Gitlab webhook integration with Jenkins and Slack

Configuring notification channel for Gitlab updates:

1. Create a Slack app (if you don't have one already)

You won't get very far without doing this step, but luckily it's very simple, we even have a nice green button for you to click:

Create your Slack app

Pick a name, choose a work-space to associate your app with (bearing in mind that you'll probably be posting lots of test messages, so you might want to create a channel for sandbox use), and then click *Create App*. If you've already created one, you can use it too.

2. Enable Incoming Webhooks

After creating, you'll be redirected to the settings page for your new app (if you are using an existing app, just load its settings via your app's management dashboard).

From here select the *Incoming Webhooks* feature, and click the *Activate Incoming Webhooks* toggle to switch it on. If you already have this activated.

3. Create an Incoming Webhook

Now that Incoming Webhooks are enabled, the settings page should refresh and some extra options will appear. One of those options will be a really helpful button marked *Add New Webhook to Workspace*, and you should click it.

What this button does is trigger a shortcut version of the installation flow for Slack apps, one that is completely self-contained so that you don't have to actually build any code to generate an Incoming Webhook URL. We'll show how you can generate webhooks programmatically later, but for now you'll see something like the following screen:



On Hatch Street, Yogi would like to:

Confirm your identity on Hatch Street			
Post to	#general	•	
Ca	ancel	Authorize	

Go ahead and pick a channel that the app will post to, and then click to Authorize your app.

You'll be sent back to your app settings, and you should now see a new entry under the Webhook URLs for Your Workspace section, with a Webhook URL that'll look something like this:

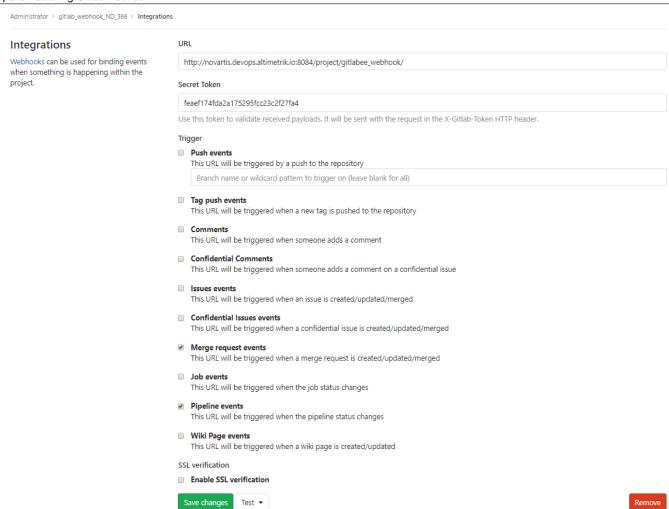
That URL is your shiny new Incoming Webhook, one that's specific to a single user, and a single channel. We've kind of run out of cookies, but nice work anyway!

Let's see how you can actually use that webhook to post a message.

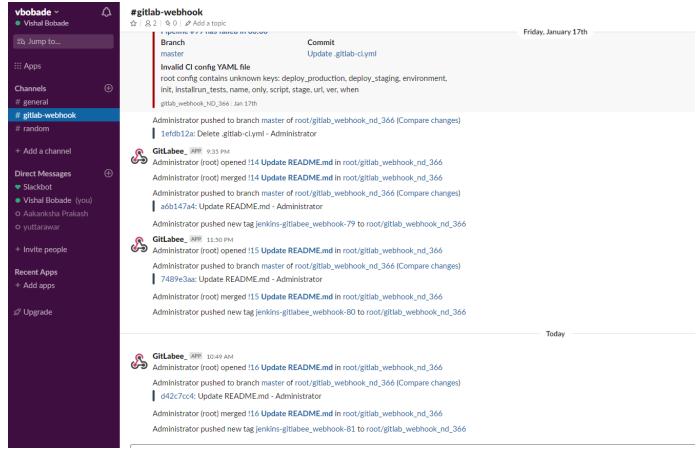
Keep it secret, keep it safe. Your webhook URL contains a secret. Don't share it online, including via public version control repositories. Slack actively searches out and revokes leaked secrets.

Jenkins job to implement a use case with Gitlab webhook trigger:

Snapshot featuring Gitlab webhook:

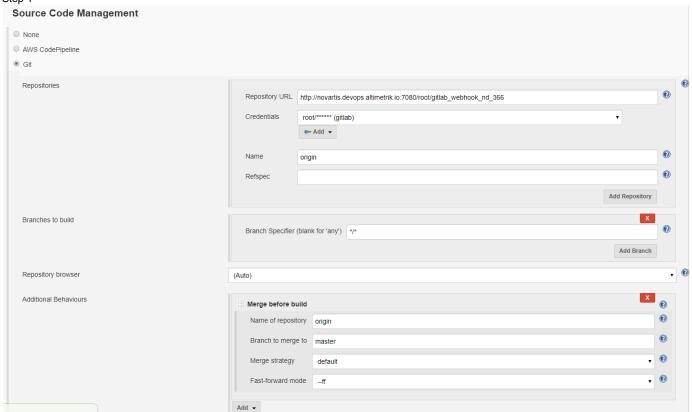


Slack updates can be seen as below:



Jenkins job configuration will look like below:

Step 1



Step 2

Build Triggers

☐ Trigger builds remotely (e.g., from scripts)

☐ Build after other projects are built			②
☐ Build periodically			•
☐ Build when a change is pushed to BitBucket			
■ Build when a change is pushed to GitLab. GitLab webhook URL: ht	tp://novartis.devops.altimetrik.io:8084/project/g	pitlabee_webhook	•
Enabled GitLab triggers	Push Events	∞	
	Opened Merge Request Events	€	
	Accepted Merge Request Events	⊘	
	Closed Merge Request Events		
	Rebuild open Merge Requests	Never v	
	Approved Merge Requests (EE-only)		
	Comments	€	
	Comment (regex) for triggering a build	Jenkins please retry a build	
Enable [ci-skip]	€		
Ignore WIP Merge Requests	€		
Set build description to build cause (eg. Merge request or Git Push)		
Build on successful pipeline events			
Pending build name for pipeline			•
Cancel pending merge request builds on update			
Allowed branches	Allow all branches to trigger this job		
Step 3			
Allowed branches	Allow all branches to trigger this job		
	Filter branches by name		
	Filter branches by regex		
	Filter merge request by label		
Secret token	feaef174fda2a175295fcc23c2f27fa4		•
		Generate	
		Clear	
Build when another project is promoted			
Enable Artifactory trigger			
Gerrit event			(?)
GitHub hook trigger for GITScm polling			•
Gitlab Merge Requests Builder			
Monitor Docker Hub/Registry for image changes			?
Poll SCM			?
Build Environment			
Suna Environment			

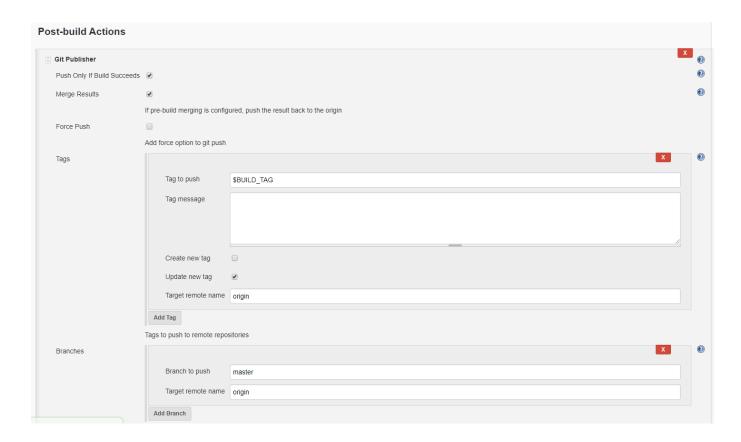
②

Step 4

☐ Provide Configuration files

Add timestamps to the Console Output
Ant/Ivy-Artifactory Integration
Color ANSI Console Output

Send files or execute commands over SSH before the build starts
Send files or execute commands over SSH after the build runs



Pre-requisites required for Gitlab - Jenkins Integration.

Gitlab

Gitlab Login Credentials

Gitlab Url like http://novartis.devops.altimetrik.io:7080

Jenkins

Jenkins Login Credentials

Jenkins Url like http://novartis.devops.altimetrik.io:8084

Showcasing Jenkins Integrations within Git lab.

- Step 1: Add the corresponding repository within Git lab repository with in Jenkins for a free style job.
- Step 2: Build the corresponding jobs available using build jobs option in Jenkins.
- Step 3: Use the option Publish build status to git lab which would reflect he status of Jenkins for the repository on Git lab.

The above sequence would help in creating Git lab integrations to reflect Jenkins build status in Git lab.

Application of Git lab hooks to trigger jobs on Jenkins.

Procedure to add Web hooks on Jenkins

Create a job which would have a default option of a generated web hook url on jenkins.

Create a web hook in the settings of repository

Project > "Project name" > settings > Integrations.

Add the list of features to be added

To test the feature

Click on the Test button provided above.

Once Web hook is working the below would be appearing on Jenkins.

Feature of Gitlab:

Merge request can be enabled only when Build is successful for the Branch.

The above feature can be enabled only by the below steps

Go to the settings > repository > Merge request

Check the below to enable the merge requests for successful merges of branches.

Successful pipelines of branches are appeared in the below way.

Once the build pipelines are successful the the two branches can be merged.

References:

https://docs.bitnami.com/aws/how-to/create-ci-pipeline/