## **Tutorial for GOCD**

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#### **Background:**

Continuous Integration means the ability to integrate code into a shared repository frequently. This is accompanied by automated builds and automated tests. This allows us to detect and locate errors more quickly.

Continuous Delivery ensures that the software is in a deployable state at any point in time. The deployment to production is a manual process.

GOCD is an open source continuous integration and continuous delivery platform. It is split into GOCD server and agent. The server controls everything. It provides the user interface for the users and the work for the agents. The agents are the ones that run commands, do deployments etc. They do all the work. Therefore, you need a server and at least one agent to work with GOCD.

## The relationship between GOCD and DevOps:

GOCD is an open source continuous delivery tool allowing for advanced workflow modeling and dependencies management which is closely related to DevOps. Some other devops tools belong to "Project Management" category of the tech, while GOCD can be primarily classified under "Continuous Integration". On the other hand, GOCD provides the following key features which are directly connect to DevOps:

- Model complex workflows with dependency management and parallel execution,
- Easy to pass once-build binaries between stages,
- Visibility into your end-to-end workflow. Track a change from commit to deploy at a glance.

## Repository we used to test in the following tutorial:

https://github.com/YonatanKra/web-components-ui-elements/tree/before ci cd

Before using this repository, please fork it to your own github account!

#### The definition of server and client of GOCD

Before installing GOCD, it should be helpful to know what is a server and a client. In GOCD, there is only one server. The user can access the user interface of the server by using a specific URL. The server triggers the pipeline once there are any changes in the project repository. It assigns the jobs to different agents. It does not run any commands or do deployments. On the other hand, once the agent receives the job from the agent, the client runs a list of tasks of the job, such as running the command lines and deploying the project. After that, the client reports the status of the job to the server. Therefore, the server decides the stage of the job based on the information from the client.

# Part 1: Installation and configuration of first pipeline:

**Link of downloading GOCD**: <a href="https://www.gocd.org/download">https://www.gocd.org/download</a>
GOCD is available on Windows, OSX, Linux and other cloud providers.
In order to GOCD, one server and at least one client are needed to be installed.

The following steps of installing and configuring GOCD is based on Windows OS.

#### **Installing GOCD server:**

After running the GOCD-server.exe package, it will be installed locally. You can access it using URL: localhost:8153 to check if it is successfully installed on your computer.

## **Installing GOCD client**

Next, we run GOCD-agent.exe executable. It is also installed locally. When you switch to the "Agents" tab at the server interface, you should see your installed agent listed as "IDLE". After you start running the client, the client can connect to the server by typing the URL of the server (localhost:8153/go).

The following steps are used to create a new pipeline on the server.

## Step 1:

This step is to configure the material. Material is a project repository which is source controlled. GOCD keeps checking the changes of the materials and triggers the pipeline. Typically, a material is a source repository. We choose the github repository as the material in this tutorial. A pipeline can be a material as well.



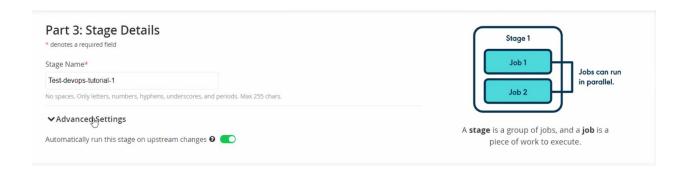
#### Step 2:

This step is used to configure the pipeline. Pipeline is a workflow which contains a list of stages. Every stage is running in order. If one stage fails, the following stages will not be executed.



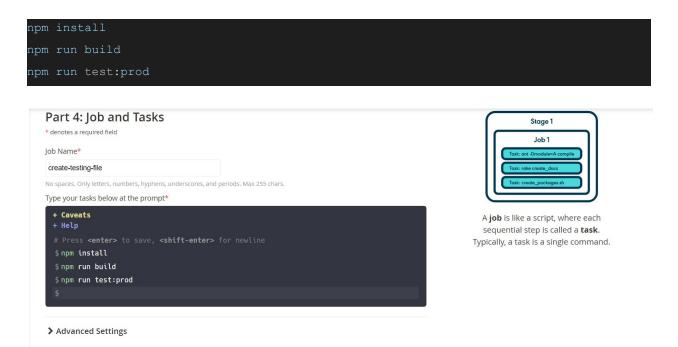
## Step 3:

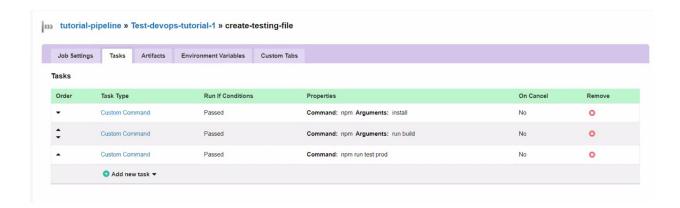
In this step, one stage is configured. Every stage includes a series of jobs. Every job is independent. It means that GOCD can execute several jobs at the same time. If one job failed, this stage will fail but it won't influence the execution of other jobs.



#### Step 4:

A job is part of a stage. It is a sequence of tasks. A task is a command which runs in a job. If a task fails then all the following tasks will not be executed. The job is then considered as "failed". In this step, a job is configured to build and test our application. Here is the command we used:

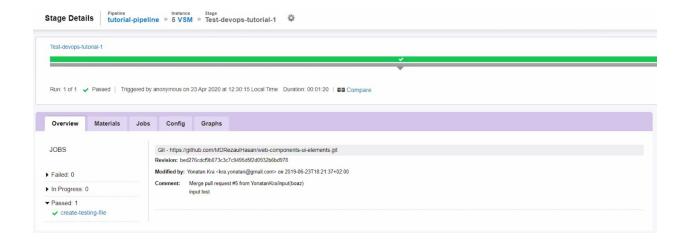




Here is the page after you successfully configure one pipeline.



After all the tasks in a pipeline are executed, you can view the result by clicking the status button. The following screenshot shows that one job named "create-testing file" was successfully executed.



By clicking job, "create-testing-file", the input and the output are revealed. In this case, the following command lines are successfully executed:

```
npm install
npm run build
npm run test:prod
```

The result is that all the tests are passed

```
Change theme ** Fullscreen Exp

[go] Job Started: 2020-04-23 12:30:34 CEST

[go] Start to prepare tutorial-pipeline/5/Test-devops-tutorial-1/1/create-testing-file on LAPTOP-BIA7GPHB [C:\Program Files (x86)\Go Agent]
[go] Start to build tutorial-pipeline/5/Test-devops-tutorial-1/1/create-testing-file on LAPTOP-BIA7GPHB [C:\Program Files (x86)\Go Agent]

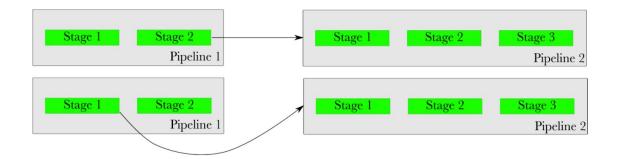
* [go] Task: npm run build took: 5.8265

* [go] Task: npm run test:prod took: 5.825

* [go] Current job status: passed
[go] Start to create properties tutorial-pipeline/5/Test-devops-tutorial-1/1/create-testing-file on LAPTOP-BIA7GPHB [C:\Program Files (x86)\Go Agent]
[go] Start to upload tutorial-pipeline/5/Test-devops-tutorial-1/1/create-testing-file on LAPTOP-BIA7GPHB [C:\Program Files (x86)\Go Agent]
[go] Job completed tutorial-pipeline/5/Test-devops-tutorial-1/1/create-testing-file on LAPTOP-BIA7GPHB [C:\Program Files (x86)\Go Agent]
```

# Part 2: Using a pipeline as a material

The above material shows that a git repository can be used as a material. In the following guide, using a pipeline as a material will be revealed. It means that a downstream pipeline is chained with a stage of upstream pipeline. The following picture may provide you with a better understanding of the relationship between pipeline and material.

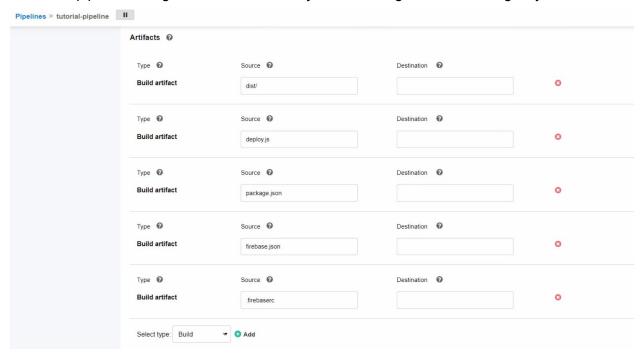


#### **Artifact**

Before configuring the second(downstream) pipeline, the artifact of the first(upstream) pipeline should be configured. Artifact is a file or a folder which represents the output of a pipeline. After configuring an artifact, GoCD makes sure that the artifact will be moved from agent to server so that the downstream pipeline can use it later.

#### Add artifact in Upstream pipeline

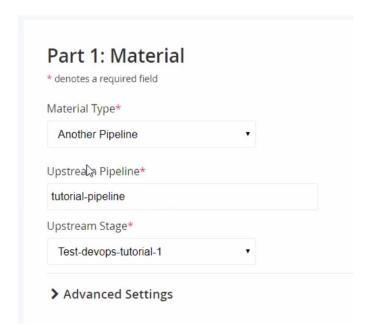
In the first pipeline, configure the artifact in the job of first stage in the following way:



The following step 1-3 is to create another pipeline(downstream pipeline).

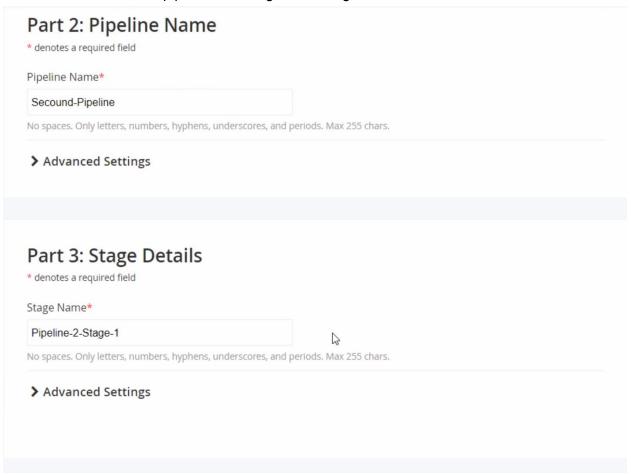
#### Step 1

Instead of choosing Git repository as a material, the pipeline is chosen as the material this time. In this case, the first pipeline(upstream pipeline) is chosen.



## Step 2 and Step 3

The name of the second pipeline and stage are configured.



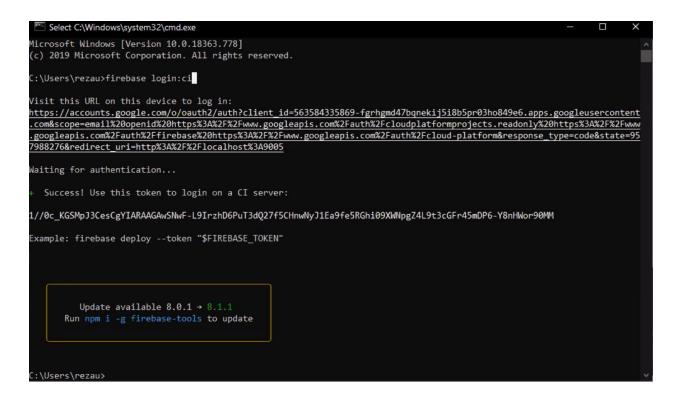
#### Step 4 Generate Firebase token

After configuring the second pipeline, we generate the token of firebase. The firebase platform will be used later to deploy this project.

The following command lines are used to generate a firebase token.

```
npm install --global firebase-tools
firebase login:ci
```

The following picture shows the example of successfully generating a token of firebase.



#### Step 5 Add Deploy.js to Git repo.

The Firebase CLI can be used programmatically as a standard Node module. This file includes the token and project name created on firebase platform. Therefore, this test github repo can be deployed on firebase.

```
var client = require("firebase-tools");
client
  .deploy({
    project: "devopstutorial-d9959",
```

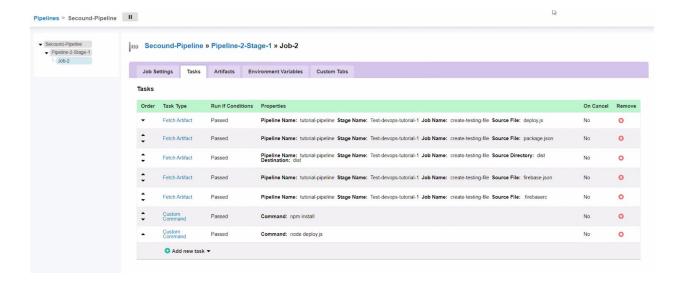
```
token:
"1//0c_KGSMpJ3CesCgYIARAAGAwSNwF-L9IrzhD6PuT3dQ27f5CHnwNyJ1Ea9fe5RGhi09XWNpgZ4L9t3cGFr
45mDP6-Y8nHWor90MM",
   force: true,
})
.then(function () {
   console.log("Rules have been deployed!");
})
.catch(function (err) {
    // handle error
   console.log("Error! " + err);
});
```

Other than adding deploy.js file, ".firebaserc" file need to be changed to match the name of the project created on firebase.

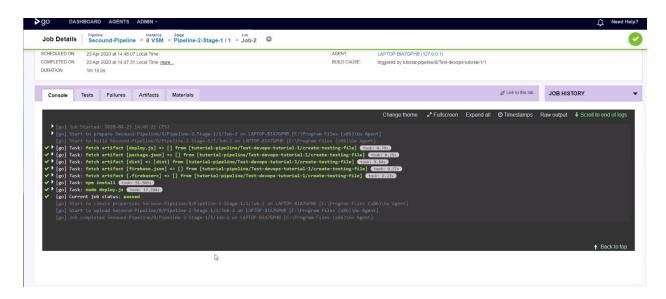
```
"projects": {
    "default": "devopstutorial-d9959"
  }
}
```

# **Step 6 Fetch artifact in Downstream pipeline:**

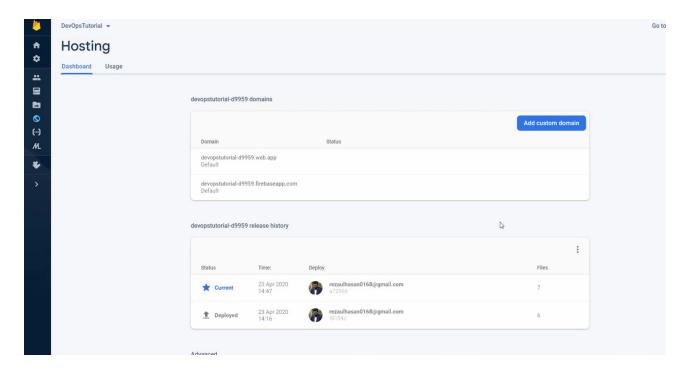
In order to use the output file after running pipeline, deploy.js, package.json,dist folder, firebase.json and .firebaserc should be fetched by downstream pipeline.



After configuring the artifacts, you are able to run the second pipeline. Here is the log file of successfully running second(downstream) pipeline:



The project has been successfully deployed on Firebase, by clicking devops tutorial-d9959.web.app, you can view the website. We decided not to show the website here. Please consider it as an easter egg!



# appendix:

The relationship between pipeline(P), stage(S), job(J) and task(T):

