

Hands-on: Jenkins UI + Bitbucket Freestyle Job + Console Logs

✓ Prerequisites: [🔗](#)

- Jenkins installed and running (locally or on a server)
 - Bitbucket repository URL (HTTPS)
 - Bitbucket personal access token (for private repos)
 - Jenkins Git plugin installed
 - Jenkins credentials added (for Bitbucket access)
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🔗 Step-by-Step Instructions [🔗](#)

♦ Step 1: Log into Jenkins [🔗](#)

- Open Jenkins in your browser:
`http://localhost:8080` or your Jenkins URL
 - Log in with admin or developer credentials.
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♦ Step 2: Create a New Freestyle Job [🔗](#)

1. From Jenkins **Dashboard**, click **“New Item”**.
 2. Enter a name, e.g., `bitbucket-demo-job`.
 3. Select **“Freestyle project”**, then click **OK**.
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♦ Step 3: Configure the Job (Source Code Management) [🔗](#)

Under General: [🔗](#)

- (Optional) Add a description.

Under Source Code Management: [🔗](#)

- Select **Git**.
- Enter your Bitbucket repository URL:
Example:

```
1 https://bitbucket.yourcompany.com/scm/project/repo.git
2
```

- Click **Add Credentials** → Choose:
 - **Kind:** Username and Password
 - **Username:** Your Bitbucket username or email
 - **Password:** Bitbucket personal access token
 - Select the credentials from the dropdown.
 - Branch to build: `*/main` or your working branch
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♦ Step 4: Add a Simple Build Step [↗](#)

Scroll to **Build** section:

- Click **Add build step** → **Execute shell**
- Enter sample command:

```
1 echo "Cloning and building from Bitbucket repo"
2 ls -la
3
```

♦ Step 5: Save and Build the Job [↗](#)

- Click **Save**.
- On the job page, click **Build Now** (left panel).
- A build number will appear under **Build History**.

♦ Step 6: Inspect Console Output [↗](#)

1. Click the latest build (e.g., **#1**).
2. Click **Console Output**.
3. Review the job log:
 - Git clone logs
 - Shell command output
 - Any errors or success messages

Optional: Modify & Retry [↗](#)

- Go back to **Configure**, edit the shell step (e.g., `cat <some_file_name>`).
- Save and trigger again to see the updated console logs.