



DEVLERAZUREDA - DevOps Academy

06. Host your own build agent in

Azure Pipelines

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Github – DevOps Academy

<https://github.com/msdevopsacademy/>

Repo:

06-host-your-own-build-agent-in-azure-pipelines

Learning objectives

- Choose when to use Microsoft-hosted build agents and when to host your own.
- Bring up and configure your own agent to work with Azure Pipelines.

What are build agents and agent pools?

- A *build agent* is a system that performs build tasks. Think of it as a dedicated server that runs your build process.
- You can organize build agents into *agent pools* to help ensure that there's a server ready to process each build request.

What kind of agents can I use?

When you're choosing a build agent, there are two factors to consider:

- The operating system you want to build on
- Whether you can use a Microsoft-hosted agent or you need to provide your own agent

What kind of agents can I use?

Azure Pipelines supports these operating systems:

- Windows
- macOS
- Linux (Ubuntu, Red Hat Enterprise Linux, and CentOS)

When should I use my own build agent?

- Build duration: A build job can run for up to six hours.
- Disk space: Hosted agents provide a fixed amount of storage for your sources and your build outputs. This may not be enough storage.
- CPU, memory, and network: Hosted agents run on Microsoft Azure general purpose VMs. `Standard_DS2_v2` describes the CPU, memory, and network characteristics you can expect.
- Interactivity: You can't sign in to a hosted agent.
- File shares: You can't drop build artifacts to Universal Naming Convention (UNC) file shares.

Demo

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