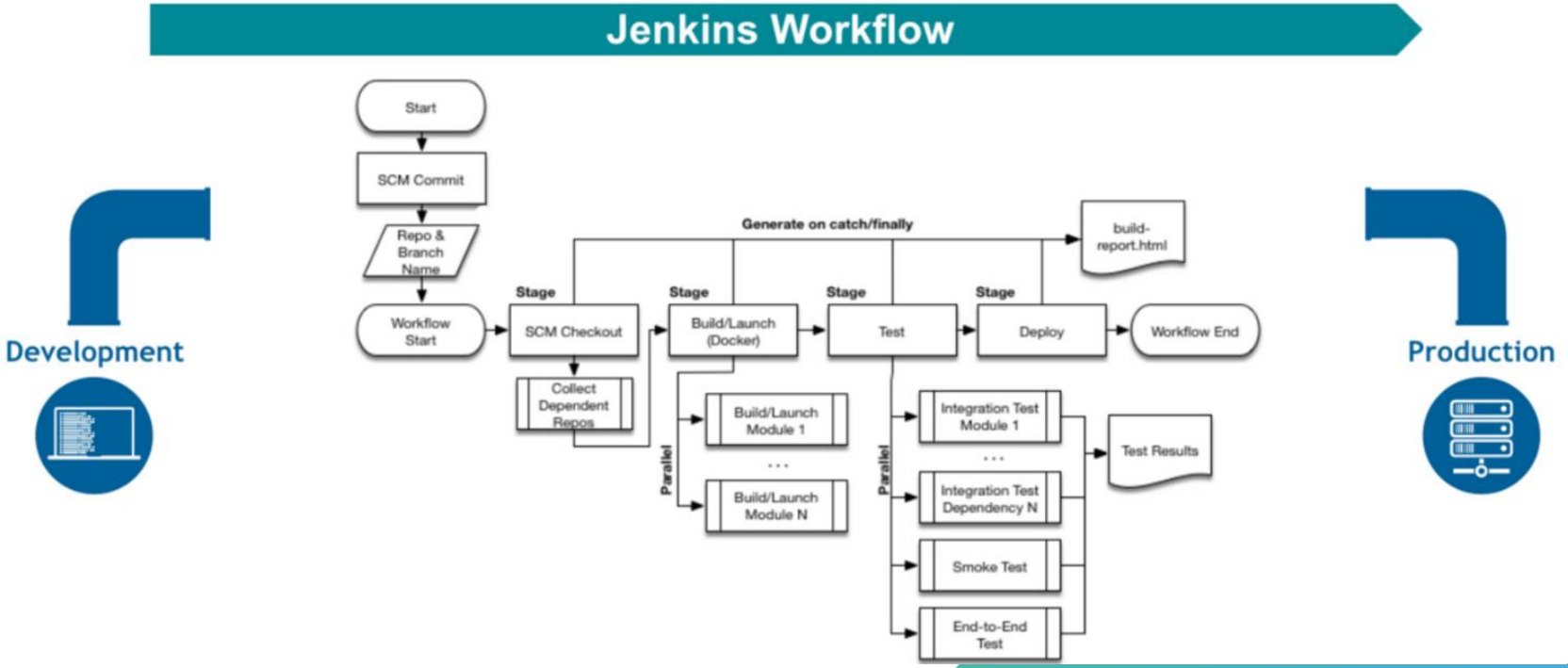
# Jenkins – Continuous Integration

# Jenkins

- Jenkins is a open source tool that allows continuous integration and continuous delivery of projects, regardless of the platform you are working on
- It is a free source that can handle any kind of build or continuous integration
- You can integrate Jenkins with a number of testing and deployment technologies

# Why Jenkins

- Jenkins is a software that allows **continuous integration**
- Jenkins will be installed on a server where the central build will take place

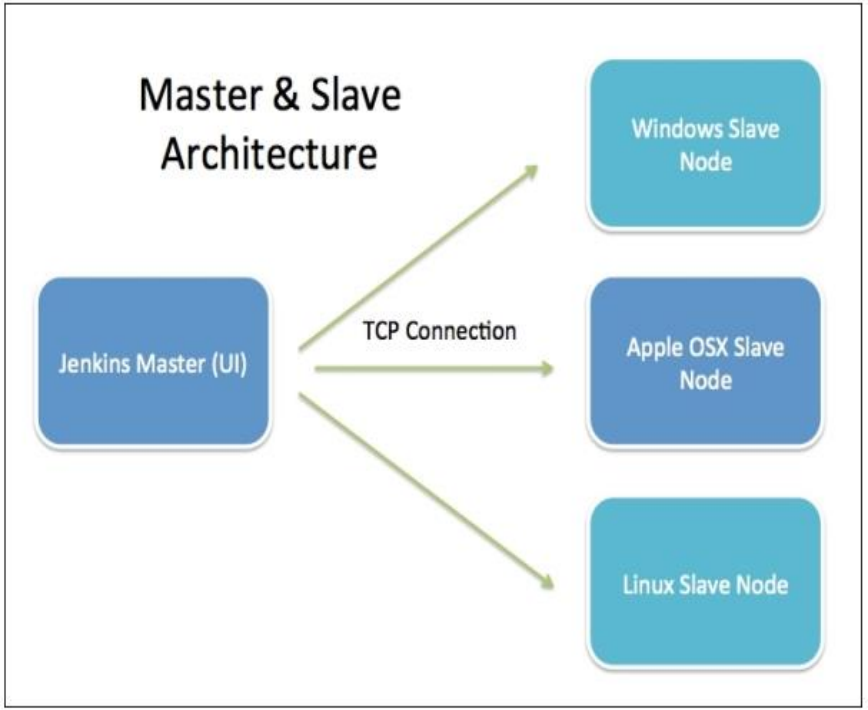


# What is Continuous Integration

- Continuous Integration is a development practice that requires developers to integrate code into a shared repository at regular intervals
- This concept was meant to remove the problem of finding later occurrence of issues in the build lifecycle
- Continuous integration requires the developers to have frequent builds
- The common practice is that whenever a code commit occurs, a build should be triggered
- This can be done on any technology or platform

# Jenkins Architecture

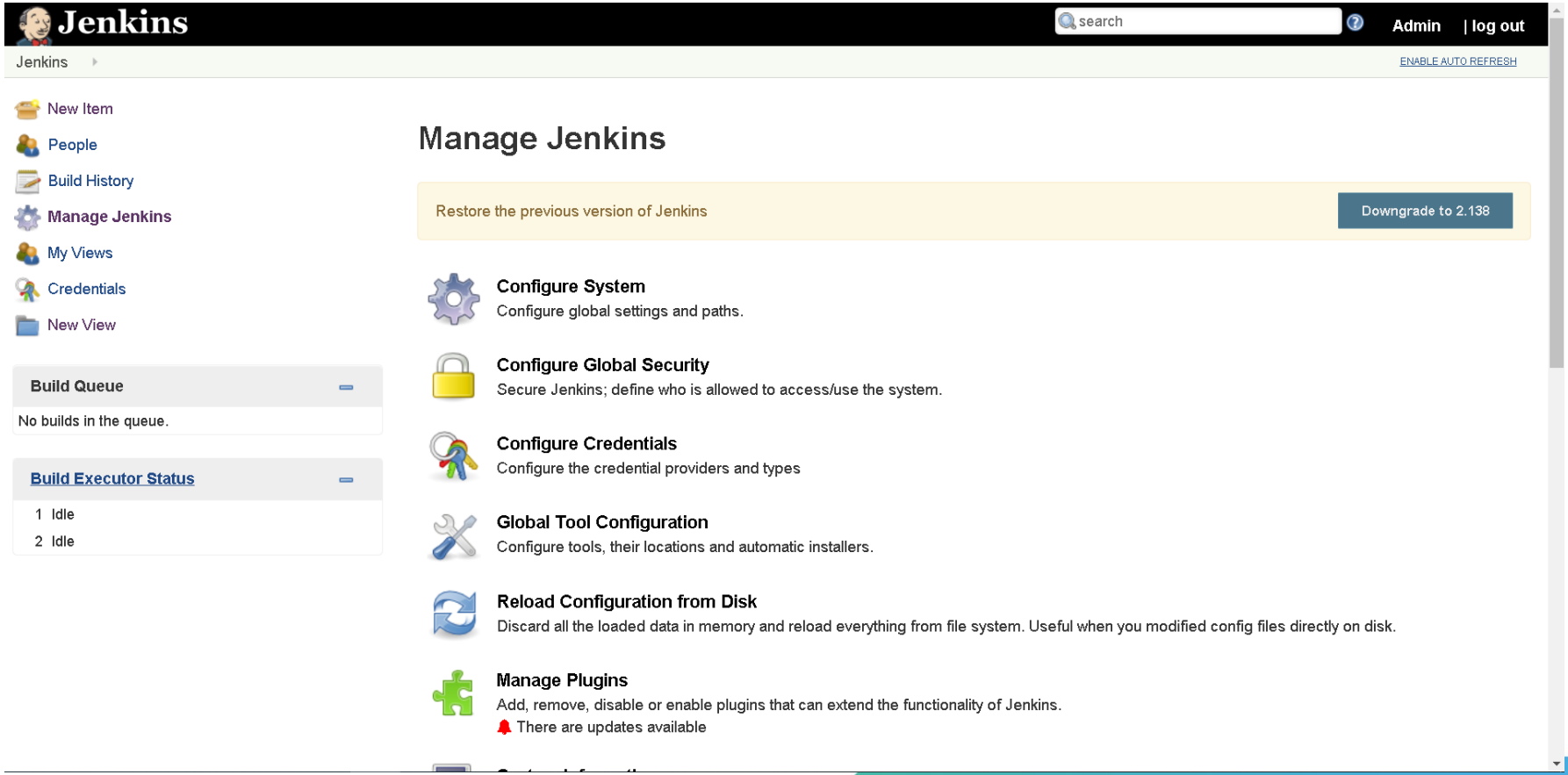
- Jenkins Architecture is based on the distributed. This has 2 components.
  - Jenkins Server
  - Jenkins Node/Slave/Build Server
- Your main Jenkins server is the master
- The master's job is to handle scheduling build jobs, dispatching builds to the slaves for the actual execution, monitor the slaves and recording and presenting the build results
- Even in a distributed architecture, a master instance of Jenkins can also execute build jobs directly
- The job of the slaves is to do as they are configured in the Jenkins Server, which involves executing build jobs dispatched by the master



# Installing Jenkins

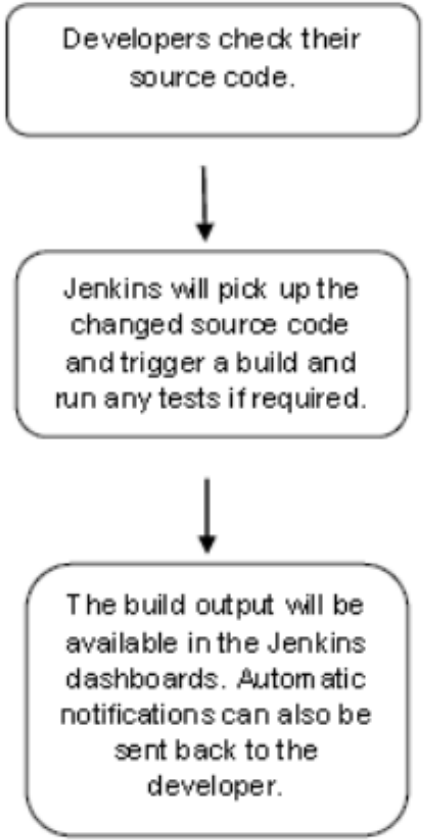
- Follow lab document to install and configure Jenkins

# Jenkins Configuration – Manage Jenkins



# Why Jenkins?

- Jenkins is a software that allows **continuous integration**
- Jenkins will be installed on a server where the central build will take place
- The following flowchart demonstrates a very simple workflow of how Jenkins works:



# Installing Git

- Download git and install on your VM (already done in Git lesson)

# Installing Maven

- Maven is an open source build tool for many platforms
- Based on the concept of a project object model (POM), Maven can manage a project's build, reporting and documentation from a central piece of information
- Using maven we can build and manage any Java based project
- The primary goal of Maven is to provide developer with the following −
  - A comprehensive model for projects, which is reusable, maintainable, and easier to comprehend
  - Plugins or tools that interact with this declarative model
- To install maven run the following commands:

```
apt-get update
apt-get install maven
```

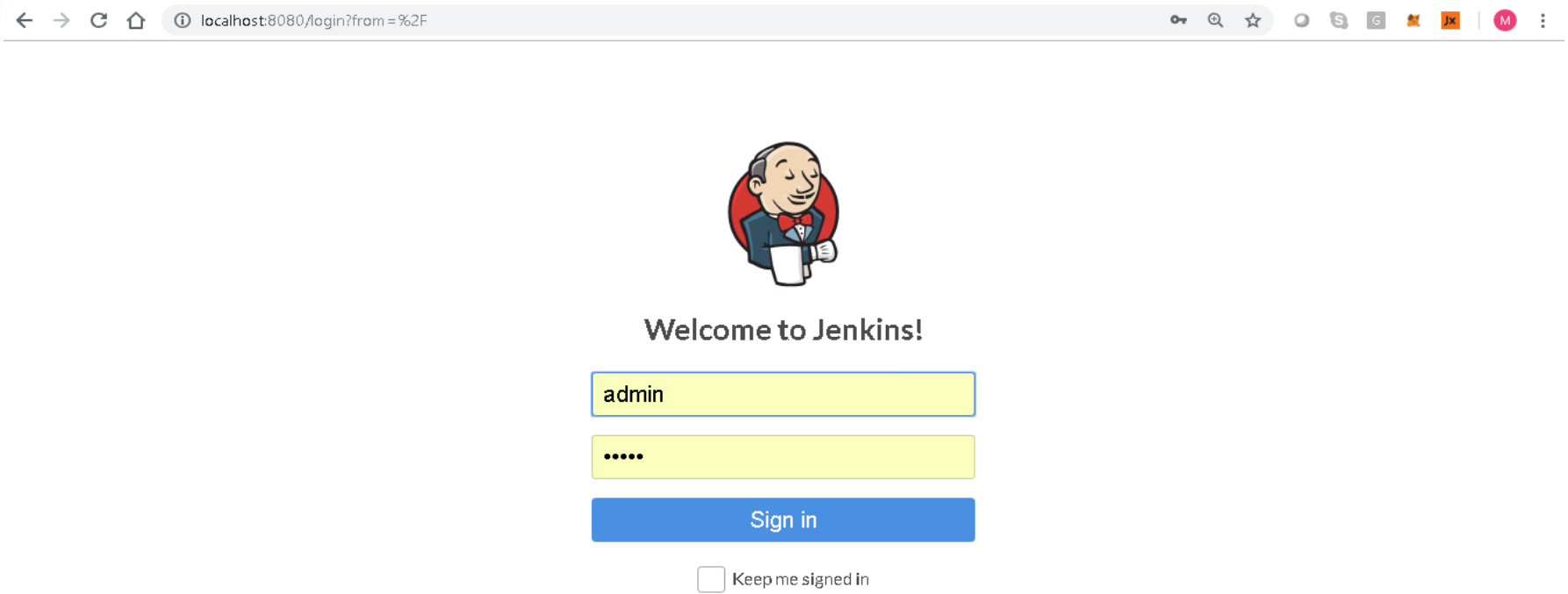
- To verify Maven installation run:

```
mvn --version
```

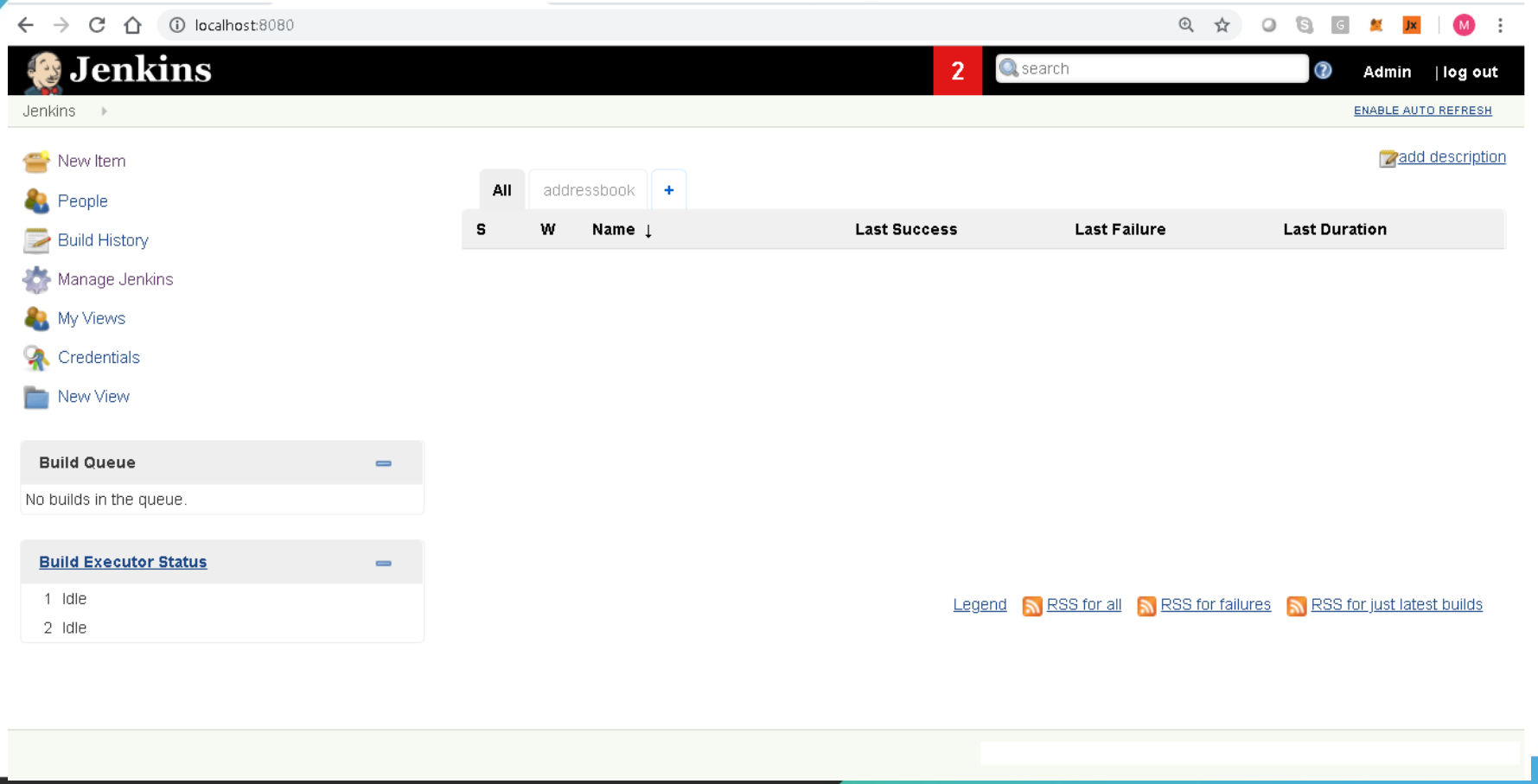
# Install Tomcat

- Go to http://tomcat.apache.org/
- Download the Ubuntu distribution and install it on your VM

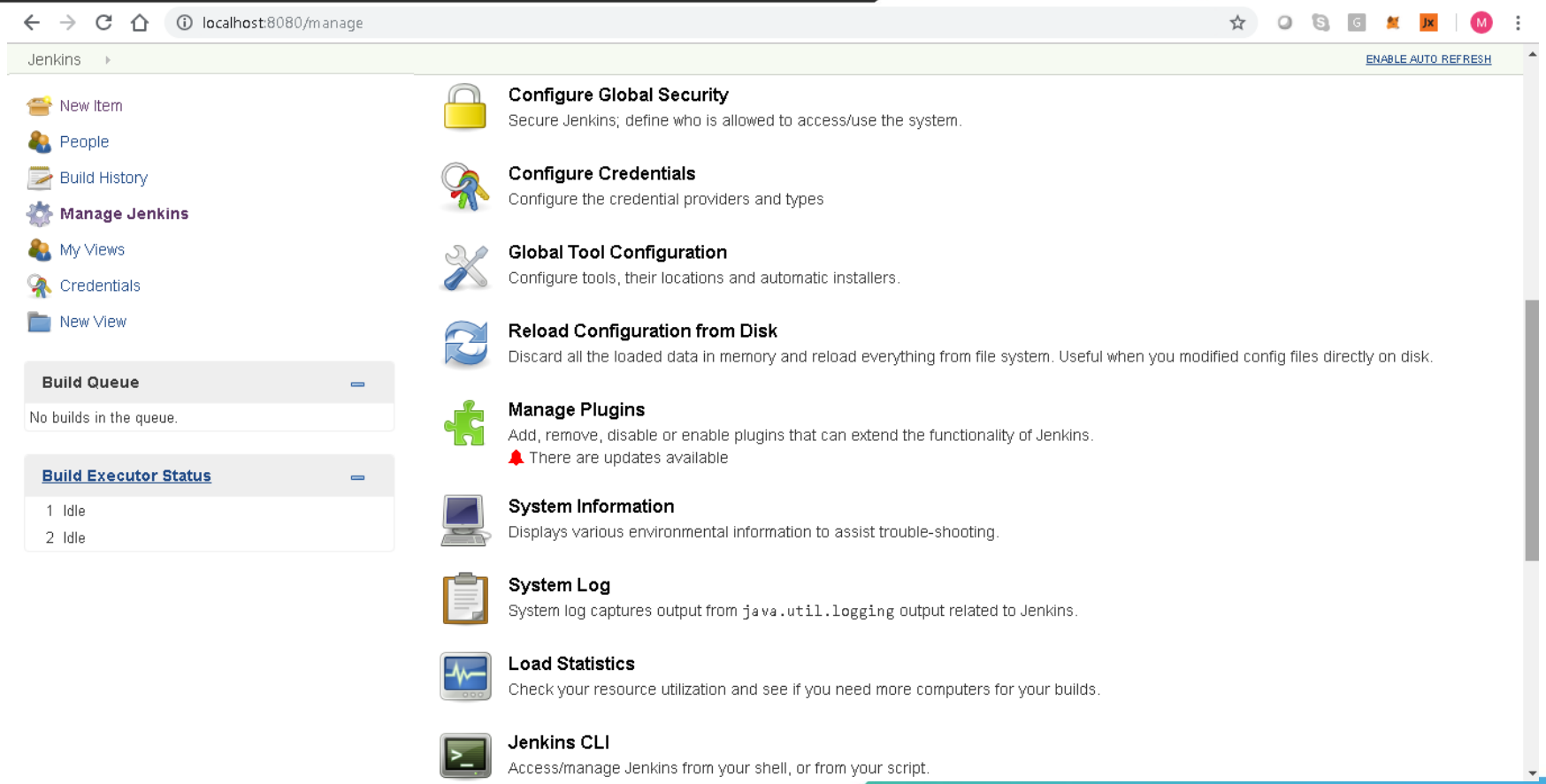
# Jenkins Login



# Jenkins Dashboard



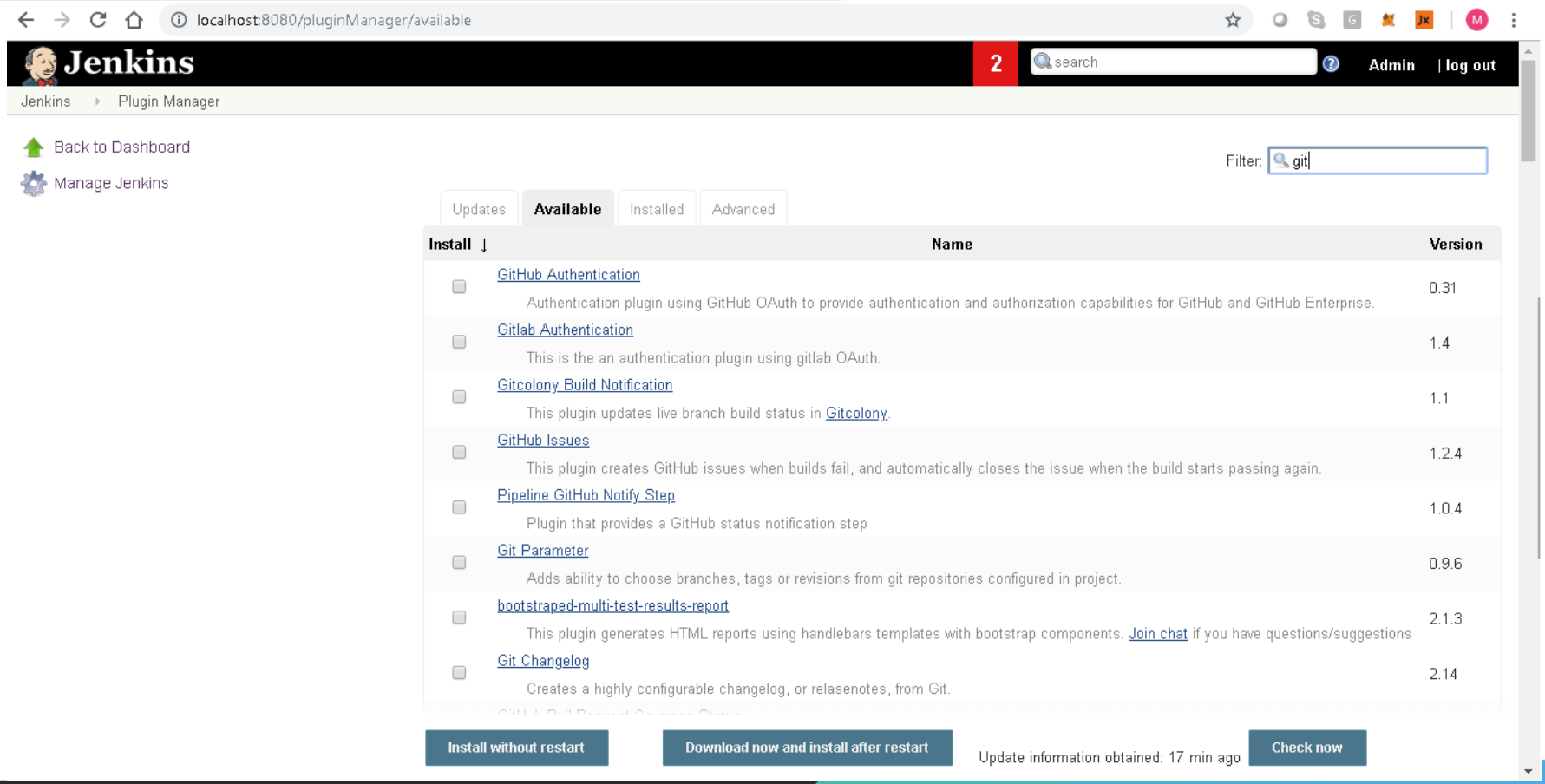
# Manage Jenkins



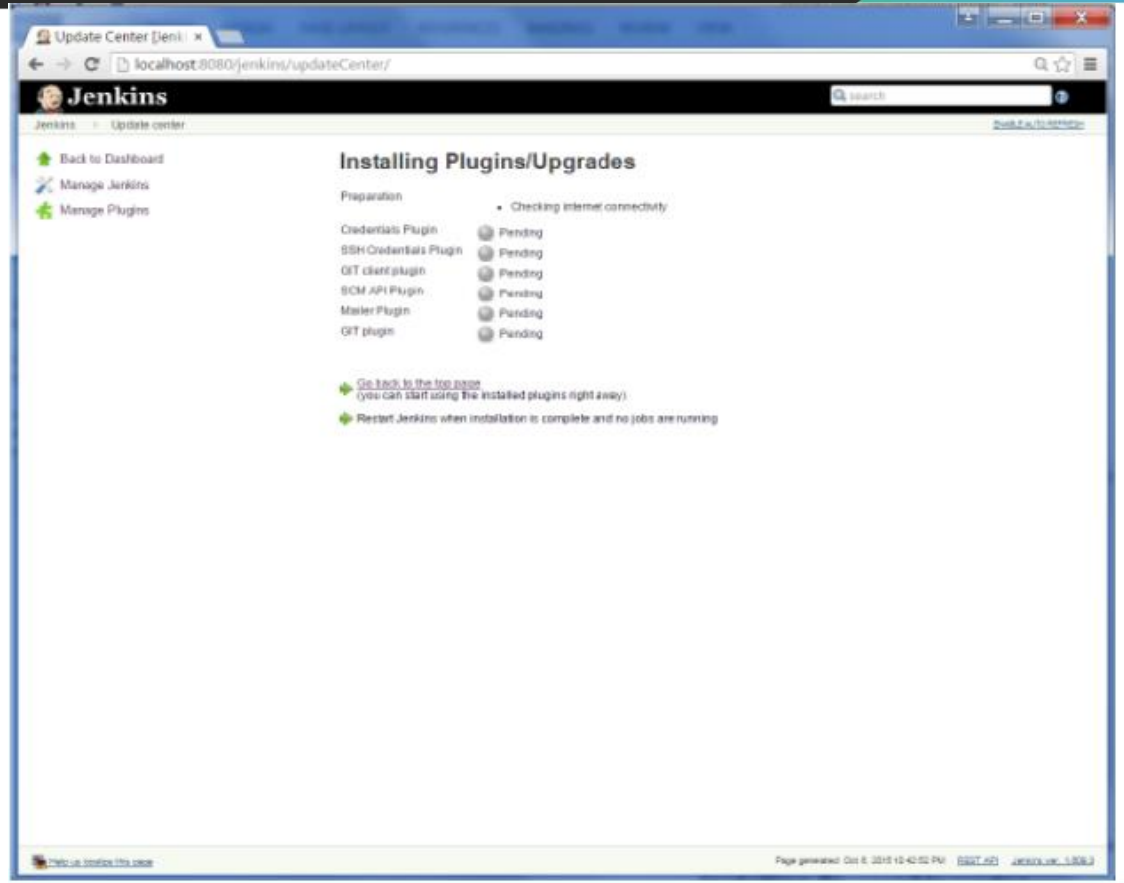
# Manage Plugins

- Click the ‘Manage Plugins’ option
- Click the Available tab
- This tab will give a list of plugins which are available for downloading
- In the ‘Filter’ tab type ‘Git plugin’
- The list will then be filtered
- Check the Git Plugin option and click on the button ‘Install without restart’
- The installation will then begin and the screen will be refreshed to show the status of the download

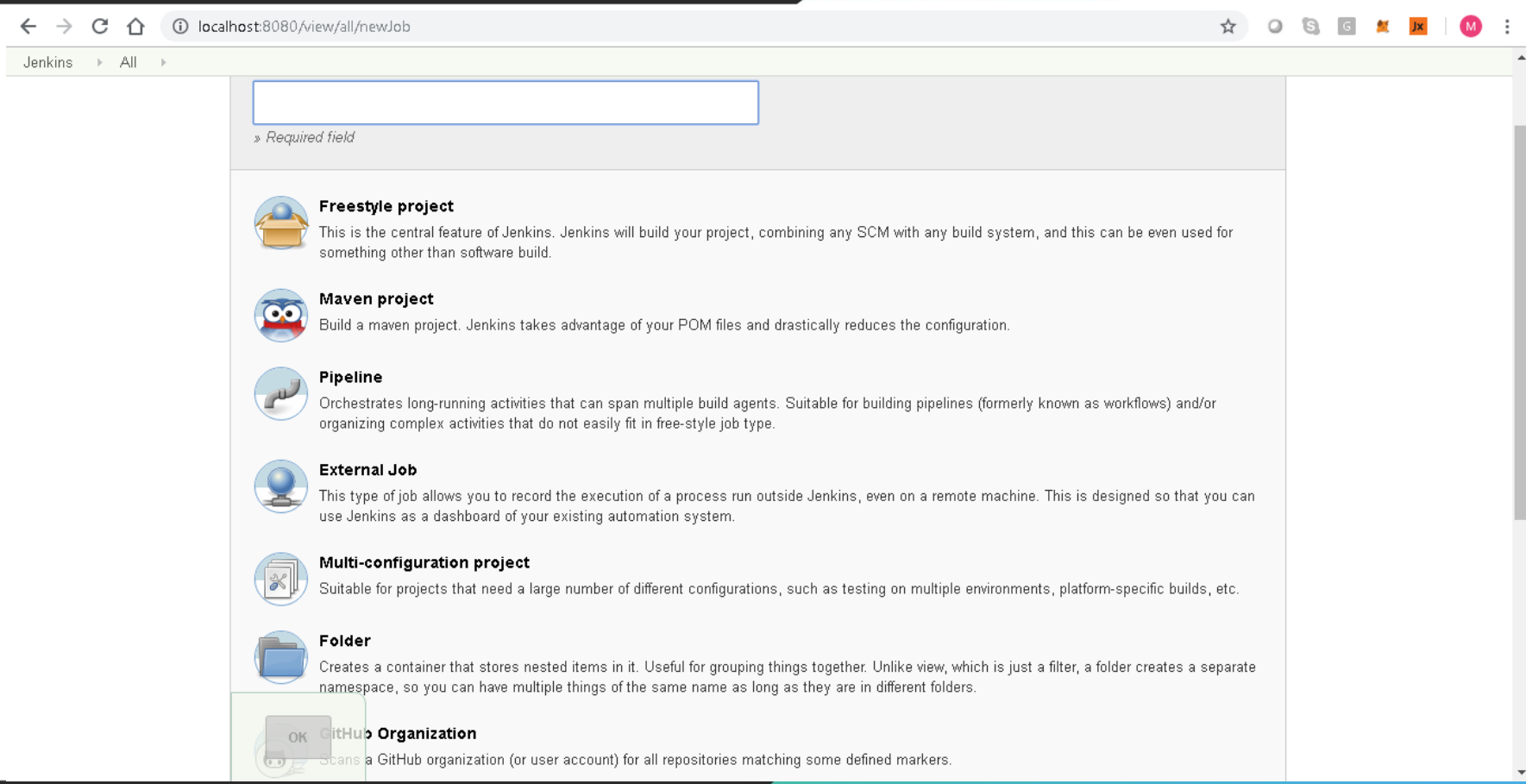
# Install Plugins



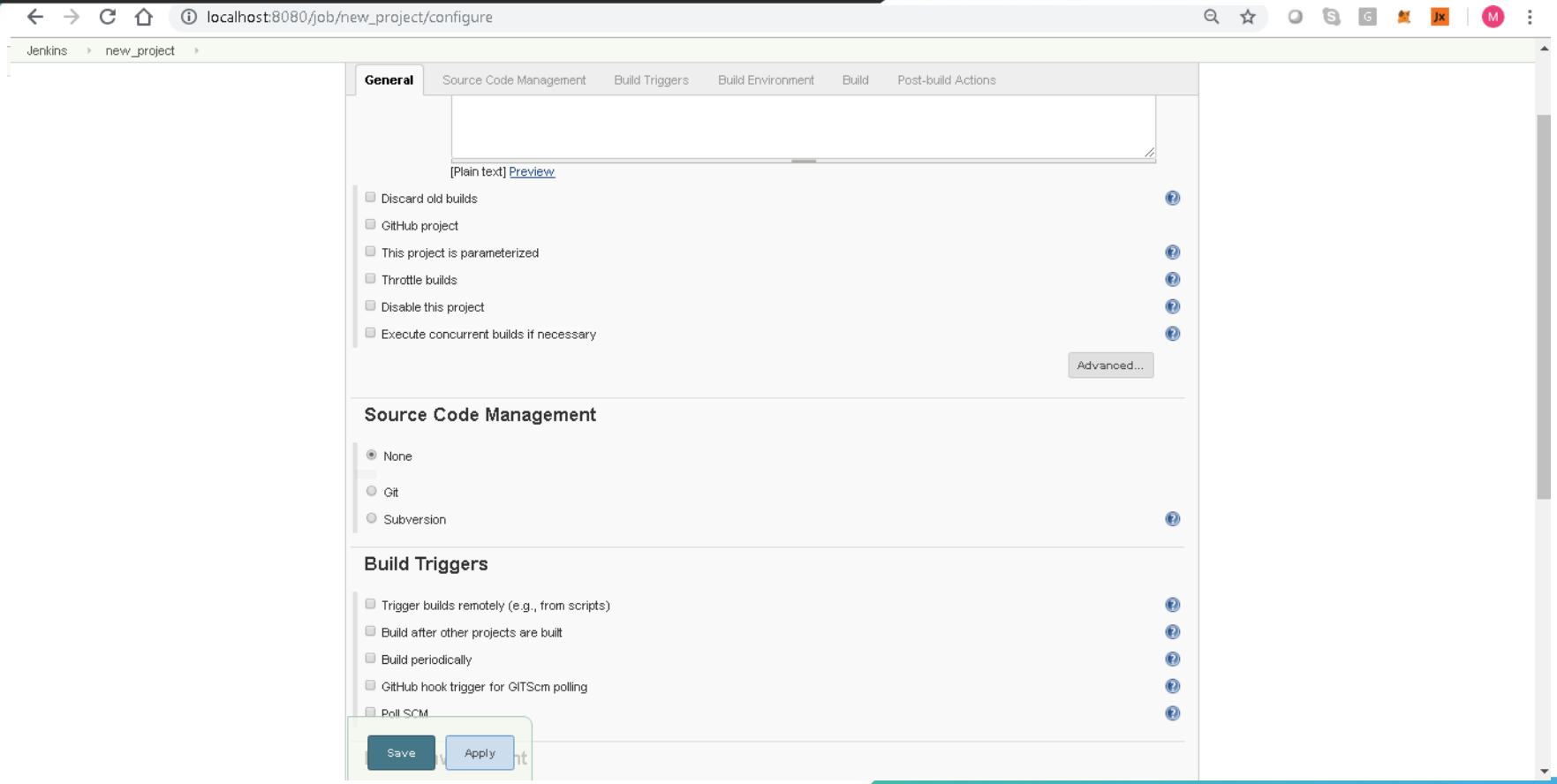
# Install Plugins



# Creating Jobs



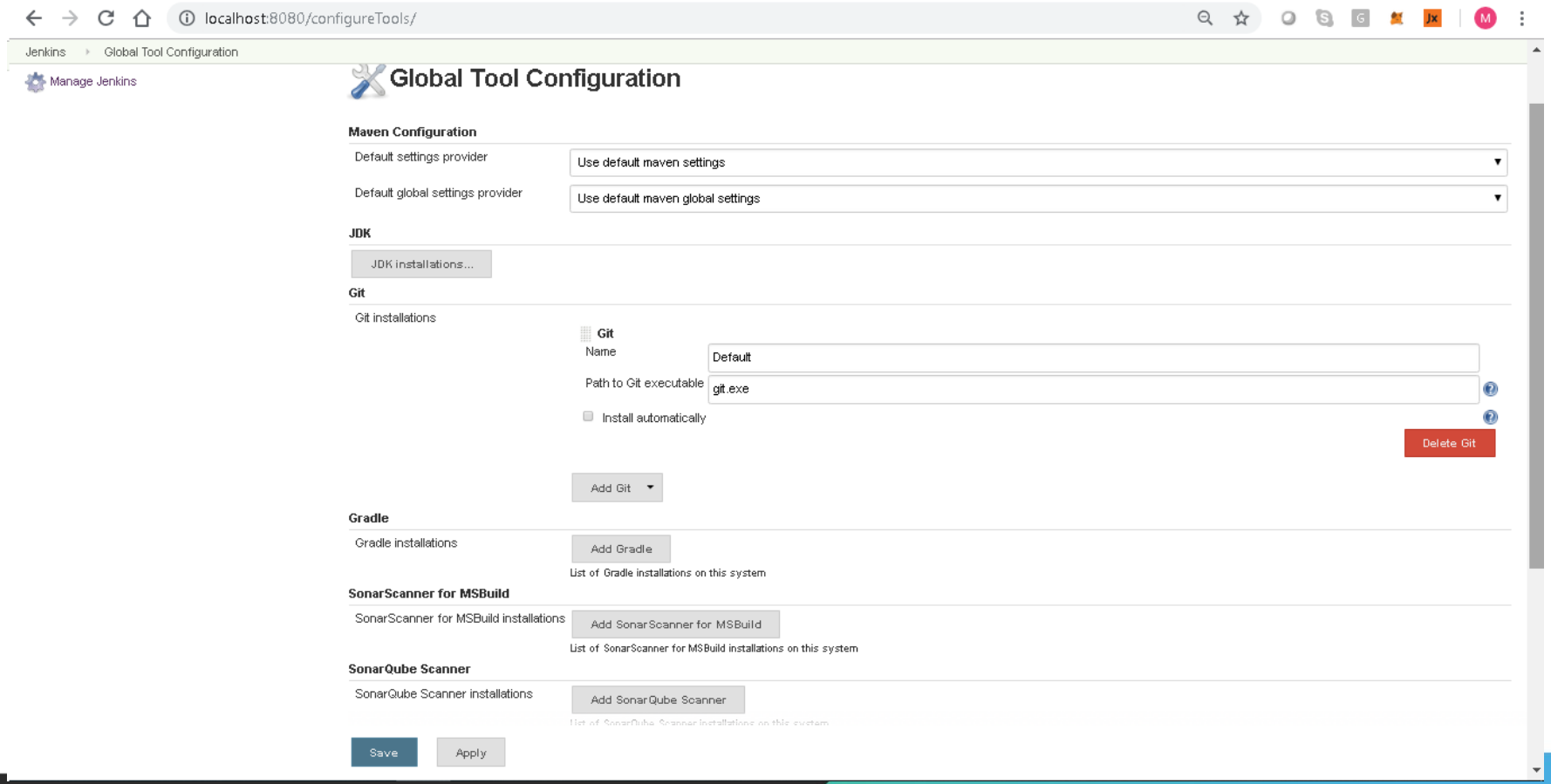
# Creating Jobs



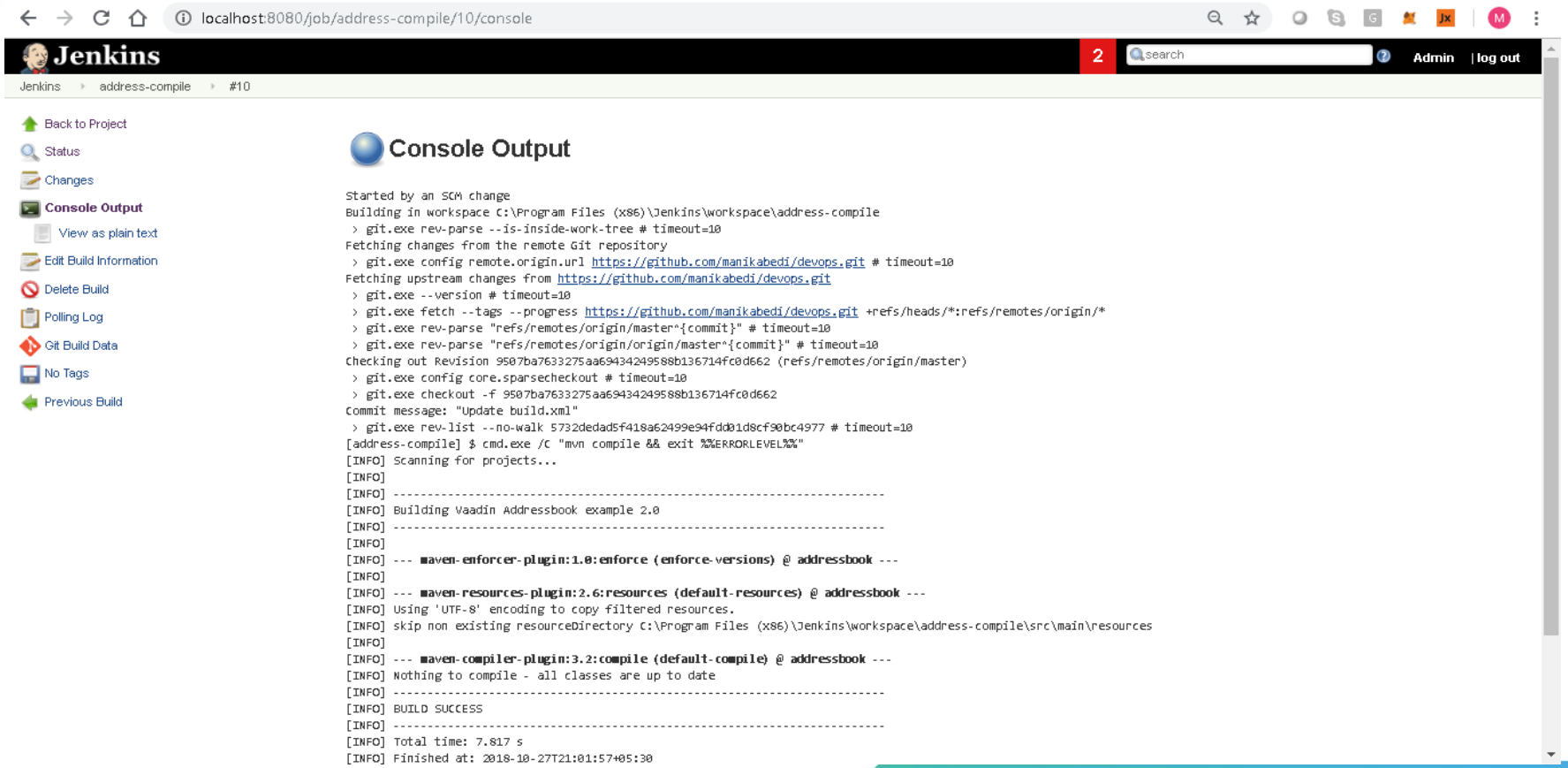
# Setting Up Maven in Jenkins

- Click Manage Jenkins
- Click Global Tool Configuration
- Click add Maven and enter Maven home path from your VM

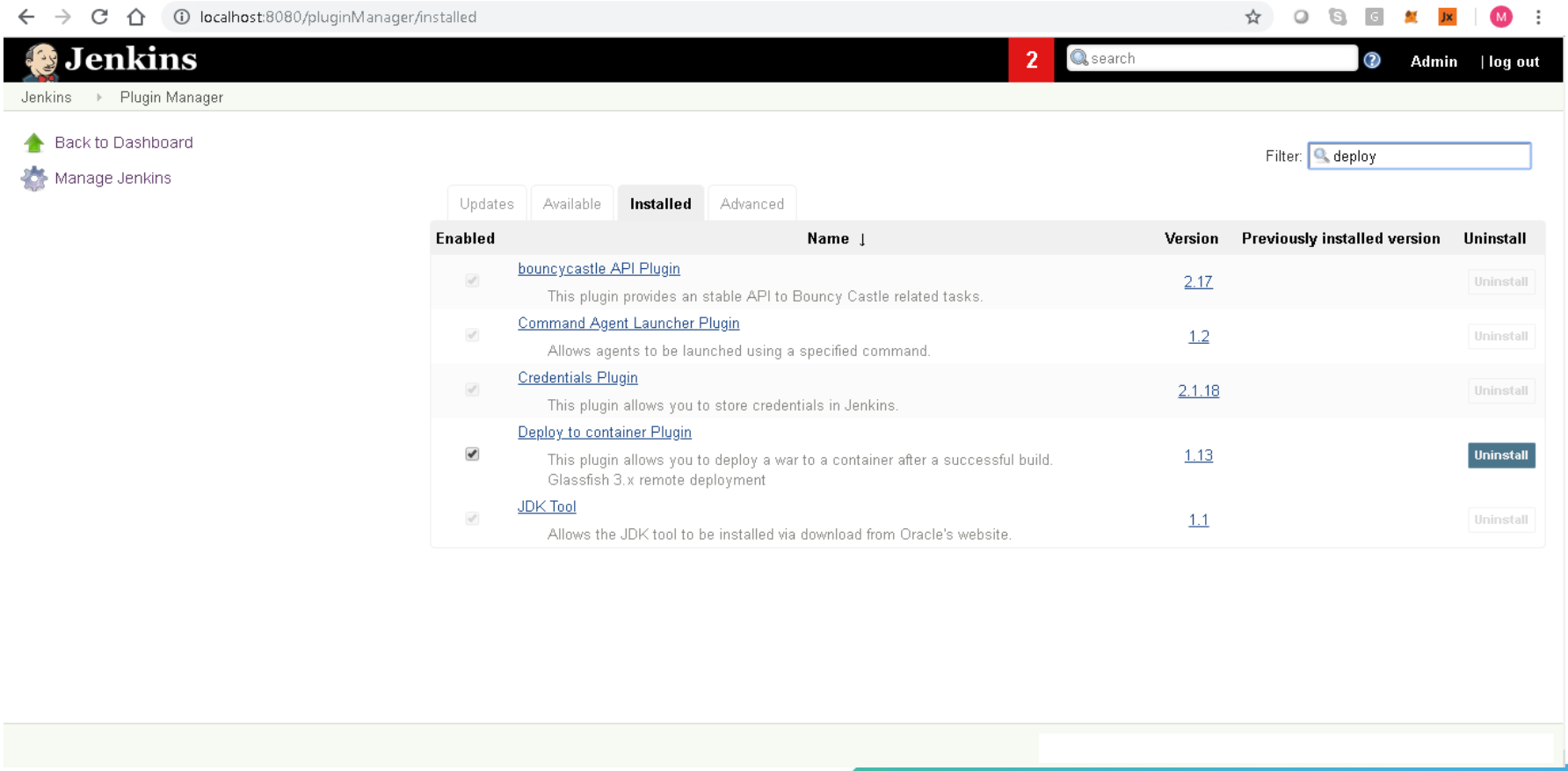
# Global Tool Configuration



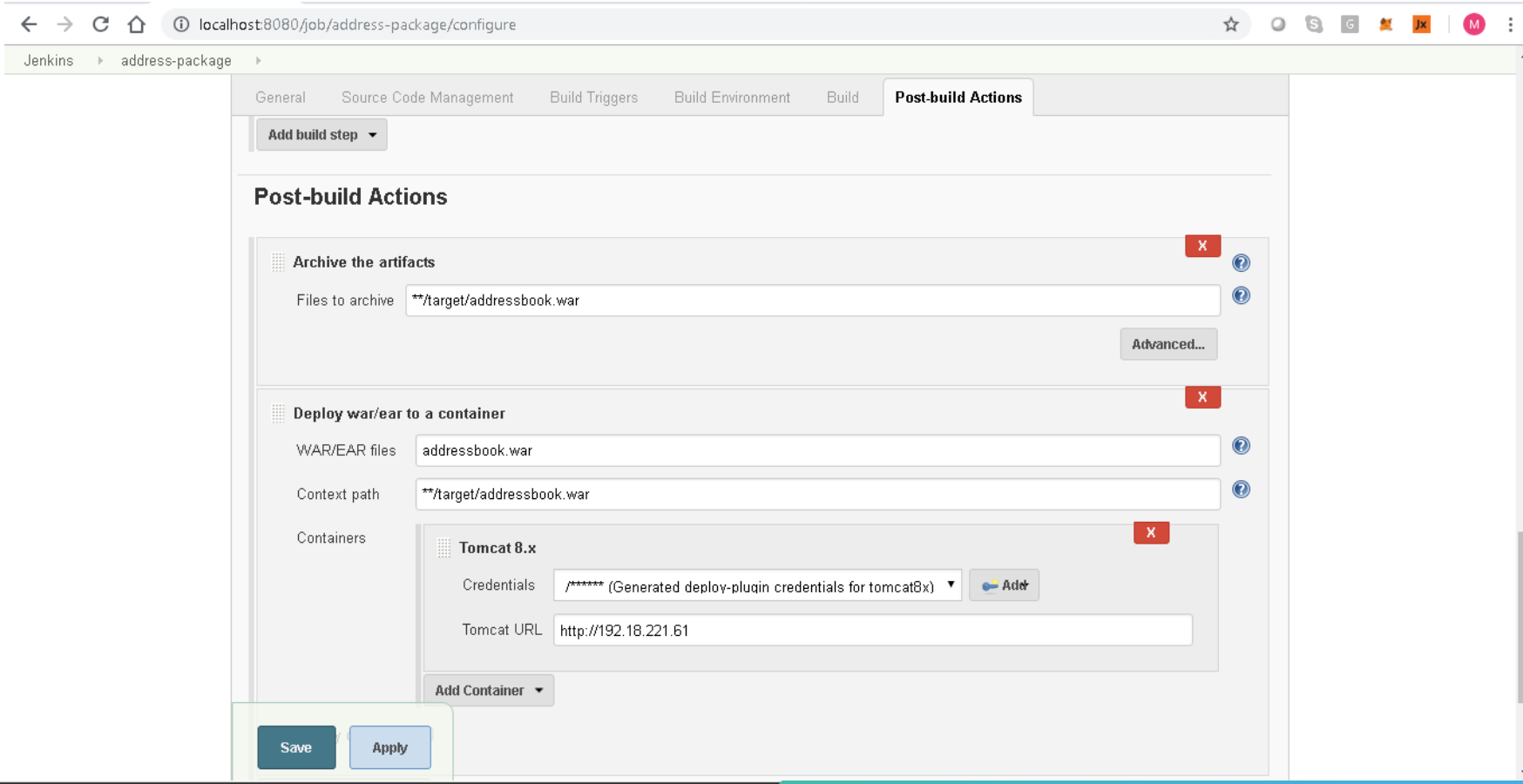
# Running Job


localhost:8080/job/address-compile/10/console
Jenkins
2
search
Admin
log out
Jenkins
address-compile
#10
Back to Project
Status
Changes
Console Output
View as plain text
Edit Build Information
Delete Build
Polling Log
Git Build Data
No Tags
Previous Build
Console Output
Started by an SCM change
Building in workspace C:\Program Files (x86)\Jenkins\workspace\address-compile
> git.exe rev-parse --is-inside-work-tree # timeout=10
Fetching changes from the remote Git repository
> git.exe config remote.origin.url https://github.com/manikabedi/devops.git # timeout=10
Fetching upstream changes from https://github.com/manikabedi/devops.git
> git.exe --version # timeout=10
> git.exe fetch --tags --progress https://github.com/manikabedi/devops.git +refs/heads/*:refs/remotes/origin/*
> git.exe rev-parse "refs/remotes/origin/master^{commit}" # timeout=10
> git.exe rev-parse "refs/remotes/origin/origin/master^{commit}" # timeout=10
Checking out Revision 9507ba7633275aa69434249588b136714fc0d662 (refs/remotes/origin/master)
> git.exe config core.sparsecheckout # timeout=10
> git.exe checkout -f 9507ba7633275aa69434249588b136714fc0d662
Commit message: "Update build.xml"
> git.exe rev-list --no-walk 5732dedad5f418a62499e94fdd01d8cf90bc4977 # timeout=10
[address-compile] $ cmd.exe /C "mvn compile && exit %%ERRORLEVEL%%"
[INFO] Scanning for projects...
[INFO]
[INFO] ------------------------------------------------------------------------
[INFO] Building Vaadin Addressbook example 2.0
[INFO] ------------------------------------------------------------------------
[INFO]
[INFO] --- maven-enforcer-plugin:1.0:enforce (enforce-versions) @ addressbook ---
[INFO]
[INFO] --- maven-resources-plugin:2.6:resources (default-resources) @ addressbook ---
[INFO] Using 'UTF-8' encoding to copy filtered resources.
[INFO] skip non existing resourceDirectory C:\Program Files (x86)\Jenkins\workspace\address-compile\src\main\resources
[INFO]
[INFO] --- maven-compiler-plugin:3.2:compile (default-compile) @ addressbook ---
[INFO] Nothing to compile - all classes are up to date
[INFO] ------------------------------------------------------------------------
[INFO] BUILD SUCCESS
[INFO] ------------------------------------------------------------------------
[INFO] Total time: 7.817 s
[INFO] Finished at: 2018-10-27T21:01:57+05:30

# Jenkins Deployment Plugin



# Jenkins Deployment



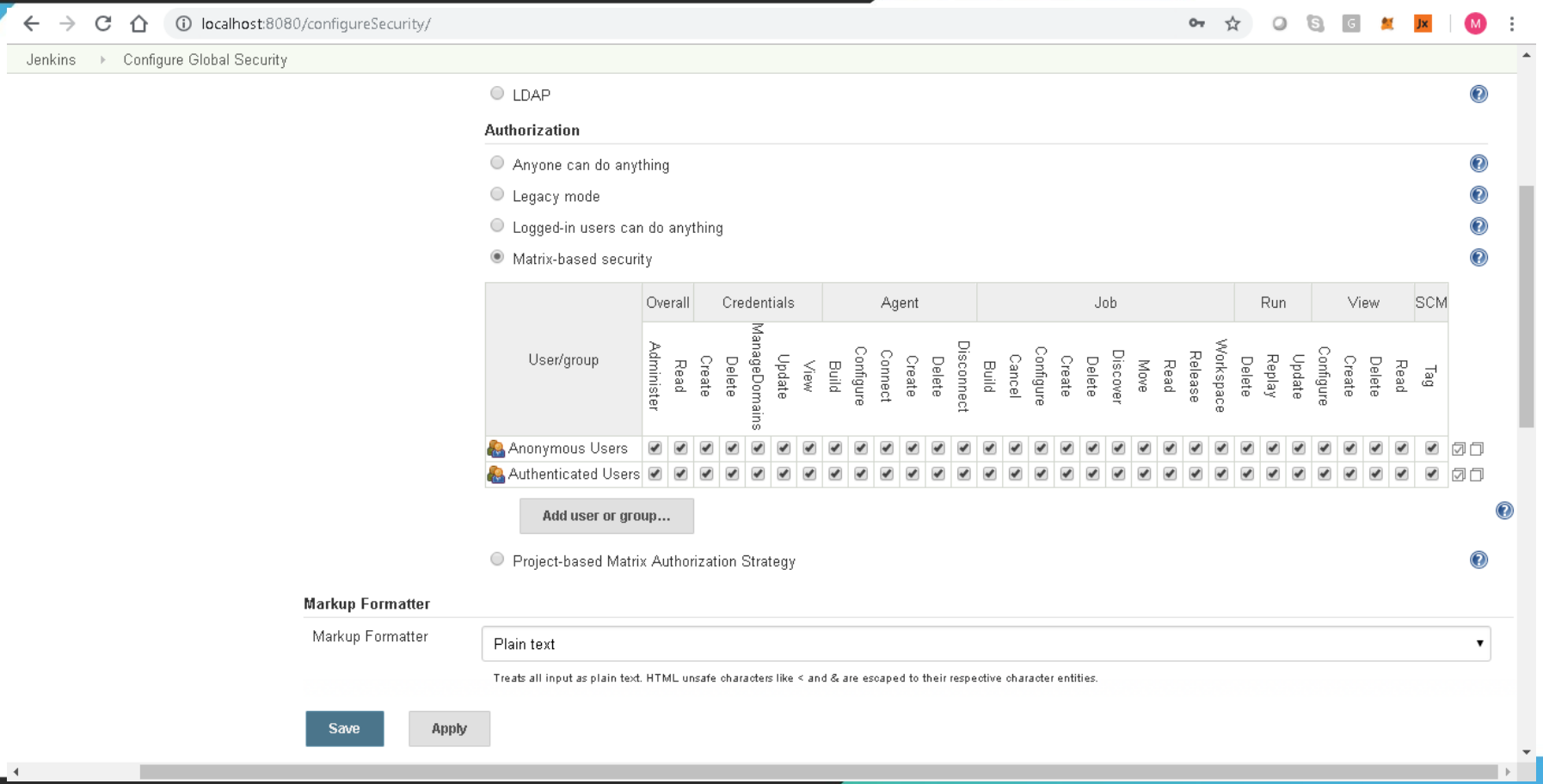
# Integrate Jenkins with Ant

- Install Ant plugin in Jenkins (if not installed as part of initial Jenkins Setup)
- Install Ant on your VM using commands:

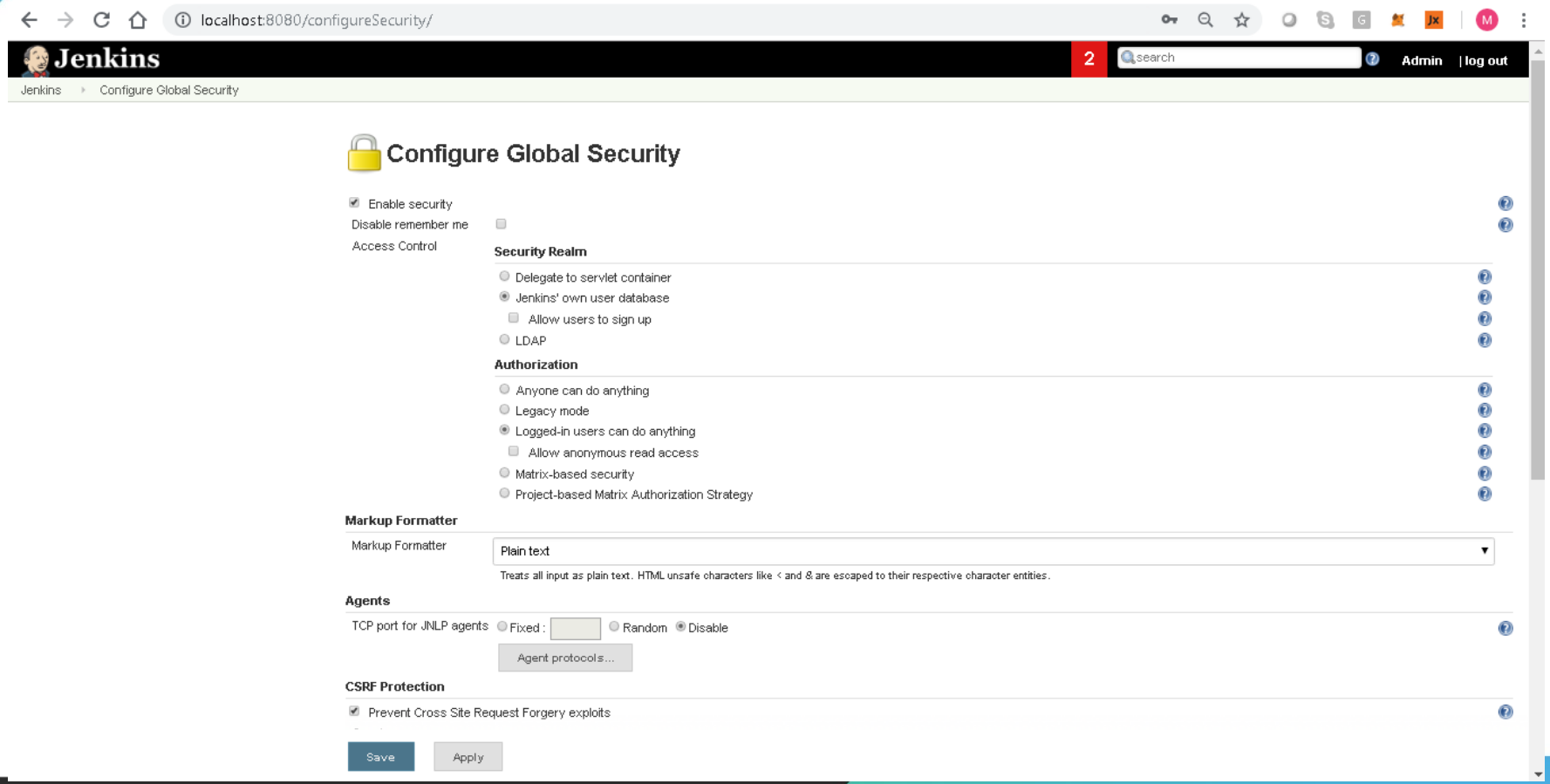
```
apt-get update
apt-get install ant
ant --version
```

- Go to Global Tool Configuration in Jenkins
- Click on Add Ant and enter your ant home folder

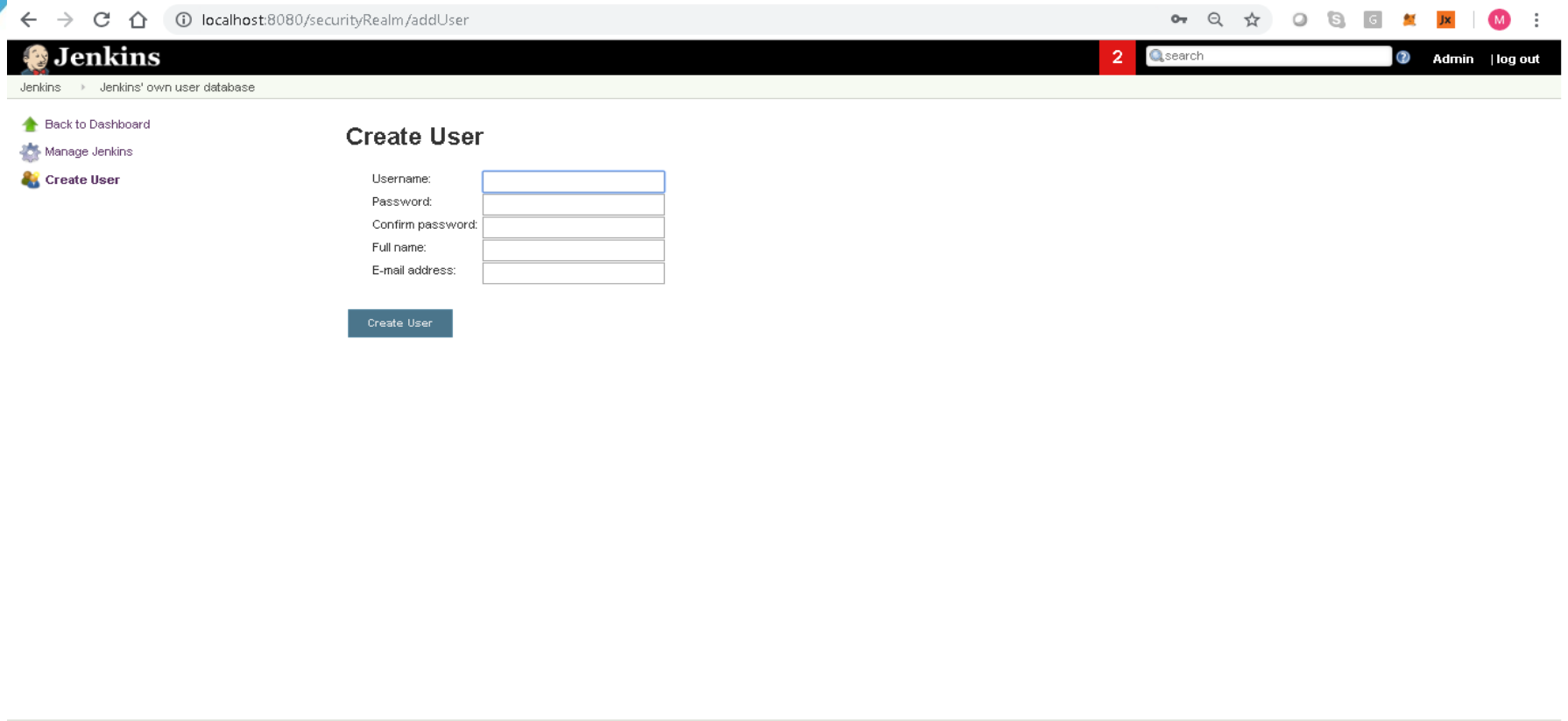
# Authentication



# Security


localhost:8080/configureSecurity/
Jenkins
2
search
Admin
| log out
Jenkins
Configure Global Security
Configure Global Security
Enable security
Disable remember me
Access Control
Security Realm
Delegate to servlet container
Jenkins' own user database
Allow users to sign up
LDAP
Authorization
Anyone can do anything
Legacy mode
Logged-in users can do anything
Allow anonymous read access
Matrix-based security
Project-based Matrix Authorization Strategy
Markup Formatter
Markup Formatter
Plain text
Treats all input as plain text. HTML unsafe characters like < and & are escaped to their respective character entities.
Agents
TCP port for JNLP agents
Fixed :
Random
Disable
Agent protocols...
CSRF Protection
Prevent Cross Site Request Forgery exploits
Save
Apply

# Create a New User



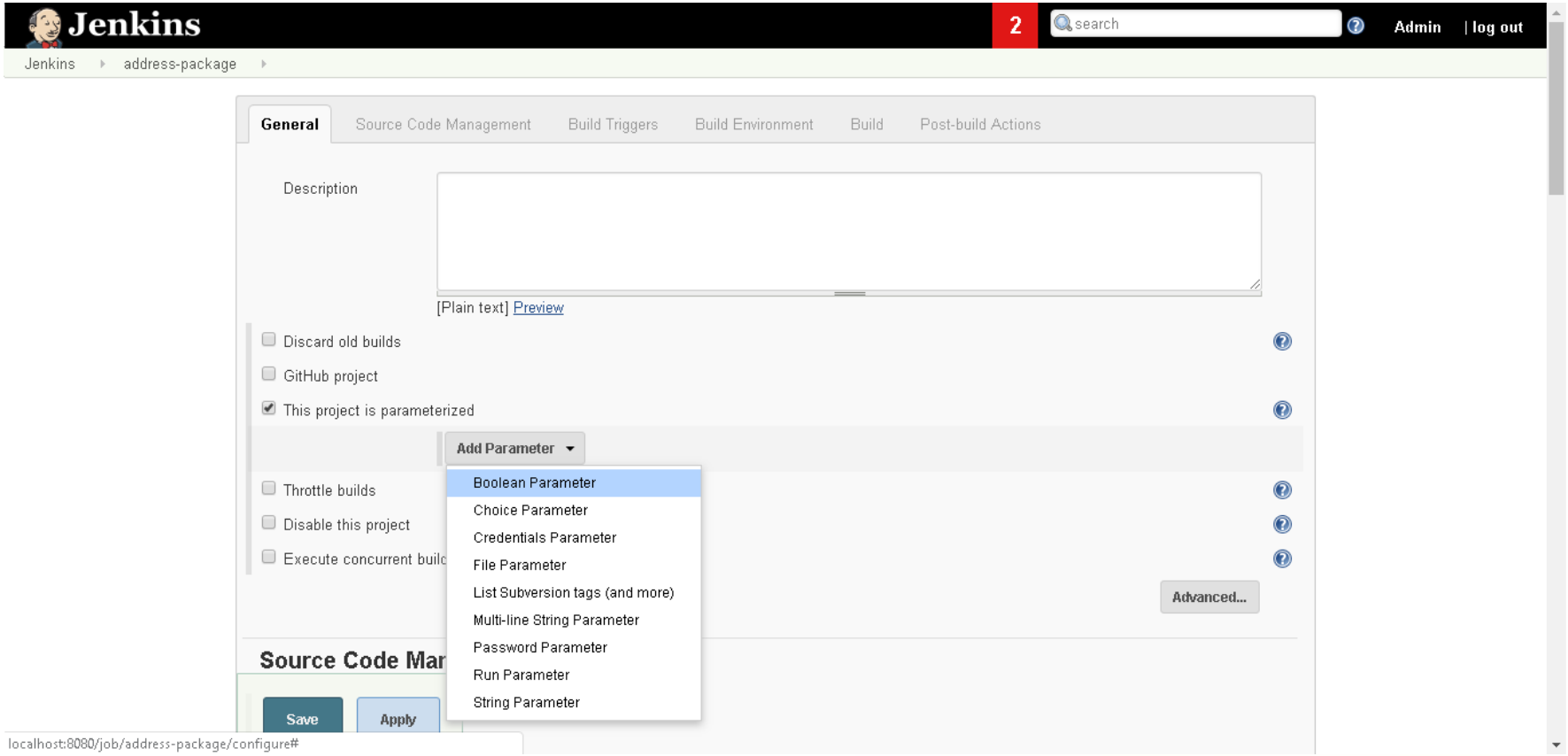
# Best Practices for Jenkins

- Always secure Jenkins
- In larger systems, don't build on the master
- Backup Jenkins Home regularly
- Limit project names to a sane (e.g. alphanumeric) character set
- Use "file fingerprinting" to manage dependencies
- The most reliable builds will be clean builds, which are built fully from Source Code Control
- Integrate tightly with your issue tracking system, like JIRA or bugzilla, to reduce the need for maintaining a Change Log
- Integrate tightly with a repository browsing tool like FishEye if you are using Subversion as source code management tool
- Always configure your job to generate trend reports and automated testing when running a Java build

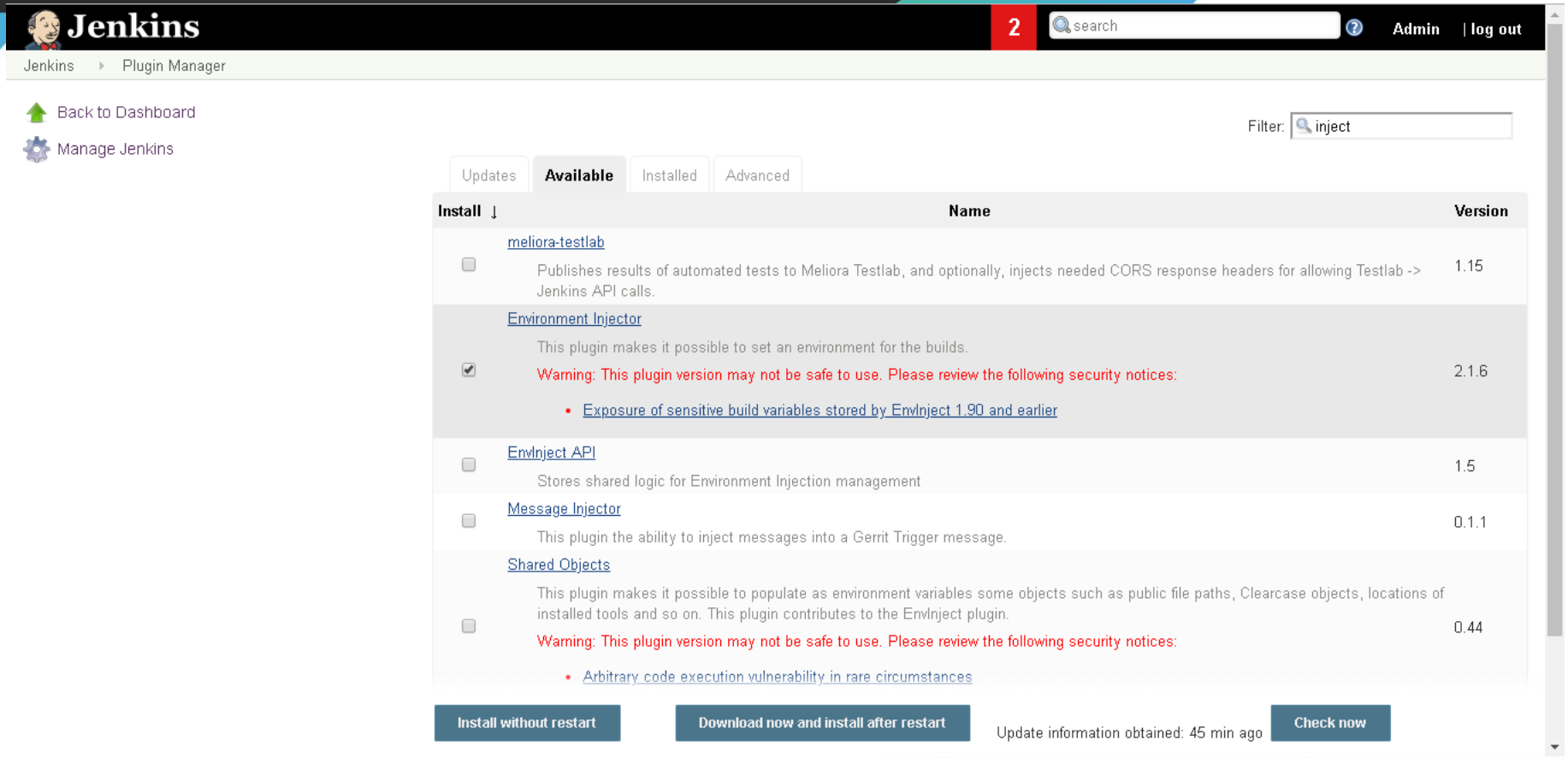
# Best Practices for Jenkins

- Set up Jenkins on the partition that has the most free disk-space
- Archive unused jobs before removing them
- Setup a different job/project for each maintenance or development branch you create
- Prevent resource collisions in jobs that are running in parallel
- Avoid scheduling all jobs to start at the same time
- Set up email notifications mapping to ALL developers in the project, so that everyone on the team has his pulse on the project's current status
- Take steps to ensure failures are reported as soon as possible
- Write jobs for your maintenance tasks, such as clean up operations to avoid full disk problems
- Tag, label, or baseline the codebase after the successful build

# Jenkins Parameterized Builds



# Environment Inject Plugin



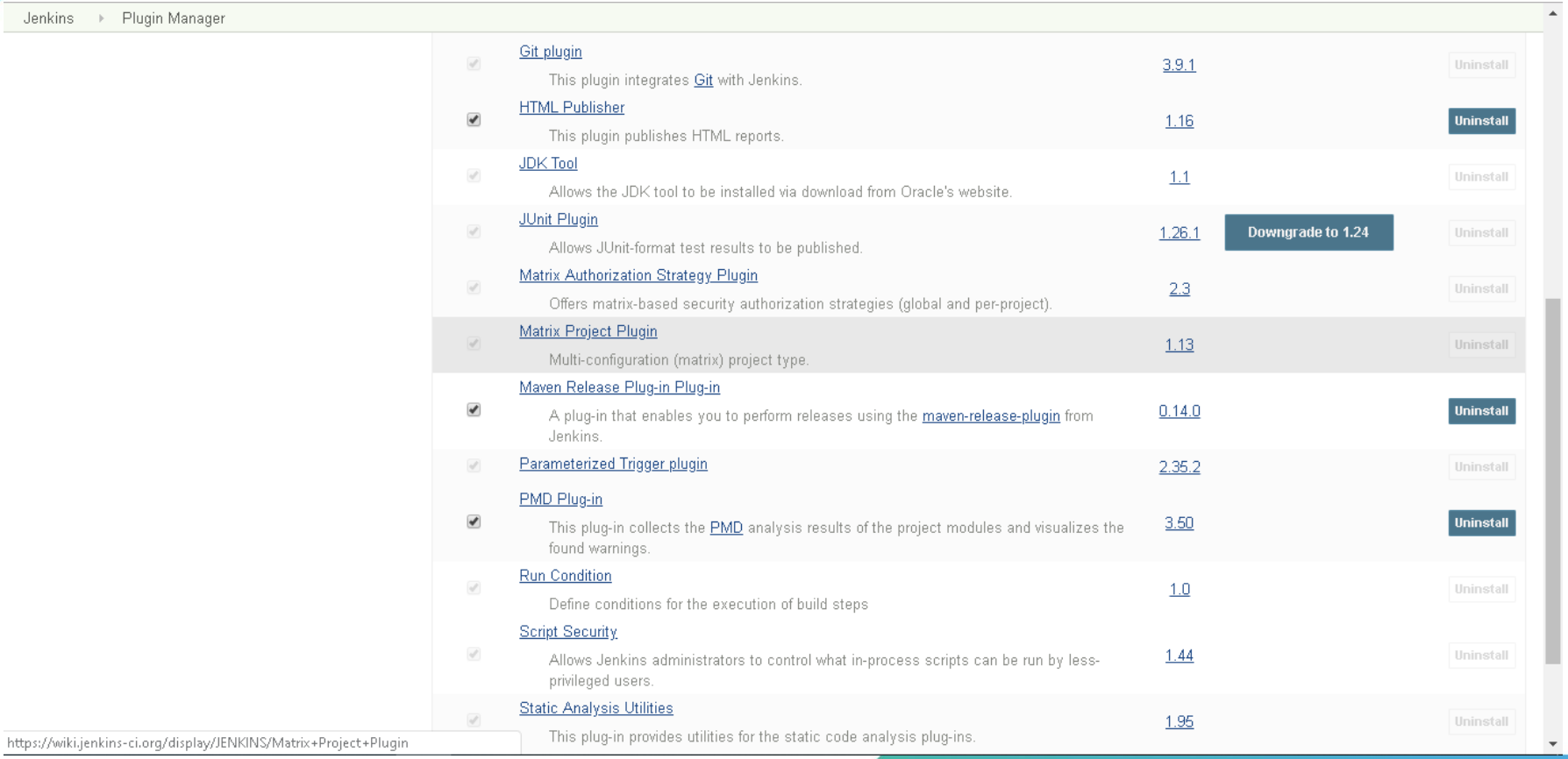
# Use of Jenkins Environment Variables

- When a Jenkins job executes, it sets some environment variables that you may use in your shell script, batch command, Ant script or Maven POM
- https://wiki.jenkins.io/display/JENKINS/Building+a+software+project#Buildingasoftwareproject-belowJenkinsSetEnvironmentVariables

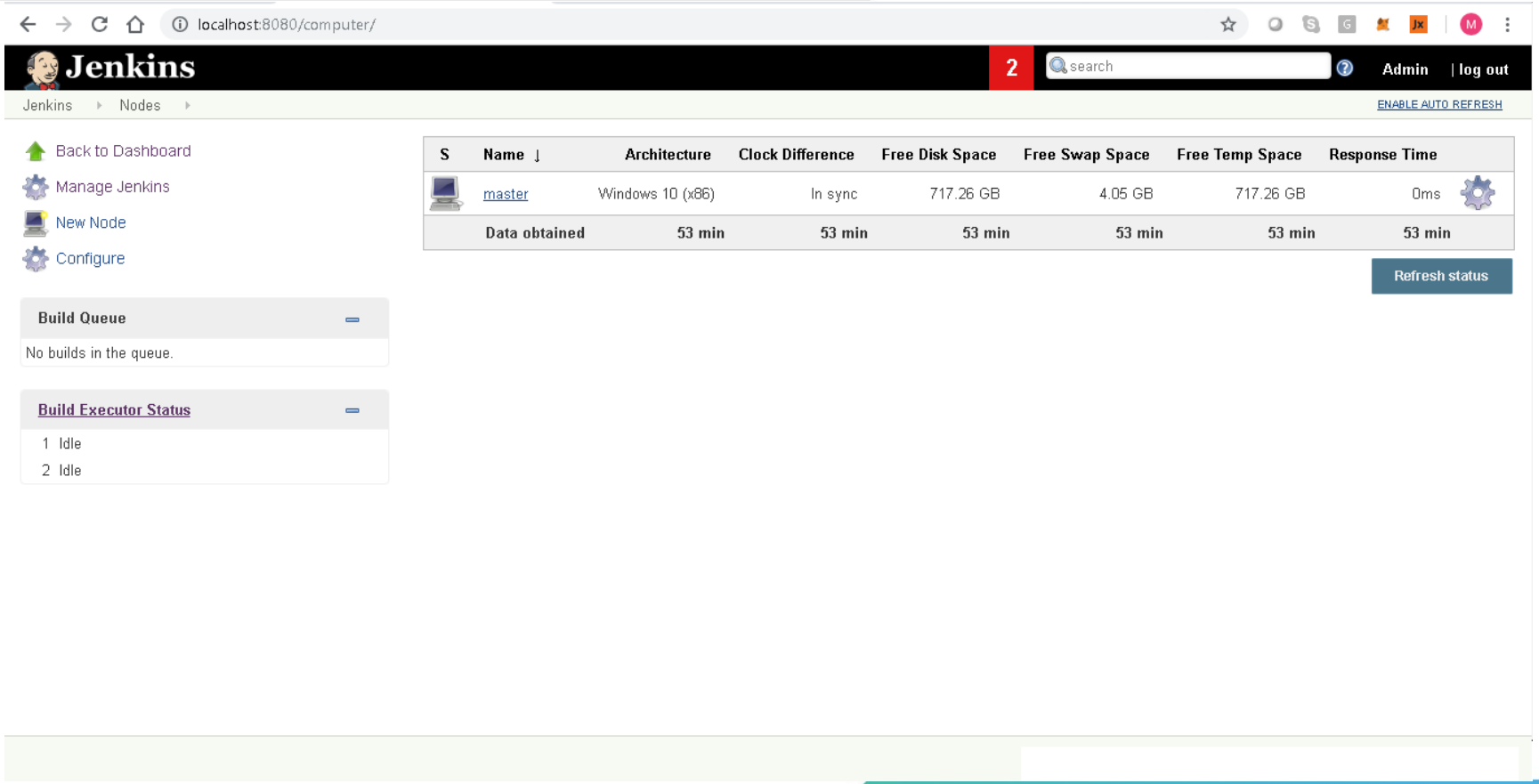
# Jenkins Environment Variables

| Environment Variable | Description |
|---|---|
| BUILD_NUMBER | The current build number, such as "153" |
| BUILD_ID | The current build id, such as "2005-08-22_23-59-59" (YYYY-MM-DD_hh-mm-ss, defunct since version 1.597) |
| BUILD_URL | The URL where the results of this build can be found (e.g. http://buildserver/jenkins/job/MyJobName/666/) |
| NODE_NAME | The name of the node the current build is running on. Equals 'master' for master node. |
| JOB_NAME | Name of the project of this build. This is the name you gave your job when you first set it up. It's the third column of the Jenkins Dashboard main page. |
| BUILD_TAG | String of `jenkins-${JOB_NAME}-${BUILD_NUMBER}`. Convenient to put into a resource file, a jar file, etc for easier identification. |
| JENKINS_URL | Set to the URL of the Jenkins master that's running the build. This value is used by Jenkins CLI for example |
| EXECUTOR_NUMBER | The unique number that identifies the current executor (among executors of the same machine) that's carrying out this build. This is the number you see in the "build executor status", except that the number starts from 0, not 1. |
| JAVA_HOME | If your job is configured to use a specific JDK, this variable is set to the JAVA_HOME of the specified JDK. When this variable is set, PATH is also updated to have $JAVA_HOME/bin. |
| WORKSPACE | The absolute path of the workspace. |
| SVN_REVISION | For Subversion-based projects, this variable contains the revision number of the module. If you have more than one module specified, this won't be set. |
| CVS_BRANCH | For CVS-based projects, this variable contains the branch of the module. If CVS is configured to check out the trunk, this environment variable will not be set. |
| GIT_COMMIT | For Git-based projects, this variable contains the Git hash of the commit checked out for the build (like ce9a3c1404e8c91be604088670e93434c4253f03) (all the GIT_* variables require git plugin) |
| GIT_URL | For Git-based projects, this variable contains the Git url (like git@github.com:user/repo.git or [https://github.com/user/repo.git]) |
| GIT_BRANCH | For Git-based projects, this variable contains the Git branch that was checked out for the build (normally origin/master) |

# Project Based Matrix Plugin



# Configuring Jenkins Hub and Node in the cloud (AWS)



# Case Study

- Follow Lab Exercise 2 for the complete Case Study


THANK YOU