git -y

• Copy the path of the directory

Instance -3: [slaveB]

• Create a empty directory with the name slaveB

JDK Installation:

sudo yum install java-17-amazon-corretto-devel

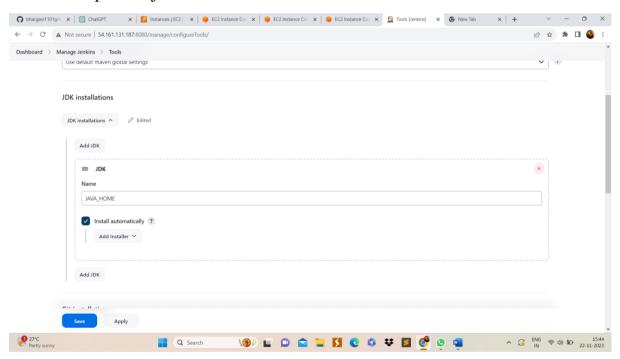
GIT Installation:

sudo yum install git -y

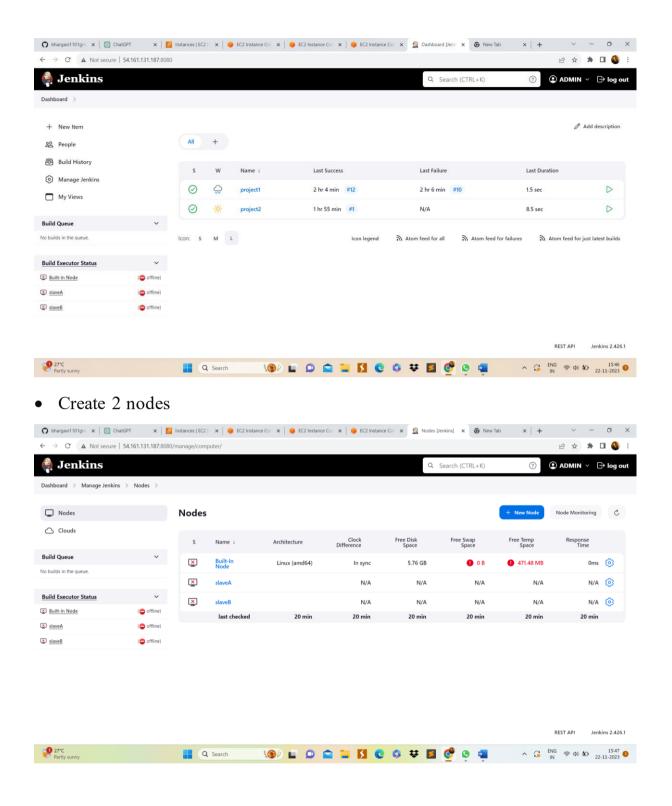
• Copy the path of the directory

JENKINS:

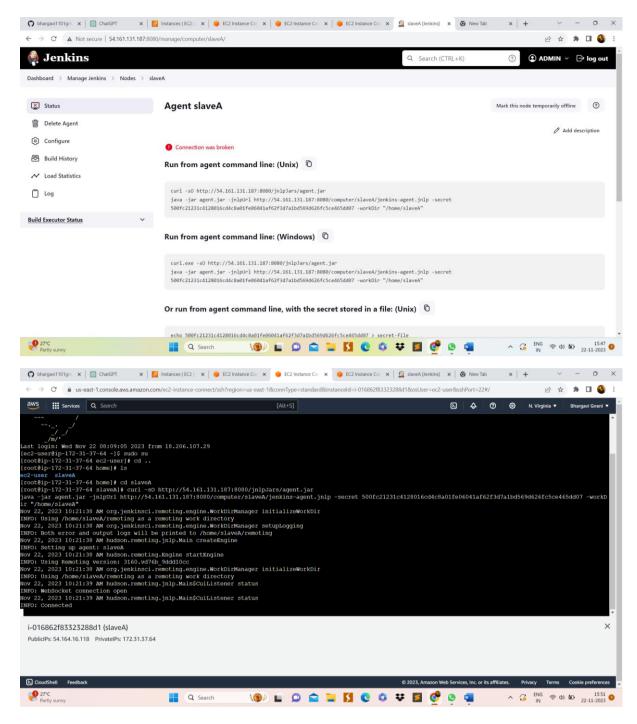
• Add path of jdk



• Create 2 freestyle projects

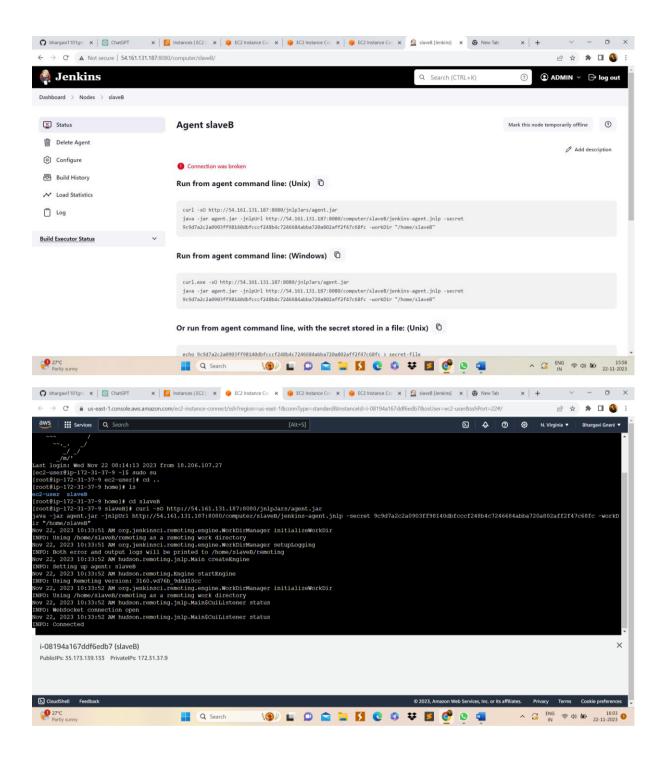


• Open slaveA

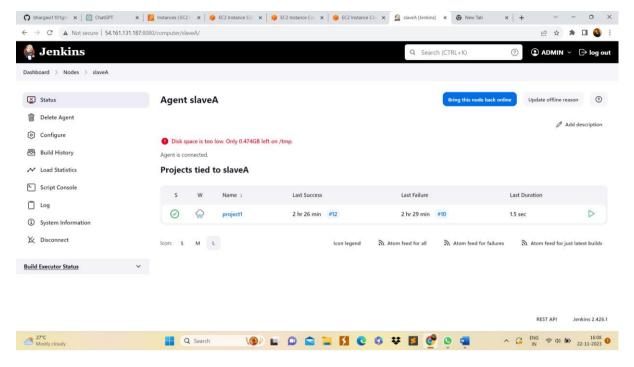


Copy the unix command to linux slaveA instance and to the directory of slaveA

• Open slaveB



NOTE: If the slave goes offline bring the slave back to online



• After the slave is created, create build

