Lab 4- Running scripts from Git

This task will take you through configuring a very simple Freestyle Project, which will download a script and run it.

Prerequisites

- GitHub Account
- Jenkins Installed

Create a New GitHub Repository

GitHub is of course where our code will be, we'll need to prove that Jenkins can download that code and access in the Job.

Setup a repository so we can configure a Jenkins job to access and use it in later steps:

1. Create a *public* GitHub repository for this exercise, you can call it `jenkins-freestyle-project`.
2. Add a script to the repository called `run.sh`, with the contents:
   `echo 'Hello from run.sh!'`

Create a Jenkins Job

The Jenkins job is going to be able to:

- download the repository that we created
- run the `run.sh` script

1. Create a new Freestyle Project on Jenkins, called "Lab 4".
2. Configure the Job to download the repository
   - Under *Source Code Management*, select *Git*
   - Enter `https://github.com/[YOUR_USERNAME]/jenkins-freestyle-project`, replacing `[YOUR_USERNAME]` with your GitHub username.

3. In the *Build* section, create a build step to *Execute shell* and enter the following:

```
sh run.sh
```

Run the Job

Now everything is setup, *Save* the changes that were made and the *Build* the job.

Go and check the console output of the build to see that the job has executed, the end of the output should show that the script on the repository has run correctly:

```
+ sh run.sh
+ Hello from run.sh!
+ Finished: SUCCESS
```

Clean Up

Feel free to now delete the created resources:

- Jenkins job
- GitHub Repository