Assignment 1 – gameoflife pom.xml pull from git hub and build in Jenkins master and deploy it on slave 1 and slave 2 tomcat server

pipeline {

agent {

label{

label "built-in"

}

}

stages {

stage ('one') {

steps {

sh "rm -rf /root/.jenkins/workspace/git-clone/game-of-life"

}

}

stage ('two') {

steps {

sh "git clone https://github.com/admanerajat/game-of-life.git"

}

}

stage ('three') {

steps {

sh "cd /root/.jenkins/workspace/git-clone/game-of-life ; mvn install"

}

}

stage ('four') {

steps {

sh "cp -r /root/.jenkins/workspace/git-clone/game-of-life/gameoflife-web/target/gameoflife.war /root"

}

}

stage ('five') {

steps {

sh "cd /root/ ; scp -i 'mobakey.pem' gameoflife.war ec2-user@172.31.43.188:/root/servers/apache-tomcat-9.0.72/webapps ; scp -i 'mobakey.pem' gameoflife.war ec2-user@172.31.37.224:/root/servers/apache-tomcat-9.0.72/webapps"

}

}

}

}