Auto Version Bump

Code

Groovy Script can be found at Library.

```
#!/usr/bin/groovy
import hudson.EnvVars;
import hudson.slaves.EnvironmentVariablesNodeProperty;
import hudson.slaves.NodeProperty;
import hudson.slaves.NodePropertyDescriptor;
import hudson.util.DescribableList;
import jenkins.model.Jenkins;
import groovy.transform.Field
@Field nextversion
def call(Map config = [:]) {
 if ("${env.BUILD_NUMBER}"=="1")
 if ((! config.first_version) )
  config.first_version = "0.1.0"
  if ((env.BRANCH_NAME).startsWith("feature")) {
   createGlobalEnvironmentVariables('Current_Version_feature',
"${config.first_version}")
   } else {
    createGlobalEnvironmentVariables(('Current Version ' +
env.BRANCH_NAME), "${config.first_version}")
 nextversion = "${config.first_version}-${env.BUILD_NUMBER}"
 } else
  { if ((env.BRANCH_NAME).startsWith("feature")) {
     if ((config) && (config.current_version)) {
      nextversion = nextPackageVersion("${config.current_version}")
      } else {
       nextversion = nextPackageVersion(env.Current Version feature)
     createGlobalEnvironmentVariables(('Current_Version_feature'),
nextversion)
   } else {
      if ((config) && (config.current_version)) {
      nextversion = nextPackageVersion("${config.current_version}")
      } else {
      nextversion = nextPackageVersion(env.('Current_Version_' +
env.BRANCH NAME))
```

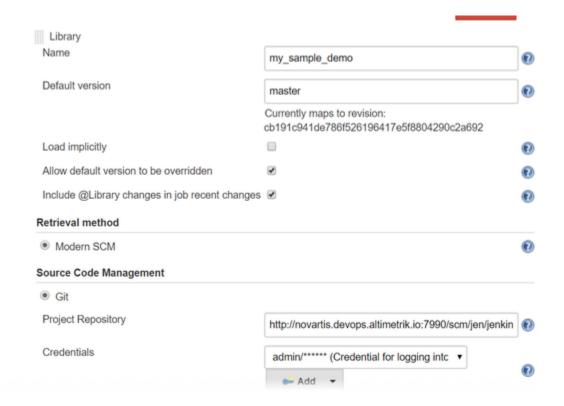
```
createGlobalEnvironmentVariables(('Current Version ' +
env.BRANCH_NAME), nextversion)
  nextversion = "${nextversion}-${env.BUILD_NUMBER}"
print "Next Version"
print nextversion
def nextPackageVersion(String latestVersion) {
    latestVersion = latestVersion.replaceAll("\"", "");
    def (major, minor, patch) = latestVersion.tokenize('.').collect {
it.toInteger() }
   def nextVersion
    switch (env.BRANCH_NAME) {
        case 'master':
            nextVersion = "${major + 1}.${minor}.${patch}"
           break
        case 'development':
            nextVersion = "${major}.${minor + 1}.${patch}"
            break
  case ~/.*feature.*/:
  nextVersion = "${major}.${minor}.${patch + 1}"
        default:
            nextVersion = "${major}.${minor}.${patch + 1}"
            break
nextVersion
public createGlobalEnvironmentVariables(String key, String value){
        Jenkins instance = Jenkins.getInstance();
        DescribableList<NodeProperty<?>, NodePropertyDescriptor>
globalNodeProperties = instance.getGlobalNodeProperties();
        List<EnvironmentVariablesNodeProperty> envVarsNodePropertyList =
globalNodeProperties.getAll(EnvironmentVariablesNodeProperty.class);
        EnvironmentVariablesNodeProperty newEnvVarsNodeProperty = null;
        EnvVars envVars = null;
        if ( envVarsNodePropertyList == null ||
envVarsNodePropertyList.size() == 0 ) {
```

```
newEnvVarsNodeProperty = new
hudson.slaves.EnvironmentVariablesNodeProperty();
        globalNodeProperties.add(newEnvVarsNodeProperty);
        envVars = newEnvVarsNodeProperty.getEnvVars();
} else {
        envVars = envVarsNodePropertyList.get(0).getEnvVars();
}
```

```
envVars.put(key, value)
  instance.save()
}
```

• Integrate the Jenkins Library having above groovy file as follows,

To do so, go into **Manage Jenkins -> Configure System** and find the **Global Pipeline Libraries** section. The shared library will be loaded on the fly from a git repository, in every job. It is never cached.



The Project repository is the url of your git repo where Global library code is present, Shared Library

Usage

• You can use this Library in your Jenkinfile as follows,

```
@Library('my-sample-demo') _
autoversion(
    first_version : '',
    current_version : ''
    )
print autoversion.nextversion
```

- Here, first_version and current_version both are optional variable. If you don't provide first_version it will take 0.1.0 as default.
 If you are not giving current_version, it will take last version as the current version.
 autoversion.nextversion will give you the next version value.