JENKINS PIPELINE UDMEY BY

$FIRST PIPELINE

pipeline {

agent any

stages {

stage('Hello') {

steps {

echo 'Hello World'

}

}

}

}

Pipeline 2

pipeline {

agent any

stages {

stage('Hello') {

steps {

sh 'echo "Hello from jenkins"'

sh 'whoami'

}

}

}

}

pipeline {

agent any

stages {

stage('Build') {

steps {

echo 'Building a new laptop ...'

sh 'mkdir -p build'

sh 'touch build/computer.txt'

sh 'echo "Mainboard" >> build/computer.txt'

sh 'cat build/computer.txt'

sh 'echo "Display" >> build/computer.txt'

sh 'cat build/computer.txt'

sh 'echo "Keyboard" >> build/computer.txt'

sh 'cat build/computer.txt'

}

}

}

}

pipeline {

agent any

stages {

stage('Build') {

steps {

cleanWs()

echo 'Building a new laptop ...'

sh 'mkdir -p build'

sh 'touch build/computer.txt'

sh 'echo "Mainboard" >> build/computer.txt'

sh 'cat build/computer.txt'

sh 'echo "Display" >> build/computer.txt'

sh 'cat build/computer.txt'

sh 'echo "Keyboard" >> build/computer.txt'

sh 'cat build/computer.txt'

}

}

}

post {

success {

archiveArtifacts artifacts: 'build/\*\*'

}

}

}

pipeline {

agent any

stages {

stage('Build') {

steps {

deleteDir() // Alternative to cleanWs()

echo 'Building a new laptop ...'

sh 'mkdir -p build'

sh 'touch build/computer.txt'

sh 'echo "Mainboard" >> build/computer.txt'

sh 'cat build/computer.txt'

sh 'echo "Display" >> build/computer.txt'

sh 'cat build/computer.txt'

sh 'echo "Keyboard" >> build/computer.txt'

sh 'cat build/computer.txt'

}

}

}

post {

success {

archiveArtifacts artifacts: 'build/\*\*'

}

}

}

pipeline {

agent any

stages {

stage('Build') {

steps {

cleanWs()

echo 'Building a new laptop ...'

sh '''

mkdir -p build

touch build/computer.txt

echo "Mainboard" >> build/computer.txt

cat build/computer.txt

echo "Display" >> build/computer.txt

cat build/computer.txt

echo "Keyboard" >> build/computer.txt

cat build/computer.txt

'''

}

}

}

post {

success {

archiveArtifacts artifacts: 'build/\*\*'

}

}

}

pipeline {

agent any

stages {

stage('Build') {

steps {

script {

deleteDir() // Alternative to cleanWs()

}

echo 'Building a new laptop ...'

sh 'mkdir -p build'

sh 'touch build/computer.txt'

sh 'echo "Mainboard" >> build/computer.txt'

sh 'cat build/computer.txt'

sh 'echo "Display" >> build/computer.txt'

sh 'cat build/computer.txt'

sh 'echo "Keyboard" >> build/computer.txt'

sh 'cat build/computer.txt'

}

}

}

post {

success {

archiveArtifacts artifacts: 'build/\*\*'

}

}

}

OR

pipeline {

agent any

stages {

stage('Build') {

steps {

cleanWs()

echo 'Building a new laptop ...'

sh '''

mkdir -p build

touch build/computer.txt

echo "Mainboard" >> build/computer.txt

cat build/computer.txt

echo "Display" >> build/computer.txt

cat build/computer.txt

echo "Keyboard" >> build/computer.txt

cat build/computer.txt

rm build/computer.txt

'''

}

}

//test if computer test exist , if not exists then it fails

stage('Test') {

steps {

echo 'Testing the new laptop ...'

sh 'test -f build/computer.txt'

}

}

}

post {

success {

archiveArtifacts artifacts: 'build/\*\*'

}

}

}

OR

pipeline {

agent any

stages {

stage('Build') {

steps {

deleteDir() // Clean workspace before build

echo 'Building a new laptop ...'

sh '''

mkdir -p build

touch build/computer.txt

echo "Mainboard" >> build/computer.txt

cat build/computer.txt

echo "Display" >> build/computer.txt

cat build/computer.txt

echo "Keyboard" >> build/computer.txt

cat build/computer.txt

# rm build/computer.txt # Use '#' for comments in shell

'''

}

}

stage('Test') {

steps {

echo 'Testing the new laptop ...'

sh '''

if [ -f build/computer.txt ]; then

echo "✅ Test Passed: File exists"

else

echo "❌ Test Failed: File does not exist"

exit 1

fi

'''

}

}

}

post {

success {

archiveArtifacts artifacts: 'build/\*\*'

}

}

}

pipeline {

agent any

environment {

BUILD\_FILE\_NAME = 'laptop.txt'

}

stages {

stage('Build') {

steps {

cleanWs()

echo 'Building a new laptop ...'

sh '''

echo $BUILD\_FILE\_NAME

mkdir -p build

echo "Mainboard" >> build/$BUILD\_FILE\_NAME

cat build/$BUILD\_FILE\_NAME

echo "Display" >> build/$BUILD\_FILE\_NAME

cat build/$BUILD\_FILE\_NAME

echo "Keyboard" >> build/$BUILD\_FILE\_NAME

cat build/$BUILD\_FILE\_NAME

'''

}

}

stage('Test') {

steps {

echo 'Testing the new laptop ...'

sh '''

test -f build/$BUILD\_FILE\_NAME

grep "Mainboard" build/$BUILD\_FILE\_NAME

grep "Display" build/$BUILD\_FILE\_NAME

grep "Keyboard" build/$BUILD\_FILE\_NAME

'''

}

}

}

post {

success {

archiveArtifacts artifacts: 'build/\*\*'

}

}

}

pipeline {

agent any

stages {

stage('Build') {

steps {

script {

try {

deleteDir() // Clean workspace before build

} catch (Exception e) {

echo "Workspace cleanup failed: ${e}"

}

}

echo 'Building a new laptop ...'

sh '''

mkdir -p build

touch build/computer.txt

echo "Mainboard" >> build/computer.txt

cat build/computer.txt

echo "Display" >> build/computer.txt

cat build/computer.txt

echo "Keyboard" >> build/computer.txt

cat build/computer.txt

'''

}

}

}

post {

always {

script {

try {

deleteDir() // Cleanup again in post-stage

} catch (Exception e) {

echo "Post cleanup failed: ${e}"

}

}

}

}

}