Jenkins Build 2

Objectives:

- Configure Unit tests with Jenkins
- Configure a second build node
  - This requires a second vm (we are going to use linux)
- Configure email-based notifications
- Integrate Jenkins and SonarQube

Requirements:

Continue where you left off on your last project with Jenkins. You will start in chapter 2 at the ‘Configuring JUnit’ section, and work to the end of the chapter. When configuring nodes, you can safely skip steps 4-8. Since we aren’t using windows as the slave node, you can also skip step 4 at the bottom of that same page.

Here is how I did some configs.

Plugins

When configuring the dashboard view plugin, after configuring it, you must attach it to a build job. Attach it to your PetClinic build job you created in the last assignment. I don’t care what portlets you add.

Nodes

Configure a second VM as a build node. Though the book uses a windows machine, we will use a Linux vm as our second node. Make sure to install [default-jre], [default-jdk], [git]. (You could use your production vm, if you still have that one.)

Here is how I did some configs.

- Verify the log status of the agent that it is online
- I ran my build project on this node at this point. You only need to edit your project settings and select where the project can run. (Look for the checkbox [restrict where this can run], then enter the name of your node)
- Make sure that you can build your project on BOTH the [master] node and your new [slave] node.

SonarQube

Here are instructions to get sonarqube working.

Email

Skip the email part.

Check off procedure:

For this project, you should submit the following screenshots:

- JUnit tests are showing up
- That you have added some dashboard plugins
- That you can successfully execute a build job on a second node
- That sonarqube has received some information from your build job.