POWERING POTENTIAL

JOBS

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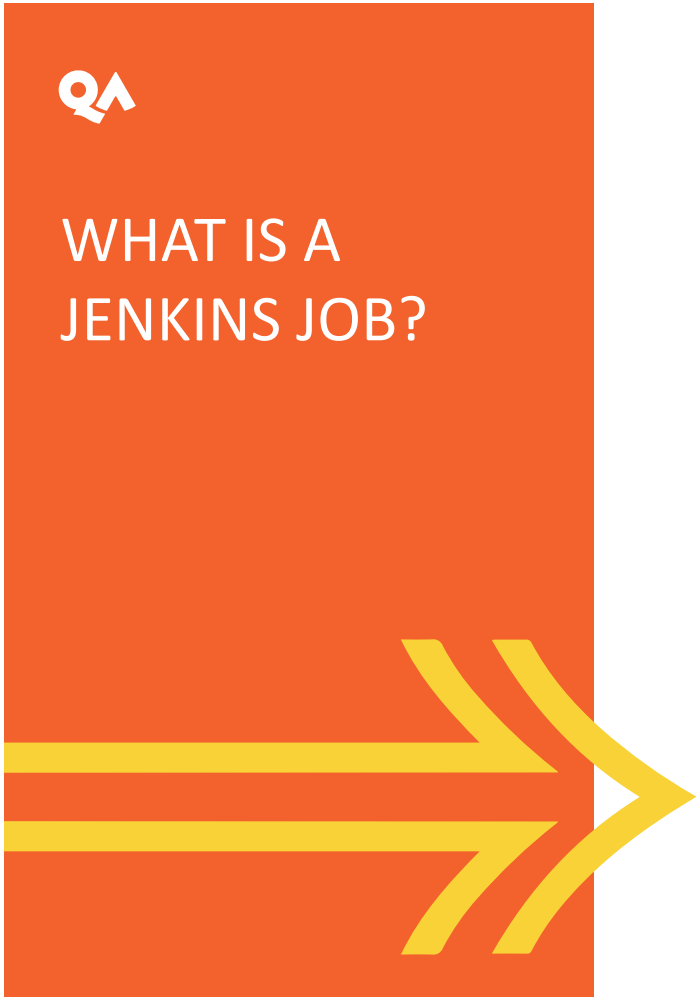

- A Jenkins project (job) is a repeatable build job, which contains steps and post-build actions
- A job can do anything - depending on what you configure it to do
- An example of what a job can be used to do is automatically build a project and deploy it on a server, to be accessed over the internet

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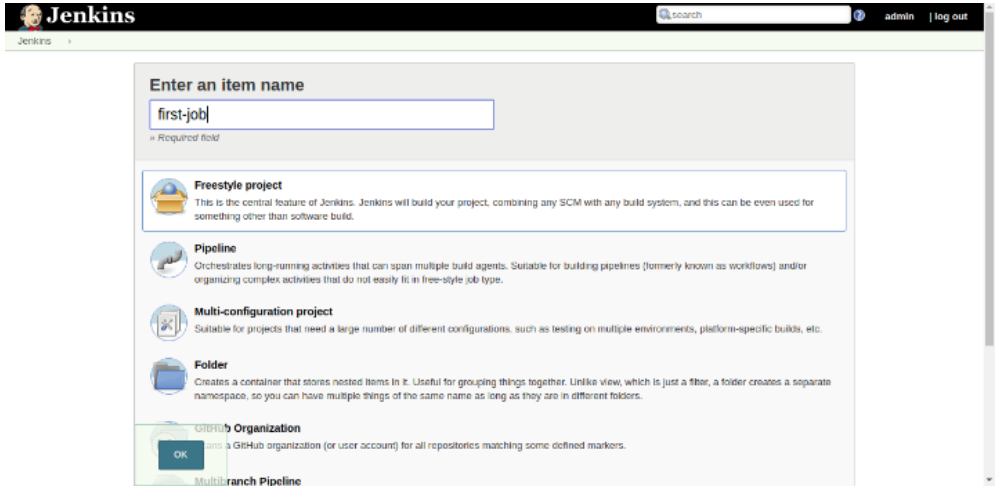
- To create a new job, you can navigate to the New Item link on the Jenkins dashboard
- This will then present you with some options for what type of job to create
- Go ahead and name your job first-job, select Freestyle Project and then select OK

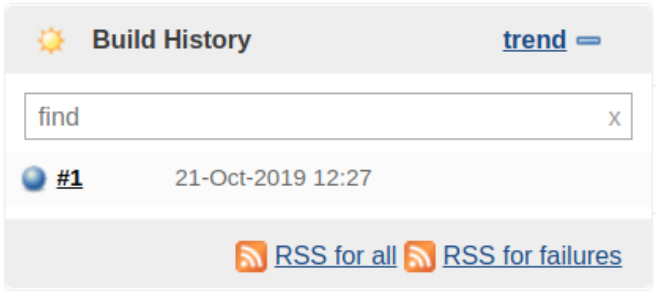
HOW TO CREATE A NEW JOB

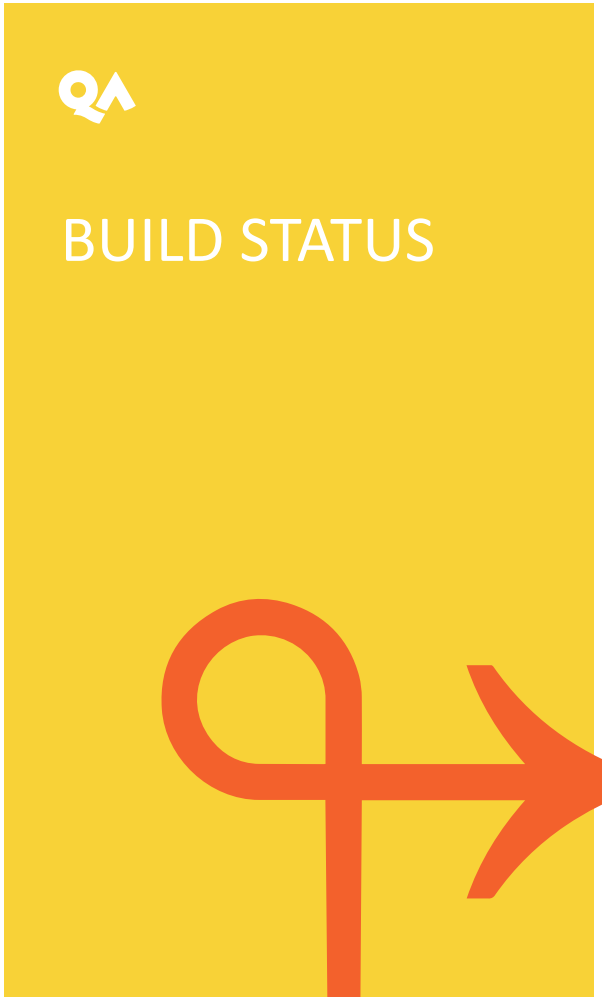
Have a look at the learner guide for all the different options with jobs



BUILDS

- A build is a result of an execution of a project (job) in Jenkins
- Builds for projects can be seen on the Build History section of the project dashboard:





- **Success**
  - The build succeeded
  - If all the build steps complete successfully, this will be the build status.
- **Failure**
  - The build failed
  - If any of the steps exit with a non-zero status (if they throw an error), then the build status will go to failed.

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BUILD STATUS

- **Aborted:**
  - The build aborted before it finished
  - This exit status is more uncommon; it must be set either by yourself or plugins that are being used in the project
  - Build steps
  - Build steps are effectively where you configure what your job is going to do. Depending on your situation, this could accomplish many different tasks:

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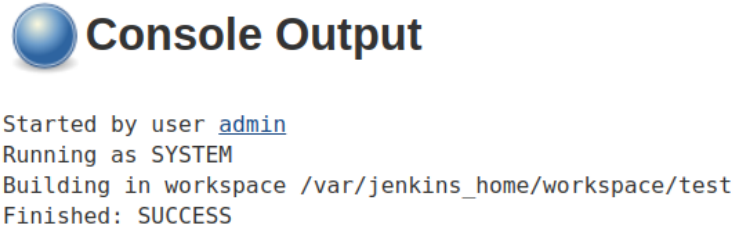
CONSOLE OUTPUT

- The console output is likely one of the main parts of a build that you'll be checking for information and debugging purposes
- This section includes the output for any shell scripts and plugins that have been executed in the build step for a project



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FREESTYLE JOB

- **Installation and adoption**
  - Likely to be a long and involved process
  - Potential to waste time, effort, and money should it be approached without enough planning
- **Learning curve**
  - Pipelines make use of many different and relatively new technologies that teams may not have any prior experience with
  - New workflow
  - Some teams may find their old responsibilities obsolete and have to readjust their set of responsibilities