





## WHAT IS A JENKINS JOB?

- 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





## HOW TO CREATE A NEW JOB

- 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



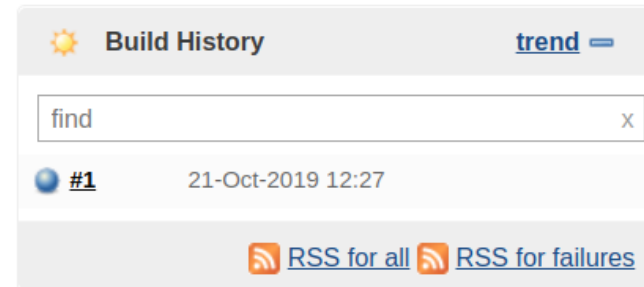
Have a look at the learner guide for all the different options with jobs

A screenshot of the Jenkins 'New Job' configuration page. The header shows the Jenkins logo and navigation links like 'search', 'admin', and 'log out'. The main section is titled 'Enter an item name' and contains a text input field with 'first-job' entered. Below this, there are several job type options, each with an icon and a description: 'Freestyle project' (a laptop icon), 'Pipeline' (a gear icon), 'Multi-configuration project' (a document icon), 'Folder' (a folder icon), and 'GitHub Organization' (a GitHub logo icon). A 'Multibranch Pipeline' option is partially visible at the bottom. A small 'OK' button is located at the bottom left of the list.



## 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:





## BUILD STATUS



- **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.



## 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:



## 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



### Console Output

Started by user [admin](#)  
Running as SYSTEM  
Building in workspace /var/jenkins\_home/workspace/test  
Finished: SUCCESS





## 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