



Welcome to  
Jenkins

# Introduction to Jenkins

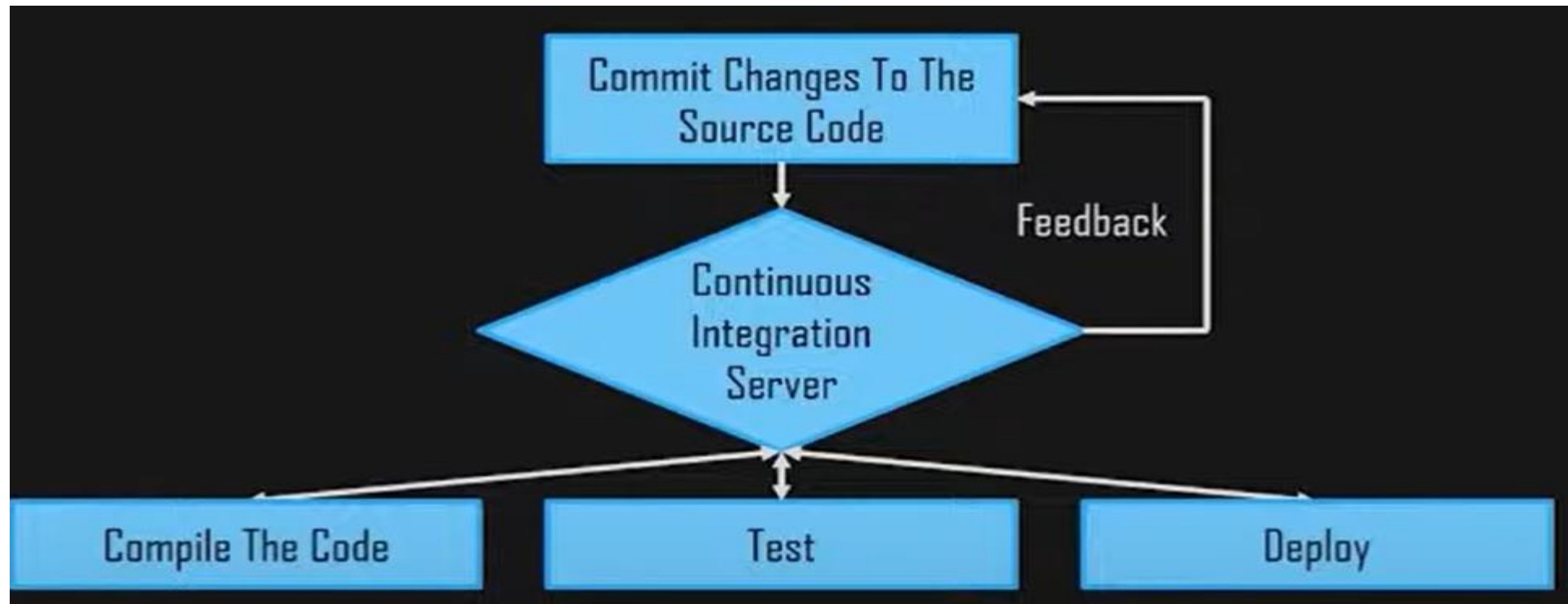
- Jenkins is a powerful application that allows continuous integration and continuous delivery of projects, regardless of the platform you are working on.
- It is a free source that can handle any kind of build or continuous integration.
- You can integrate Jenkins with a number of testing and deployment technologies
- Jenkins is a self-contained automation server which can be used to automate all sorts of tasks related to building, testing, and delivering or deploying software.
- Jenkins is written in Java with plugins built for Continuous Integration purpose.
- Jenkins is used to build and test your software projects continuously making it easier for developers to integrate changes to the project, and making it easier for users to obtain a fresh build.
- It also allows you to continuously deliver your software by integrating with a large number of testing and deployment technologies.
- Continuous Integration is the most important part of DevOps that is used to integrate various DevOps stages.
- Jenkins is the most famous Continuous Integration tool.

# Introduction to Jenkins

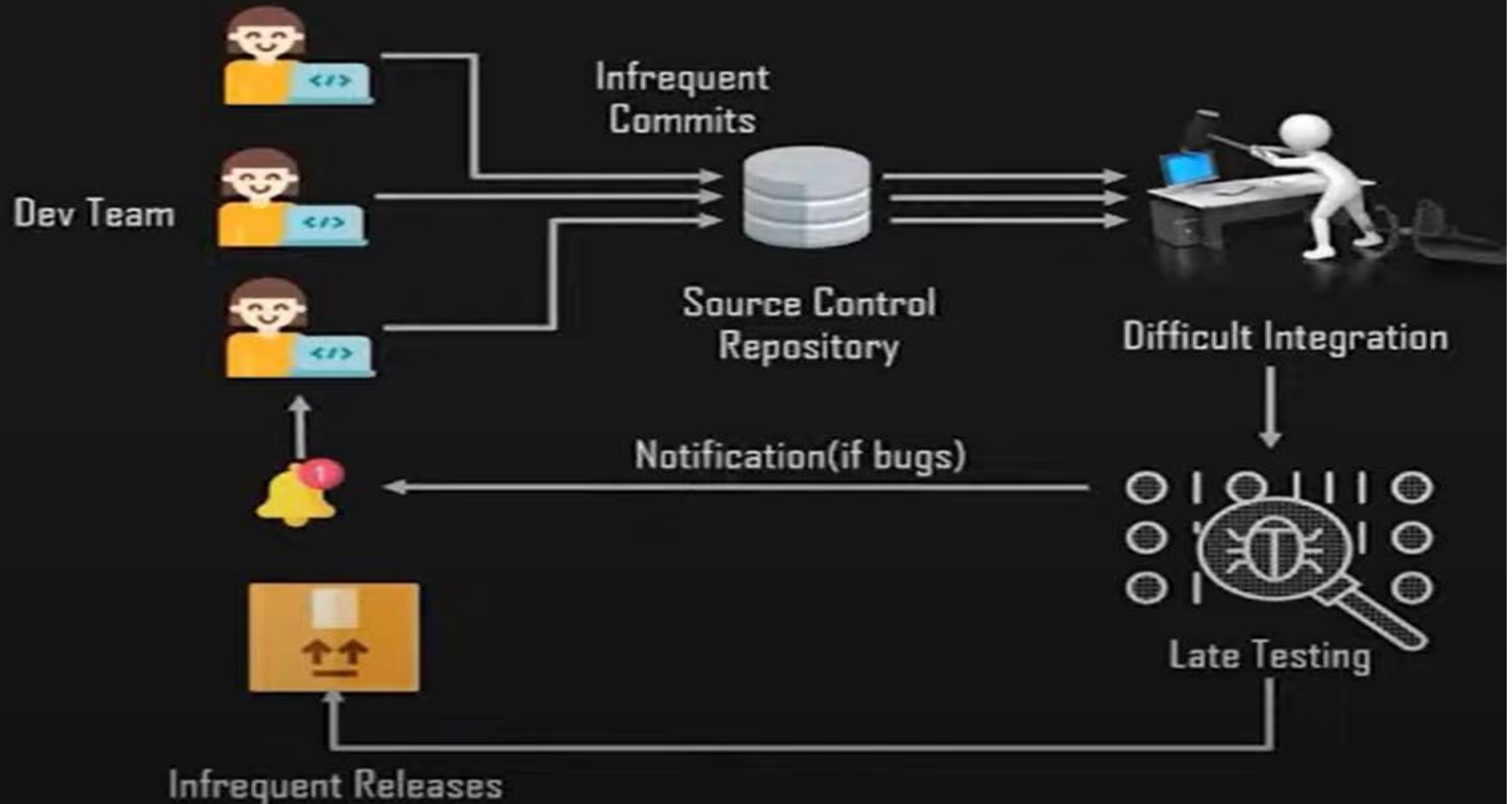
- Jenkins achieves Continuous Integration with the help of plugins. Plugins allows the integration of Various DevOps stages. If you want to integrate a particular tool, you need to install the plugins for that tool. For example: Git, Maven etc.

# What is Continuous Integration

- Continuous Integration is a development practice in which the developers are required to commit changes to the source code in a shared repository several times a day or more frequently.
- Every commit made in the repository is then built. This allows the teams to detect the problems early. Apart from this, depending on the Continuous Integration tool, there are several other functions like deploying the build application on the test server, providing the concerned teams with the build and test results etc.



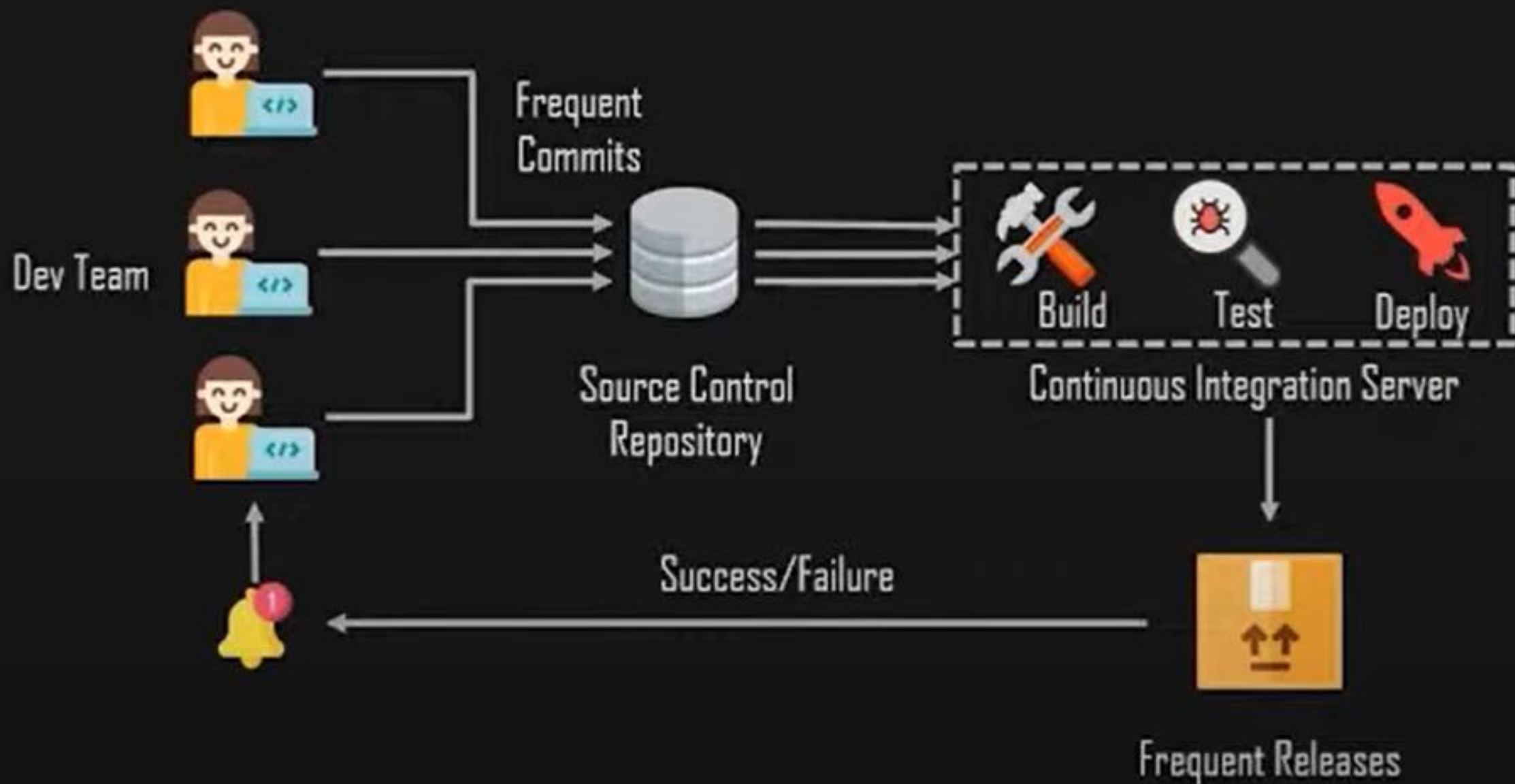
# Before Continuous Integration



# Issues faced before Continuous Integration

- Long Waits to test code
- Difficult to Debug
- Slow Software Delivery process
- Infrequent feedback cycles

# After Continuous Integration



# History of Jenkins

- The Jenkins project was started in 2004 (originally called Hudson) by Kohsuke Kawaguchi, while he worked for Sun Microsystems.
- Kohsuke was a developer at Sun and got tired of incurring the wrath of his team every time his code broke the build.
- The Hudson was renamed to Jenkins in 2011 after a dispute with Oracle, which had forked the project and claimed rights to the project name.
- The Oracle fork, Hudson, continued to be developed for a time before being donated to the Eclipse Foundation. Oracle's Hudson is no longer maintained and was announced as obsolete in February 2017.
- On April 20, 2016 version 2 was released with the Pipeline plugin enabled by default.
- The plugin allows for writing build instructions using a domain specific language based on Apache Groovy.



# Other CI Tools

- Jenkins 48.11%
- TeamCity 6.83%
- Bamboo 1.76%
- Buddy
- GitLab CI
- CircleCI 5.61%
- TravisCI 1.51%

# Stages in CI-CD

- The most common stages in CI-CD pipeline are
  - The Trigger
  - Code Checkout
  - Compile the code
  - Run unit tests
  - Package the code
  - Delivery or Deployment

# Stages in CI-CD – The Trigger

- You can either configure your CI/CD tool to poll for changes to a Git repository, or schedule to trigger periodically
- The main reason for doing this is to make running the pipeline automatic, and friction-free.
- If you leave the pipeline to be run manually, people will sometimes forget to run it, or choose not to. It's far better to just make this an automated step.
- There is huge confidence that comes from knowing that your code is going to be tested on every single change.

# Stages in CI-CD – Code Checkout

- In this stage, the CI server will check out the code from the source code repository, such as GitHub or Bitbucket.
- The CI/CD tool usually receives information from a poll, or a scheduler, which says which specific commit triggered the pipeline.
- The pipeline then checks out the source code at a given commit point, and starts the process.
- Continuous Download

# Stages in CI-CD – Compile the code

- If you're developing in a compiled language like Java, the first thing you'll probably need to do is compile your program.
- This means that your CI tool needs to have access to whatever build tools you need to compile your app. For example, if it's Java, you'll use something like Maven or Gradle.
- Ideally this stage should run in a clean, fresh environment.
- Continuous Build

# Stages in CI-CD – Run tests

- The next key element of your CI/CD pipeline is unit testing. This is the stage where you configure your CI/CD tool to execute the tests that are in your codebase.
- You might use Maven or Gradle to do this in Java, or test in JavaScript.
- The aim at this point is not only to verify that all the unit tests pass, but that the tests are being maintained and enhanced as the code base grows.
- If the application is growing rapidly, but the number of tests stays the same, this isn't great, because it could mean that there are large parts of the code base which are untested.
- Continuous Testing

# Stages in CI-CD – Package the code

- Once all of the tests are passing, you can now move on to packaging the code. Exactly how you package your application depends on your programming language and target environment.
- If you're using Java, you might build a JAR file. If you're using Docker containers, you might build a Docker image.
- Whatever packaging format you choose, a good practice is that you should build the binary only once. Don't build a different binary for each environment, because this will cause your pipeline to become very complex.
- Continuous Delivery

# Stages in CI-CD – Delivery or Deployment

- Finally, when the application has been tested, it can move into the delivery or deployment stage.
- At this stage, you have an artifact ready to be deployed (continuous delivery). Or, you can continue to CI/CD heaven and automatically deploy your software (continuous deployment).
- To achieve continuous deployment, you need a production environment to deploy into. If you're deploying to a public cloud, you can use the cloud provider's API to deploy your application. Or if you're using Kubernetes, you might use a Helm chart to deploy your app.
- And finally, this is the end of your pipeline!
- The next time a developer commits code into the repository, it will be run all over again.



# Why Jenkins is so powerful?

- **Open-Source:** This is obviously a key reason for Jenkins' widespread appeal. It's free, so any organization can get started with it regardless of budgetary constraints. It's also easy to install: Jenkins was developed as a self-contained Java program, which means it can run on most devices and operating systems.
- **Community Support:** Because it is open-source and has been the go-to CI tool for many years, Jenkins now has a strong community behind it. This reinforces Jenkins' popularity, as it's easy to find tutorials and other resources to get the most out of it.
- **Plugins:** One of the main benefits of Jenkins is the huge catalog of plugins that can extend its functionality. At latest count, Jenkins has more than 1,800 community-developed plugins that allow any organization to adapt or enhance the base functionality to suit their own DevOps environment.
- **Distributed:** One server is enough for complex projects, so Jenkins uses a Master-Slave architecture to manage distributed builds. The main server is the 'Master', which can then distribute workload to other 'slave' servers, allowing for multiple builds and test environments to be running simultaneously. This approach could be used, for example, to build and test code on different operating systems.

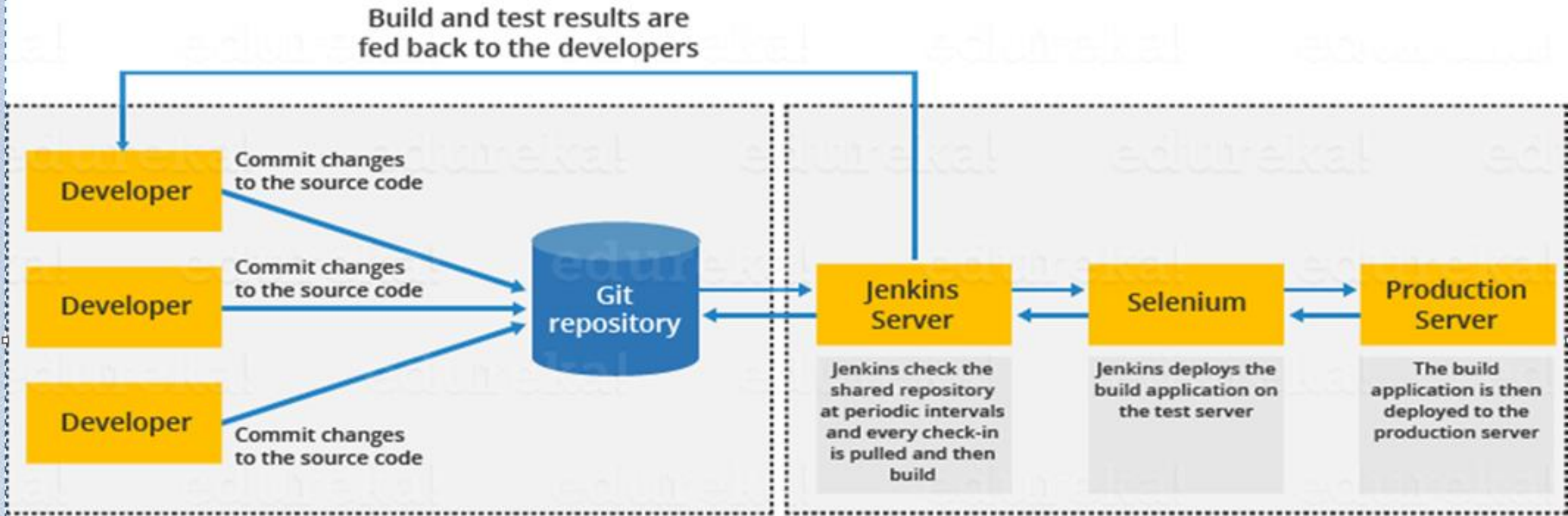
# Jenkins Setup

- Follow the Instructions given in below URL

[Jenkins download and deployment](#)

- Once Jenkins is installed, it runs on port no 8080 by default
  - Access the Jenkins from browser
  - Unlock Jenkins
  - Install Plugins
  - Create Admin user

# Jenkins Architecture



# Alternatives to setup the Jenkins

- Using Package Manager
  - Chocolatey
  - Brew
  - Yum
- Using Containers

# Jenkins Job types

- Jenkins is a flexible and highly configurable automation server that can be used to automate many different types of tasks. Some common types of jobs in Jenkins include:
- **Freestyle project:** a basic type of Jenkins job that provides a wide range of options for customizing and configuring the build process.
- **Pipeline:** a type of Jenkins job that uses a Groovy script to define the entire build process, from building and testing the code to deploying it to production.
- **Multi-configuration project:** a type of Jenkins job that allows for running the same build with different configurations.
- **Folder:** a type of Jenkins job that allows you to organize and manage multiple jobs in a hierarchical structure.
- **Maven project:** a type of Jenkins job that is optimized for building and testing Maven-based projects.
- **Multi-Branch project:** a type of Jenkins job that allows for running the same build with different branches.

# CRON Jobs in Jenkins

- Cron is the baked in task scheduler - run things at fixed times, repeat them etc. In fact, Jenkins uses something like the cron syntax when you are specifying specific times you want a Job to run.
- Syntactically, CRON contains 5 places for each time entry, thus a conventional one-liner syntax of the CRON template would be somehow like:

```
0 23 * * *
```

```
// Staged as
```

```
{Minute} {Hour} {DayOfMonth} {Month} {DayofWeek}
```

# CRON Jobs in Jenkins

- **Minute (0-59)** – tells at what minute of the hour the Job should build.
- **Hour (0-23 With 0 is the midnight)** - tells at what hour the job should build in the 24-hour clock.
- **Day of the month (1-31)** - tells on which day of the month your job should build, e.g., 23rd of each month.
- **Month (1-12)** - tells the month when your job should build. You can number or name the month as well. i.e., April, May, etc.
- **Day of the week (0-7 With 0 or 7 both being Sunday)** - tells the day of the week when you want to build your job. It can also be a number or name like Mon etc.
  
- // Every day at 6 in the evening
- 0 18 \* \* \*
- You need to make the first entry (minute) fixed if you want to work on the hour. The above expression means to run your job at the 0th minute of 18th hour DAILY without any specification of day, month or week.

# CRON Jobs in Jenkins

- After every 20 minutes

```
*0/20 * * * *
```

- After every 4 hours

```
0 */4 * * *
```

// OR

```
0 0,4,8,12,16,20 * * *
```

- In the first case, it will run at 0th minute, 20 minutes after, 40 minutes after means after every 20 minutes. 20 is the offset here which tells after how many minutes this should trigger.
- Similarly, in the next example, the first entry (minute) is fixed and the second entry (hour) contains an offset which tells keep repeating it after 4 hours. In the next line, the less verbose and more readable syntax of the same CRON is also given.
- Every day at 11 in the morning and at night both  

```
0 11, 22 * * *
```
- You can define the multiple values for same entry using a comma. Here, the hour place has two values, first for 11 am and the next for 11 pm.



# CRON Jobs in Jenkins

- Every Saturday and Sunday at 5 PM

`0 17 * * 6,7`

- This will run every Saturday (6) and Sunday (7) at 5 pm (17).

# Creating Users in Jenkins

- Generally, in a large organization, there are multiple, separate teams to manage and run jobs in Jenkins. But managing this crowd of users and assigning roles to them can prove troublesome.
- By default, Jenkins comes with very basic user creation options. You can create multiple users but can only assign the same global roles and privileges to them. This is not ideal, especially for a large organization.
- The Role Strategy Plugin enable you to assign different roles and privileges to different users. You will first need to install the plugin in your Jenkins manage environment.

# **User Authorization Strategies**

- **Matrix Based Security**
- **Role Based Matrix Authorization Strategy (Project Based Roles)**
- **Role Based Strategy**

# Matrix Based Security

- It allows you to grant specific permissions to users and groups
- Create User
  - Manage Jenkins → Manage Users → Craete User
- Manage Jenkins → Configure Global Security
  - Under Authorization → Select Matrix based security
  - Add user
  - Provide the permissions (Overall Read permission is mandatory)

# Creating Project Based Roles in Jenkins

- Manage Jenkins → Manage Users
  - Create User
- Manage Jenkins → Configure Global Security → Authorization
  - Enable Project based Matrix Authorization Strategy
  - Adduser → Provide username that we created in above step
  - Select Overall Read permissions
- Click on Dashboard
  - Select the Job
  - Click on Configure
  - Select Enable Project-based security
  - Add user
  - Select permissions needed to maintain the Job

# Role Based Strategy

- Create User in Jenkins
  - Manage Jenkins → Manage Users → Create User
- Install Plugin
  - Manage Jenkins → Manage Plugins → Available → Search for Role Based Authorization Strategy
  - Install without Restart
  - Restart Jenkins after installing the plugin
- Manage Jenkins → Configure Global Security
  - Under Authorization → Select Role Based Strategy
- Create Roles
  - Manage Jenkins → Manage and Assign Roles → Manage Roles
  - For every Role Overall Read permission is mandatory
- Assign Roles to Users
  - Manage Jenkins → Manage and Assign Roles → Assign Roles
  - Add user
  - Map the user to Role

# Email Configuration in Jenkins

- Manage Jenkins → Configure System
- At the bottom of the page you can see Email Notification
- Provide below details
  - SMTP Server Name
  - Default email suffix
  - Username
  - Password
  - Port
- Once Email Configuration is successful then Go to the Job → Configure
- Add Post Build action → Email Notification and provide recipient email details separated by space

# Master Slave

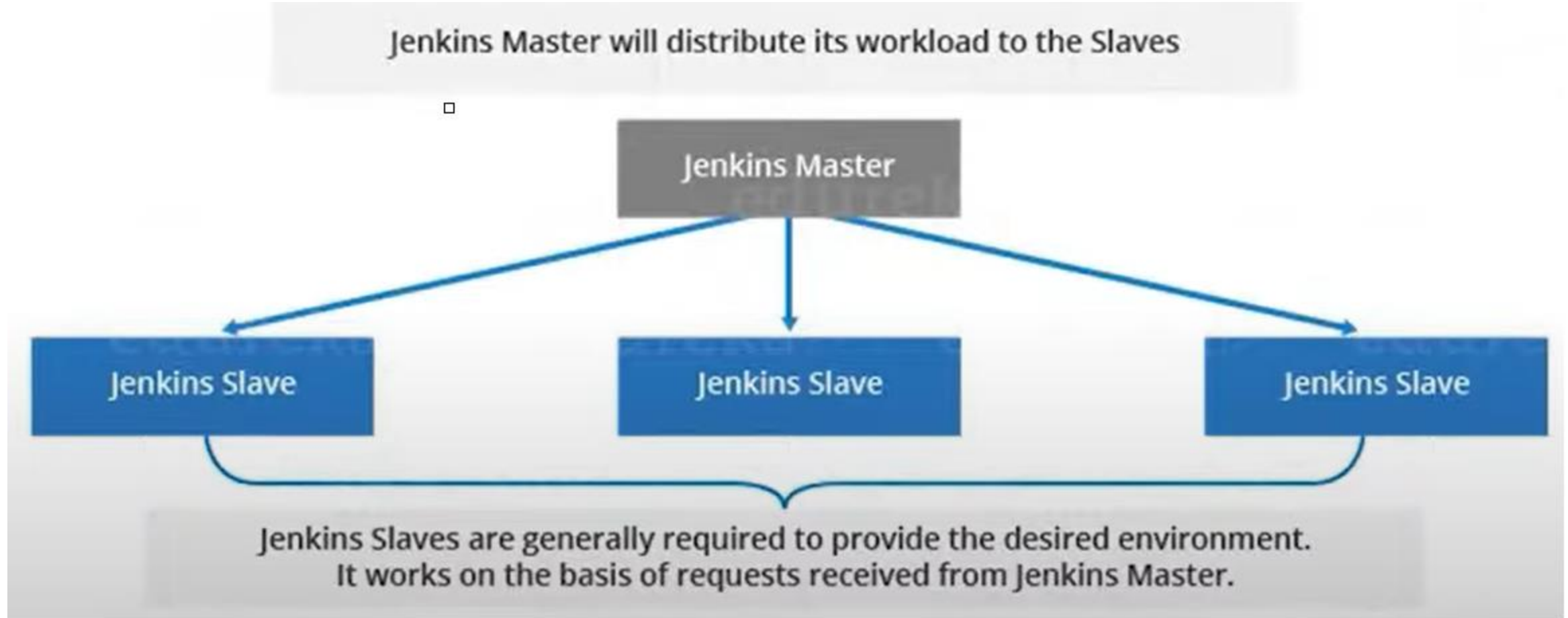
- Sometimes many build machines are required if there are instances wherein there are a larger and heavier projects which get built on a regular basis.
- And running all of these builds on a central machine may not be the best option.
- In such a scenario, one can configure other Jenkins machines to be slave machines to take the load off the master Jenkins server.
- Sometimes you might also need several different environments to test your builds. In this case using a slave to represent each of your required environments is almost a must.
- A slave is a computer that is set up to offload build projects from the master and once setup this distribution of tasks is fairly automatic.
- The exact delegation behavior depends on the configuration of each project; some projects may choose to "stick" to a particular machine for a build, while others may choose to roam freely between slaves.



# Master Slave

- Since each slave runs a separate program called a "slave agent" there is no need to install the full Jenkins (package or compiled binaries) on a slave.
- There are various ways to start slave agents, but in the end the slave agent and Jenkins master needs to establish a bi-directional communication link (for example a TCP/IP socket.) in order to operate.

# Jenkins Distributed Architecture



# Jenkins Scalability

- Scalability is the ability of a system to expand its capabilities to handle the additional load.
- Jenkins scaling depends on Master/Slaves Model
  - Master – Main Jenkins Instance
  - Slave – Agent Instances
  - Master is responsible for distributing jobs across slaves.

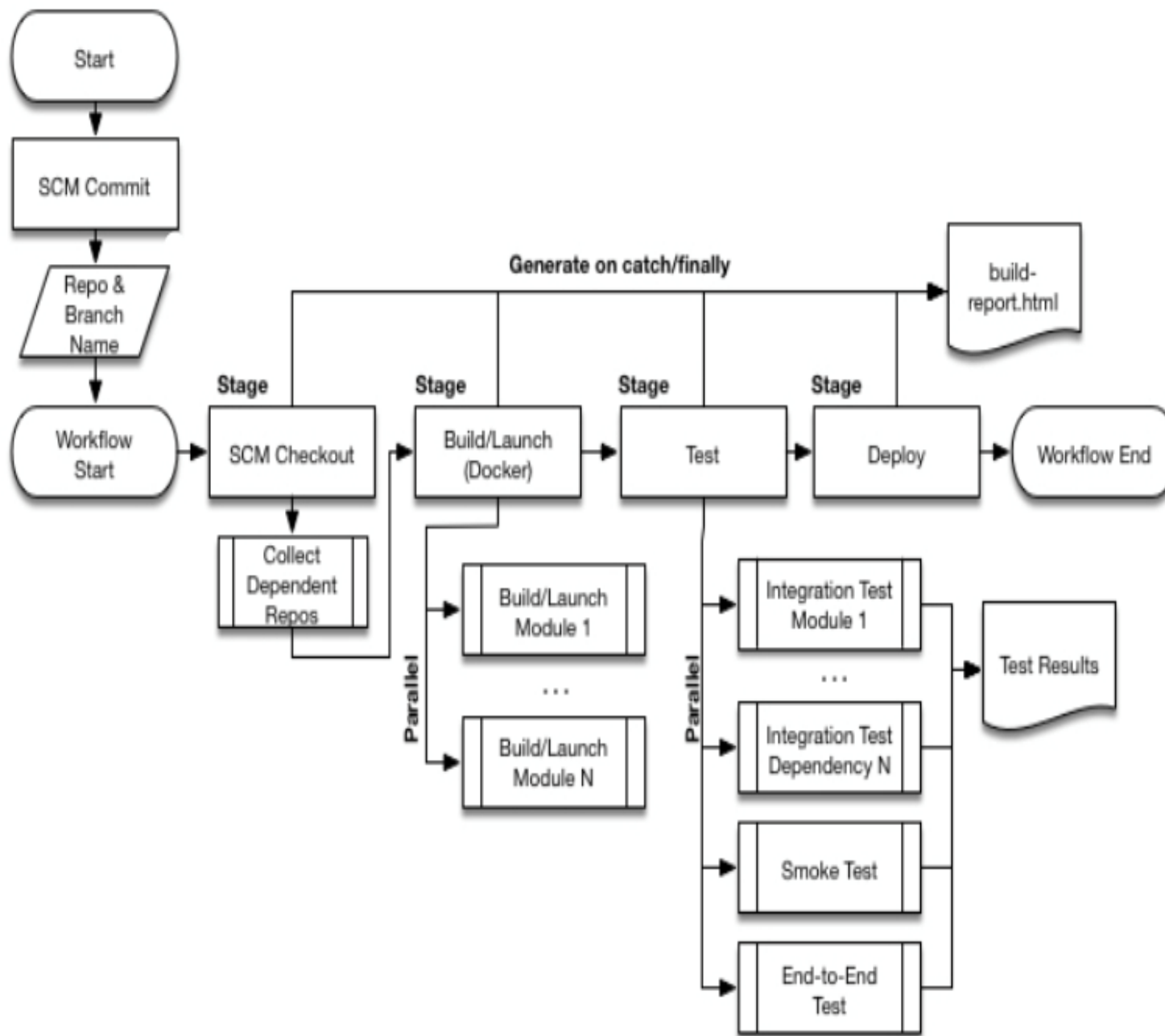
# Pipeline

- To carry out continuous delivery, Jenkins introduced a new feature called Jenkins pipeline.
- A pipeline is a collection of steps in the build job which trigger each other in a specified sequence that brings the software from version control into the hands of the end users by using automation tools.
- The key feature of this pipeline is to define the entire deployment flow through code. It means that all the standard jobs defined by Jenkins are manually written as one whole script and they can be stored in a version control system.
- It basically follows the 'pipeline as code' discipline. Instead of building several jobs for each phase, you can now code the entire workflow and put it in a **Jenkinsfile**.

# Pipeline



Development



Production



# Jenkinsfile

- Jenkins Pipeline can be defined by a text file called Jenkinsfile. You can implement pipeline as code using Jenkinsfile, and this can be defined by using a DSL (Domain Specific Language).
- With the help of Jenkinsfile, you can write the steps required for running a Jenkins Pipeline.
- The benefits of using Jenkinsfile are:
  - You can make pipelines automatically for all branches and can execute pull requests with just one Jenkinsfile.
  - You can review your code on the pipeline.
  - You can review your Jenkins pipeline.
  - This is the singular source for your pipeline and can be customized by multiple users.
- Jenkinsfile can be defined by using either Web UI or with a Jenkinsfile.

# Pipeline

- Jenkins Pipelines can be either
  - Scripted Pipeline.
  - Declarative Pipeline

## Scripted Pipeline

- Traditional way of writing the code
- Stricter groovy syntax
- Code is written in the Jenkins UI Instance
- The code is defined within a 'node' block.

## Declarative Pipeline

- Makes use of numerous, generic, predefined build steps/stages (i.e. code snippets) to build our job according to our build/automation needs
- Recent feature
- which are written in Jenkins DSL language.
- Code is written locally in a file and is checked into a SCM.
- The code is defined within a 'pipeline' block.

# Scripted Pipeline

- A Jenkins Scripted Pipeline is a sequence of stages to perform CI/CD-related tasks that can be specified as code, enabling you to develop a pipeline script and add it to your code repository so you can version it.
- Plus, the pipeline functionality comes right out of the box from Jenkins 2.0 onward, meaning that no configuration needs to be made to be able to create them.
- In Jenkins, Pipelines are specified by using a specific DSL following almost the same structure as Groovy to specify its statements and expressions. This makes pipelines easy to use for Groovy savants.
- In Scripted Pipeline syntax, one or more node blocks do the core work throughout the entire Pipeline.



# Scripted Pipeline fundamentals

Jenkinsfile (Scripted Pipeline)

```
node { ❶  
    stage('Build') { ❷  
        // ❸  
    }  
    stage('Test') { ❹  
        // ❺  
    }  
    stage('Deploy') { ❻  
        // ❼  
    }  
}
```

# Scripted Pipeline fundamentals

1. Execute this Pipeline or any of its stages, on any available agent.
2. Defines the "Build" stage. stage blocks are optional in Scripted Pipeline syntax. However, implementing stage blocks in a Scripted Pipeline provides clearer visualization of each `stage`'s subset of tasks/steps in the Jenkins UI.
3. Perform some steps related to the "Build" stage.
4. Defines the "Test" stage.
5. Perform some steps related to the "Test" stage.
6. Defines the "Deploy" stage.
7. Perform some steps related to the "Deploy" stage.

# Scripted Pipeline Elements

## Node Blocks

- The first block to be defined is the “node”:

```
node {  
}
```
- A “node” is part of the Jenkins distributed mode architecture, where the workload can be delegated to multiple “agent” nodes.
- A “master” node handles all the tasks in your environment. Jenkins agent nodes offloads builds from the master node, thus performing all the pipeline work specified in the node block.
- This block is not mandatory but it is desired and can be considered as good practice, since with the code included in this block, Jenkins will schedule and run all the steps once any node is available and creates a specific workspace directory.

# Scripted Pipeline Elements

## Stage Blocks

- The next required section is the “stage”:

```
stage() {  
}
```

- Your pipeline will consist of several steps that can be grouped in stages. Among these stages you might have:
  - Pull code from repository
  - Build your project
  - Deploy your application
  - Perform functional tests
  - Perform performance tests
- Jenkins provides an interface that generates pipeline sentences for predefined actions that can be added to any of the script stages. On your pipeline script page, click on “Pipeline Syntax” to access the following page:

# Scripted Pipeline Elements

- Each stage block specifies the tasks to be performed. For example, a full scripted pipeline might be:

```
node {  
    stage ('Build') {  
        bat "msbuild  
${C:\\Jenkins\\my_project\\workspace\\test\\my_project.sln}"  
    }  
  
    stage('Selenium tests') {  
        dir(automation_path) {  
            //changes the path to "automation_path"  
            bat "mvn clean test -Dsuite=SMOKE_TEST -Denvironment=QA"  
        }  
    }  
}
```

Q & A