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11. Jenkins Pipeline / DSL

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Introduction



Jenkins Pipeline

- A suite of plugins which supports implementing & integrating continuous delivery pipelines into Jenkins
- Provides an extensible set of tools for modelling simple-to-complex delivery pipelines "as code" via the Pipeline DSL



Prerequisites



- Jenkins 2.x or later
 - (older versions back to 1.642.3 may work but not recommended)
- Pipeline plugin
 - installed as a part of "suggested plugins" during Jenkins post installation



Why Use Jenkin's Pipeline?



- A collection of jobs that brings the software from version control into the hands of the end users by using automation tools
- A feature used to **incorporate continuous delivery** in our software development workflow



Key Features



- To define the entire deployment flow through code
- Meaning all the standard jobs defined by Jenkins are manually written as one whole script & they can be stored in a version control system
- Follows the 'pipeline as code' discipline
- Instead of building several jobs for each phase, you can now code the entire workflow & put it in a *Jenkinsfile*



Jenkins Pipeline Advantage



- Models simple to complex pipelines as code by using Groovy
 DSL (Domain Specific Language)
- The code is stored in a text file called the *Jenkinsfile* which can be checked into a **SCM** (Source Code Management)
- Improves user interface by incorporating user input within the pipeline
- Durable in terms of unplanned restart of the Jenkins master
- Can restart from saved checkpoints
- Supports complex pipelines by incorporating conditional loops, fork or join operations & allowing tasks to be performed in parallel
- Can integrate with several other plugins



What is a Jenkinsfile?



- A text file that stores the entire workflow as code
- Can be checked into a SCM on your local system

How is this advantageous?

- Enables the developers to access, edit and check the code at all times
- Written using the Groovy DSL
- Can be created through a text/groovy editor or through the configuration page on the Jenkins instance



Based on two Syntaxes



Scripted pipeline syntax

- Traditional way of writing the code
- Jenkinsfile is written on the Jenkins UI instance
- Uses stricter groovy based syntaxes as it was the first pipeline to be built on the groovy foundation
- Defined within a 'node'
- Both are based on the groovy DSL
- Since this Groovy script was not typically desirable to all the users, the declarative pipeline introduced to offer a simpler & more optioned Groovy syntax

Declarative pipeline syntax

- A relatively new feature that supports the pipeline as code concept
- Makes the pipeline code easier to read and write
- Written in a *Jenkinsfile* that can be checked into a **SCM** system such as Git
- Defined within a block labelled 'pipeline'



Pipeline Concepts



Pipeline

- User defined block that contains all the processes such as build, test, deploy, etc.
- Collection of all the stages in a Jenkinsfile
- All the stages & steps are defined within this block.
- Key block for a declarative pipeline syntax.

Example:

Pipeline {





Node:

- Machine that executes an entire workflow
- Key part of the scripted pipeline syntax

Example:

Node {

}





Agent:

- Directive that run multiple builds with only one instance of Jenkins
- Instructs Jenkins to allocate an executor for the builds
- A single agent can be specified for an entire pipeline
- Few of the parameters used with agents are:
 - Any Runs the pipeline/ stage on any available agent
 - None Applied at the root of the pipeline, indicates no global agent for the entire pipeline
 - Label Executes the pipeline/stage on the labelled agent
 - Docker Uses docker container as an execution environment for the pipeline or a specific stage

In the example we are using docker to pull an ubuntu image that can be used as an execution environment to run multiple commands

```
pipeline {
    agent {
        docker {
          image 'busybox'
        }
     }
}
```





Stages:

- This block contains all the work that needs to be carried out
- The work is specified in the form of stages
- There can be more than one stage within this directive
- Each stage performs a specific task
- In the example, created multiple stages, each performing a specific task

```
Ex: pipeline {
      agent any
      stages {
        stage ("build") {
        stage ("test") {
        stage ("deploy") {
```





Steps:

- A series of steps can be defined within a stage block
- Carried out in sequence to execute a stage
- Must be at least one step within steps directive
- In the example Implemented an echo command within the build stage
- This command is executed as a part of the 'Build' stage

```
Example:
     pipeline {
         agent any
         stages {
            stage ("Build") {
              stage {
                 echo "Running build
    phase..."
```





Step 1

- Log into Jenkins
- Select 'New item' from the dashboard

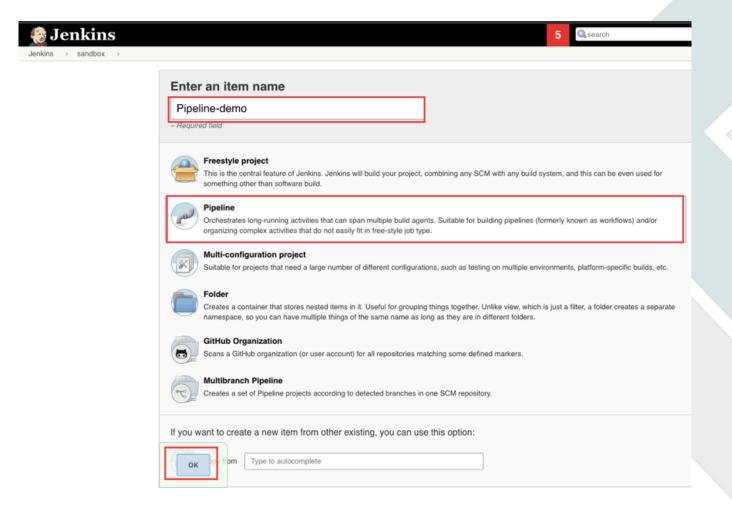






Step 2

- Enter a name for your pipeline
- Select *pipeline* project
- Click on **OK** to proceed

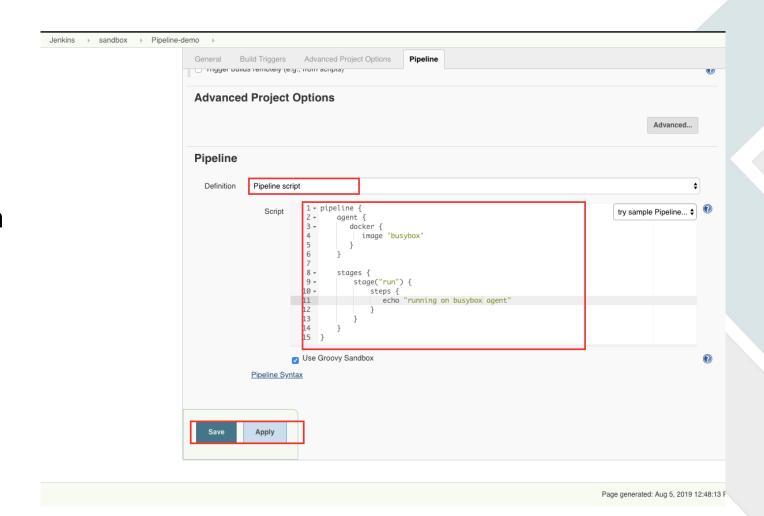






Step 3

- Scroll down to the pipeline
- Choose if you want a declarative pipeline or a scripted one

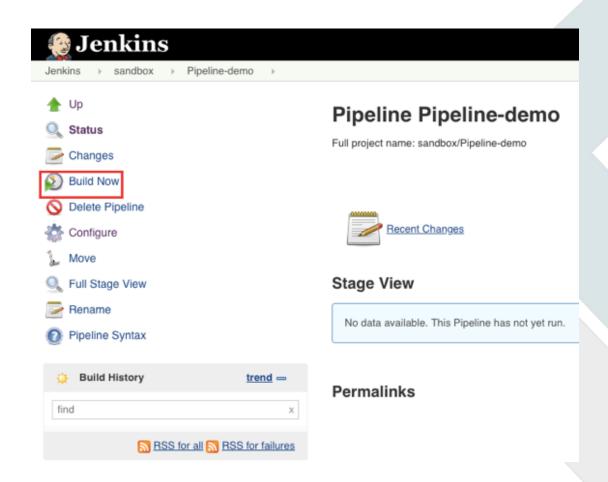






Step 4

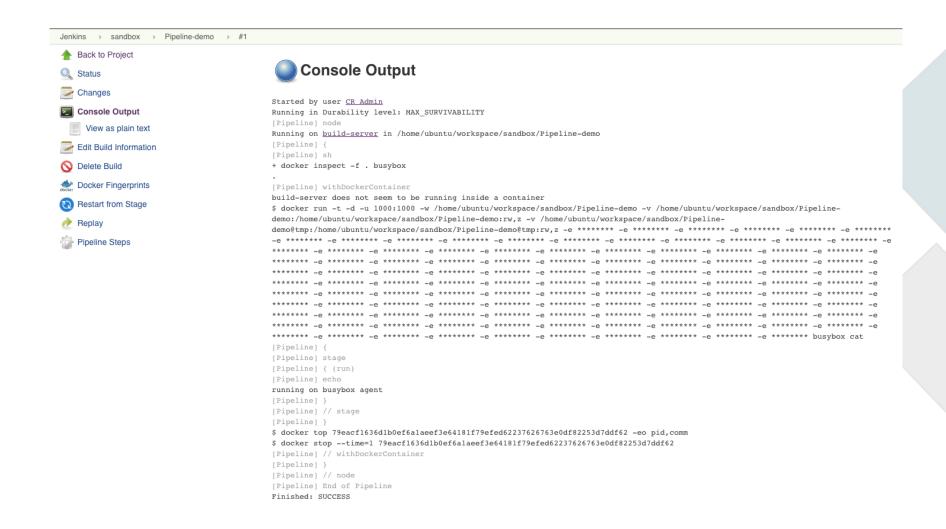
• Build & go to console





Console Output







Example 1



Pipeline Script from SCM

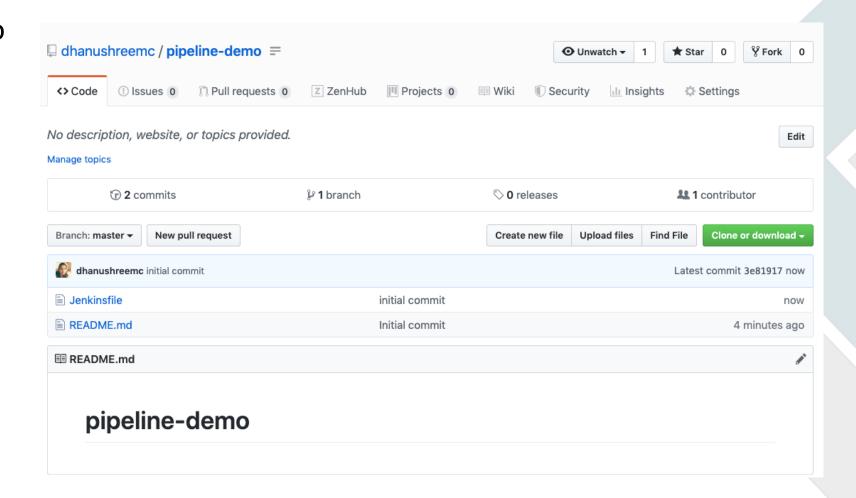
- Create a GitHub repo
- Push the pipeline script(Jenkinsfile) to repo







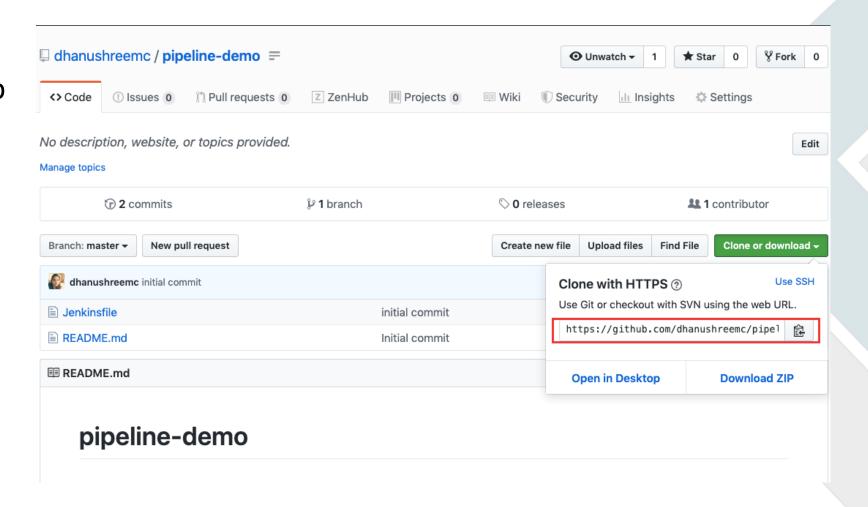
 Commit the file to repo by giving commit message







- Come back to same Jenkins job instead of pipeline script
- Choose pipeline script by SCM as shown







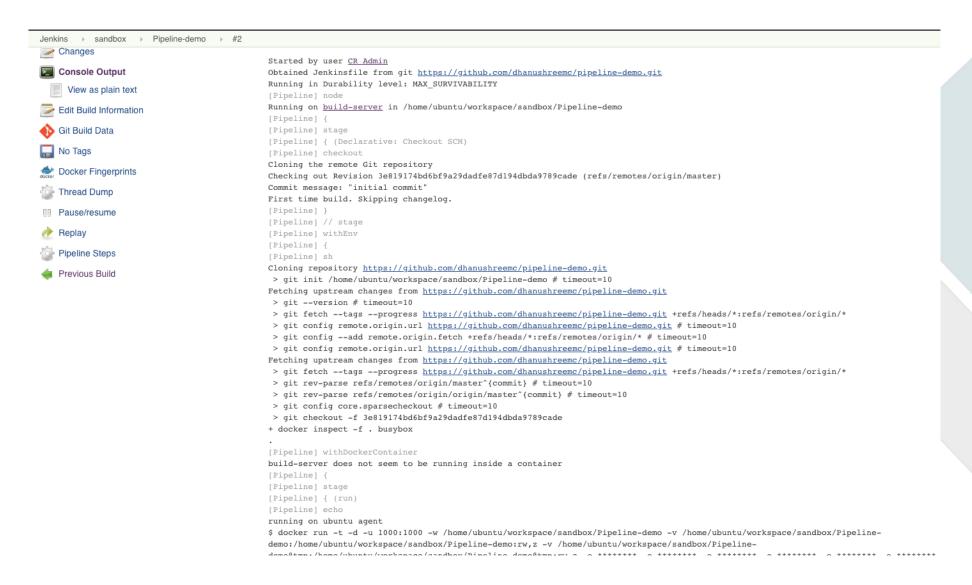
- Clone the GitHub URL
- Configure as shown
- Save & Apply Build

Pipeline								
Definition	Pipeline script from SCM				•			
	SCM	Git			+	?		
		Repositories		I			②	(
			Repository URL		com/dhanushreemc/pipeline-deer Git repository.	mo.g		
			Credentials	- none -	•			
				⊶ Add ▼				
					Advance	ed		
					Add Reposi	tory		
		Branches to build	Branch Specifier	r (blank for 'any')	*/master	X	?	
				,,,,	Add Bra	nch		
		Repository browser	(Auto)				+	(
		Additional Behaviours	Add ▼					
						?		
	Script Path	Jenkinsfile						
	Lightweight checkout					?		



Console Output







Console Output



```
Jenkins → sandbox → Pipeline-demo → #2
                                         > git config ==aud femote.offgin.fetch *fets/heads/*:fets/femotes/offgin/* # timeout=10
                                        > git config remote.origin.url <a href="https://github.com/dhanushreemc/pipeline-demo.git">https://github.com/dhanushreemc/pipeline-demo.git</a> # timeout=10
                                        Fetching upstream changes from https://github.com/dhanushreemc/pipeline-demo.git
                                        > git fetch --tags --progress <a href="https://github.com/dhanushreemc/pipeline-demo.git">https://github.com/dhanushreemc/pipeline-demo.git</a> +refs/heads/*:refs/remotes/origin/*
                                        > git rev-parse refs/remotes/origin/master^{commit} # timeout=10
                                        > git rev-parse refs/remotes/origin/origin/master^{commit} # timeout=10
                                        > git config core.sparsecheckout # timeout=10
                                        > git checkout -f 3e819174bd6bf9a29dadfe87d194dbda9789cade
                                        + docker inspect -f . busybox
                                        [Pipeline] withDockerContainer
                                       build-server does not seem to be running inside a container
                                       [Pipeline] {
                                        [Pipeline] stage
                                       [Pipeline] { (run)
                                        [Pipeline] echo
                                        running on ubuntu agent
                                        $ docker run -t -d -u 1000:1000 -w /home/ubuntu/workspace/sandbox/Pipeline-demo -v /home/ubuntu/workspace/sandbox/Pipeline-
                                        demo:/home/ubuntu/workspace/sandbox/Pipeline-demo:rw,z -v /home/ubuntu/workspace/sandbox/Pipeline-
                                        demo@tmp:/home/ubuntu/workspace/sandbox/Pipeline-demo@tmp:rw,z -e ******* -e ******* -e ******* -e ******* -e ******* -e *******
                                        ******* -0 ******* -0 ******* -0 ******* -0 ******* -0 ******* -0 ******* -0 ******* -0 ******* -0 ******* -0 ******* -0 ******* -0 ******* -0 ******* -0 ******* -0 ******* -0 *******
                                        ******* -e *******
                                        ******* _6 ******* _6 ******* _6 ******* _6 ******* _6 ******* _6 ******* _6 ******* _6 ******* _6 ******* _6 ******* _6 ******* _6 ******* _6 ******* _6 ******* _6 ******* _6 *******
                                        ******* -e *******
                                        ******* _6 ******* _6 ******* _6 ******* _6 ******* _6 ******* _6 ******* _6 ******* _6 ******* _6 ******* _6 ******* _6 ******* _6 ******* _6 ******* _6 ******* _6 ******* _6 *******
                                        ****** -e ****** busybox cat
                                        [Pipeline] }
                                        [Pipeline] // stage
                                        [Pipeline] }
                                        $ docker top 016fb5a3b7d7e87f3b2d204ca674b0c301a4f197e31164631abd0233356abb84 -eo pid,comm
                                        $ docker stop --time=1 016fb5a3b7d7e87f3b2d204ca674b0c301a4f197e31164631abd0233356abb84
                                        [Pipeline] // withDockerContainer
                                        [Pipeline] }
                                        [Pipeline] // withEnv
                                       [Pipeline] }
                                        [Pipeline] // node
                                       [Pipeline] End of Pipeline
                                        Finished: SUCCESS
```



Example 2



Building a pipeline to run multiple stages, each performing a specific task

- Declarative pipeline: defined by writing the code within a pipeline block
- Within the block, an agent is defined with the tag 'any' meaning the pipeline runs on any available executor
- Next create four stages, each performing a simple task





- Stage one executes a simple echo command which is specified within the 'steps' block
- **Stage two** executes an input directive allows to prompt a user input & displays a message
- Waits for the user input if the input is approved, then it will trigger further deployments
- In this demo a simple input message 'Do you want to proceed?' is displayed
- On receiving the user input the pipeline either proceeds with the execution or aborts

```
pipeline {
    agent { label 'build'}
    stages {
       stage('One') {
          steps {
             echo 'Hi, this is Dhanashree form ccs'
        }
    }
    stage('Two') {
        steps {
             input('Do you want to proceed?')
        }
    }
}
```





- Stage three runs a 'when' directive with a 'not' tag
 - Allow to execute a step depending on the conditions defined within the 'when' loop
 - If the conditions are met, the corresponding stage will be executed
- In this demo, used 'not' tag.
 - executes a stage when the nested condition is false.
 Hence when the 'branch is master' holds false, the echo command in the following step is executed
- Stage four runs a parallel directive
 - Allows you to run nested stages in parallel
 - In the given example two nested stages in parallel, namely, 'Unit test' & 'Integration test'
 - Within the integration test stage, a stage specific docker agent is defined
 - This docker agent will execute the 'Integration test' stage

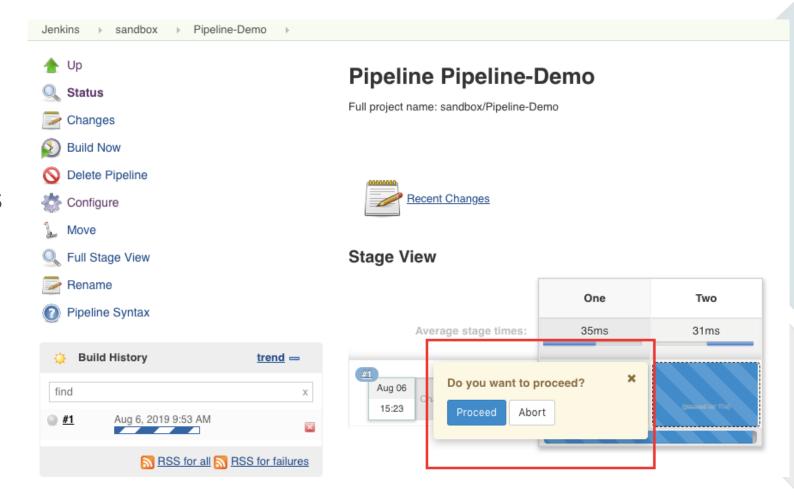
```
stage('Three') {
  when {
    not {
       branch "master"
  steps {
     echo "Hello"
stage('Four') {
  parallel {
     stage('Unit Test') {
       steps {
         echo "Running the unit test..."
     stage('Integration test') {
            reuseNode true
            image 'ubuntu'
       echo "Running the integration test..."
```



Running the Pipeline



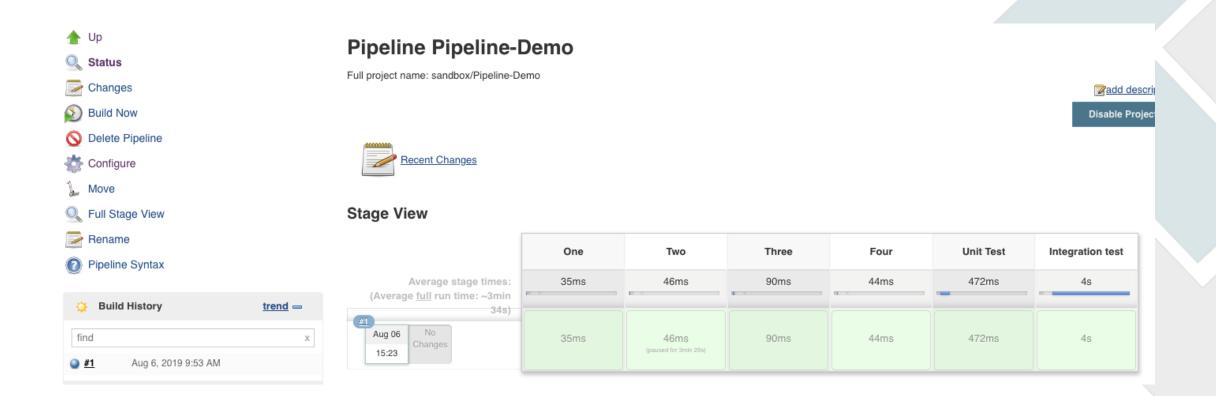
 The pipeline waits for the user input and on clicking 'proceed', the execution resumes







After proceed is clicked, the pipeline execution proceeds further







POST:

- Defines one or more additional steps that are run upon the completion of a Pipeline's or stage's run
- Supports the following post conditional blocks mentioned below
 - always
 - changed
 - fixed
 - regression
 - failure
 - success
 - unstable
 - unsuccessful
 - cleanup

```
pipeline {
  agent any
  stages {
    stage('Example') {
      steps {
         echo 'Hello World'
  post {
    always {
      echo 'I will always say Hello again!'
```



Directives in Pipeline



Stages

- Containing a sequence of one or more stage directives
- The stages section is where the bulk of the "work" described by a Pipeline will be located
- At a minimum it is recommended that stages contain at least one stage directive for each discrete part of the continuous delivery process, such as Build, Test, and Deploy
- This is required in pipeline block and allowed only once inside pipeline
- Stages section typically follow the directives such as agent & options

```
pipeline { agent any
  stages {
    stage('Example') {
       steps {
         echo 'Hello World'
       }
    }
}
```





• Steps:

- The steps section defines a series of one or more steps to be executed in a given stage directive
- Required inside each stage block

```
pipeline { agent any
  stages {
    stage('Example') {
       steps {
         echo 'Hello World'
       }
    }
}
```





environment:

- The environment directive specifies a sequence of key-value pairs which will be defined as environment variables for the all steps, or stagespecific steps, depending on where the environment directive is located within the Pipeline.
- not mandatory in pipeline
- can be inside pipeline block or stage block

```
Example:
  pipeline {
  agent any
  environment {
    CC = 'clang'
  stages {
    stage('Example1') {
      environment {
         dd = 'test'
      steps {
         sh "printenv"
    stage('Example2') {
      steps {
         sh "printenv"
```





- env CC will be available for all the stages in the pipeline but env dd will be available only for stage 'Example1'
- So CC is called as global to pipeline and dd is local to a particular stage

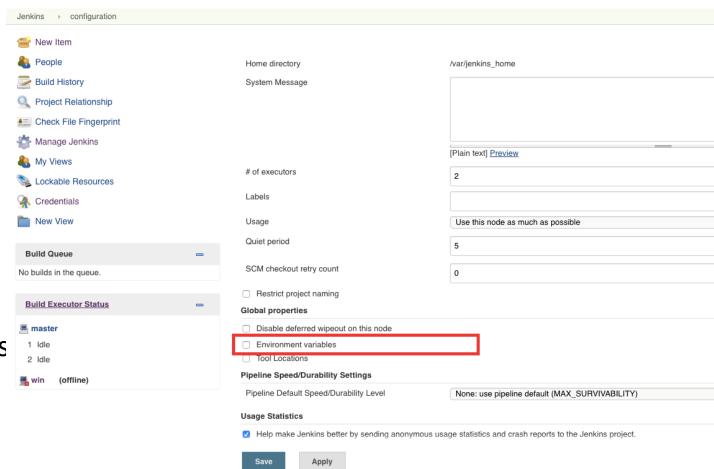


Global Environments



Global environments

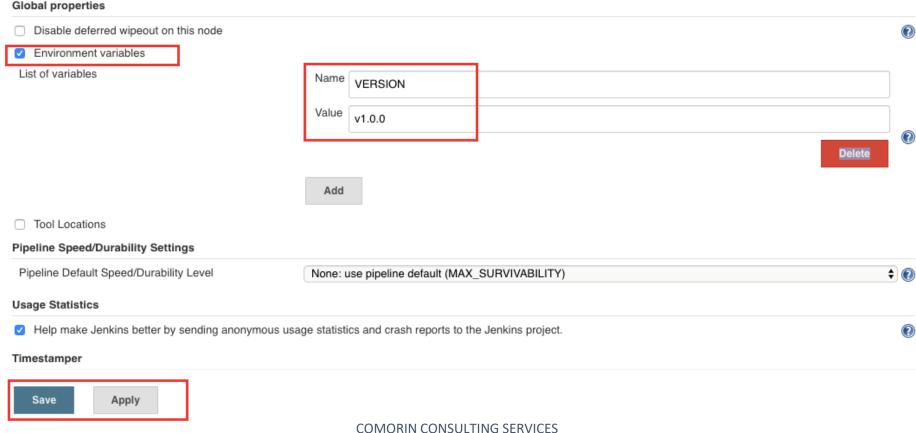
- To set Global environments
- Go to Manage Jenkins →
 Configure System →
 Global properties →
 check for Environment
 variables → click on Add
- Give variable and value as below







- Then check on Environment variables and add variable and value as given
- The variable VERSION will be available for all slave-nodes and all environments in Jenkins
- The variables declared can be accessed globally





Node Environment



- We can even declare environments which are specific to slave node only
- To do this, go to Jenkins → go to slave node → Configure → Node properties → check for Environment variables

Jenkins → Nodes → Abigail	,			
	Node Properties			
	☐ Disable deferred wipeout on this node			
	 Enable node-based 	security		
	Environment variab	ies		
	List of variables	Name NODE_NAME		
		Value Abigail		
		Delete		



Scripted Pipeline Example



- Like Declarative_Pipeline, is built on top of the underlying Pipeline subsystem
- Unlike Declarative, Scripted Pipeline is effectively a general-purpose DSL built with Groovy
- Most functionality provided by the Groovy language is made available to users of Scripted Pipeline, which means it can be a very expressive and flexible tool with which one can author continuous delivery pipelines

```
node { stage('Example') {
    if (env.BRANCH_NAME == 'master') {
        echo 'I only execute on the master branch'
    } else {
        echo 'I execute elsewhere'
    }
}
```





Scripted pipeline supports
 Groovy's exception handling
 support

```
node {
    stage('Example') {
        try {
            sh 'exit 1'
        }
        catch (exc) {
            echo 'Something failed, I should sound the klaxons!'
        }
    }
}
```



Example for when condition



```
pipeline {
    agent any
     stages {
          stage("checkout"){
              steps {
                 checkout scm
          stage("result") {
              steps {
                  sh "./script.sh"
          stage("deploy branch feature") {
              when { branch 'feature/*' }
              steps {
                echo "deployed feature branch"
```

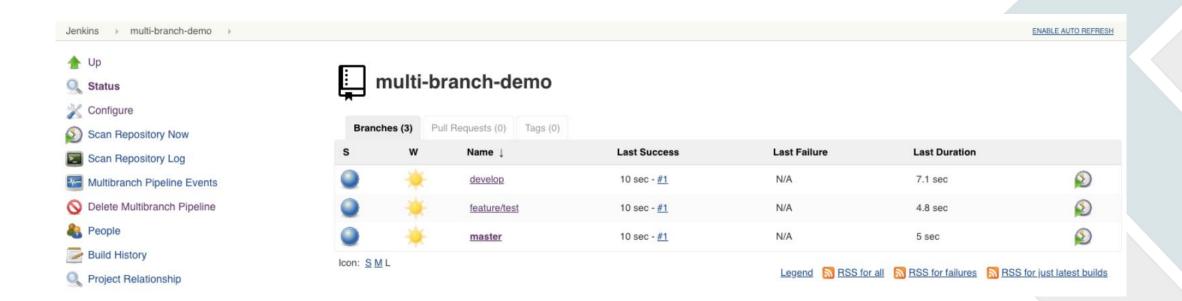
```
stage("deploy branch develop") {
   when { branch 'develop' }
   steps {
     echo "deployed develop branch"
stage("deploy branch master") {
   when { branch 'master' }
   steps {
     echo "deployed master branch"
stage("deploy tag") {
   when { buildingTag() }
   steps {
     echo "deployed tag"
```



Implementation



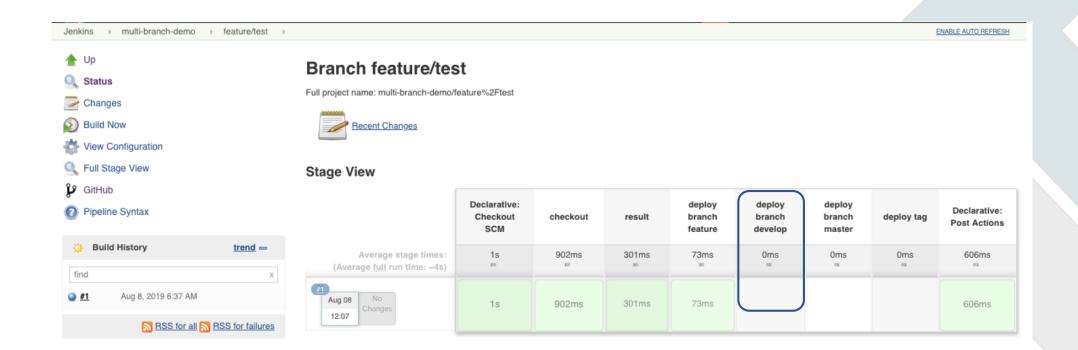
Note that this works only on Multibranch Pipeline Projects







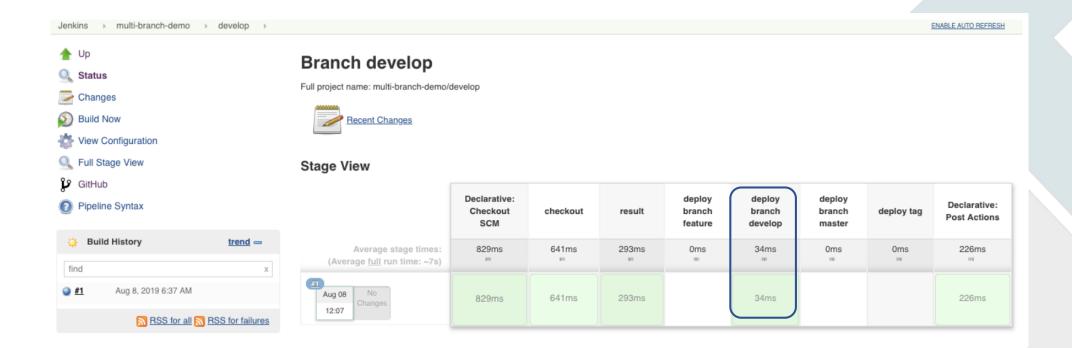
• when condition is true for feature/test







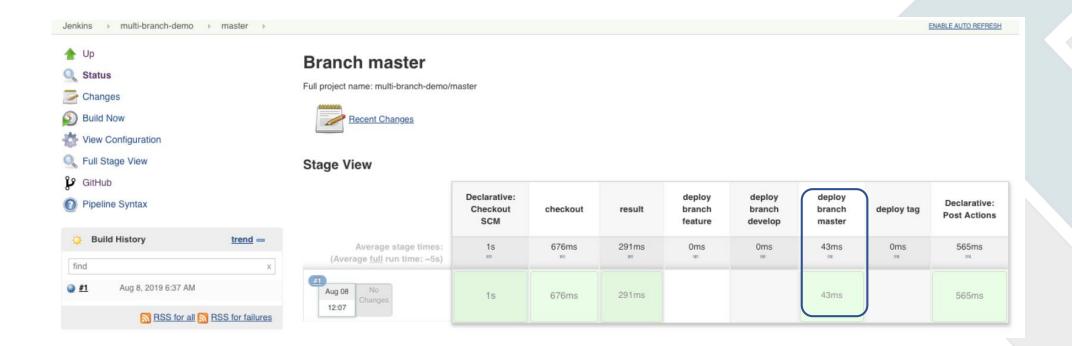
• when condition is true for develop branch







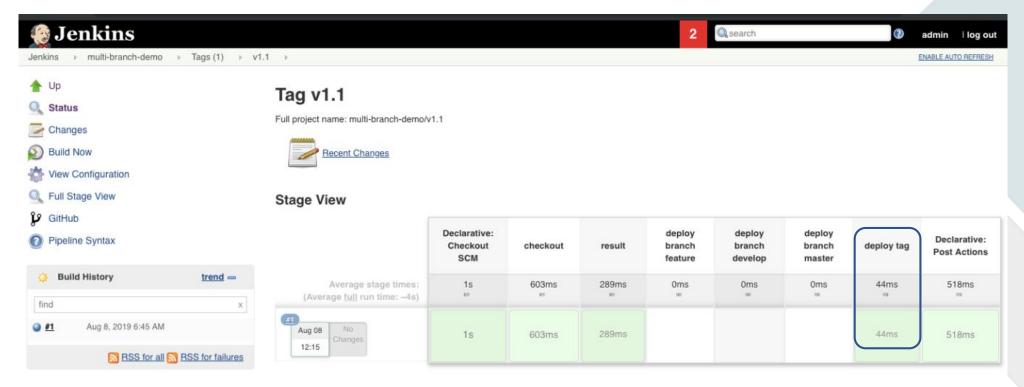
• when condition is true for master branch







• when condition is true for tag



Permalinks