

<u>Jenkins</u>

Description

Jenkins is a very wide spread software building, testing and deployment tool. It enabled CI/CD pipelines and agile development, can utilize such technologies as the public cloud, git and docker and has many plugins making it tunable to many environments.

Duration

8 hours / 1 days

Intended Audience

- Devops people who wish to install, configure and control the building and testing of software.
- Developers who wish to build complex pieces of software and to customize the build and test phases.
- Scrum masters who would like to integrate new features into their production pipelines.
- Anyone with some programming experience in the software industry.

Prerequisites

No programming skills are required but are certainly welcome. A year of experience in the software industry in any technical position is required.

Objectives

- Install a Jenkins server
- Describe the theory behind CI/CD pipelines
- Understand the different pipelines in Jenkins
- Learn some groovy syntax
- Write your own pipeline scripts
- Connect Jenkins to github
- Learn how to trouble-shoot Jenkins
- Describe Jenkins best practices.

Outline

- How to install jenkins docker installation.
- Continuous Integration (CI) Concepts
 - o Why CI?
 - o Why CD?
 - o Organizaional issues.
- Basic Jenkins example
- Pulling your code from github using polling or a webhook
- The various pipeline types in Jenkins o Focus on mutli-branch pipeline
- Agents in jenkins
 - o What are Agents?
 - o Different types of Agents
 - o Jenkins in the Cloud using cloud native agents



- Some groovy syntax
 - o Variables
 - o Loops
 - o Conditional statements
 - o Basic functions
 - o Going beyond the basics
- Examples of pipelines
- Trouble shooting jenkins
 - o Logging
 - o Printing from within docker processes
 - o Getting the docker logs
 - o Understanding what causes failure:
- environment variables
- user who is running and permission issues
- current folder
- files
- Best Practices in CI/CD process with Jenkins
 - o Using Jenkinsfile
 - o Using Dockers
- Speeding your builds and tests
 - Doing things in Parallel
 - Pre-prepared docker images
 - o Pre-installed software
 - o Pre-installed wheels for python