

My homework with Jenkins

Install Jenkins on AWS Linux

1. Ensure that your software packages are up to date on your instance by using the following command to perform a quick software update:

```
[ec2-user ~]$ sudo yum update -y
```

2. Add the Jenkins repo using the following command:

```
[ec2-user ~]$ sudo wget -O /etc/yum.repos.d/jenkins.repo \
https://pkg.jenkins.io/redhat-stable/jenkins.repo
```

3. Import a key file from Jenkins-CI to enable installation from the package:

```
[ec2-user ~]$ sudo rpm --import https://pkg.jenkins.io/redhat-stable/jenkins.io.key
```

```
[ec2-user ~]$ sudo yum upgrade
```

4. Install Java:

```
[ec2-user ~]$ sudo amazon-linux-extras install java-openjdk11 -y
```

5. Install Jenkins:

```
[ec2-user ~]$ sudo yum install jenkins -y
```

6. Enable the Jenkins service to start at boot:

```
[ec2-user ~]$ sudo systemctl enable jenkins
```

7. Start Jenkins as a service:

```
[ec2-user ~]$ sudo systemctl start jenkins
```

Open 8080 port via SecGroup instance

EC2 > Security Groups > sg-05cfacc0d9b1128d1 - launch-wizard-1 > Edit inbound rules

Edit inbound rules [Info](#)

Inbound rules control the incoming traffic that's allowed to reach the instance.

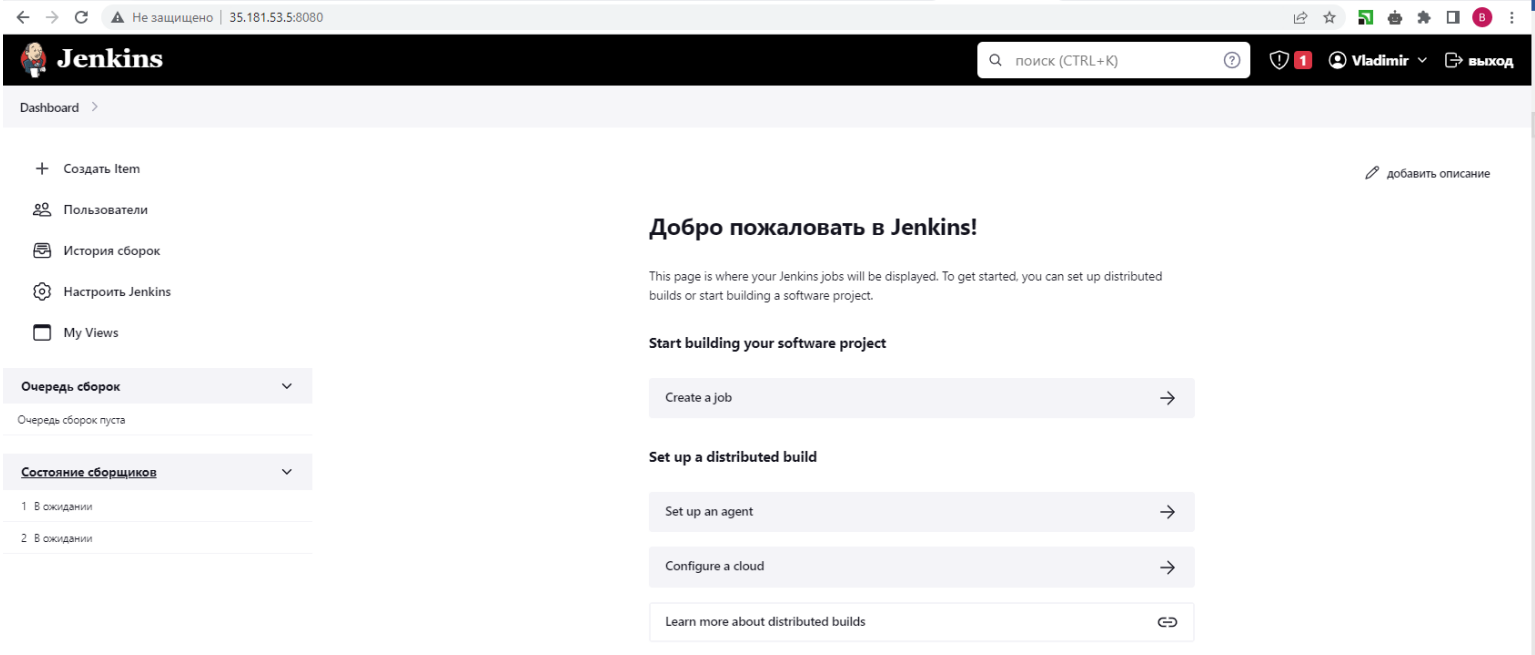
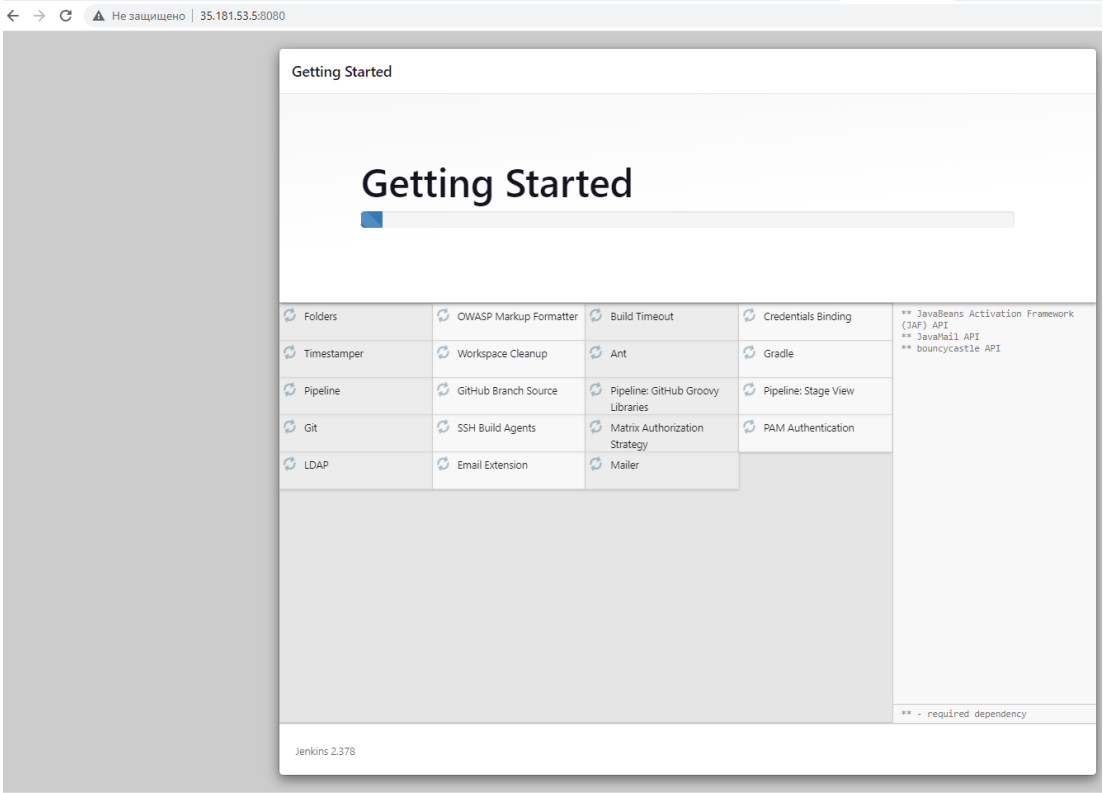
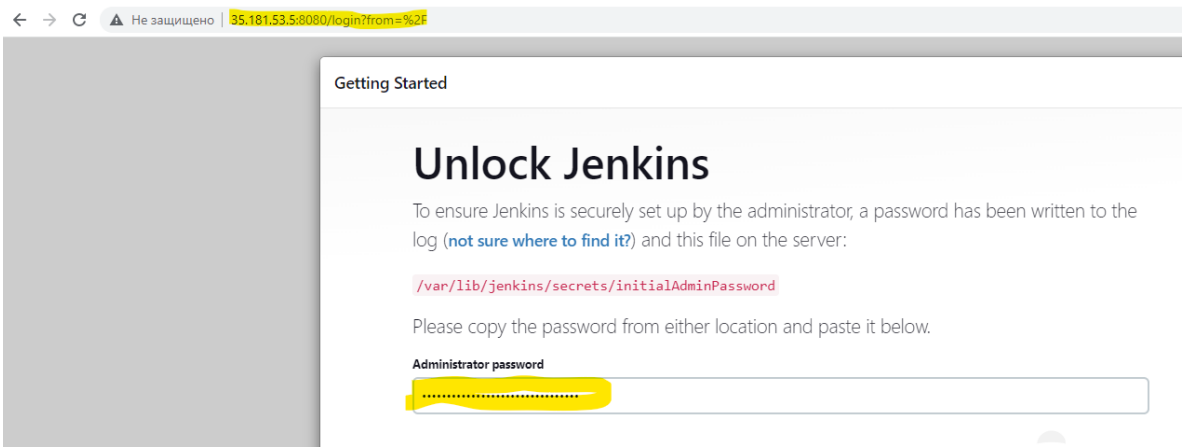
Inbound rules [Info](#)

Security group rule ID	Type Info	Protocol Info	Port range Info	Source Info	Description - optional Info		
sg-r0c5009aaaf4a66cf2	HTTPS	TCP	443	Custom	<input type="text" value="Q"/>	<input type="text" value="0.0.0.0"/> <input type="button" value="X"/>	<input type="button" value="Delete"/>
sg-r087486af0e3142eb8	SSH	TCP	22	Custom	<input type="text" value="Q"/>	<input type="text" value="0.0.0.0"/> <input type="button" value="X"/>	<input type="button" value="Delete"/>
sg-r0fd8a7236275e8444	Custom TCP	TCP	8080	Custom	<input type="text" value="Q"/>	<input type="text" value="0.0.0.0"/> <input type="button" value="X"/>	<input type="button" value="Delete"/>
sg-r0cbbf33fa59d44caf	HTTP	TCP	80	Custom	<input type="text" value="Q"/>	<input type="text" value="0.0.0.0"/> <input type="button" value="X"/>	<input type="button" value="Delete"/>

```
[ec2-user@ip-172-31-47-177 ~]$ sudo iptables -I INPUT -p tcp --dport 8080 -j ACCEPT
[ec2-user@ip-172-31-47-177 ~]$ sudo iptables -L
Chain INPUT (policy ACCEPT)
target     prot opt source                destination
ACCEPT    tcp  --  anywhere              anywhere            tcp dpt:webcache

Chain FORWARD (policy ACCEPT)
target     prot opt source                destination

Chain OUTPUT (policy ACCEPT)
target     prot opt source                destination
[ec2-user@ip-172-31-47-177 ~]$ sudo systemctl restart network
```



Change Language to English. Install plugins

Updates

Available plugins

Installed plugins

Advanced settings

Download progress

Plugins

local

Install	Name ↓	Released
<input type="checkbox"/>	Localization: Chinese (Simplified) 1.0.24 localization Jenkins Core 及其插件的简体中文语言包，由 Jenkins 中文社区 维护。	2 года 0 месяцев ago
<input type="checkbox"/>	Localization Support 1.2 Supporting infrastructure for standalone localization plugins. On its own, this plugin doesn't do a lot, it requires other plugins to work.	2 месяца 0 дней ago
<input checked="" type="checkbox"/>	Locale 204.v2a_f305fe7e9d localization User Interface This plugin lets you control the language of Jenkins.	26 дней ago
<input type="checkbox"/>	Translation Assistance 1.16 localization User Interface	4 года 10 месяцев ago

Locale

Default Language

en

☒ Ignore browser preference and force this language to all users

And finally we get on English

← → ↺ Не защищено | 35.181.53.5:8080

Jenkins

Search (CTRL+K)

1 Vladimir log out

Dashboard >

+ New Item

People

Build History

Manage Jenkins

My Views

Build Queue

No builds in the queue.

Build Executor Status

1 Idle

2 Idle

Add description

Welcome to Jenkins!

This page is where your Jenkins jobs will be displayed. To get started, you can set up distributed builds or start building a software project.

Start building your software project

Create a job →

Set up a distributed build

Set up an agent →

Configure a cloud →

Learn more about distributed builds ↗

Create User

Username

nvv_glt

Password

Confirm password

Full name

user for github

E-mail address

wladimirgovenko@gmail.com

```
[ec2-user@ip-172-31-47-177 ~]$ pwd
/home/ec2-user
[ec2-user@ip-172-31-47-177 ~]$ mkdir jenkins
[ec2-user@ip-172-31-47-177 ~]$ ls -la
total 180
drwx----- 5 ec2-user ec2-user    135 Nov 18 10:03 .
drwxr-xr-x  3 root    root        22 Nov 18 08:37 ..
-rw----- 1 ec2-user ec2-user   1257 Nov 18 09:49 .bash_history
-rw-r--r-- 1 ec2-user ec2-user    18 Jul 15 2020 .bash_logout
-rw-r--r-- 1 ec2-user ec2-user   193 Jul 15 2020 .bash_profile
-rw-r--r-- 1 ec2-user ec2-user   231 Jul 15 2020 .bashrc
drwx----- 3 ec2-user root        25 Nov 18 09:34 .cache
drwxrwxr-x  2 ec2-user ec2-user     6 Nov 18 10:03 jenkins
drwx----- 2 ec2-user ec2-user    29 Nov 18 08:37 .ssh
-rw-r--r-- 1 root    root       166537 Nov 18 09:24 ud?
[ec2-user@ip-172-31-47-177 ~]$
```

```
[ec2-user@ip-172-31-47-177 ~]$ cd jenkins
[ec2-user@ip-172-31-47-177 jenkins]$ mkdir repo
[ec2-user@ip-172-31-47-177 jenkins]$ ssh-keygen -t rsa
Generating public/private rsa key pair.
Enter file in which to save the key (/home/ec2-user/.ssh/id_rsa): jenkins_key
Enter passphrase (empty for no passphrase):
Enter same passphrase again:
Your identification has been saved in jenkins_key.
Your public key has been saved in jenkins_key.pub.
The key fingerprint is:
SHA256:l8pgJj0c0v1l6MB5s2l1h5lVafYtzaEwKnxX7ryUAcE ec2-user@ip-172-31-47-177.eu-west-3.compute.internal
The key's randomart image is:
+-----[RSA 2048]-----+
|
| ..+
| .X ooo|
|..o o +..+|
|+* S * o o|
|+ B = * =|
|o+o . + .|
|+ + +|
|+ o|
|-----[SHA256]-----+
[ec2-user@ip-172-31-47-177 jenkins]$
```

```
[ec2-user@ip-172-31-47-177 jenkins]$ ls -la
total 8
drwxrwxr-x 3 ec2-user ec2-user 60 Nov 18 10:59 .
drwx----- 7 ec2-user ec2-user 164 Nov 18 10:54 ..
-rw----- 1 ec2-user ec2-user 1679 Nov 18 10:59 jenkins_key
-rw-r--r-- 1 ec2-user ec2-user 434 Nov 18 10:59 jenkins_key.pub
drwxrwxr-x 2 ec2-user ec2-user 6 Nov 18 10:58 repo
[ec2-user@ip-172-31-47-177 jenkins]$
```

Copy PUB key to **websrv-1** and concatenate to *authorize_keys* file

```
ubuntu@ip-172-31-40-96:~/.ssh$ cat authorized_keys
ssh-rsa AAAAB3NzaC1yc2EAAAADAQABAAQDAQDIOMnRI8G0G93nTWyzk/RIOWCk37j1uBP7E2+yczH70s542qh7/pefSg0rSTIPn4/5wwe5J4uo12vr/SbBUK8wut17WS0k7LGMR0jfLaXNCwCnCLiakPF7AS4GB+iY5X4zvHzEwQWvm84Gc8SCF0t04wj sBgU96MM6V1Mhq5lujPphiG2J8QsDtpX3cpx6gFt8CcJfeoUQroL8Tilf1Q195CykrI1xyoA0gIRf86mqx+7EUhjsdIUqLk24y8mGqHEBZdl+++j0XklqVvtZijkN5T+r14vE3XE2nFCpmdoCt55v0go/sKcxlMmh164w0LVN6NnReu0KA598JebkVMv shkeeper_aws_ec2
ssh-rsa AAAAB3NzaC1yc2EAAAADAQABAAQDPrQmWim1Uo94CXK0FG55S5V+70ztthFHda59TgcmhDywfJdPx1teHq4h0wtUMW26YsG76k/v/Zu9ipt54jmkhA8bg5yAx0zzVEPMMrFmIG4QXktkML34o sBNN1vavvG6mRVJz8TzUCCkPwN312uXdxVX9nEV2BqyNhUQYoWX+ToworXw8aMkfEDyWVncAyyTzafJR14X0pCBxjHcWix0c2wXCqz99EI6cJKdrycvlbv0jAR0cWcEbKvYb3+wcU49X7dwcqPV/CG949aunPFyHxzBo6N1WVacc6pHw7A4PadM9iyafB9FDRwGa802CjI/AW6bvq5TFYxy/ma0R58P ec2-user@ip-172-31-47-177.eu-west-3.compute.internal
ubuntu@ip-172-31-40-96:~/.ssh$
```

Install Plugins [Publish over SSH](#)

Plugins

over ssh

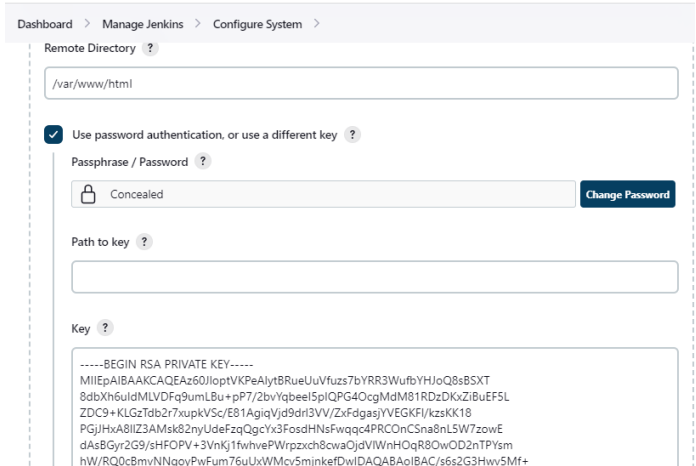
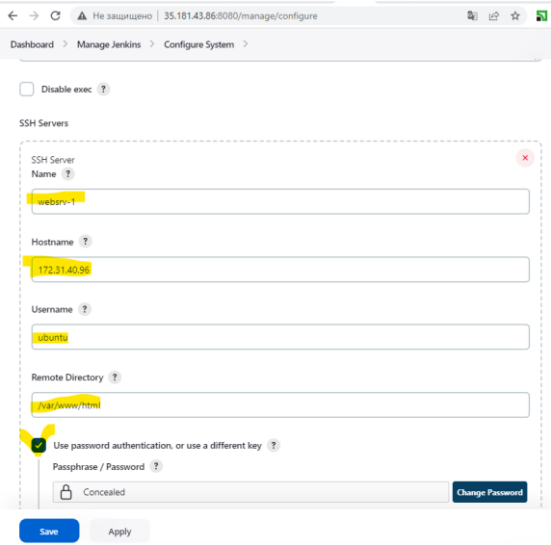
Name	Enabled
Publish Over SSH 1.24 Send build artifacts over SSH Report an issue with this plugin	
SSH Build Agents plugin 2.854.v7fd446b_337c9 Allows to launch agents over SSH, using a Java implementation of the SSH protocol. Report an issue with this plugin	

For correctly working auth over ssh from this plugin should add 2 settings to */etc/ssh/sshd_config* file on WebSrv-1

```
GNU nano 6.2 /etc/ssh/sshd_config
#MaxSessions 10

#PubkeyAuthentication yes
HostKeyAlgorithms +ssh-rsa
PubkeyAcceptedAlgorithms +ssh-rsa
```

HostKeyAlgorithms +ssh-rsa
PubkeyAcceptedAlgorithms +ssh-rsa
And restart **sshd**
sudo systemctl reload sshd
Add private key to Jenkins JOB



Proxy password

Concealed

Change Password

Success

Test Configuration

Add

Advanced...

Save

Apply

And now we can create our TestJob1

Jenkins

Dashboard > testjob1 > Configuration

Configure

General

Source Code Management

Build Triggers

Build Environment

Build Steps

Post-build Actions

General

Description

my first job

[Plain text] Preview

Discard old builds ?

GitHub project

This project is parameterized ?

Throttle builds ?

Execute concurrent builds if necessary ?

Advanced...

Source Code Management

None

Git ?

Build Triggers

Trigger builds remotely (e.g., from scripts) ?

Build after other projects are built ?

Build periodically ?

GitHub hook trigger for GITScm polling ?

Poll SCM ?

Build Environment

Delete workspace before build starts

Use secret text(s) or file(s) ?

Send files or execute commands over SSH before the build starts ?

Send files or execute commands over SSH after the build runs ?

Add timestamps to the Console Output

Save

Apply

Dashboard > testjob1 > Configuration

Configure

General

Source Code Management

Build Triggers

Build Environment

Build Steps

Post-build Actions

Build Steps

Execute shell ?

Command

See the list of available environment variables

ls -la
pwd
ip addr

Advanced...

Add build step +

Post-build Actions

Send build artifacts over SSH ?

SSH Publishers

SSH Server Name ?
webserv-1

Advanced...

Transfers

Transfer Set

Source files ?
/*

Remove prefix ?

Remote directory ?

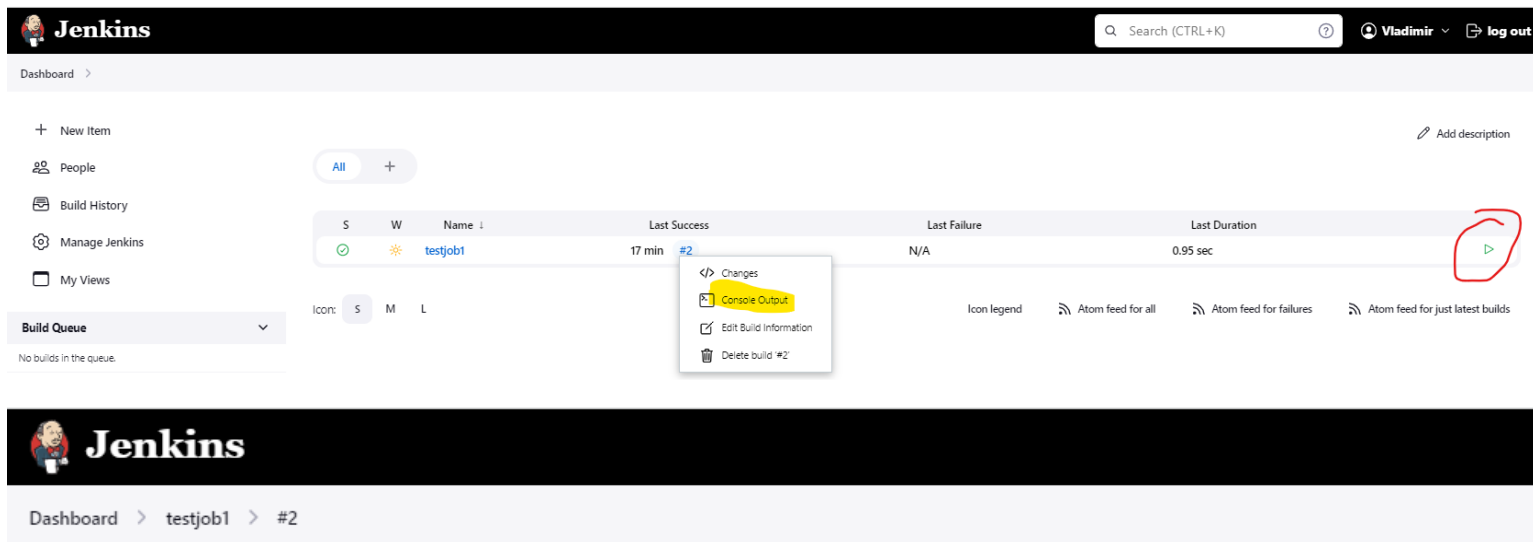
Exec command ?
sudo systemctl reload apache2

All of the transfer fields (except for Exec timeout) support substitution of Jenkins environment variables

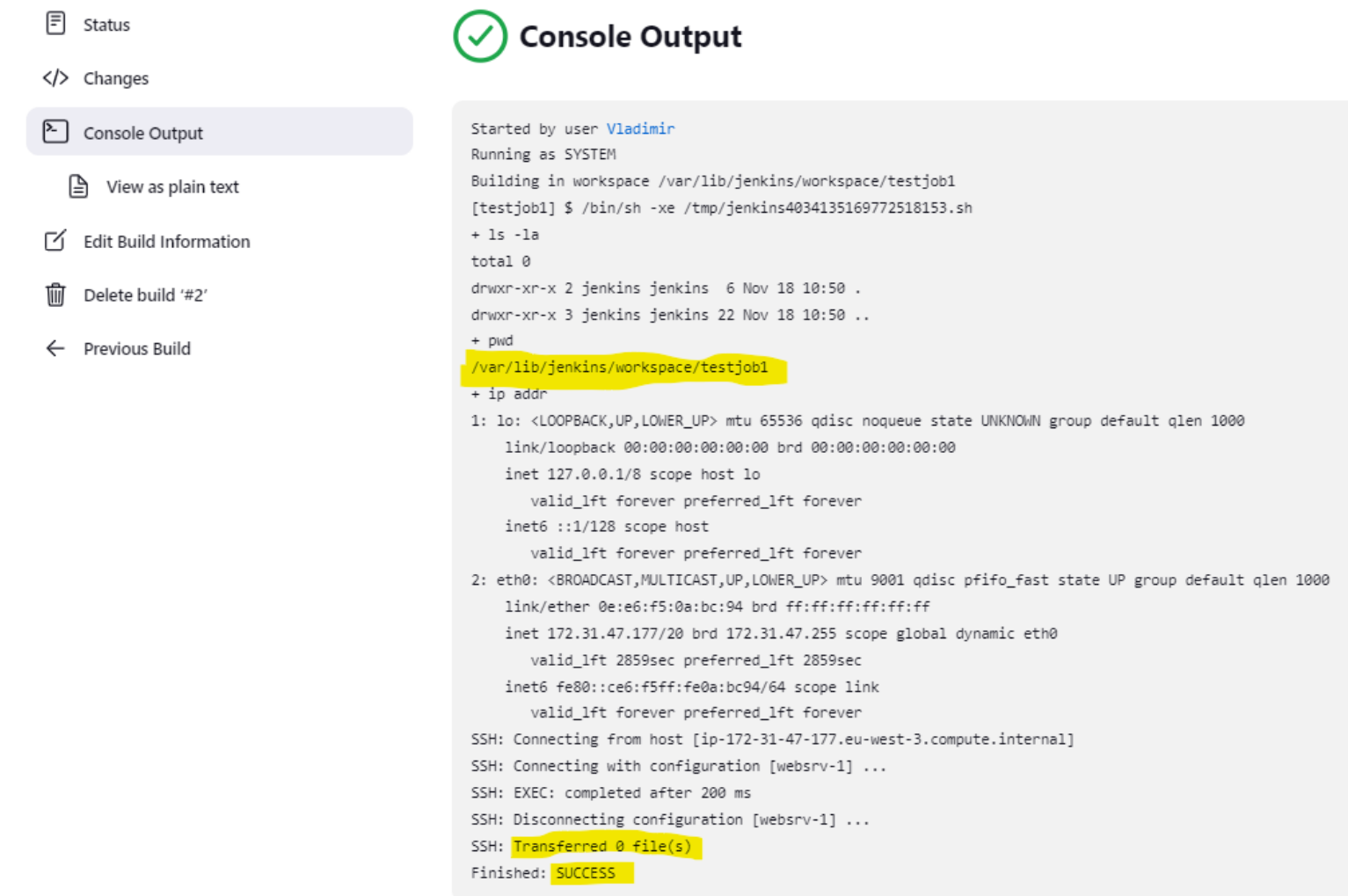
Save

Apply

Run it and check console output log



The screenshot shows the Jenkins Dashboard. At the top, there's a search bar and a user profile for 'Vladimir'. The left sidebar contains navigation links: 'New Item', 'People', 'Build History', 'Manage Jenkins', and 'My Views'. The main area displays a table of builds for 'testjob1'. The first build is highlighted, showing a status of 'Success' (green circle) and a duration of '0.95 sec'. A red circle highlights a green play button icon in the top right corner of the build row. A context menu is open over the build, showing options: '<> Changes', 'Console Output' (highlighted in yellow), 'Edit Build Information', and 'Delete build #2'. Below the table, there's a 'Build Queue' section showing 'No builds in the queue'.



The screenshot shows the Jenkins 'Console Output' page for build #2 of 'testjob1'. The left sidebar has links for 'Status', 'Changes', 'Console Output' (selected), 'View as plain text', 'Edit Build Information', 'Delete build #2', and 'Previous Build'. The main area displays the console output, which includes the following text:

```
Started by user Vladimir
Running as SYSTEM
Building in workspace /var/lib/jenkins/workspace/testjob1
[testjob1] $ /bin/sh -xe /tmp/jenkins4034135169772518153.sh
+ ls -la
total 0
drwxr-xr-x 2 jenkins jenkins 6 Nov 18 10:50 .
drwxr-xr-x 3 jenkins jenkins 22 Nov 18 10:50 ..
+ pwd
/var/lib/jenkins/workspace/testjob1
+ ip addr
1: lo: <LOOPBACK,UP,LOWER_UP> mtu 65536 qdisc noqueue state UNKNOWN group default qlen 1000
    link/loopback 00:00:00:00:00:00 brd 00:00:00:00:00:00
    inet 127.0.0.1/8 scope host lo
        valid_lft forever preferred_lft forever
    inet6 ::1/128 scope host
        valid_lft forever preferred_lft forever
2: eth0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 9001 qdisc pfifo_fast state UP group default qlen 1000
    link/ether 0e:e6:f5:0a:bc:94 brd ff:ff:ff:ff:ff:ff
    inet 172.31.47.177/20 brd 172.31.47.255 scope global dynamic eth0
        valid_lft 2859sec preferred_lft 2859sec
    inet6 fe80::ce6:f5ff:fe0a:bc94/64 scope link
        valid_lft forever preferred_lft forever
SSH: Connecting from host [ip-172-31-47-177.eu-west-3.compute.internal]
SSH: Connecting with configuration [webserv-1] ...
SSH: EXEC: completed after 200 ms
SSH: Disconnecting configuration [webserv-1] ...
SSH: Transferred 0 file(s)
Finished: SUCCESS
```

So, try create file index.html in /var/lib/jenkins/workspace/testjob1 dir for transfer test with Publish over SSH plugin.

```
[ec2-user@ip-172-31-47-177 ~]$ sudo echo "jenkins workflow" > /var/lib/jenkins/workspace/testjob1/index.html
[ec2-user@ip-172-31-47-177 ~]$ sudo ls -la /var/lib/jenkins/workspace/testjob1
total 4
drwxr-xr-x 2 jenkins jenkins 24 Nov 20 13:35 .
drwxr-xr-x 3 jenkins jenkins 22 Nov 18 10:50 ..
-rw-rw-r-- 1 ec2-user ec2-user 17 Nov 20 13:57 index.html
```

Change user permissions on html dir /var/www/html

```
ubuntu@ip-172-31-40-96:~$ sudo chmod 777 /var/www/html
```

run our testjob1

```
Started by user Vladimir
Running as SYSTEM
Building in workspace /var/lib/jenkins/workspace/testjob1
[testjob1] $ /bin/sh -xe /tmp/jenkins9354450778293166338.sh
+ ls -la
total 4
drwxr-xr-x 2 jenkins jenkins 24 Nov 20 13:35 .
drwxr-xr-x 3 jenkins jenkins 22 Nov 18 10:50 ..
-rw-rw-r-- 1 ec2-user ec2-user 16 Nov 20 13:35 index.html
+ pwd
/var/lib/jenkins/workspace/testjob1
+ ip addr
1: lo: <LOOPBACK,UP,LOWER_UP> mtu 65536 qdisc noqueue state UNKNOWN group default qlen 1000
    link/loopback 00:00:00:00:00:00 brd 00:00:00:00:00:00
    inet 127.0.0.1/8 scope host lo
        valid_lft forever preferred_lft forever
    inet6 ::1/128 scope host
        valid_lft forever preferred_lft forever
2: eth0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 9001 qdisc pfifo_fast state UP group default qlen 1000
    link/ether 0e:e6:f5:0a:bc:94 brd ff:ff:ff:ff:ff:ff
    inet 172.31.47.177/20 brd 172.31.47.255 scope global dynamic eth0
        valid_lft 3445sec preferred_lft 3445sec
    inet6 fe80::ce6:f5ff:fe0a:bc94/64 scope link
        valid_lft forever preferred_lft forever
SSH: Connecting from host [ip-172-31-47-177.eu-west-3.compute.internal]
SSH: Connecting with configuration [websrv-1] ...
SSH: EXEC: completed after 201 ms
SSH: Disconnecting configuration [websrv-1] ...
SSH: Transferred 1 file(s)
Build step 'Send files or execute commands over SSH' changed build result to SUCCESS
Finished: SUCCESS
```

And open our websrv-1 in browser



jenkins workflow

It works!))

Test it with git. For example used “[Conway's Game of Life in Javascript and canvas](#)” (Public access)

Create clone of testjob1 and change source on it:

Dashboard > testjob-git > Configuration

Configure

General

Source Code Management

Build Triggers

Build Environment

Build Steps

Post-build Actions

General

Description

my test job 2 for Git

[Plain text] Preview

☐ Discard old builds ?

☒ GitHub project

Project url ?

https://github.com/pmav/game-of-life.git

Advanced...

☐ This project is parameterized ?

☐ Throttle builds ?

☐ Execute concurrent builds if necessary ?

Advanced...

Source Code Management

☐ None

☒ Git ?

Repositories ?

Repository URL ?

https://github.com/pmav/game-of-life.git

Credentials ?

none

+ Add

Advanced...

Add Repository

Branches to build ?

Branch Specifier (blank for 'any') ?

*/master

Build Environment

☒ Delete workspace before build starts

Patterns for files to be deleted ?

Include

+

Add

☒ Apply pattern also on directories ?

Check parameter ?

External Deletion Command ?

☐ Disable deferred wipeout ?

☐ Use secret text(s) or file(s) ?

☐ Send files or execute commands over SSH before the build starts ?

Build Steps

Execute shell ?

Command

See the list of available environment variables

echo "==== start build ====="

echo "Branch name \$GIT_BRANCH Build # \$BUILD_NUMBER `date` " >>index.html

Advanced...

Send files or execute commands over SSH ?

SSH Publishers

SSH Server Name ?

webserv-1

Advanced...

Jenkins

Search (CTRL+K)

Vladimir log out

Dashboard >

+ New Item

People

Build History

Manage Jenkins

My Views

Build Queue

No builds in the queue.

Build Executor Status

1 Idle

2 Idle

All +

S	W	Name	Last Success	Last Failure	Last Duration
🟢	☁️	testjob-git	5.8 sec #8	22 min #4	1.3 sec
🟢	🌞	testjob1	2 hr 51 min #15	N/A	0.82 sec

Icon: S M L

Icon legend

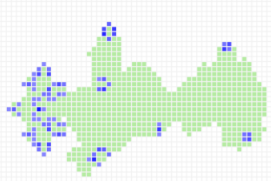
Atom feed for all

Atom feed for failures

Atom feed for just latest builds

62 FPS (0-62)

Conway's Game of Life



Running Information

Generation: 101 | Live cells: 83 | Step time: 1 / 0 (1 / 1) ms

Controls

Run

Step

Clear

Export

Layout

Trail

Grid

Colors

Fork me on GitHub

Benchmarks (heavy patterns / experimental)

Benchmark #1

Benchmark #2

What is this?

This page contains a Javascript implementation of the well know John Conway's Game of Life. It uses the [List Life](#) algorithm (by Tony Finch) and a Canvas interface for drawing.

This is a work in progress and I will add some new features in the near future:

- Zoom controls
- Canvas navigation controls
- More patterns
- Proper benchmark support
- ...

Previous versions

- 1.0.0 - First public release. It uses the simplest algorithm possible and a table for drawing. Online here: [pmav.eu](#).
- 2.0.0 - Private release, first implementation of the List Life algorithm.
- 3.1.1 - Current version, List Life and Canvas.

License

This work is licenced under a [MIT license](#) (except any 3rd party code).

3rd Party

Powered by [CSS Browser Selector](#) and [JSON Sans Eval](#).

Links


Some links about Conway's Game of Life:

- [Tony Finch's List Life Algorithm](#)
- [Golly - Application for exploring Conway's Game of Life](#)
- [Conway's Game of Life @ Wikipedia](#)
- [Life \(B3/S23\) @ Fano](#)
- [Life Page by Paul Callahan](#)
- [Game of Life Status page](#)
- [Life Lexicon Home Page](#)

Conway's Game of Life (B3/S23) v3.1.1 | [pmav.eu](#) | HTML 5 | 2008-2010

Create in my own git repository clone of this game:

github.com/new



Search or jump to...


Pull requests


Issues


Codespaces

Marketplace

Explore








Create a new repository

A repository contains all project files, including the revision history. Already have a project repository elsewhere?
[Import a repository.](#)

Owner *

Repository name *

 WladimirRogovenko


/

DemoLifeGame


Great repository names are short and memorable. Need inspiration? How about [effective-octo-meme?](#)

Description (optional)

this for testing jenkins

☐  Public

Anyone on the internet can see this repository. You choose who can commit.

☒  Private

You choose who can see and commit to this repository.

Initialize this repository with:

Skip this step if you're importing an existing repository.

☒ Add a README file

This is where you can write a long description for your project. [Learn more.](#)

Add .gitignore

Choose which files not to track from a list of templates. [Learn more.](#)

.gitignore template: None

```
Владимир@x270 MINGW64 ~
$ cd /d/MyProjects/git

Владимир@x270 MINGW64 /d/MyProjects/git
$ git clone git@github.com:pmav/game-of-life.git
Cloning into 'game-of-life'...
remote: Enumerating objects: 59, done.
remote: Total 59 (delta 0), reused 0 (delta 0), pack-reused 59
Receiving objects: 100% (59/59), 39.16 KiB | 471.00 KiB/s, done.
Resolving deltas: 100% (17/17), done.

Владимир@x270 MINGW64 /d/MyProjects/git
$ dir
11-LinuxNet  TestCourse  game-of-life  myTest

Владимир@x270 MINGW64 /d/MyProjects/git
$ cd game-of-life

Владимир@x270 MINGW64 /d/MyProjects/git/game-of-life (master)
$ cd ..

Владимир@x270 MINGW64 /d/MyProjects/git
$ git clone git@github.com:WladimirRogovenko/DemoLifeGame.git
Cloning into 'DemoLifeGame'...
remote: Enumerating objects: 3, done.
remote: Counting objects: 100% (3/3), done.
remote: Total 3 (delta 0), reused 0 (delta 0), pack-reused 0
Receiving objects: 100% (3/3), done.

Владимир@x270 MINGW64 /d/MyProjects/git
$
```

```
MINGW64:/d/MyProjects/git/DemoLifeGame

Владимир@x270 MINGW64 /d/MyProjects/git
$ rm game-of-life/.git -r
rm: remove write-protected regular file 'game-of-life/.git/objects/pack/pack-4597419fc46f6785d5ec04a35b46ebaec93ec361.idx'? y
rm: remove write-protected regular file 'game-of-life/.git/objects/pack/pack-4597419fc46f6785d5ec04a35b46ebaec93ec361.pack'? y

Владимир@x270 MINGW64 /d/MyProjects/git
$

Владимир@x270 MINGW64 /d/MyProjects/git
$ mv game-of-life/* DemoLifeGame/

Владимир@x270 MINGW64 /d/MyProjects/git
$ cd DemoLifeGame

Владимир@x270 MINGW64 /d/MyProjects/git/DemoLifeGame (main)
$ git add *

Владимир@x270 MINGW64 /d/MyProjects/git/DemoLifeGame (main)
$ git commit -m "Copy all files from repo https://github.com/pmav/game-of-life"
[main cd7e721] Copy all files from repo https://github.com/pmav/game-of-life
8 files changed, 1525 insertions(+), 2 deletions(-)
create mode 100644 LICENSE
create mode 100644 assets/css/style.css
create mode 100644 assets/js/css-browser-selector.js
create mode 100644 assets/js/game-of-life-v3.1.1.js
create mode 100644 assets/js/json-sans-eval.js
create mode 100644 assets/js/stats.min.js
create mode 100644 index.html

Владимир@x270 MINGW64 /d/MyProjects/git/DemoLifeGame (main)
$ git push
Enumerating objects: 15, done.
Counting objects: 100% (15/15), done.
Delta compression using up to 4 threads
Compressing objects: 100% (12/12), done.
Writing objects: 100% (13/13), 15.96 KiB | 817.00 KiB/s, done.
Total 13 (delta 0), reused 0 (delta 0), pack-reused 0
To github.com:WladimirRogovenko/DemoLifeGame.git
 732eebb..cd7e721  main -> main

Владимир@x270 MINGW64 /d/MyProjects/git/DemoLifeGame (main)
$
```



Search or jump to...

[Pull requests](#) [Issues](#) [Codespaces](#) [Marketplace](#) [Explore](#)[WladimirRogovenko / DemoLifeGame](#) [Private](#)[Unwatch](#) 1

Fork 0



Star 0

[Code](#) [Issues](#) [Pull requests](#) [Actions](#) [Projects](#) [Security](#) [Insights](#) [Settings](#)

main



1 branch



0 tags

[Go to file](#)[Add file](#)[Code](#)[About](#)

WladimirRogovenko

Copy all files from repo <https://github.com/pmav/game-of-life>

cd7e721

3 minutes ago

2 commits



assets

Copy all files from repo <https://github.com/pmav/game-of-life>

3 minutes ago



LICENSE

Copy all files from repo <https://github.com/pmav/game-of-life>

3 minutes ago



README.md

Copy all files from repo <https://github.com/pmav/game-of-life>

3 minutes ago



index.html

Copy all files from repo <https://github.com/pmav/game-of-life>

3 minutes ago



README.md



this for testing jenkins

[Readme](#)[MIT license](#)

0 stars

1 watching

0 forks


[Releases](#)


No releases published

Create keys-pair for Jenkins-Git

```
drwxrwxr-x 3 ec2-user ec2-user 78 Nov 20 12:40 jenkins
drwx----- 3 ec2-user ec2-user 19 Nov 18 10:54 .local
drwx----- 2 ec2-user ec2-user 90 Nov 20 10:39 .ssh
-rw-r--r-- 1 root root 166537 Nov 18 09:24 ud?
[ec2-user@ip-172-31-47-177 ~]$ ssh-keygen -t rsa
Generating public/private rsa key pair.
Enter file in which to save the key (/home/ec2-user/.ssh/id_rsa): jenkins-git_key
Enter passphrase (empty for no passphrase):
Enter same passphrase again:
Your identification has been saved in jenkins-git_key.
Your public key has been saved in jenkins-git_key.pub.
The key fingerprint is:
SHA256:BJbKx4oxZyRcN0f2M90tefLQ0WuJQbcYfHB0vP4c1TE ec2-user@ip-172-31-47-177.eu-west-3.compute.internal
The key's randomart image is:
+---[RSA 2048]---+
| . o+ +. .. o.. |
| o +=.. . o E. |
| + oo . + o = |
| o =.oo . o 0 +o|
| * o S . 0 0 . |
| . . o 0 * |
| . =.o |
| . o |
|-----[SHA256]-----+
[ec2-user@ip-172-31-47-177 ~]$ ls -la
total 188
drwx----- 7 ec2-user ec2-user 214 Nov 20 17:27 .
drwxr-xr-x 3 root root 22 Nov 18 08:37 ..
-rw----- 1 ec2-user ec2-user 3085 Nov 20 16:09 .bash_history
-rw-r--r-- 1 ec2-user ec2-user 18 Jul 15 2020 .bash_logout
-rw-r--r-- 1 ec2-user ec2-user 193 Jul 15 2020 .bash_profile
-rw-r--r-- 1 ec2-user ec2-user 231 Jul 15 2020 .bashrc
drwx----- 4 ec2-user root 35 Nov 18 10:54 .cache
drwx----- 3 ec2-user ec2-user 16 Nov 18 10:54 .config
drwxrwxr-x 3 ec2-user ec2-user 78 Nov 20 12:40 jenkins
-rw----- 1 ec2-user ec2-user 1675 Nov 20 17:27 jenkins-git_key
-rw-r--r-- 1 ec2-user ec2-user 434 Nov 20 17:27 jenkins-git_key.pub
drwx----- 3 ec2-user ec2-user 19 Nov 18 10:54 .local
drwx----- 2 ec2-user ec2-user 90 Nov 20 10:39 .ssh
-rw-r--r-- 1 root root 166537 Nov 18 09:24 ud?
[ec2-user@ip-172-31-47-177 ~]$
```

Add public key to GitHub

 Search or jump to... Pull requests Issues Codespaces Marketplace Explore

 **Vladimir Rogovenko**
Your personal account

[Public profile](#)
[Account](#)
[Appearance](#)
[Accessibility](#)
[Notifications](#)

[Access](#)
[Billing and plans](#)
[Emails](#)
[Password and authentication](#)
[Sessions](#)
[SSH and GPG keys](#)
[Organizations](#)
[Moderation](#)

[Go to your personal profile](#)

SSH keys / Add new

Title

Jenkins-Git

Key type

Authentication Key

Key

ssh-rsa
AAAAB3NzaC1yc2EAAAADAQABAAQDSNiVNnJ4RjoA3yokFWJV0tXAqo0EUmA/s6TfbJ/kiu+C6zWaqSwoQfbwLk9Vufl
IEYFpq0nNCNy2JIXcDEzYthddFMvm9Cpt5FPn0MkQxDcstG79S8k/5gkde3UwPjsXo8c8w5+waXVGR3khQjgK6+/JR8aTxux
m+GIFNQLpKecO0ChsA1b48c5aN/eaVpfijgfB9D58X+G65Y6rYisNyKuZ2fEI0imN6tAFcfn7ns3idVUk++zwHNTi15cexF94t
qoCpwFSUzWT04pZtAtQxvkGDUxpVN4RVa8Vv73gaUaeBmlsO0SUVc3LqVpeFmxd1NZUqg99V90qZs0bTCW3 ec2-
user@ip-172-31-47-177.eu-west-3.compute.internal

Add SSH key

Jenkins Credentials Provider: Jenkins

Add Credentials

Domain

Global credentials (unrestricted)

Kind

SSH Username with private key

Scope ?

Global (Jenkins, nodes, items, all child items, etc)

ID ?

jenkis-git-key

Description ?

jenkis-git-key

jenkis-git-key

Username

WladimirRogovenko

☐ Treat username as secret ?

Private Key

☒ Enter directly

Key

-----BEGIN RSA PRIVATE KEY-----
MIIEogIBAAKCAQEA0jY1TZyeEY6AN8qJBViVdLVwKqNBFJgP70k32yf5Irvqus1m
qksKEH28C5PVbn5SBGBaatJzQjctiZV3Axm2LYXXRTL5vQqbUHT59DJEMQ3LLRu/
Enter New Secret Below

Passphrase

Add Cancel

Check Git Host Key Verification Configuration

← → ↺ ⚠ Не защищено | 35.181.43.86:8080/manage/configureSecurity/ 🔑 📄 🔍 📌 ☆ 🌐 🛡️ ⚙️ 📱 B ⋮

Dashboard > Manage Jenkins > Configure Global Security

Git Host Key Verification Configuration

Host Key Verification Strategy ?

Known hosts file

Save Apply

Jenkins 2.378

Add Github.com to /var/lib/jenkins/.ssh/known_hosts

```
[ec2-user@ip-172-31-47-177 .ssh]$ sudo ssh-keyscan github.com >> /var/lib/jenkins/.ssh/known_hosts
```

Change owner

```
[ec2-user @ip-172-31-47-177 .ssh]# sudo chown jenkins:jenkins /var/lib/jenkins/.ssh/known_hosts
```

```
[ec2-user@ip-172-31-47-177 jenkins]$ sudo ls -la /var/lib/jenkins/.ssh
total 12
drwx----- 2 jenkins jenkins 25 Nov 20 18:14 .
drwxr-xr-x 17 jenkins jenkins 4096 Nov 20 18:16 ..
-rw-r--r-- 1 jenkins jenkins 830 Nov 20 18:16 known_hosts
[ec2-user@ip-172-31-47-177 jenkins]$
```

Restart Jenkins

```
[ec2-user @ip-172-31-47-177 .ssh]# sudo systemctl restart Jenkins
```

Next – create Job

The screenshot shows the Jenkins web interface at the URL `35.181.43.86:8080/job/test-git-my-repo/configure`. The page is titled "Configure" and has a sidebar with navigation links: General, Source Code Management, Build Triggers, Build Environment, Build Steps, and Post-build Actions. The "Source Code Management" section is selected. Under "Source Code Management", the "Git" option is chosen. The "Repositories" section contains a "Repository URL" field with the value `git@github.com:WladimirRogovenko/DemoLifeGame.git` and a "Credentials" dropdown menu set to "WladimirRogovenko (jenkins-git-key)". There is an "Add" button and an "Advanced..." link. Below this is an "Add Repository" button. The "Branches to build" section has a "Branch Specifier (blank for 'any')" field with the value `*/master`. At the bottom, there are "Save" and "Apply" buttons.

Other settings same as previous testjob-git

The screenshot shows the "Build Environment" section of the Jenkins configuration. The "Delete workspace before build starts" checkbox is checked. Below it are several unchecked checkboxes: "Use secret text(s) or file(s)", "Send files or execute commands over SSH before the build starts", "Send files or execute commands over SSH after the build runs", "Add timestamps to the Console Output", "Inspect build log for published build scans", "Terminate a build if it's stuck", and "With Ant". The "Build Steps" section is also visible, showing a step named "Execute shell" with a command field containing the following text:

```
echo "==== start build from WladimirRogovenko/DemoLifeGame"
echo "GitURL $GIT_URL Branch name $GIT_BRANCH Build # $BUILD_NUMBER" date' " >>index.html
```

Run our Job

← → ↺

Не защищено 35.181.43.86:8080

🔍 🔖 ⚙️ 🗑️ 📄 📱

Jenkins

🔍 Search (CTRL+K)

Vladimir log out

Dashboard >

+ New Item

People

Build History

Project Relationship

Check File Fingerprint

Manage Jenkins

My Views

All

+

S	W	Name	Last Success	Last Failure	Last Duration
✔	☁	test-git-my-repo	2 min 40 sec #2	5 min 12 sec #1	3 sec
✔	☀	testjob-git	1 hr 52 min #9	2 hr 19 min #4	1.4 sec
✔	☀	testjob1	4 hr 48 min #15	N/A	0.82 sec

Icon: S M L

Icon legend

Atom feed for all

Atom feed for failures

Atom feed for just latest builds

Add description

Build Queue

Dashboard > test-git-my-repo > #2

Status

Changes

Console Output

View as plain text

Edit Build Information

Delete build '#2'

Git Build Data

Previous Build

✔ Console Output

Started by user Vladimir

Running as SYSTEM

Building in workspace /var/lib/jenkins/workspace/test-git-my-repo

[WS-CLEANUP] Deleting project workspace...

[WS-CLEANUP] Done

The recommended git tool is: NONE

using credential jenkins-git-key

Cloning the remote Git repository

Cloning repository git@github.com:WladimirRogovenko/DemoLifeGame.git

> git init /var/lib/jenkins/workspace/test-git-my-repo # timeout=10

Fetching upstream changes from git@github.com:WladimirRogovenko/DemoLifeGame.git

> git --version # timeout=10

> git --version # 'git version 2.37.1'

using GIT_SSH to set credentials jenkins-git-key

Verifying host key using known hosts file

> git fetch --tags --force --progress -- git@github.com:WladimirRogovenko/DemoLifeGame.git +refs/heads/*:refs/remotes/origin/* # timeout=10

> git config remote.origin.url git@github.com:WladimirRogovenko/DemoLifeGame.git # timeout=10

> git config --add remote.origin.fetch +refs/heads/*:refs/remotes/origin/* # timeout=10

Avoid second fetch

> git rev-parse refs/remotes/origin/main^{commit} # timeout=10

Checking out Revision cd7e7212393b9bf64a2a9972f464586e60de326f (refs/remotes/origin/main)

> git config core.sparsecheckout # timeout=10

> git checkout -f cd7e7212393b9bf64a2a9972f464586e60de326f # timeout=10

Commit message: "Copy all files from repo https://github.com/pmav/game-of-life"

First time build. Skipping changelog.

[test-git-my-repo] \$ /bin/sh -xe /tmp/jenkins8250154614416540421.sh

+ echo '==== start build from WladimirRogovenko/DemoLifeGame ====='

==== start build from WladimirRogovenko/DemoLifeGame =====

++ date

+ echo 'GitURL git@github.com:WladimirRogovenko/DemoLifeGame.git Branch name origin/main Build # 2 Sun Nov 20 18:37:17 UTC 2022 '

SSH: Connecting from host [ip-172-31-47-177.eu-west-3.compute.internal]

SSH: Connecting with configuration [webserv-1] ...

SSH: EXEC: completed after 207 ms

SSH: Disconnecting configuration [webserv-1] ...

SSH: Transferred 8 file(s)

Build step 'Send files or execute commands over SSH' changed build result to SUCCESS

Finished: SUCCESS

Check site on webserv-1

Conway's Game of Life - Javascript

Не защищено 193.99.17.119

🔍 🔖 ⚙️ 🗑️ 📄 📱

License

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3rd Party

Powered by [CSS Browser Selector](#) and [JSON Sans Eval](#).

Links

Some links about Conway's Game of Life:

- [Tony Finch's List Life Algorithm](#)
- [Golly - Application for exploring Conway's Game of Life](#)
- [Conway's Game of Life @ Wikipedia](#)
- [Life \(B3/S23\) @ Fano](#)
- [Life Page by Paul Callahan](#)
- [Game of Life Status page](#)
- [Life Lexicon Home Page](#)

Conway's Game of Life (B3/S23) v3.1.1 | pmav.eu | HTML 5 | 2008-2010

GitURL git@github.com:WladimirRogovenko/DemoLifeGame.git Branch name origin/main Build # 2 Sun Nov 20 18:37:17 UTC 2022

Triggers (web hooks)

github.com/WladimirRogovenko/DemoLifeGame/settings/hooks/389266594?tab=settings

Search or jump to...

Pull requests

Issues

Codespaces

Marketplace

Explore

WladimirRogovenko / DemoLifeGame

Private

Unwatch 1

<> Code

Issues

Pull requests

Actions

Projects

Security

Insights

Settings

General

Access

Collaborators

Code and automation

Branches

Tags

Actions

Webhooks

Codespaces

Pages

Security

Code security and analysis

Deploy keys

Secrets

Integrations

GitHub apps

Email notifications

Webhooks / Manage webhook

SettingsRecent Deliveries

We'll send a POST request to the URL below with details of any subscribed events. You can also specify which data format you'd like to receive (JSON, x-www-form-urlencoded, etc). More information can be found in our developer documentation.

Payload URL *

http://35.181.43.86:8080/github-webhook/

Content type

application/json

Secret

Which events would you like to trigger this webhook?

Just the push event.

Send me everything.

Let me select individual events.

Active

We will deliver event details when this hook is triggered.

Update webhook

Delete webhook

Create copy *testjob-git* in *test-git-my-repo* and check on 2 sittings:

Dashboard > test-git-my-repo > Configuration

Configure

General

Source Code Management

Build Triggers

Build Environment

Build Steps

Post-build Actions

General

Description

job for testing my repo WladimirRogovenko/DemoLifeGame as private repo

Discard old builds

GitHub project

Project url

git@github.com:WladimirRogovenko/DemoLifeGame.git

Advanced...

This project is parameterized

Throttle builds

Execute concurrent builds if necessary

Advanced...

Dashboard > test-git-my-repo > Configuration

Configure

General

Source Code Management

Build Triggers

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Build Steps

Post-build Actions

Build Triggers

Trigger builds remotely (e.g., from scripts)

Build after other projects are built

Build periodically

GitHub hook trigger for GITScm polling

Poll SCM

Build Environment

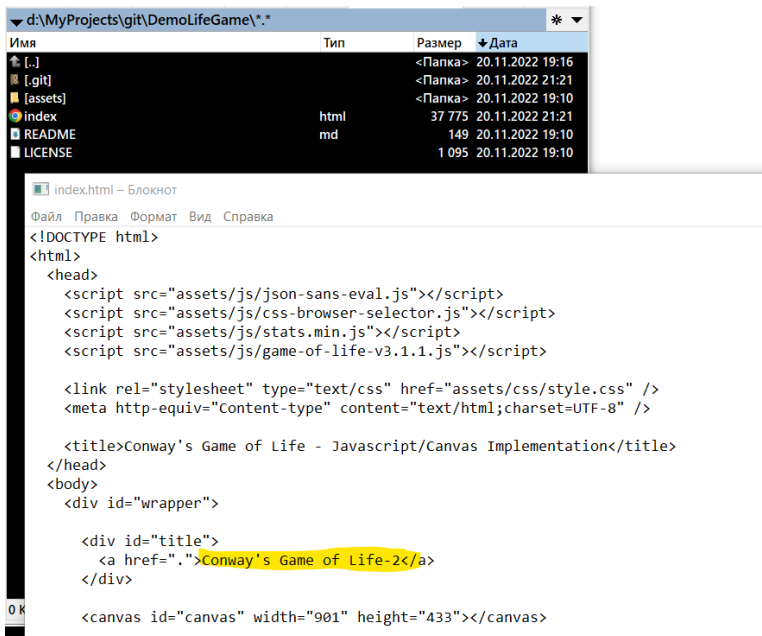
Delete workspace before build starts

Advanced...

Use secret text(s) or file(s)

Send files or execute commands over SSH before the build starts

In git project change index.html. Add "-2" to game name for example. Add to git, commit and push:



```
Владимир@x270 MINGW64 /d/MyProjects/git/DemoLifeGame (main)
$ git add index.html

Владимир@x270 MINGW64 /d/MyProjects/git/DemoLifeGame (main)
$ git commit -m "test push -2"
[main 159815d] test push -2
1 file changed, 1 insertion(+), 1 deletion(-)

Владимир@x270 MINGW64 /d/MyProjects/git/DemoLifeGame (main)
$ git push
Enumerating objects: 5, done.
Counting objects: 100% (5/5), done.
Delta compression using up to 4 threads
Compressing objects: 100% (3/3), done.
Writing objects: 100% (3/3), 307 bytes | 307.00 KiB/s, done.
Total 3 (delta 2), reused 0 (delta 0), pack-reused 0
remote: Resolving deltas: 100% (2/2), completed with 2 local objects.
To github.com:vladimirRogovenko/DemoLifeGame.git
  9d5227a..159815d  main -> main

Владимир@x270 MINGW64 /d/MyProjects/git/DemoLifeGame (main)
$
```

Since 10 seconds Jenkins deployed git project to webserv-1 automatically



Add Jenkins Node

Create key pairs over ec2-key pairs with name “Jenkins-Nodes”

Create instance Node in same VPC and SubNet as Jenkins-Master:

EC2 > Instances > Launch an instance

Launch an instance [Info](#)

Amazon EC2 allows you to create virtual machines, or instances, that run on the AWS Cloud. Quickly get started by following the simple steps below.

Name and tags [Info](#)

Key [Info](#)

Q Name X

Value [Info](#)

Q jenkins-node1 X

Resource types [Info](#)

Select resource ty... X

Instances X

Key [Info](#)

Q env X

Value [Info](#)

Q dev X

Resource types [Info](#)

Select resource ty... X

Instances X

Key [Info](#)

Q purpose X

Value [Info](#)

Q web X

Resource types [Info](#)

Select resource ty... X

Instances X

Add tag

Application and OS Images (Amazon Machine Image) [Info](#)

An AMI is a template that contains the software configuration (operating system, application server, and applications) required to launch your instance. Search or Browse for AMIs if you don't see what you are looking for below

Q Search our full catalog including 1000s of application and OS images

Quick Start

Amazon Linux

Ubuntu

Windows

Red Hat

SUSE Linux

Browse more AMIs

Including AMIs from AWS, Marketplace and the Community

Amazon Machine Image (AMI)

Amazon Linux 2 AMI (HVM) - Kernel 5.10, SSD Volume Type
ami-0f15e0a4c8d3ee5fe (64-bit (x86)) / ami-0f0bf9f39d61f8366 (64-bit (Arm))
Virtualization: hvm ENA enabled: true Root device type: ebs

Free tier eligible

Description

Amazon Linux 2 Kernel 5.10 AMI 2.0.20221103.3 x86_64 HVM gp2

Architecture

AMI ID

Verified provider

64-bit (x86)

ami-0f15e0a4c8d3ee5fe

Instance type [Info](#)

Instance type

t2.micro

Family: t2 1 vCPU 1 GiB Memory
On-Demand Linux pricing: 0.0132 USD per Hour
On-Demand Windows pricing: 0.0178 USD per Hour

Free tier eligible

Compare instance types

Key pair (login) [Info](#)

You can use a key pair to securely connect to your instance. Ensure that you have access to the selected key pair before you launch the instance.

Key pair name - required

Jenkins-Nodes

Create new key pair

Network settings [Info](#)

VPC - required [Info](#)

vpc-0681400f4488d4061

172.31.0.0/16

(default)

Create new VPC

Subnet [Info](#)

subnet-013fce197ddcf2235

VPC: vpc-0681400f4488d4061 Owner: 221071014691
Availability Zone: eu-west-3c IP addresses available: 4088 CIDR: 172.31.32.0/20

Create new subnet

Auto-assign public IP [Info](#)

Disable

Firewall (security groups) [Info](#)

A security group is a set of firewall rules that control the traffic for your instance. Add rules to allow specific traffic to reach your instance.

Create security group

Select existing security group

Security group name - required

jenkins-node-only-22-port

This security group will be added to all network interfaces. The name can't be edited after the security group is created. Max length is 255 characters. Valid characters: a-z, A-Z, 0-9, spaces, and .-:/!@#%&'()*+,-=;:[]{}*~

Description - required [Info](#)

jenkins-node only 22 port created 2022-12-13T11:54:49.916Z

Inbound security groups rules

Security group rule 1 (TCP, 22, 0.0.0.0/0)

Remove

Type [Info](#)

ssh

Protocol [Info](#)

TCP

Port range [Info](#)

22

Source type [Info](#)

Anywhere

Source [Info](#)

Add CIDR, prefix list or security

0.0.0.0/0 X

Description - optional [Info](#)

e.g. SSH for admin desktop

Add to User Data next script:

```
#!/bin/bash
sudo yum update -y
sudo yum upgrade -y
sudo amazon-linux-extras install java-openjdk11 -y
sudo yum install git -y
```

```
#this command copied to /home/ec2-user/.ssh/
sudo ssh-keyscan github.com >> /home/ec2-user/.ssh/known_hosts
```

New node

Node name


jenkins-node-1


Type


☒ Permanent Agent


Adds a plain, permanent agent to Jenkins. This is called "permanent" because Jenkins doesn't provide higher level of integration with these agents, such as dynamic provisioning. Select this type if no other agent types apply — for example such as when you are adding a physical computer, virtual machines managed outside Jenkins, etc.


Create

 **Jenkins**



 1

 Vladimir ▾

 log out

Dashboard > Manage Jenkins > Nodes >

Name ?

jenkins-node-1

Description ?

Node for web projects

Number of executors ?

3

Remote root directory ?

/home/ec2-user

Labels ?

web dev java

Usage ?

Use this node as much as possible ▾

Launch method ?

Save

Launch method ?

Launch agents via SSH

Host ?

172.31.47.143

Credentials ?

ec2-user (for jenkins nodes)

+ Add

Host Key Verification Strategy ?

Manually trusted key Verification Strategy

☐ Require manual verification of initial connection ?

Advanced...

Availability ?

Keep this agent online as much as possible

Node Properties

Save

Add new key

Jenkins Credentials Provider: Jenkins

Add Credentials

Domain

Global credentials (unrestricted)

Kind

SSH Username with private key

Scope ?

Global (Jenkins, nodes, items, all child items, etc)

ID ?

jenkins-nodes-key

Description ?

for jenkins nodes

Username

Username

ec2-user

☐ Treat username as secret ?

Private Key

Enter directly

Key

Enter New Secret Below

-----BEGIN RSA PRIVATE KEY-----

-----END RSA PRIVATE KEY-----

Passphrase

Add Cancel

Create copy of test-git-my-repo job with name test-git-my-repo-node-1

← → ↺

Не защищено | 13.36.208.117:8080/job/test-git-my-repo%20on%20node-1/configure

Dashboard > test-git-my-repo on node-1 > Configuration

Configure

General

Source Code Management

Build Triggers

Build Environment

Build Steps

Post-build Actions

Description

job for testing my repo WladimirRogovenko/DemoLifeGame as private repo
start on node-1

[Plain text] Preview

☐ Discard old builds ?

☒ GitHub project

☐ This project is parameterized ?

☐ Throttle builds ?

☐ Execute concurrent builds if necessary ?

☒ Restrict where this project can be run ?

Project url ?

git@github.com:WladimirRogovenko/DemoLifeGame.git/

Advanced...

Label Expression ?

web

Label web matches 1 node. Permissions or other restrictions provided by plugins may further reduce that list.

Advanced...

Save

Apply

Run Job

← → ↺

Не защищено | 13.36.208.117:8080

Jenkins

Search (CTRL+K)

1 Vladimir log out

Dashboard >

New Item

People

Build History

Project Relationship

Check File Fingerprint

Manage Jenkins

My Views

Build Queue

No builds in the queue.

Build Executor Status

Built-In Node

1 Idle

2 Idle

jenkins-node-1

1 test-git-my-repo on node-1 #1

2 Idle

All

New View

S	W	Name	Last Success	Last Failure	Last Duration
✓	☁	test-git-my-repo	22 days #3	22 days #1	2.4 sec
⋯	☀	test-git-my-repo on node-1	N/A	N/A	N/A
✓	☀	testjob-git	22 days #9	22 days #4	1.4 sec
✓	☀	testjob1	23 days #15	N/A	0.82 sec

Icon: S M L

Icon legend

Atom feed for all

Atom feed for failures

Atom feed for just latest builds

Status

Changes

Workspace

Build Now

Configure

Delete Project

GitHub Hook Log

GitHub

Rename

Project test-git-my-repo on node-1

job for testing my repo WladimirRogovenko/DemoLifeGame as private repo start on node-1

Permalinks

- Last build (#9), 12 min ago
- Last stable build (#9), 12 min ago
- Last successful build (#9), 12 min ago
- Last failed build (#5), 55 min ago
- Last unsuccessful build (#5), 55 min ago
- Last completed build (#9), 12 min ago

Build History

trend ▾

Filter builds...

✓ #10 Dec 13, 2022 3:57 PM

✓ #9 Dec 13, 2022 3:45 PM

✓ #8 Dec 13, 2022 3:44 PM

Check our websrv:

Conway's Game of Life - Javascript

← → ↻ ⚠ Не защищено 35.181.154.179

3rd Party

Powered by [CSS Browser Selector](#) and [JSON Sans Eval](#).

Links

Some links about Conway's Game of Life:

- [Tony Finch's List Life Algorithm](#)
- [Golly - Application for exploring Conway's Game of Life](#)
- [Conway's Game of Life @ Wikipedia](#)
- [Life \(B3/S23\) @ Fano](#)
- [Life Page by Paul Callahan](#)
- [Game of Life Status page](#)
- [Life Lexicon Home Page](#)

Conway's Game of Life (B3/S23) v3.1.1 | [pmav.eu](#) | HTML 5 | 2008-2010

GitURL [git@github.com:WladimirRogovenko/DemoLifeGame.git](https://github.com:WladimirRogovenko/DemoLifeGame.git) Branch name origin/main Build # 10 Tue Dec 13 15:57:48 UTC 2022