Lab 2: Simple Jenkins job automation with Groovy

Objective

- · Use Groovy scripts to automate Jenkins jobs
- Create jobs dynamically (DSL)
- · Trigger builds programmatically
- · Query build results & artifacts
- · Lay foundation for CI/CD automation

Step 1 — Running Groovy inside Jenkins

- Go to: Manage Jenkins → Script Console
- Or use a Jenkins pipeline with Groovy steps
- You can also install the Job DSL Plugin for declarative job creation

Step 2 — List All Jenkins Jobs

```
Jenkins.instance.items.each { job ->
println "Job: ${job.name}"
}
```

Step 3 — Create a Simple Freestyle Job (DSL)

```
1 import jenkins.model.Jenkins
 2 import hudson.model.FreeStyleProject
3 import hudson.tasks.Shell
4
5 def jobName = "demo-job"
6 def jenkins = Jenkins.get()
8 if (jenkins.getItem(jobName) == null) {
9
       def job = jenkins.createProject(FreeStyleProject, jobName)
10
       job.setDescription("Created via Groovy Script")
      println "Job '${jobName}' created."
11
12 } else {
       println "Job '${jobName}' already exists."
13
14 }
```

Step 4 — Add a Simple Build Step

```
// Add or replace shell build step
job.buildersList.clear()
job.buildersList.add(new Shell("echo 'Hello from Groovy-created job!'"))
job.save()
println "Shell step added to '${jobName}'."
```

Step 5 — Trigger a Build Programmatically

```
1 // Step 3: Trigger Build and Wait
```

Step 6 — Read Build Logs (Add seperate build step "Execute system Groovy script")

```
import jenkins.model.Jenkins

def jobName = "demo-job"

def job = Jenkins.get().getItem(jobName)

def lastBuild = job.getLastBuild()

if (lastBuild != null) {
    println "Build #${lastBuild.number} log:"
    println lastBuild.getLog().join("\n")
} else {
    println "No builds found for job '${jobName}'."
}
```

Validation

- Run the scripts in **Script Console** → check if jobs appear in Jenkins dashboard.
- Trigger jobs → ensure console logs show expected output.
- Export job config XML (job.configFile.asString()) for verification.