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### **Pipeline**

A Pipeline is a user-defined model of a CD pipeline. A Pipeline’s code defines your entire build process, which typically includes stages for building an application, testing it and then delivering it.

### **Node**

A node is a machine which is part of the Jenkins environment and is capable of executing a Pipeline.

### **Stage**

A stage block defines a conceptually distinct subset of tasks performed through the entire Pipeline (e.g. "Build", "Test" and "Deploy" stages), which is used by many plugins to visualize or present Jenkins Pipeline status/progress.

### **Step**

A single task. Fundamentally, a step tells Jenkins what to do at a particular point in time (or "step" in the process). For example, to execute the shell command make, use the sh step: sh 'make'. When a plugin extends the Pipeline DSL, [[1](https://www.jenkins.io/doc/book/pipeline/#_footnotedef_1)] that typically means the plugin has implemented a new step.

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