Full Stack Development
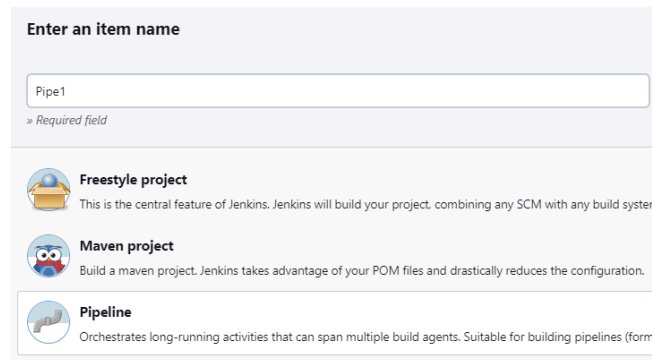## Lab Jenkins 3

Running a Simple Pipeline

1. Lab objectives

In this lab you will be using a Jenkinsfile to run the Hello World application

2. Create the project and the Jenkinsfile

Start Jenkins and log in as before.

Create a new **Pipeline** project. Called **Pipe1**.

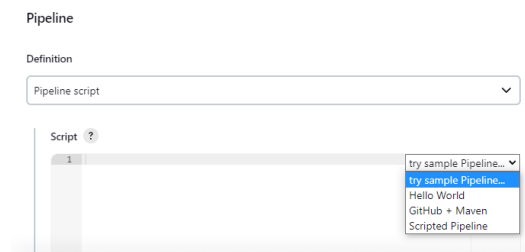In the **Pipeline** section, choose the "Hello World" option from the dropdown list.

The result should look like this.

Save the project and run it. Notice that the output looks different than the projects you were running before.

2. The Pipeline repository

Create a new git repository called pipeline. Specifically, create an empty git repository in a directory of you choosing. For this lab, I am using D:/pipeline.

Cope the pipeline script from the previous section and save it into a file name **Jenkinsfile** in the repository you just created.

```
D:\pipeline>dir
 Volume in drive D is Working
 Volume Serial Number is 021F-6867

 Directory of D:\pipeline

2022-11-20  05:55 PM    <DIR>          .
2022-11-20  05:55 PM    <DIR>          ..
2022-11-20  05:55 PM               162 Jenkinsfile
               1 File(s)            162 bytes
               2 Dir(s)  3,786,219,278,336 bytes free

D:\pipeline>git init
Initialized empty Git repository in D:/pipeline/.git/

D:\pipeline>git add .

D:\pipeline>git commit -m "Initial commit"
[master (root-commit) e305b45] Initial commit
 1 file changed, 11 insertions(+)
 create mode 100644 Jenkinsfile
```

Change the **Pipeline** section of you project to use the Jenkinsfile in the repository.

Make sure that the correct branch is chosen (if you are unsure, do "git branch –list") in your repository. Also make sure that you have the name of the Jenkinsfile spelled correctly and with the correct case.

Run the project to confirm it works.

3. Versioning the pipeline

Edit the Jenkinsfile in your repository to print out a different message. Commit your changes to the repository. You have just created a new version of your pipeline.

There is no need to update anything in Jenkins, just rerun your project and check the console output to show that it actually has been updated.