

### Entwicklungsumgebungen

<https://job-dsl.herokuapp.com/> Playground zur Jobs DSL

### Plugins - Build Trigger

\* <https://plugins.jenkins.io/selfie-trigger-plugin>  
\*

### Pipeline Trigger Job

```
# Build Trigger - Zeitgesteuert
TZ=Europe/Berlin
@midnight
# Pipeline - Definition Pipeline script
node {
    stage("myproject") {
        try {
            build 'myproject/mod/master'
        } catch (err) {
            echo "Caught: ${err}"
        }
    }
    try {
        build 'rads-an-notations'
    } catch (err) {
        echo "Caught: ${err}"
    }
    try {
        build 'localmod'
    } catch (err) {
        echo "Caught: ${err}"
    }
}
```

### Monitoring API

#### Simple Job

Builds tatus URL: [jenkinsurl/job/jobname/latestBuild/api/json](http://jenkinsurl/job/jobname/latestBuild/api/json)

Beispiel: <http://localhost:8090/job/rads-an-notations/latestBuild/api/json>

#### Multibranch Pipeline Plugin

Builds tatus URL: [jenkinsurl/repositoryName/job/BranchName/latestBuild/api/json](http://jenkinsurl/repositoryName/job/BranchName/latestBuild/api/json)

Beispiel: <http://localhost:8090/job/myproject-etmod/job/master/latestBuild/api/json>

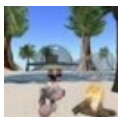
### Monitoring API (cont)

> Im Response sind die wichtigen Felder:

\* response.displayName

\* response.result

```
{
  "_class": "hudson.model.FreeStyleBuild",
  "actions": [
    {
      "_class": "hudson.model.CauseAction",
      "causes": [
        {
          "_class": "hudson.model.Cause$UpstreamCause",
          "shortDescription": "Gestartet durch vorgelagertes Projekt
          „NighlyTrigger“, Build 6“,
          "upstreamBuild": 6,
          "upstreamProject": "NighlyTrigger",
          "upstreamUrl": "job/NighlyTrigger/"
        }
      ]
    },
    {}
  ],
  "_class": "hudson.plugins.git.util.BuildData",
  "buildsByBranchName": {
    "refs/remotes/origin/master": {
      "_class": "hudson.plugins.git.util.Build",
      "buildNumber": 6,
      "buildResult": null,
      "marked": {
        "SHA1": "d68e6e7cbc7155a549e480e7354a6e644933-
        82fa",
        "branch": [
          {
            "SHA1": "d68e6e7cbc7155a549e480e7354a6e644-
            93382fa",
            "name": "refs/remotes/origin/master"
          }
        ]
      },
      "revision": {
```



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Published 15th September, 2019.

Last updated 12th October, 2019.

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### Monitoring API (cont)

```
> "SHA1": "d68e6e7cbc7155a549e480e7354a6e644933-82fa",
  "branch": [
    {
      "SHA1": "d68e6e7cbc7155a549e480e7354a6e644-93382fa",
      "name": "refs/remotes/origin/master"
    }
  ]
},
"lastBuiltRevision": {
  "SHA1": "d68e6e7cbc7155a549e480e7354a6e64493382fa",
  "branch": [
    {
      "SHA1": "d68e6e7cbc7155a549e480e7354a6e644933-82fa",
      "name": "refs/remotes/origin/master"
    }
  ]
},
"remoteUrls": [
  "https://github.com/FunThomas424242/rades-annotations.git"
],
"scmName": ""
},
{
  "_class": "hudson.plugins.git.GitTagAction"
},
{},
{}
},
"artifacts": [],
"building": false,
"description": null,
"displayName": "#6",
"duration": 28582,
```

### Monitoring API (cont)

```
> "estimatedDuration": 47475,
  "executor": null,
  "fullDisplayName": "rades-annotations #6",
  "id": "6",
  "keepLog": false,
  "number": 6,
  "queueId": 39,
  "result": "SUCCESS",
  "timestamp": 1568557708973,
  "url": "http://stachel:8090/job/rades-annotations/6/",
  "builtOn": "",
  "changeSet": {
    "_class": "hudson.plugins.git.GitChangeSetList",
    "items": [],
    "kind": "git"
  },
  "culprits": []
}
```

Quelle: <https://serverfault.com/questions/309848/how-do-i-check-the-build-status-of-a-jenkins-build-from-the-command-line>

### Spielejenkins im Internet bereitstellen

Lässt sich über Docker für max. 3h realisieren:

1. Aufruf der Dockerspielwiese: <https://labs.play-with-docker.com>
2. Add new Instanz
3. docker pull jenkins
4. docker run -p 8080:8080 -p 50000:50000 jenkins
5. Ablesen der IP und Ports der Umgebung
6. Öffnen der Jenkinsseite über den ausgelesenen 8080 z.B. <http://ip172-18-0-7-bmh2hhlfhn20008g21v0-8080.direct.labs.play-with-docker.com/login?from=%2F>
7. In der Console nach oben scrollen und das Jenkins admin Passwort herauskopieren. Sieht etwa so aus: fd87362a76514aa997-3631c99257ecb4
8. Im geöffneten Jenkins anmelden (mit dem Passwort)

Manchmal machte die Installation mit default Plugins Probleme, daher besser erstmal keine zu installieren und dann manuell später nachholen



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Published 15th September, 2019.  
Last updated 12th October, 2019.  
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### Jenkins - Monitore

<a href="https://github.com/gg-irou/yet-another-jenkins-notifier">https://github.com/gg-irou/yet-another-jenkins-notifier</a>	Chrome Extension	Nur auf Jobebene bei aktiver Authentifizierung
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<a href="https://github.com/zi-onyx/jenkins-tray">https://github.com/zi-onyx/jenkins-tray</a>	Natives Binary	Multi Jenkins Support mit Tray aber die Liste öffnet im extra Fenster
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=====

HudsonTracker		Unterstützt die Jenkins Authorisierung nicht
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<a href="http://fieryjoy.com/kato">http://fieryjoy.com/kato</a>	Natives Binary	Benötigt Download
---	----------------	-------------------

### Zeitgesteuerte Ausführung (cont)

```
}  
`
```

#### Quellen:

- \* <https://stackoverflow.com/questions/32028761/jenkins-build-pipeline-scheduled-trigger>
- \* <https://stackoverflow.com/questions/39168861/build-periodically-with-a-multi-branch-pipeline-in-jenkins/44902622#44902622>

### Zeitgesteuerte Ausführung

#### Pipeline mit Jenkinsfile

```
pipeline {  
  agent any  
  triggers {  
    cron('H /4 * 1-5')  
  }  
  stages {  
    stage( 'Ex ample' ) {  
      steps {  
        echo 'Hello World'  
      }  
    }  
  }  
}
```

```
String cron_string = BRANCH_NAME == "master" ? "@hourly" : ""  
pipeline {  
  agent none  
  triggers { cron(cron_string) }  
  stages {  
    // do something  
  }  
}
```



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Published 15th September, 2019.  
Last updated 12th October, 2019.  
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