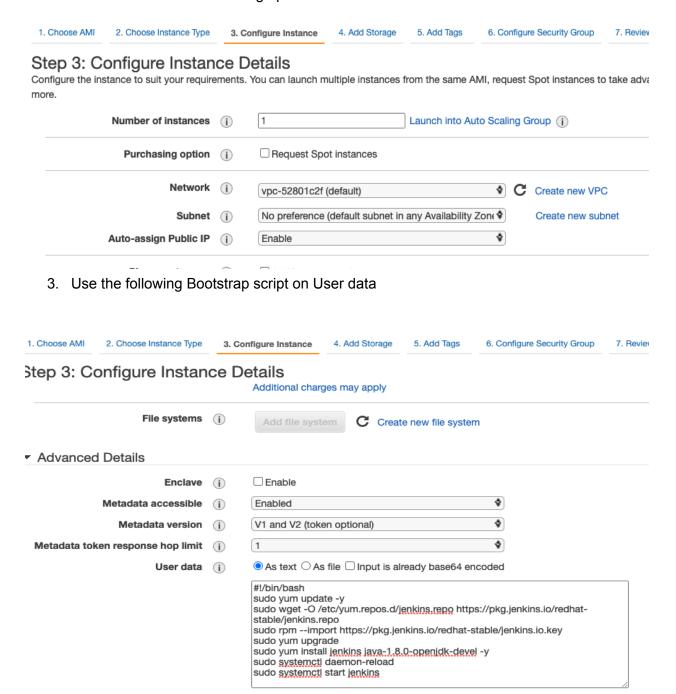
### Documentation\_Deployment2

#### Step 1

- 1. Launch new AWS instances
- 2. Select "Enable" on Auto-assign public IP



- 4. For security groups set an SSH port of 22 Custom 0.0.0.0/0, HTTP port of 80 Custom 0.0.0.0/0, and a Custom TCP Rule with port 8080 My IP
- 5. Launch EC2 Instances

#### Step 2.

1. Use the command for SSHing

cd (path where your key lacated)

ssh -i (EC2 Keys) ec2-user@(public IPV4 of our instance)

- 2. Then run command for making sure Jenkins is runnig sudo systematl status jenkins
  - 3. Then run command

sudo cat /var/lib/jenkins/secrets/initialAdminPasswrd

# Step 3.

- 1. Enter on the new tab public IP4:8080
- 2. Paste what you recently copied from step 2 for the jenkins password.
- 3. Setup admin account on Jenkins

# Step 4

- 1. On GitHub fork the DEPLOY2 CRON JOB directory
- 2. Create a pipeline with a Build, test, deploy stage

```
CRON_SETTINGS=''' */10 0-21 * * *
1
2
    pipeline {
3
        agent any
      triggers {
4
5
        cron (CRON_SETTINGS)
6
7
         stages {
             stage('Build') {
8
9
                 steps {
LØ
                     echo 'Hello'
11
L2
L3
             stage('Test') {
14
                 steps{
                     echo 'Hello'
1.5
L6
                 }
1.7
             }
L8
             stage('Deployment'){
1.9
                 steps{
                     echo 'Hello'
20
                 }
21
22
             }
             }
23
24
```

#### Step 5.

- 1. Create a webhook to our github repo
- 2. On our GitHub account go to setting and create a personal account token, and copy the value and save it somewhere (it will disappear).

# Step 6.

- 1. Create new Item on Jenkins
- 2. Select the multibranch pipeline
- 3. Then add the branch source as GitHub and click on add then click on Jenkins.
- 4. For the ID field enter jenkins-webhook-id.
- 5. Set credentials next to the add button.
- Then for the owner field enter your GitHub account info where the forked repository is hosted.

# 7. Save and Build every 10 minutes.

