Lesson 01 Demo 01

Create Jenkins Freestyle Project and Run the First Job

Objective: To demonstrate the process of creating a Jenkins Freestyle project and executing the first job within it
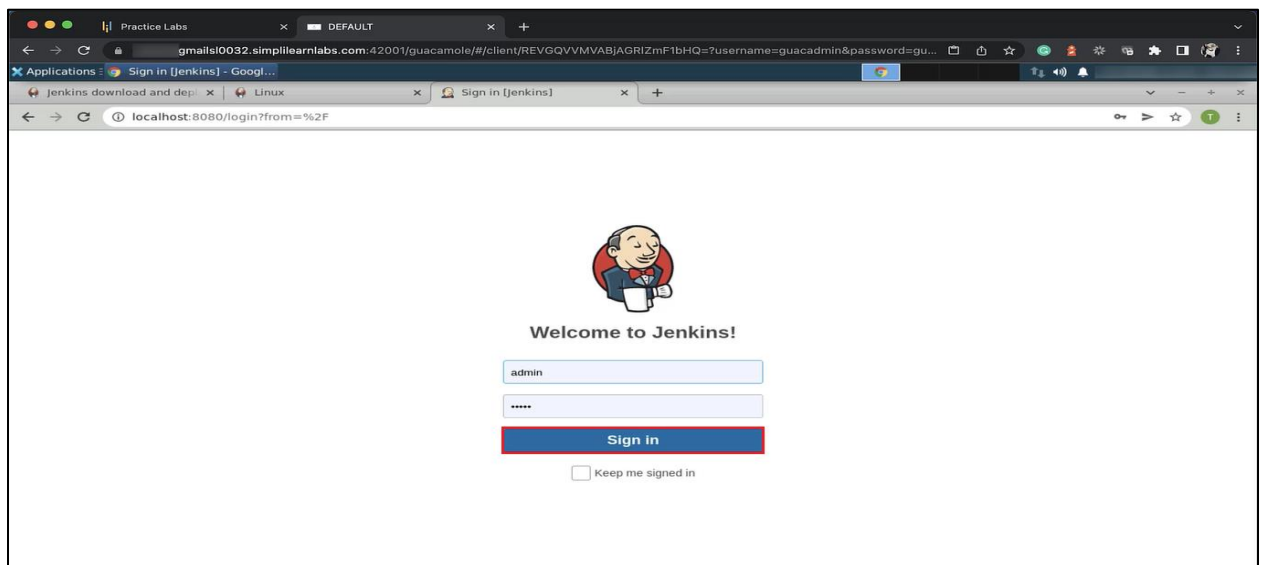
Tool required: Jenkins

Prerequisites: None

Steps to be followed:

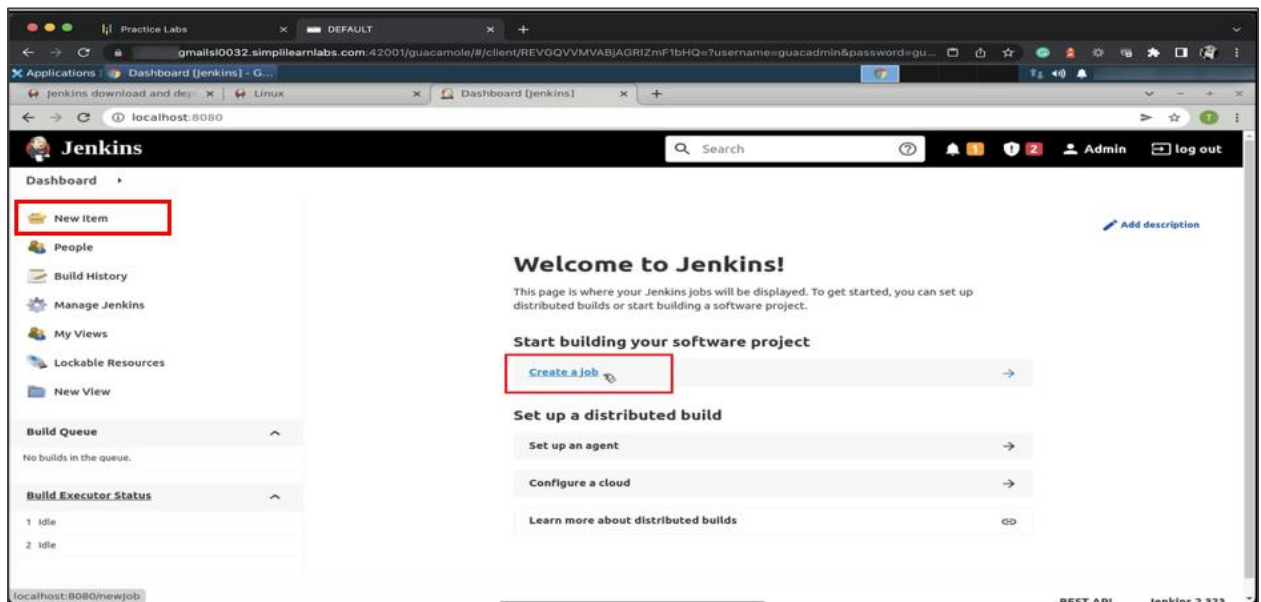1. Creating a Freestyle Jenkins project
2. Executing the first job

Step 1: Creating a Freestyle Jenkins project

1.1 In your practice lab, Jenkins is installed by default on port **8080**. Open your browser and go to **localhost:8080**. Sign In to the Jenkins server using the admin credentials created during the Jenkins installation
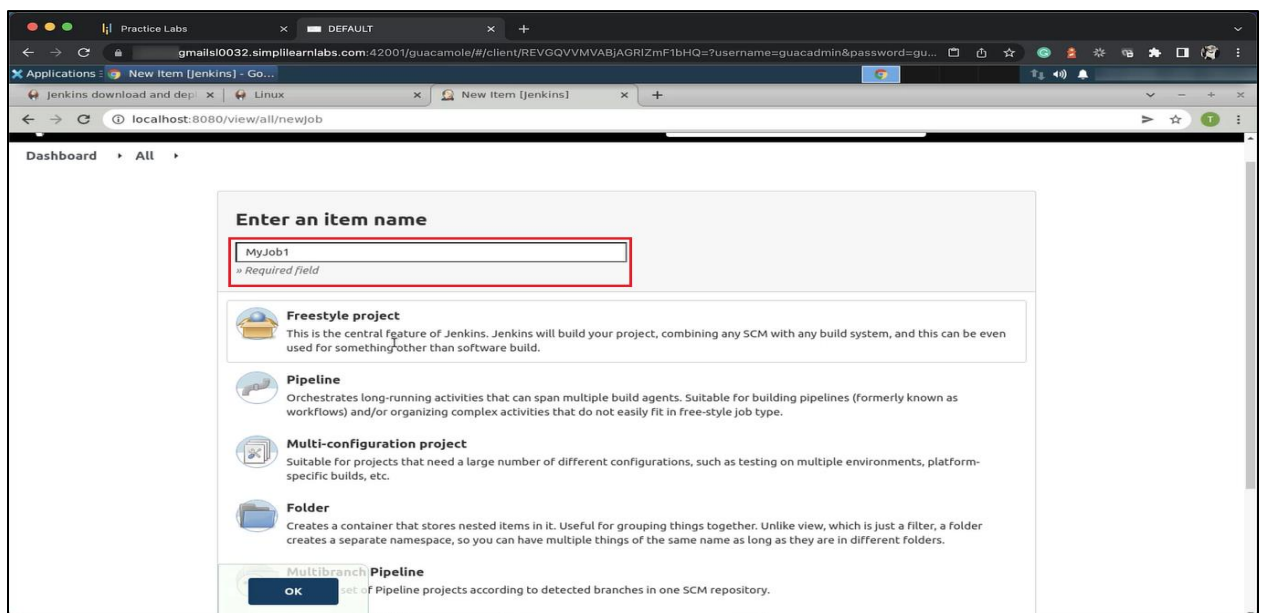
Note: During the installation of Jenkins, you will be prompted to create an admin user ID and password. Use that password to sign in
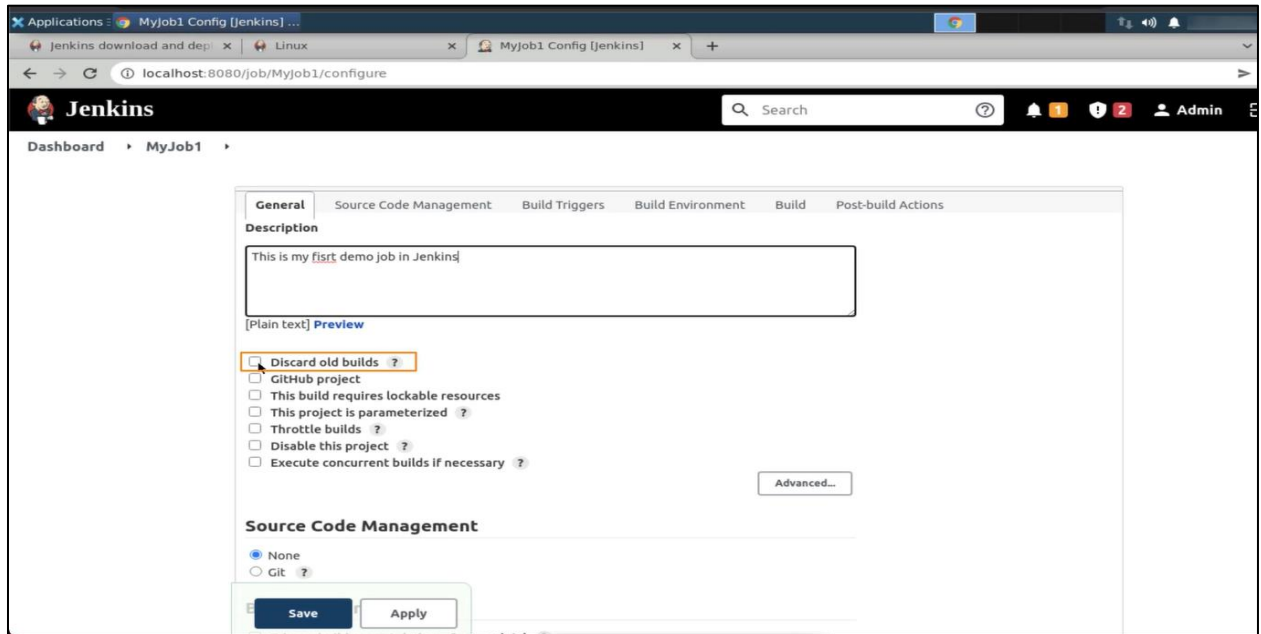
1.2 On the Jenkins Dashboard, click on **New Item** or **Create a Job** to create your first job
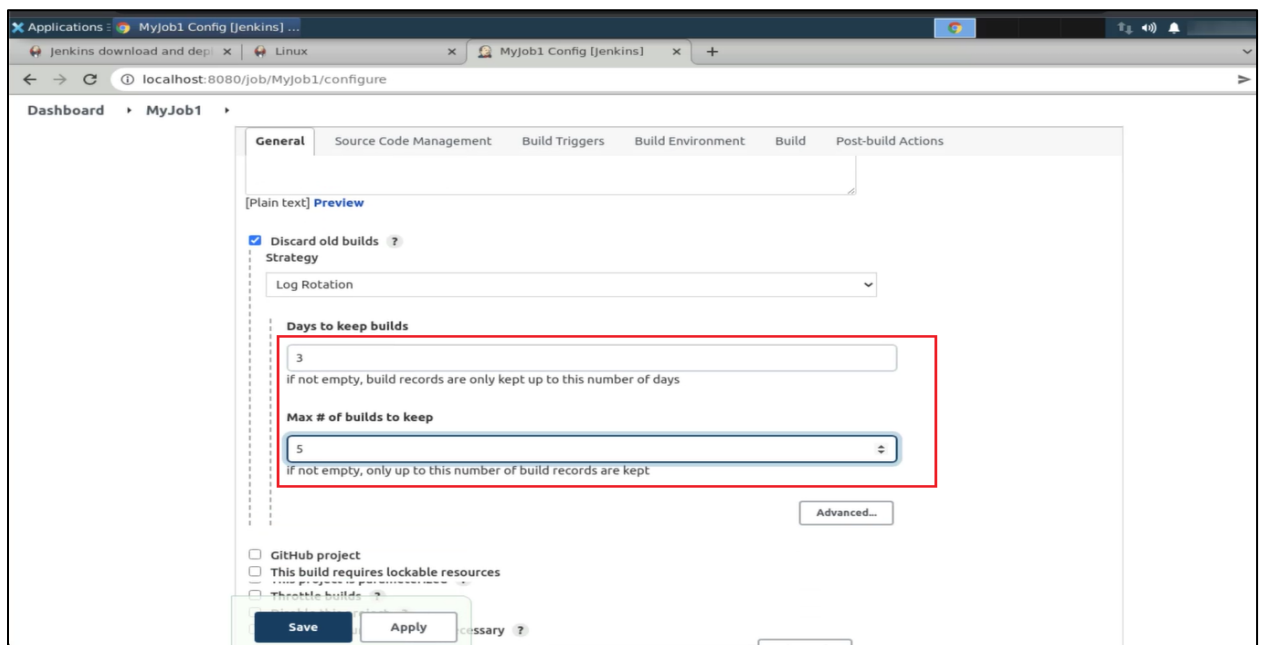

1.3 Create a **Freestyle project** with the name **MyJob1** and click **OK**
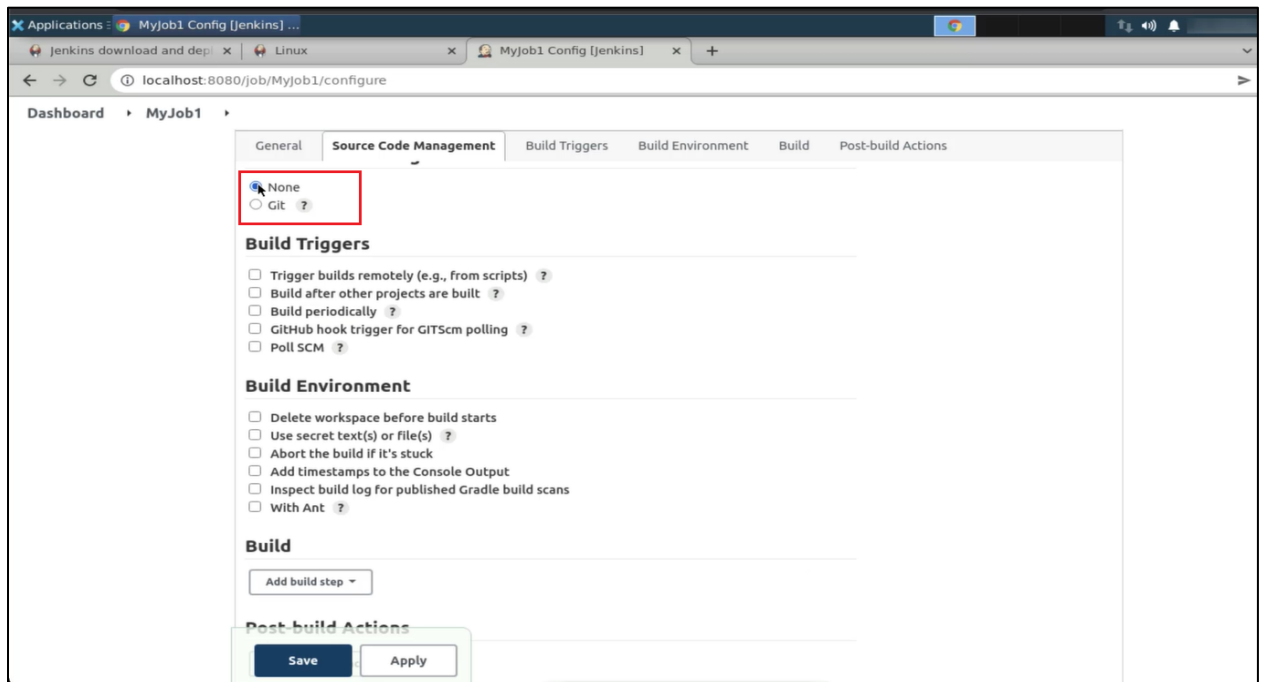
1.4 Describe your project under **General** settings. Next, select **Discard old builds** to set the number of days for which your builds will be retained.
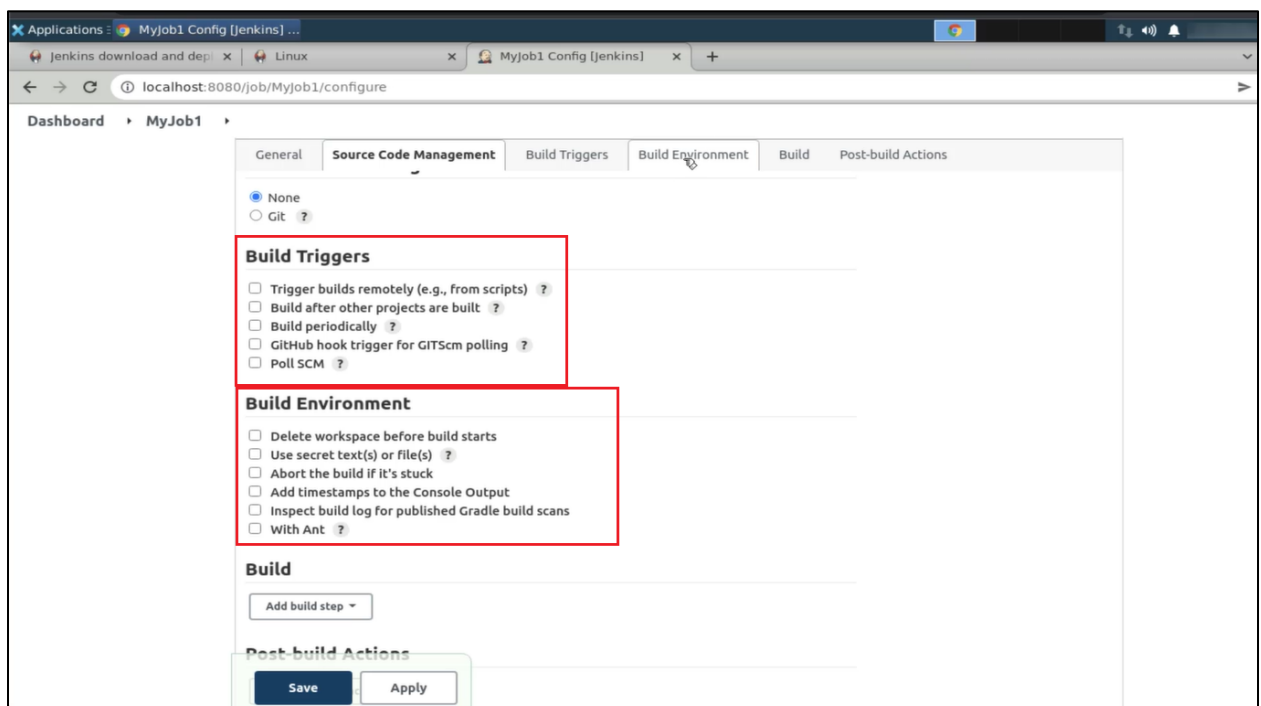

1.5 Further, in the build settings, set the **Days to keep builds** as 3 (set any number of days depending on your requirement) and **Max # of builds to keep** as 5
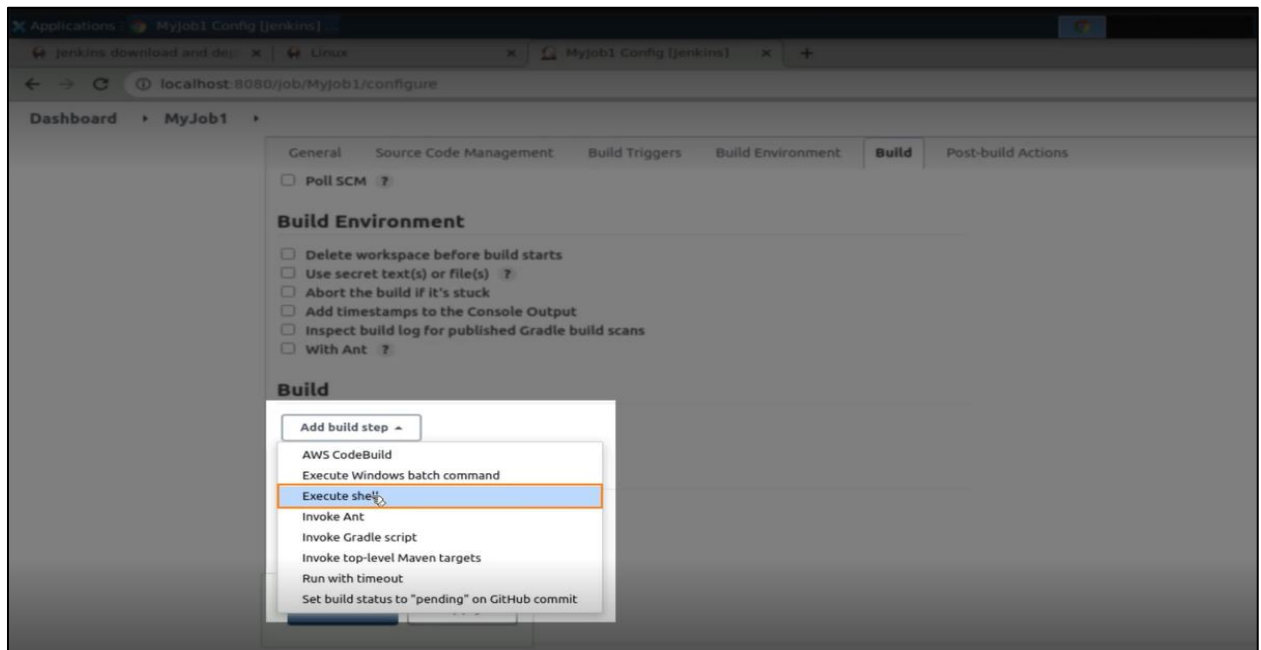
1.6 Under **Source Code Management**, choose either **None** or **Git** to specify the location
from which Jenkins can pull your code

1.7 Select any **Build Triggers** and **Build Environment** as per your task requirements
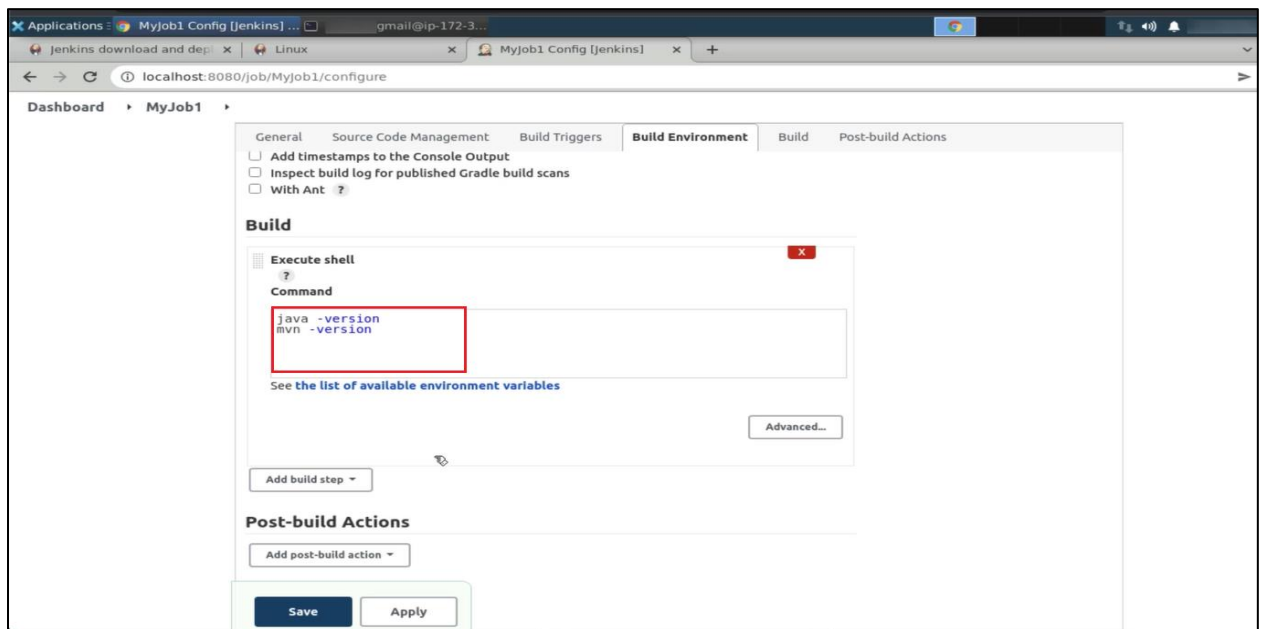
1.8 Now, configure your build by clicking on **Add build step** and selecting **Execute Shell**
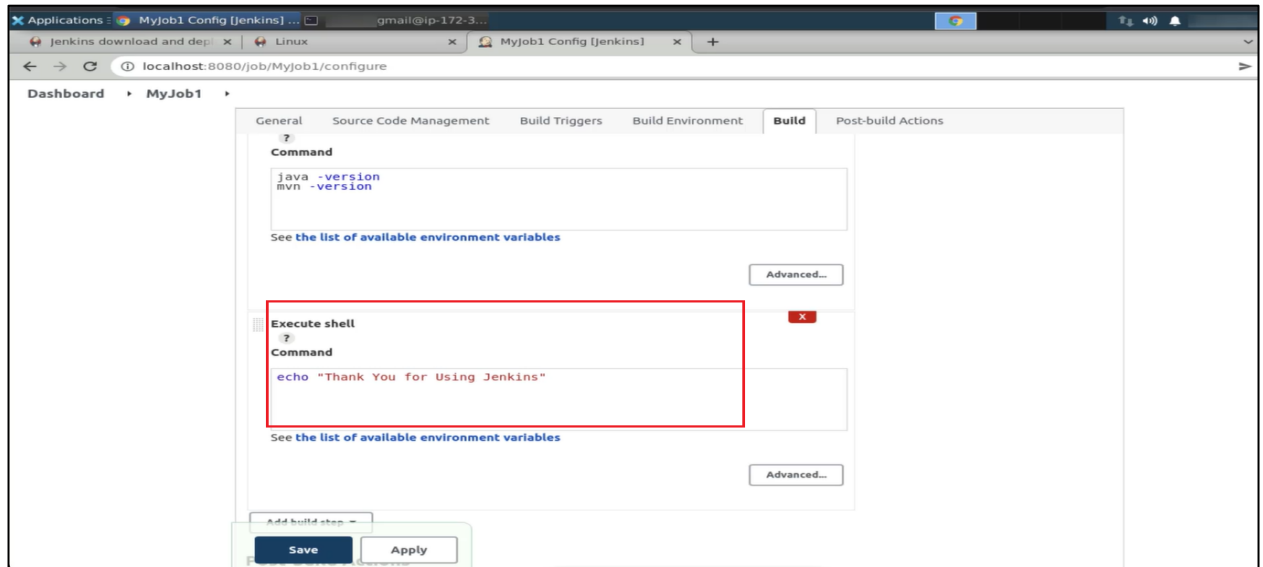

> **Note:** You can choose any of the given options as your build step. If you are working with Windows, you can use **Execute Windows batch command**.
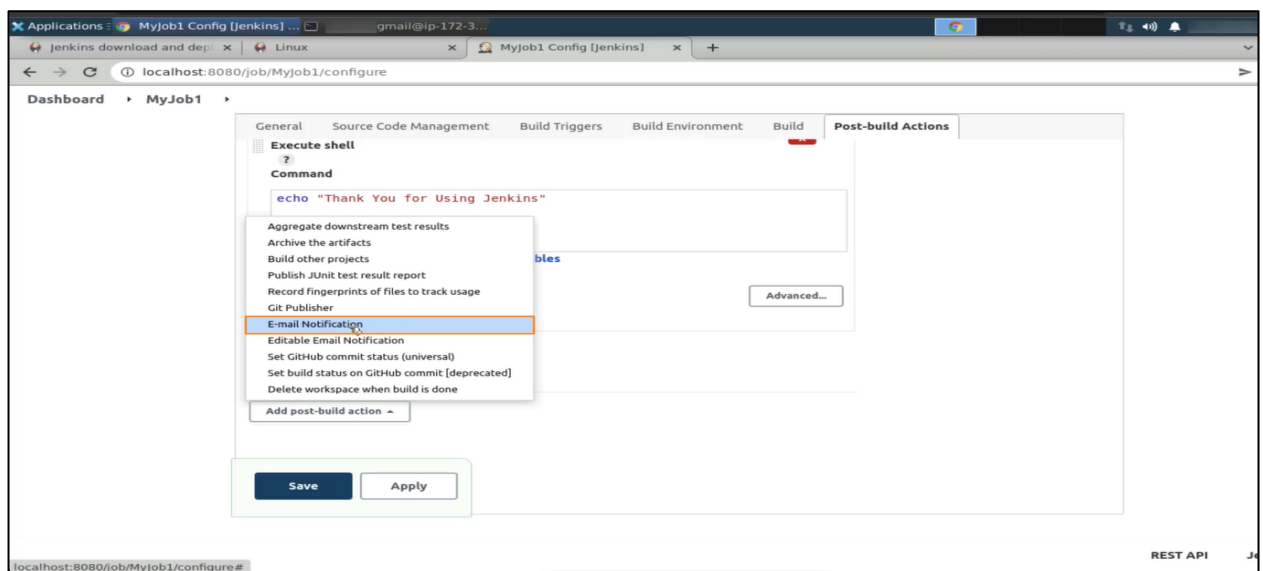
1.9 Add the list of shell commands that you want the **Build** to execute automatically

1.10 Add additional **Build** steps by clicking **Add build step > Execute Shell**. These build steps can be different, as they are separate jobs that Jenkins executes sequentially.
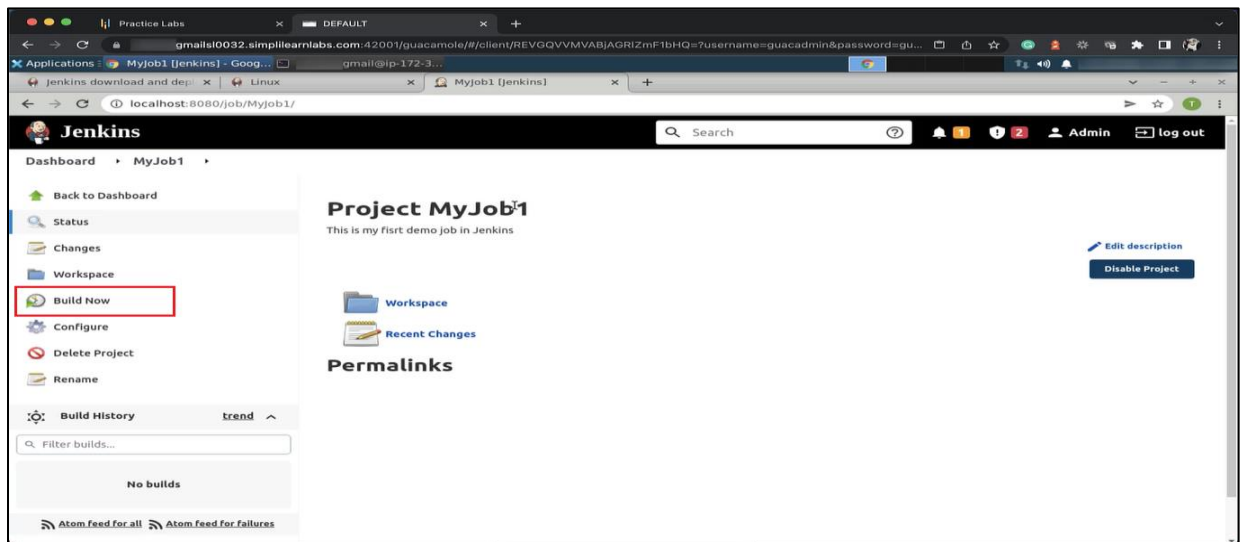

1.11 Set **Post-build Actions** as **E-mail Notification** and click **Save**. This task will be executed after the build steps are completed.
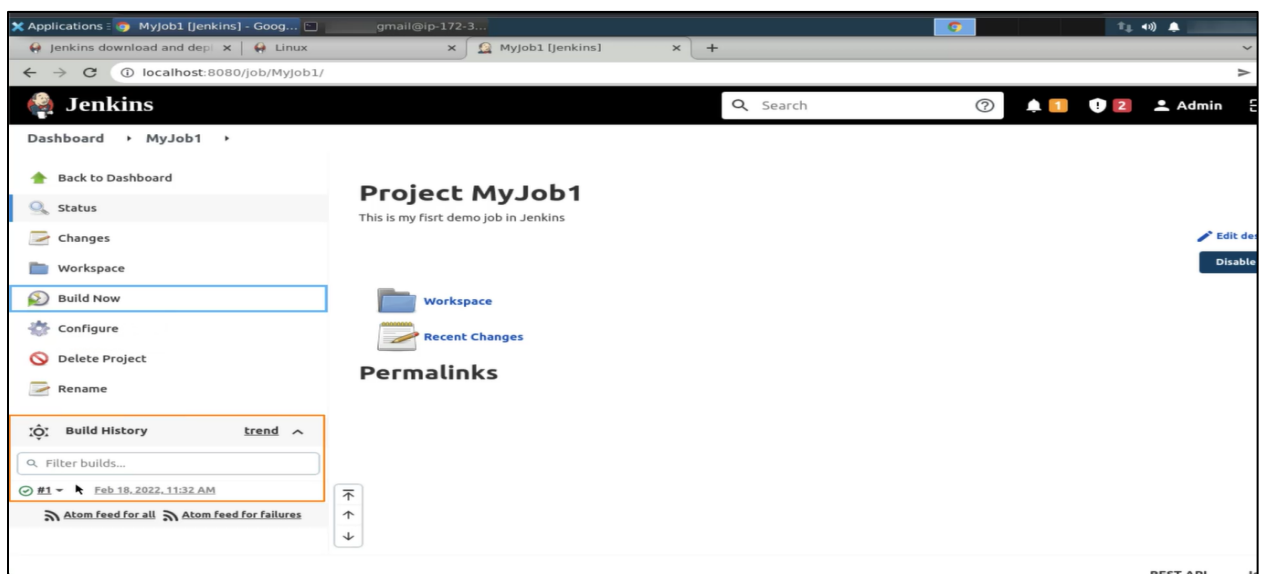

Now, your first job as a Jenkins Freestyle project **MyJob1** is created in the dashboard.
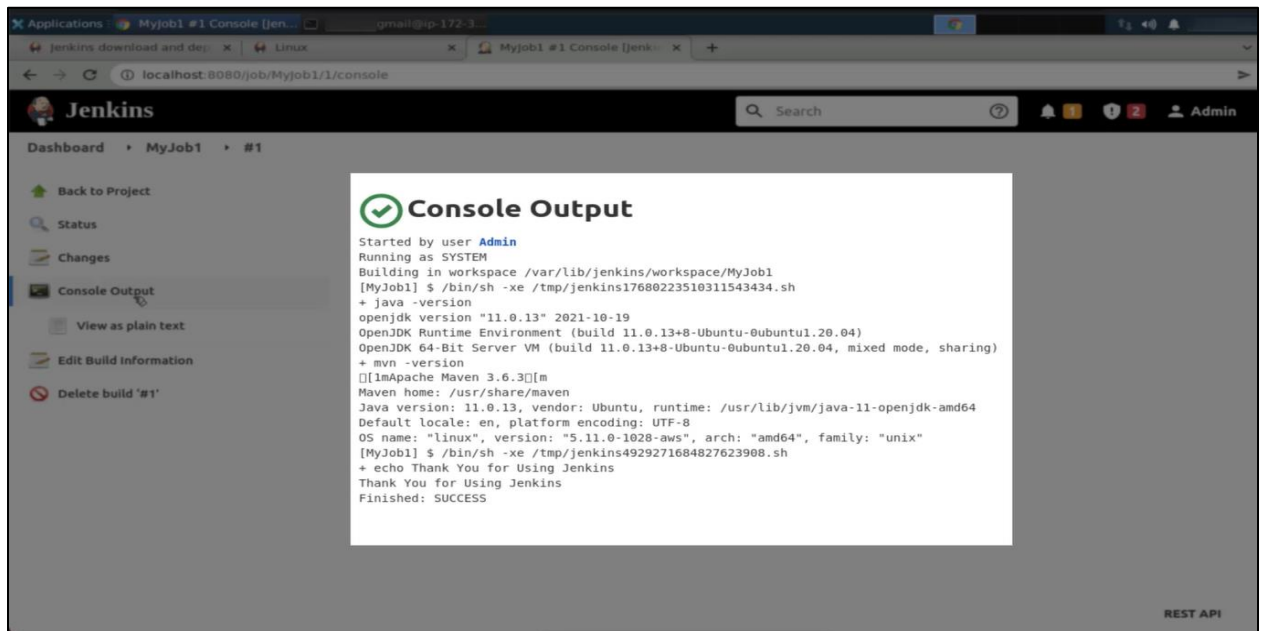
Step 2: Executing the first job

2.1 In the Jenkins Dashboard, locate your first job **MyJob1**. To run the job, click on **Build Now**
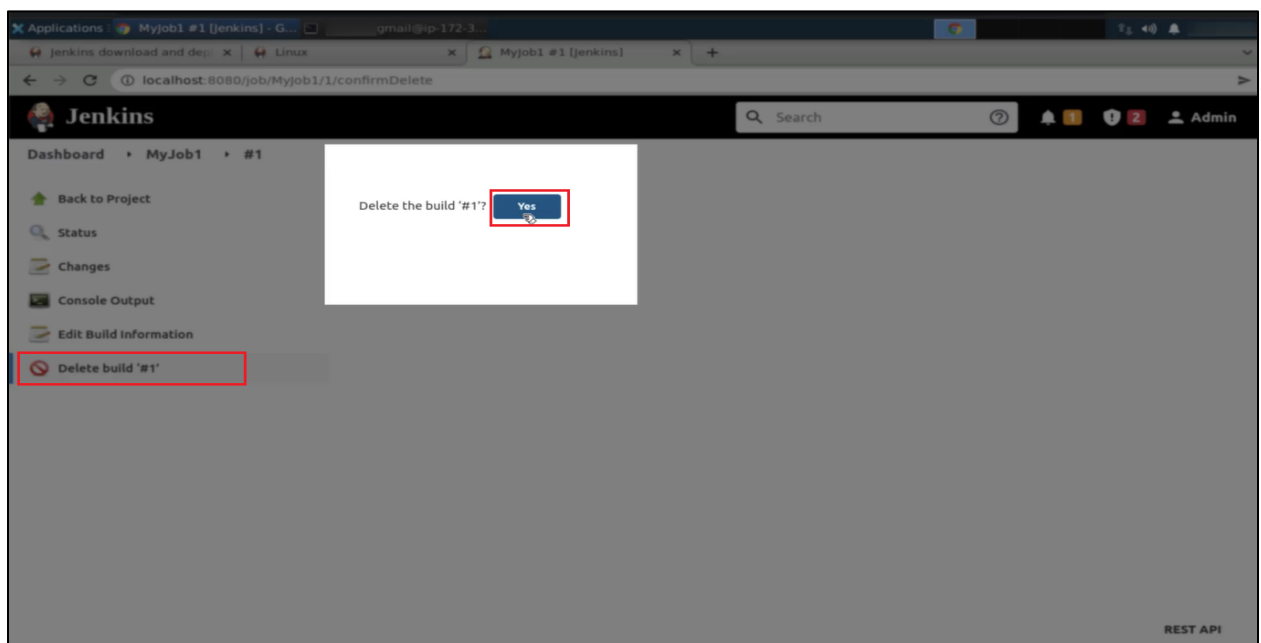

2.2 As you run your first job, you can see a **Build History** on the left side of the dashboard. It will show a green tick mark if the build execution was a success. Check the status of your project by clicking on **#1**.

2.3 To view the output of your first job, click on **Console Output**

2.4 You can delete the build by clicking on **Delete build '#1'**

With these steps, you have successfully created a Freestyle project in Jenkins and executed your first job.