

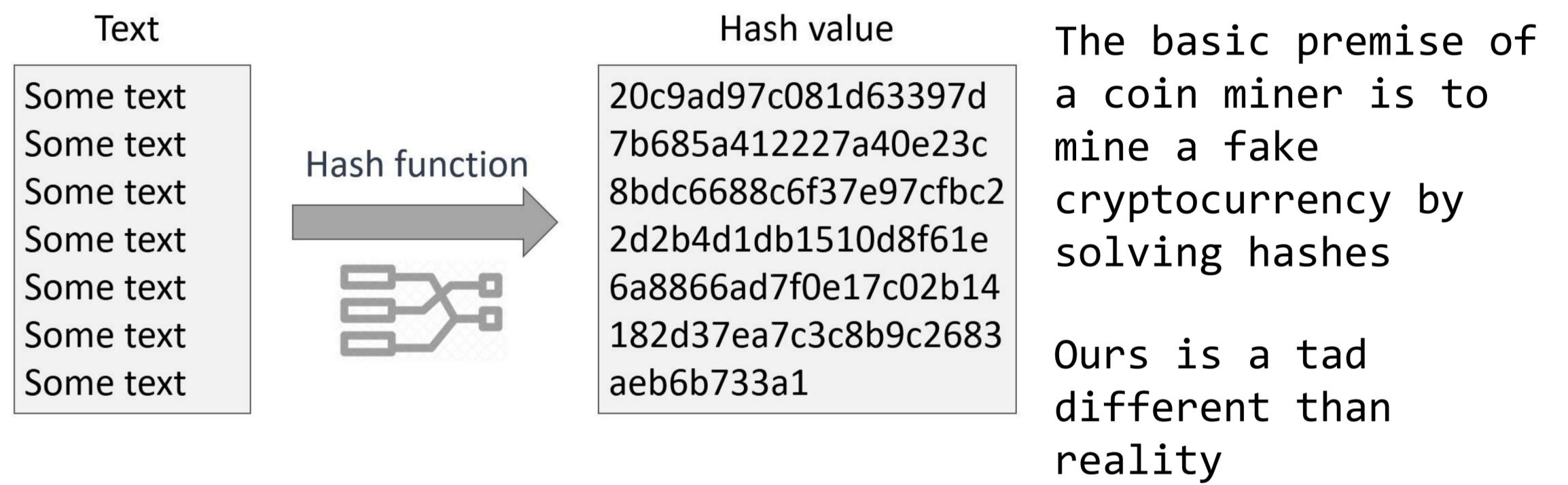
Gokoins Coin Miner

<https://github.com/Every-Villain-Is-Lemons/CSC468-Team-Project>

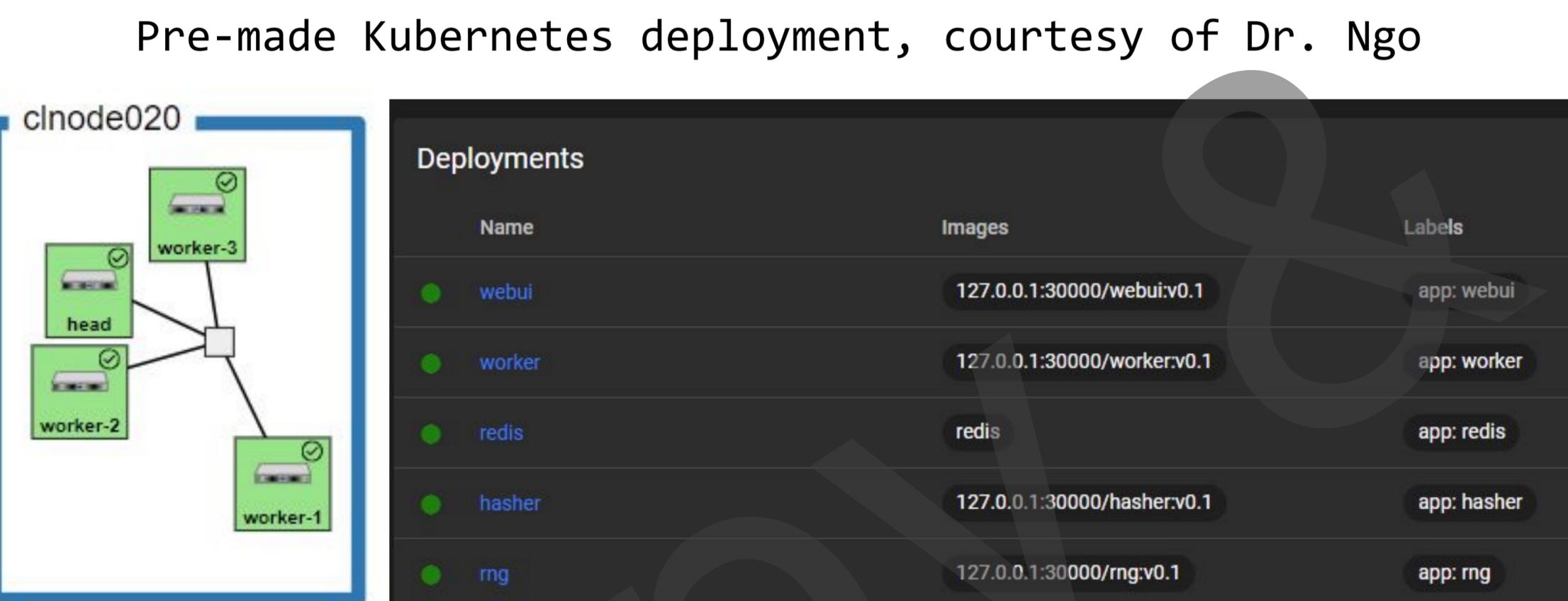
By: Brennan Busza, Bryan Gonzalez-Moyano, Tyler Prehl, Ani Tapia, Matthew Weigand



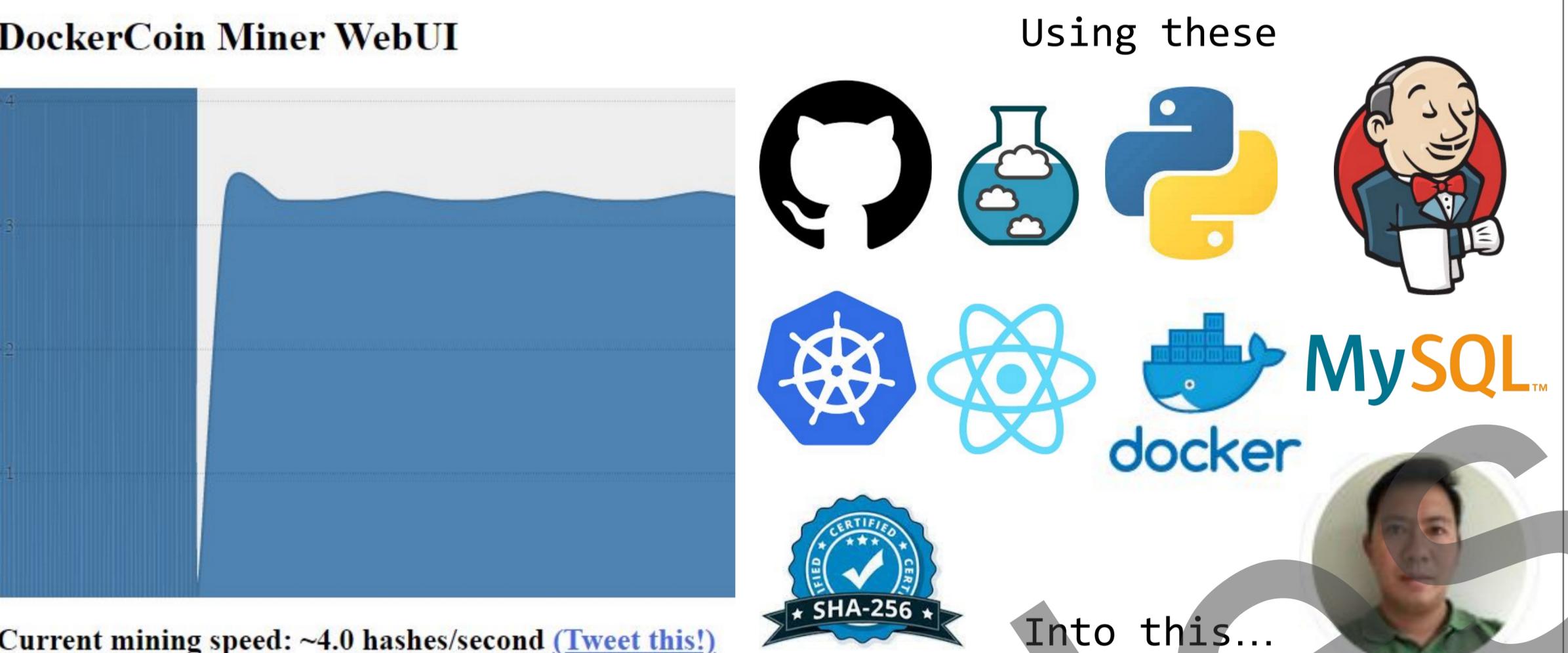
What IS Gokoins Coin Miner?



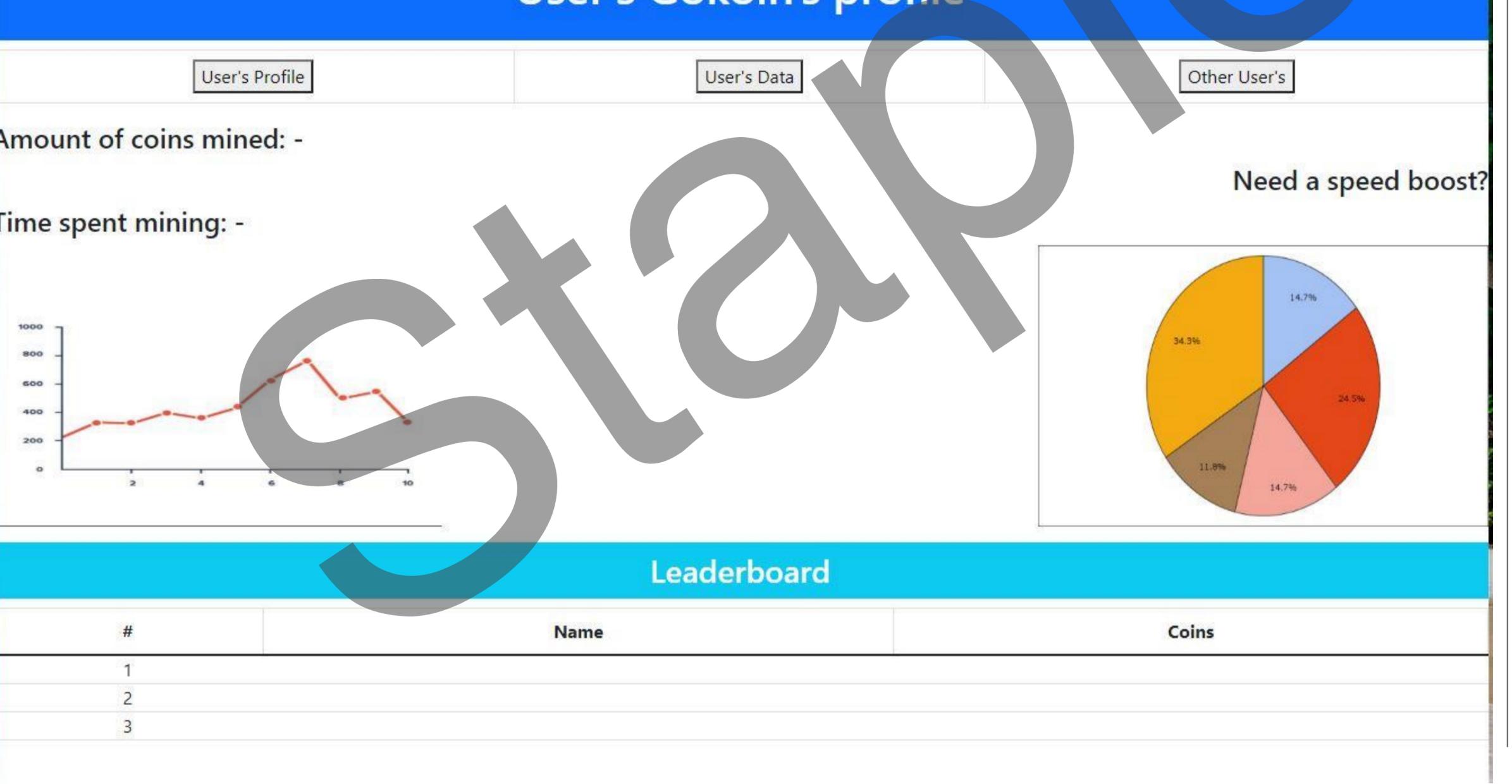
Progress Over Time



Original Goals



User's Gokoin's profile



Progress Continued

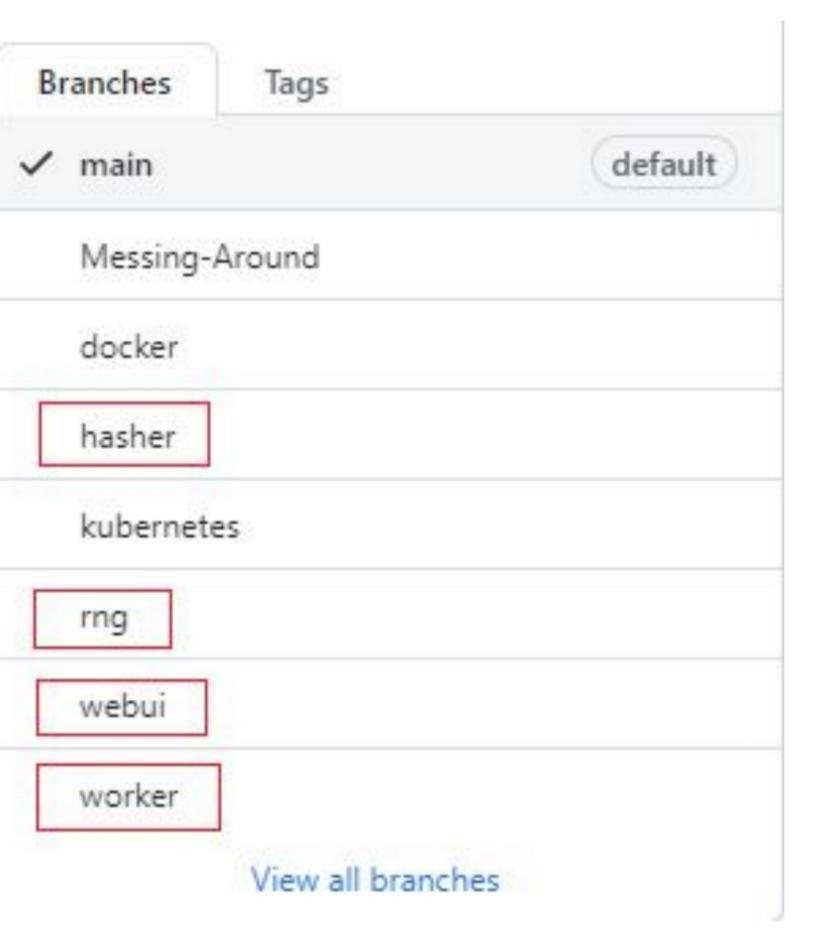
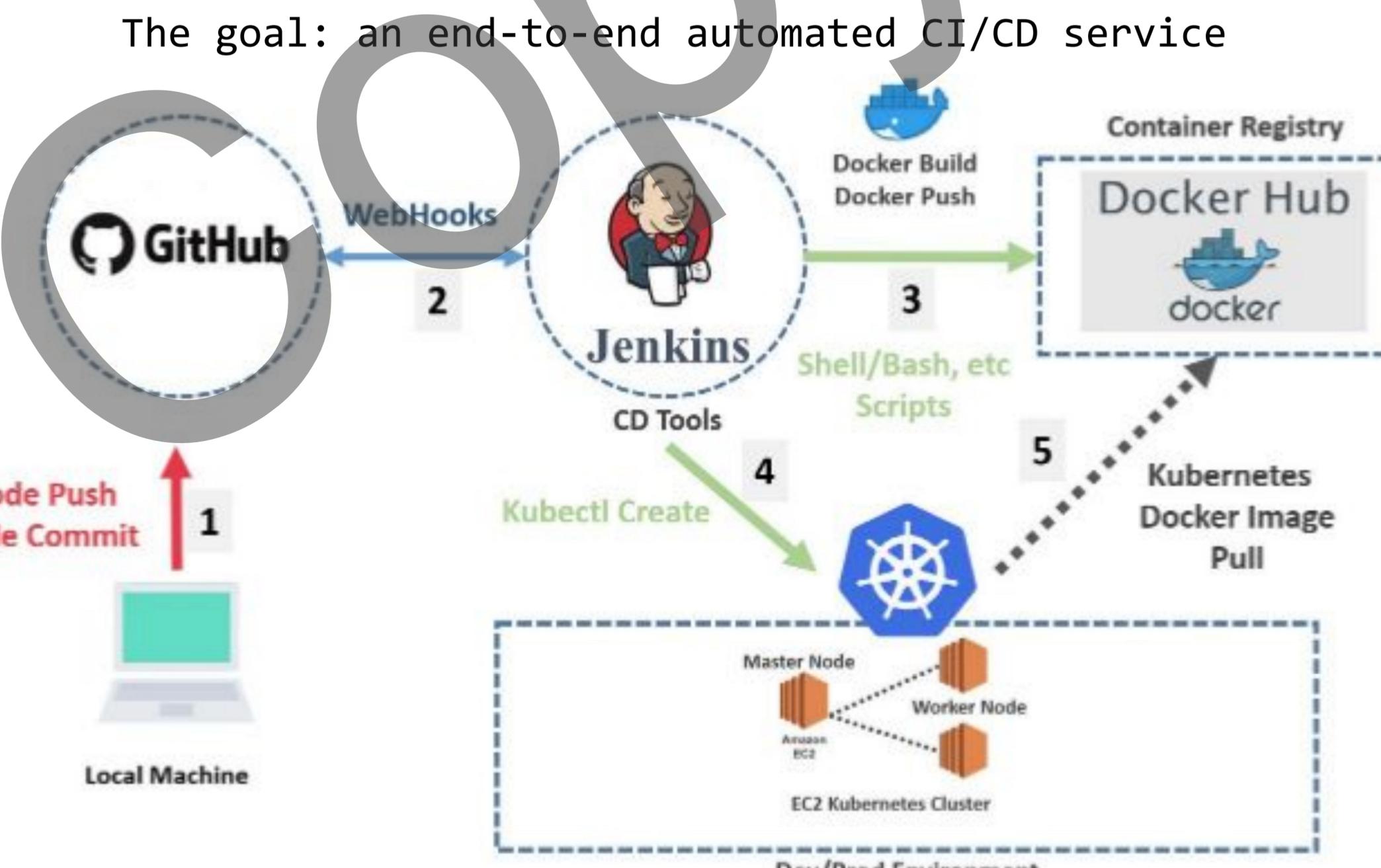
Deploying via Jenkins pipelines...

gokoins-webui #19	gokoins-webui #6
gokoins-webui #18	gokoins-webui #5
gokoins-webui #17	gokoins-webui #4
gokoins-webui #16	gokoins-webui #3
gokoins-webui #15	gokoins-webui #2
gokoins-webui #14	gokoins-webui #1
gokoins-webui #13	gokoins-webui #13
gokoins-webui #12	gokoins-webui #12
gokoins-webui #11	gokoins-webui #11
gokoins-webui #10	gokoins-webui #10
gokoins-webui #9	gokoins-webui #9
gokoins-webui #8	gokoins-webui #8
gokoins-webui #7	gokoins-webui #7
gokoins-webui #6	gokoins-webui #6
gokoins-webui #5	gokoins-webui #5
gokoins-webui #4	gokoins-webui #4
gokoins-webui #3	gokoins-webui #3

gokoins-webui #20	gokoins-worker #31
gokoins-webui #19	gokoins-worker #12
gokoins-webui #18	gokoins-worker #30
gokoins-webui #17	gokoins-worker #16
gokoins-webui #16	gokoins-worker #15
gokoins-webui #15	gokoins-worker #14
gokoins-webui #14	gokoins-worker #13
gokoins-webui #13	gokoins-worker #12
gokoins-webui #12	gokoins-worker #11
gokoins-webui #11	gokoins-worker #10
gokoins-webui #10	gokoins-worker #9
gokoins-webui #9	gokoins-worker #8
gokoins-webui #8	gokoins-worker #7
gokoins-webui #7	gokoins-worker #6
gokoins-webui #6	gokoins-worker #5
gokoins-webui #5	gokoins-worker #4
gokoins-webui #4	gokoins-worker #3
gokoins-webui #3	gokoins-worker #2
gokoins-webui #2	gokoins-worker #1
gokoins-webui #1	gokoins-worker #1

Configure Clouds

The beauty of it - testing features is AMAZINGLY easy



To make our future lives much, much easier, we broke down our Jenkins pipeline into 4 - one for each main piece of Gokoins

With a simplified shell script and example Jenkins pipeline ("hello") in hand, we started crafting our Jenkinsfiles and modifying our deployment and service.yml files

Present Day

- Imperfect pipelines
 - Patching NodePort values
 - Success on kubernetes-dashboard, failure with WebUI
 - Previous deployment errors
 - WebUI
 - Still basic-looking
 - No user-integration
 - No boosting/buying resources
 - Hasher-RNG
 - Still original code, not as true to coin mining as we had hoped
- Conclusions:
- Learning moments
 - Ruby->Python
 - Flask
 - Jenkinsfiles
 - "Dollar slashy strings"
 - GitHub organizations
 - Connecting a web app to a database is difficult

Original Code Base:
<https://github.com/jpetazzo/container.training>