Mitesh Soni

Video 3.2

Pineline for Compiling

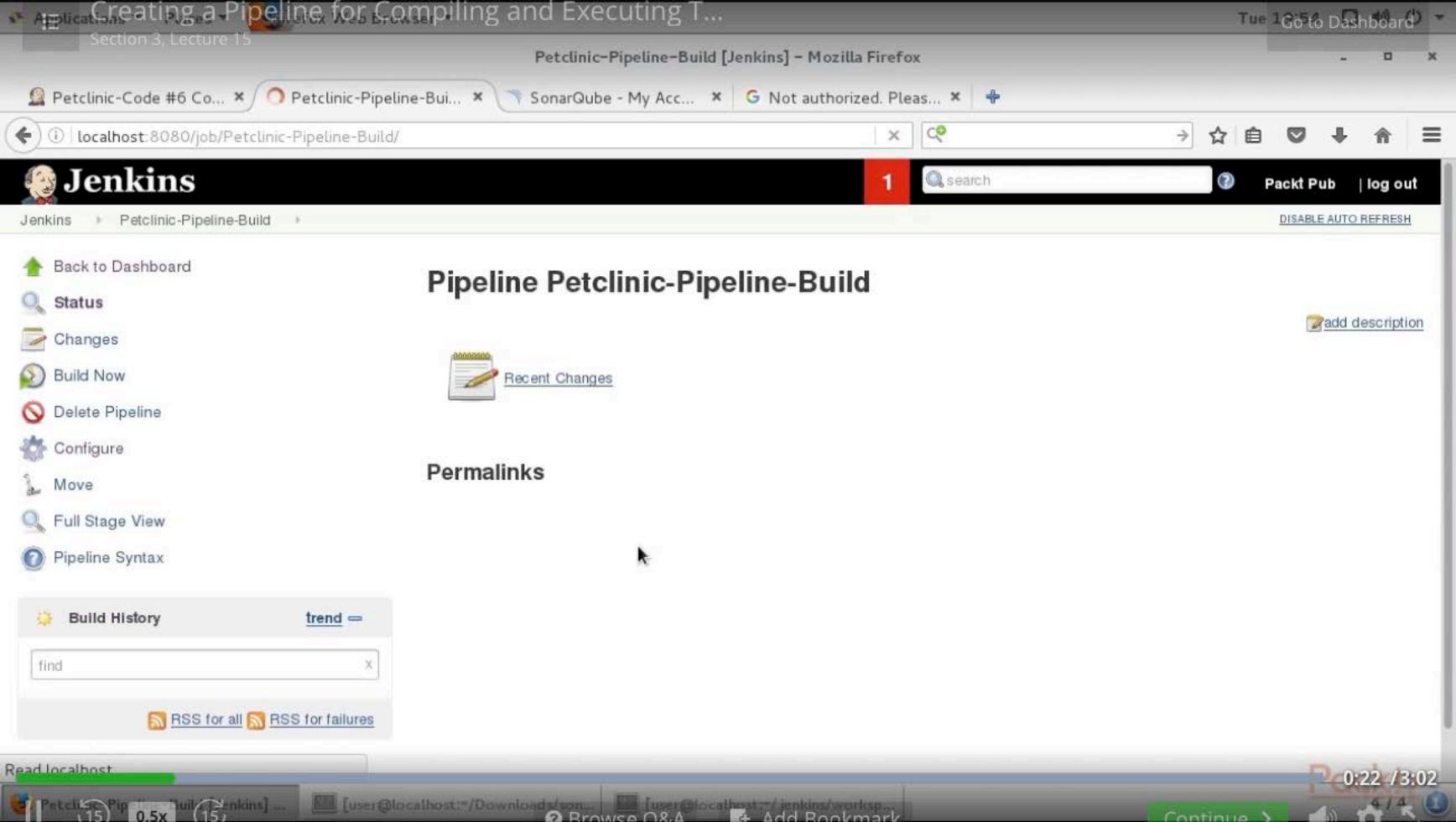
Creating a Pipeline for Compiling and Executing Test Units

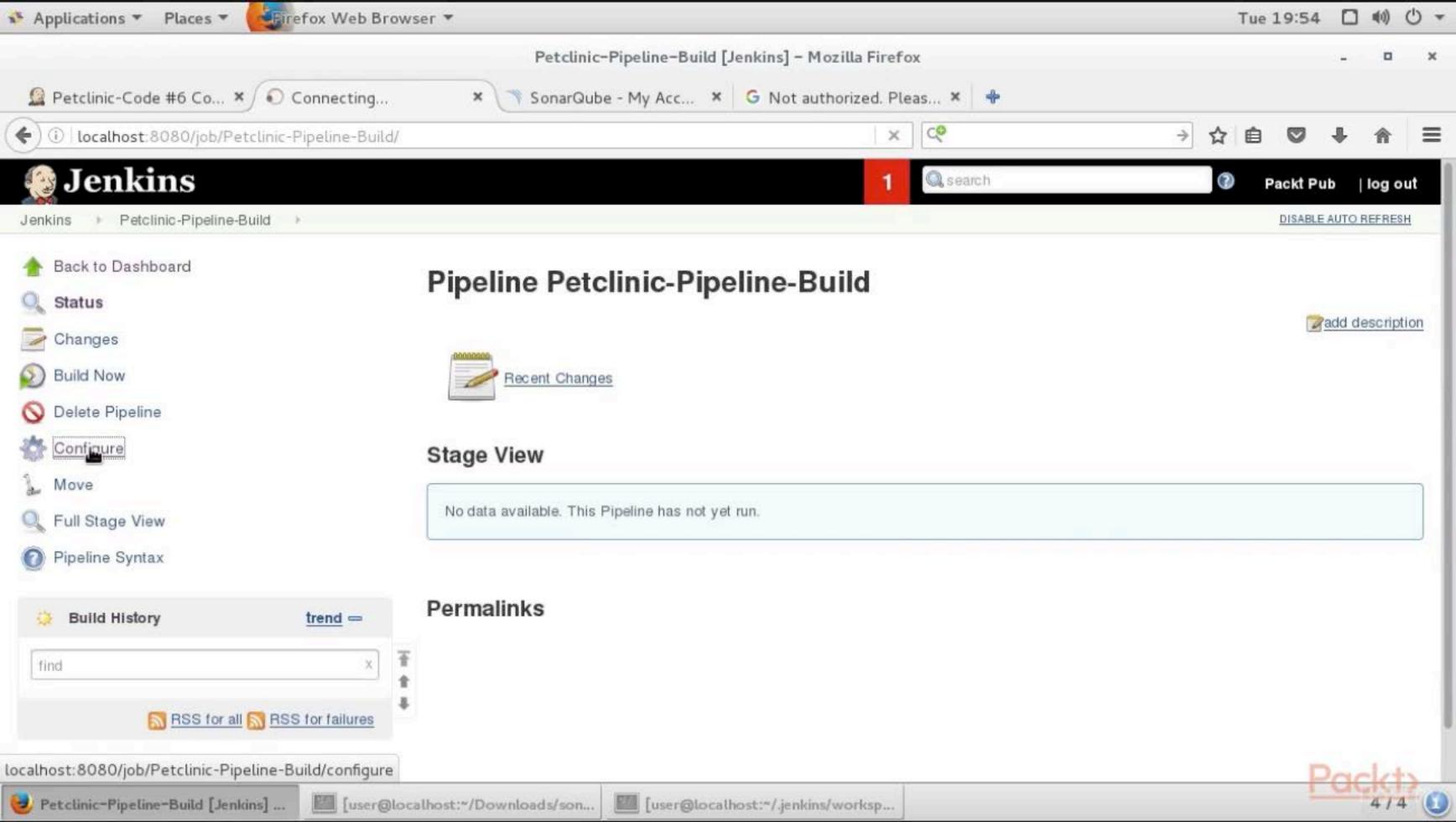


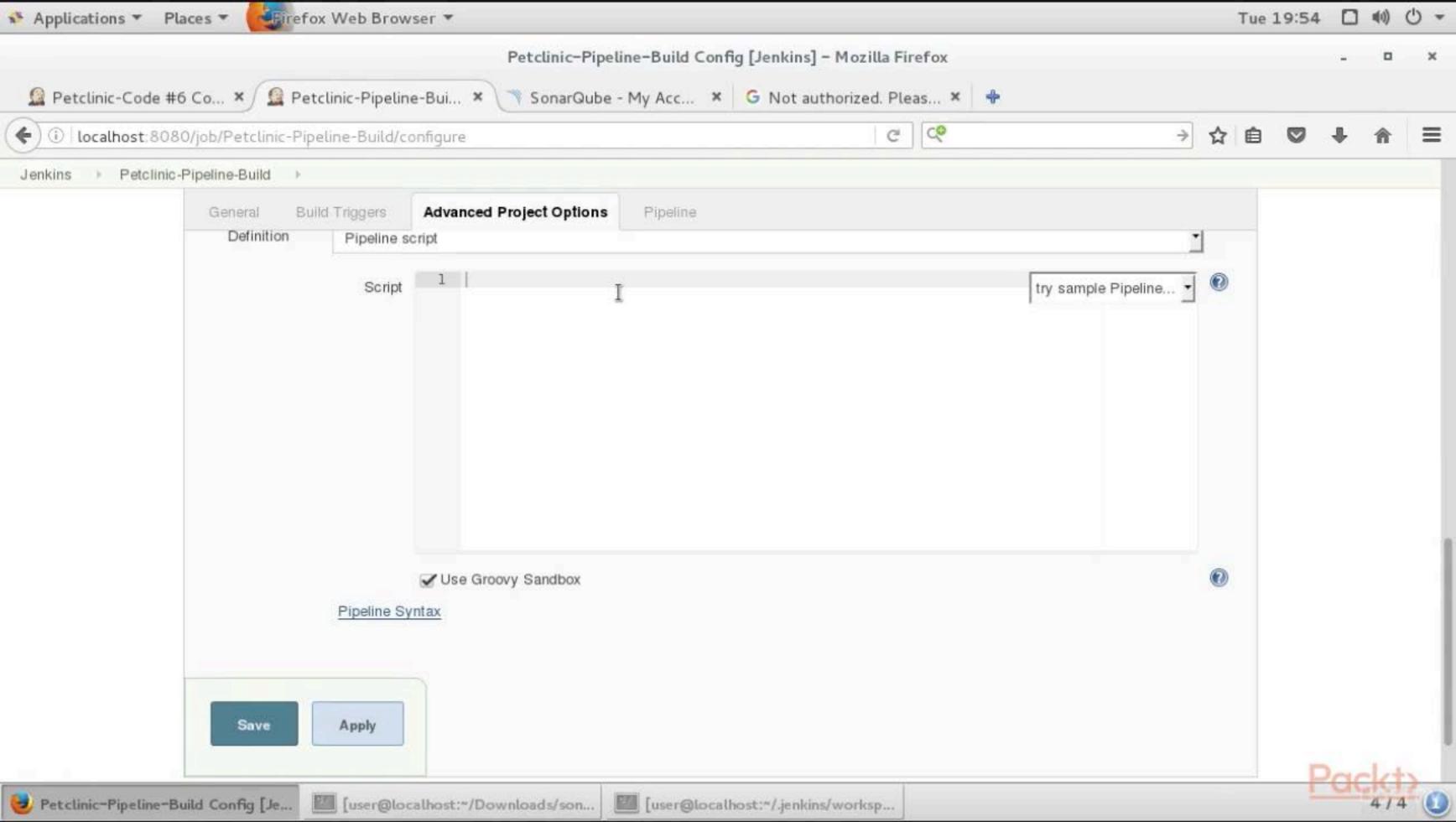
## In this Video, we are going to take a look at...

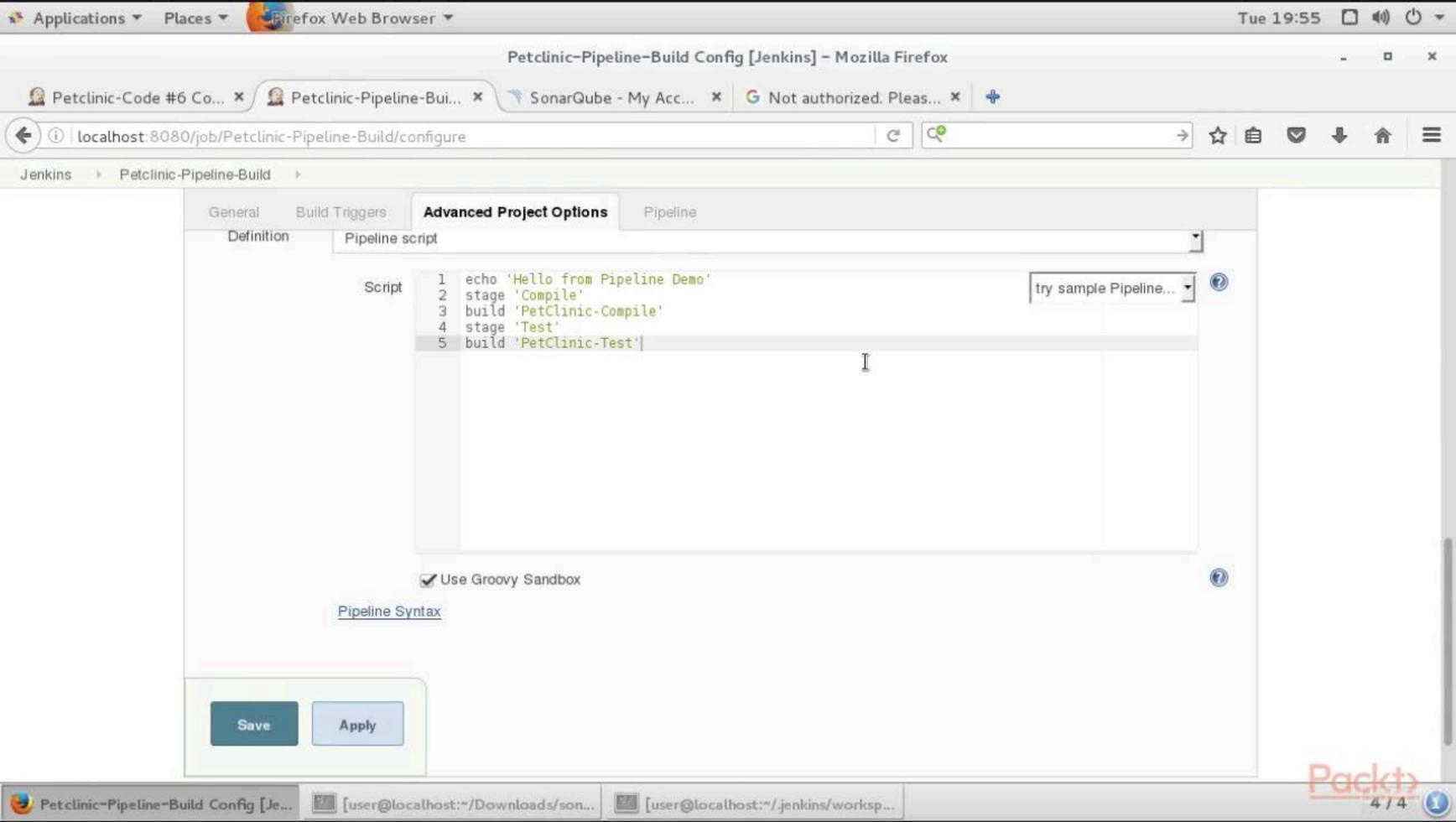
- Creating two stages and name it as compile and test
- Verifying Pipeline Steps

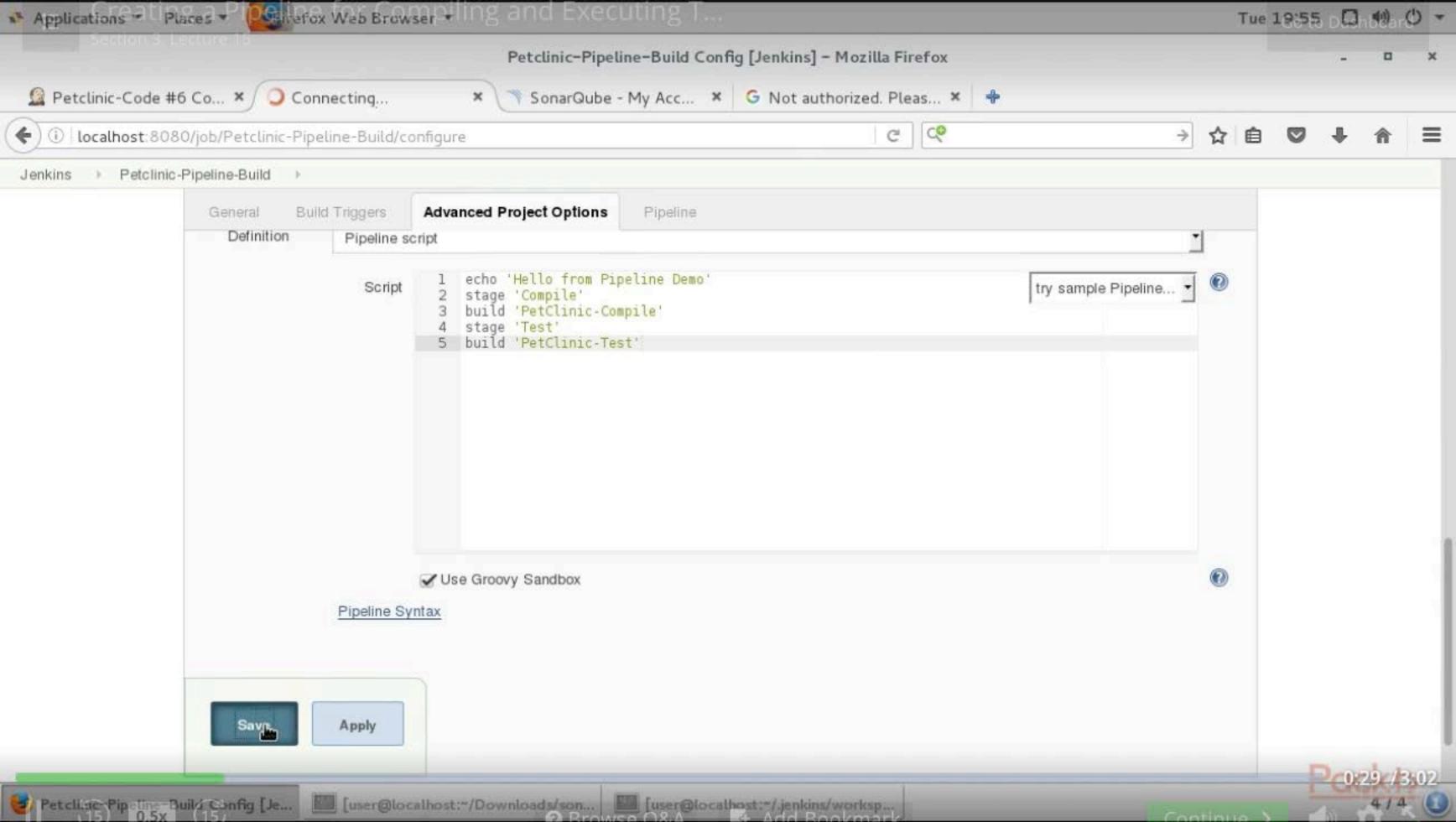


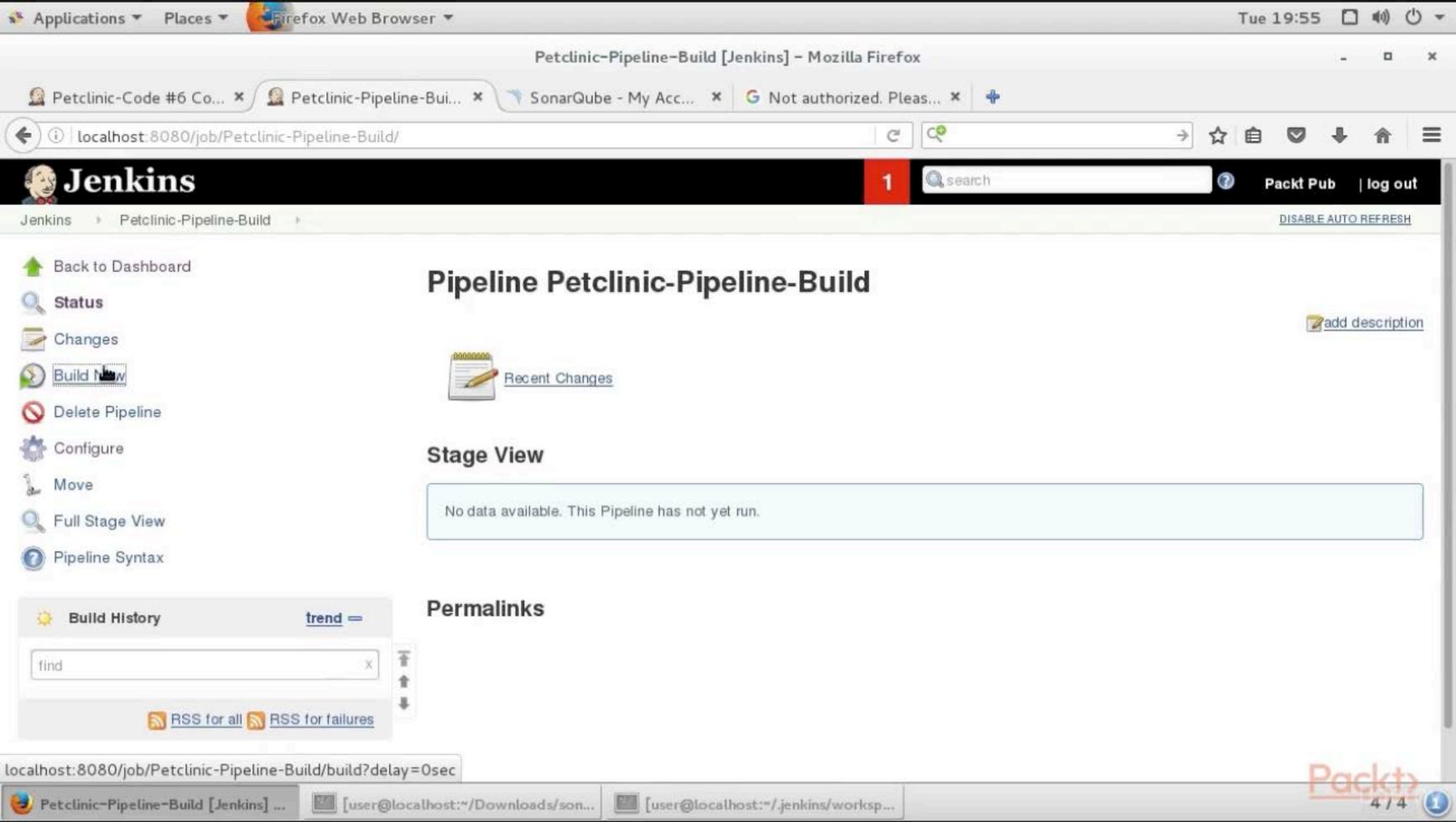


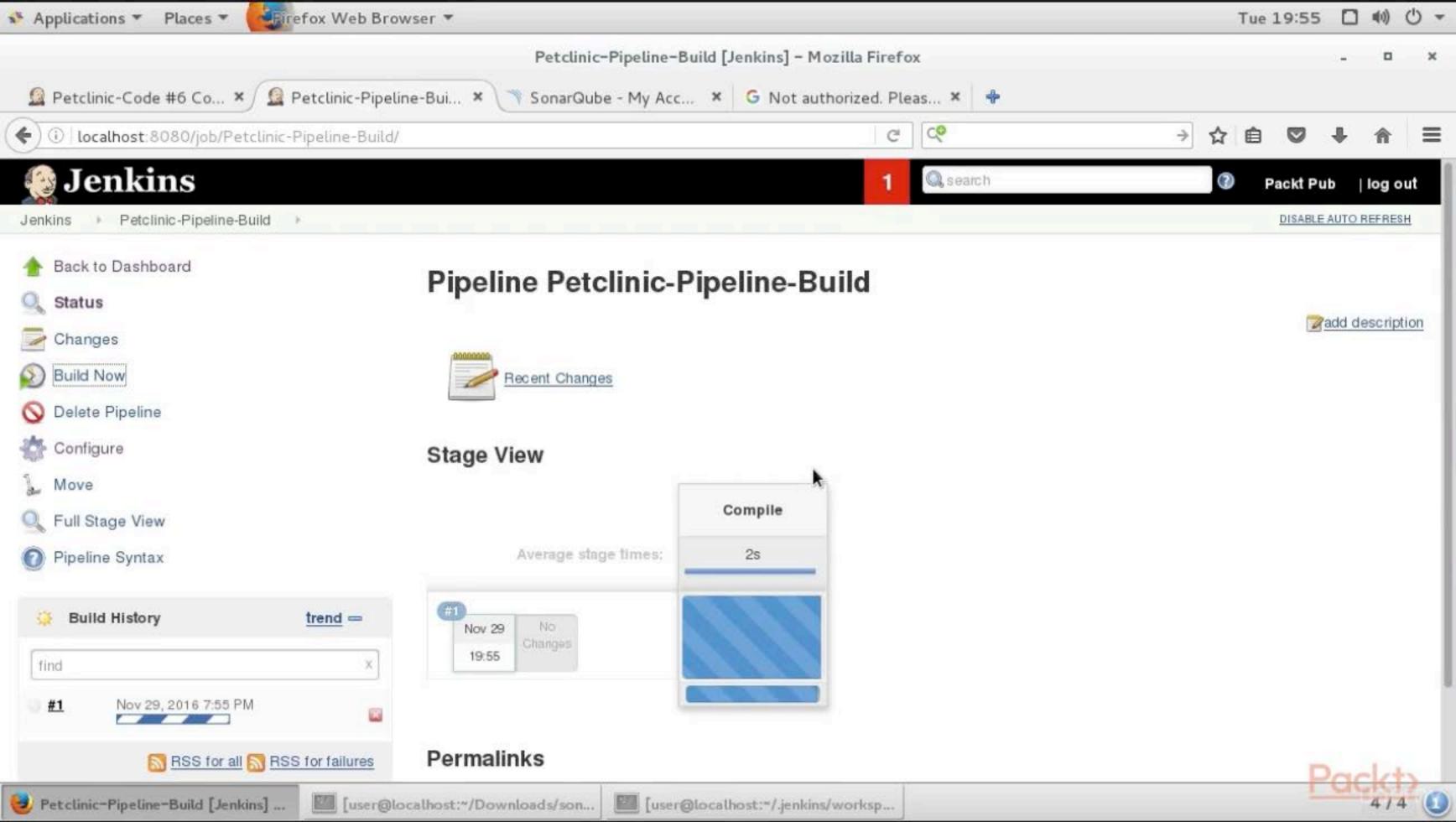


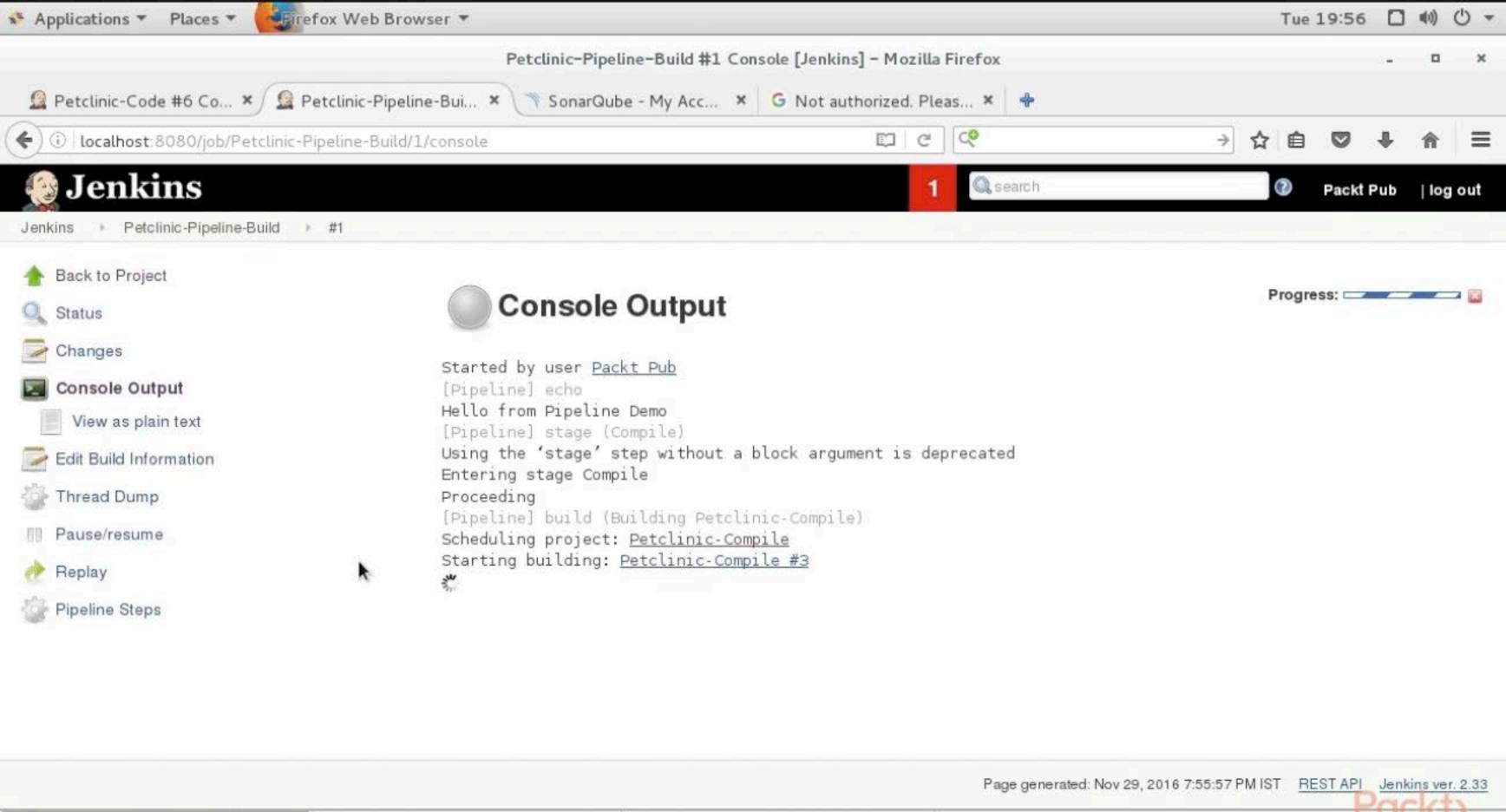




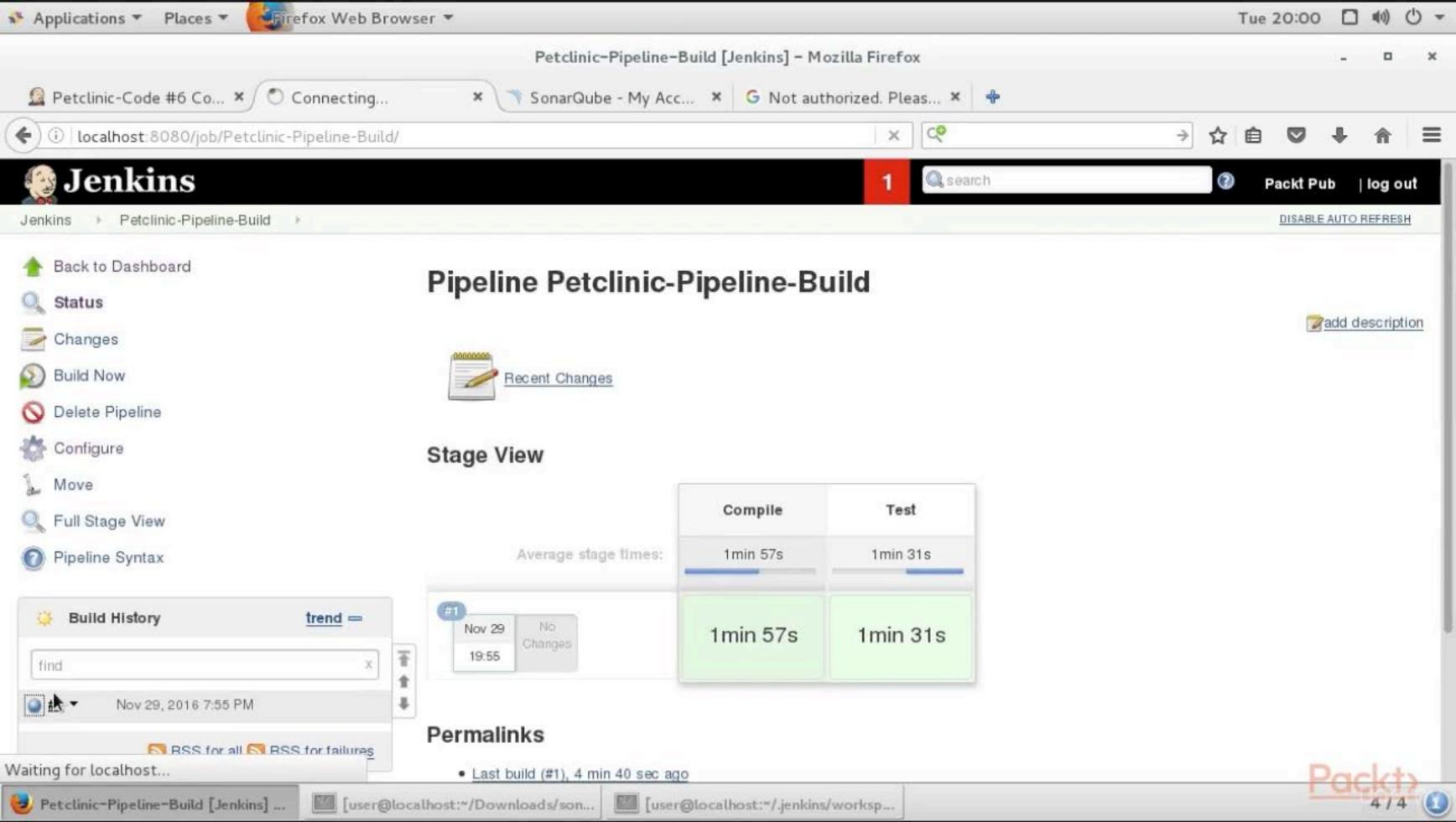


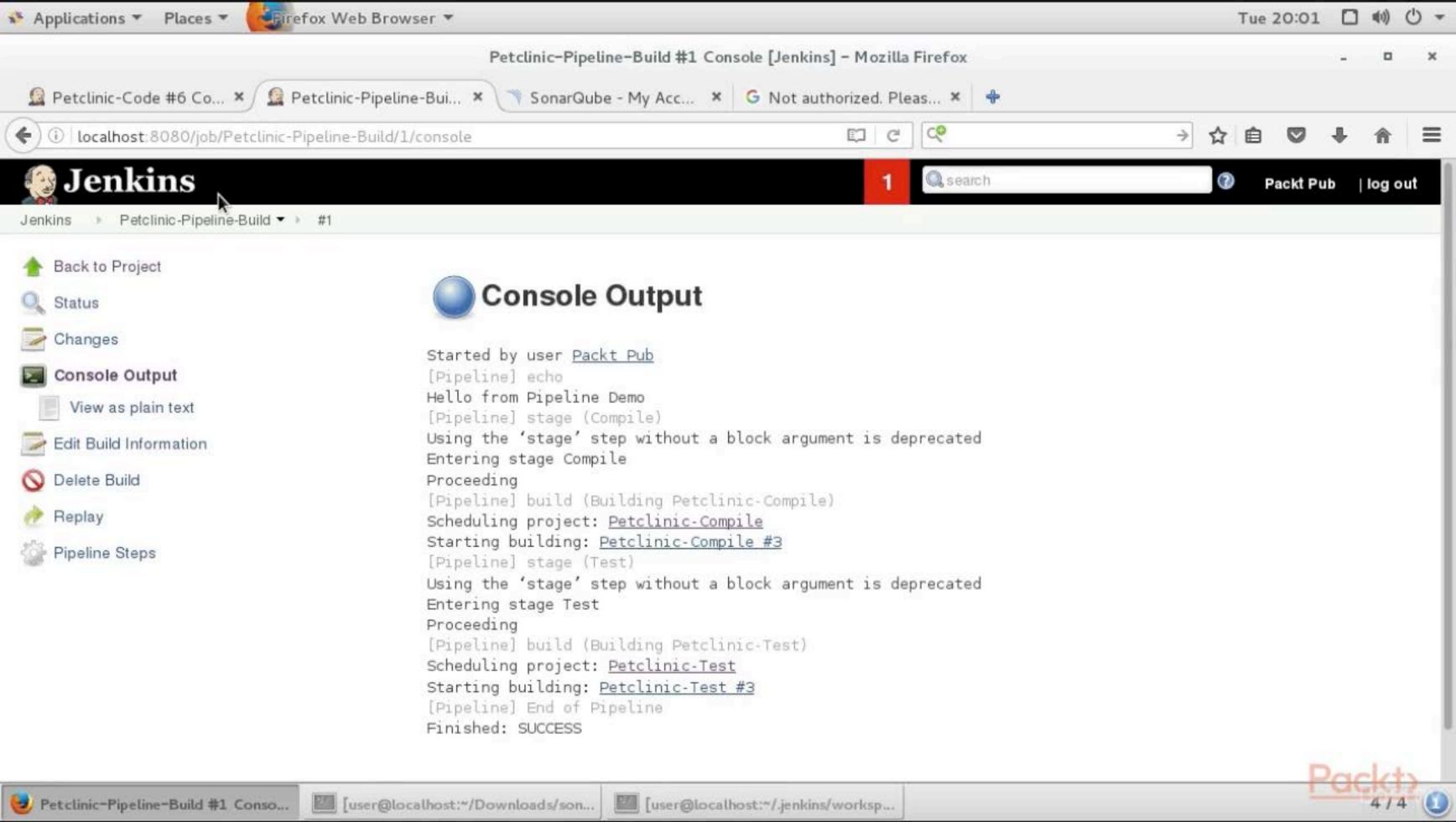


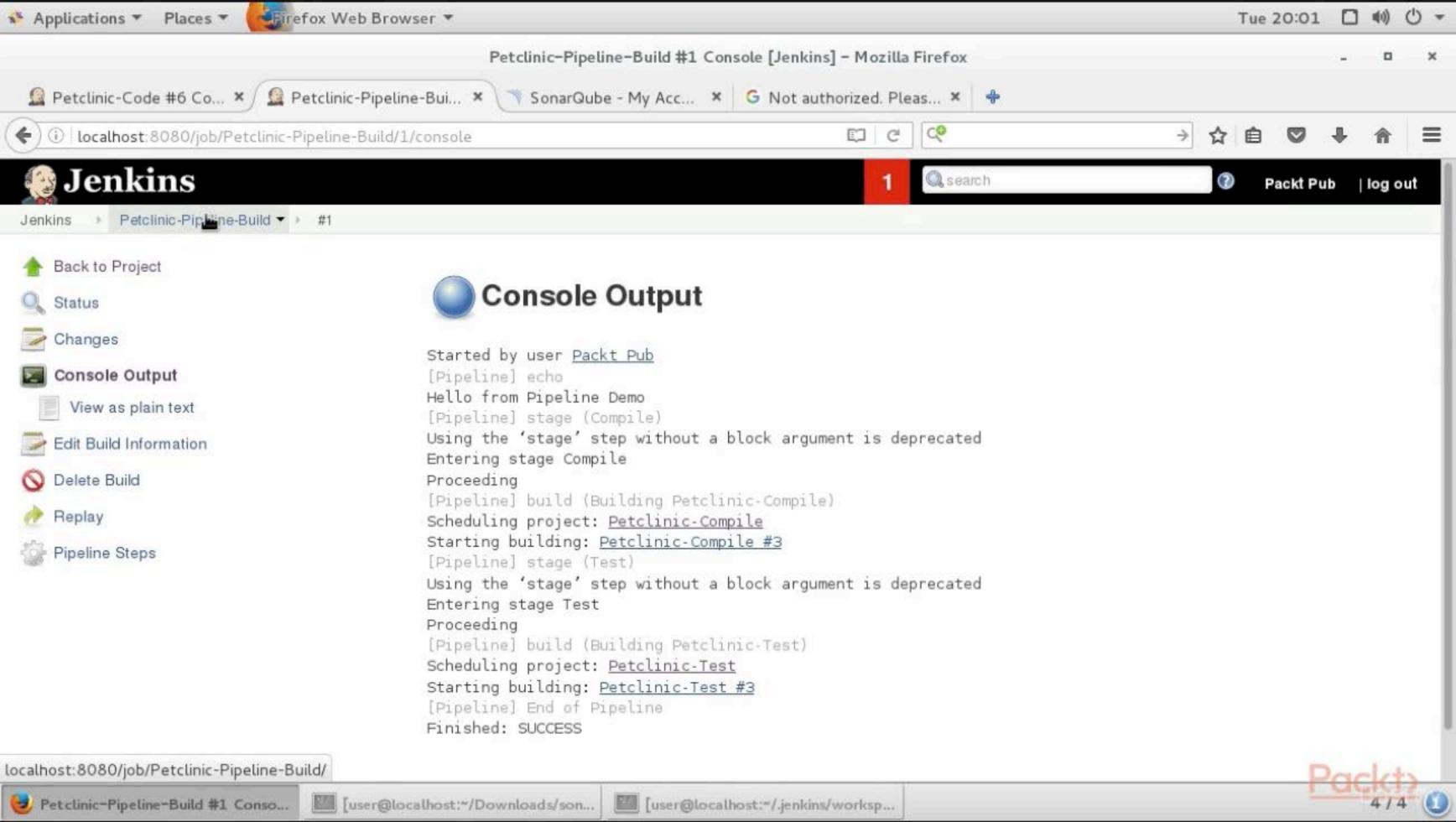


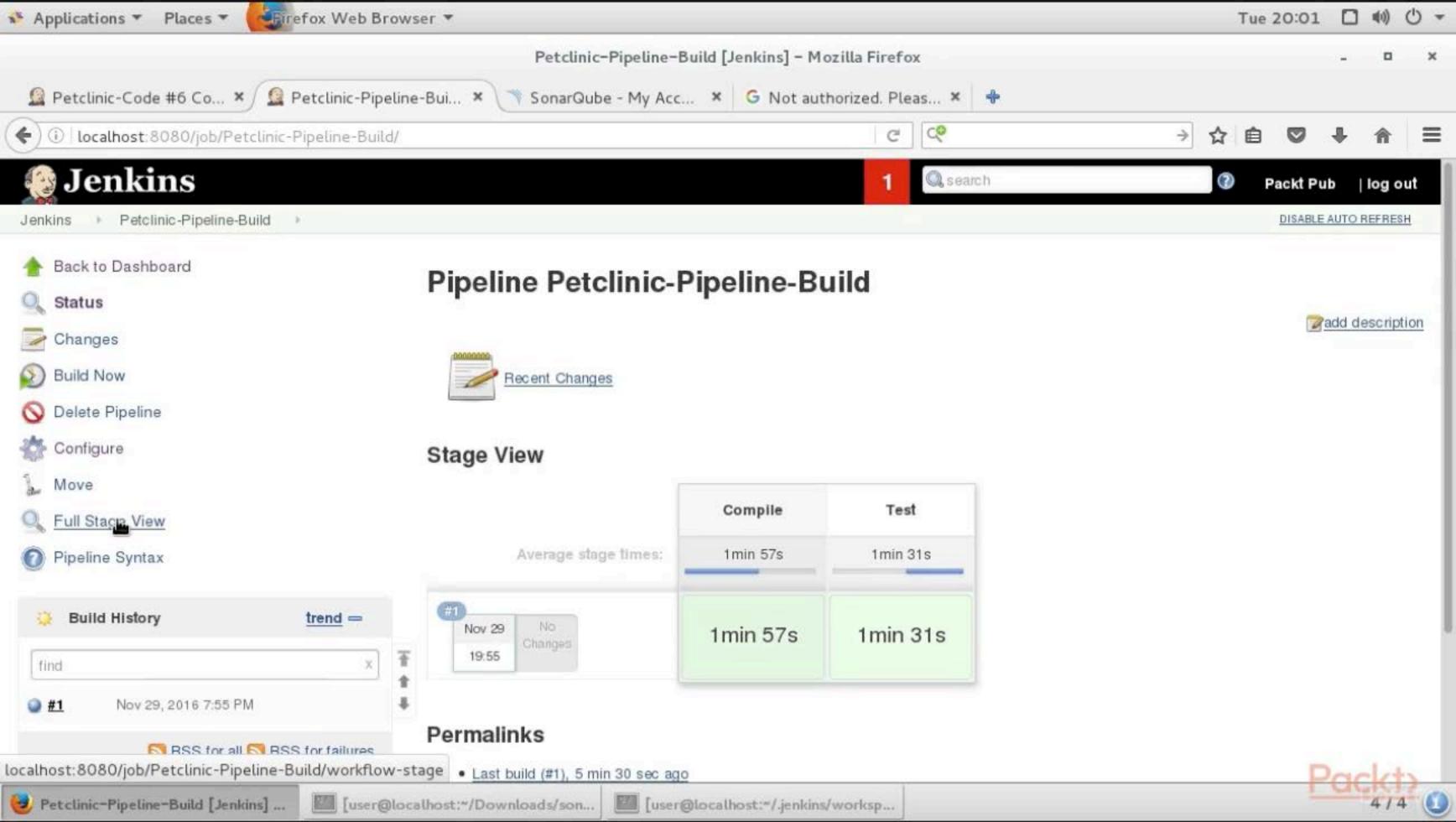


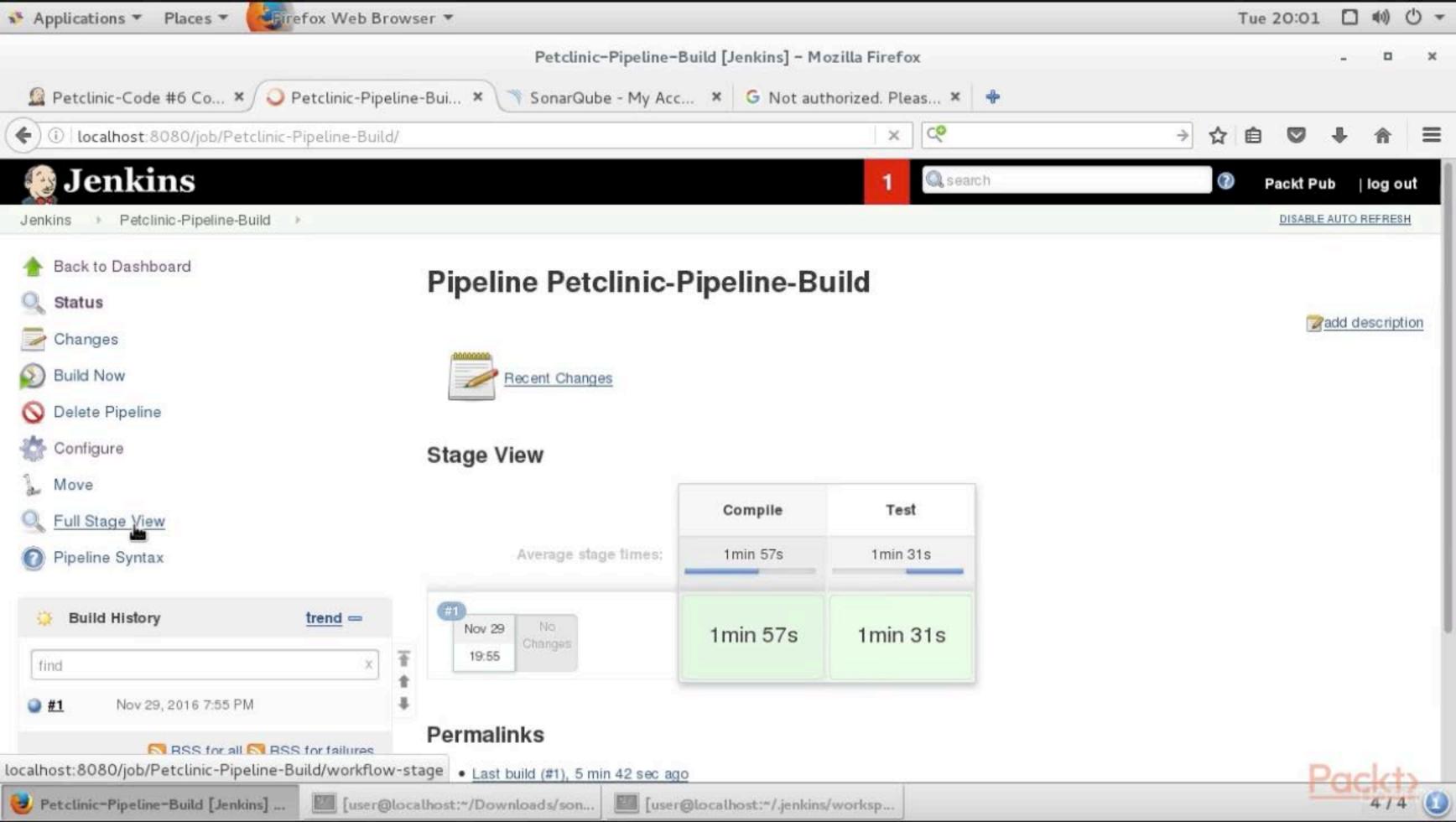


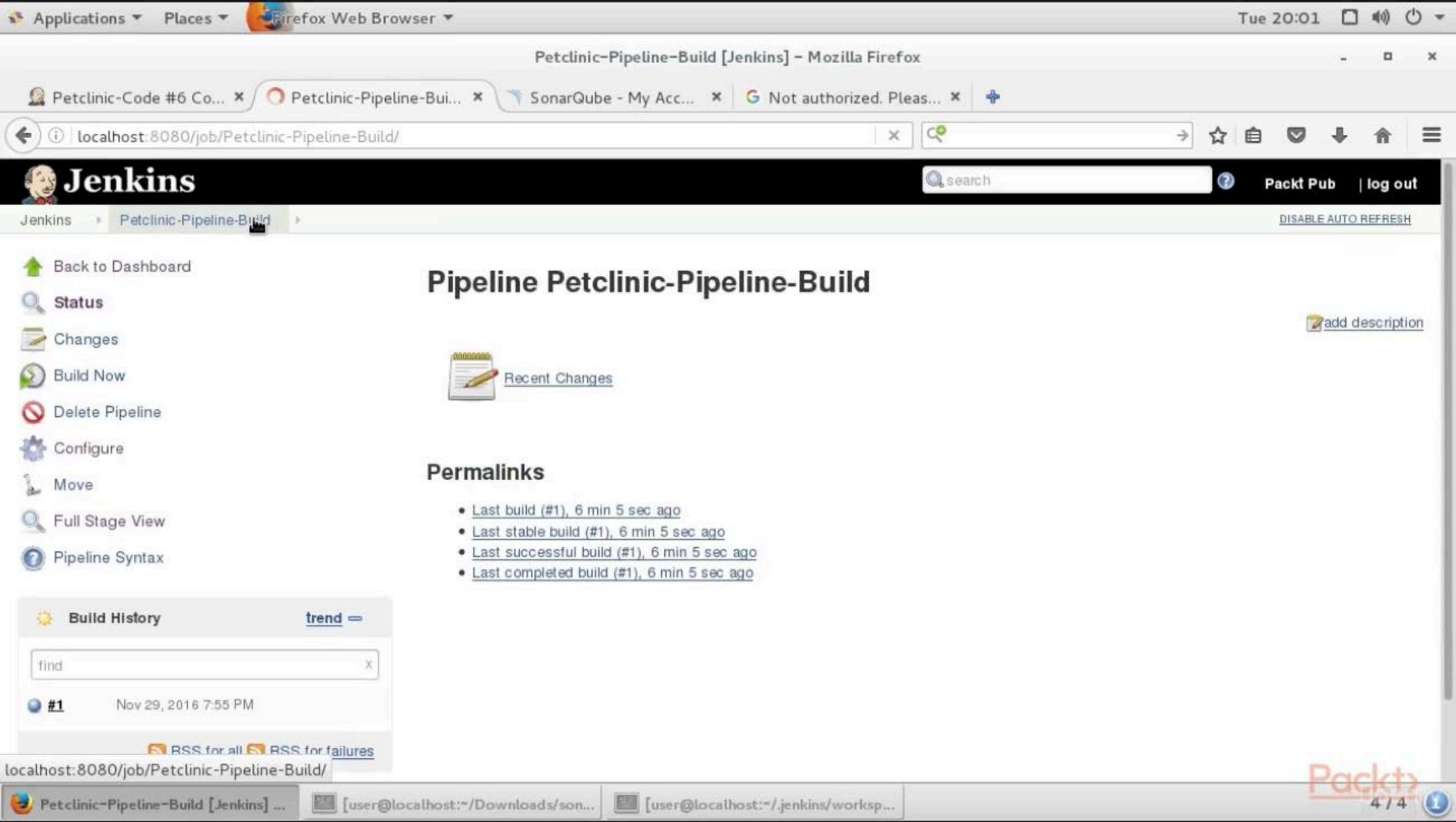


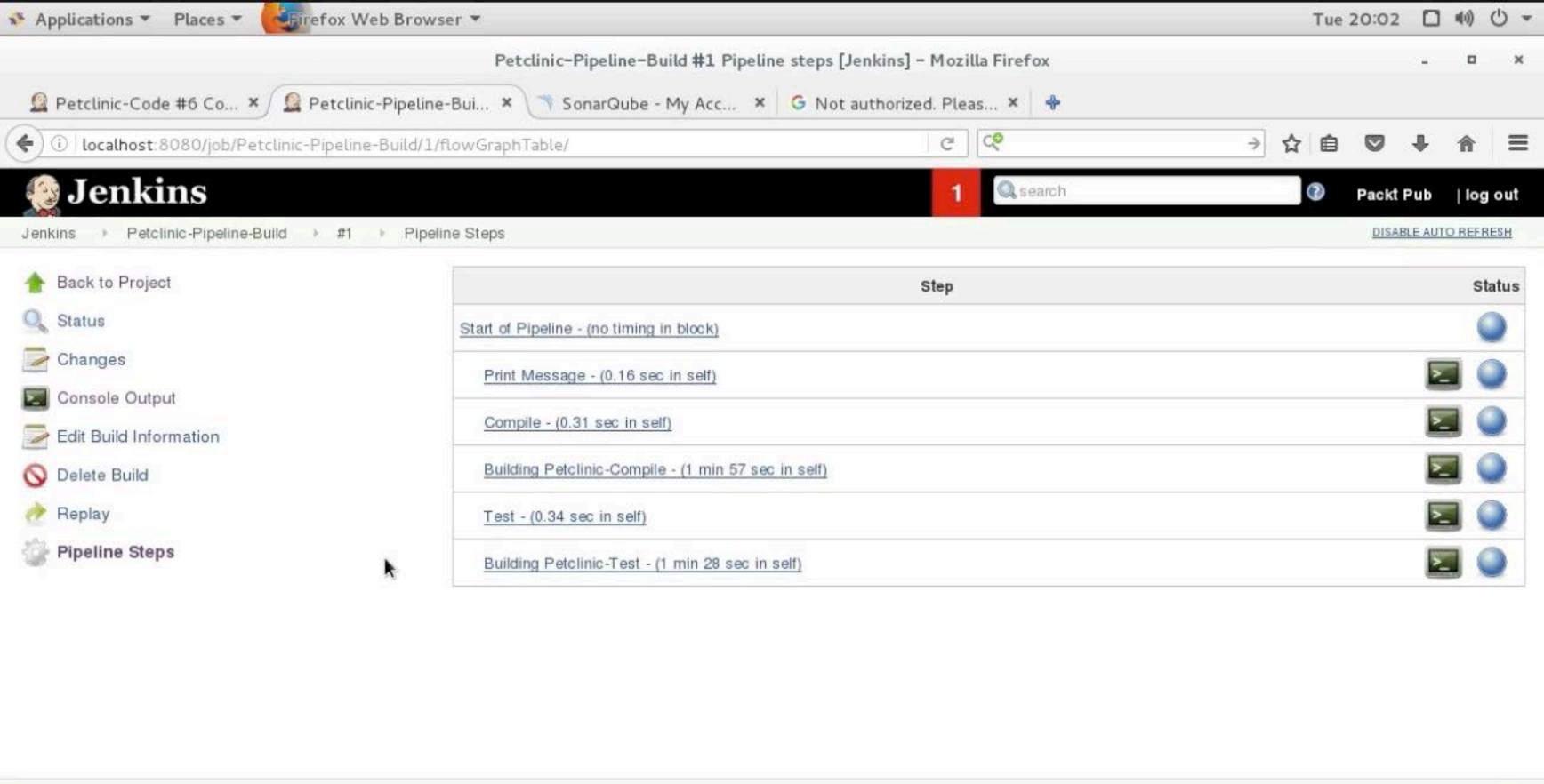




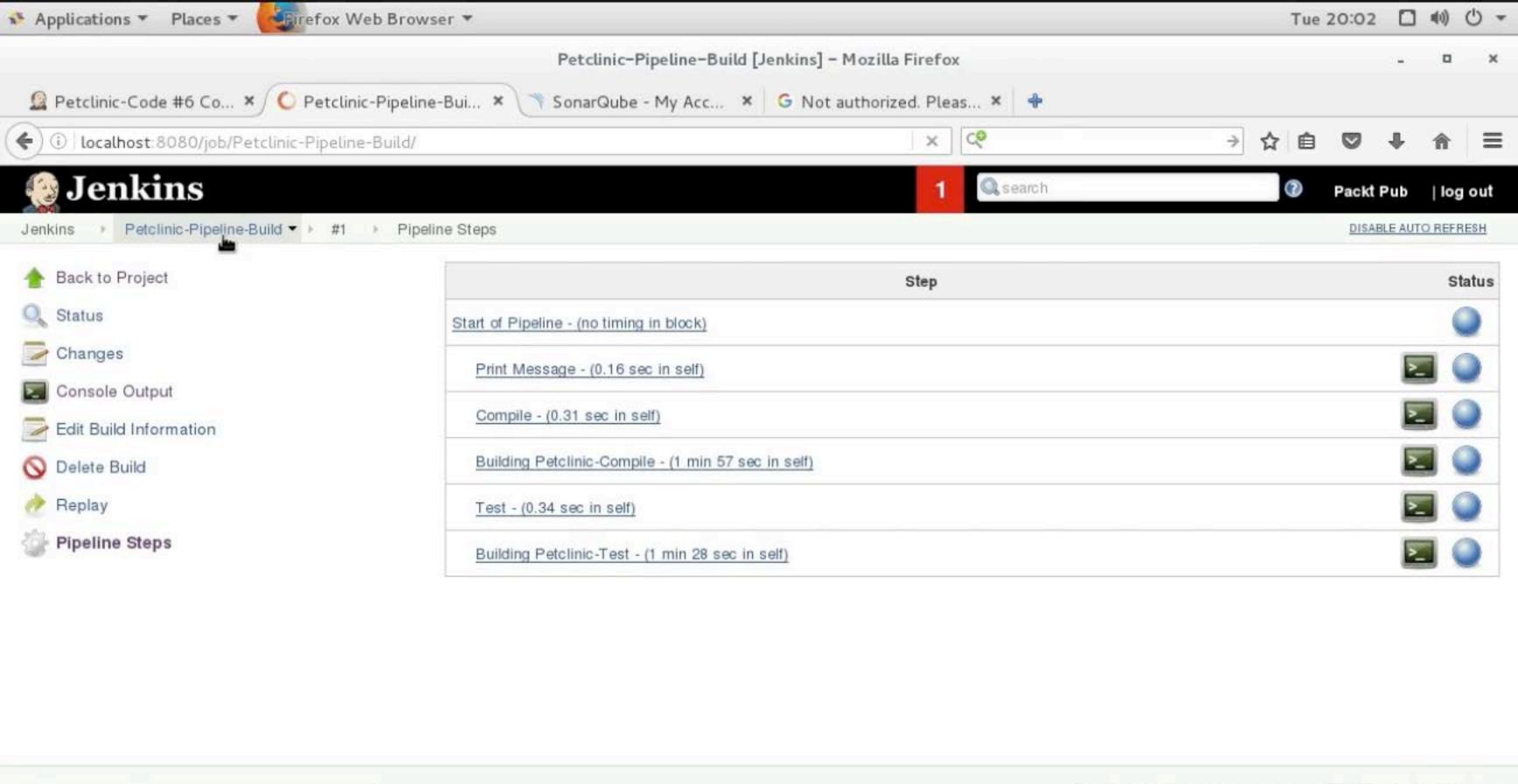






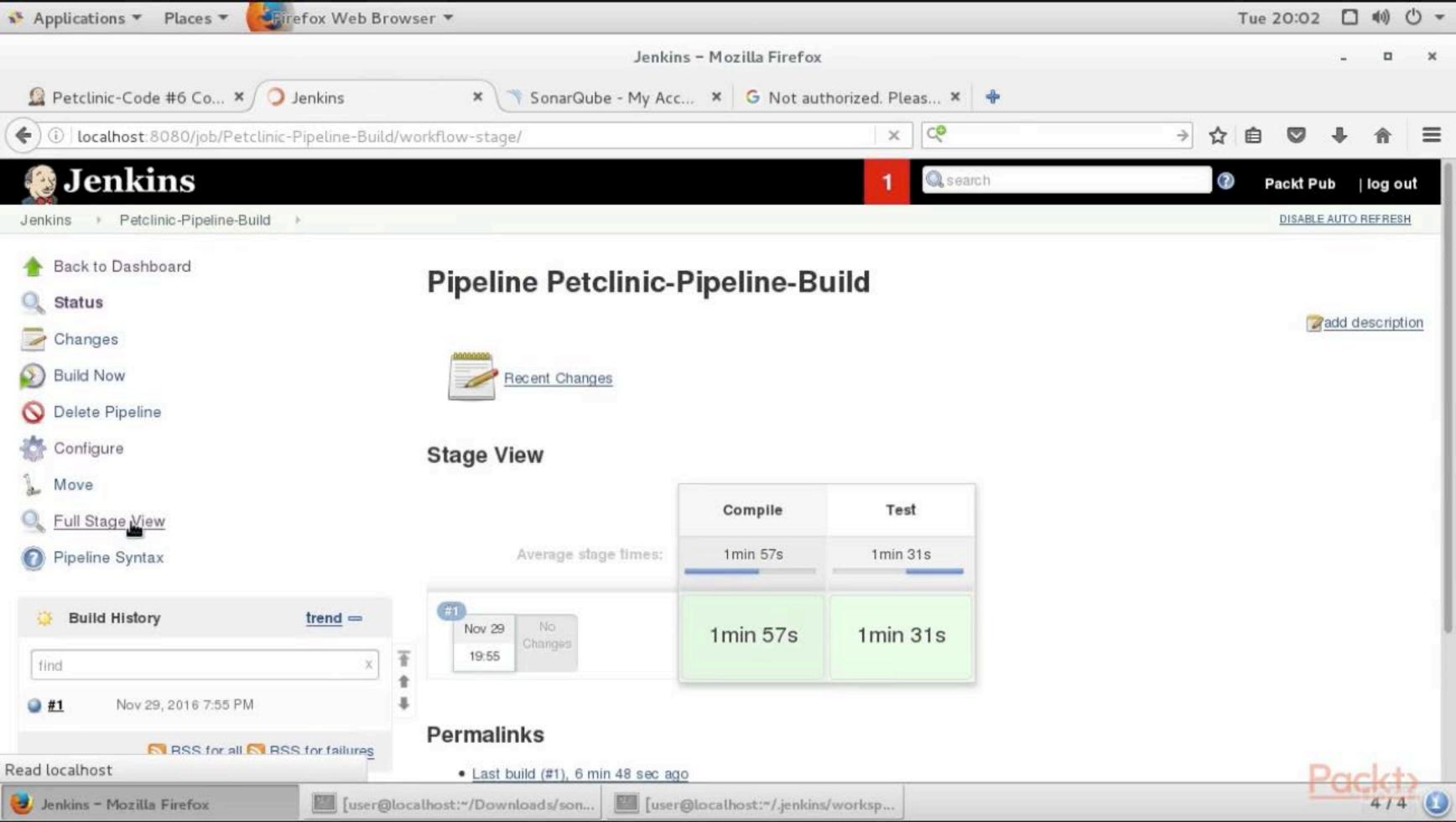


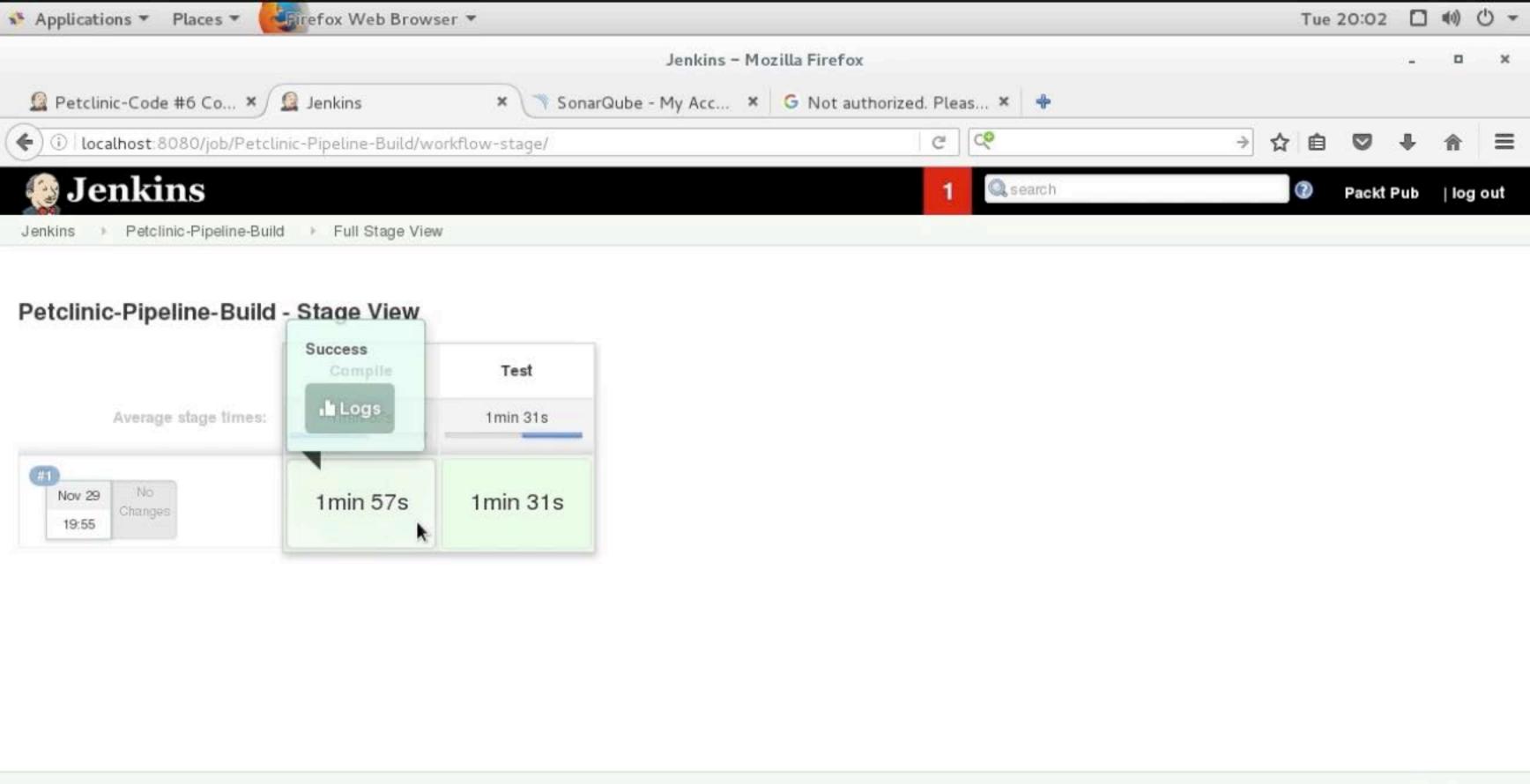
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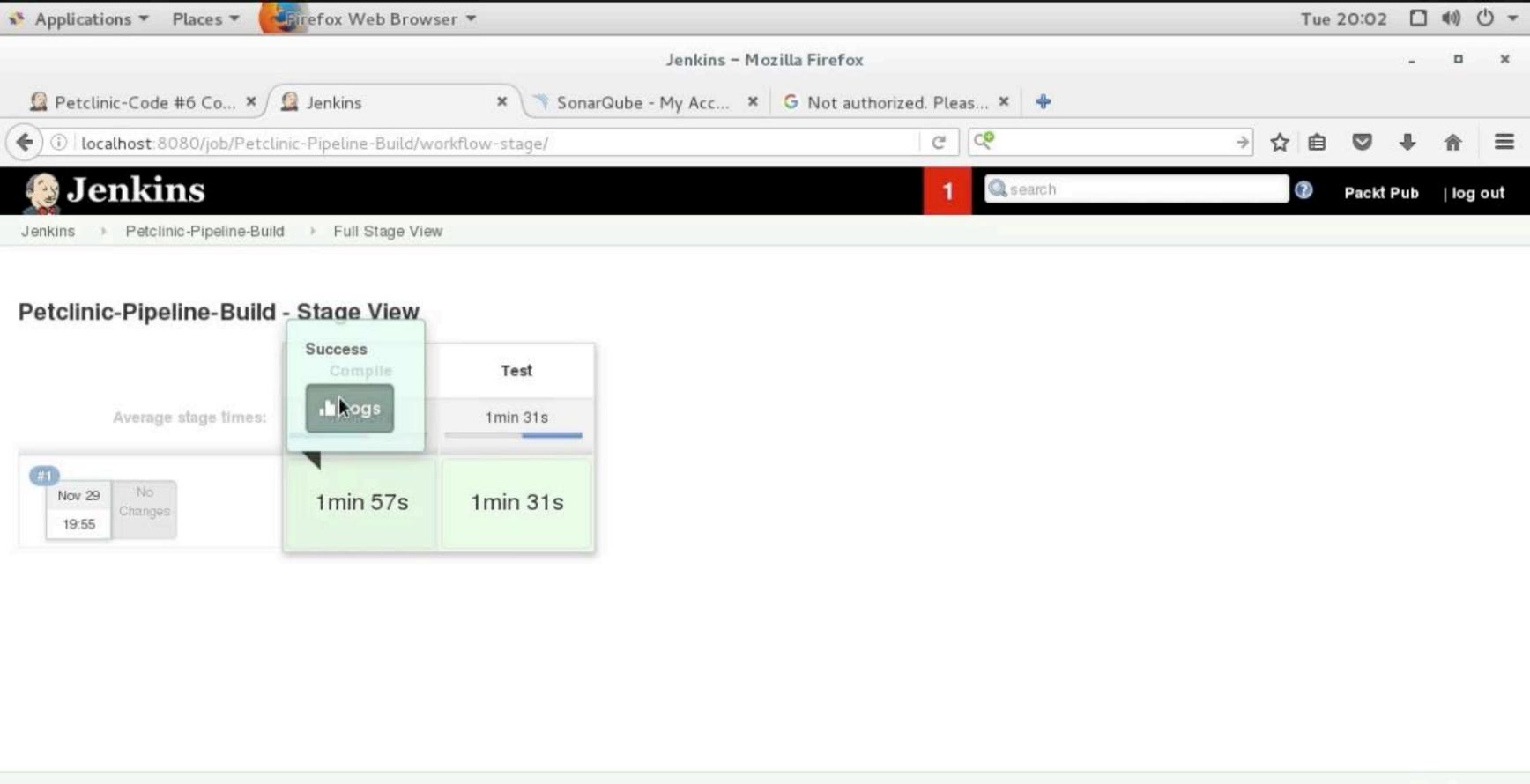


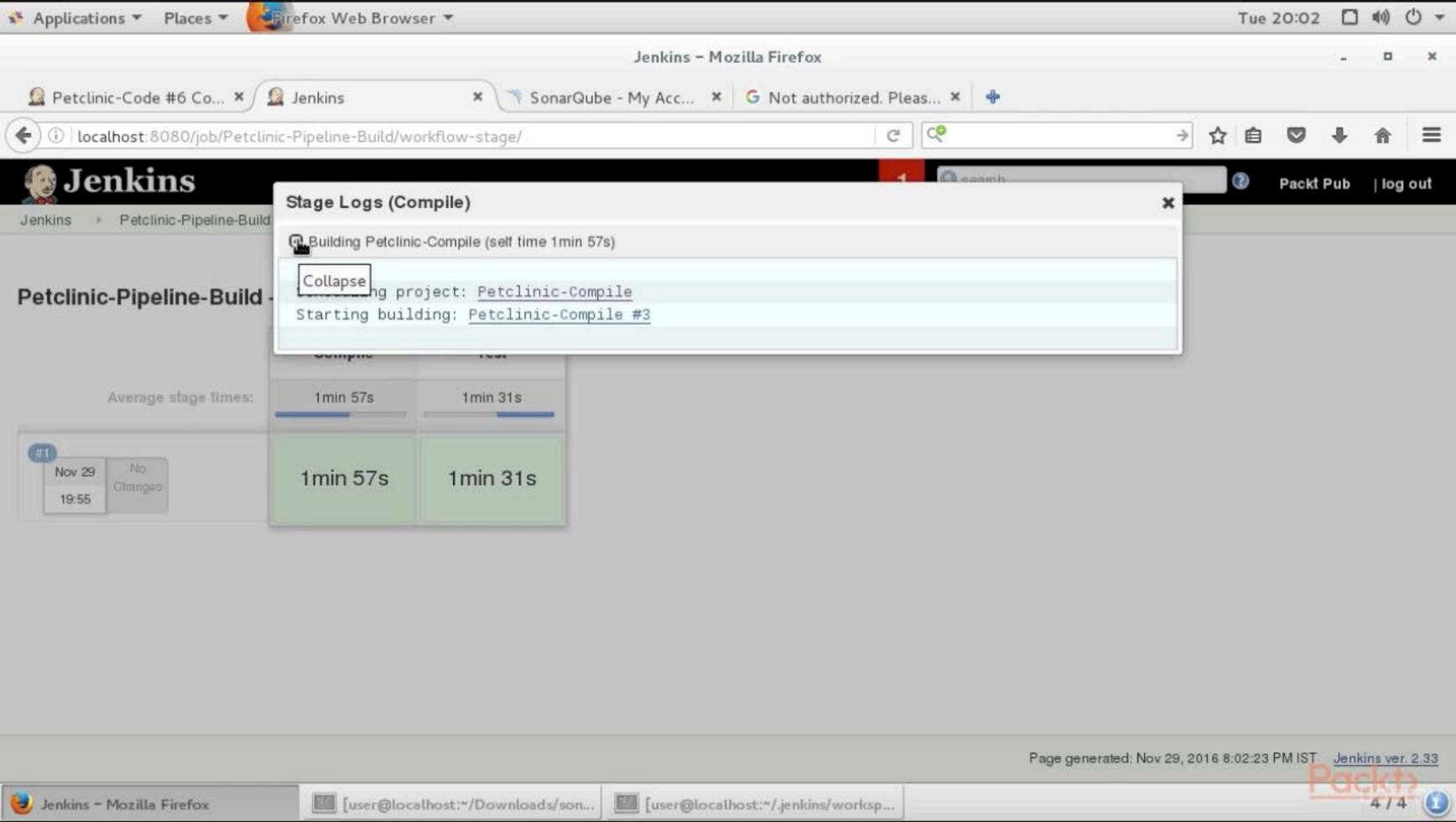
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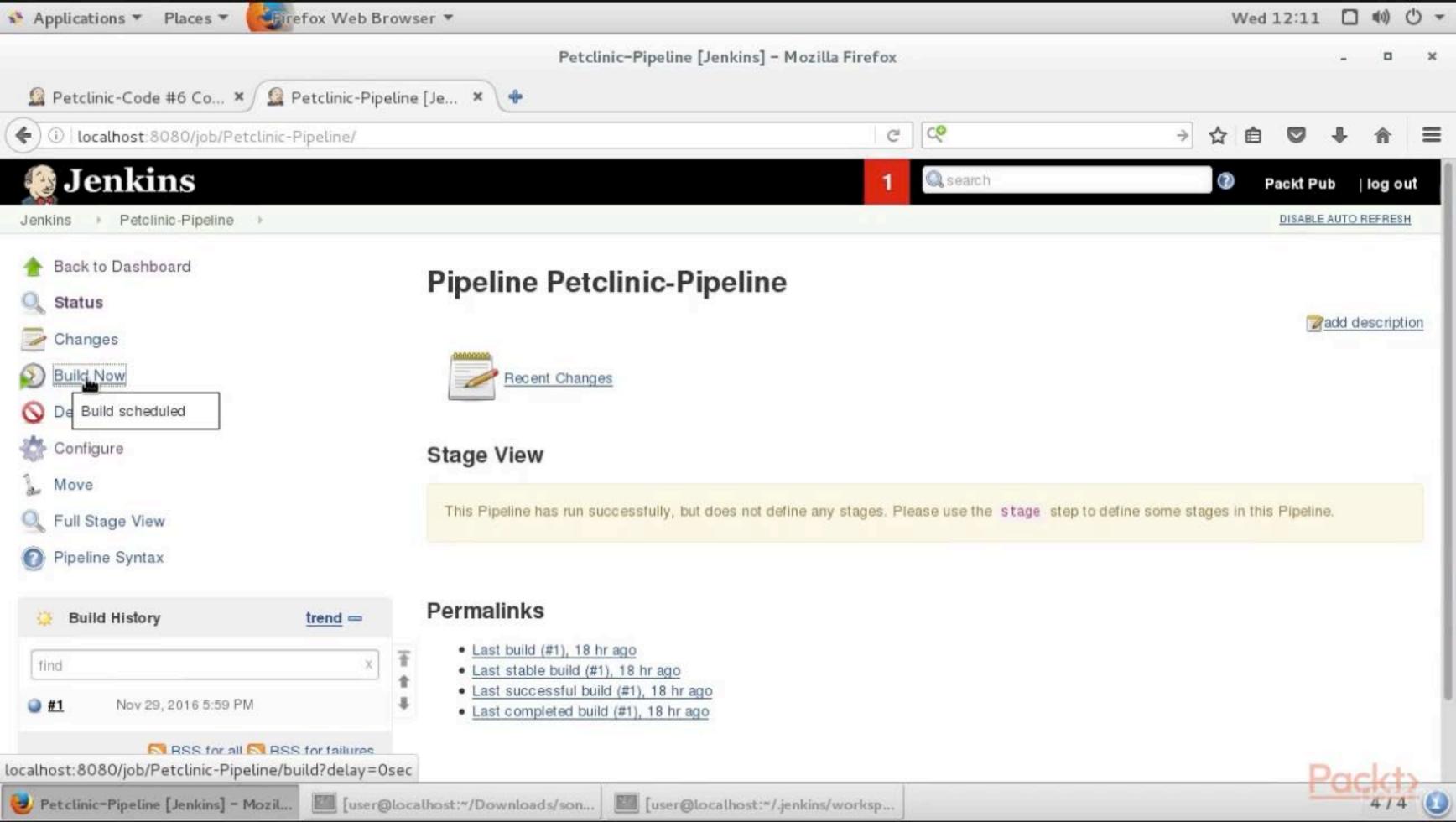
Read localhost

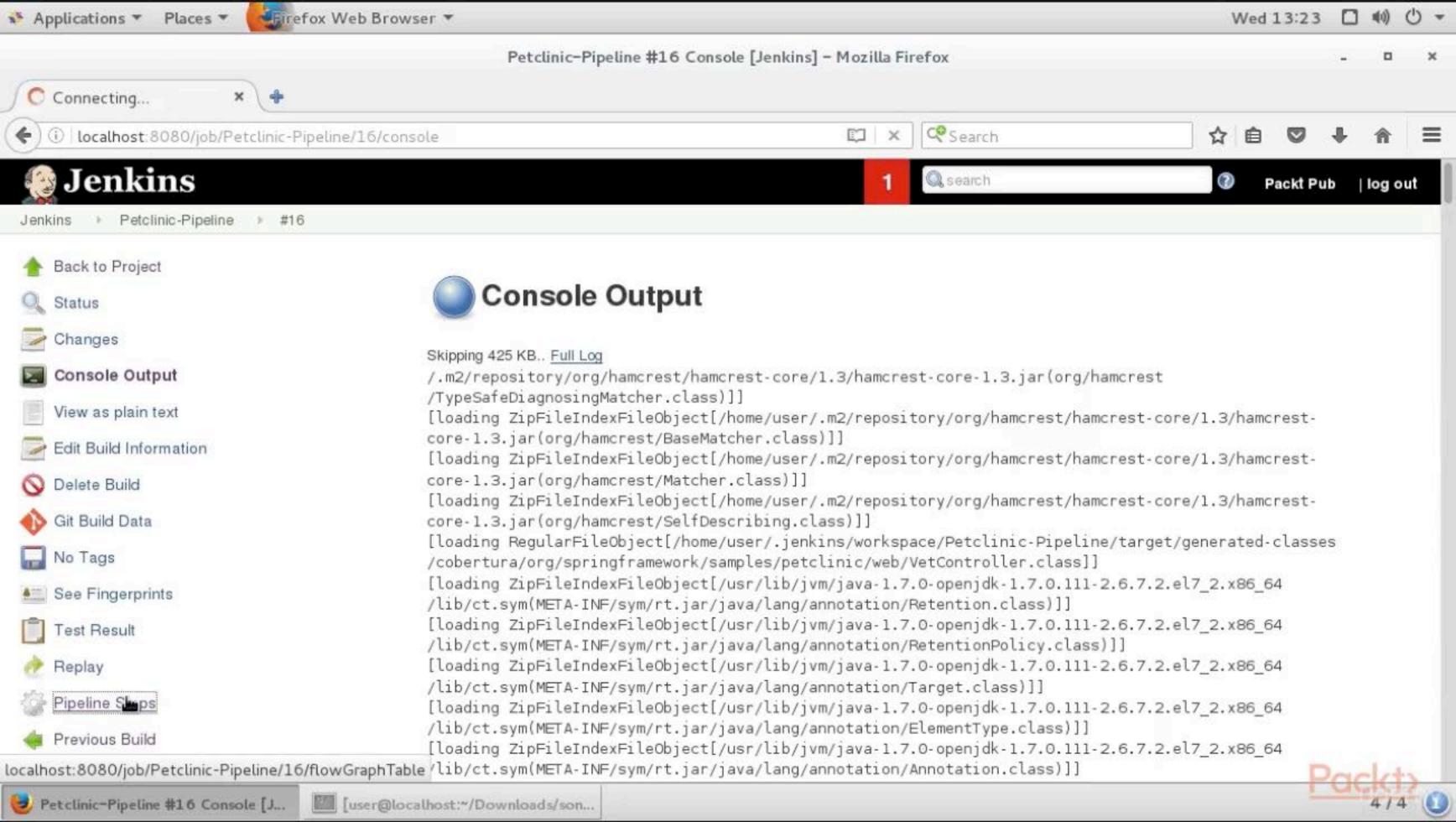


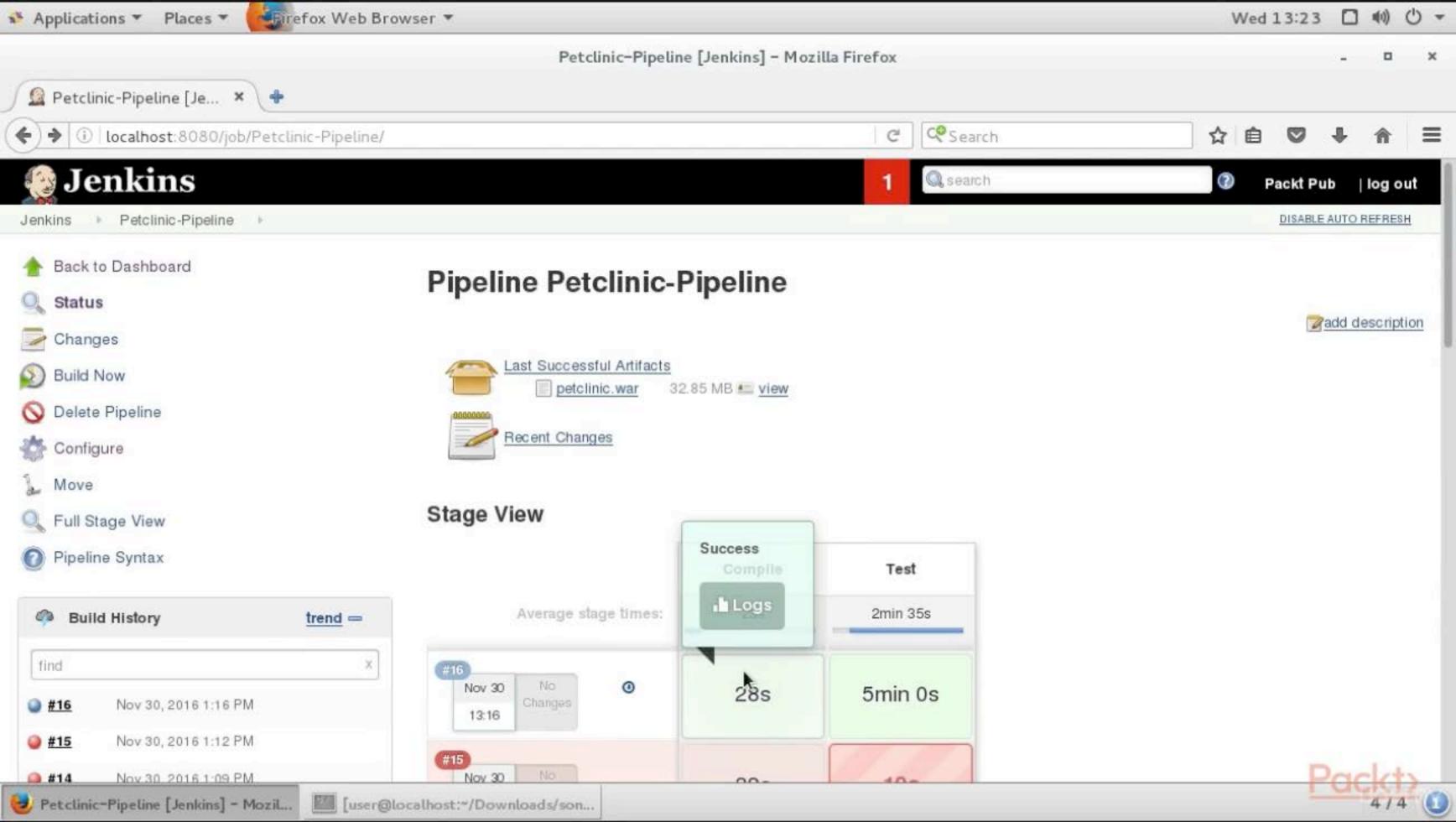


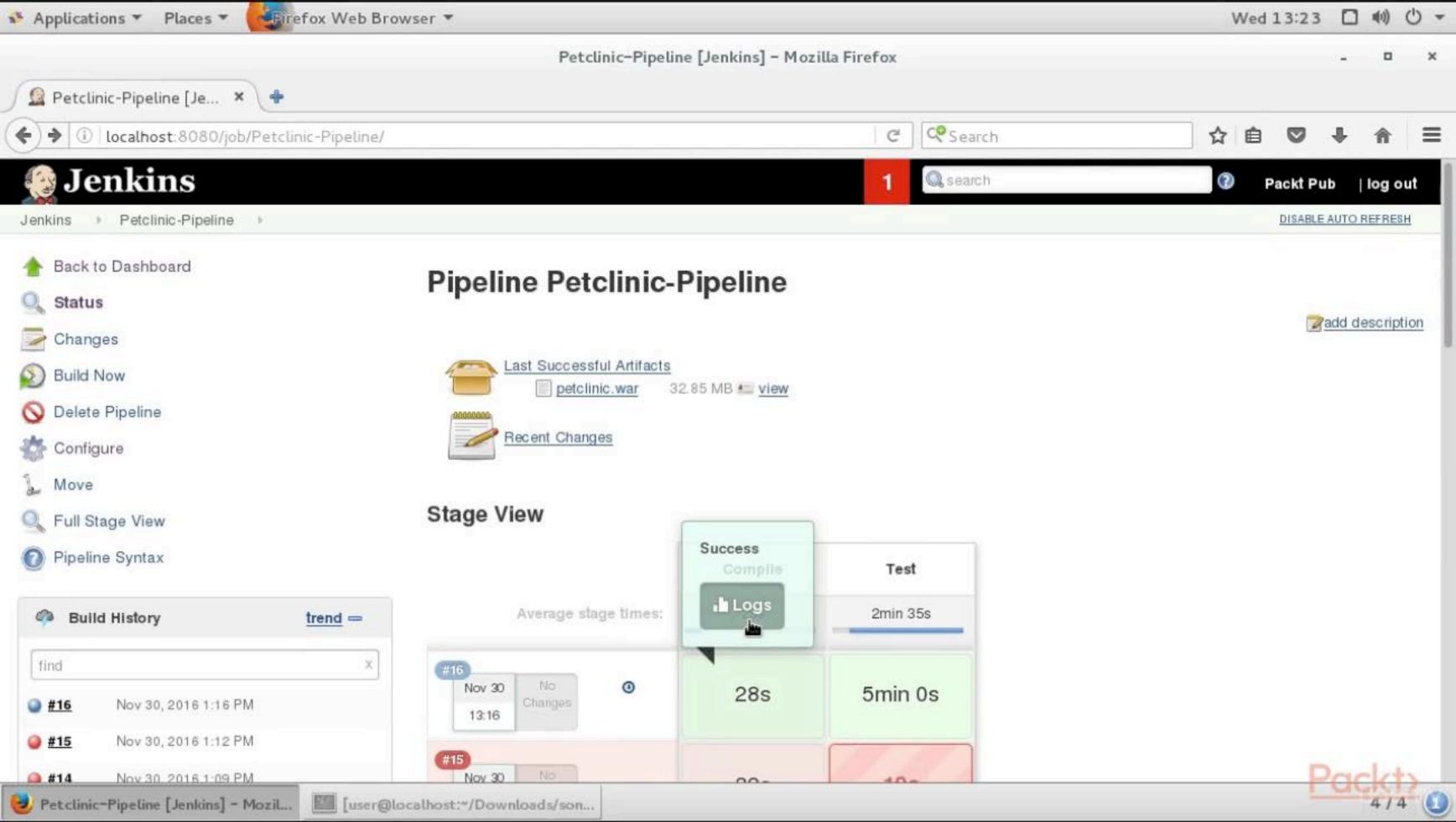


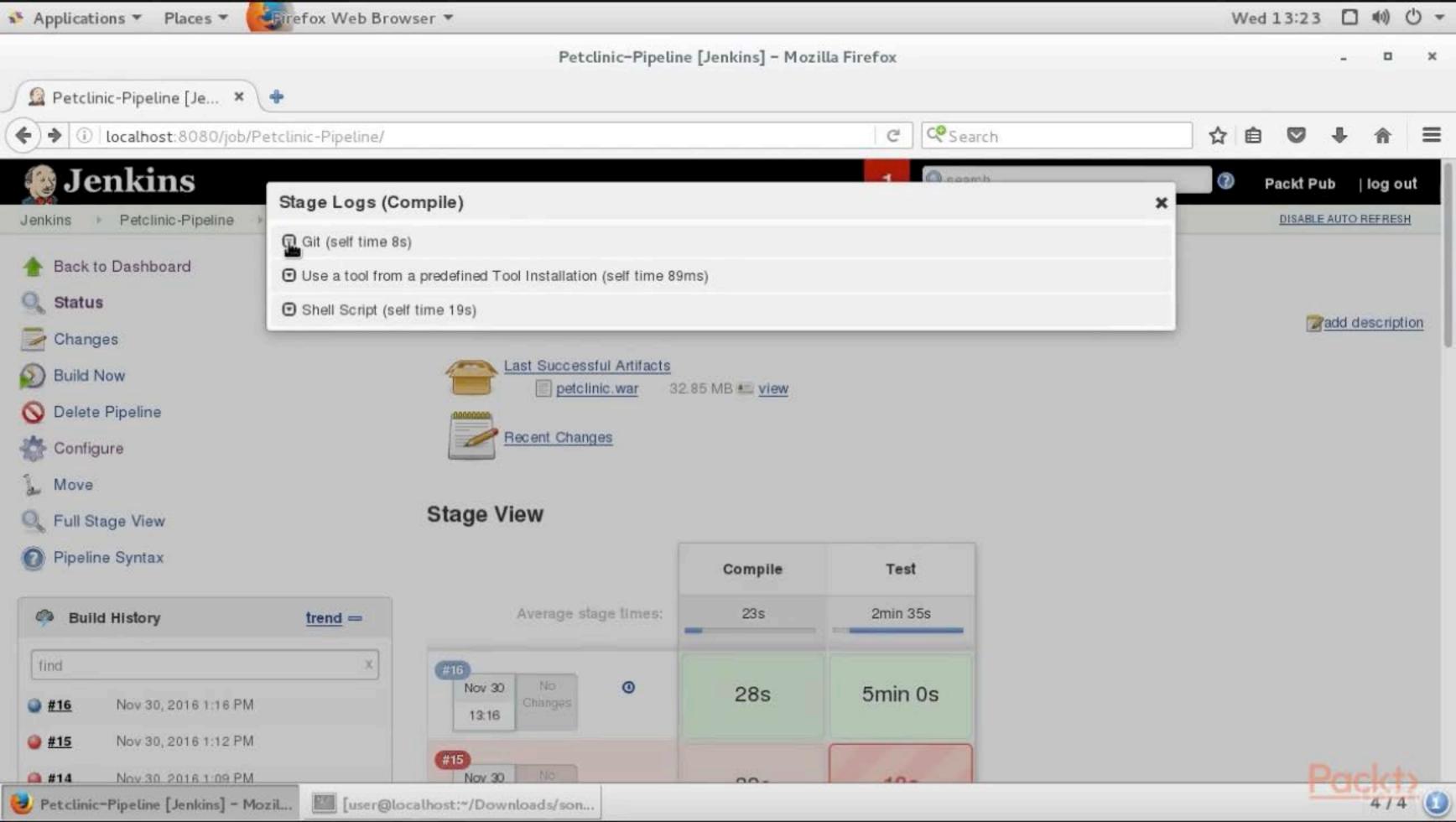


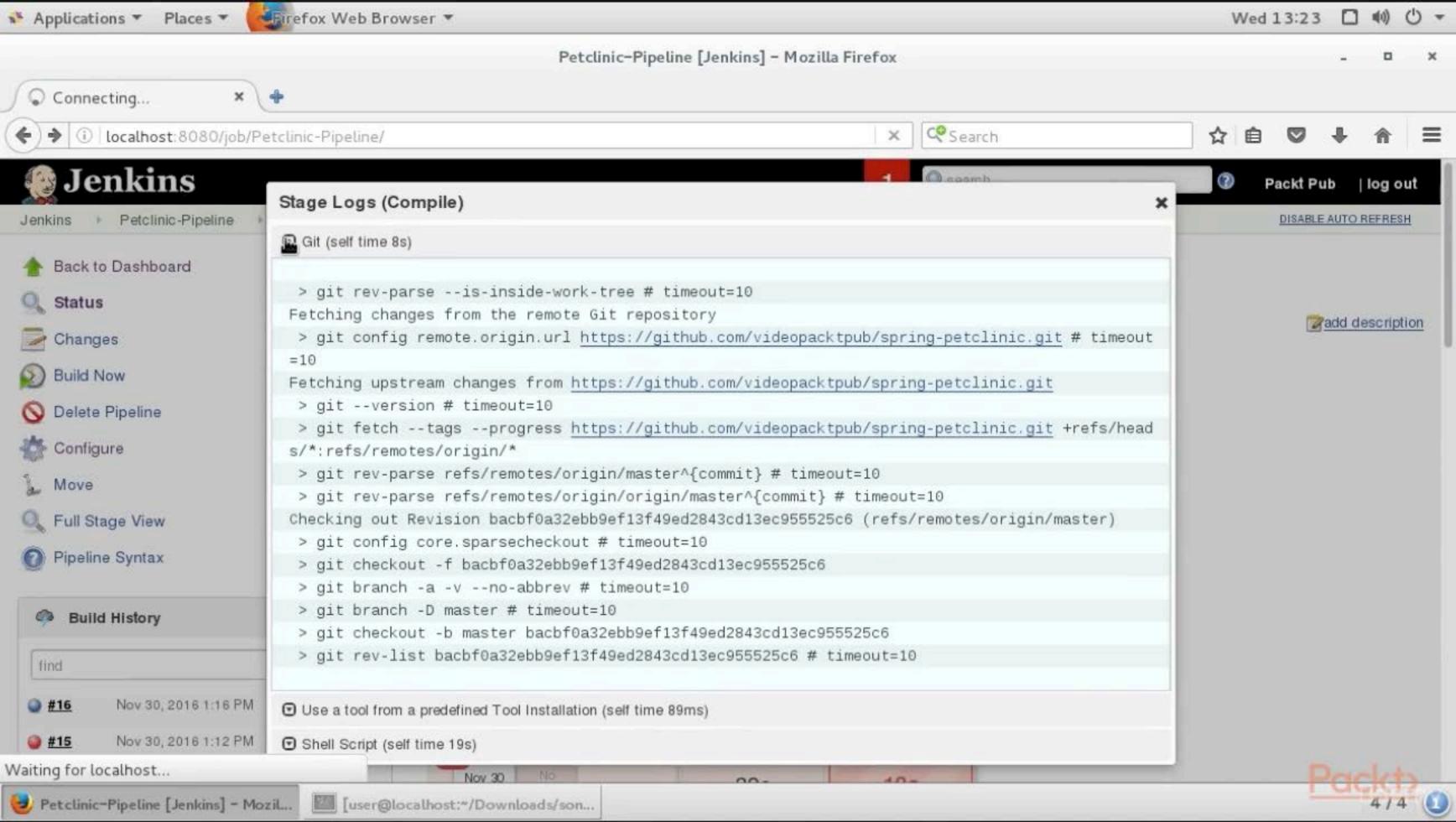


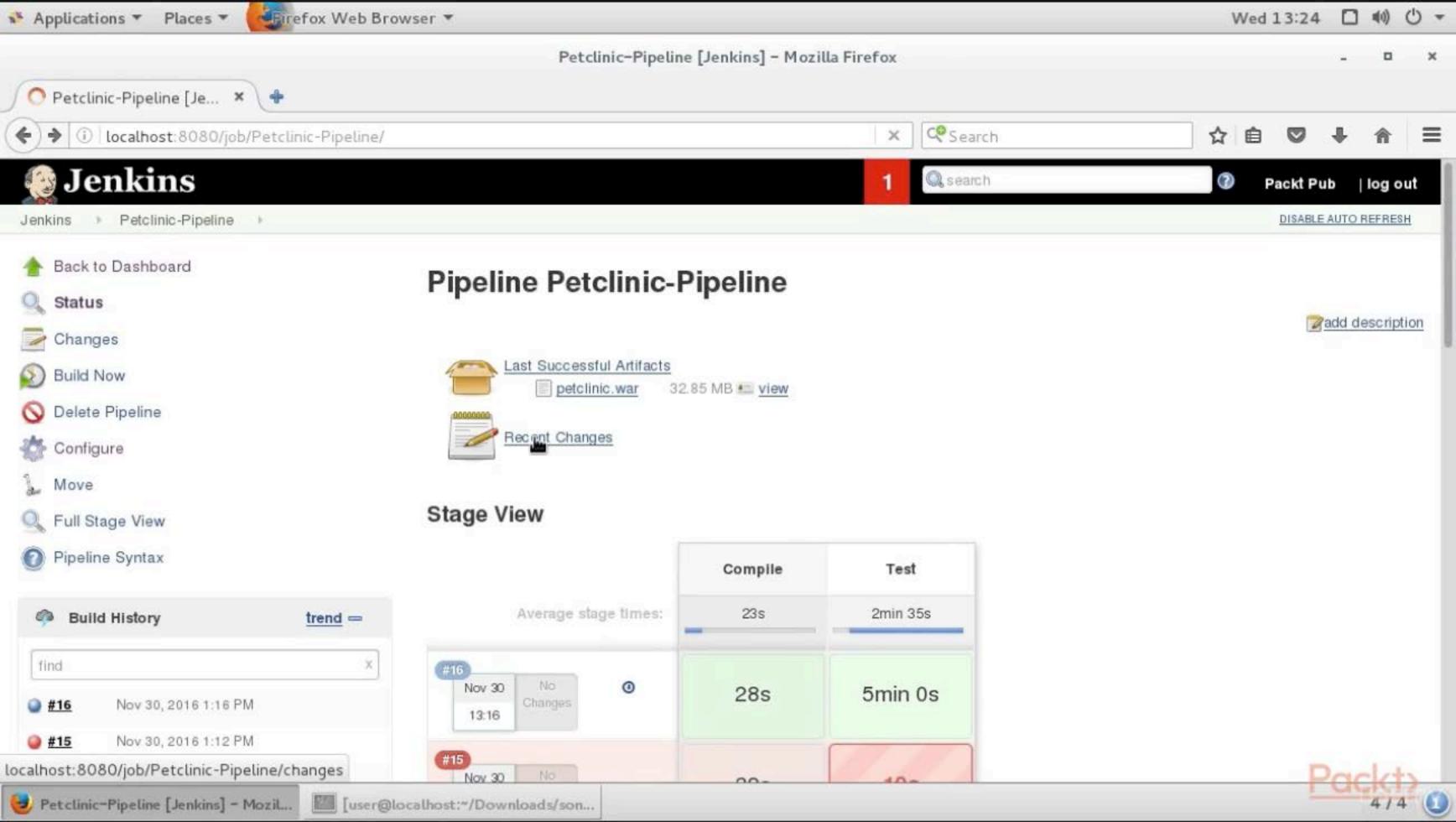


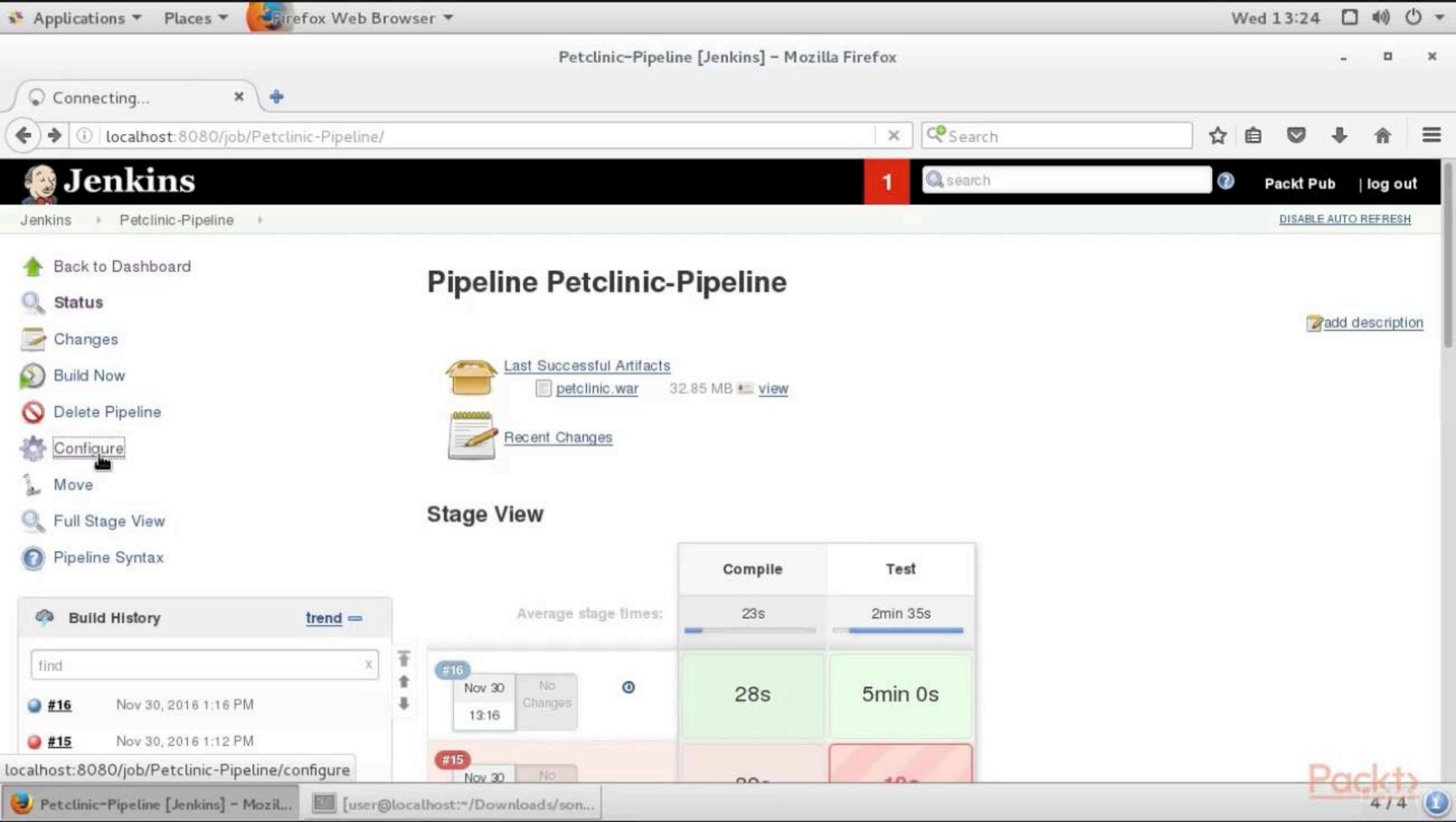


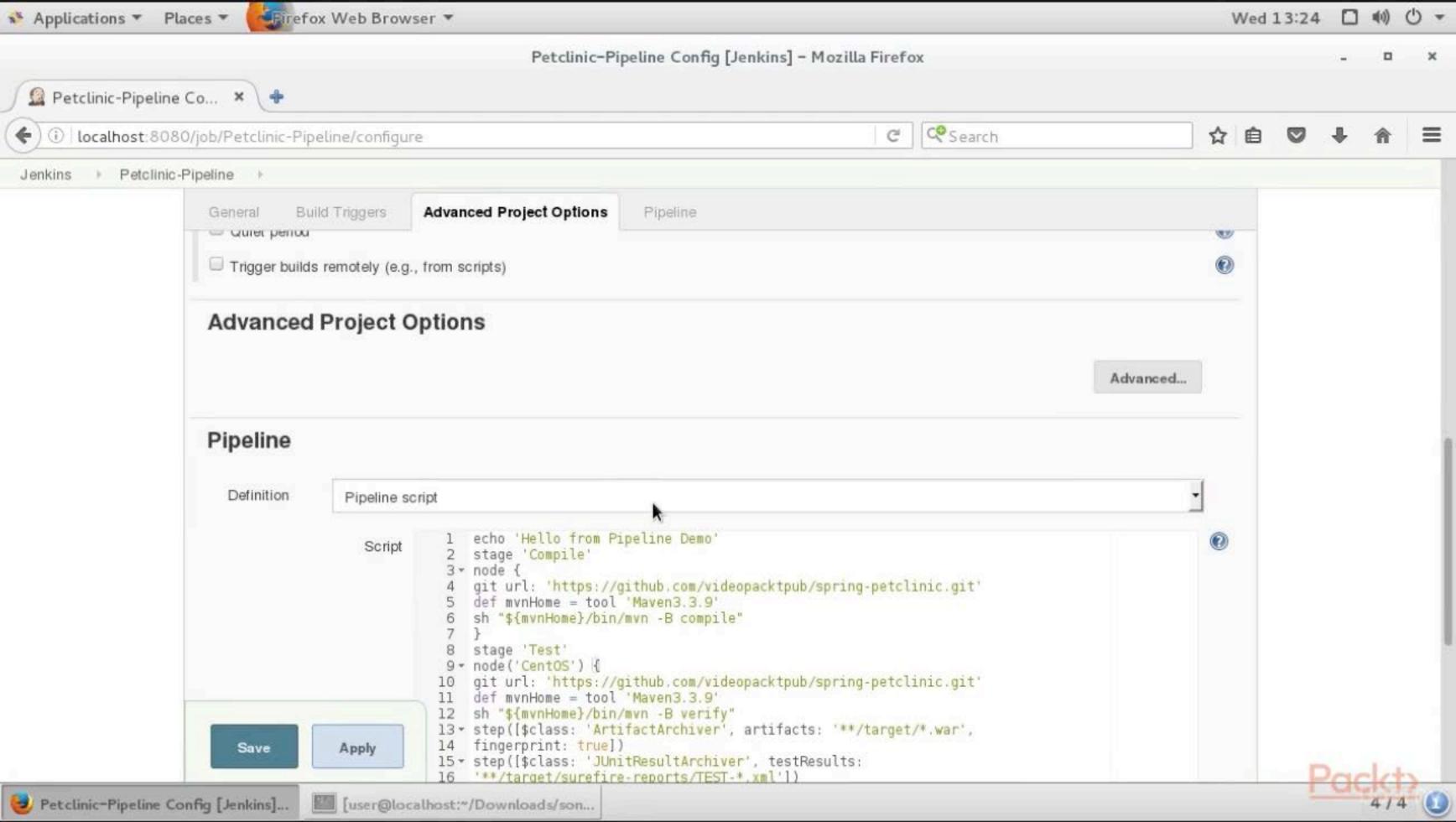


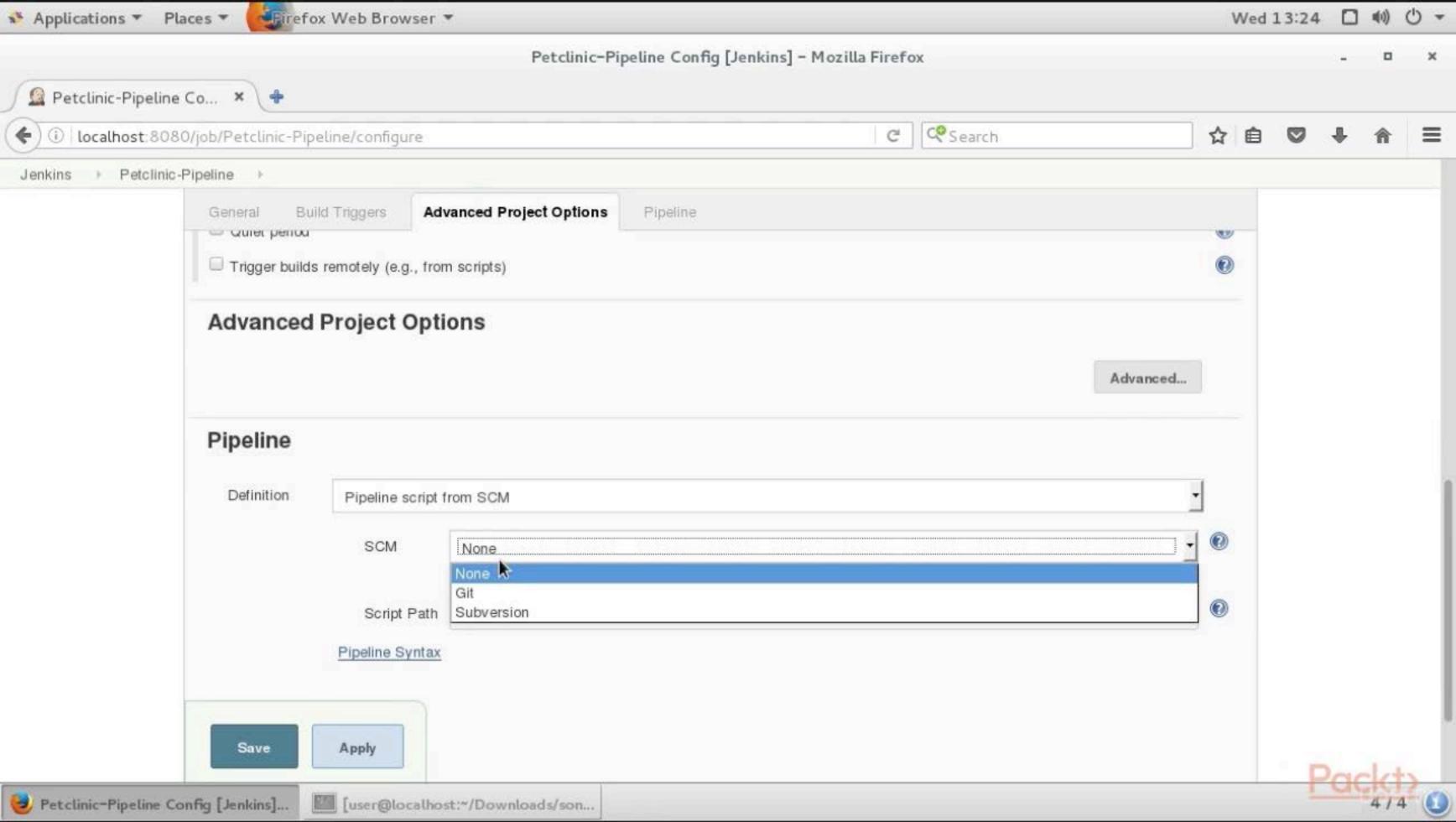


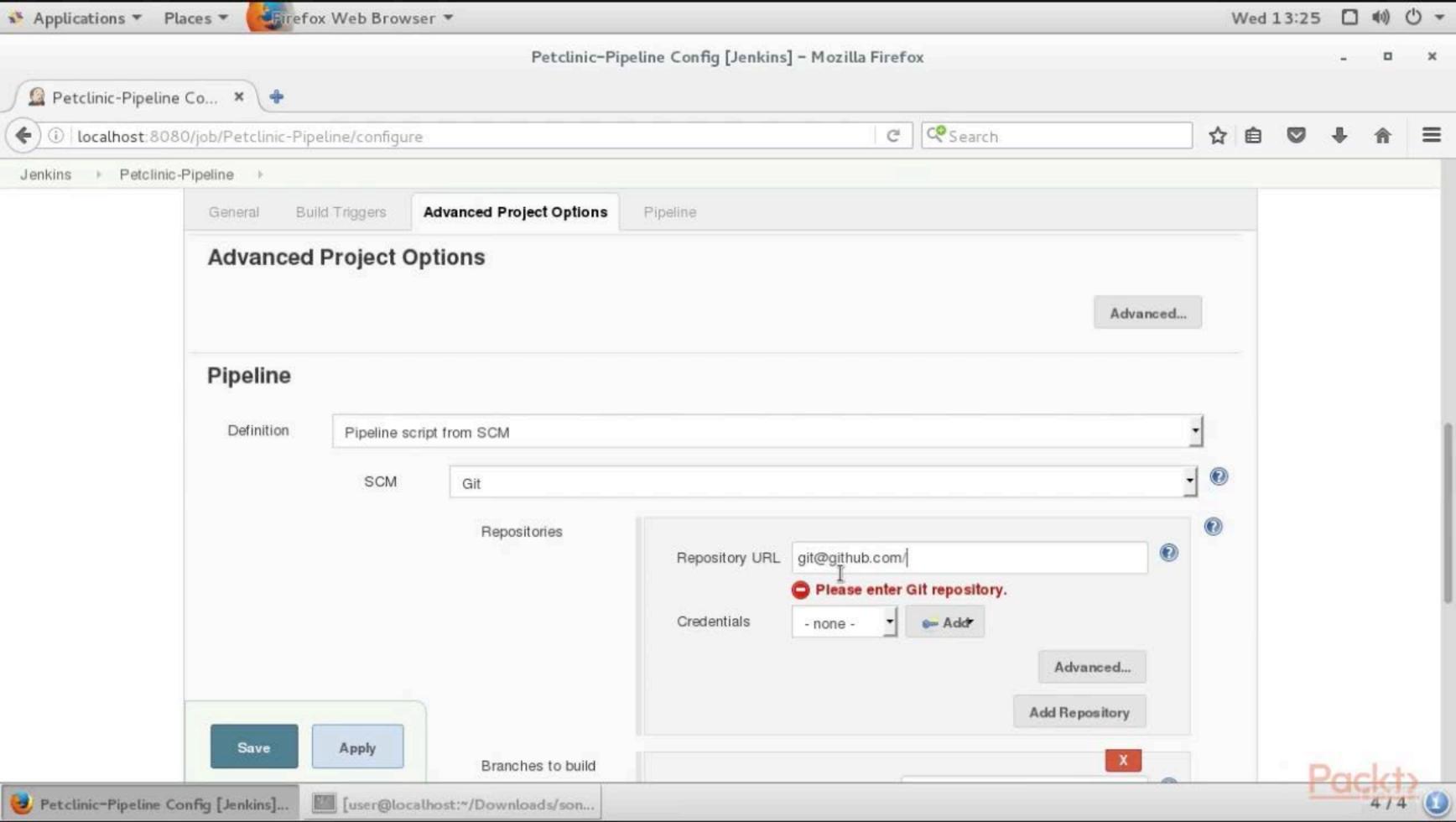


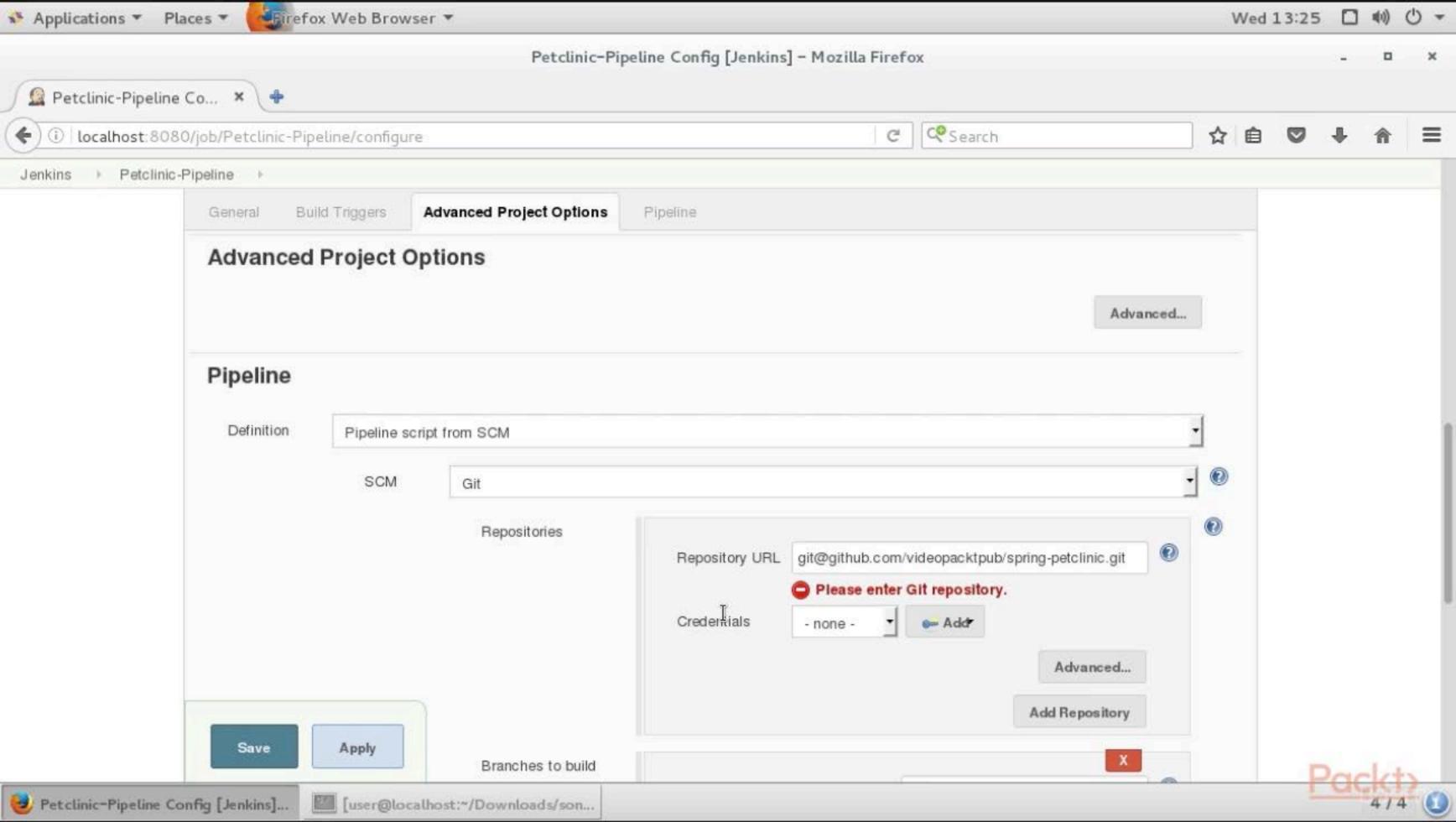












## Next Video

Using the Build Pipeline Plugin

