

Jenkins – Distributed Builds

Need for Distributed Build

- Load Spike in Jenkins when project starts up – CPU & Memory
- Single Point of failure
- O/S Specific Jenkins – UI Tests
- Geographical closeness to servers

Master – Slave/Node

- Master is any regular Jenkins Installation
- Slave or agents does not need full Jenkins installation
- Communication – SSH, JNLP (Java Network Launching Protocol)
- Nodes are identified with labels and can be named based on OS, toolchains (Ruby, NodeJS), Geos, platforms (Docker, OpenStack)