



Jenkins and Source Control

DevOps Practitioner

transforming performance
through learning

Outline

- **Jenkins and Source Control for projects**
 - Triggers
 - Plugins
 - Combining Jenkins and git
- **Jenkins and Source Control for configuration**
 - Jenkins Config Files
 - Backup and restoring the server
- **Securing Jenkins**
 - Access Control
 - Managing users
 - REST options

Objective

- **By the end of this session we should be able to**
 - Setup a project using Jenkins which automatically builds when a change is pushed to a git repository
 - Backup Jenkins using git
 - Setup user authentication for a Jenkins server

Jenkins and Source Control for Projects

- **Plugins exist to connect Jenkins to different source control systems**
 - By default: CVS and Subversion
 - Via a plugin: Git, TFS, Mercurial
 - Different plugins for Github / Bitbucket / Gitlab
- **Without these we would need to build projects manually**

Installing the Git Plugin – if you’ve not done it already!

- **Via the GUI**
 - Click the “Manage Jenkins” link - <http://localhost:8080/manage>
 - “Manage plugins” link - <http://localhost:8080/pluginManager/>
 - Can update current plugins or search for new ones
- **Go to the “Available” tab**
 - Search for the plugin required
 - For github: “GitHub Plugin”
 - For bitbucket: “BitBucket Plugin”

- **Most plugins can be installed without restarting the server**

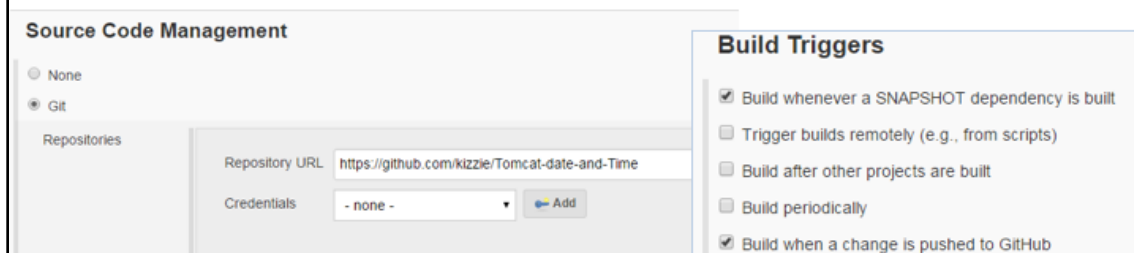
Filter:

Updates Available Installed Advanced			
Install	Name	Version	Installed
<input type="checkbox"/>	Translation Assistance Plugin This plugin adds an additional dialog box in every page, which enables people to contribute localizations for the messages they are seeing in the current page.	1.12	1.10
<input type="checkbox"/>	Subversion Plugin This plugin adds the Subversion support (via SVNKit) to Jenkins.	2.5	1.54
<input type="checkbox"/>	SSH Credentials Plugin This plugin allows you to store SSH credentials in Jenkins.	1.11	1.10
<input type="checkbox"/>	Script Security Plugin Allows Jenkins administrators to control what in-process scripts can be run by less-privileged users.	1.14	1.13
<input type="checkbox"/>	PAM Authentication Plugin Adds Unix Pluggable Authentication Module (PAM) support to Jenkins.	1.2	1.1
<input type="checkbox"/>	OWASP Markup Formatter Plugin		

<http://devops.com/2015/01/15/15-must-jenkins-plugins-increase-productivity/>

Create a trigger on the Jenkins Server

- **Triggering build requests from git is a two part process**
 - The git server needs to inform all watchers that it has updated
 - The Jenkins server needs to respond to this by starting a new build
 - Both your Git and Jenkins server need to be able to see one another.
- **Configuration:**
 - Source code management should be set to git
 - Give the git repository address
 - You can specify specific branches and git pull request types
 - Under build triggers check “Build when a change is pushed to ... ”



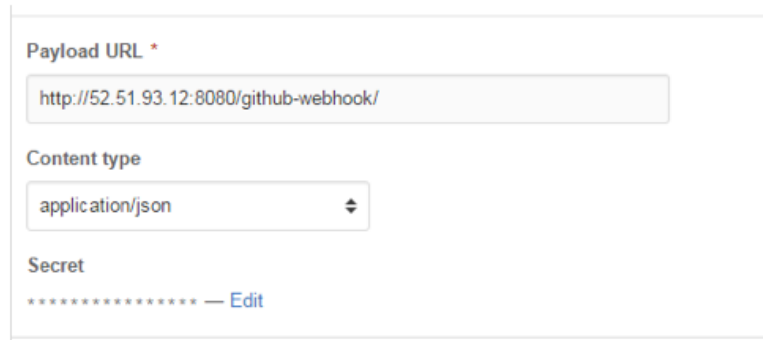
The screenshot shows the Jenkins configuration interface. On the left, under 'Source Code Management', the 'Git' option is selected. The 'Repository URL' is set to 'https://github.com/kizzie/Tomcat-date-and-Time'. The 'Credentials' dropdown is set to '- none -'. On the right, under 'Build Triggers', the following options are checked: 'Build whenever a SNAPSHOT dependency is built', 'Build when a change is pushed to GitHub', and 'Build periodically'. The other options, 'Trigger builds remotely (e.g., from scripts)', 'Build after other projects are built', and 'Build periodically', are unchecked.

Section	Option	Status
Source Code Management	None	Unselected
	Git	Selected
Source Code Management	Repository URL	https://github.com/kizzie/Tomcat-date-and-Time
	Credentials	- none -
Build Triggers	Build whenever a SNAPSHOT dependency is built	Checked
	Trigger builds remotely (e.g., from scripts)	Unchecked
	Build after other projects are built	Unchecked
	Build periodically	Unchecked
	Build when a change is pushed to GitHub	Checked

Notification on the git server

- **On Bitbucket:**

- Go to the repo settings
- Click webhooks on the right
- Add a new hook
- Give it the URL of your server ending with `bitbucket-hook/`
 - `http://[servername/ip]:8080/bitbucket-hook/`



The screenshot shows a Bitbucket webhook configuration form. It has three main sections: 'Payload URL' with a text input field containing 'http://52.51.93.12:8080/github-webhook/', 'Content type' with a dropdown menu set to 'application/json', and 'Secret' with a masked input field (asterisks) and an 'Edit' link.

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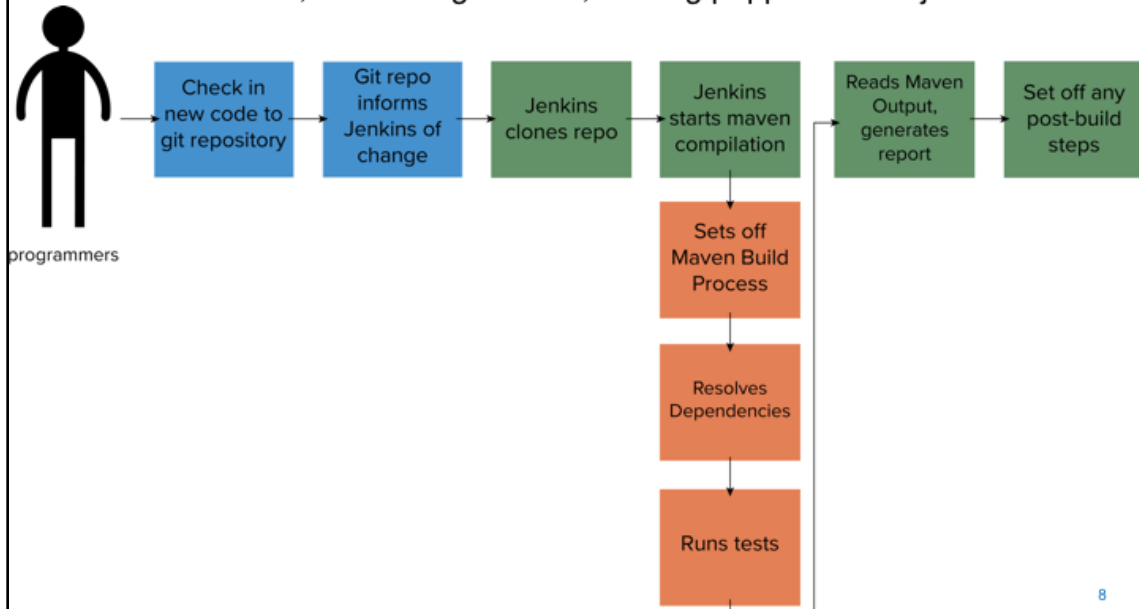
<https://confluence.atlassian.com/display/BITBUCKET/Manage+Bitbucket+hooks>

For github use: `github-webhook/`

`http://[servername/ip]:8080/github-webhook/`

The workflow

- **We don't need to interact with the workflow at all once it is setup**
 - Post build steps can include copying files to web servers, launching new servers, connecting to AWS, starting puppet or chef jobs



Exercise

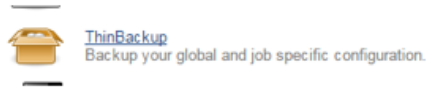
- **Create a project which builds whenever a change is pushed to git**

Jenkins and source control for configuration

- **So far we have configured Jenkins directly from the GUI**
- **Jenkins does have a set of configuration files**
 - Don't usually interact with these directly
 - Useful for backup and recovery
- **Jenkins is installed to /var/lib/jenkins**
 - Archive the directory to back it up
 - Copy the files back into the directory to restore
 - Creates a binary backup – not ideal!
- **There are plugins to backup the config files**
 - Backup is no longer supported (not updated since 2011)
 - thinBackup – stores only the config and job specific data
 - SCM Sync

Automating backup - thinBackup

- **Install the thinBackup plugin**
 - This gives you a new option on the management screen



- **Backup now will generate a set of files which you can store in source control**
 - Need to set the backup directory via the settings
 - You can schedule automatic backups
 - Restore will configure the server
- **Create a cron job to commit the changes to git after the backup has run**



Automating Backup – SCM Sync Configuration Plugin

- **Install the plugin**

- Adds options under Manage Jenkins -> Configure System

SCM Sync configuration

SCM	<input type="radio"/> None <input type="radio"/> Subversion <input checked="" type="radio"/> Git
Repository URL	<input type="text" value="git@bitbucket.org:kizziel/jenkins-setup.git"/>
Never bother me with commit messages	<input type="checkbox"/>
Display SCM Sync Status	<input checked="" type="checkbox"/>
Commit message pattern	<input type="text" value="From Jenkins: [message]"/>
Manual synchronization includes	<input type="button" value="Add new include"/>
Reload config from SCM	Reload

- **Setup a git repository and link it to SCM**

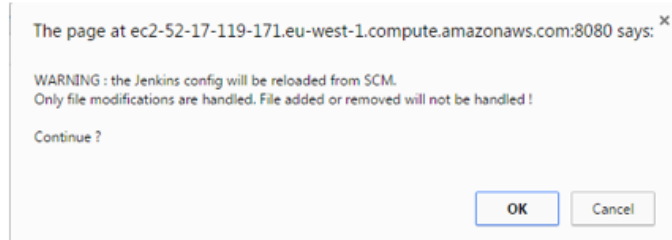
- Need to create a SSH key to login – it won't accept passwords
 - (We'll do this in the exercise!)

<https://cбургmer.wordpress.com/2013/01/02/tracking-configuration-changes-in-jenkins/>

Automating setup

- We can install everything from a single script to get a server up and running
- Reload from SCM if setup correctly
 - The backup can store jobs, built projects, user settings and

Reload config from SCM [Reload](#)



Securing Jenkins

- **Security is enabled by default in Jenkins 2.0**
 - Originally, Jenkins would allow anyone to create and build jobs
- **You want to restrict who can trigger new builds and setup new jobs on your server**
 - Otherwise random people on the internet will be able to use your build server!

Access Control	<div>Security Realm</div> <div><div><input type="radio"/> Delegate to servlet container</div><div><input checked="" type="radio"/> Jenkins' own user database</div><div><input type="checkbox"/> Allow users to sign up</div><div><input type="radio"/> LDAP</div><div><input type="radio"/> Unix user/group database</div></div> <div>Authorization</div> <div><div><input type="radio"/> Anyone can do anything</div><div><input type="radio"/> Legacy mode</div><div><input checked="" type="radio"/> Logged-in users can do anything</div><div><input type="checkbox"/> Allow anonymous read access</div><div><input type="radio"/> Matrix-based security</div></div>
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Access Control

- **Jenkins can hook into existing systems**
 - Unix user groups
 - Either Jenkins needs to run as root or User 'jenkins' needs to belong to group root and 'chmod g+r /etc/shadow' needs to be done to enable Jenkins to read /etc/shadow
 - LDAP
 - Lightweight Directory Access Protocol
 - Use existing logins for Windows
 - Jenkins's own user database
 - We can allow users to sign up or restrict this
 - When you first access Jenkins it will let you set an initial username and password
- **Authorization**
 - Logged in users can do anything – covers most cases
 - You can enable project based security if required


Manage Users

- Now we can add users manually from the Manage Jenkins menu



[Manage Users](#)

Create/delete/modify users that can log in to this Jenkins


 **Jenkins**

Jenkins > Jenkins' own user database

[Back to Dashboard](#)
[Manage Jenkins](#)
[Create User](#)

Users

These users can log into Jenkins. This is a su

 [kizzie](#)

Exercise

- **Get Jenkins backing up its config files to git**
- **Setup user authentication on the server**

To read more about Jenkins

Books:

- Learning Continuous Integration with Jenkins - Second Edition (2017. link: <https://www.packtpub.com/virtualization-and-cloud/learning-continuous-integration-jenkins-second-edition>)
- Jenkins 2.x Continuous Integration Cookbook (2017. link: <https://www.safaribooksonline.com/library/view/jenkins-2x-continuous/9781788297943/>)
- Continuous Integration, Delivery, and Deployment (2017. link: <https://www.safaribooksonline.com/library/view/continuous-integration-delivery/9781787286610/>)

Tutorials:

- <https://www.tutorialspoint.com/jenkins/>
- <https://uk.ctl.io/knowledge-base/cloud-application-manager/tutorials/jenkins-ci-cd-tutorial/>
- <http://www.vogella.com/tutorials/Jenkins/article.html>

Summary

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<https://jenkinsapi.readthedocs.org/en/latest/>