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.