

Jenkins Cheat Sheet

by Huluvu424242 (FunThomas424242) via cheatography.com/19991/cs/20511/

Entwicklungsumgebungen

https://job-dsl.herokuapp.com/

Playground zur Jobs DSL

Plugins - Build Trigger

- * https://plugins.jenkins.io/selfie-trigger-plugin
- *

Pipeline Trigger Job

```
# Build Trigger - Zeitgesteuert
TZ=Europe/Berlin
@midnight
# Pipeline - Definition Pipelinscript
node {
  stage("mypocketmod") {
    try {
     build 'mypocketmod/master'
    } catch (err) {
     echo "Caught: ${err}"
    try {
     build 'rades-annotations'
    } catch (err) {
      echo "Caught: ${err}"
    try {
     build 'localmod'
    } catch (err) {
      echo "Caught: ${err}"
```

Monitoring API

```
Simple Job
```

Buildstatus URL: jenkinsurl/job/jobName/lastBuild/api/json

Beispiel: http://stachel:8090/job/rades-annotatio-ns/lastBuild/api/json

```
Multibranch Pipeline Plugin
Buildstatus URL: jenkinsurl/job/repoName/job/Br-
anchName/lastBuild/api/json
Beispiel: http://stachel:8090/job/mypocketmod/-
job/master/lastBuild/api/json
Im Response sind die wichtigen Felder:
* response.fullDisplayName
* response.result
   "_class": "hudson.model.FreeStyleBuild",
   "actions": [
      {
         "_class": "hudson.model.CauseAction",
         "causes": [
           {
               "_class": "hudson.model.Cause$Up-
streamCause",
               "shortDescription": "Gestartet
durch vorgelagertes Projekt "NighlyTrigger", Build
6",
               "upstreamBuild": 6,
               "upstreamProject": "NighlyTrigger",
               "upstreamUrl": "job/NighlyTrigg-
er/"
        ]
      {},
         "_class": "hudson.plugins.git.util.Bui-
ldData",
         "buildsByBranchName": {
            "refs/remotes/origin/master": {
               "_class": "hudson.plugins.git.ut-
il.Build",
               "buildNumber": 6,
```



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"buildResult": null,



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Monitoring API (cont) "marked": { "SHA1": "d68e6e7cbc7155a549e48-0e7354a6e64493382fa", "branch": [{ "SHA1": "d68e6e7cbc7155a-549e480e7354a6e64493382fa", "name": "refs/remotes/origin/master" }] }, "revision": { "SHA1": "d68e6e7cbc7155a549e48-0e7354a6e64493382fa", "branch": [{ "SHA1": "d68e6e7cbc7155a-549e480e7354a6e64493382fa", "name": "refs/remotes/origin/master" }] } "lastBuiltRevision": { "SHA1": "d68e6e7cbc7155a549e480e7354a6e64493382fa", "branch": [

"SHA1": "d68e6e7cbc7155a549e48-

"name": "refs/remotes/origin/m-

"https://github.com/FunThomas424242/r-

```
Monitoring API (cont)
         "scmName": ""
      },
      {
         "_class": "hudson.plugins.git.GitTagAc-
tion"
      },
      {},
      {},
      {}
   "artifacts": [],
   "building": false,
   "description": null,
   "displayName": "#6",
   "duration": 28582,
   "estimatedDuration": 47475,
   "executor": null,
   "fullDisplayName": "rades-annotations #6",
   "id": "6",
   "keepLog": false,
   "number": 6,
   "queueId": 39,
   "result": "SUCCESS",
   "timestamp": 1568557708973,
   "url": "http://stachel:8090/job/rades-annota-
tions/6/",
   "builtOn": "",
   "changeSet": {
      "_class": "hudson.plugins.git.GitChangeSe-
tList",
     "items": [],
      "kind": "git"
   "culprits": []
```

Quelle: https://serverfault.com/questions/309848/how-do-i-check-t-he-build-status-of-a-jenkins-build-from-the-command-line



aster"

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0e7354a6e64493382fa",

}

"remoteUrls": [

]

ades-annotations.git"
],



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Spielejenkins im Internet bereitstellen

Lässt sich über Docker für max. 3h realisieren:

- 1. Aufruf der Dockerspielwiese: https://labs.play-with-docker.com
- 2. Add new Instanz
- 3. docker pull jenkins
- 4. docker run -p 8080:8080 -p 50000:50000 jenkins
- 5. Ablesen der IP und Ports der Umgebung
- 6. Öffnen der Jenkinsseite über den ausgelesenen 8080 z.B.

 $\label{lem:http://ip172-18-0-7-bmh2hhlfhn20008g21v0-8080.direct.labs.play-with-docker.com/login?from=\%2F$

- 7. In der Console nach oben scrollen und das Jenkins admin Passwort herauskopieren. Sieht etwa so aus: fd87362a76514aa997-3631c99257ecb4
- 8. Im geöffneten Jenkins anmelden (mit dem Passwort)

Manchmal machte die Installation mit default Plugins Probleme, daher besser erstmal keine zu installieren und dann manuell später nachholen

Jenkins - Monitore		
https://github.com/gg- irou/yet-another-jenk- ins-notifier	Chrome Extension	Nur auf Jobebene bei aktiver Authentifizierung
https://github.com/zi- onyx/jenkins-tray	Natives Binary	Multi Jenkins Support mit Tray aber die Liste öffnet im extra Fenster
======	=====	=====
HudsonTracker		Unterstützt die Jenkins Authorisierung nicht
http://fieryjoy.com/kato	Natives Binary	Benötigt Download

Zeitgesteuerte Ausführung

```
Pipeline mit Jenkinsfile
pipeline {
    agent any
    triggers {
    cron('H /4 * 1-5')
}
    stages {
    stage('Example') {
        steps {
        echo 'Hello World'
    }
}
}

String cron_string = BRANCH_NAME == "master"?"@hourly":""
    pipeline {
        agent none
        triggers { cron(cron_string) }
        stages {
        // do something
    }
}
```

Quellen

- * https://stackoverflow.com/questions/32028761/jenkins-build-pipe-line-scheduled-trigger
- * https://stackoverflow.com/questions/39168861/build-periodically-with-a-multi-branch-pipeline-in-jenkins/44902622#44902622



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