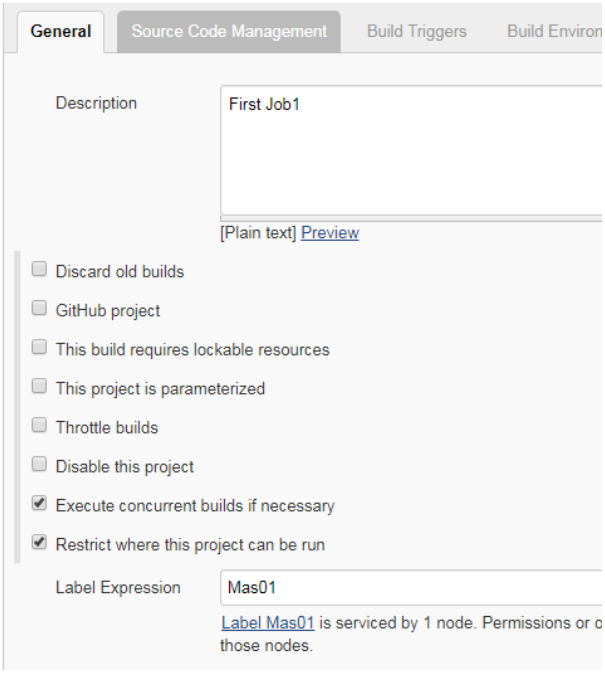
Objective

1. How to **link** the jobs
2. How to run the jobs with **Labels**
3. Execute **Concurrent** builds
4. **Trigger Remotely**

Steps:

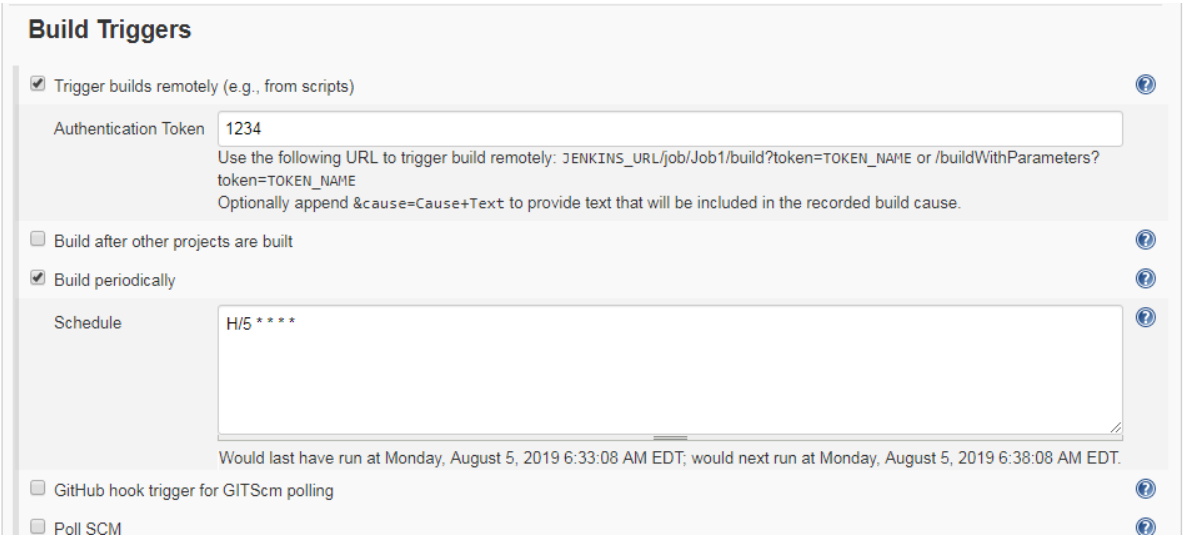
A. Create the first Job with



Here, we are allowing the job to run “Concurrently” if required.

Also, we are specifying the Job to run only on the “master” node.

Under the trigger part



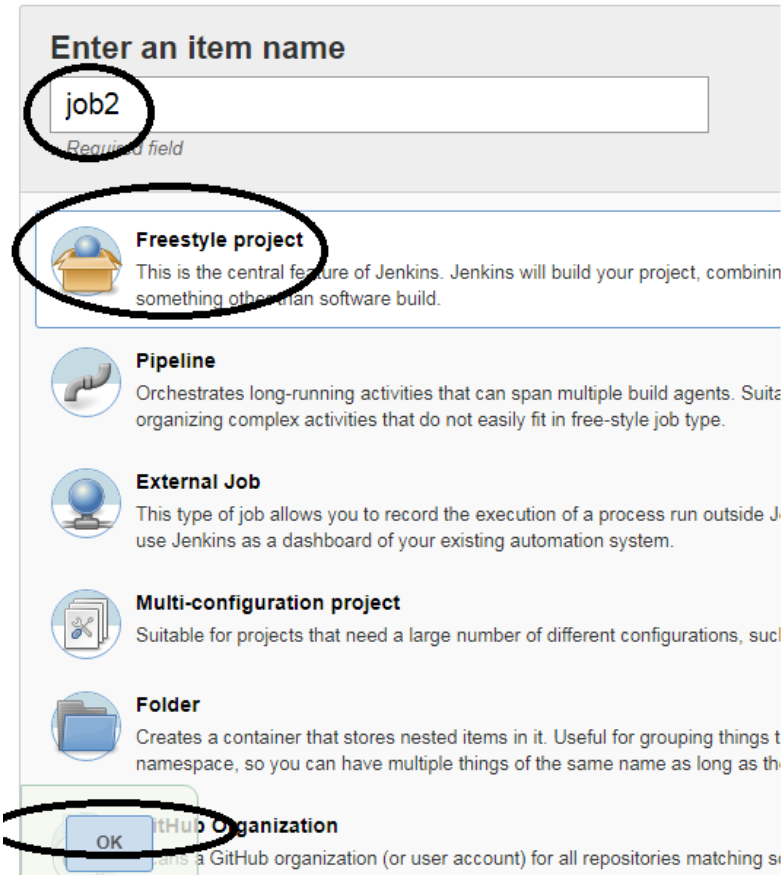
Here we are creating, 2 kinds of trigger.

1. Trigger remotely -> we can use a link and trigger this job remotely any whr in the network.
   Eg: -- **http://192.168.1.5:8080/job/Job1/build?token=1234**
2. Build Periodically – H/5 * * * * → means automatically trigger every 5 min

Finally the build part

Save and apply.

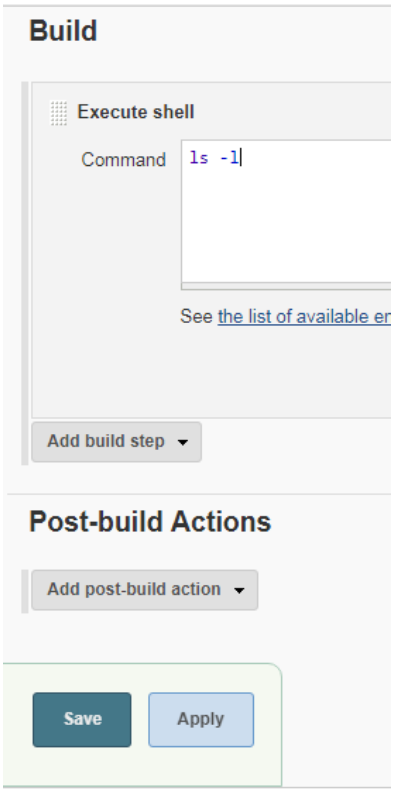
B. Create another Job "Job2" and link this to Job1.



on the Job2, under the Build Trigger option, Select the "Job1" to link it.

Which means, the Job2 would get triggered automatically, when ever the Job1 is completed successfully.

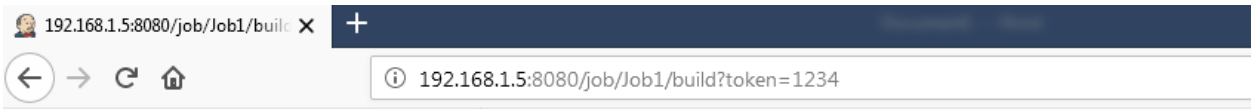
Then under the "Build" , give some sample build like below



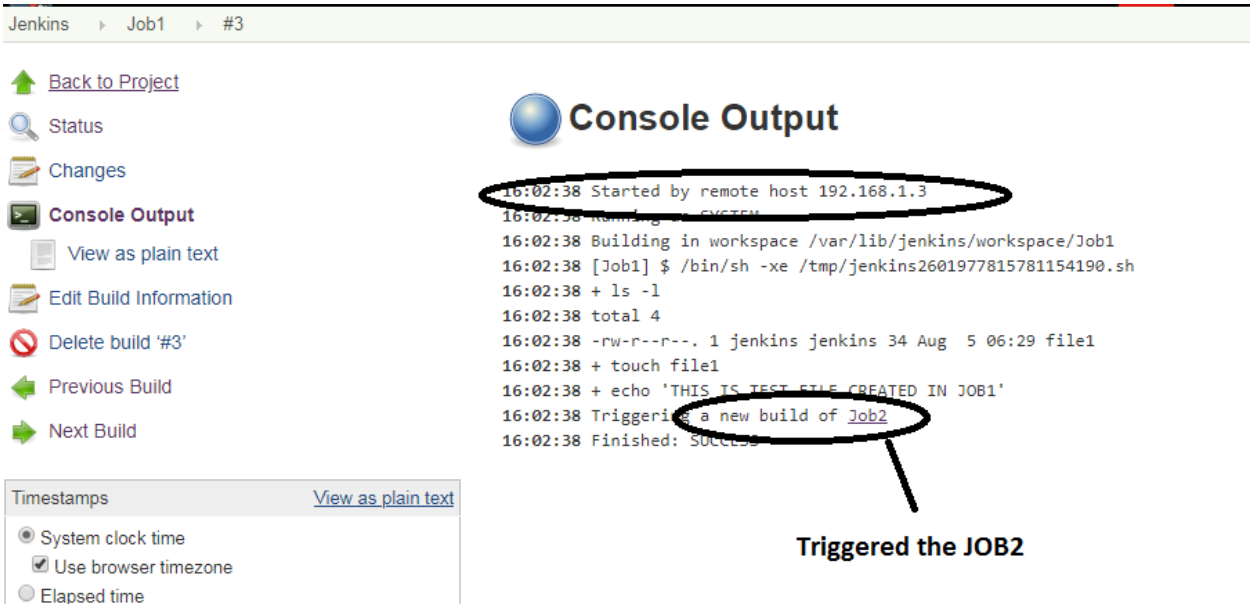
Save and Apply.

C. Test the above setup.

1. Trigger the build remotely.
   Use the link previously generated and run it on any browser other than the current Jenkins browser.



Let observe the Build that got triggered.
Under the console, it would say “started by remote” which shows clearly that it would triggered remotely.

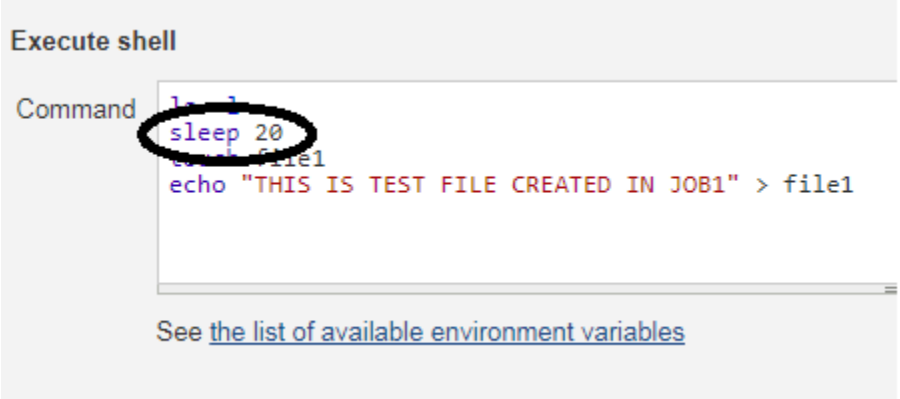


In turn, this job1 has triggered the “Job2” .

This is how you can link a job and create a chain of reactions of the jobs, which is the precise way that is done in the production.

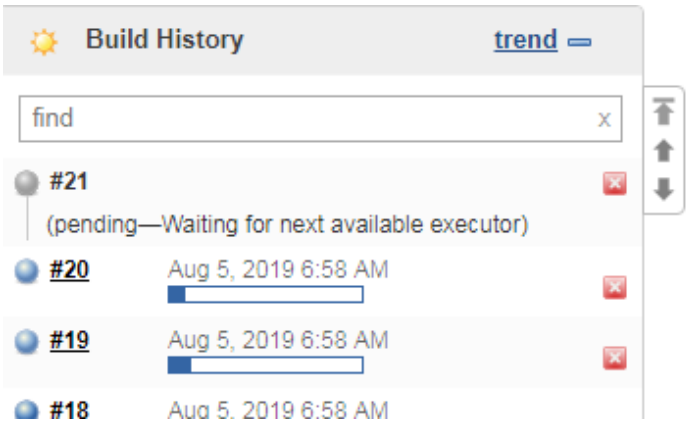
2. Execute the builds for the same job simultaneously.

For this edit the build and add **"sleep 20"**



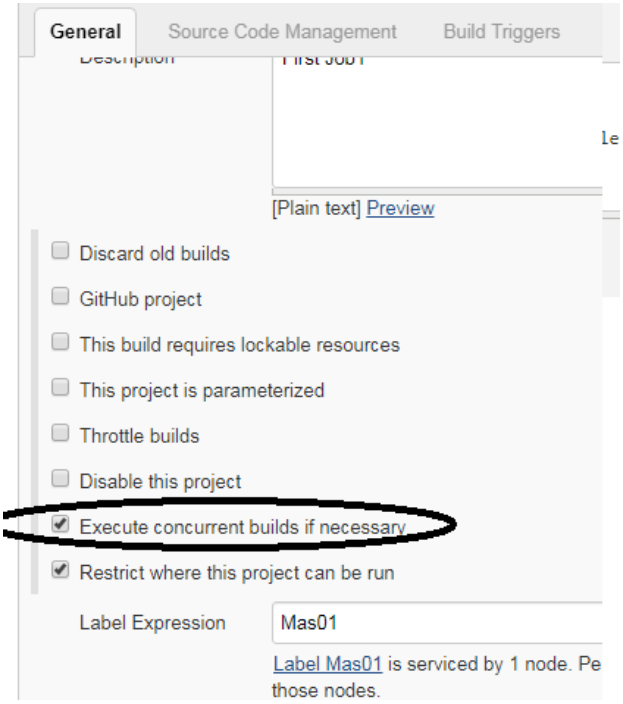
So that the build waits for 20 sec before it completes it.

Now, click on the build multiple times.



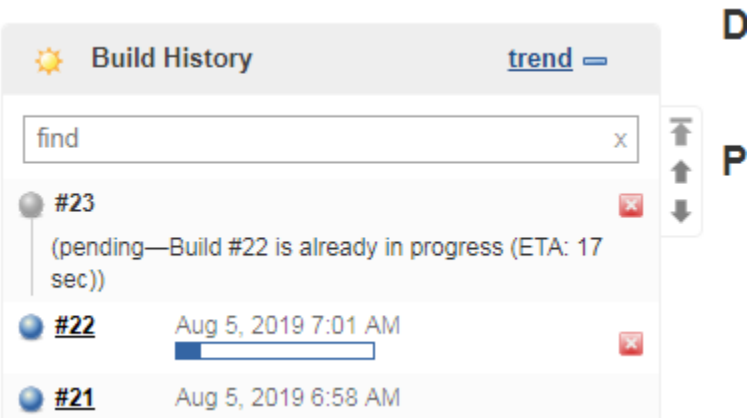
Two build for the same job is executed parallely but the 3rd build is waiting because the Jenkins master has the "executor" limitation of '2".

Now, lets disable the "concurrent build" by unticking the below option.



Untick the one in the circle.

And now, if you try to click on the build multiple times.



The wait message is very clear that the other build is in progress before it can start the next build.