# CI/CD for iOS with Jenkins #2

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#### Intro

- The goal is to create a CI/CD for running a series of automated tasks.
  - Automated build and test for production/staging
    - Both Unit test & UI test
  - Release a beta with a single command
  - Release the app to App Store with ease



### Intro (Why Jenkins with **Multi-branch pipeline**)

- Key benefits of "Multi-brach Pipeline" that we can set pipeline for each branch For examples
  - Alpha builds from the feature/\* branches
  - Beta build from the develop/ branch
  - Release builds for master/ branch

Automated builds from any of the feature branches we had built automatically when code was pushed

The problem was that all of the different feature branches were built by that one single job

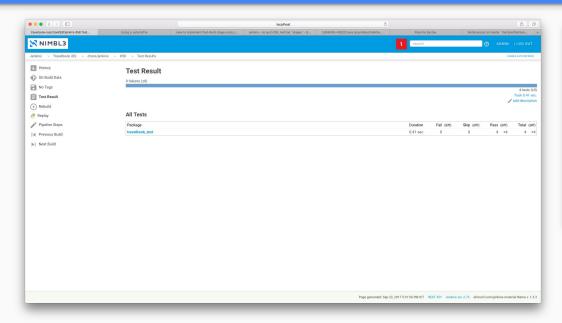
# Achievements and progress (Part 2)

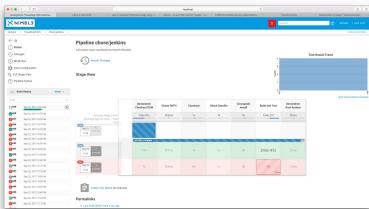
- Jenkins for Travelbook (better result)
- Created simple model User test cases on Travelbook iOS project

Integrate with Fastlane

- Achievements in Test reports (Junit and XCPretty)
  - Need to change from node pipeline to Declarative pipeline
    - Post condition build
    - Report XML for test results.

## Achievements and progress







#### **All Tests**

Test name

testDeserializeUser • testUserProperties

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#### **Problems**

Fastlane need to export PATH terminal with en\_US.UTF-8

- iOS Simulator (iPhone 7) not launch properly.
  - Need to relogin Jenkins user as main users of Macbook

Now you know how to write your own CI/CD process using Pipeline Modules in Jenkins 2.0. It's your turn to build the Jenkinsfile that needs your team.

# Thanks!

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