

Jenkins



# Jenkins

Clase: 2º DAW.

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Git plugin 5.0.0

This plugin integrates Git with Jenkins.

[Report an issue with this plugin](#)

Maven Integration plugin 3.20

This plugin provides a deep integration between Jenkins and Maven. It adds support for automatic triggers between projects depending on SNAPSHOTS as well as the automated configuration of various Jenkins publishers such as JUnit.

[Report an issue with this plugin](#)



Primeramente tendremos que instalar dos plugins, el de git y el de mave.

Una vez en Jenkins crearemos un nuevo proyecto, definiendo su nombre y seleccionando “Maven project”.

Enter an item name

soccer

» A job already exists with the name 'soccer'



**Freestyle project**

This is the central feature of Jenkins. Jenkins will build your project, combining any SCM with any build system, and this can be even used for something other than software build.



**Maven project**

Build a maven project. Jenkins takes advantage of your POM files and drastically reduces the configuration.

If you want to create a new item from other existing, you can use this option:



Copy from

Type to autocomplete

OK

Una vez creado, entraremos en la configuración del mismo donde elegiremos “Git” y pondremos nuestra url de repositorio.

## Git ?

### Repositories ?

#### Repository URL ?

https://github.com/webipedia/soccer.git

#### Credentials ?

- none -

+ Add

Advanced...

Add Repository

#### Branches to build ?

#### Branch Specifier (blank for 'any') ?

Save

Apply

Una vez hecho esto seleccionaremos Poll SCM para seleccionar el tiempo, para definir el refresco en minutos escribiremos “\* \* \* \* \*”.

## ✓ Poll SCM ?

### Schedule ?

\* \* \* \* \*

☐ Ignore post-commit hooks ?

Para terminar tendremos que instalar maven al proyecto para ello haremos lo que muestra la siguiente captura.

### Maven

#### Maven Installations

List of Maven installations on this system

Add Maven

#### Maven

Name

s/

Required

☒ Install automatically ?

#### Install from Apache

Version

3.9.0

Add Installer

✓ #1

Feb 24, 2023, 8:31 AM

Y con esto ya tendremos desplegado nuestro proyecto en Jenkins



soccer

10 min #2

N/A

8.3 sec

