

# Jenkins Fundamentals

## WELCOME!



Axel Sirota  
MCT and AI Consultant





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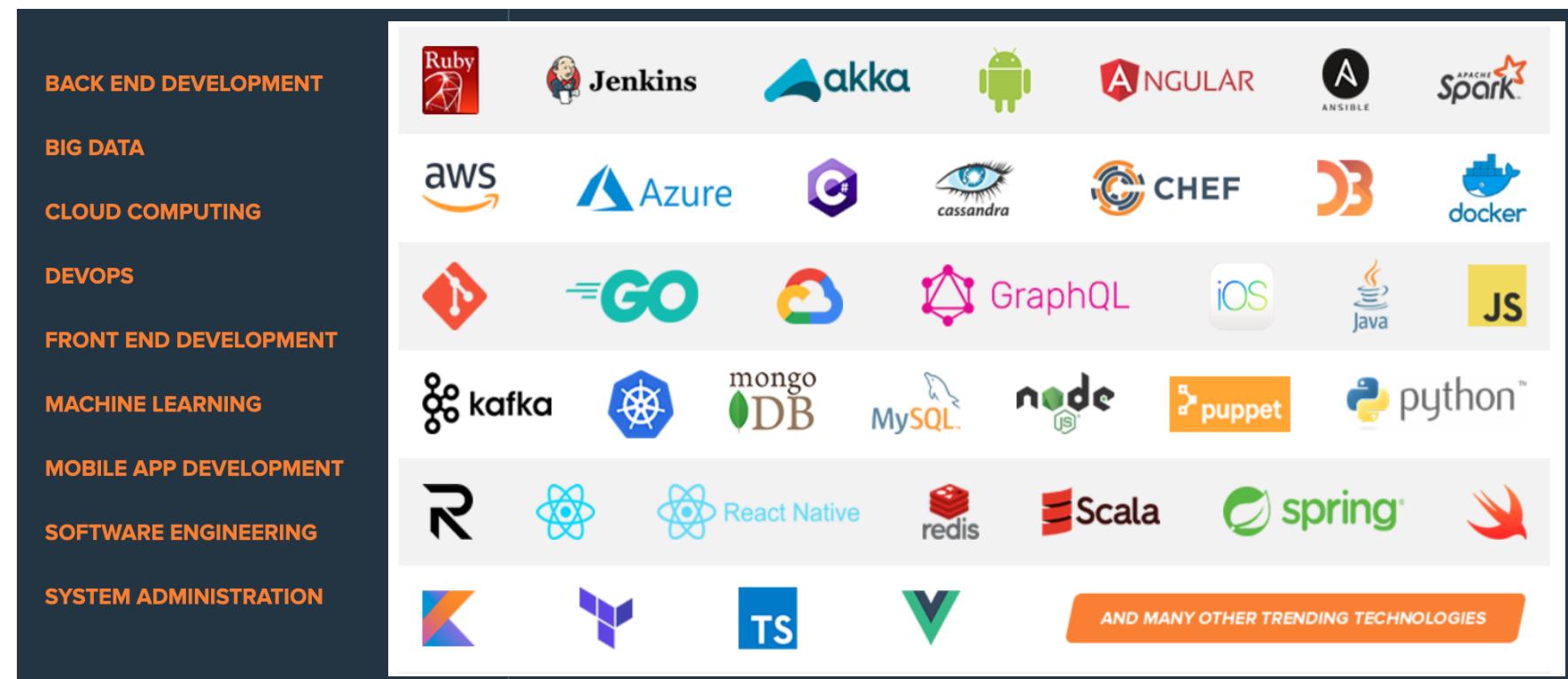


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# World Class Practitioners



250 best selling books authored



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EXPERT PRACTITIONERS

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ENGAGING INSTRUCTORS

150 speaking engagements at industry conferences



Over 17 years of industry experience per instructor

125 certifications in leading technologies



95% instructor satisfaction



# Note About Virtual Trainings



What we want



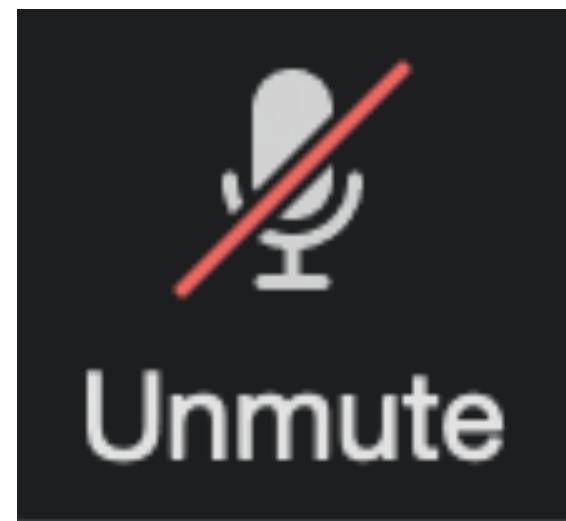
...what we've got



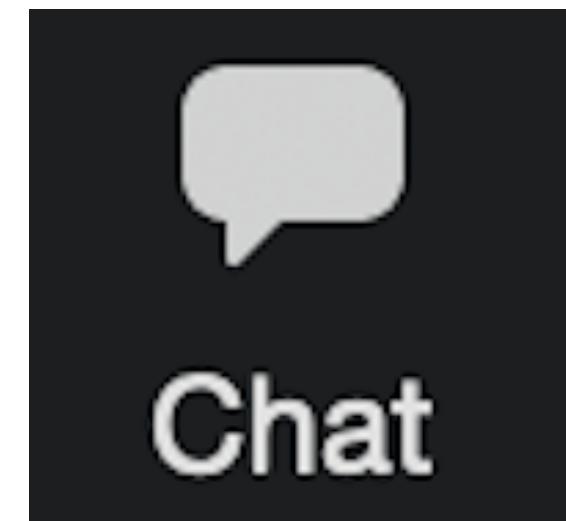
# Virtual Training Expectations for You



Arrive on time / return on time



Mute unless speaking



Use chat or ask  
questions verbally



# Virtual Training Expectations for Me



I pledge to:

- Make this as interesting and interactive as possible
- Ask questions in order to stimulate discussion
- Use whatever resources I have at hand to explain the material
- Try my best to manage verbal responses so that everyone who wants to speak can do so
- Use an on-screen timer for breaks so you know when to be back



# Prerequisites

- Development and Testing overview knowledge
- Java ( for the code examples and example project )



# What this course is about



This course **is about:**

- Learning what CI/CD **is** and **how** to devise a plan to **implement it**
- Learning to **develop** Jenkins Jobs that **implement CI/CD pipelines**
- Searching for Plugins to **extend functionality** in our pipeline

This course **is not about:**

- Advanced Multi-Node Jenkins Management
- Java Programming



# Objectives

At the end of this course you will be able to:

- Understand what CI/CD **is** and how it can help an organisation
- Devise a plan to implement CI/CD with Jenkins
- Develop Jenkins jobs to implement CI/CD Pipelines
- Measure Code quality and release gates
- Setup notifications for any pipeline



# Structure of the Course / Course Takeaways



- We will be using a Github repository for labs throughout the training
- The labs will be on your own laptops
- Download the code and instructions for labs here: <https://github.com/axel-sirota/jenkins-course>
- The slides were sent by mail



# Agenda

## Introduction

- Introductions
- Expectations
- Why CI/CD?

## First Steps

- Freestyle Jobs
- Configuring a CI job

## Advanced Pipelines

- Code quality
- Notifications
- Parallel

## Jenkins

- Why Jenkins?
- Architecture of Jenkins
- Setting Up

## Jenkins Pipelines

- Scripted vs Declarative
- Jenkinsfile
- Developing Pipelines



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# Introduction



Who are we?





# Introductions



- One by one introduce yourself:
  - A. Name
  - B. Role
  - C. Previous experience with Jenkins or CI/CD
  - D. What do you want to learn from this class?
  - E. Do you want to share a fun fact of yourself?



# Who am I?



- Microsoft Certified Trainer
- Author, Instructor, and Editor at [Pluralsight](#),  
[Develop Intelligence](#), and [O'Reilly Media](#)
- AI and Cloud Consultant



QR to my Pluralsight  
courses



QR to my O'Reilly  
trainings

# Introduction

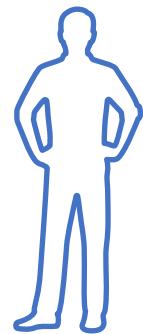


Why CI/CD?





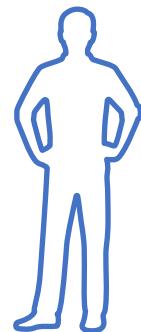
# Case Study: E-Commerce



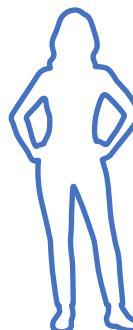
Product Managers



# Case Study: E-Commerce



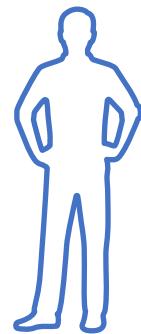
Product Managers



Software Development



# Case Study: E-Commerce



Product Managers



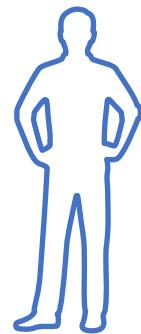
Integration & Operations



Software Development



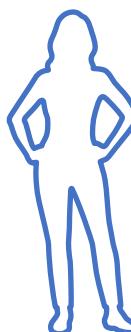
# Case Study: E-Commerce



Product Managers



Quality Assurance



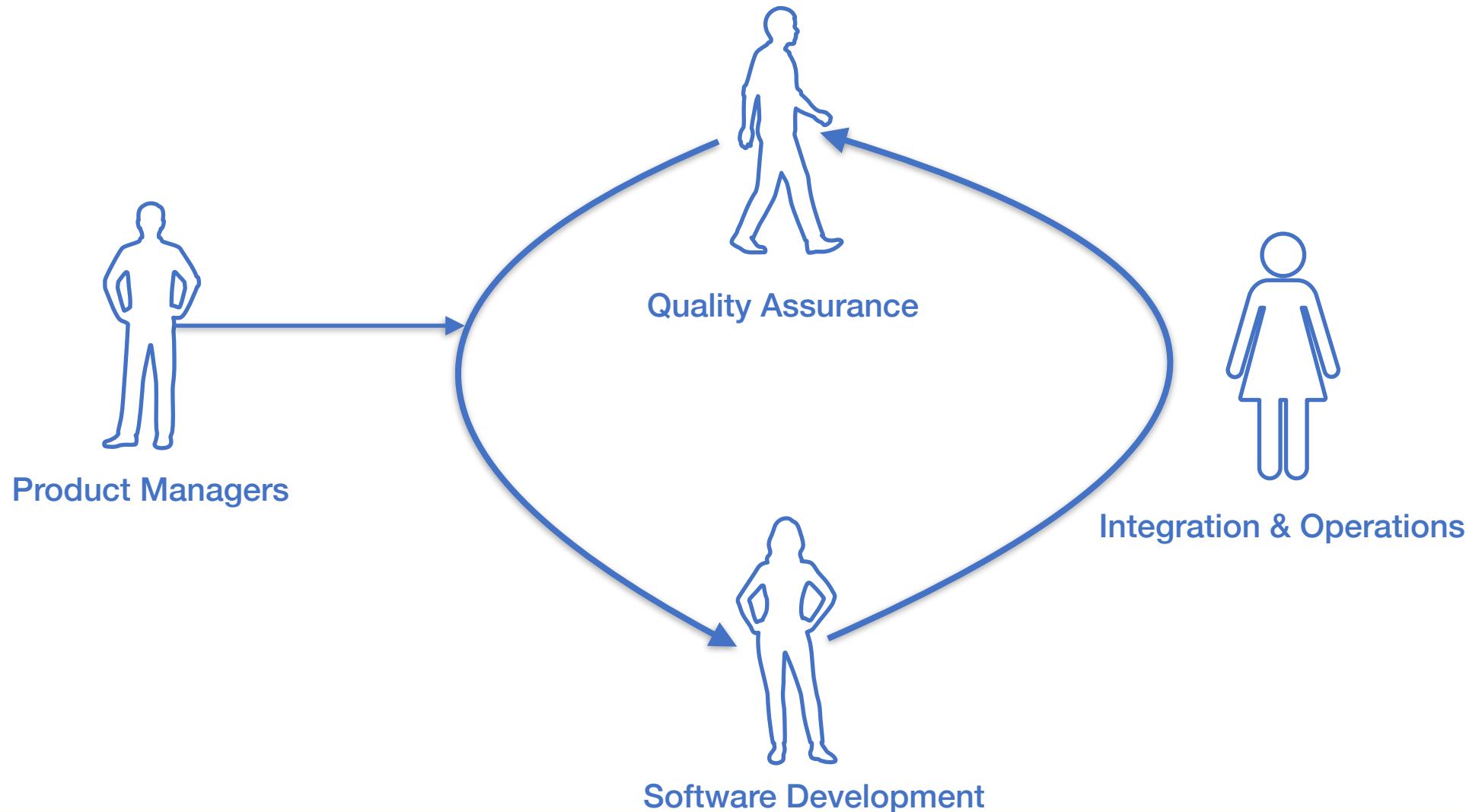
Software Development



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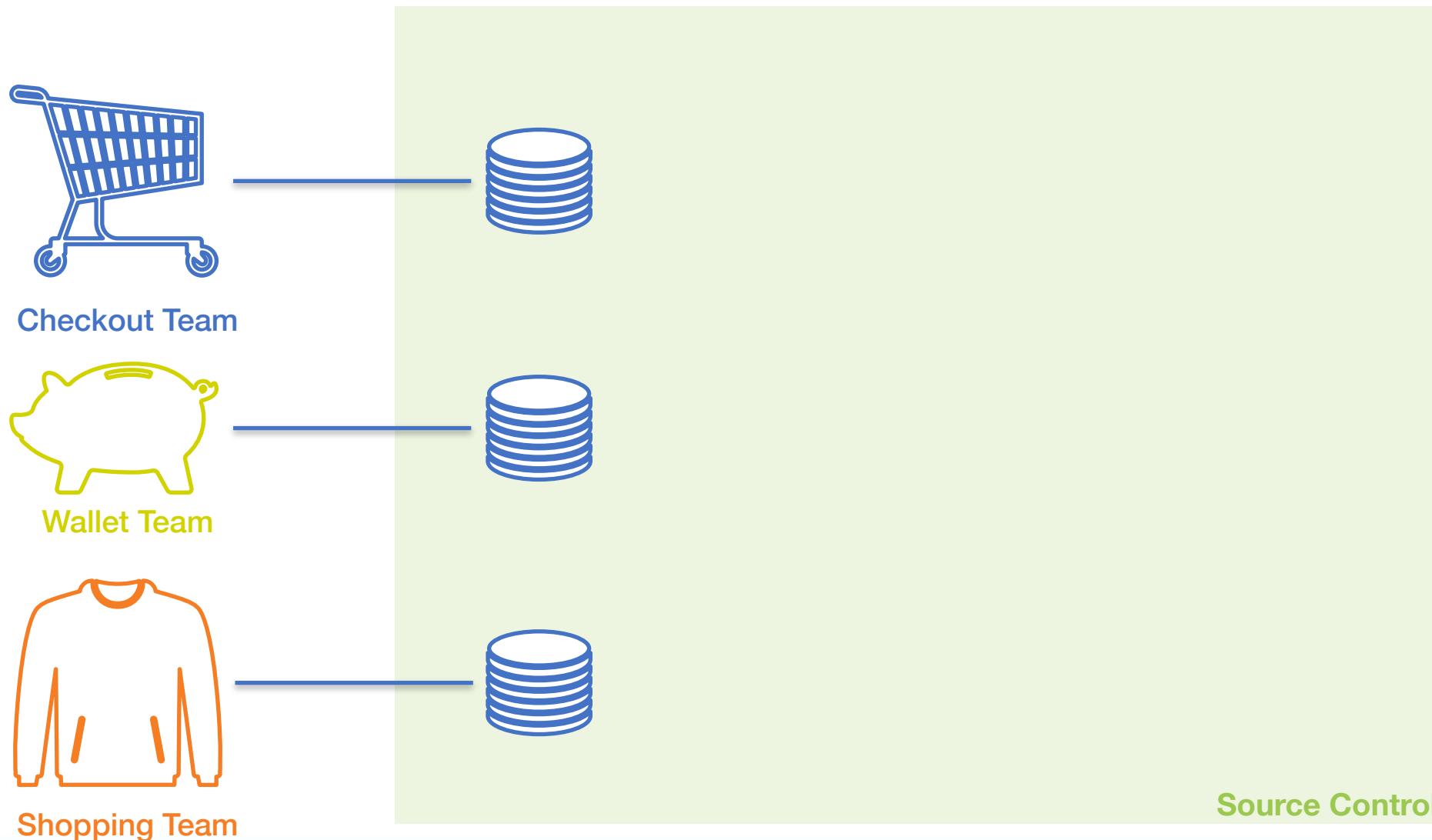


# Case Study: E-Commerce



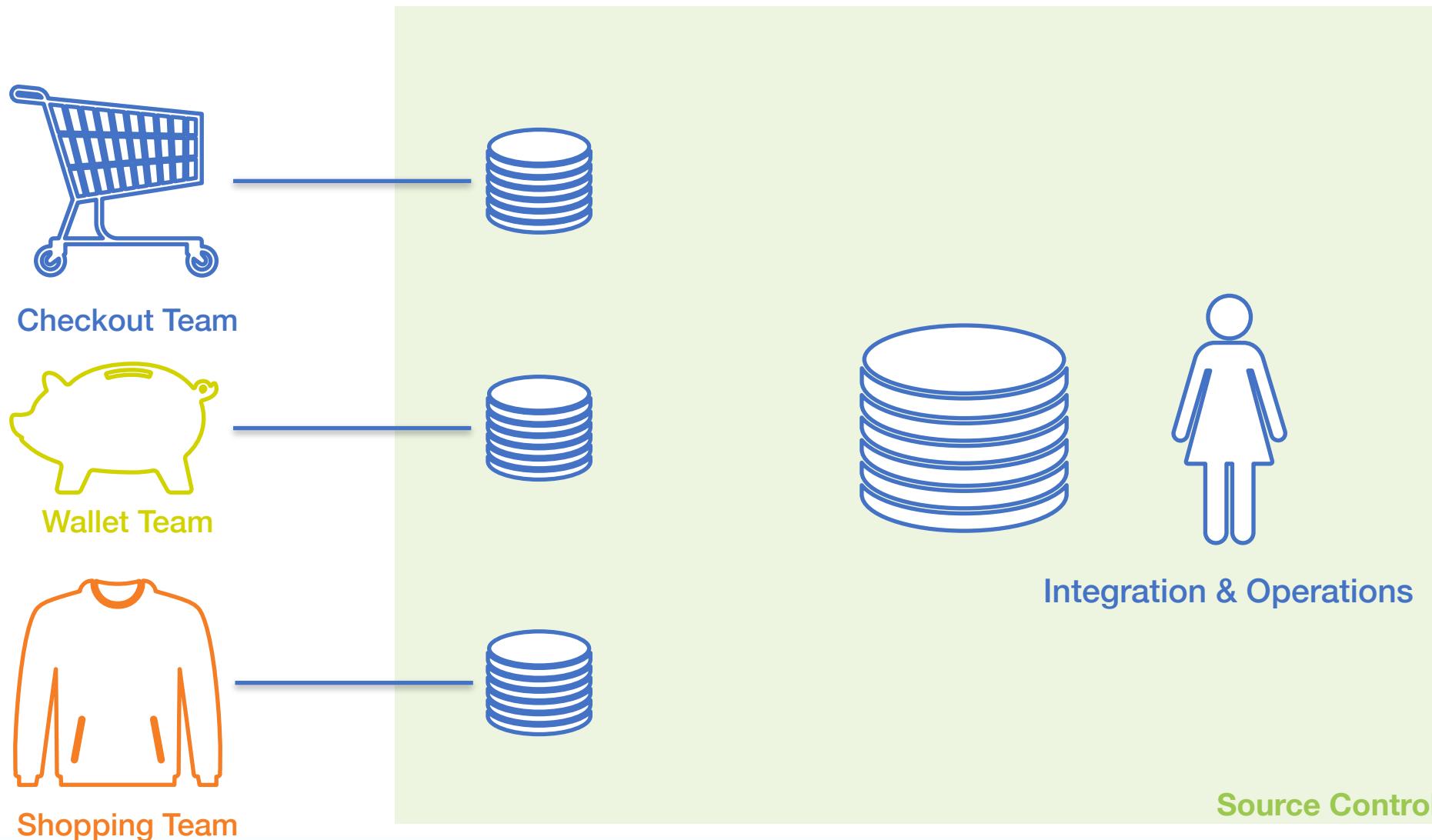


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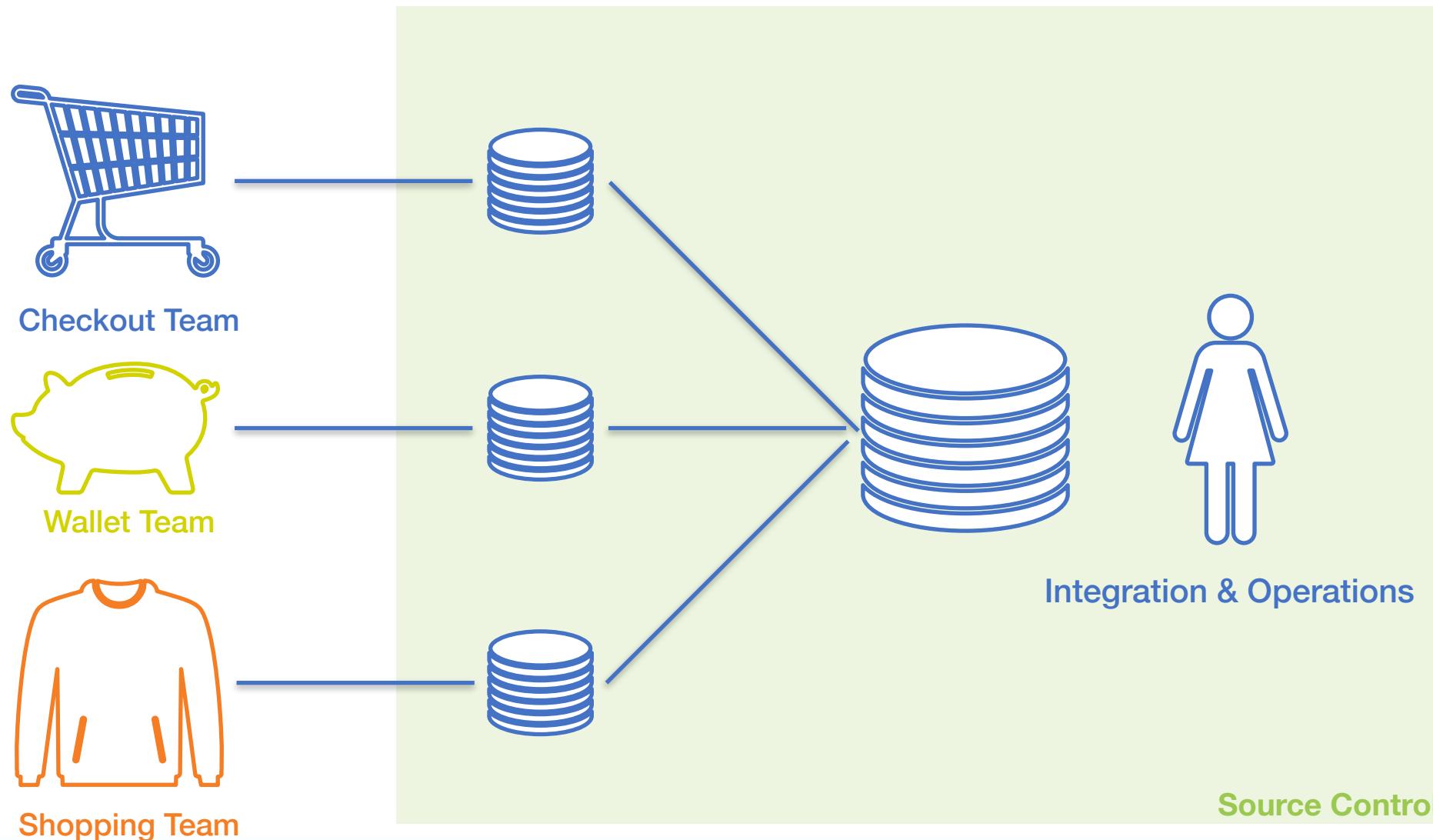


# Case Study: E-Commerce



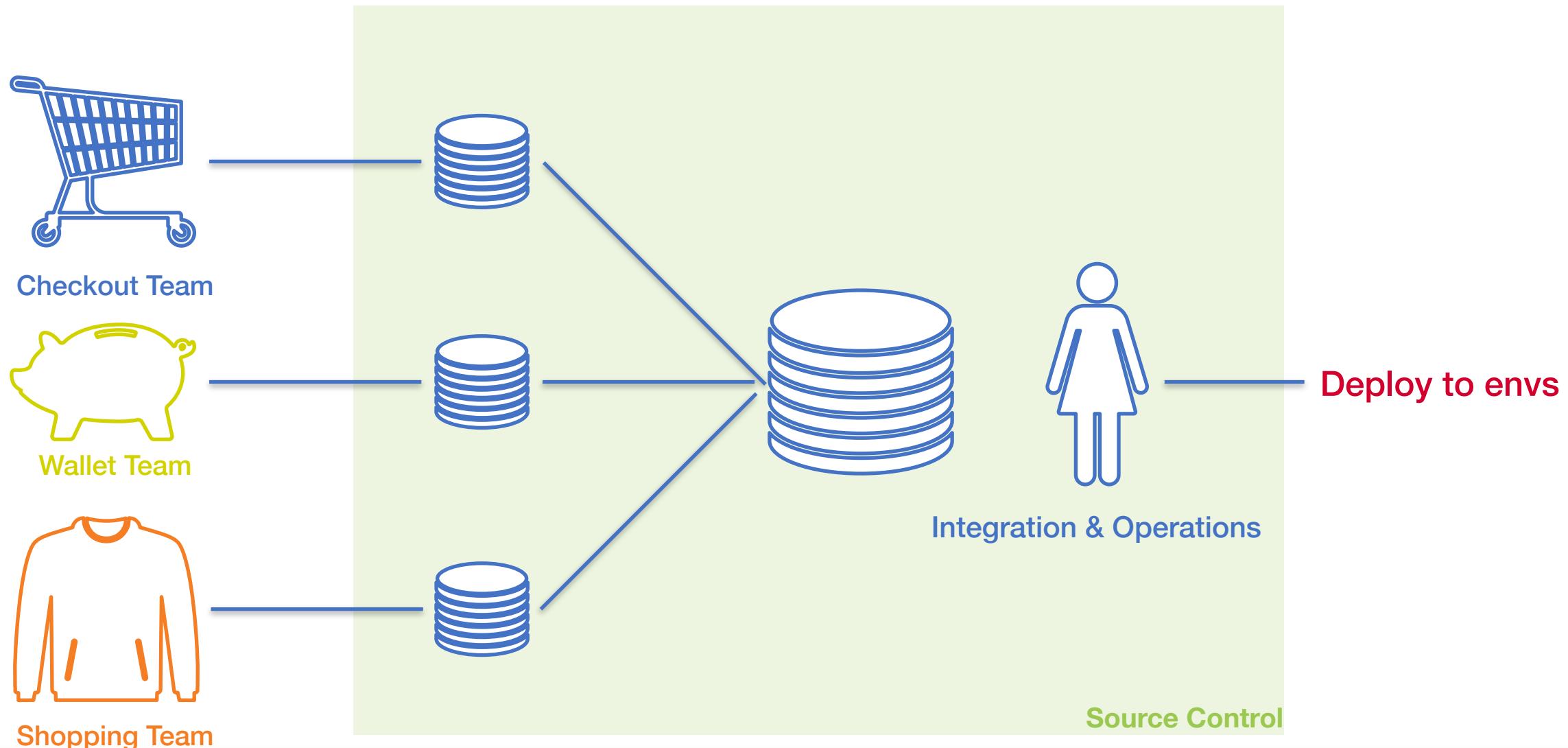


# Case Study: E-Commerce





# Case Study: E-Commerce





# Case Study: E-Commerce



## Pain Points

### Integration

Painful merge (“integration”) per cycle

Possible bugs caught late

Not reproducible compile (“build”) process to

create release



# Case Study: E-Commerce



## Pain Points

### Integration

Painful merge (“integration”) per cycle

Possible bugs caught late

Not reproducible compile (“build”) process to  
create release

### Deployment

Possible wrong Instructions

Not reproducible Environments

Q&A enters late after deployment, reporting bugs at  
end of cycle

Pain Points = Errors, Not Happy Customers and Teams



# Case Study: E-Commerce



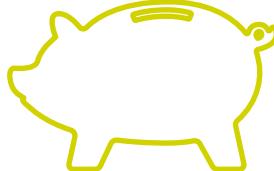
**Continuous Integration and  
Continuous Deployment come  
to solve this!**



# Case Study: E-Commerce



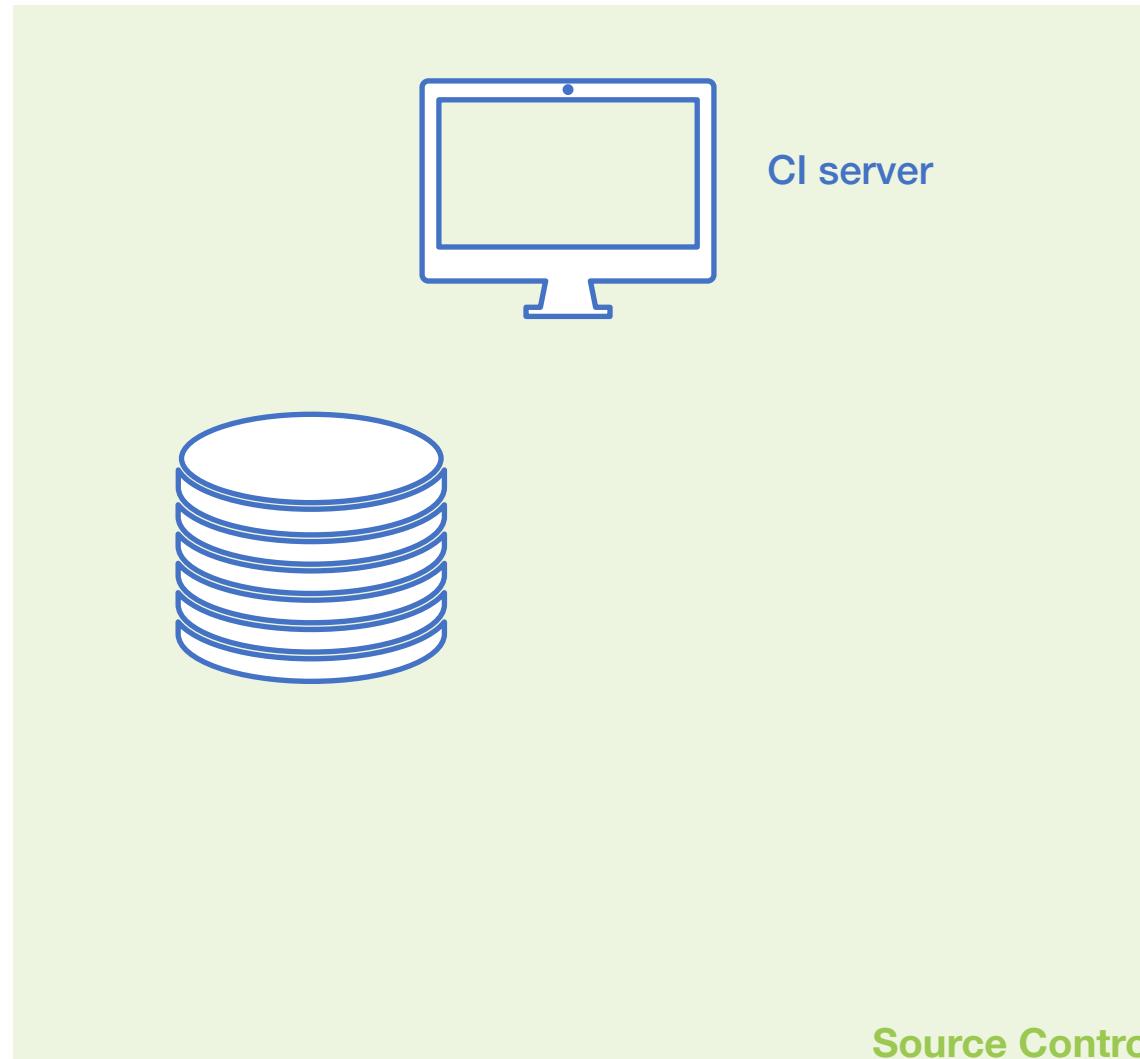
Checkout Team



Wallet Team

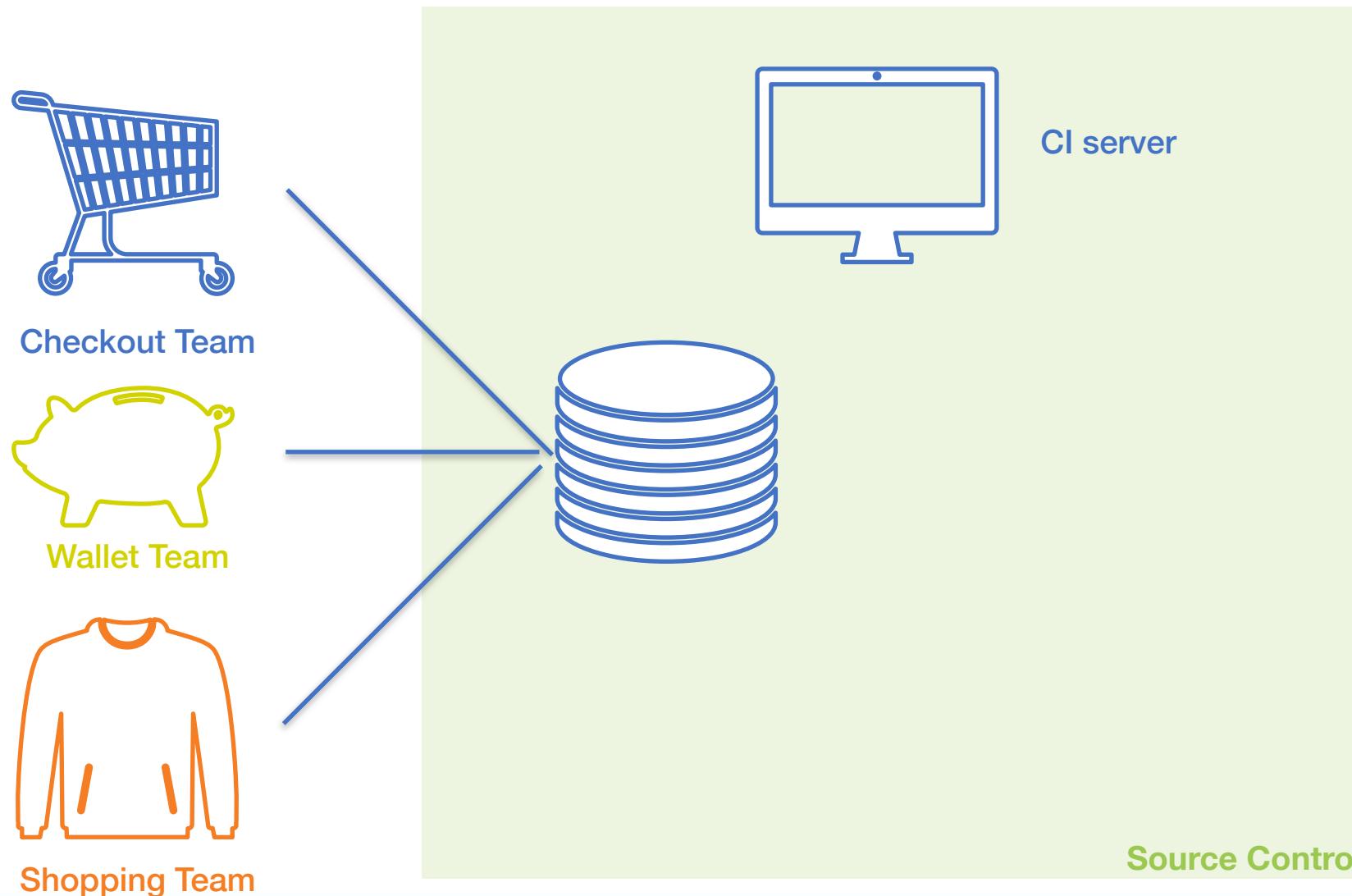


Shopping Team





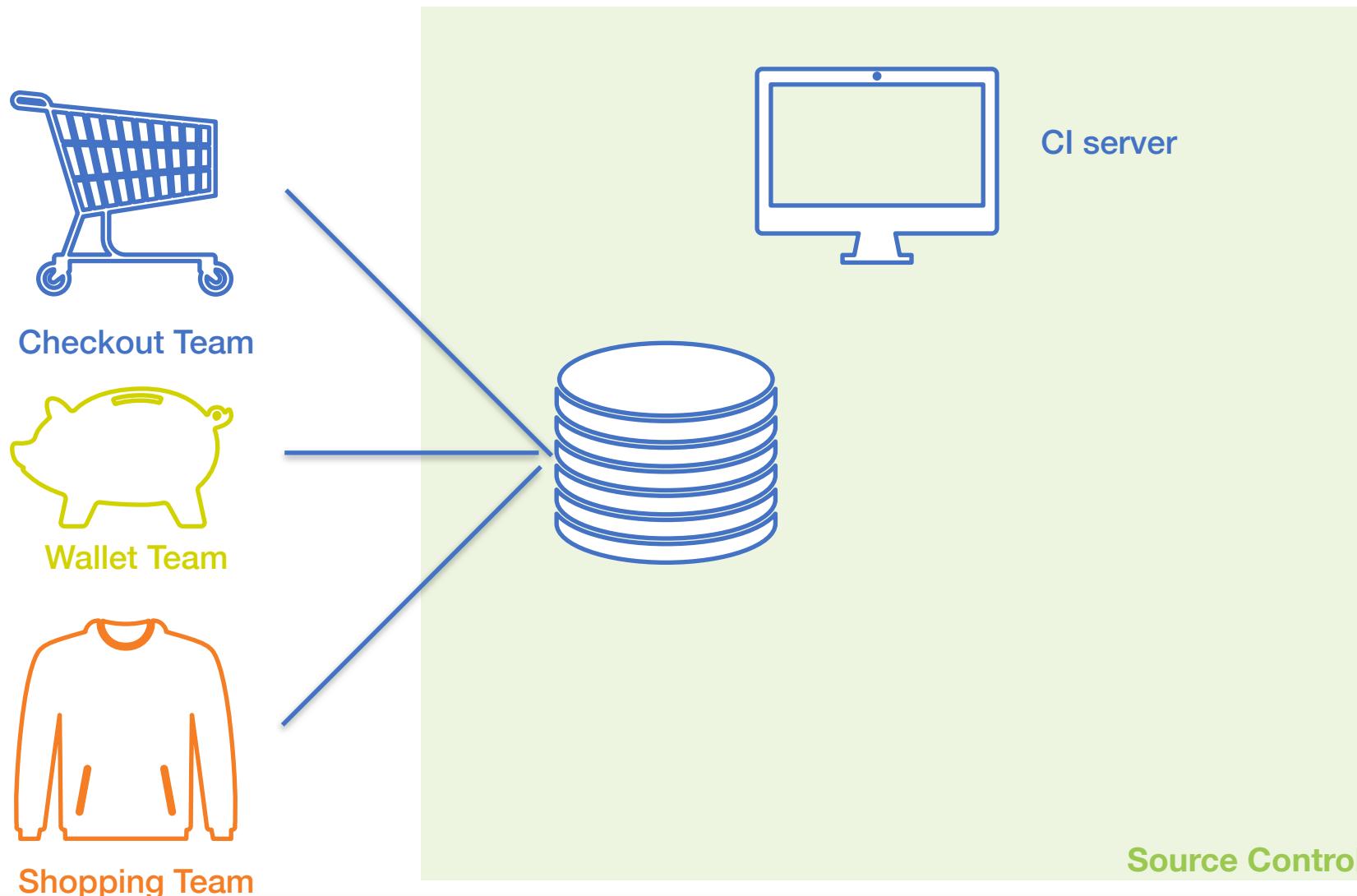
# Case Study: E-Commerce



On every change one integrates to the main line and run tests to verify work



# Case Study: E-Commerce

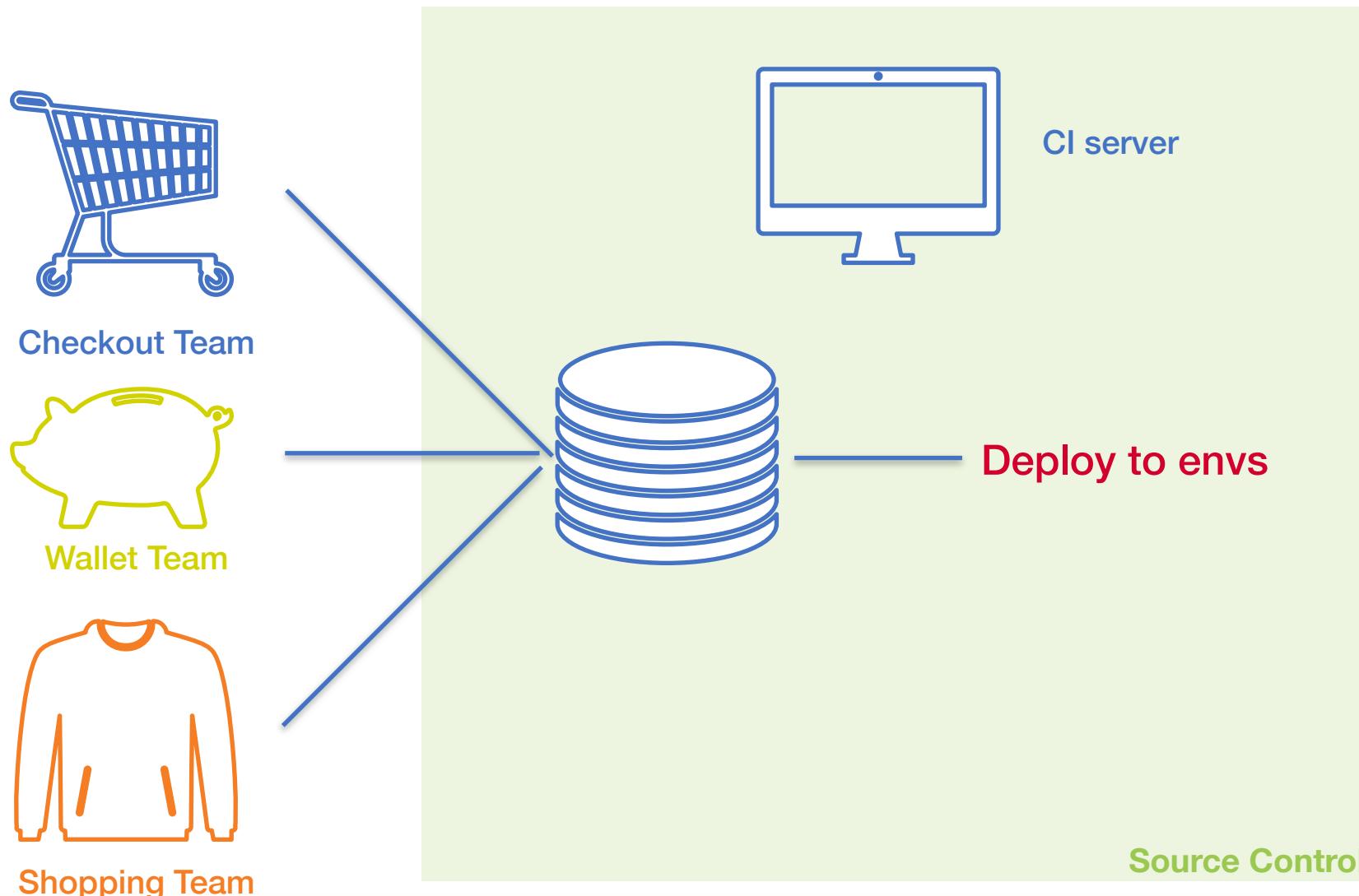


On every change one integrates to the main line and run tests to verify work

Every commit leaves the main line deployable



# Case Study: E-Commerce



On every change one integrates to the main line and run tests to verify work

Every commit leaves the main line deployable

Deployment is run through automation



# CI principles



- Have a single place where the code lives
- Commit everyday
- Automate the build and test process
- Maintain the build healthy
- Commit triggers Build
- Visibility



# CD principles



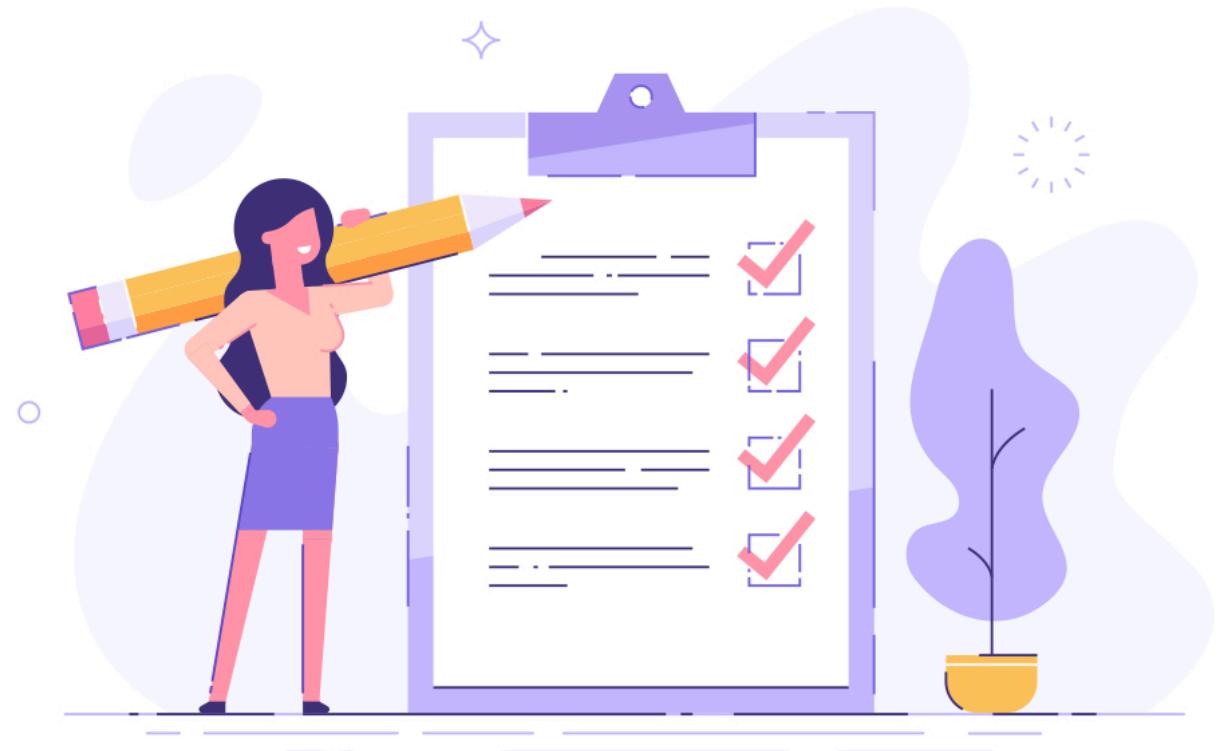
- Be able to deploy through an automated job at every commit
- Treat infrastructure as code artifacts
- Automate environment creation
- Create acceptance tests and manual/auto deployment approvals
- Release should be on-demand
- Visibility



# Exercise Time

Map in a diagram where the following live in a CI/CD process

- Build scripts
- Unit Test
- Integration Tests
- Performance / Security Tests
- Deployment Scripts
- Environment creation code



**Bonus: How many environments should we need? When do they take place in this process?**



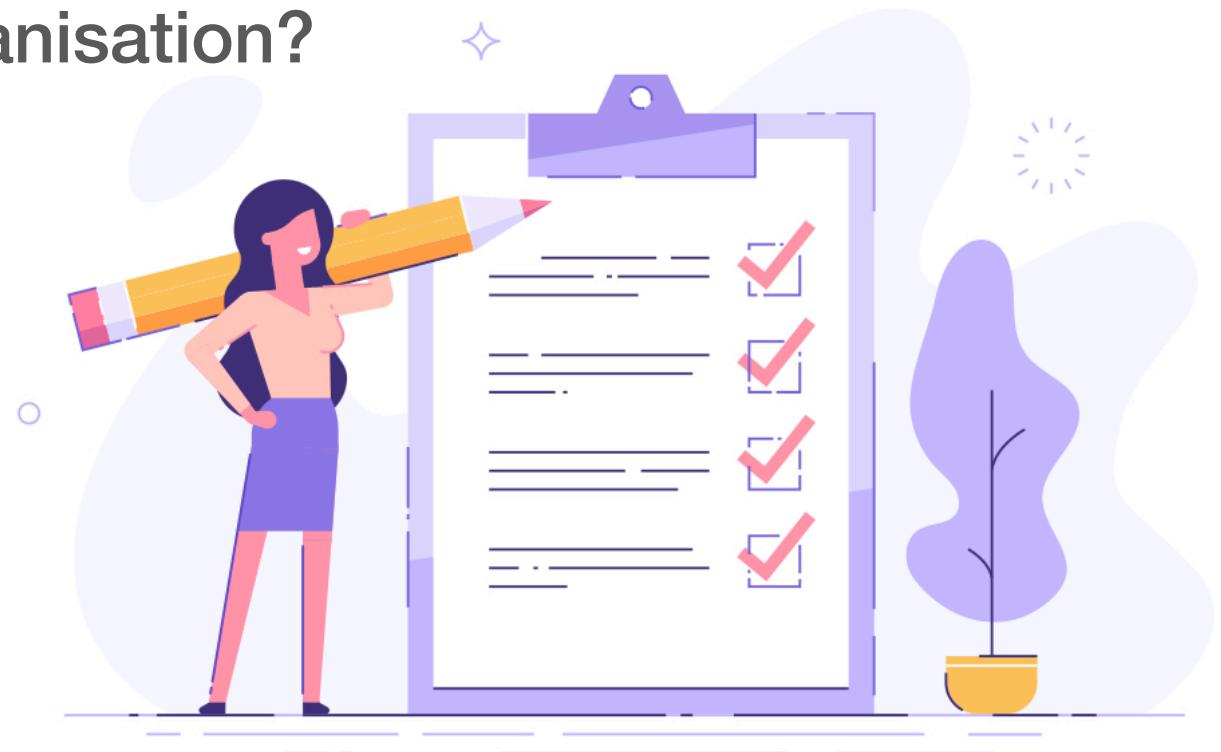
# Discussion Time

Do you have CI or CD in your organisation?

What would it look like?

What does CD stand for in your case?

Allocated time: 15 minutes





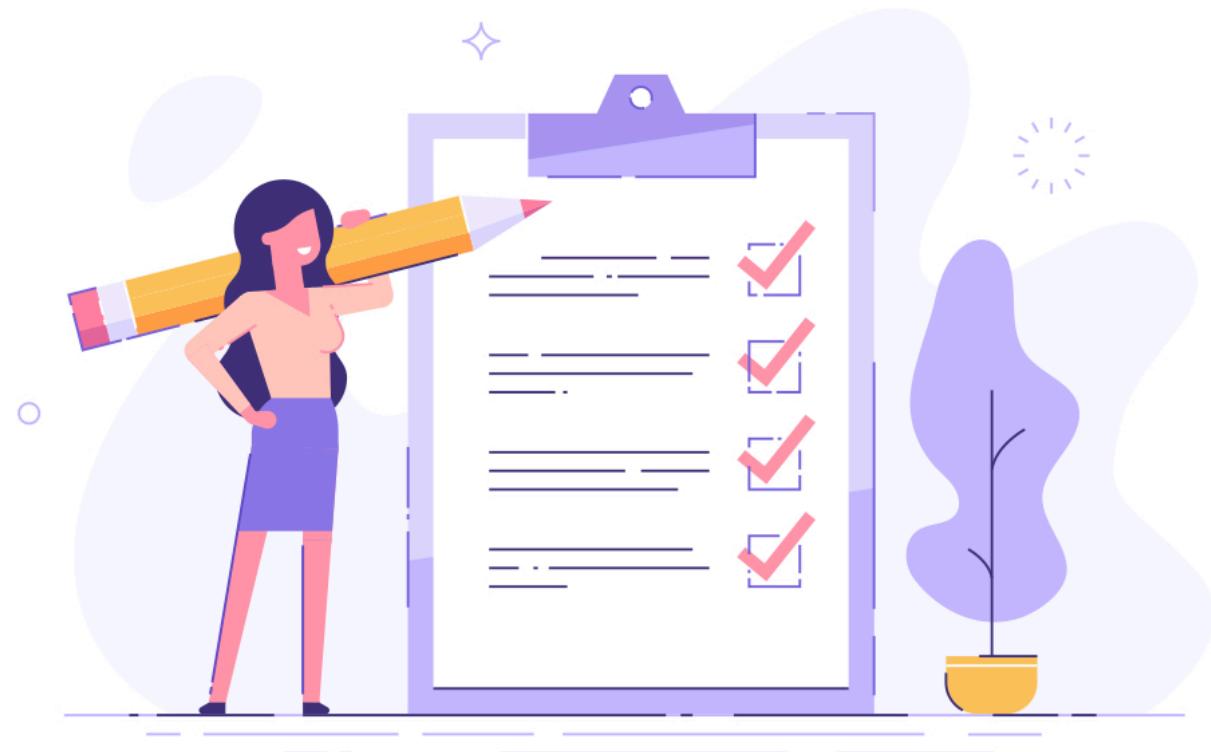
# Summary: What do we gain with CI/CD?



- Higher quality software: Because tests are run rapidly and code integrated often
- Faster delivery: Because an automated process can run to deploy, and each integration and release is quicker and simpler
- Lower costs: Because teams spend less time integrating and deploying
- More Flexibility: To deploy whatever version and whatever number of versions on every cycle.



# Pulse Check



# Break: 15 minutes



# Jenkins



Why Jenkins?





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- Code quality
- Notifications
- Parallel

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- Why Jenkins?
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- Setting Up

## Jenkins Pipelines

- Scripted vs Declarative
- Jenkinsfile
- Developing Pipelines

## Best Practices

- Scaling Jenkins
- Jenkins Deployments
- Security



# Jenkins



- CI server
- Extremely configurable and powerful
- Distributed and Battle tested



# Jenkins



# Jenkins Features



- Amazing community and plugins available
- Highly distributed
- Easy installation and easy to start going
- Extensible



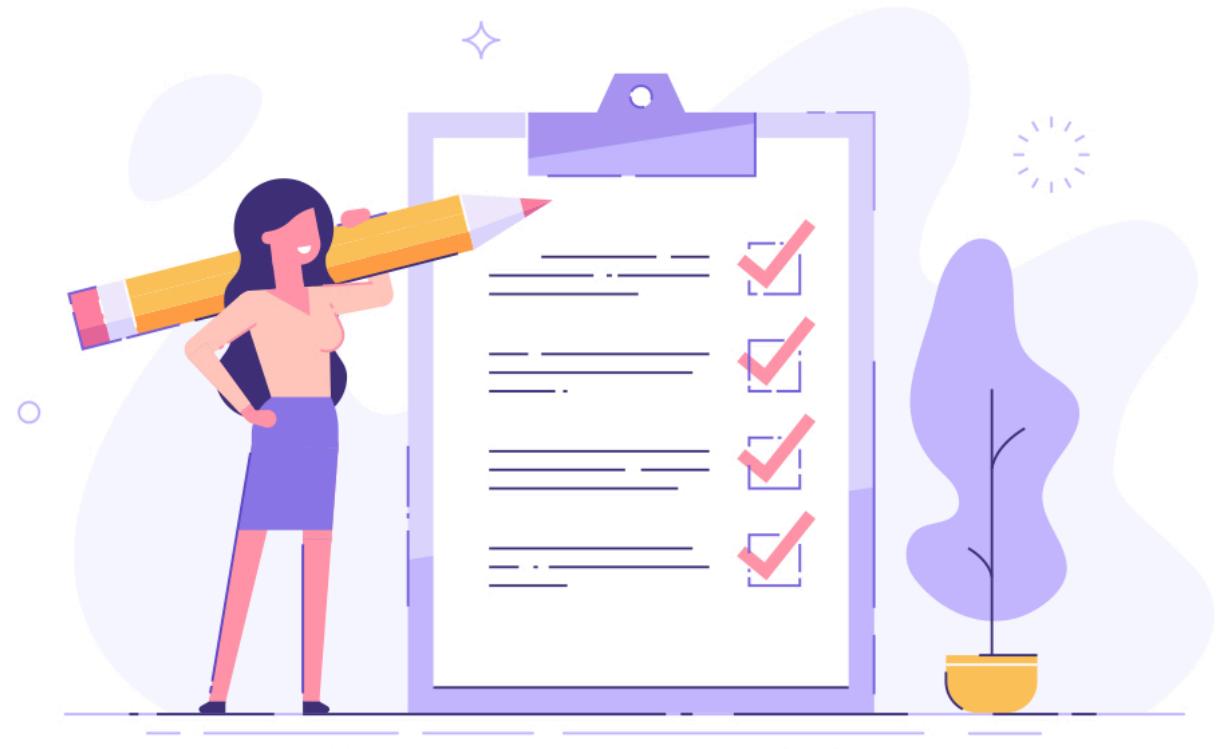
**Jenkins**



# LAB: Installing Jenkins

- Installing Jenkins both as WAR as well as Docker
- Clone the project to work on

Allocated time: 20 minutes  
(depending on troubleshooting!)



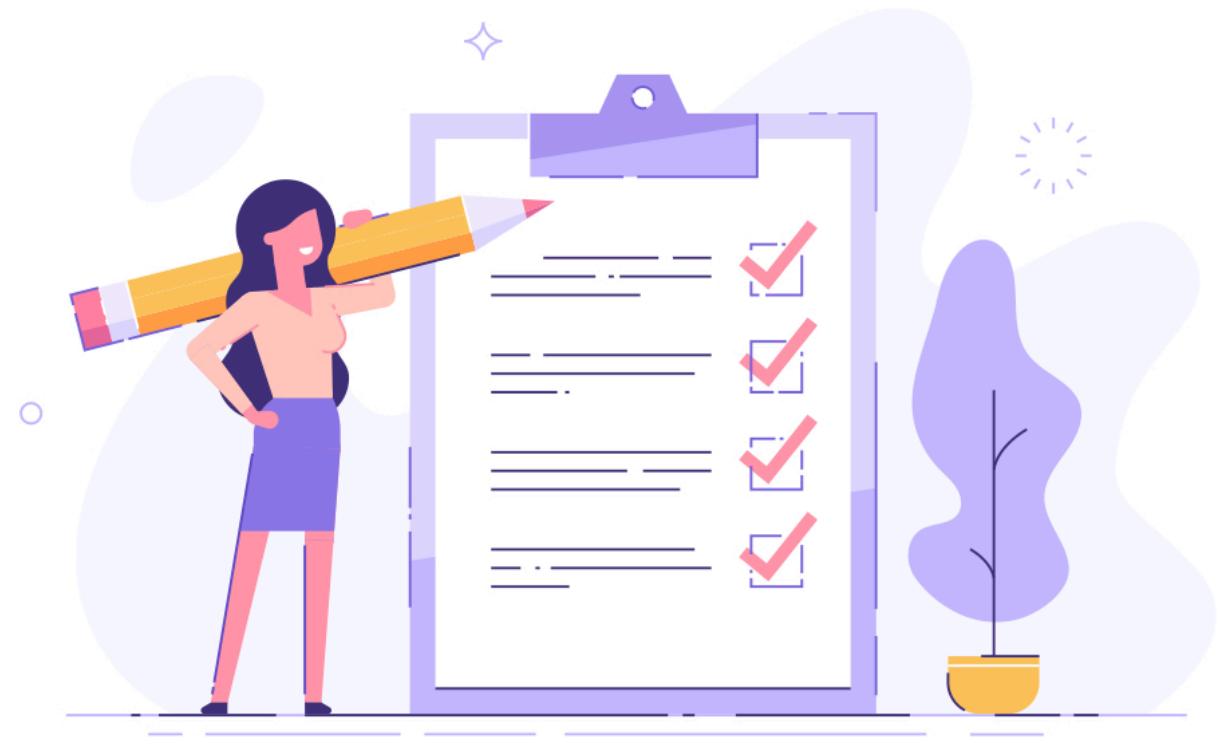


# LAB: Creating our first Freestyle Job



- Create a Freestyle job that outputs “Hello Jenkins”

Allocated time: 10 minutes



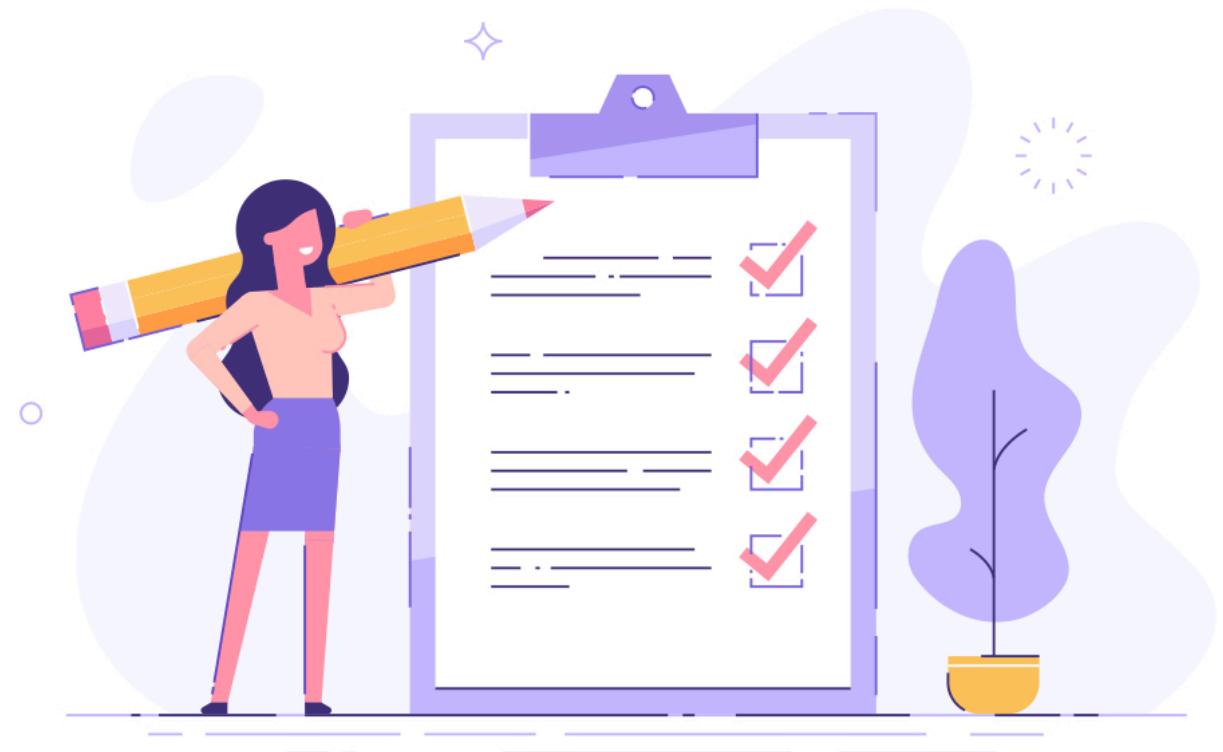


# LAB: Creating our second Freestyle Job



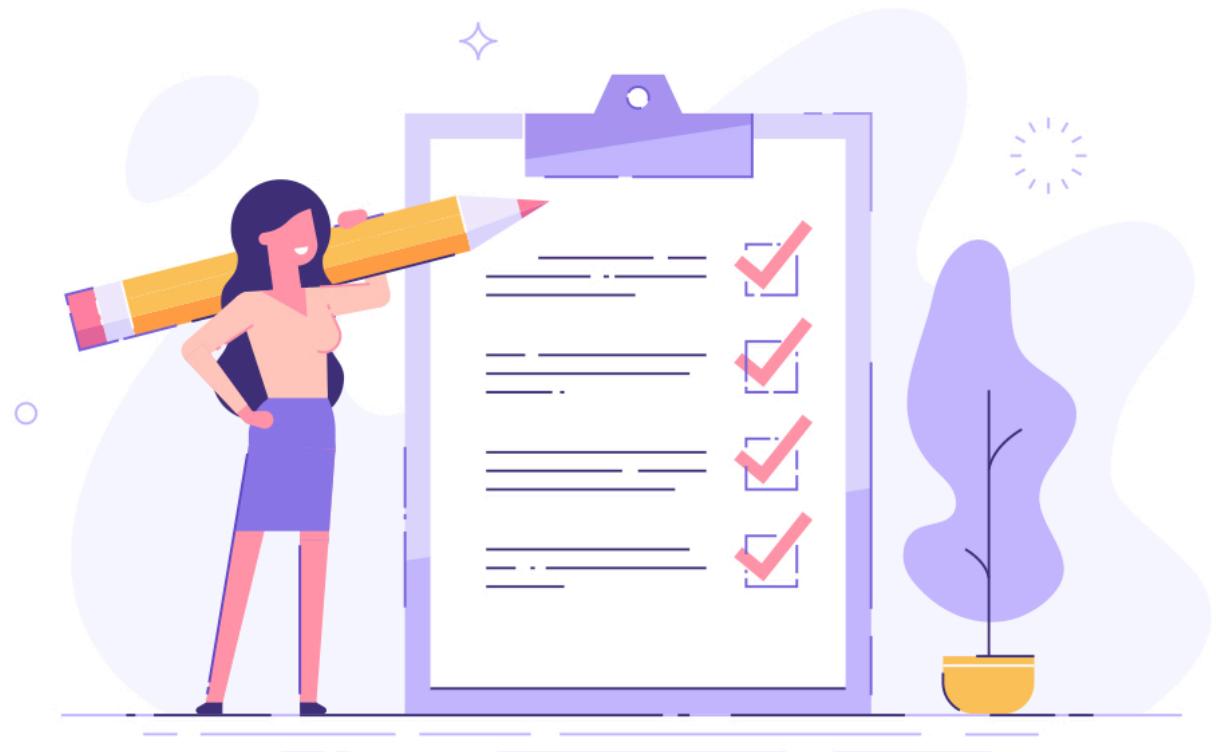
- Compile the simple app in the repo in a new Jenkins Job

Allocated time: 15 minutes





# Pulse Check



# Jenkins

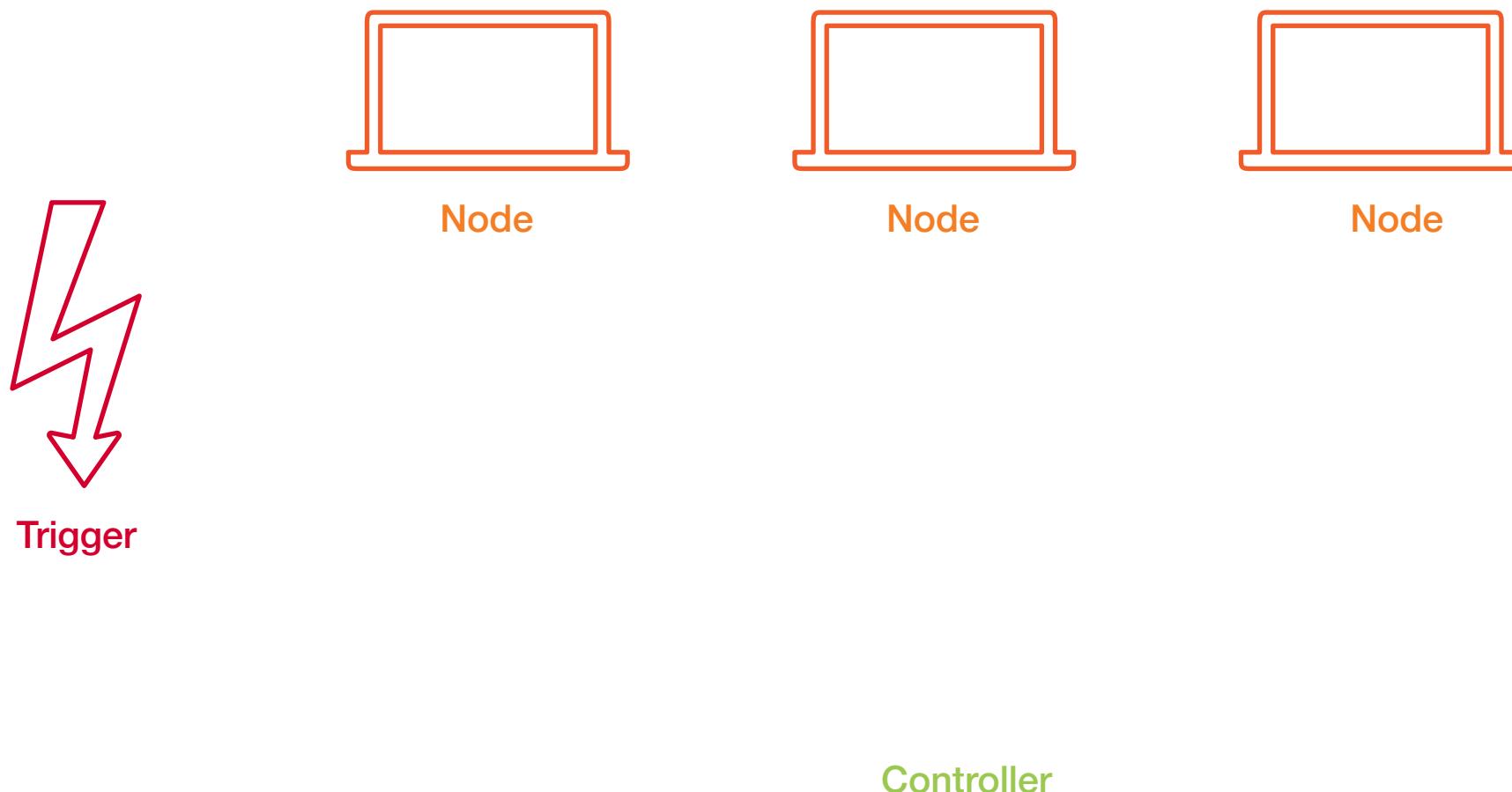


Jenkins Architecture



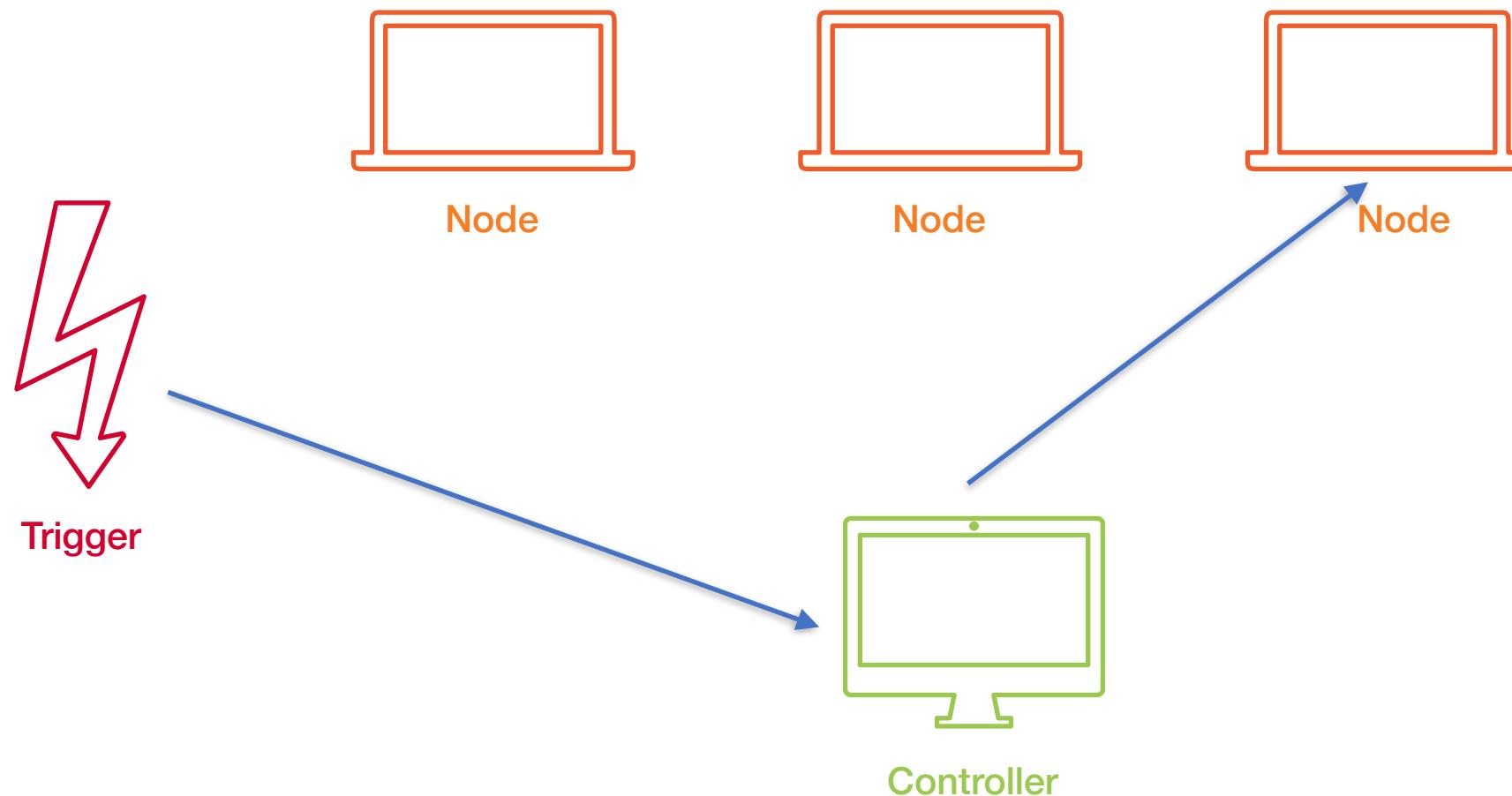


# Controller-Node architecture



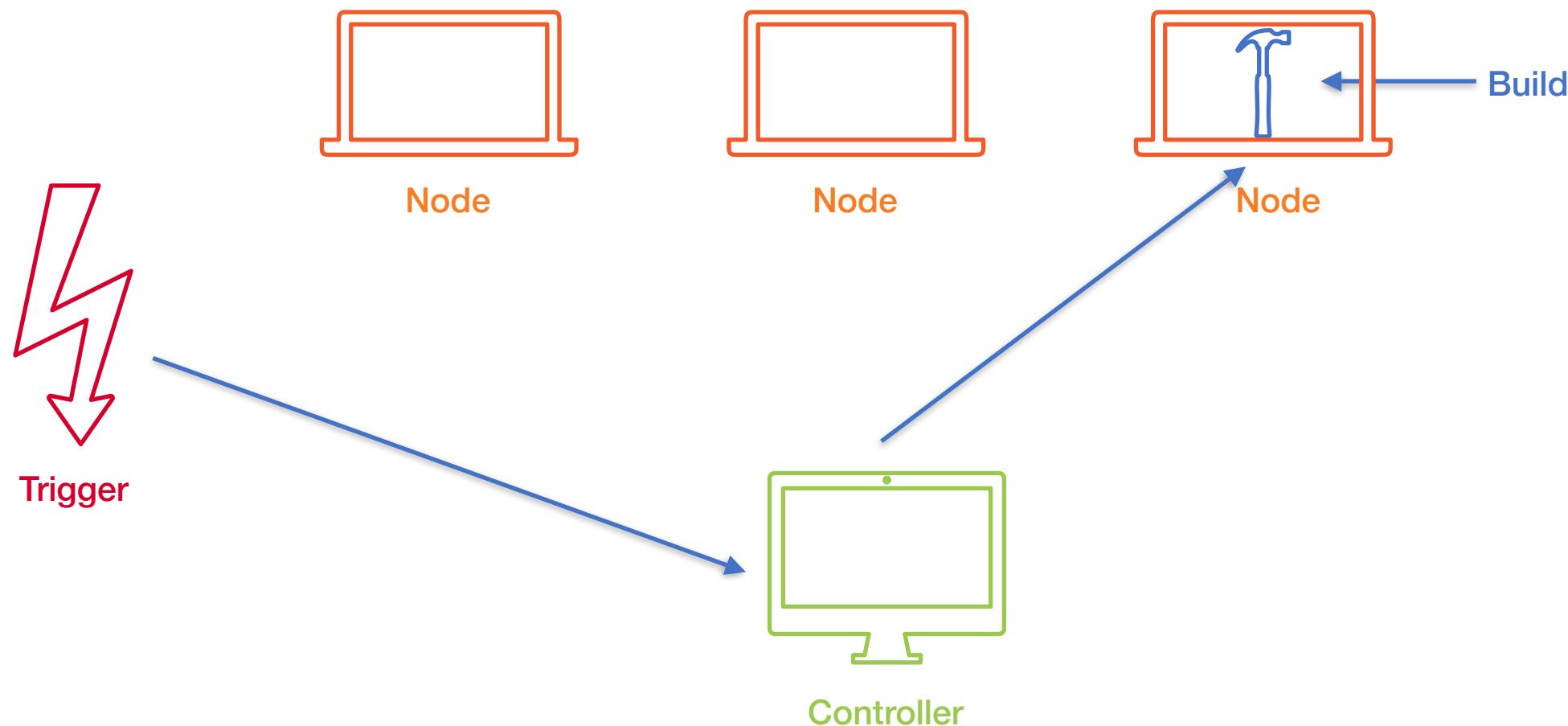


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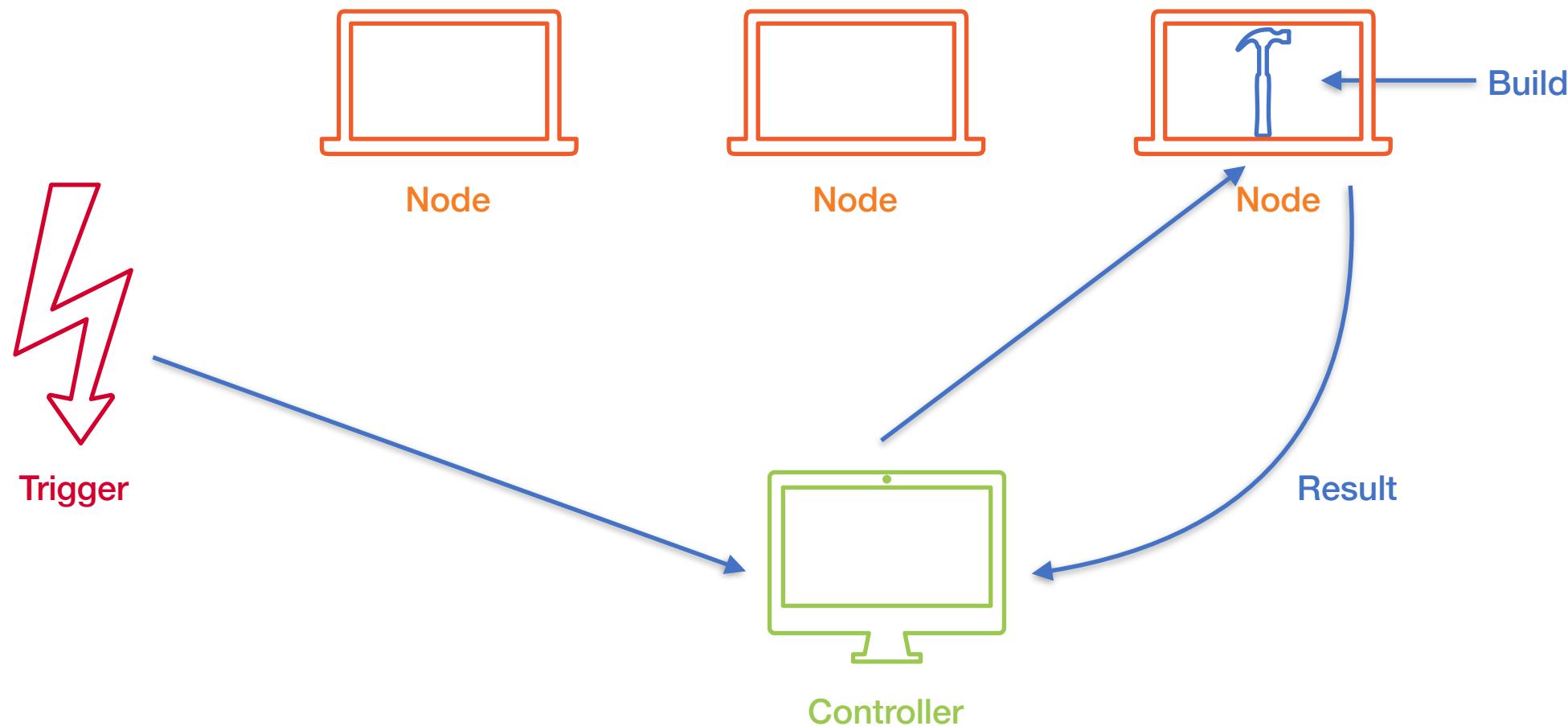


# Controller-Node architecture



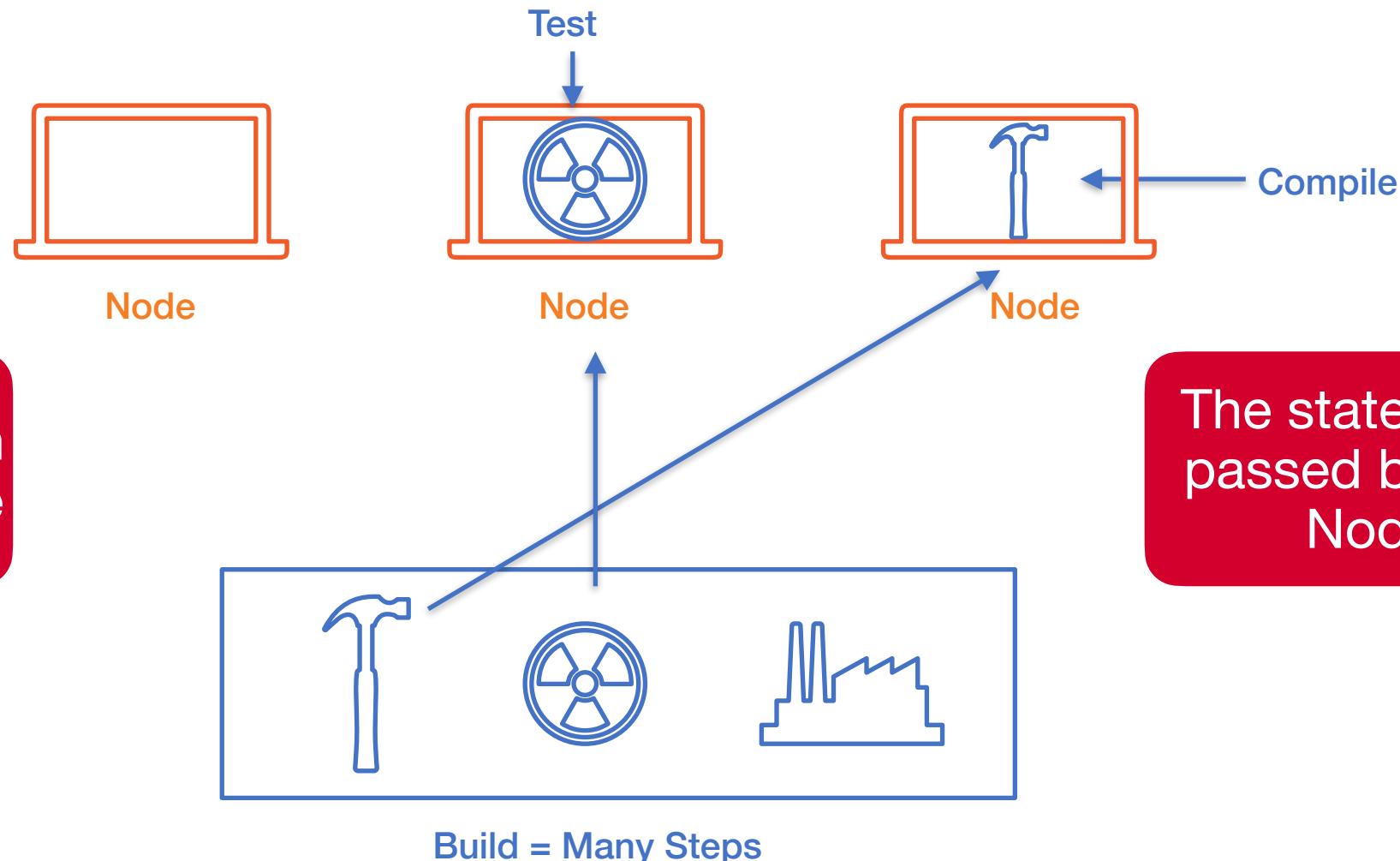


# Controller-Node architecture



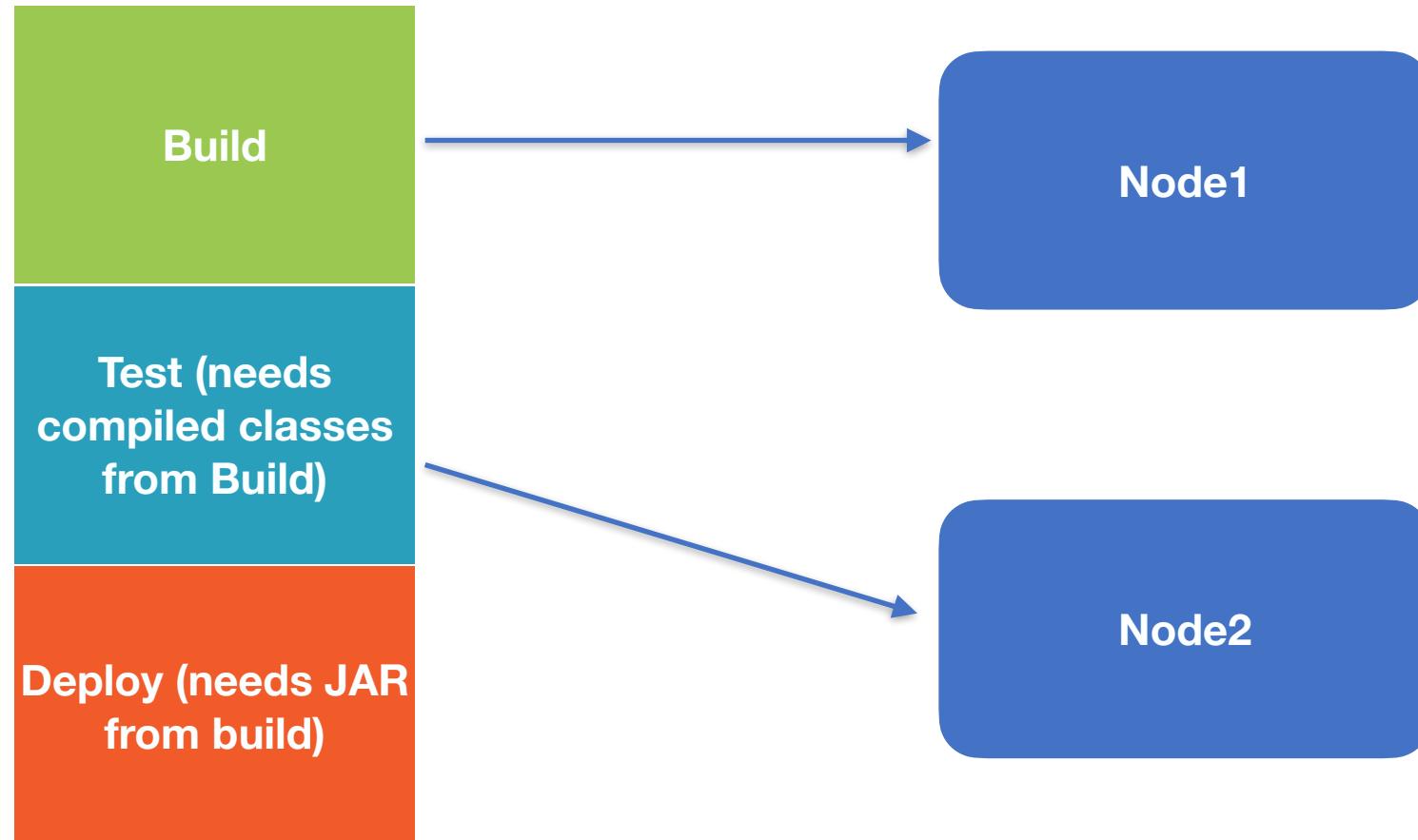


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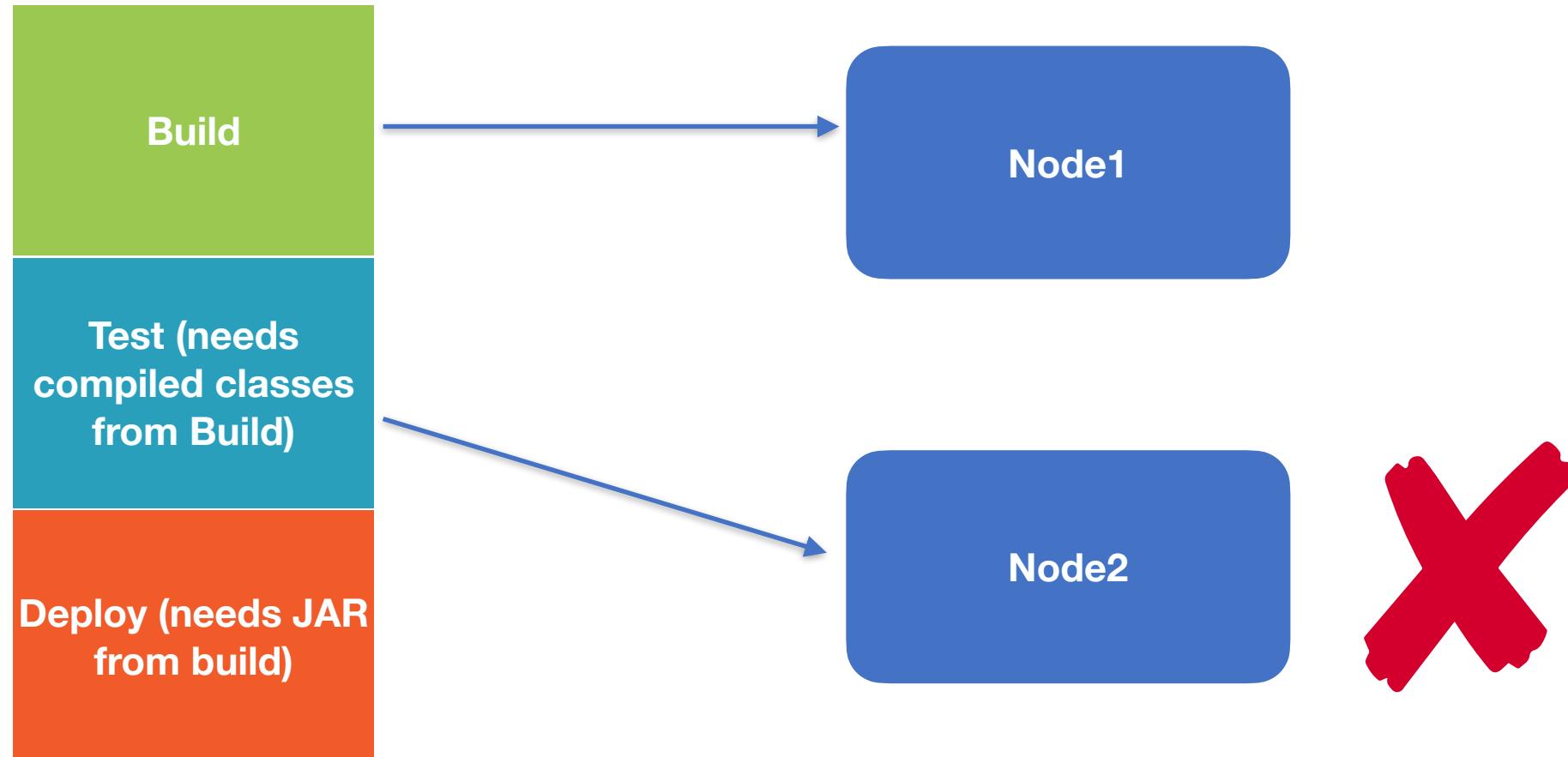


# Controller-Node architecture





# Controller-Node architecture





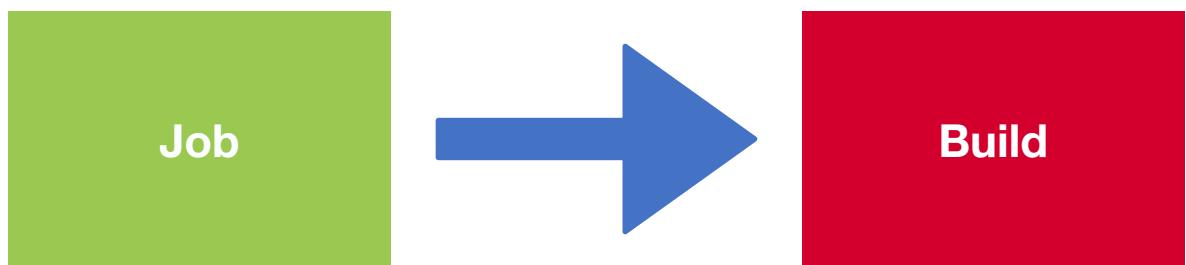
# Job vs Build vs Step



Job



# Job vs Build vs Step



**Is a template for...**



# Job vs Build vs Step

**Is composed of...**



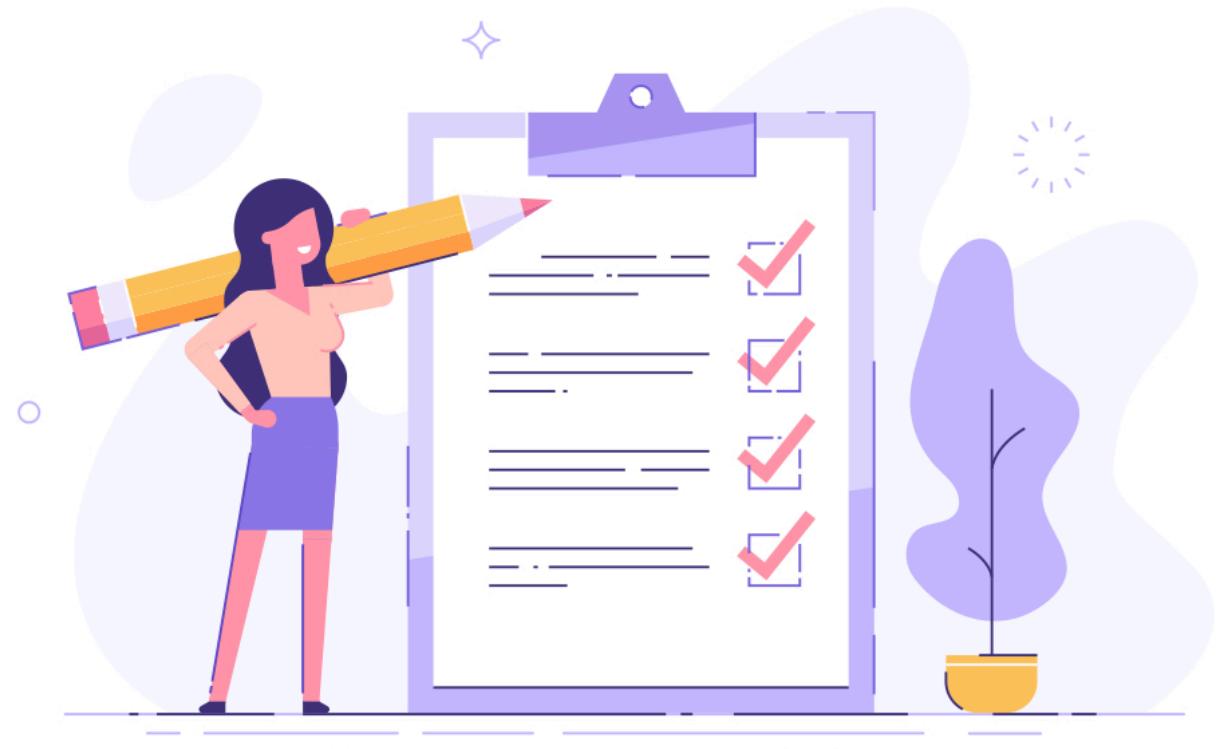
**Is a template for...**



# LAB: Adding 2 nodes to Jenkins

- Add 2 nodes to Jenkins
- Set the executors on the controller as 0

Allocated time: 15 minutes

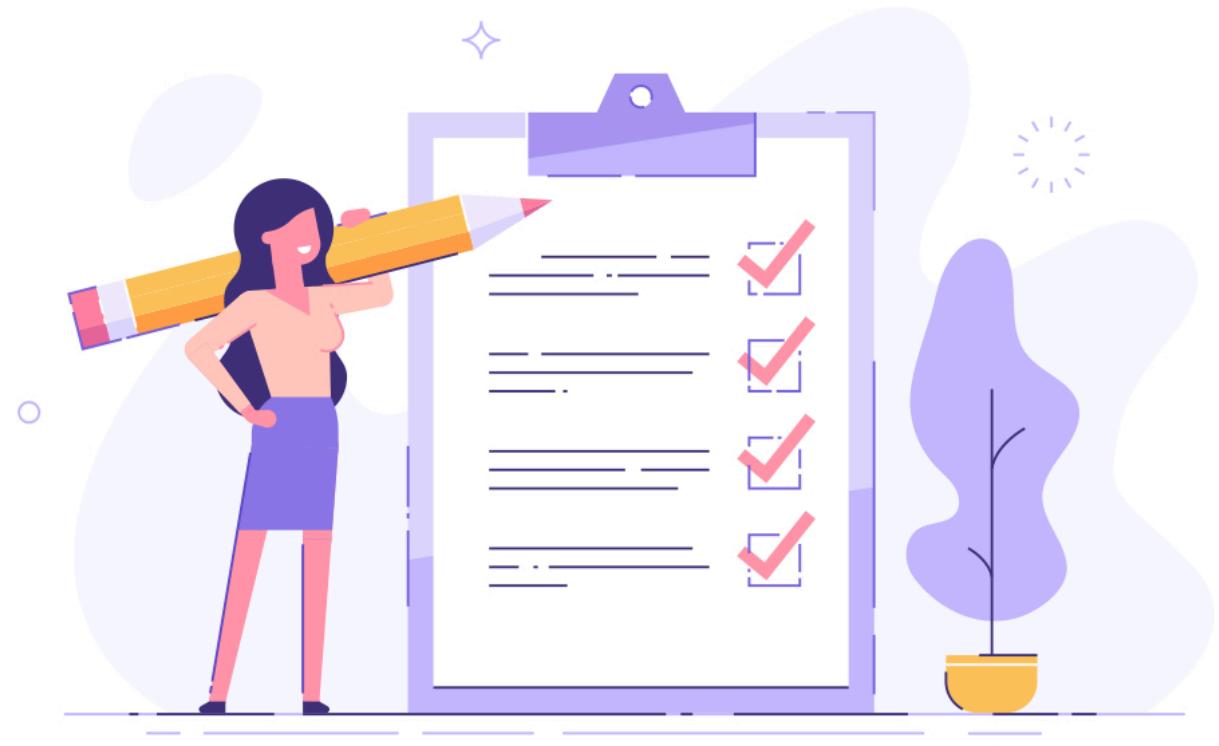




# LAB: Storing artifacts

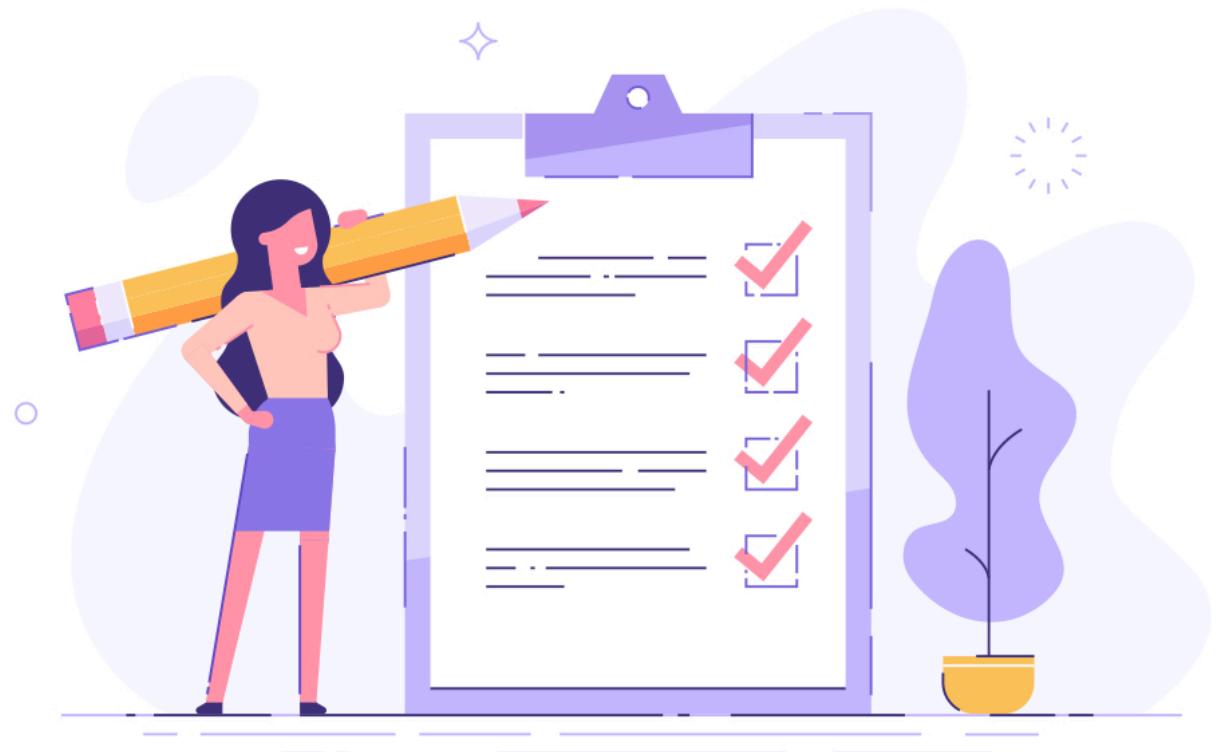
- Store the JAR file
- Execute the app in your terminal

Allocated time: 15 minutes





# Pulse Check





# Summary

- Jenkins has a controller - nodes architecture
- Each step of a build can run in a separate node, distributing the workload
- A Job is a template for the Builds, the oldest job is Freestyle job.

# Lunch Break: 60 minutes



# First Steps



Configuration





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- Scripted vs Declarative
- Jenkinsfile
- Developing Pipelines

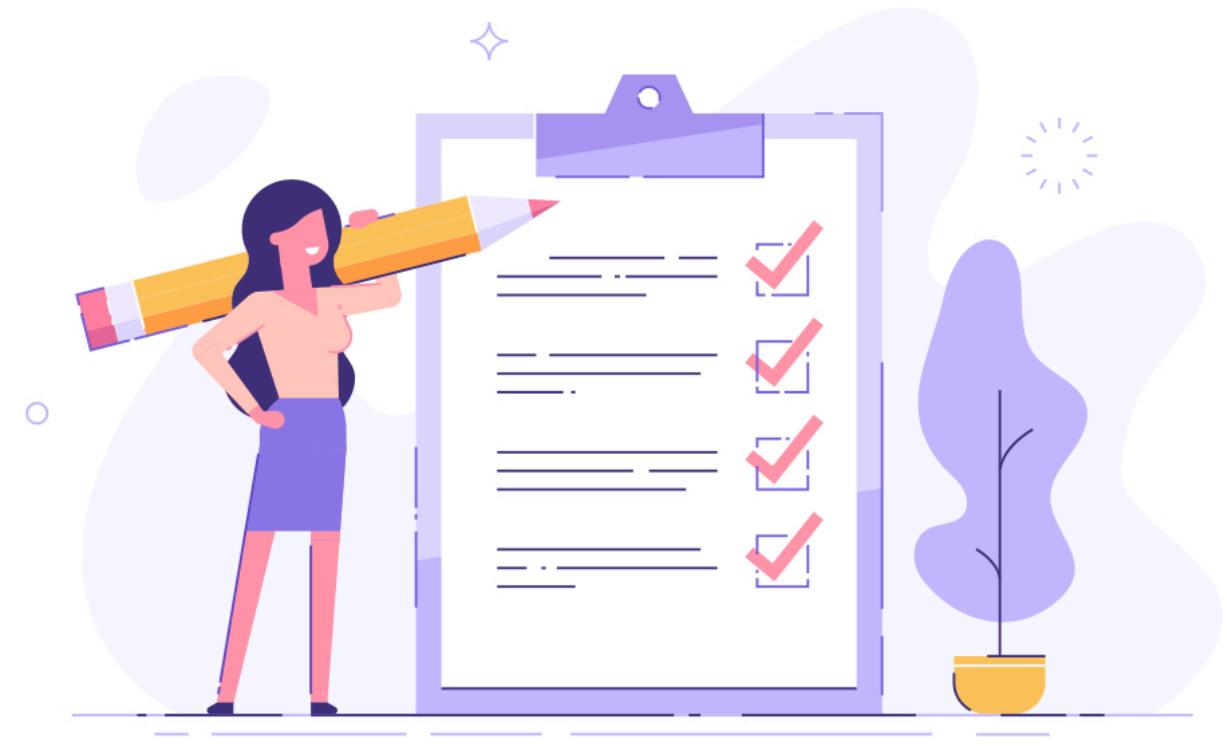


# LAB: Creating Users in Jenkins



- Creating users in Jenkins
- Manage authorisation and authentication

Allocated time: 20 minutes





# Plugins

- Jenkins comes with many plugins to install
- Some are available at setup
- Some famous ones:

Pipeline, Blue Ocean, JUnit, Cobertura,  
Docker, Git, Amazon Elastic EC2,  
Conditional, SAML, etc...



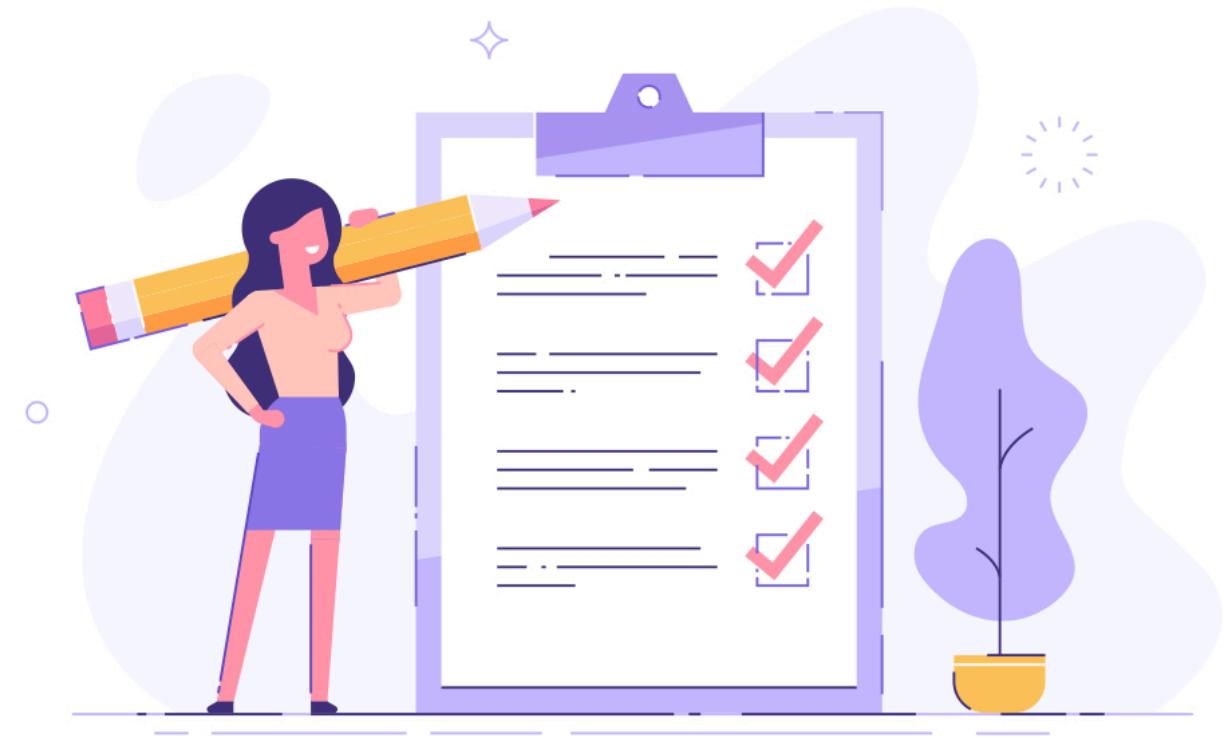


# LAB: Reporting code coverage in Jenkins



- Install Plugins
- Report Test report and Code coverage report in Jenkins

Allocated time: 30/45 minutes



# Break: 15 minutes

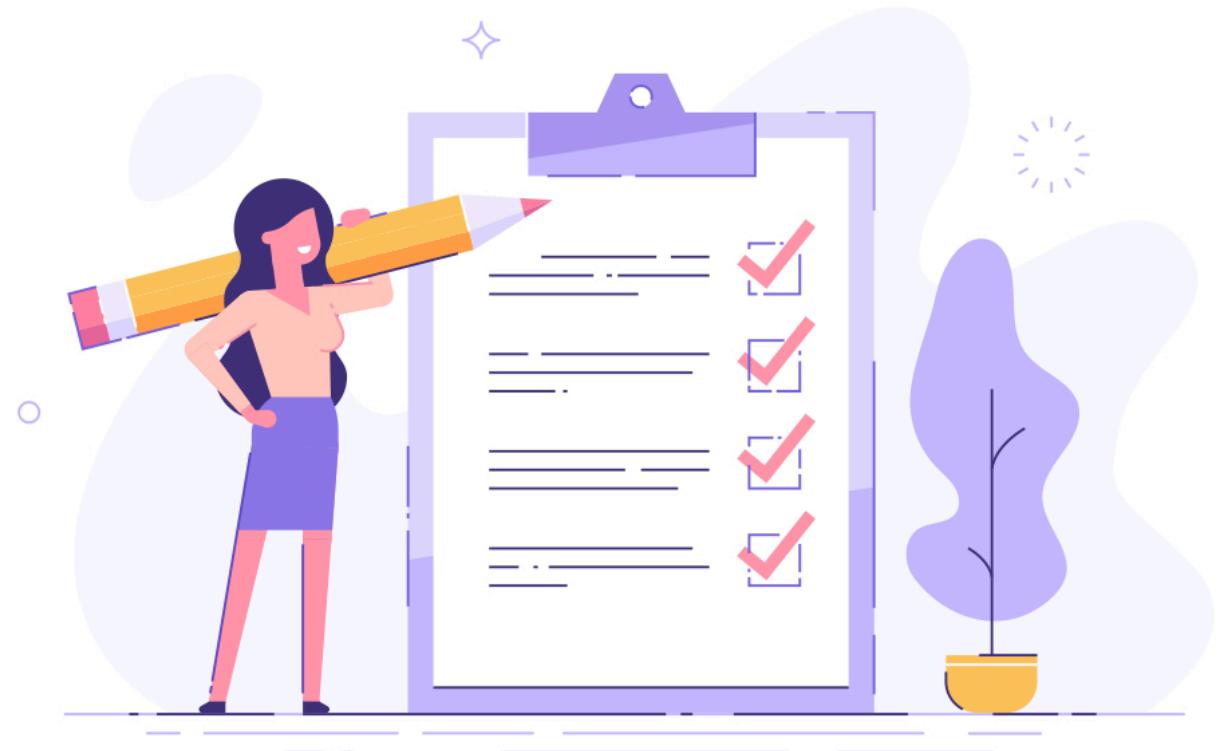




# LAB: Working with Jobs

- Build periodically
- Parametrise Builds
- Trigger remotely

Allocated time: 15 minutes





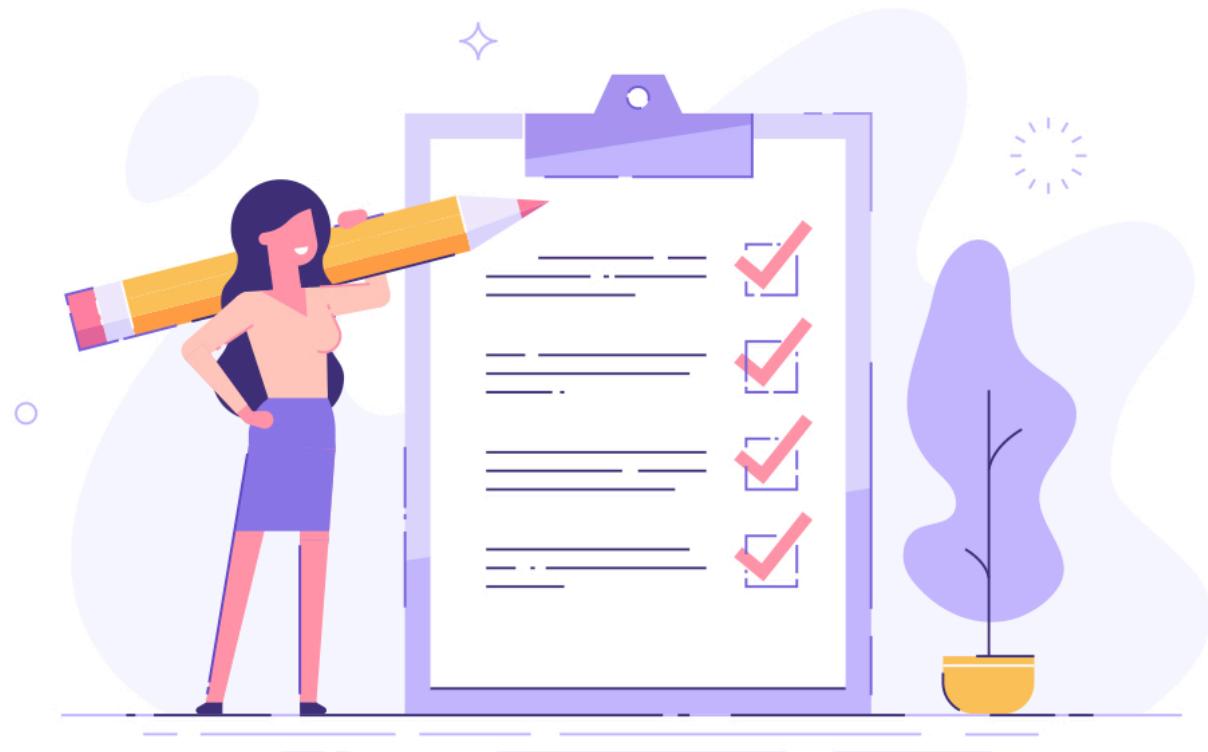
# Summary

- One can define users via Jenkins database or LDAP
- From there define roles and manage permissions
- Jenkins has many plugins to extend functionality
- With them is easy to create pretty powerful pipelines



# Workshop

- Feel free to use the remaining time to revisit the old core labs
- I would recommend taking one of your projects that need to migrate into Jenkins and create the Job for it. Probably fork it to play around safely.



# End of Day 1



# Pipelines



Declarative vs Scripted





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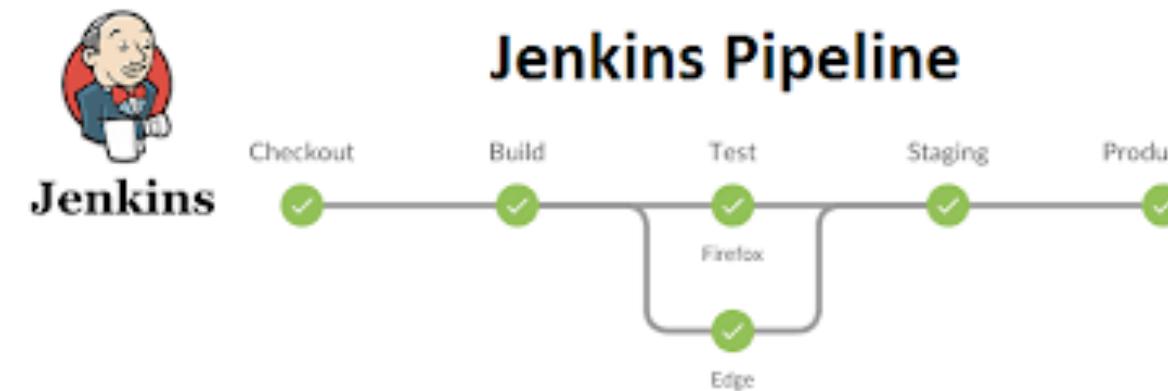
## Jenkins Pipelines

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- Jenkinsfile
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# Pipelines

- Jenkins created the Pipeline plugin, which change the way we create jobs
- It approaches pipeline as code
- Makes it easier to review jobs, adds functionality, and increases reproducibility.





# Ways to create a Pipeline



**Job UI**

**Code**

**Blue Ocean**



# Ways to create a Pipeline



**Job UI**

**Code**

**Blue Ocean**



# Declarative Pipelines



Declares a Pipeline

Where does it run?

Aggregate steps into a Stage

Defines the steps to run in a Stage

The specific step. This is Jenkins language, but you can use Groovy!

Pipeline

Definition

Pipeline script

Script

```
1 pipeline {  
2   agent any  
3  
4   stages {  
5     stage('Hello') {  
6       steps {  
7         echo 'Hello World'  
8       }  
9     }  
10    }  
11  }  
12 }
```



# Scripted Pipelines



Where does it run?

Aggregate steps into a Stage

We can use Groovy!

Shell script. This is just syntax sugar  
for a traditional Groovy method

## Definition

### Pipeline script

#### Script

```
1 node {  
2   stage('Build') {  
3     // Run the maven build  
4     withEnv(["MVN_HOME=$mvnHome"]) {  
5       if (isUnix()) {  
6         sh '"$MVN_HOME/bin/mvn" -Dmaven.test.failure.ignore=true'  
7       } else {  
8         bat("/%MVN_HOME%\bin\mvn" -Dmaven.test.failure.ignore=true)  
9       }  
10    }  
11  }  
12}  
13}
```



# Scripted vs Declarative



- Oldest way of creating pipelines
- Closer to coding
- Can use any object loaded in the classpath
- More difficult to pass state between nodes
- Full compatibility with Freestyle jobs
- New way of creating pipelines
- More declarative (ie: not imperative). We declare what we want, not how to do it
- State and scoping is handled by Jenkins
- Only uses Objects that are Steps (inherit from...)
- Not 100% compatibility yet



# Pipeline Syntax Helper



Syntax helper

You select your command

Define the parameters easily

It generates the code to copy!

The docs are amazing! <https://www.jenkins.io/doc/book/pipeline/syntax/>

## Pipeline Syntax

### Overview

This **Snippet Generator** will help you learn the Pipeline Script code which can be used to define see a Pipeline Script statement that would call the step with that configuration. You may copy an and can be omitted in your script, leaving them at default values.)

### Steps

#### Sample Step

dir: Change current directory

dir

Path

my\_dir

Generate Pipeline Script

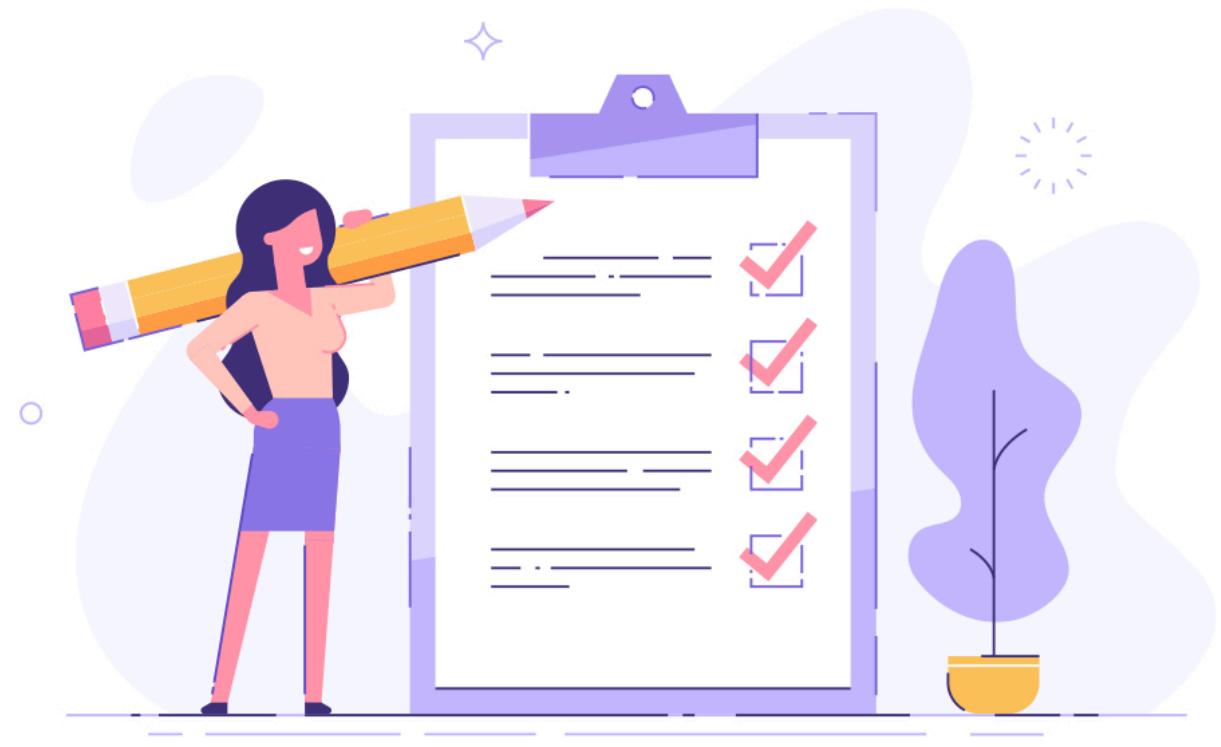
```
dir('my_dir') {  
    // some block  
}
```



# LAB: Working with Pipeline

- Create declarative pipeline through UI
- Use post actions

Allocated time: 30 minutes

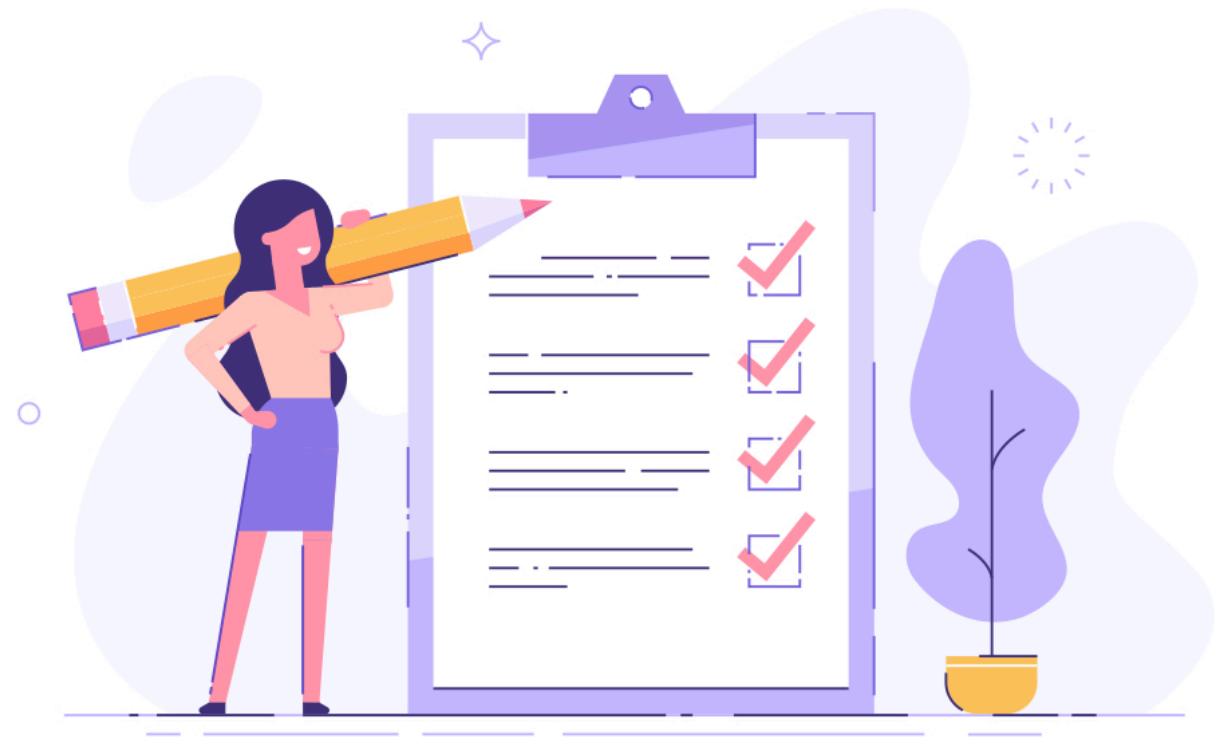




# LAB: Conditionals and Parameters

- Declare a conditional stage based on parameters

Allocated time: 20 minutes

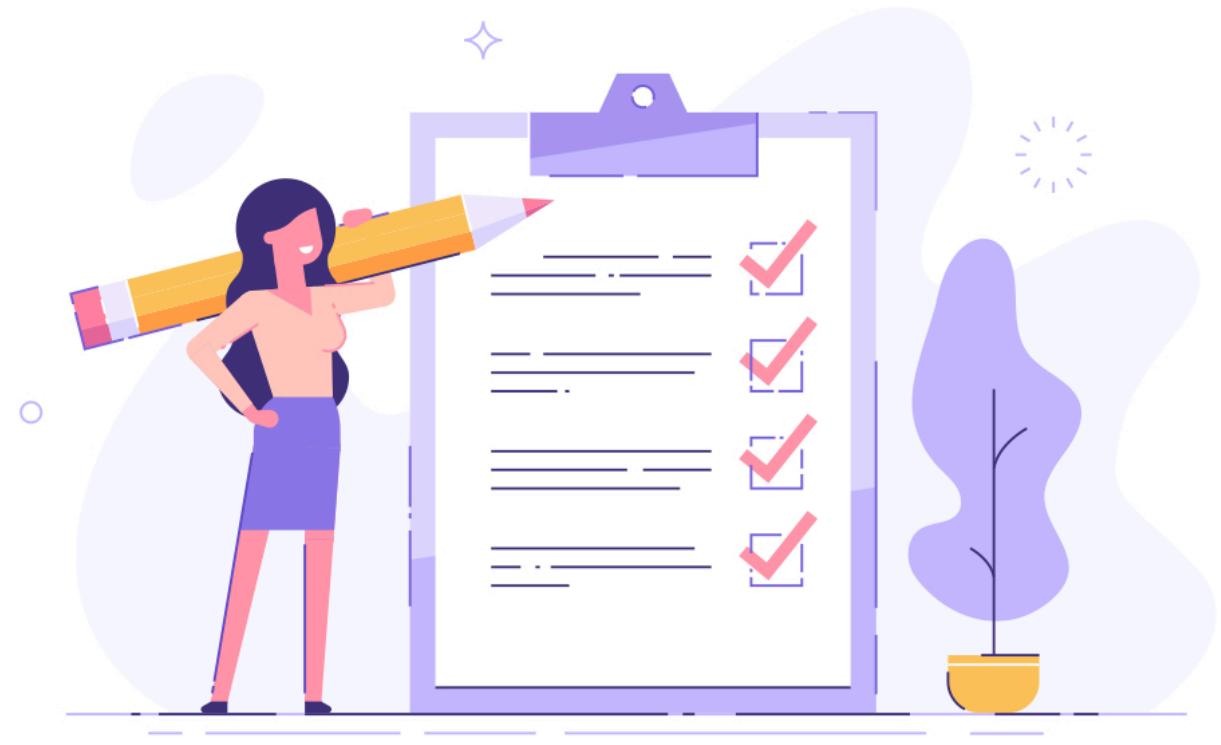




# LAB: Restart a Stage

- Restart a stage due to flakiness
- Make steps independent
- Run on separate nodes
- Use string interpolation

Allocated time: 20 minutes



# Break: 15 minutes





# Ways to create a Pipeline

**Job UI**

**Code**

**Blue Ocean**



# Jenkinsfile

The Code for the pipeline  
will be in source control!

Where does it live?  
It may be a separate repo  
from the one we build

The name of the file, default is  
Jenkinsfile

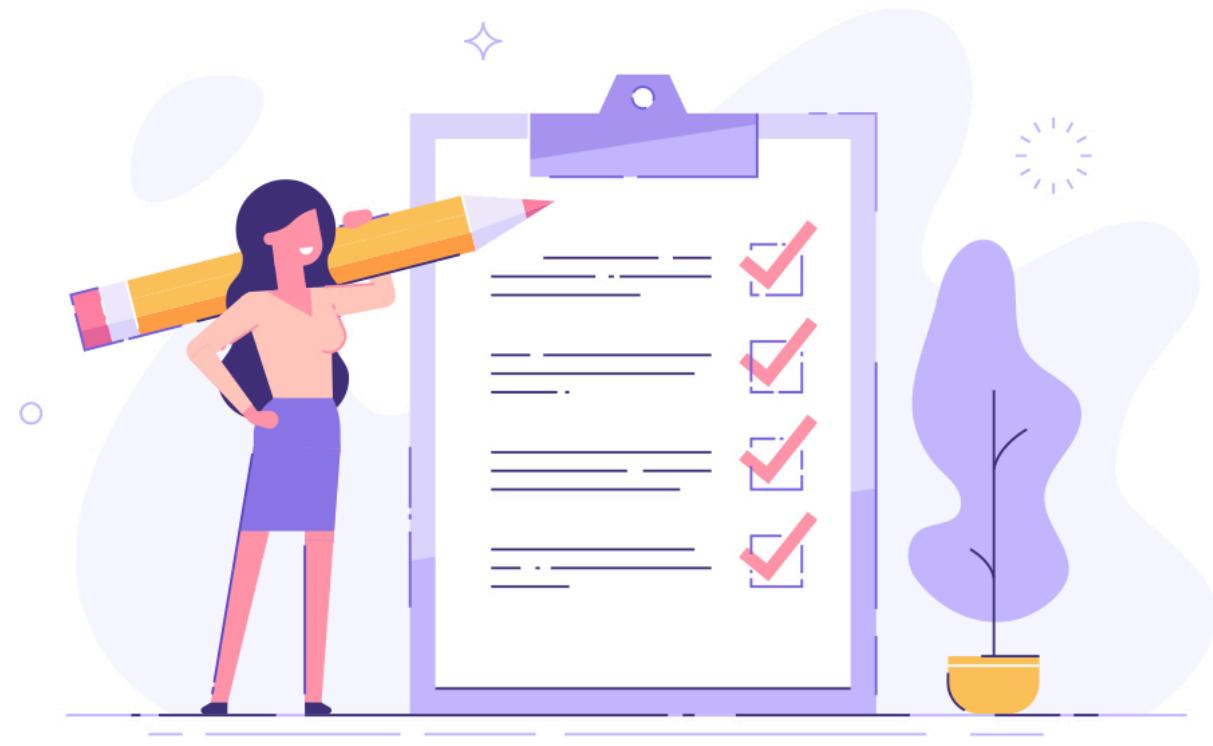
The screenshot shows the Jenkins Pipeline configuration screen. At the top, there are tabs: General, Build Triggers, Advanced Project Options, Pipeline (which is selected), and Pipeline Syntax. The main area is titled 'Pipeline' and has a sub-section 'Definition' labeled 'Pipeline script from SCM'. Under 'SCM', it is set to 'Git'. The 'Repositories' section contains a 'Repository URL' field with the value 'https://github.com/axel-sirota/jenkins-course.git'. Below it are 'Credentials' fields: '- none -' and an 'Add' button. There are also 'Advanced...' and 'Add Repository' buttons. The 'Branches to build' section has a 'Branch Specifier (blank for 'any')' field containing '/main' and an 'Add Branch' button. The 'Repository browser' section has '(Auto)' selected. The 'Additional Behaviours' section has an 'Add' button. The 'Script Path' section has 'Jenkinsfile' entered. A checkbox for 'Lightweight checkout' is checked. At the bottom are 'Save' and 'Apply' buttons.



# LAB: Scripted pipeline in a Jenkinsfile

- Create a scripted pipeline
- Create a Jenkinsfile
- Publish the code coverage

Allocated time: 20 minutes





# LAB: Scripted pipeline in a Jenkinsfile

- Create a scripted pipeline
- Change the value of a variable in a stage and use it in another stage

Allocated time: 15 minutes





# Summary

- Pipelines are the new way of creating Jobs
- They provide flexibility and an infra-as-code style
- One can create them through the UI, Jenkinsfile, or Blue Ocean.
- Scripted pipelines are for code only solutions, and they run on the controller
- Declarative pipelines are more restricted but easier and run on the nodes

# Advanced Pipelines



Code Quality





# Agenda

## Introduction

- Introductions
- Expectations
- Why CI/CD?

## First Steps

- Freestyle Jobs
- Configuring a CI job

## Advanced Pipelines

- Code quality
- Notifications
- Parallel

## Jenkins

- Why Jenkins?
- Architecture of Jenkins
- Setting Up

## Jenkins Pipelines

- Scripted vs Declarative
- Jenkinsfile
- Developing Pipelines

## Best Practices

- Scaling Jenkins
- Jenkins Deployments
- Security



# Ways to create a Pipeline

**Job UI**

**Code**

**Blue Ocean**



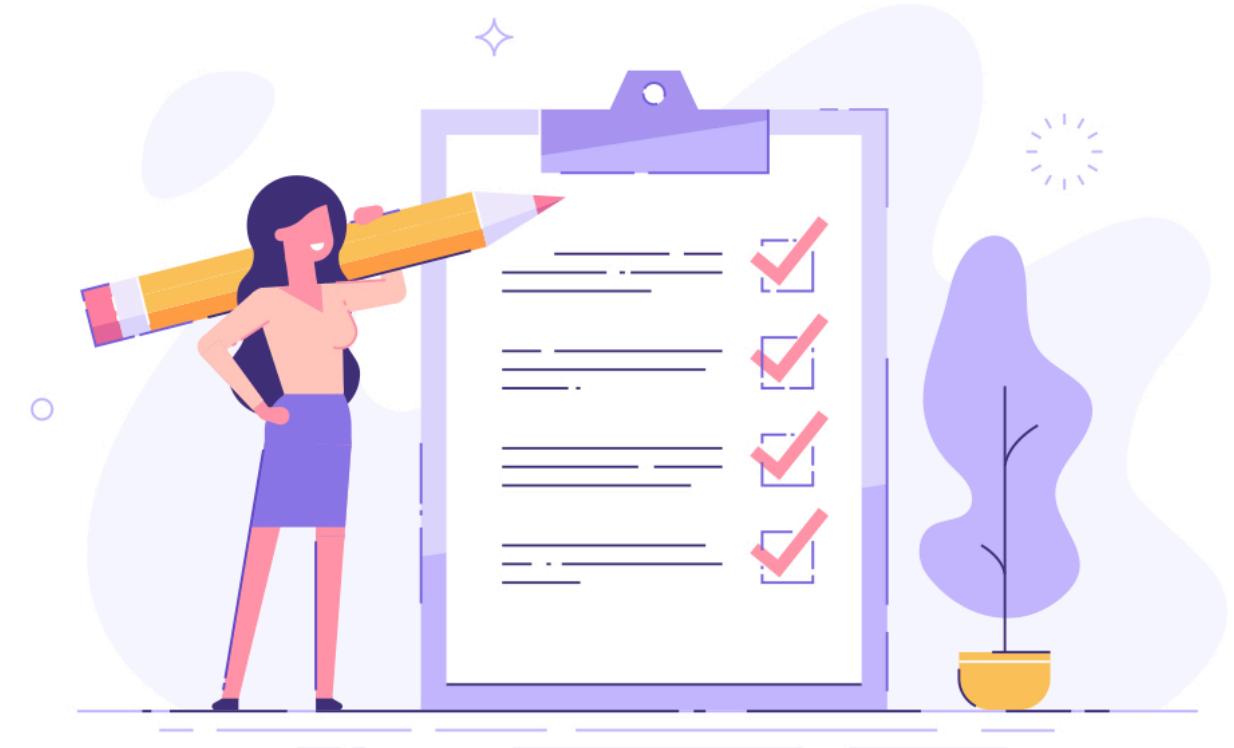
# Blue Ocean Flow





# LAB: Blue Ocean and Static Analysis

- Create a pipeline through Blue Ocean
- Add static code analysis using spot bugs (do you have SonarQube in your company?)

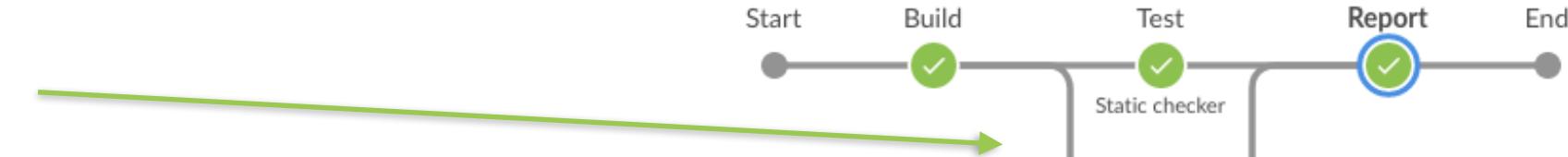


Allocated time: 30 minutes



# Parallel

Parallel execution



Parallel directive

```
parallel {  
    stage('Test') {  
        steps {  
            sh 'mvn -f maven-static-code-analysis clean test'  
        }  
    }  
}
```

It may enclose steps or stages

```
stage('Static checker') {  
    steps {  
        sh 'mvn -f maven-static-code-analysis site'  
    }  
}
```

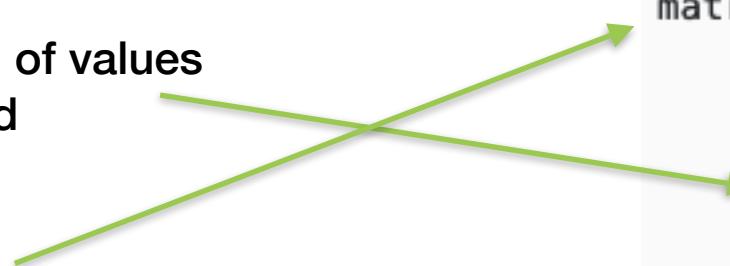
Both may determine an agent or be  
“free”

```
}
```



# Matrix

For each combination of values creates a parallel build



It goes at the stage directive

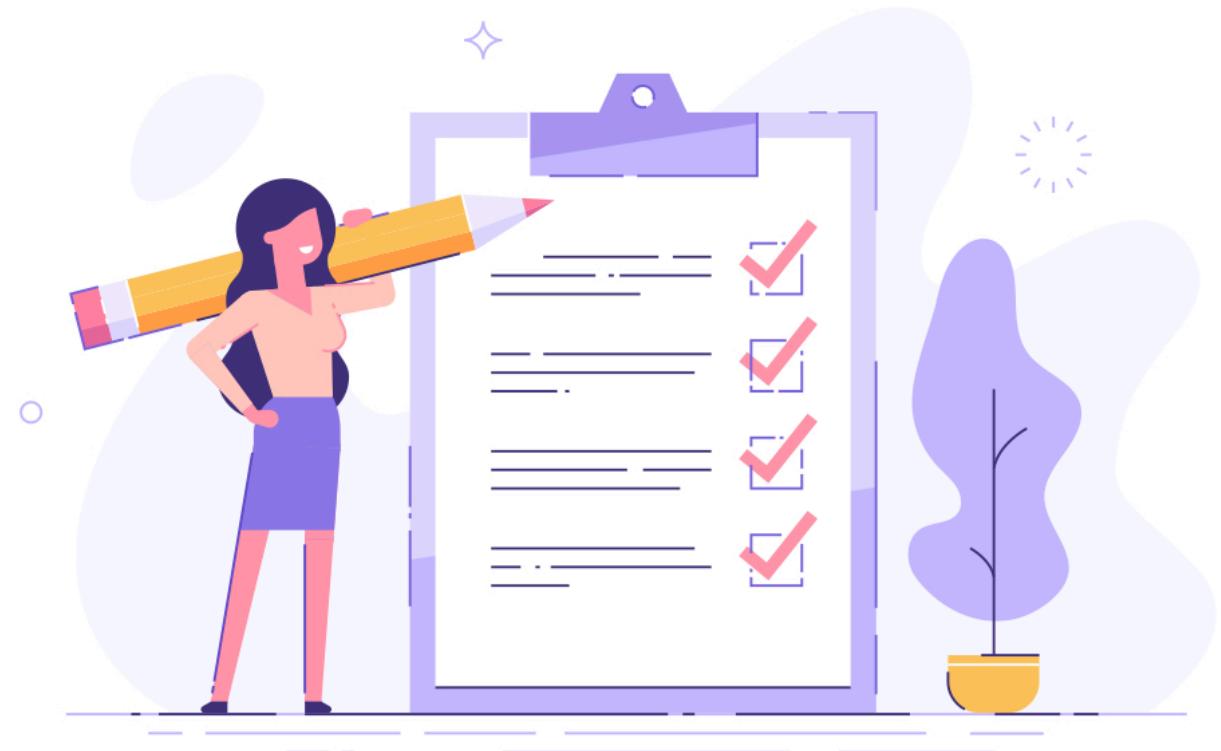
One may exclude options

```
matrix {  
    axes {  
        axis {  
            name 'PLATFORM'  
            values 'linux', 'mac', 'windows'  
        }  
        axis {  
            name 'BROWSER'  
            values 'chrome', 'edge', 'firefox', 'safari'  
        }  
        axis {  
            name 'ARCHITECTURE'  
            values '32-bit', '64-bit'  
        }  
    }  
}
```



# LAB: Parallelisation

- Matrix execution

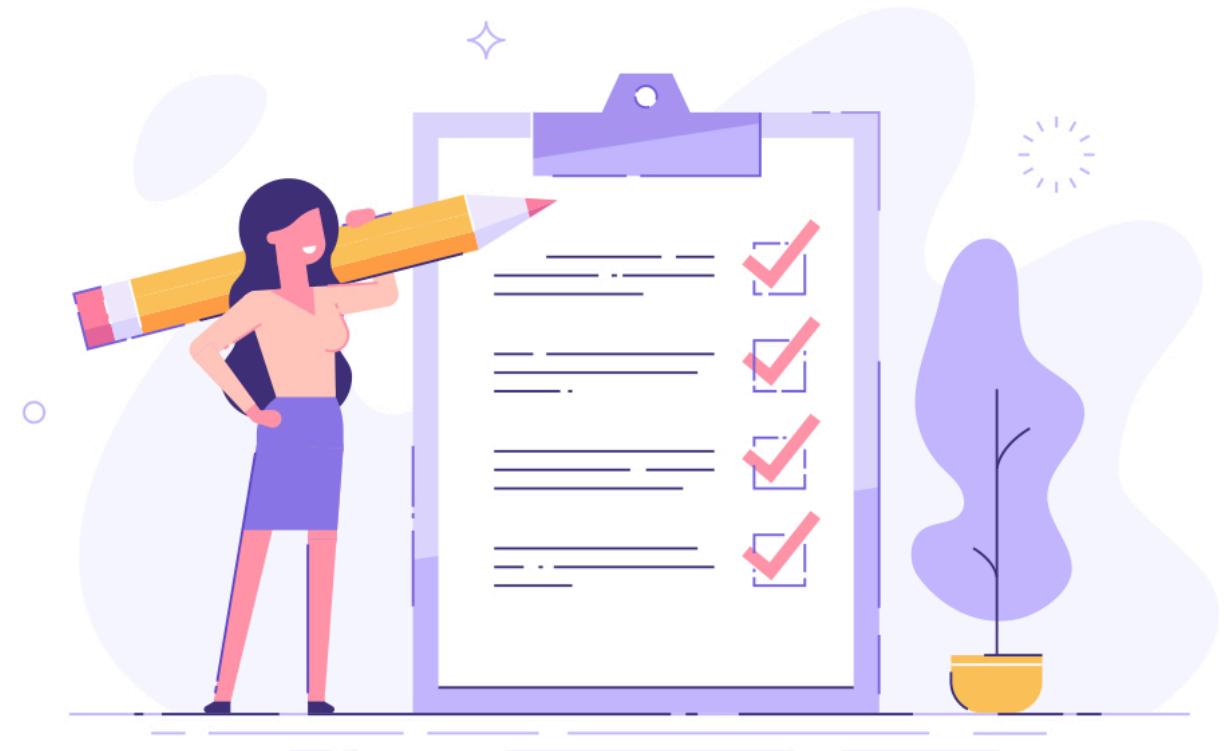


Allocated time: 15 minutes



# LAB: Git Flow in Jenkins

- Create a CI/CD job in Jenkins



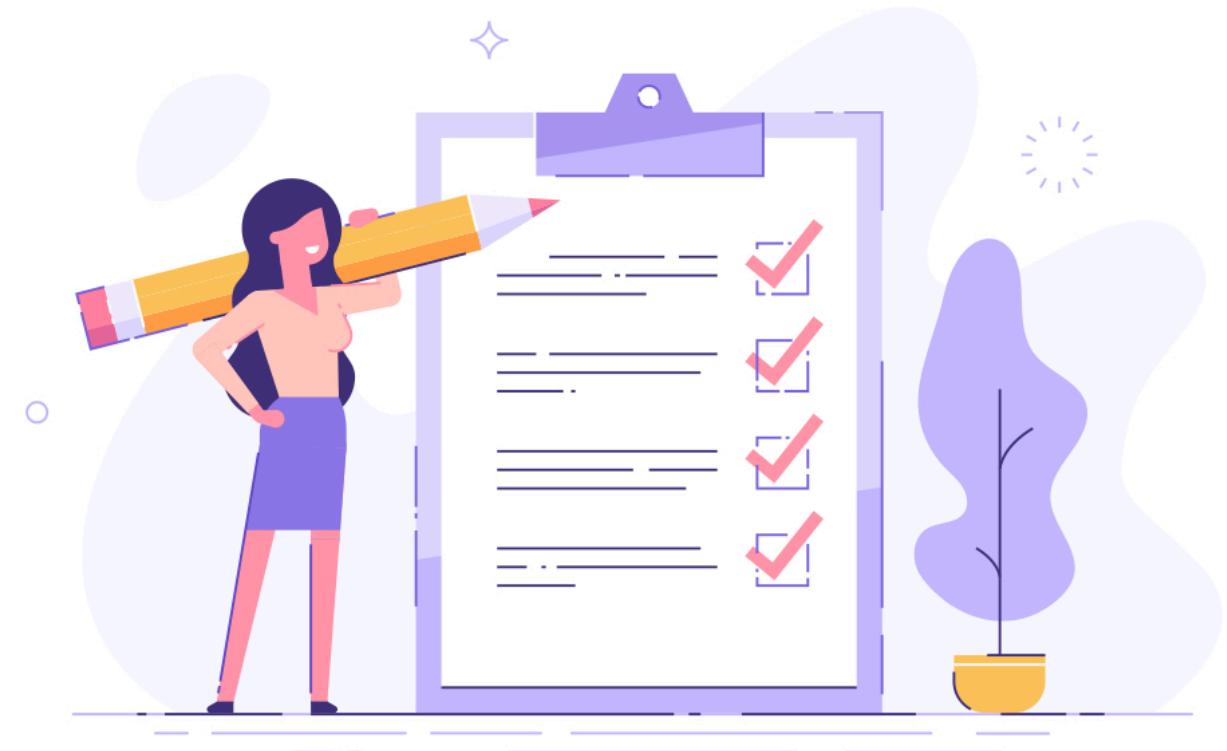
Allocated time: 30 minutes



# LAB: Slack Notifications in Jenkins



- Add Slack notifications in Jenkins



Allocated time: 15 minutes



# Shared Libraries



- Sometimes we want to share some logic
- For that we have shared libraries
- It involves a Groovy script that later we load

Any \*.groovy file that has a call method will be a new Step

The screenshot shows a GitHub repository page for 'jenkins-shared-library-example / vars / notification.groovy'. The repository is named 'example-shared-library' and has 1 contributor. The file contains 32 lines (28 sloc) and 968 Bytes. A green arrow points from the text 'Any \*.groovy file that has a call method will be a new Step' to the 'call' method definition in the code.

```
#!/usr/bin/env groovy
/**
 * Send notifications based on build status string
 */
def call(String buildStatus = 'STARTED') {
    // build status of null means successful
    buildStatus = buildStatus ?: 'SUCCESS'
```



# Shared Libraries



We can use any Groovy logic

```
// Override default values based on build status
if (buildStatus == 'STARTED') {
    color = 'YELLOW'
    colorCode = '#FFFF00'
} else if (buildStatus == 'SUCCESS') {
    color = 'GREEN'
    colorCode = '#00FF00'
} else {
    color = 'RED'
    colorCode = '#FF0000'
}
```

You later access the  
step by importing the  
library as @Library \_

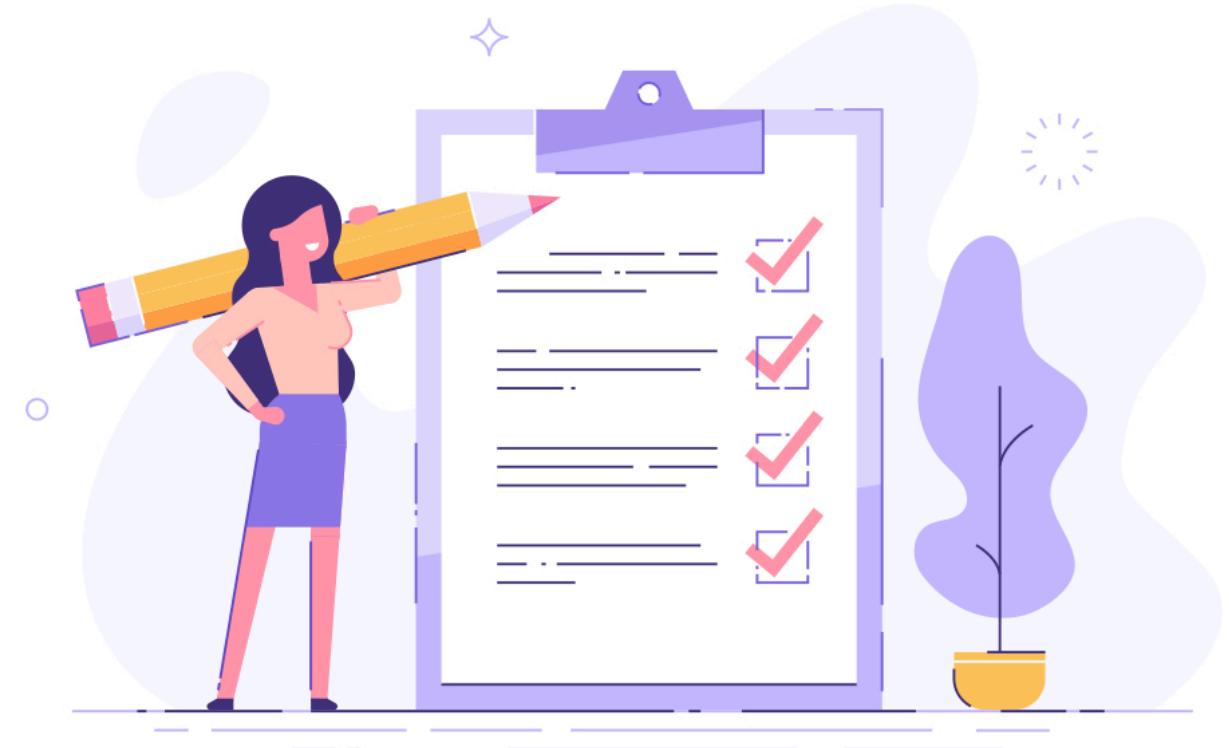
Or even access methods from Plugins!

```
// Send notifications
slackSend (color: colorCode, message: summary)
}
```



# LAB: Shared Libraries

- Create a simple shared library  
for Slack notifications



Allocated time: 30 minutes



# Pipeline Best Practices

- Groovy code runs on controller -> avoid resource contention!
- Use shared libraries to avoid repetition
- Avoid sharing workspaces on different jobs
- Ensure variables (state) are serialisable or use @NonCPS
- Use credentials and scopes!





# Summary



- Combining Pipelines and Plugins one can create a perfectly valid CI/CD pipeline
- Using parallel or matrix you can even test for multiple platforms/browsers/combinations easily
- There are simple notification systems to Slack or other platforms such as Google chat or Microsoft Teams
- Shared libraries enable us to share code between Jenkinsfiles

# Please Fill in Survey



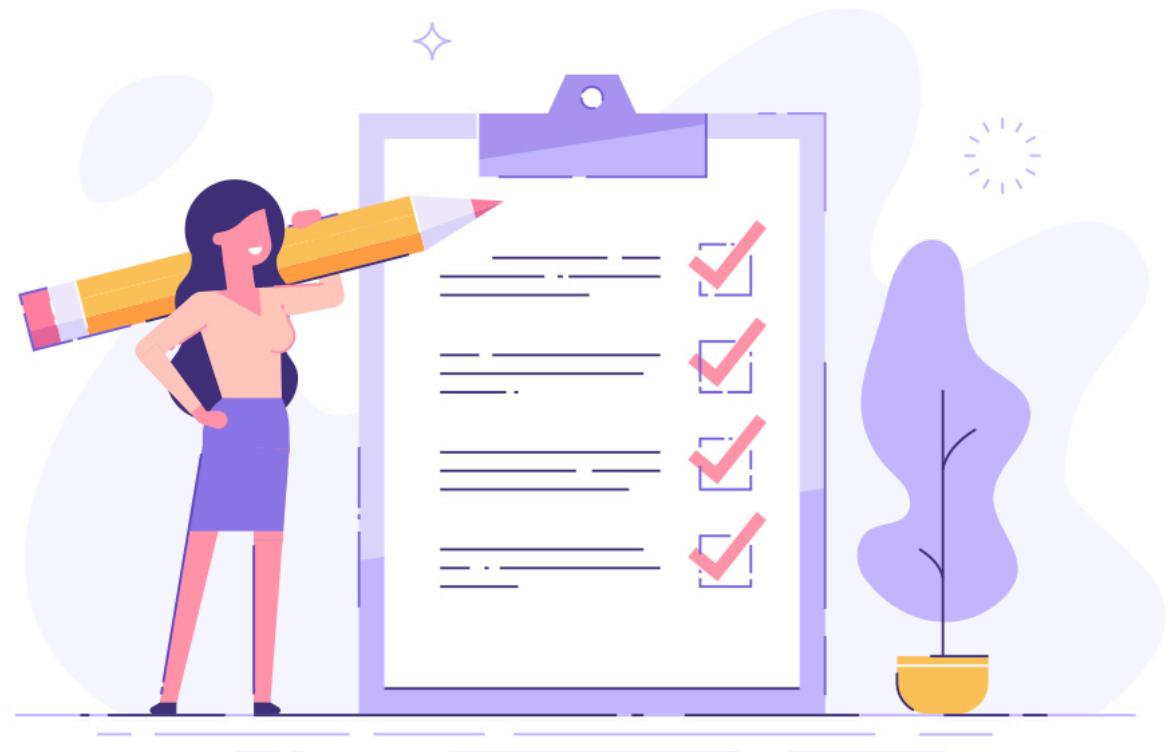
# Lunch Break: 60 minutes





# Workshop

- Take the job that you added CI yesterday and migrate it into Pipelines. Add CD, notifications and all the quality checks we saw today!





# Recording Policy



Recordings are provided to participants who have attended the training, in its entirety. Recordings are provided as a value-add to your training, and should not be utilized as a replacement to the classroom experience.

## **Participants can expect the following:**

- Recordings will be provided the Monday after class is completed
- Recordings will be provided for 14 days
- Recordings will be accessible as “View Only” status and cannot be copied
- Sharing recordings is strictly prohibited

To request recordings, please fill out the form linked in Learn++.

Thank you for your understanding and adhering to the policy.

**THANK YOU**

