Gitlab integrate with Jenkins:

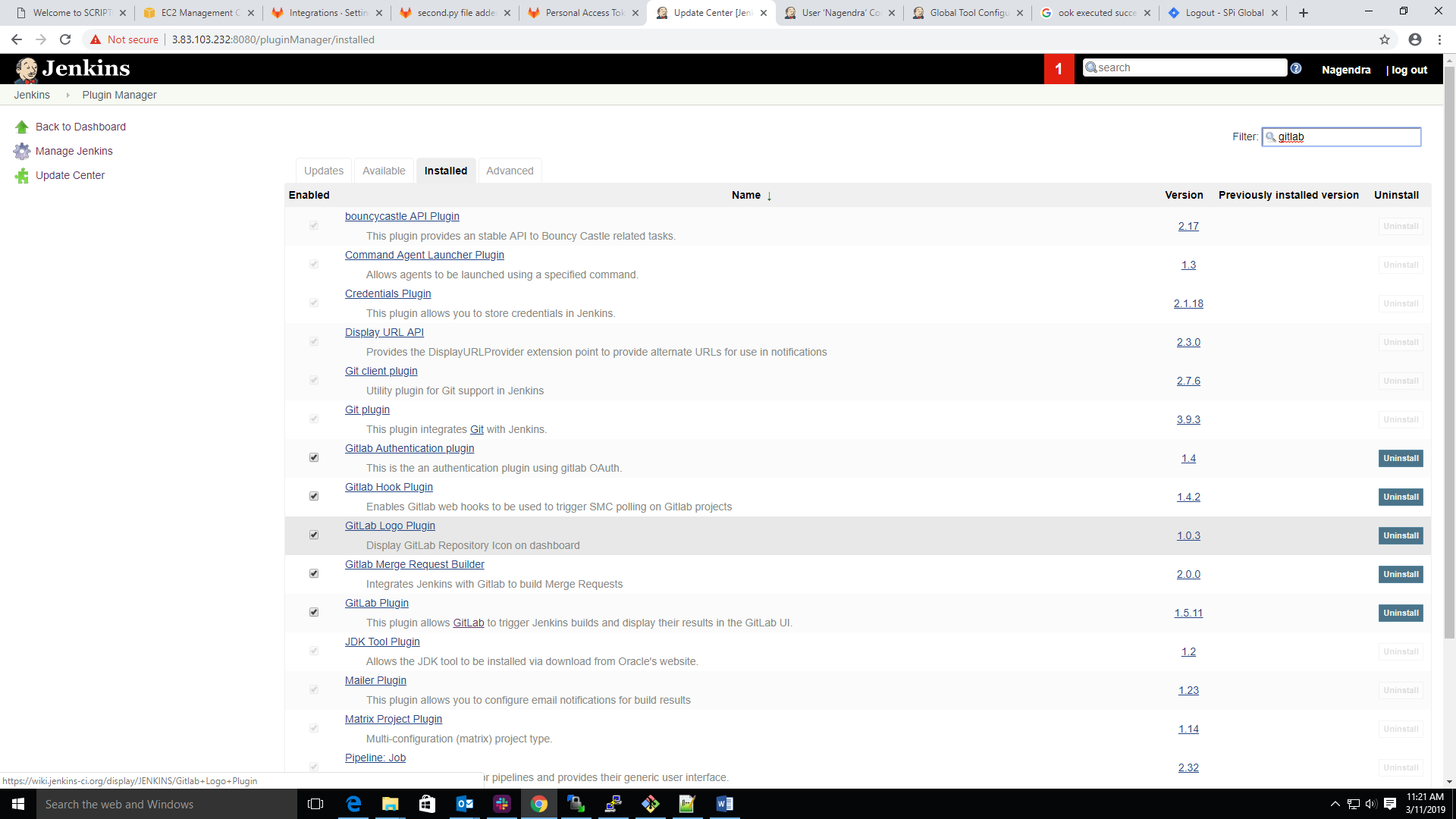
Jenkins side:

Step 1: we need to install the gitlab plugin on Jenkins from manage plugins

Manage Jenkins 🡪 manage plugins 🡪 available 🡪 search the plugin name 🡪 select the plugin and click on install plugin without restart

After the installed gitlab plugins go to installed we can see the installed gitlab plugins as shown in below

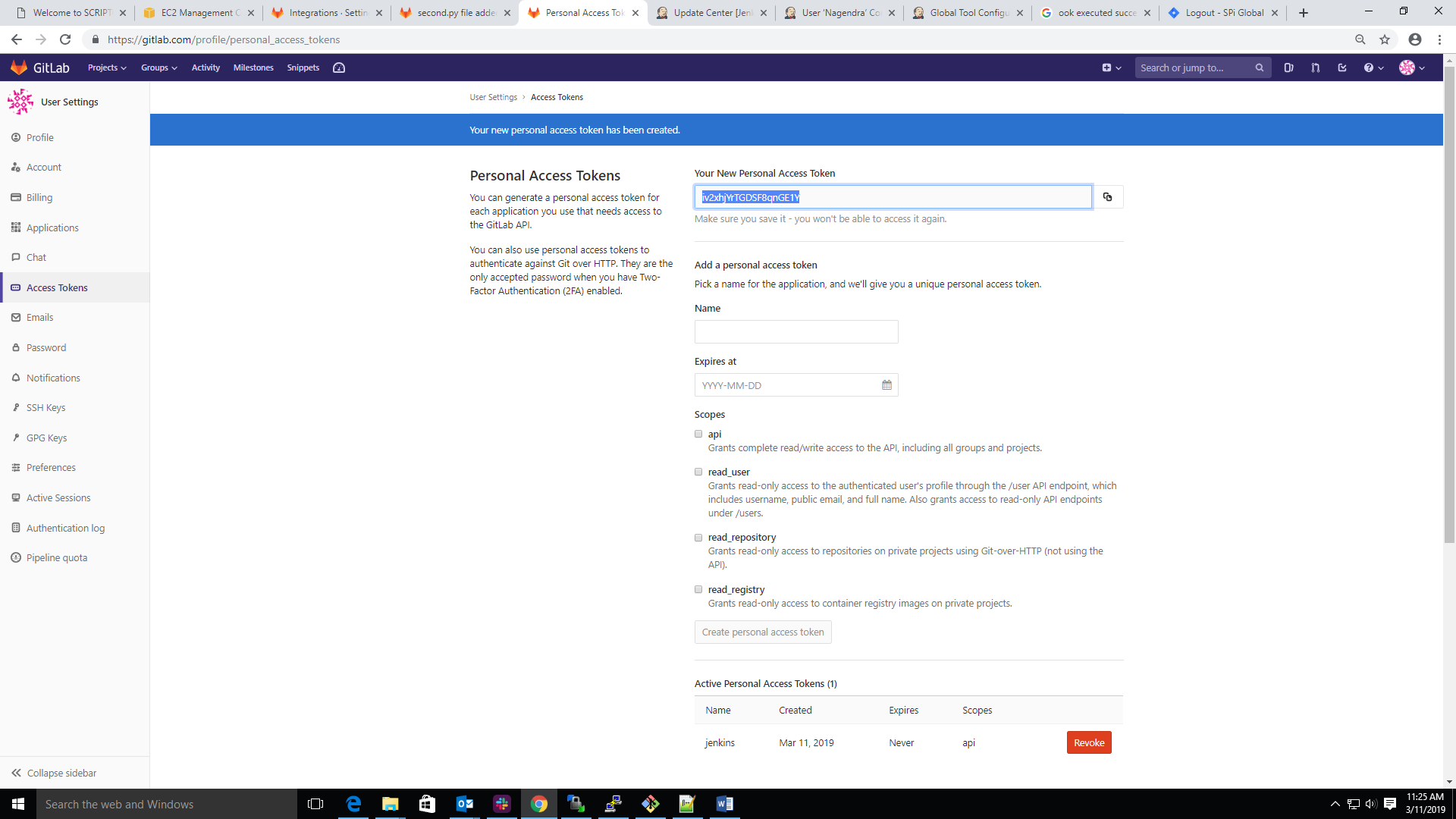
Screen shot.



Step 2: now we need to login gitlab then, we need to create the Gitlab Api token as shown below screen shot.

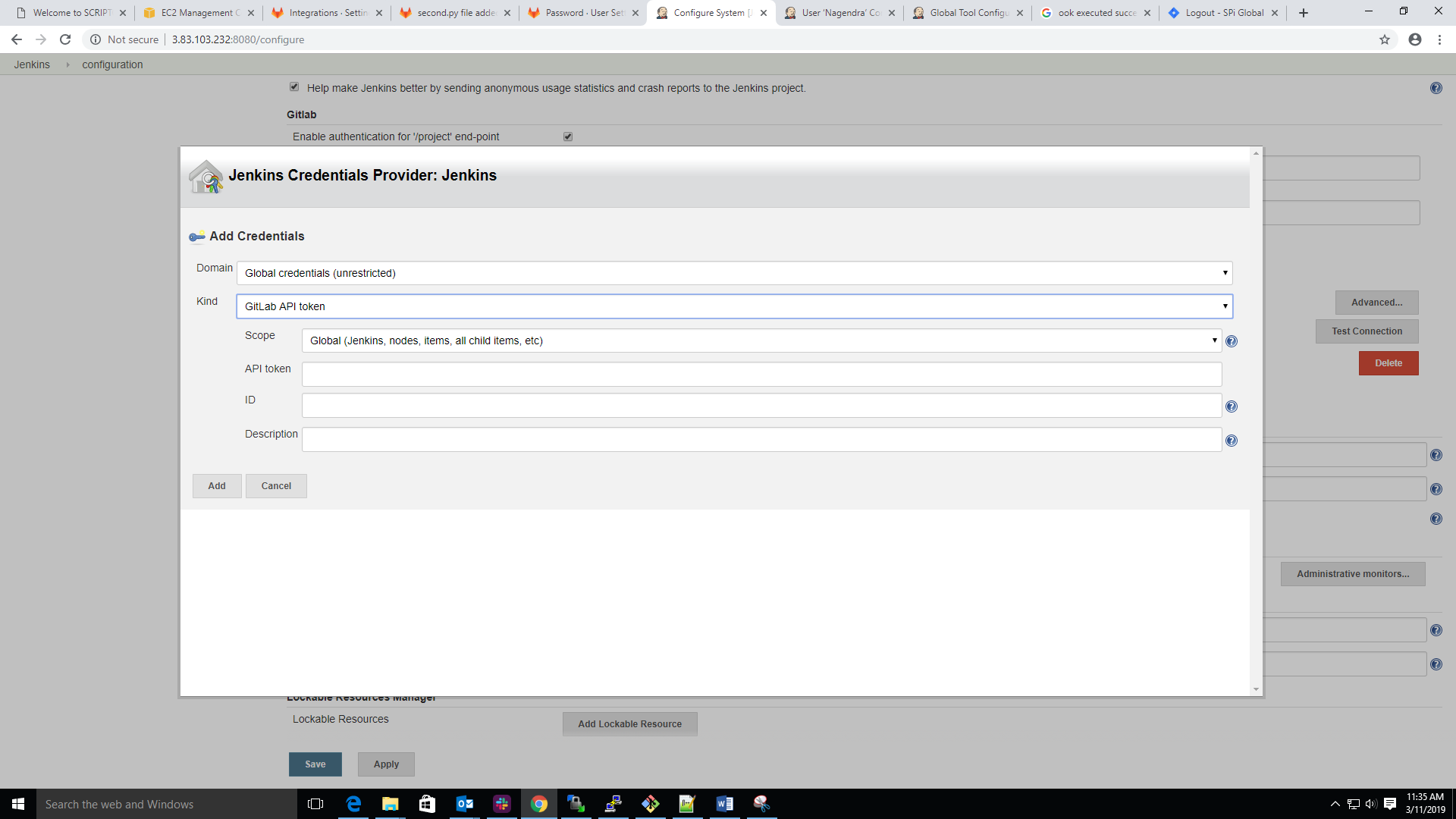
Click on profile 🡪 choose and double click on setting 🡪 choose and double click on Access Tokens 🡪

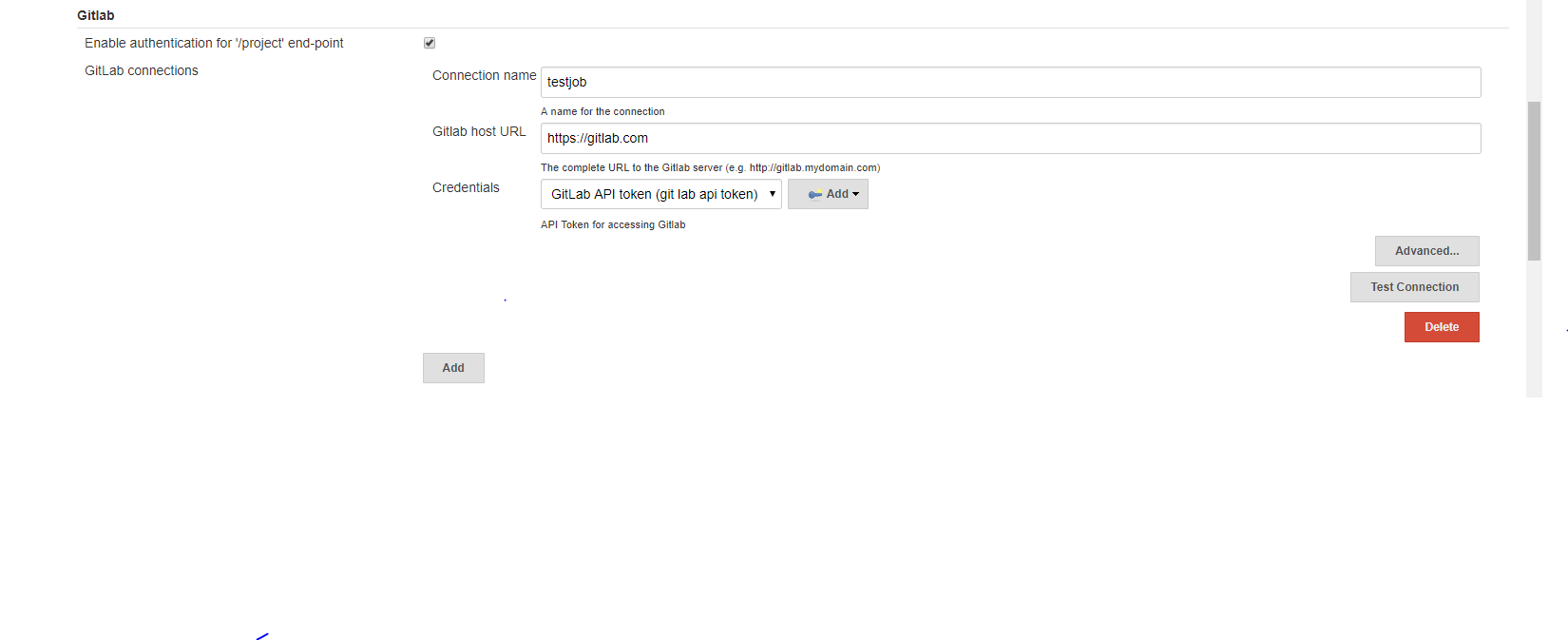
Now we need to enter the **name** and select the **scope** then click on create the access token

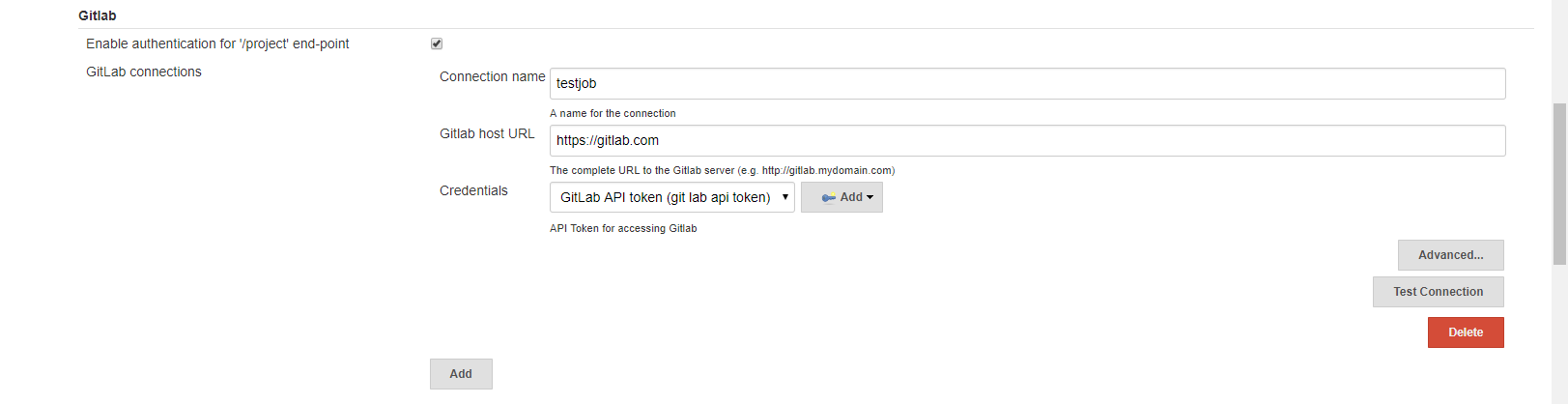


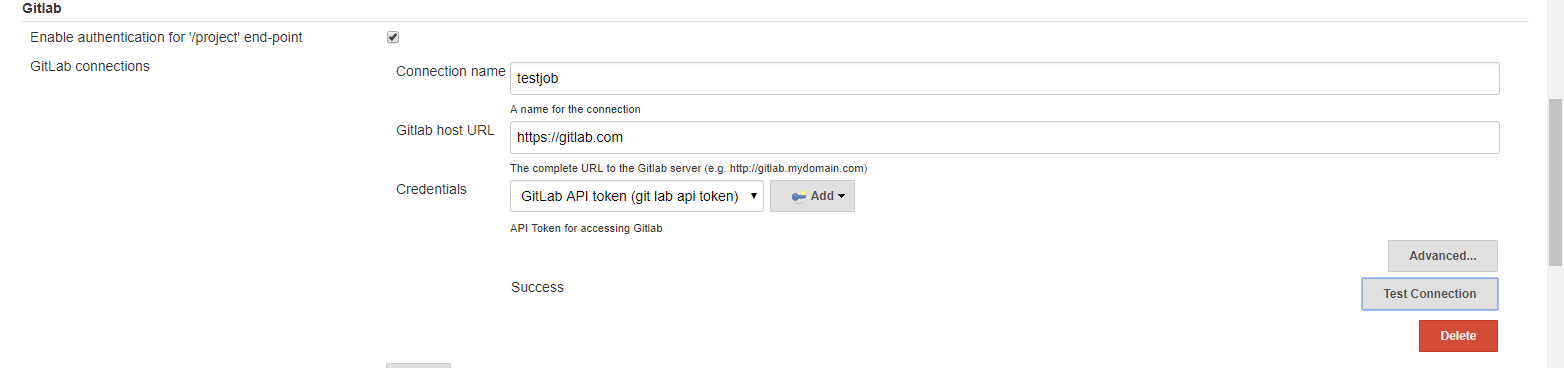
Step 3: we need to go Jenkins, configure the gitlab credentials and test the connection.

* Enter the connection name
* Enter the gitlab URL
* Enter the gitlab Api token details and click on ADD
* Select the Api token user, click on test connection

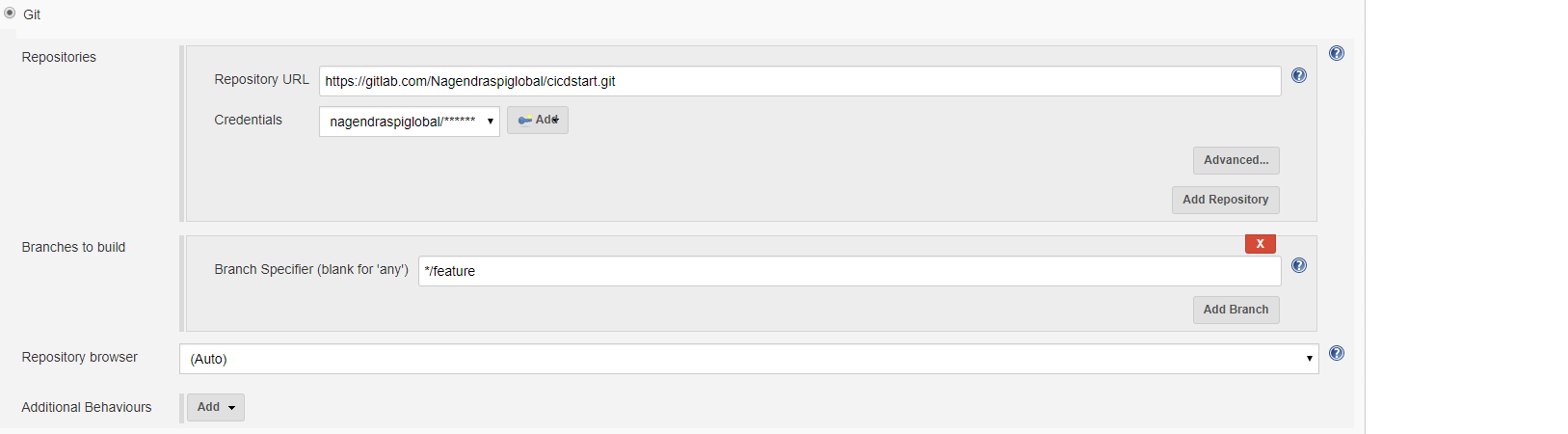


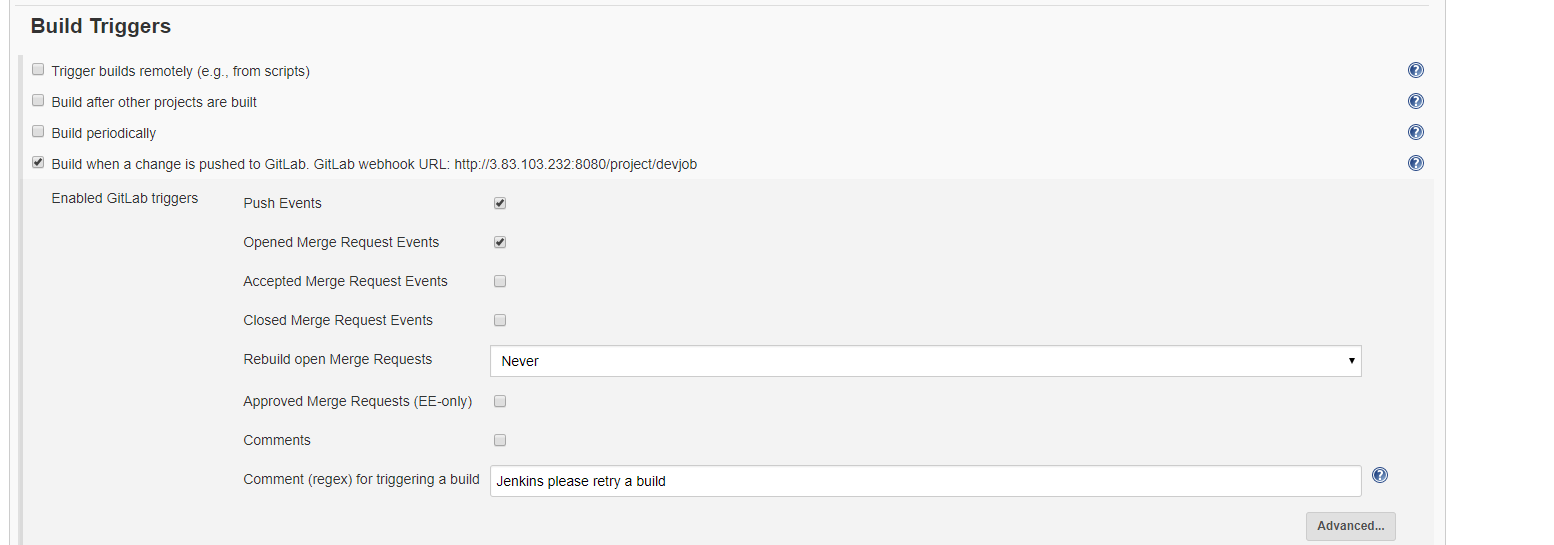






Step 4: Now, we will create the job on Jenkins follow the below steps.

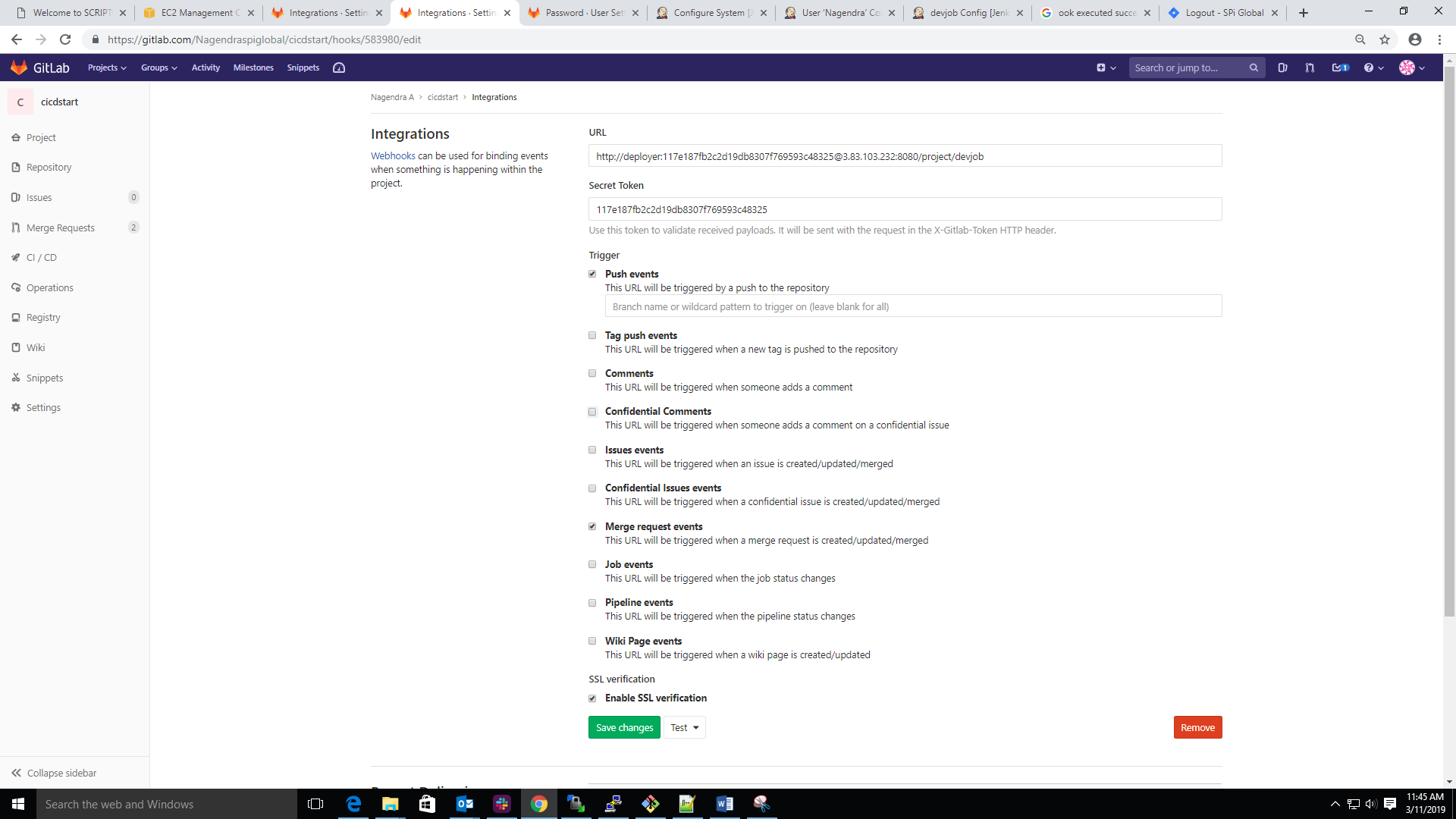




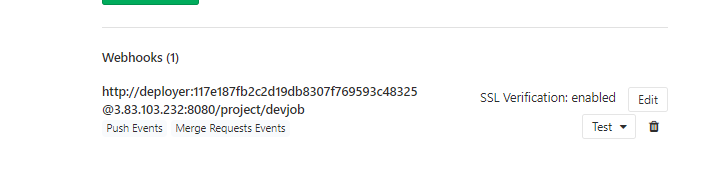
Step 5: Now we need to configure web-hooks trigger on gitlab side.

Here, we need to go to the web-hook page, select the project click on integration 🡪 click on web-hooks 🡪 In this page enter the below details.

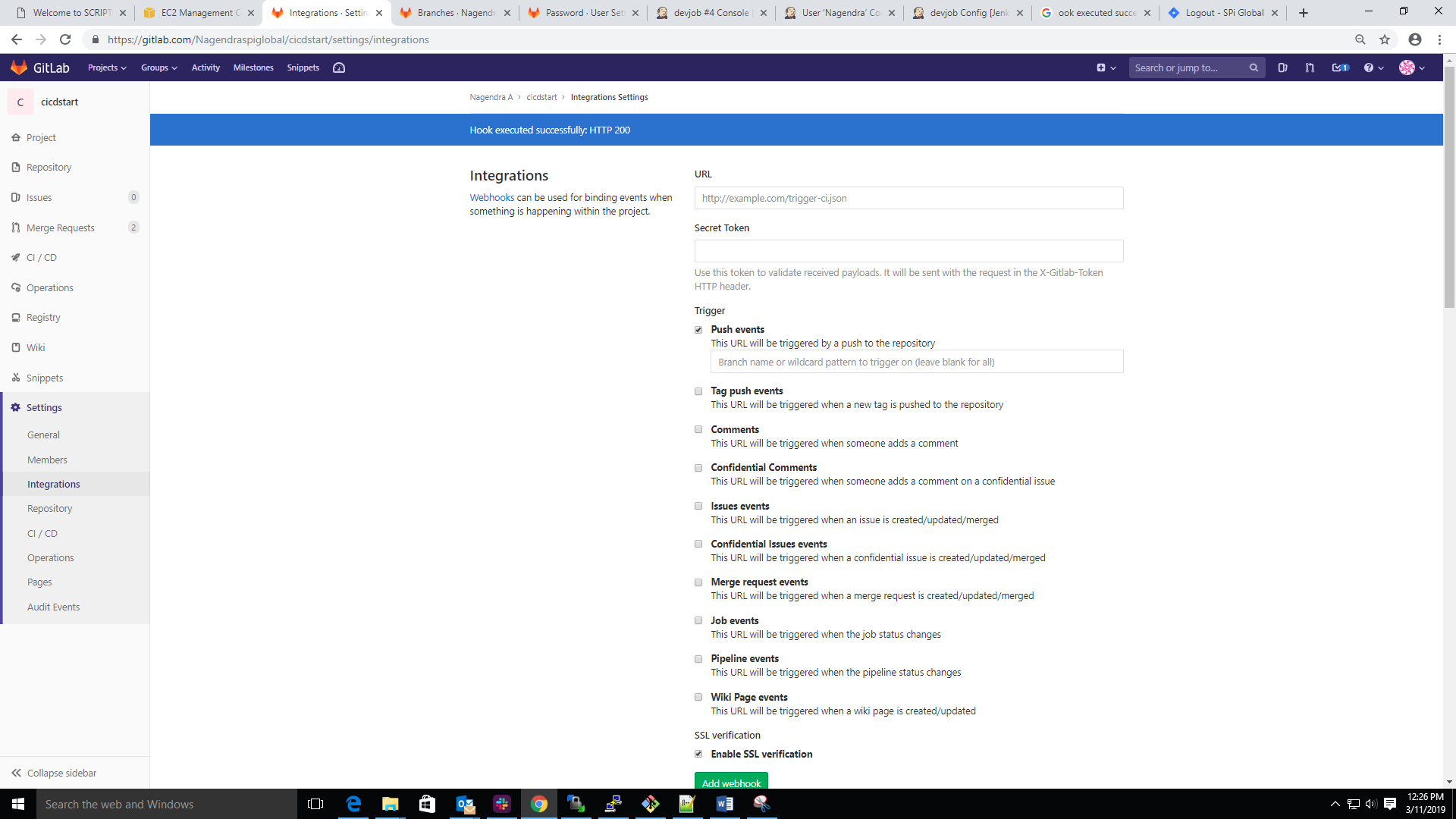
* UrL: <http://username:token@jenkins_domainname:8080/project/job>
* Secret token:
* Select the trigger options like push events, merge-requests click on add webhook.



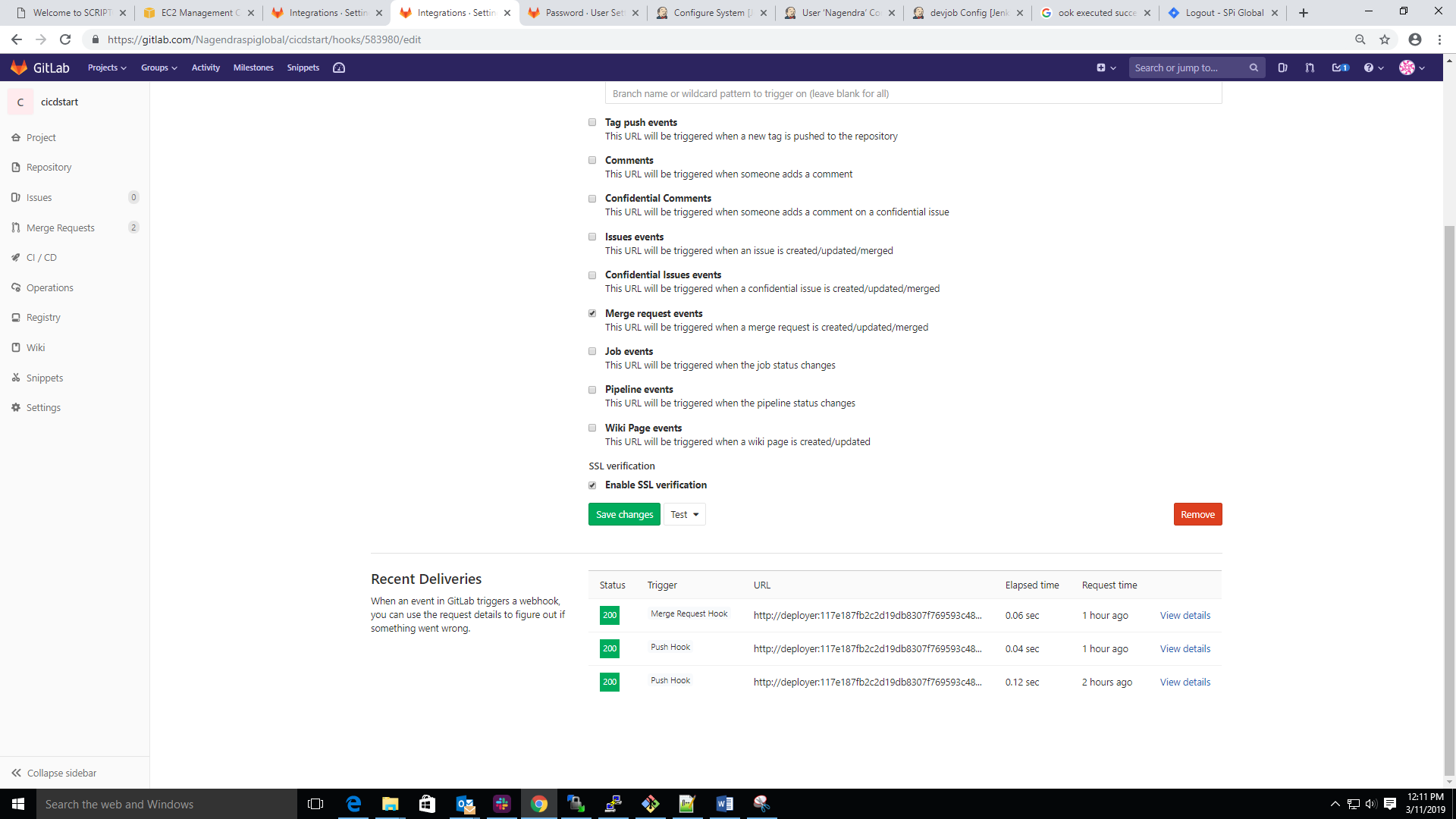
* After add the webhook this option will appear in as shown below screen shot.



* Now, we check the connection established or not by press test option, if connection established we can see the below out as shown screen shot.



After push and open the merge request working as we expected output as shown in below screen shot.



Step 6: Now, we need to create the merge request on feature branch to dev branch that time Jenkins trigger the build automatically.