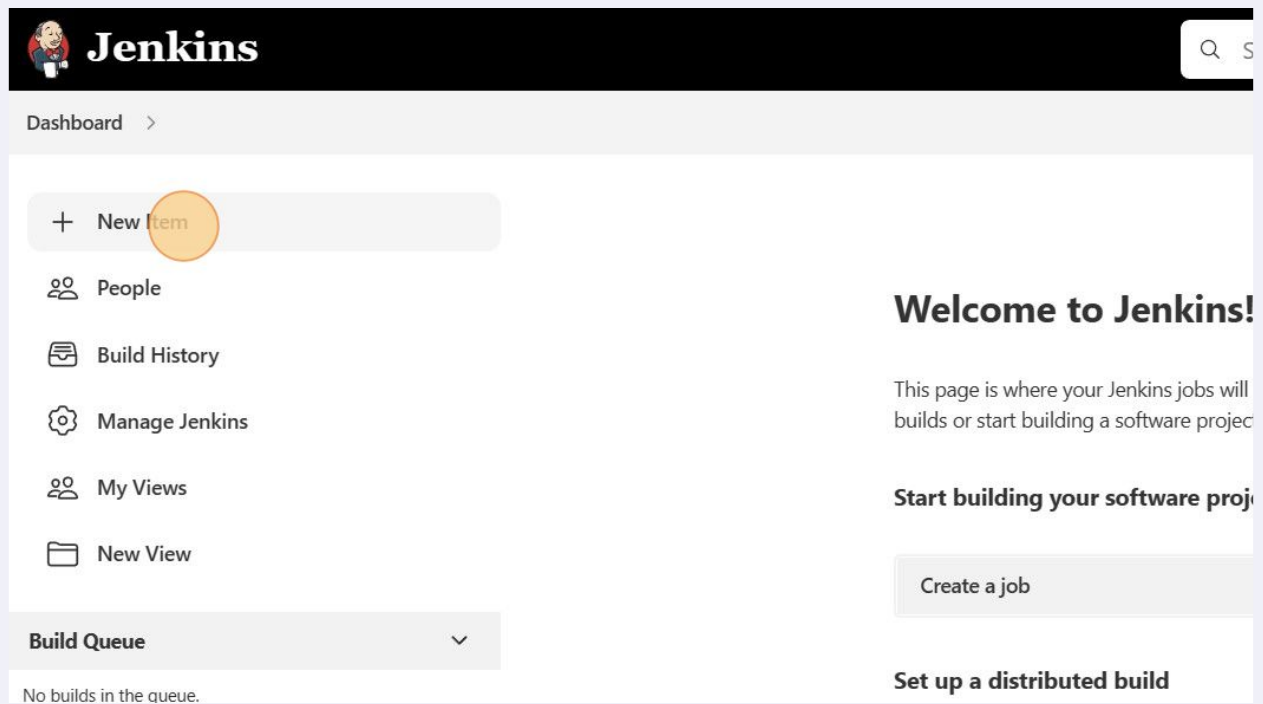


Workflow

gameoflife project in github, clone and build .war using maven and deploy war to second ec2 m/c.

1 Navigate to 52.66.124.165:8080/jenkins

2 Click "New Item"




3 Type "ass"

4

Click "This is the central feature of Jenkins. Jenkins will build your project, combining any SCM with any build system, and this can be even used for ..."


Enter an item name

» Required field




Freestyle project

This is the central feature of Jenkins. Jenkins will build your project, combining any SCM with any build system, and this can be even used for something other than software build.



Pipeline

Orchestrates long-running activities that can span multiple build agents. Suitable for building and/or organizing complex activities that do not easily fit in free-style job type.




Multi-configuration project

Suitable for projects that need a large number of different configurations, such as test environments etc.


5

Click "OK"




Freestyle project

This is the central feature of Jenkins. Jenkins will build your project, combining any SCM with any build system, and this can be even used for something other than software build.




Pipeline

Orchestrates long-running activities that can span multiple build agents. Suitable for building and/or organizing complex activities that do not easily fit in free-style job type.




Multi-configuration project

Suitable for projects that need a large number of different configurations, such as test environments etc.




Folder

Creates a container that stores nested items in it. Useful for grouping things together and separating namespaces, so you can have multiple things of the same name as long as they are in different folders.

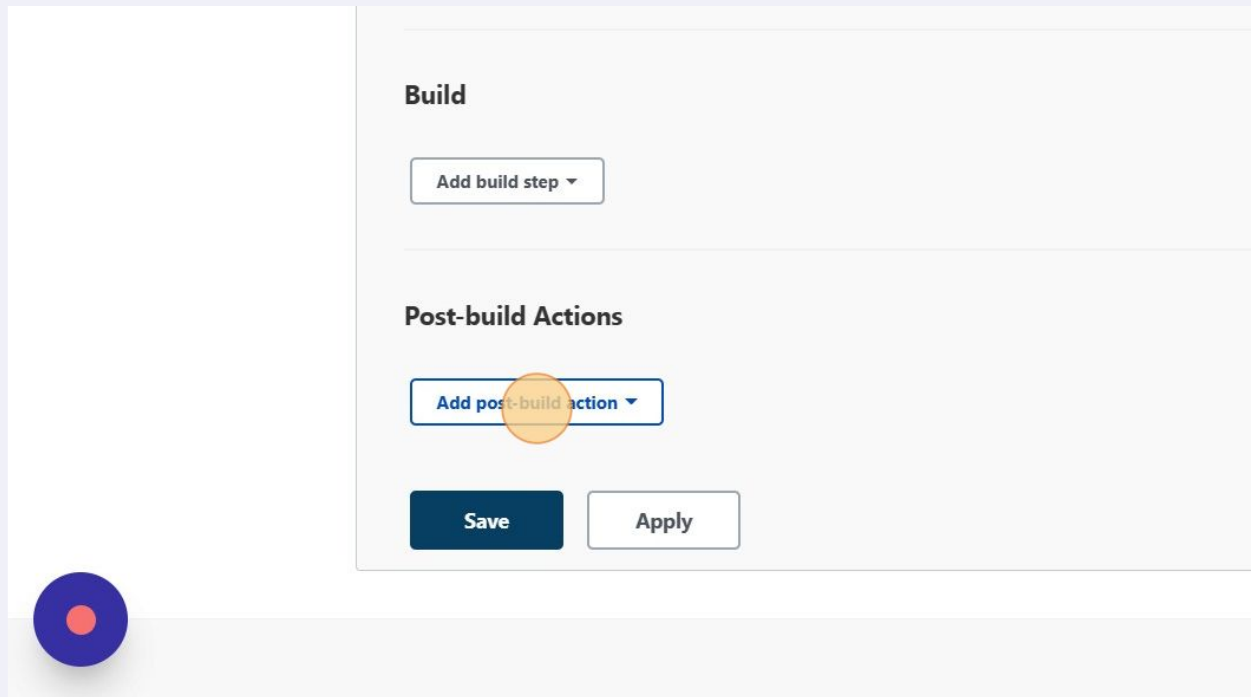


Branch Pipeline

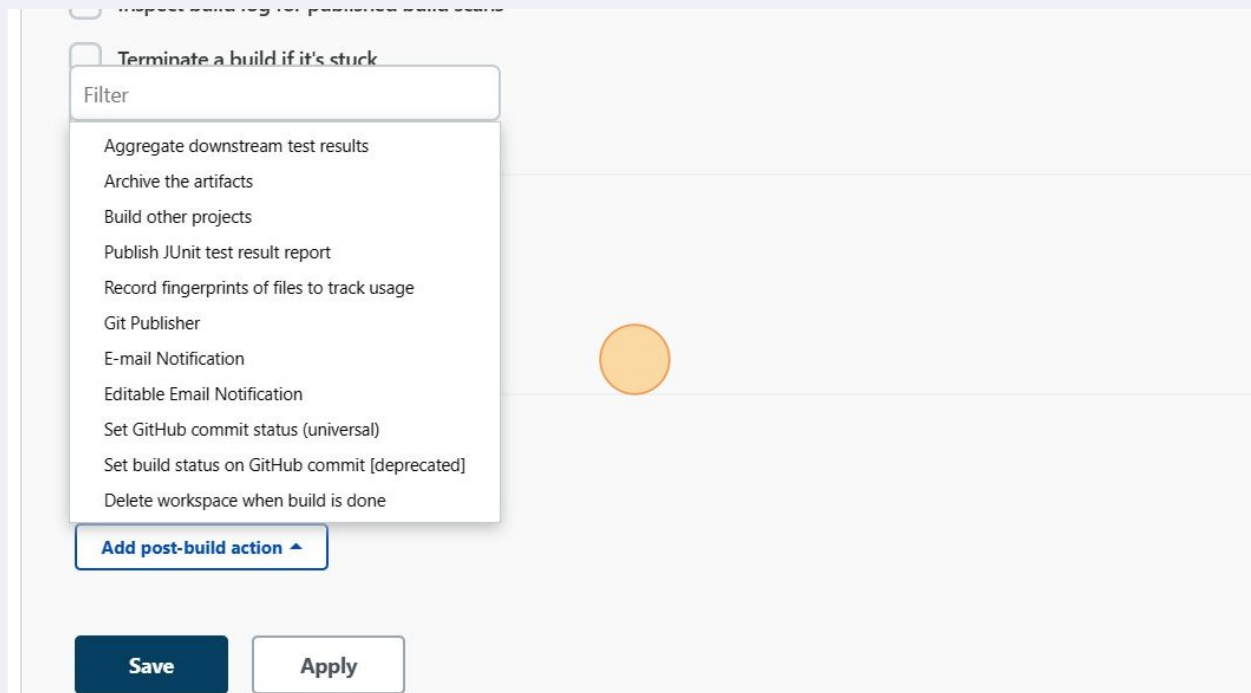
Creates a set of Pipeline projects according to detected branches in one SCM repository.



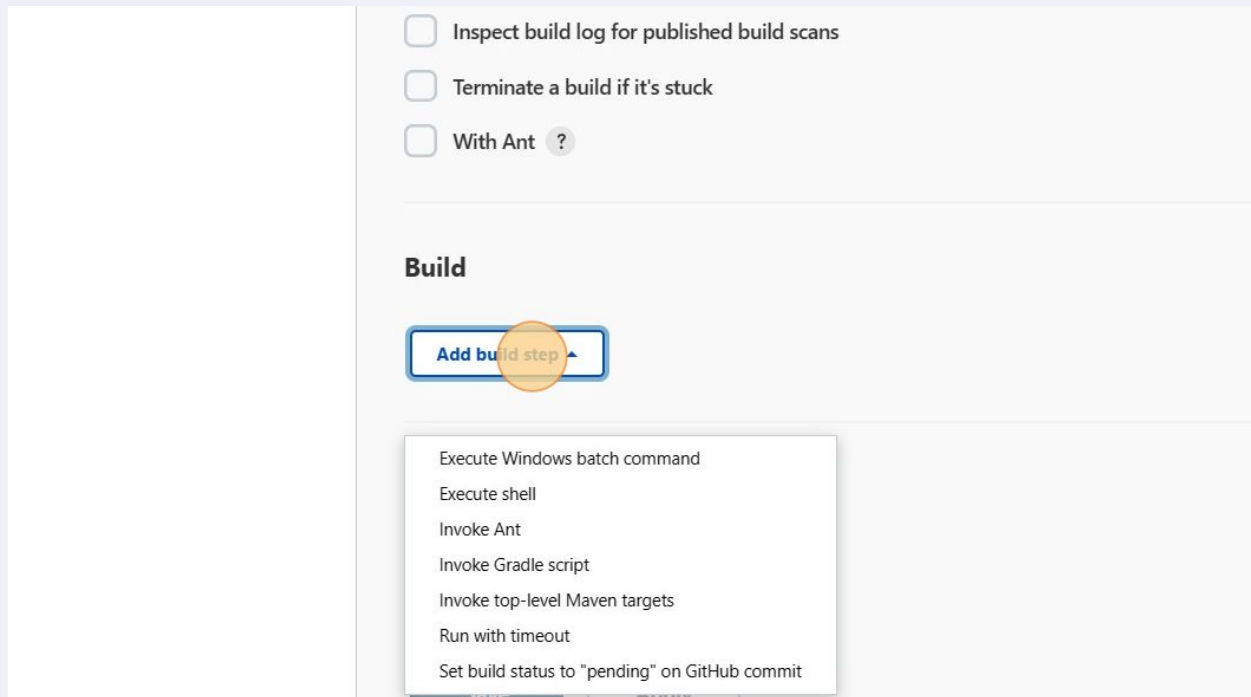
6 Click "Add post-build action"



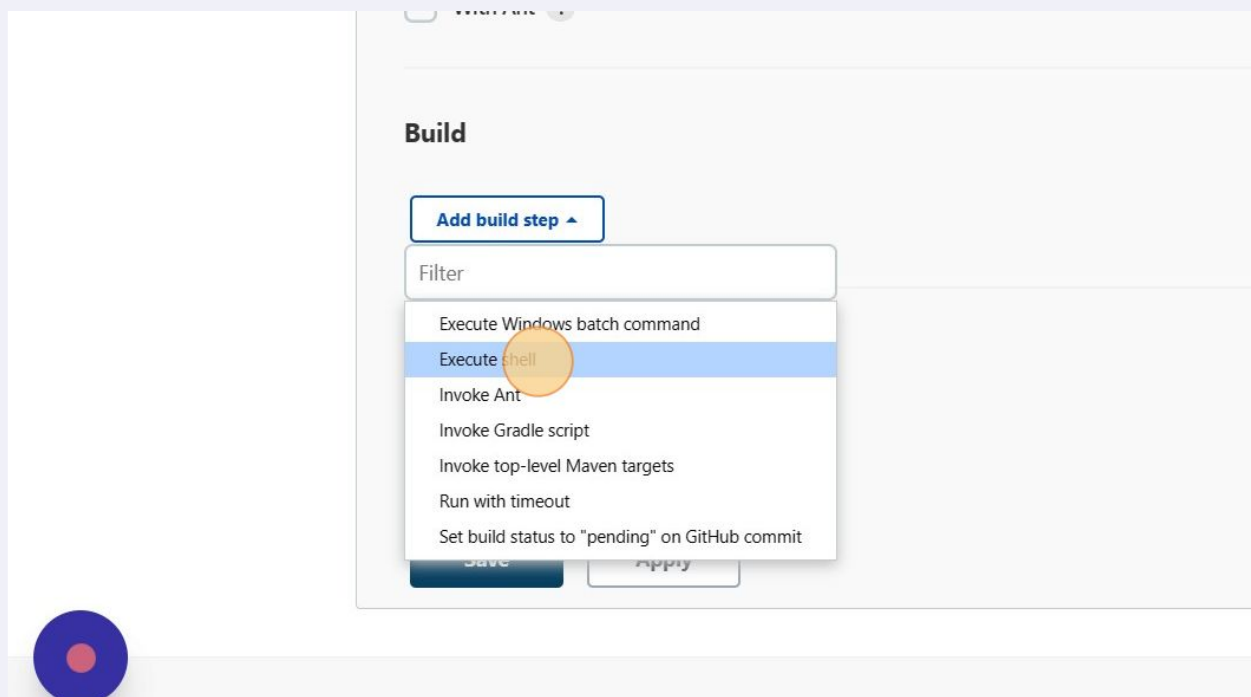
7 Click here.



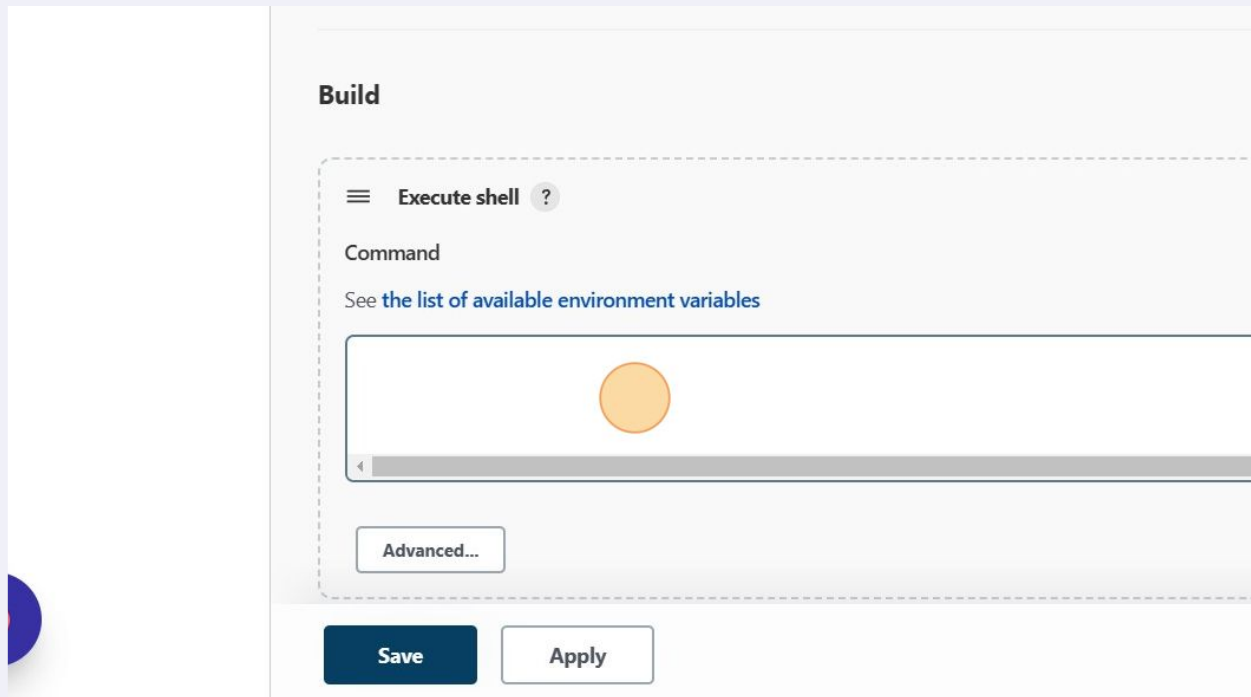
8 Click "Add build step"



9 Click "Execute shell"



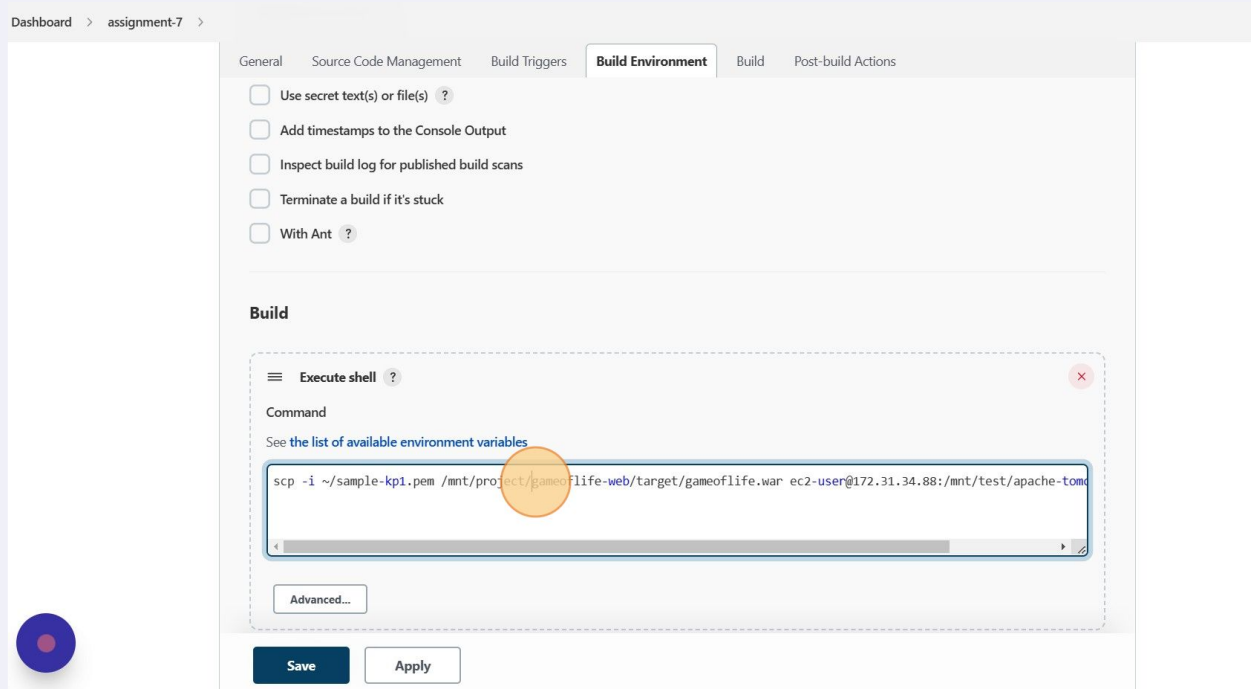
10 Click here.



11 Press `[[ctrl]] + [[v]]`

12

Click "scp -i ~/sample-kp1.pem
/mnt/project/gameoflife-web/target/gameoflife.war
ec2-user@172.31.34.88:/mnt/test/apache-tomcat-9.0.70/webapps"



13

Click here.



14 Click "Git"

Dashboard > assignment-7 >

General **Source Code Management** Build Triggers Build Environment Build

Source Code Management

☒ None

☐ Git ?

Build Triggers

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

☐ Build after other projects are built ?

☐ Build periodically ?

15 Click this text field.

☐ None

☒ Git ?

Repositories ?

Repository URL ?

Please enter Git repository.

Credentials ?

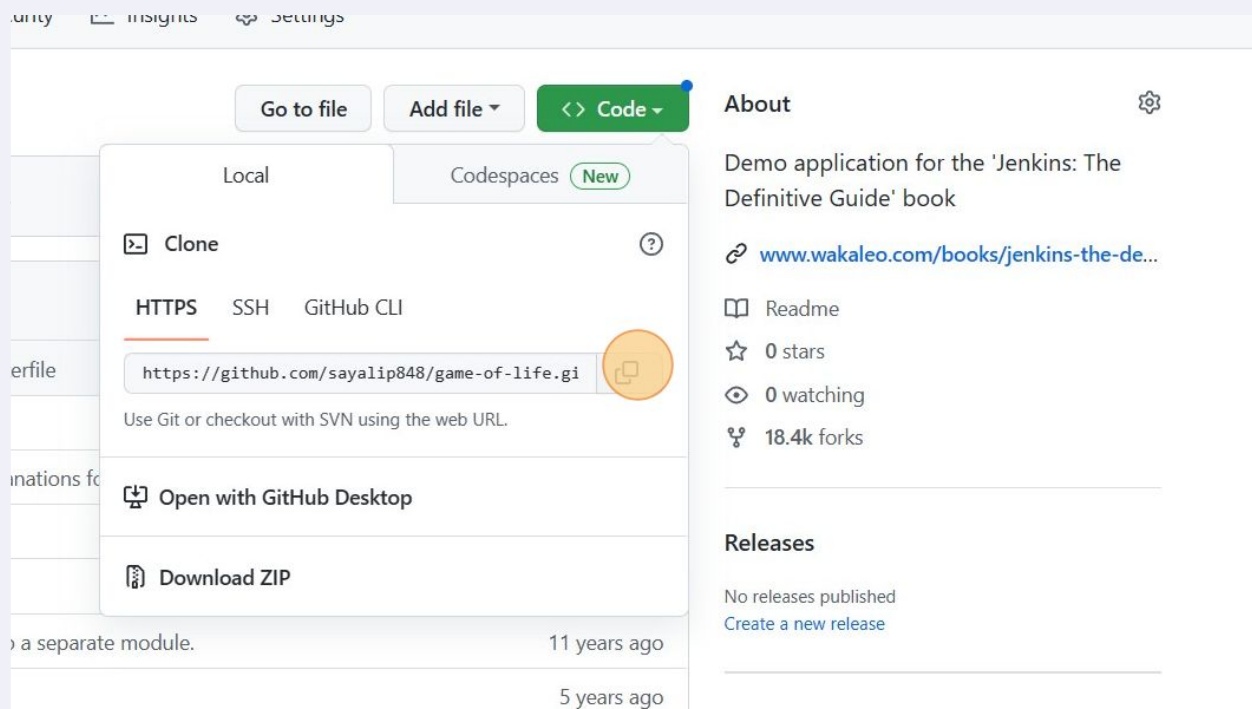
- none -

+ Add

Advanced...

16 Switch to tab "sayalip848/game-of-life: Demo application for the 'Jenkins: The Definitive Guide' book"

17 Click here.



18 Press [[ctrl]] + [[v]]

19 Click here.

Repositories ?

Repository URL ?

<https://github.com/sayalip848/game-of-life.git>

⊖ Please enter Git repository.

Credentials ?

- none -

+ Add

Advanced...

Add Repository

Save Apply

20 Click "Delete workspace before build starts"

Dashboard > assignment-7 >

General Source Code Management Build Triggers **Build Environment** Build

Build Environment

☒ Delete workspace before build starts

☐ Use secret text(s) or file(s) ?

☐ Add timestamps to the Console Output

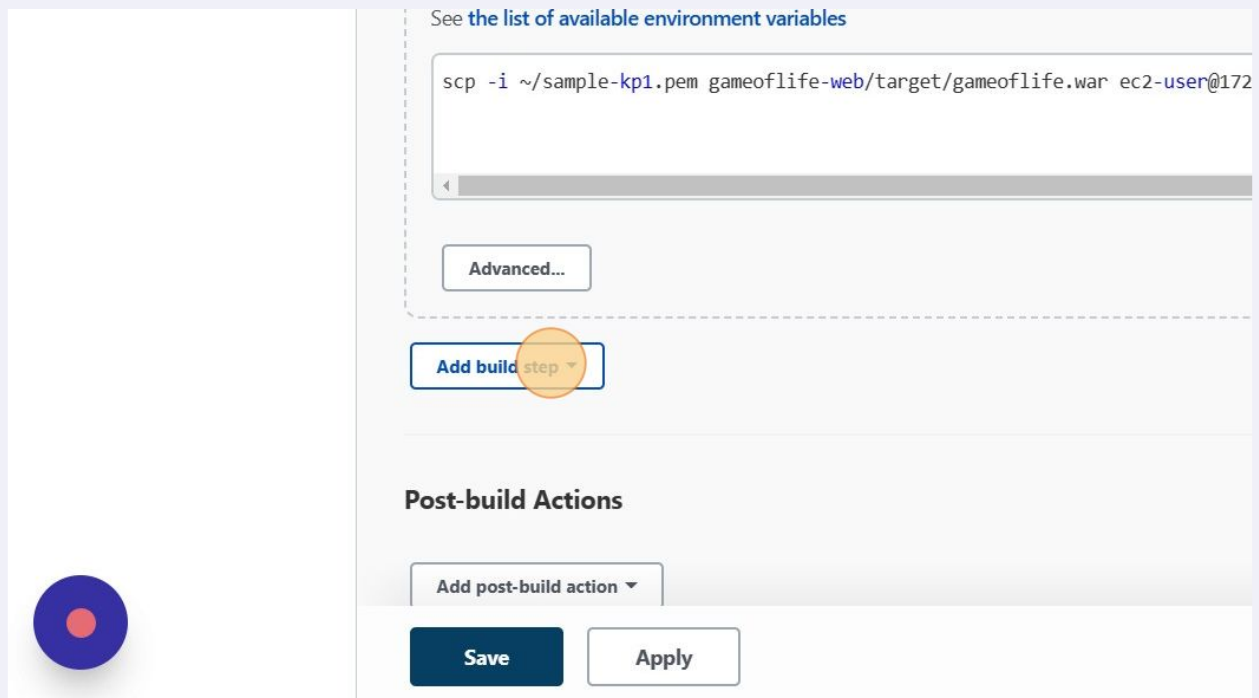
☐ Inspect build log for published build scans

☐ Terminate a build if it's stuck

☐ With Ant ?

Build

21 Click "Add build step"



See [the list of available environment variables](#)

```
scp -i ~/sample-kp1.pem gameoflife-web/target/gameoflife.war ec2-user@172
```

Advanced...

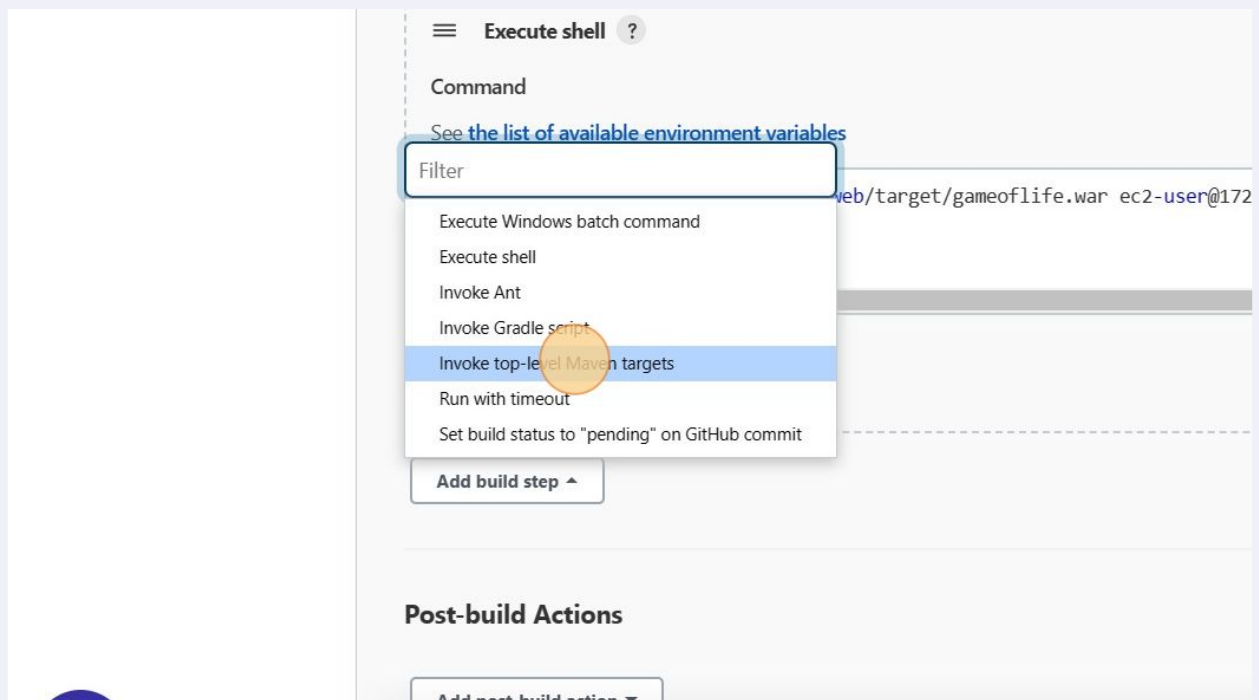
Add build step ▾

Post-build Actions

Add post-build action ▾

Save Apply

22 Click "Invoke top-level Maven targets"



≡ Execute shell ?

Command

See [the list of available environment variables](#)

Filter

- Execute Windows batch command
- Execute shell
- Invoke Ant
- Invoke Gradle script
- Invoke top-level Maven targets**
- Run with timeout
- Set build status to "pending" on GitHub commit

Add build step ▲

Post-build Actions

Add post-build action ▾

23 Click this dropdown.

ment-7 >

General Source Code Management Build Triggers Build Environment **Build** Post-build Actions

≡ **Invoke top-level Maven targets** ?

Maven Version

(Default)

Goals

Advanced...

Add build step ▾

24 Click this text field.

≡ **Invoke top-level Maven targets** ?

Maven Version

mvn-install

Goals

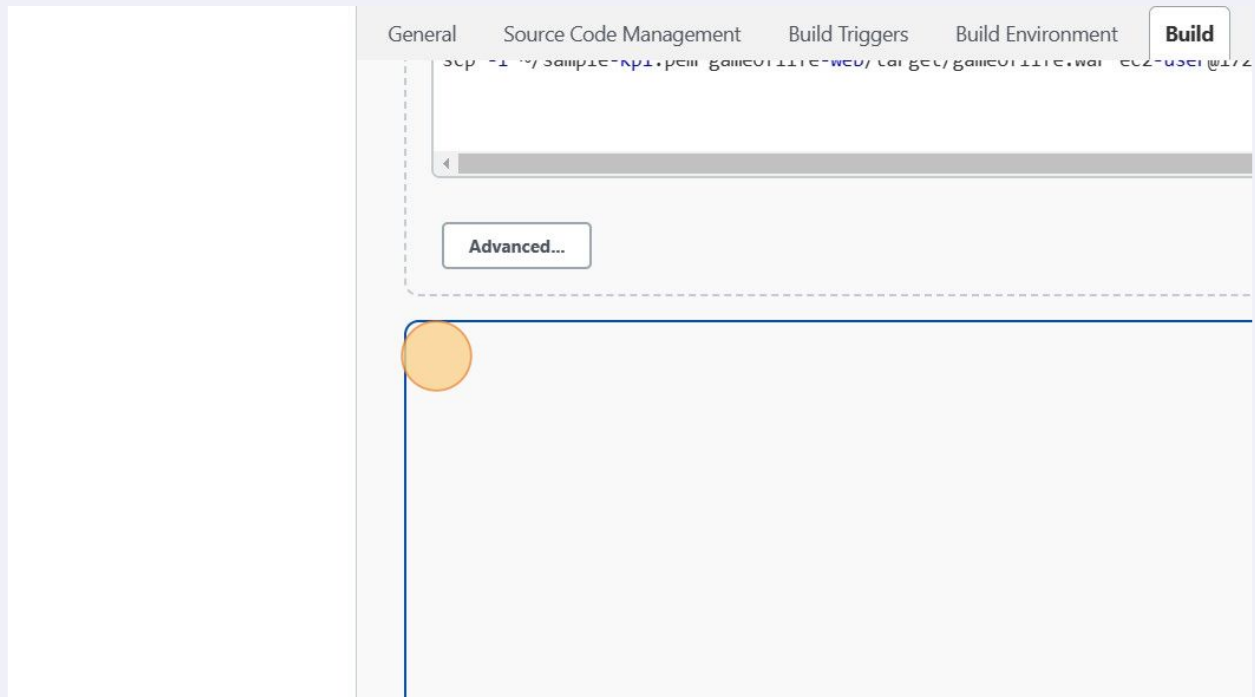
Advanced...

Add build step ▾

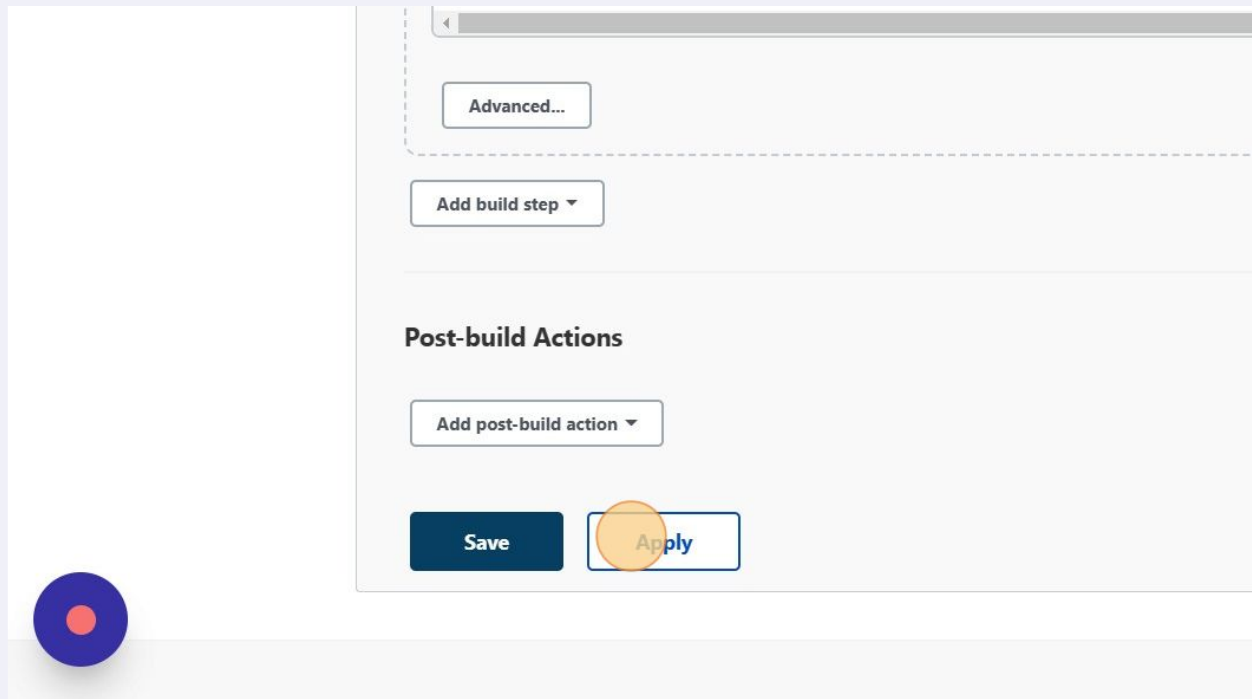
Post-build Actions

25 Type "clean install"

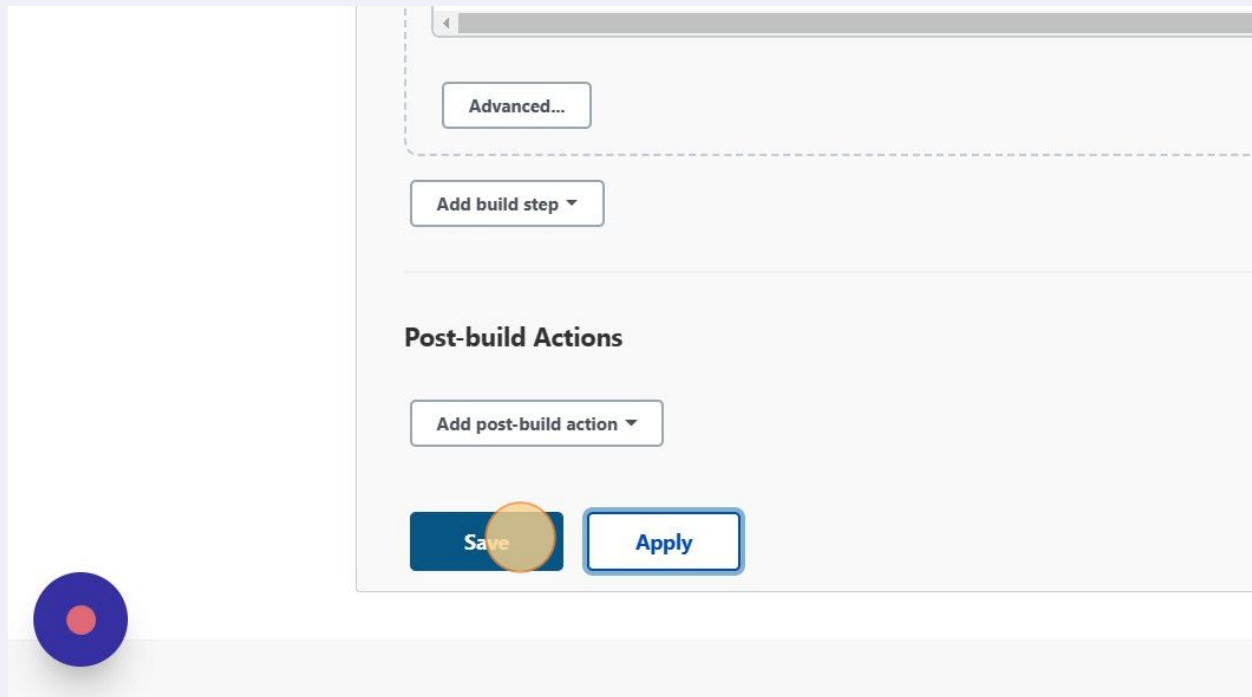
26 Click here.



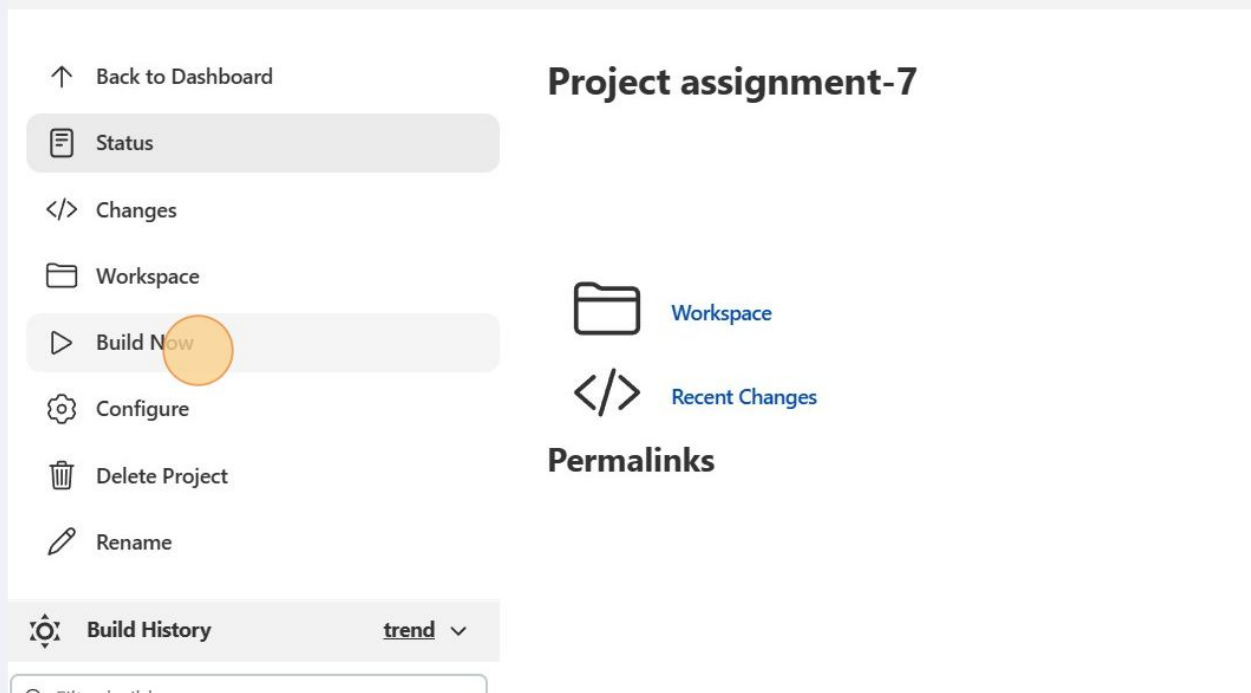
27 Click "Apply"



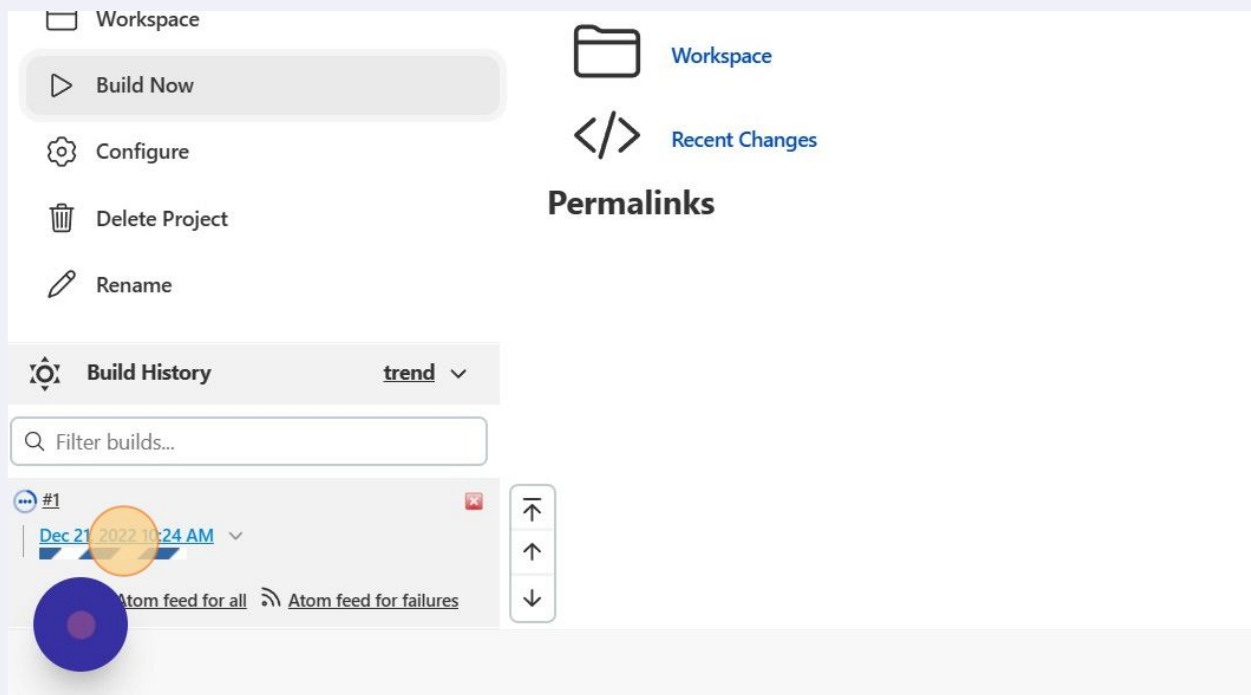
28 Click "Save"



29 Click "Build Now"



30 Click "Dec 21, 2022 10:24 AM"



31 Click "Console Output"

Dashboard > assignment-7 > #1

↑ Back to Project

☰ Status

</> Changes

📄 Console Output

⚙️ Edit Build Information

📦 Git Build Data

Build #1 (Dec 21, 2022 10:24:50 AM)

</> No changes.



Started by user [sayali](#)



Revision: f6da974ac6a7766d70944b7cb36cf39078283866

Repository: <https://github.com/sayalip848/game-of-life.git>

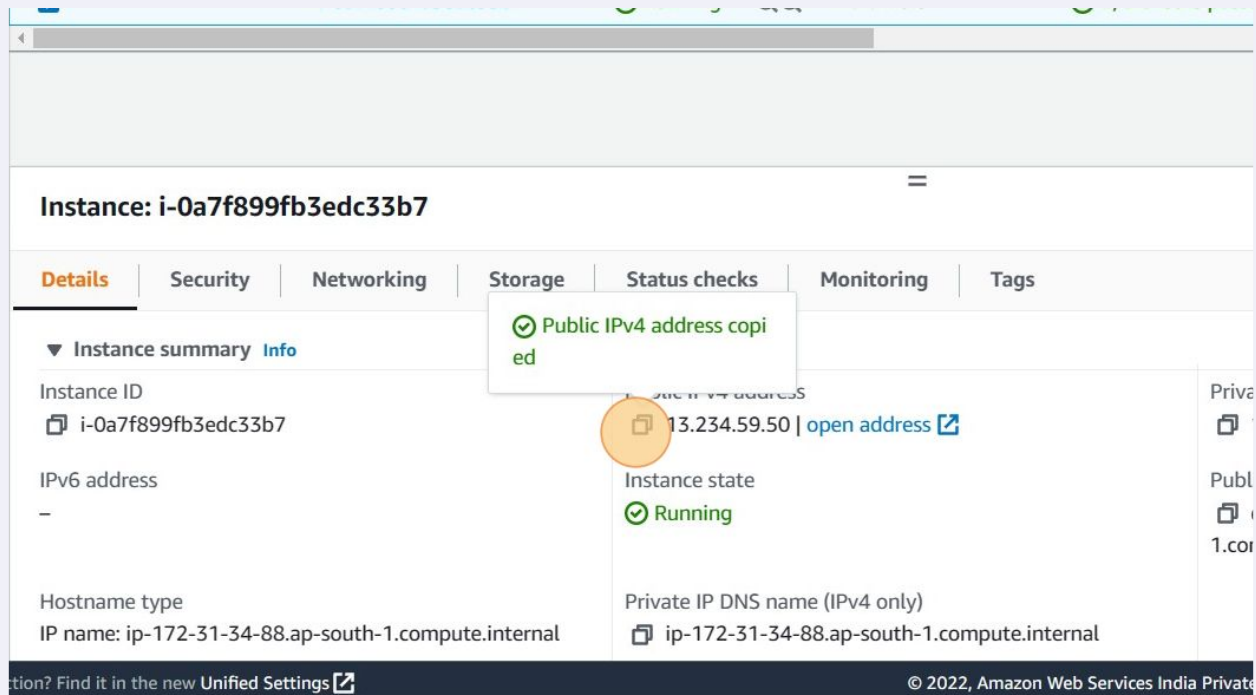
• refs/remotes/origin/master

32 Click here.

```
[INFO] --- maven-install-plugin:2.4:install (default-install) @ g
[INFO] Installing /root/.jenkins/workspace/assignment-7/gameoflif
/root/.m2/repository/com/wakaleo/gameoflife/gameoflife-web/1.0-SN
[INFO] Installing /root/.jenkins/workspace/assignment-7/gameoflif
SNAPSHOT/gameoflife-web-1.0-SNAPSHOT.pom
[INFO] -----
[INFO] Reactor Summary for gameoflife 1.0-SNAPSHOT:
[INFO]
[INFO] gameoflife ..... SUCCE
[INFO] gameoflife-build ..... SUCCE
[INFO] gameoflife-core ..... SUCCE
[INFO] gameoflife-web ..... SUCCE
[INFO] -----
[INFO] BUILD SUCCESS
[INFO] -----
[INFO] Total time: 29.559 s
[INFO] Finished at: 2022-12-21T10:25:25Z
[INFO] -----
[assignment-7] $ /bin/sh -xe /mnt/install/apache-tomcat-9.0.70/te
+ scp -i /root/sample-kp1.pem gameoflife-web/target/gameoflife.wa
Finished: SUCCESS
```

33 Switch to tab "Instances | EC2 Management Console"

34 Click here.



35 Switch to tab "New tab"

36 Click "New Game"

This is a really cool web version of Conway's famous Game Of Life. The Game of Life is a cellular automaton devised

The universe of the Game of Life is an infinite two-dimensional orthogonal grid of square cells, each of which is in one of two states, live or dead. The cells that are directly horizontally, vertically, or diagonally adjacent.

- Any live cell with fewer than two live neighbours dies, as if caused by underpopulation.
- Any live cell with more than three live neighbours dies, as if by overcrowding.
- Any live cell with two or three live neighbours lives on to the next generation.
- Any dead cell with exactly three live neighbours becomes a live cell.

New Game