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# 1. Task

- 1. Create an interesting story (up to 300 symbols).
- 2. Set up Jenkins on your local machine.
- 3. Create an empty job.
- 4. Make this job printing your interesting story via a shell script (verify the results via console output).
- 5. Make this job to be run once a day at 14:00.

## 2. Jenkins setup

Download the "jenkins.msi" installer on <a href="https://www.jenkins.io/download/">https://www.jenkins.io/download/</a> and start the installation.



Fig. 3.1 — Jenkins setup window

After the installation is complete check that Jenkins works locally.

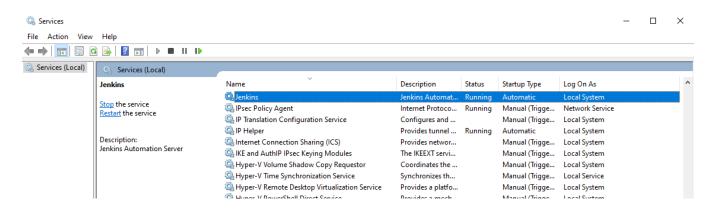


Fig. 3.1 — Windows services window

### 3. Job creation

Open the Jenkins localhost on <a href="http://localhost:8080/">http://localhost:8080/</a> and create the simple job using the "Freestyle project" option.

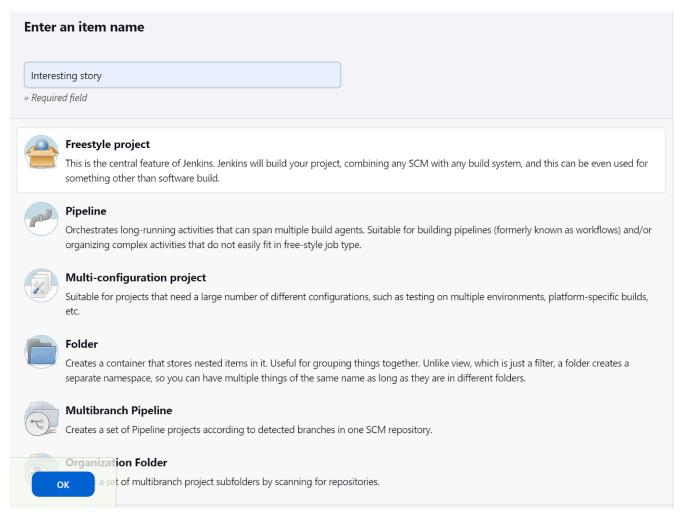


Fig. 3.1 — Job creation in Jenkins

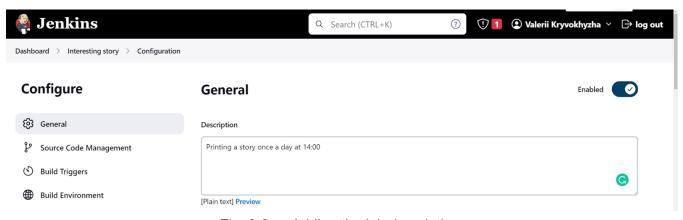


Fig. 3.2 — Adding the job description

Add the functionality to display only 5 last builds:

- Mark the "Discard old builds" checkbox;
- Enter the "5" number into the "Max # of builds" field.

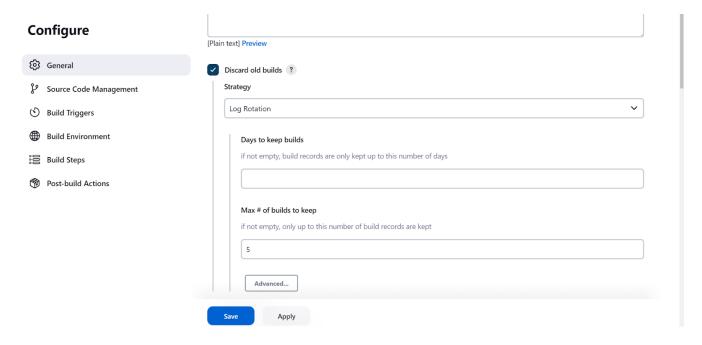


Fig. 3.3 — Adding the builds display limit

Set the build schedule.

Mark the "Build periodically" checkbox and fill in the "Schedule" field with data:

- TZ=Europe/Kyiv
- to set the correct timezone;
- 00\*\*\*
- to set the time (00:00 once a day).

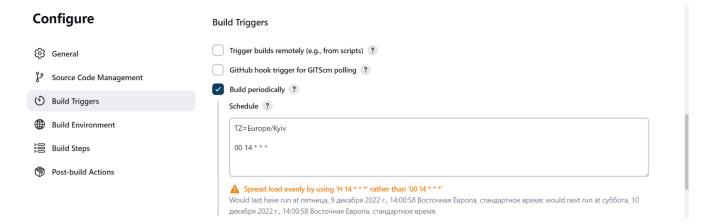


Fig. 3.4 — Setting up the build schedule

Mark the "Add timestamps to the Console Output" checkbox to display the timestamps at the console output and make it easy to navigate.

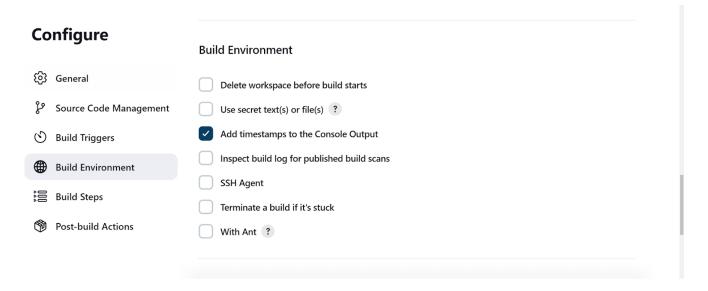


Fig. 3.5 — Adding timestamps to the console output

Click the "Save" button

### 4. Story creation

Create the "Interesting\_story.txt" file in the current job folder at the Jenkins workspace:

C:\ProgramData\Jenkins\.jenkins\workspace\Interesting story

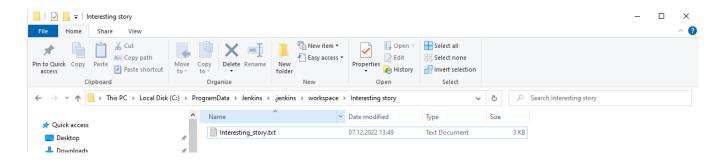


Fig. 4.1 — Creating a txt file

Insert the story text into the .txt file and save it.



Fig. 4.2 — Editing the file

Open Jenkins and click the "Configure" button from the dropdown to edit the "Interesting story" job.

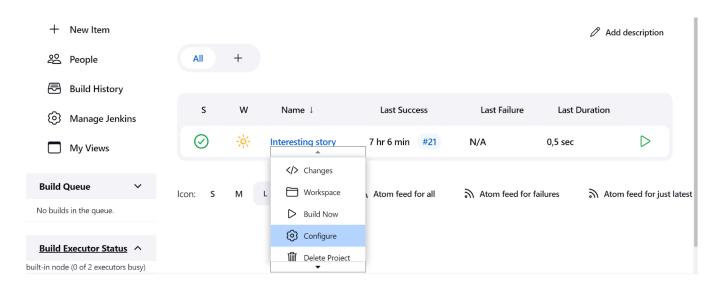


Fig. 4.3 — Editing the "Interesting story" job

Add the build step using the "Execute Windows batch command'.

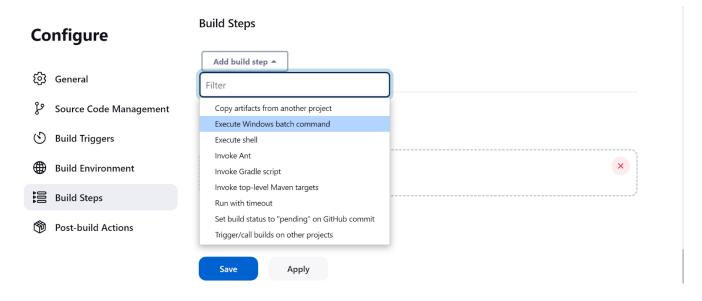


Fig. 4.4 — Adding build step

Fill in the text field with the command below to output the information from the "Interesting\_story.txt" file to the console output:

@echo off FOR /F "tokens=\* delims=" %%x in (Interesting story.txt) DO echo %%x



Fig. 4.5 — Adding the step command

Click the "Save" button

#### 5. Build work

Check that the build working at the moment using the "Build Now" function and open the last build in the "Build History" section.

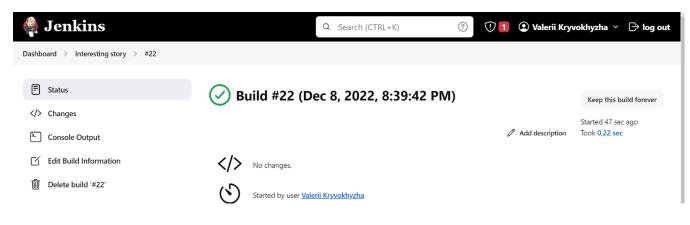


Fig. 5.1 — Checking the build work

The build works correctly. Checking the console output:

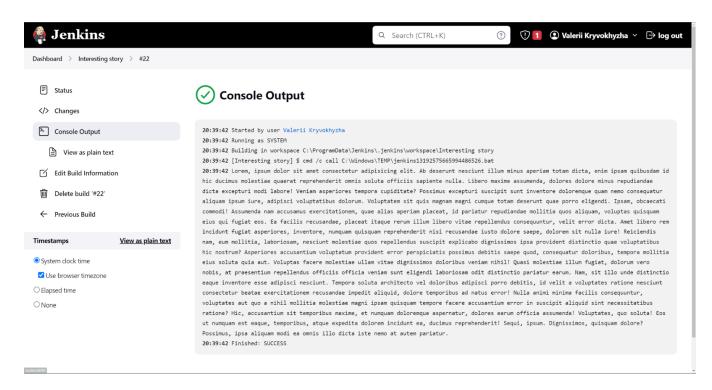


Fig. 5.2 — Console output of build

The story is printed to console output from the "Interesting\_story.txt" file using the "Build Now" function.

Check that the build starts automatically at 14:00.

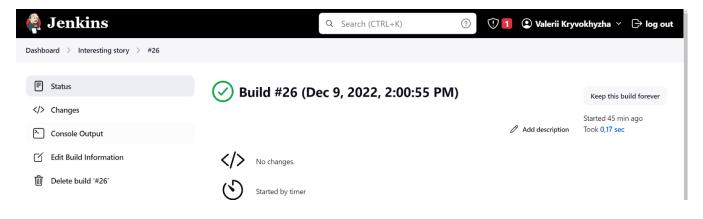


Fig. 5.3 — Build automate starts at 14:00

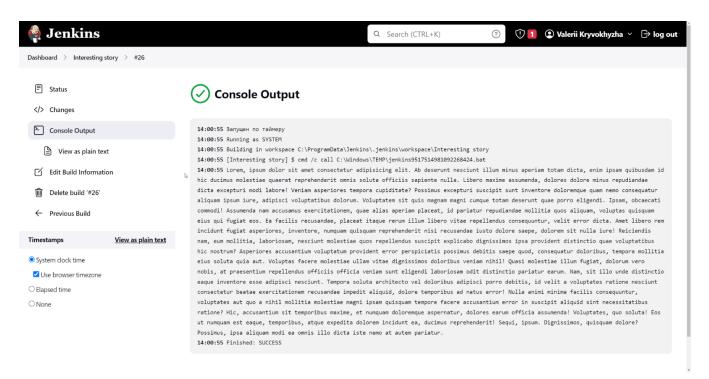


Fig. 5.4 — Console output of build automatically started at 14:00

**Conclusion:** The story is automatically printed to the console output at 14:00.