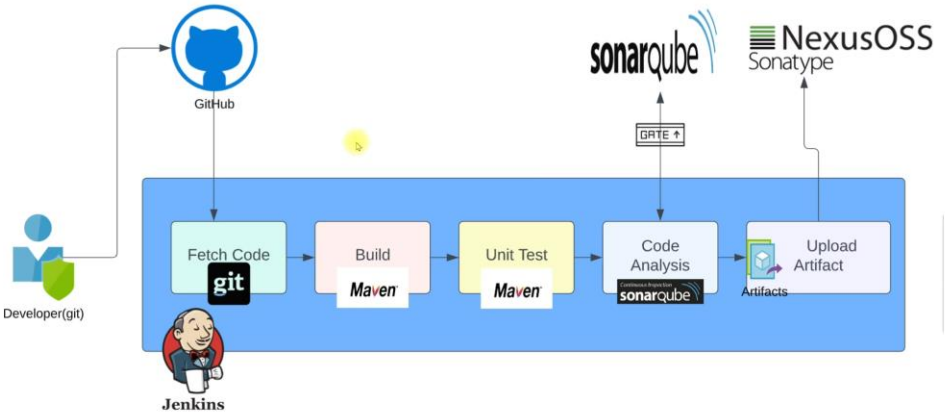
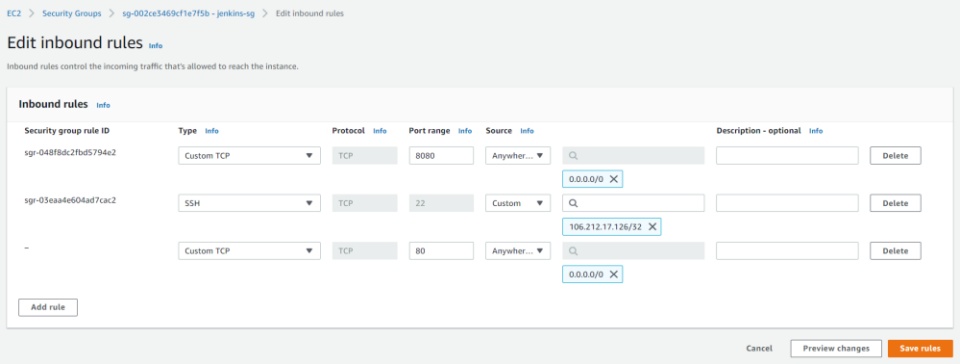
Continuous Integration with Jenkins Pipeline

This CI Pipeline project fetch the code from git repository on commit, generate the build, perform unit test, Code analysis with Sonar qube and finally upload the artifacts in Nexus.

In this project we created three VM's, each one for Jenkins, Sonarqube and Nexus. In sonarqube we have defined the quality gates to check the number of bugs based on it will continue the pipeline. Configured Slack for success or failure notifications.



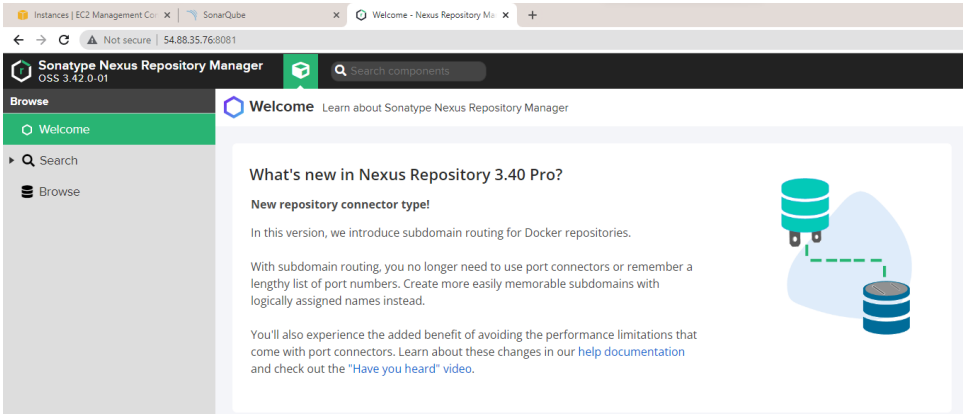
1. Create a security group and key pair for EC2 – jenkins server,



2. Jenkins server - Create a EC2 machine (ubuntu- t2 micro) with the user data present in the repo.

3. Nexus server setup – Create a EC2 machine (Cent OS)

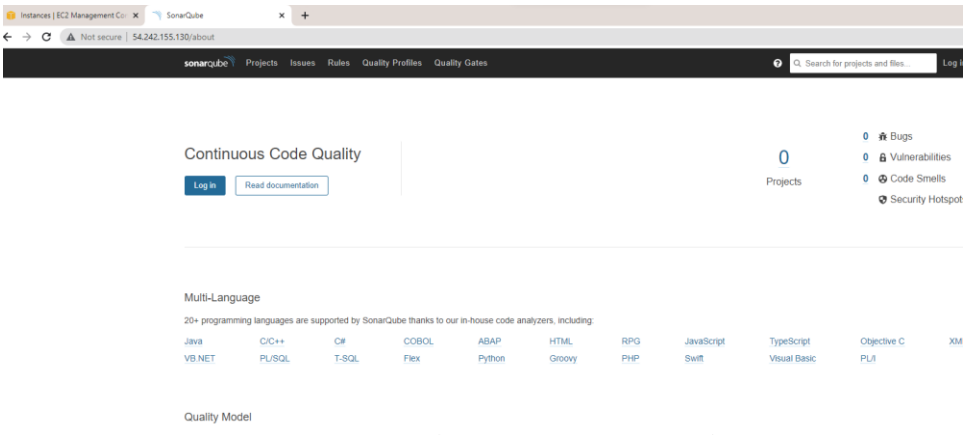
Choose t2 medium machine, and security group should allow 80 and 8081 traffic. Add user data present in the repo file. Check system status. Check nexus in 8081.



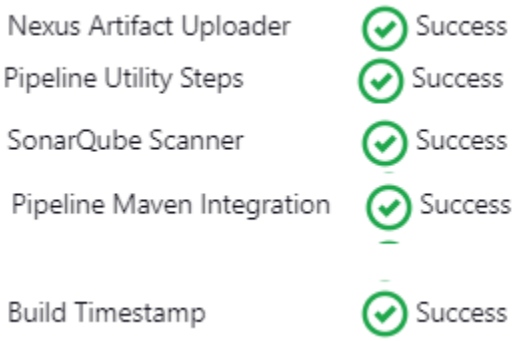
Get nexus password from cat /opt/nexus/sonatype-work/nexus3/admin.password and login into it.

4. Sonarqube server setup – Create a EC2 machine (Ubuntu 18)

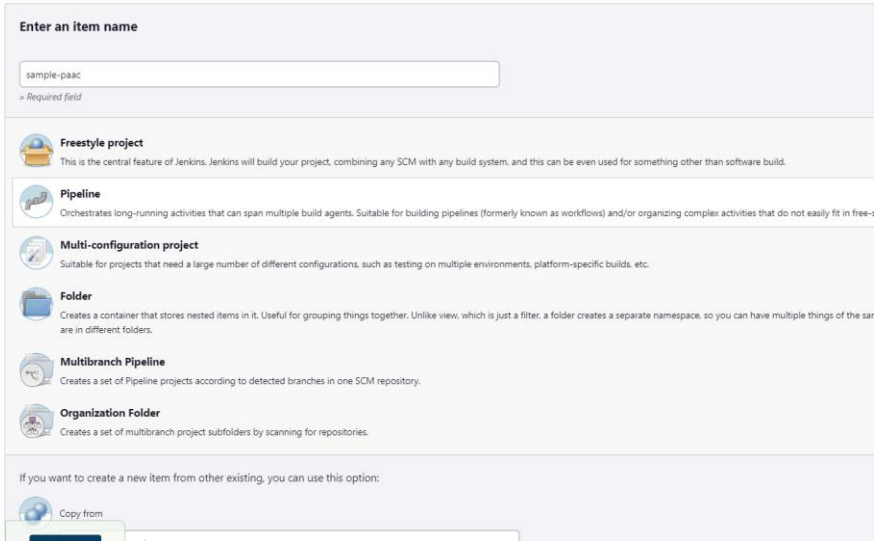
Choose t2 medium machine and security group should allow traffic from port 80 and 9000 from anywhere. Add user data present in the repo file. Launch instance. Login ssh and check systemctl status sonarqube. Check in port 80 or 9000. User name and pwd is both admin



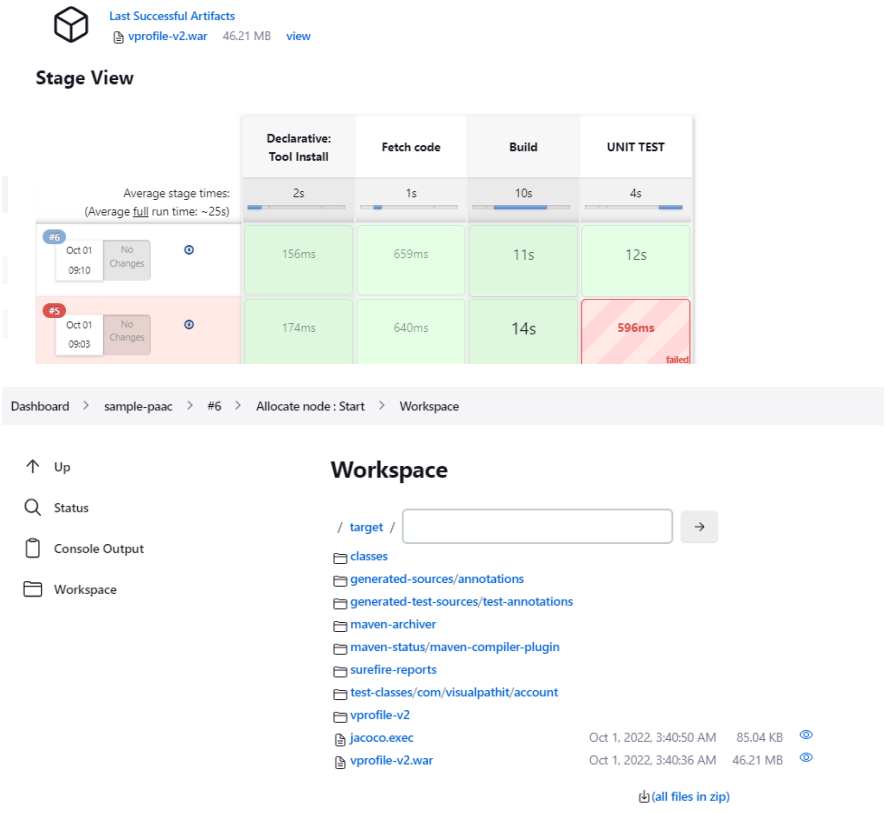
5. Install all these below plugins via manage plugins



6. Create a pipeline project, and select pipeline code option, paste the code in the repo, ‘MyFirstpipeline’

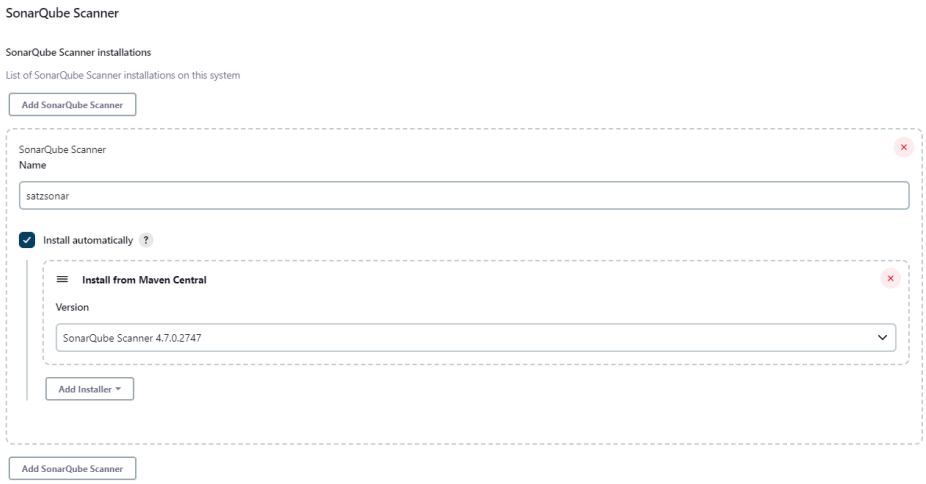


And the build will looks like this,



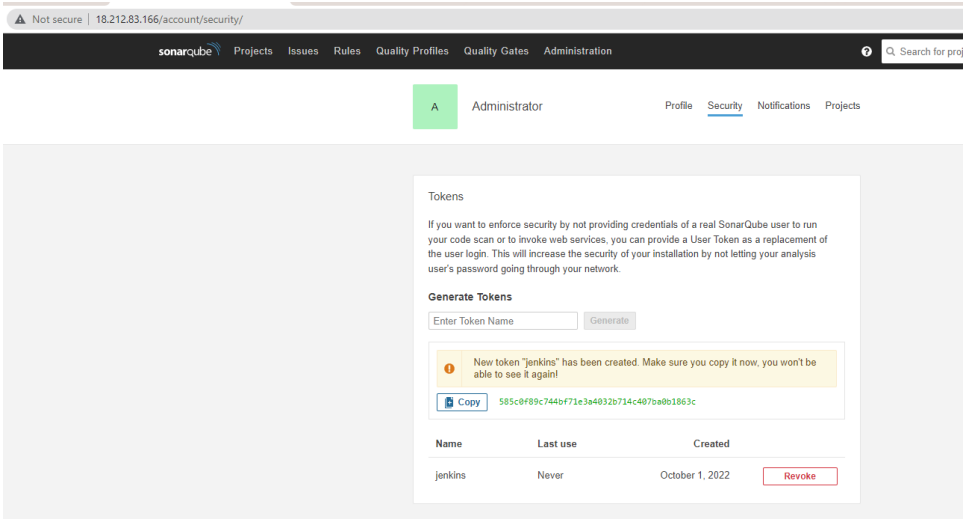
7. Configure Sonar on jenkins

a. In the global tool configuration selects sonar qube server,



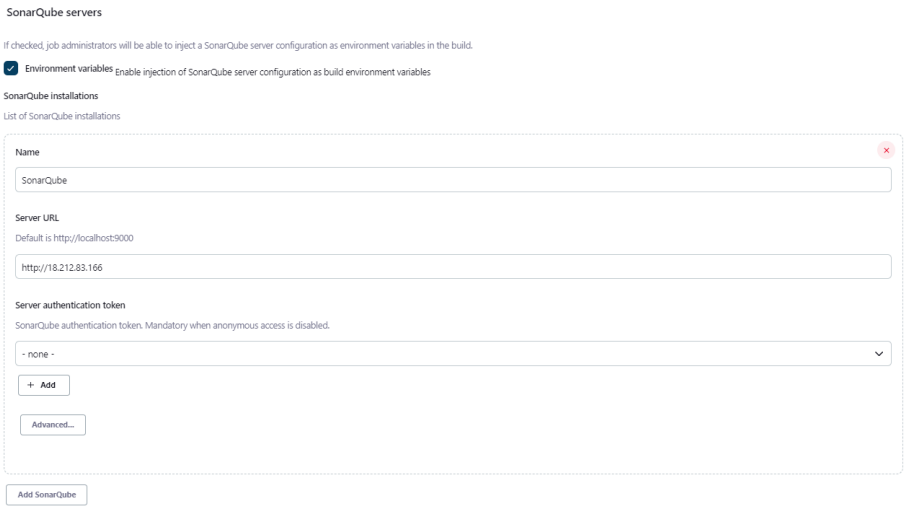
In sonarqube portal generate credentials,

sonar->myaccount->security->Generate token



9. In configure system, select sonarQube servers and add (select jenkins) , add secret.

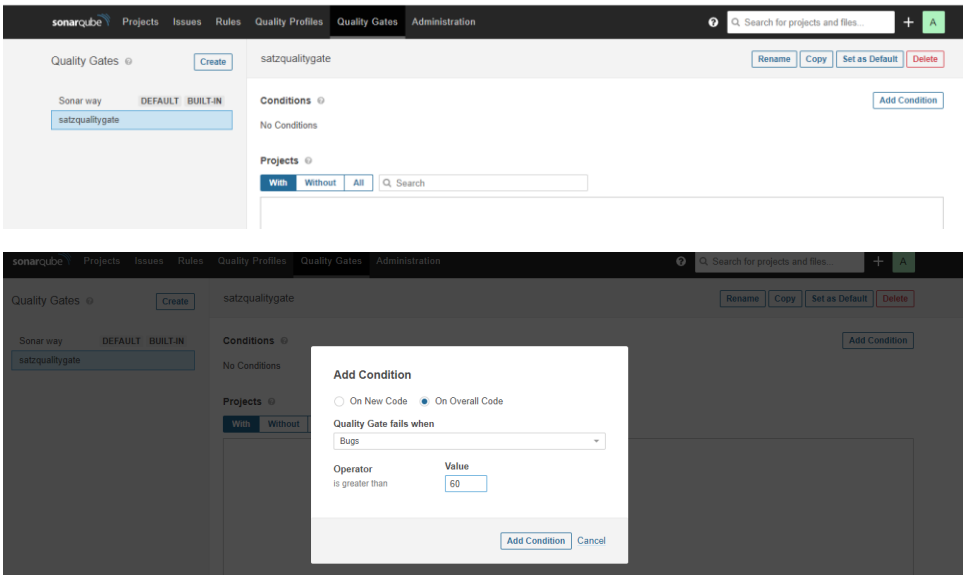
Now select the auth token that created.



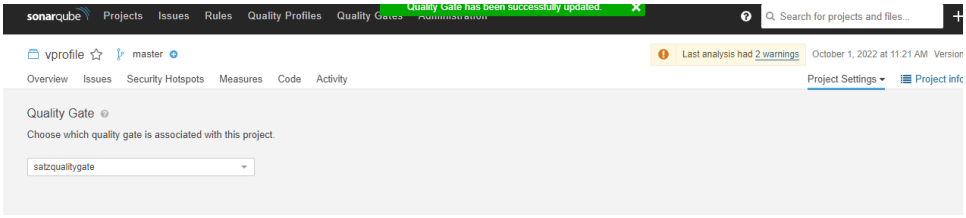
10. Now create a pipeline project that call sonarQube, and get the sonarqube output.

Refer PAAC_Sonar_QualityGates.

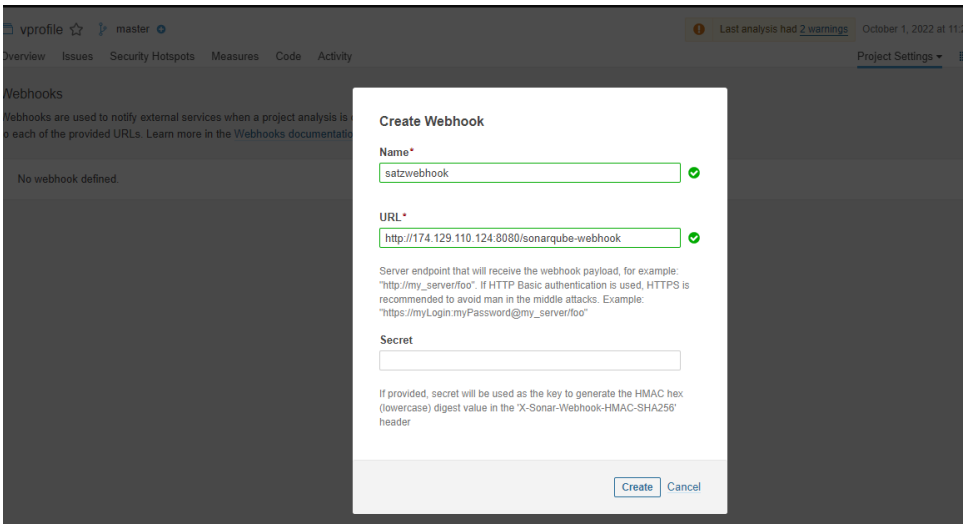
11. Before that create a quality gate in sonarqube server, and add condition. Here system should throw error, if bugs greater than 60.



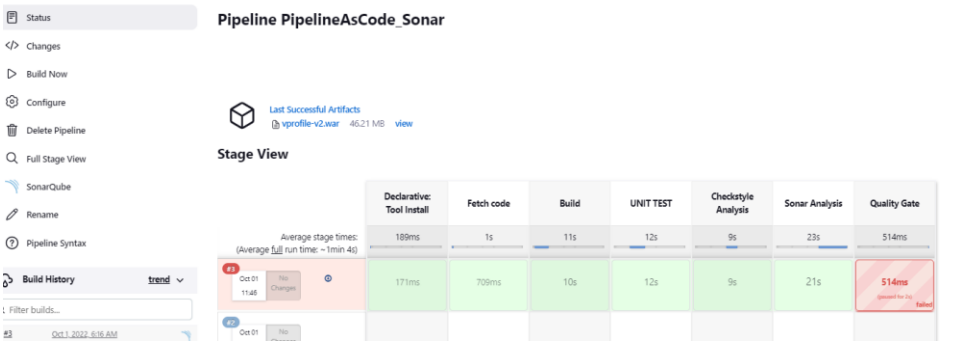
12. Now go to project, and in project setting link the new quality gate and add it.



13. In project setting add webhook (for jenkins url), so that sonarqube will send info to Jenkins

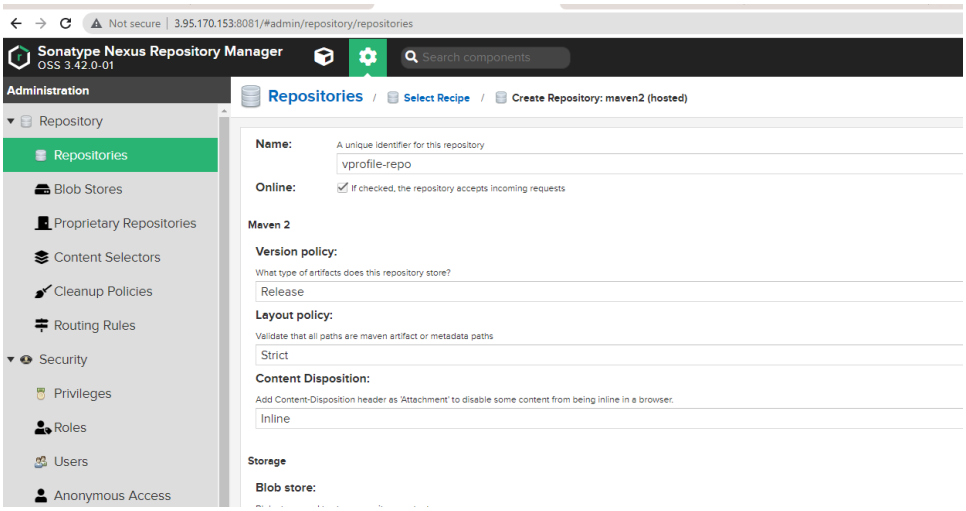


14. Build is started and it got error, because quality gate check was failing; the bush we got was more than 60.



```
SonarQube task 'AYOSMPIn1X1Y--hWHqNZ' status is 'PENDING'
SonarQube task 'AYOSMPIn1X1Y--hWHqNZ' status is 'SUCCESS'
SonarQube task 'AYOSMPIn1X1Y--hWHqNZ' completed. Quality gate is 'ERROR'
[Pipeline] }
[Pipeline] // timeout
[Pipeline] }
[Pipeline] // withEnv
[Pipeline] }
[Pipeline] // stage
[Pipeline] }
[Pipeline] // withEnv
[Pipeline] }
[Pipeline] // node
[Pipeline] End of Pipeline
ERROR: Pipeline aborted due to quality gate failure: ERROR
Finished: FAILURE
```

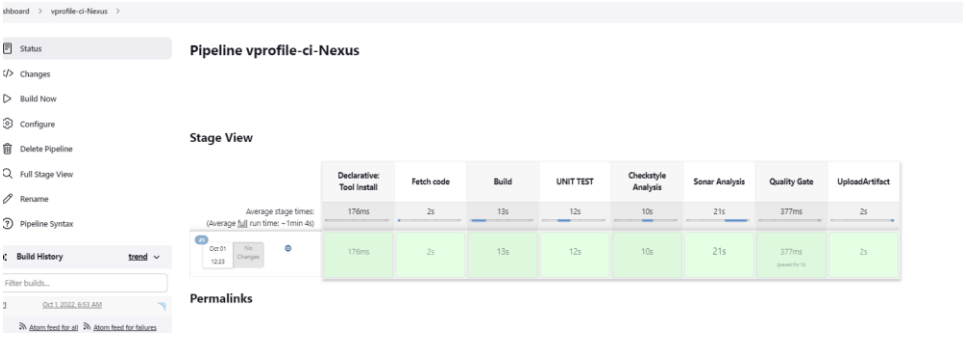
15. Login into nexus and create a new repository to store artifacts,



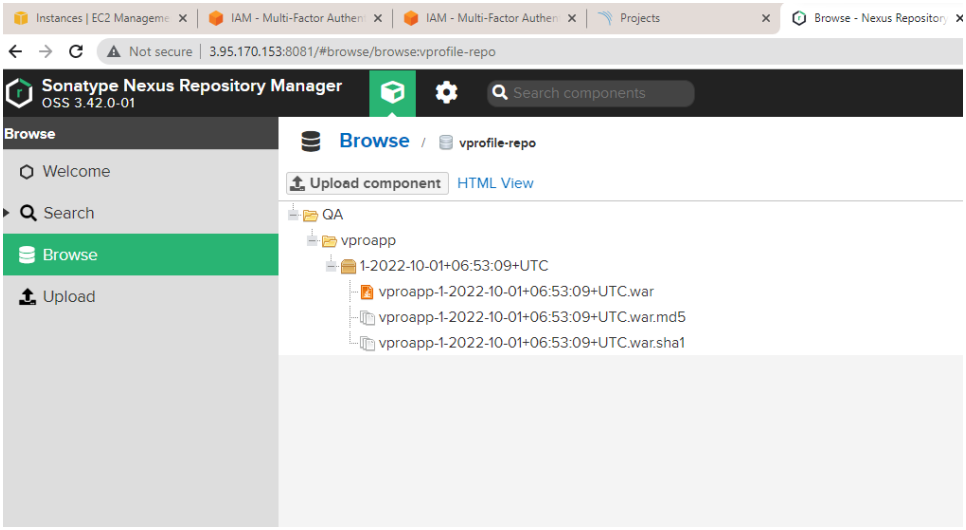
16. Create a nexus credentials in jenkins,

17. Create a pipeline with nexus stage in it, pipeline code is in repo - PAAC_Sonar_NexusFinal.

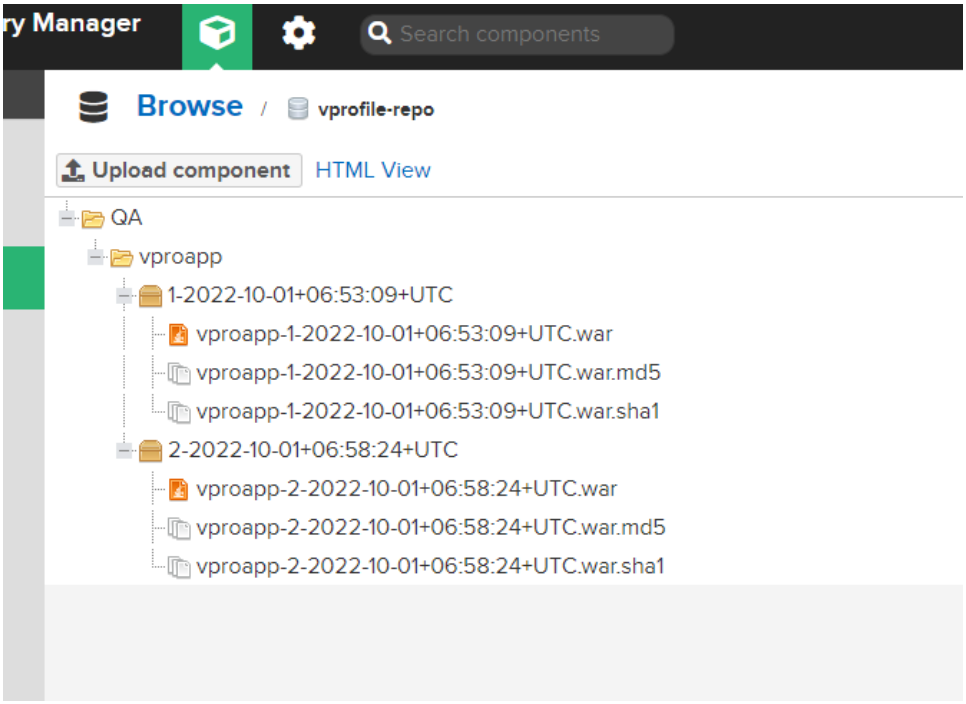
Make sure to update the public ip of nexus in the code, run the pipeline



18. Once build is done, new artifacts will be created in nexus.

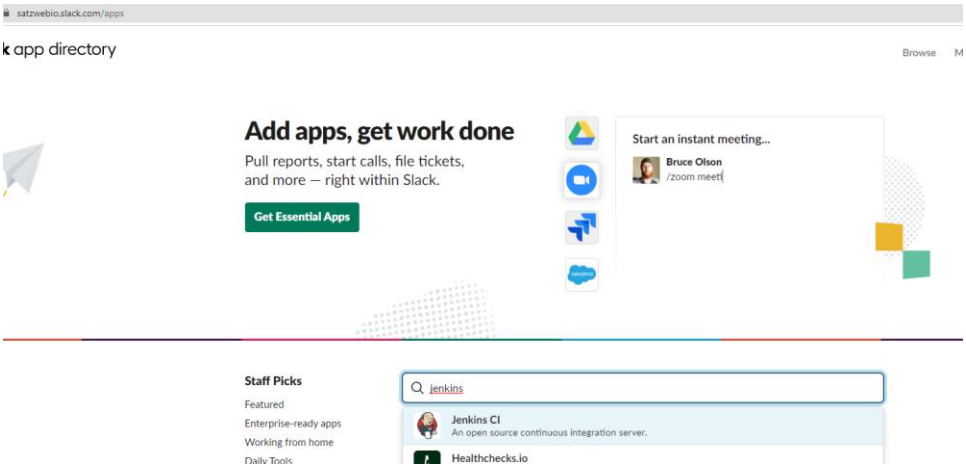


Second Build



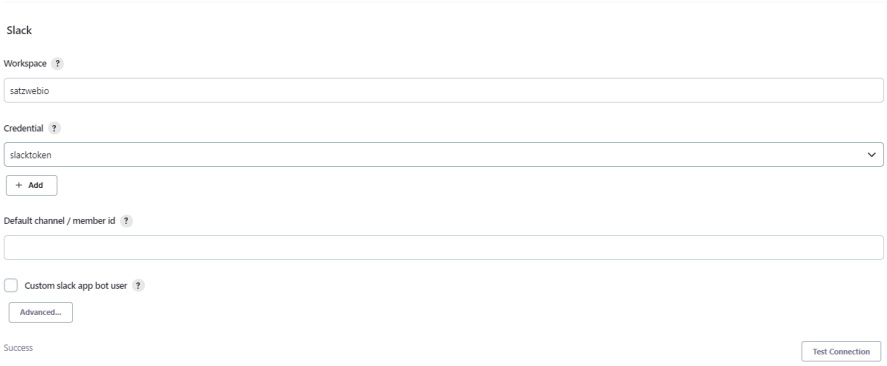
19. Notifications

Login slack and search for jenkins app,



In jenkins app, select the workspace and get the secret key from slack. Sve the setting

20. Now in jenkins, use the slack secret key and add credentials. Make sure to enter workspace and credential details as is., and test connection.



21. Get the latest pipeline code from repo : PAAC_Sonar_SlackFinal, and run the pipeline.

We will get the success notification in slack, If the build is success else failure.