



Week 7 : SOFTWARE DEVELOPMENT TOOLS AND ENVIRONMENTS

Environment Variables

Environment Variables

The environment directive specifies a sequence of key-value pairs which will be defined as environment variables for all steps, or stage-specific steps, depending on where the environment directive is located within the Pipeline.

```
environment {  
    fname = 'kamal'  
}
```

Scope

- If defined at pipeline level, it will apply to all steps within the Pipeline.

```
pipeline {  
    agent any  
    environment {  
        fname = 'kamal'  
    }  
    stages {  
        stage('Example') {  
            steps {  
                sh 'echo "HELLO ${fname}"'  
            }  
        }  
    }  
}
```

- If defined within a stage, it will only be accessible to steps within the stage.

```
pipeline {
  agent any
  stages {
    stage('one') {
      environment {
        fname = 'kamal'
      }
      steps {
        sh 'echo "HELLO ${fname}"'
      }
    }
    stage('two') {
      steps {
        sh 'echo "Hello ${fname}"'
      }
    }
  }
}
```

This directive supports a special helper method `credentials()` which can be used to access pre-defined Credentials by their identifier in the Jenkins environment.

If you want to access credentials stored in Jenkins Credential Manager through the pipeline, then you need to use this `credentials()` method.

And once you put that in the environment variable (say `GIT_CREDS`), you can access username and password with the names "`GIT_CREDS_USR`" and "`GIT_CREDS_PSW`".

```
pipeline {
  agent any
  environment {
    GIT_CREDS = credentials('github')
  }
  stages {
    stage('abc') {
      steps {
        sh 'echo "Git user is $GIT_CREDS_USR"'
        sh 'echo "Git password is $GIT_CREDS_PSW"'
        sh 'echo " Current build number is $BUILD_NUMBER"'
      }
    }
  }
}
```

http://IP_Address:8080/pipeline-syntax/globals#env

A set of environment variables are made available to all Jenkins projects, including Pipelines. The following is a general list of variable names that are available.

BRANCH_NAME

For a multibranch project, this will be set to the name of the branch being built, for example in case you wish to deploy to production from `master` but not from feature branches; if corresponding to some kind of change request, the name is generally arbitrary (refer to `CHANGE_ID` and `CHANGE_TARGET`).

BRANCH_IS_PRIMARY

For a multibranch project, if the SCM source reports that the branch being built is a primary branch, this will be set to `"true"`; else unset. Some SCM sources may report more than one branch as a primary branch while others may not supply this information.

CHANGE_ID

For a multibranch project corresponding to some kind of change request, this will be set to the change ID, such as a pull request number, if supported; else unset.

CHANGE_URL

For a multibranch project corresponding to some kind of change request, this will be set to the change URL, if supported; else unset.

CHANGE_TITLE

For a multibranch project corresponding to some kind of change request, this will be set to the title of the change, if supported; else unset.

CHANGE_AUTHOR

For a multibranch project corresponding to some kind of change request, this will be set to the username of the author of the proposed change, if supported; else unset.

CHANGE_AUTHOR_DISPLAY_NAME

For a multibranch project corresponding to some kind of change request, this will be set to the human name of the author, if supported; else unset.

CHANGE_AUTHOR_EMAIL

For a multibranch project corresponding to some kind of change request, this will be set to the email address of the author, if supported; else unset.

CHANGE_TARGET

For a multibranch project corresponding to some kind of change request, this will be set to the target or base branch to which the change could be merged, if supported; else unset.

CHANGE_BRANCH

For a multibranch project corresponding to some kind of change request, this will be set to the name of the actual head on the source control system which may or may not be different from `BRANCH_NAME`. For example in GitHub or Bitbucket this would have the name of the origin branch whereas `BRANCH_NAME` would be something like `PR-24`.

CHANGE_FORK

For a multibranch project corresponding to some kind of change request, this will be set to the name of the forked repo if the change originates from one; else unset.

TAG_NAME

For a multibranch project corresponding to some kind of tag, this will be set to the name of the tag being built, if supported; else unset.

TAG_TIMESTAMP

For a multibranch project corresponding to some kind of tag, this will be set to a timestamp of the tag in milliseconds since Unix epoch, if supported; else unset.

TAG_UNIXTIME

For a multibranch project corresponding to some kind of tag, this will be set to a timestamp of the tag in seconds since Unix epoch, if supported; else unset.

TAG_DATE

For a multibranch project corresponding to some kind of tag, this will be set to a timestamp in the format as defined by `java.util.Date#toString()` (e.g., Wed Jan 1 00:00:00 UTC 2020), if supported; else unset.

JOB_DISPLAY_URL

URL that will redirect to a Job in a preferred user interface

RUN_ARTIFACTS_DISPLAY_URL

URL that will redirect to Artifacts of a Build in a preferred user interface

RUN_CHANGES_DISPLAY_URL

URL that will redirect to Changelog of a Build in a preferred user interface

RUN_TESTS_DISPLAY_URL

URL that will redirect to Test Results of a Build in a preferred user interface

CI

Statically set to the string `"true"` to indicate a "continuous integration" execution environment.

BUILD_NUMBER

The current build number, such as `"153"`.

BUILD_ID

The current build ID, identical to `BUILD_NUMBER` for builds created in 1.597+, but a `YYYY-MM-DD_hh-mm-ss` timestamp for older builds.

BUILD_DISPLAY_NAME

The display name of the current build, which is something like `"#153"` by default.

JOB_NAME

Name of the project of this build, such as `"foo"` or `"foo/bar"`.

JOB_BASE_NAME

Short Name of the project of this build stripping off folder paths, such as `"foo"` for `"bar/foo"`.

BUILD_TAG

String of `"jenkins-$(JOB_NAME)-$(BUILD_NUMBER)"`. All forward slashes (`"/"`) in the `JOB_NAME` are replaced with dashes (`"-"`). Convenient to put into a resource file, a jar file, etc for easier identification.

EXECUTOR_NUMBER

The unique number that identifies the current executor (among executors of the same machine) that's carrying out this build. This is the number you see in the "build executor status", except that the number starts from 0, not 1.

NODE_NAME

Name of the agent if the build is on an agent, or "built-in" if run on the built-in node (or "master" until Jenkins 2.306).

NODE_LABELS

Whitespace-separated list of labels that the node is assigned.

WORKSPACE

The absolute path of the directory assigned to the build as a workspace.

WORKSPACE_TMP

A temporary directory near the workspace that will not be browsable and will not interfere with SCM checkouts. May not initially exist, so be sure to create the directory as needed (e.g., `mkdir -p` on Linux). Not defined when the regular workspace is a drive root.

JENKINS_HOME

The absolute path of the directory assigned on the controller file system for Jenkins to store data.

JENKINS_URL

Full URL of Jenkins, like `http://server:port/jenkins/` (note: only available if *Jenkins URL* set in system configuration).

BUILD_URL

Full URL of this build, like `http://server:port/jenkins/job/foo/15/` (*Jenkins URL* must be set).

JOB_URL

Full URL of this job, like `http://server:port/jenkins/job/foo/` (*Jenkins URL* must be set).

Flow Control If Else Try Catch

if..else

```
pipeline {
  agent any
  environment{
    fname = "KAMAL"
  }
  stages {
    stage('one') {
      steps{
        script{
          if (env.fname == 'KAMAL') {
            echo 'HELLO KAMAL'
          }
          else{
            echo 'I do not know you!'
          }
        }
      }
    }
  }
}
```

try...catch

```
pipeline {
  agent any
  environment{
    fname = "KAMAL"
  }
  stages {
    stage('one') {
      steps{
        script{
          try{
            sh 'hello'
          }
          catch{
            echo 'Error ocured!!!!'
          }
        }
      }
    }
  }
}
```


