

# LU02a - What is Jenkins?

Internal reference: learningunits/02-1.md

## Goals

1. I can identify **what Jenkins** is, why it was created, and **what problems it helps solve** in software development.
2. I can describe the **major features** that make Jenkins popular.
3. I explore how Jenkins **connects with different environments** to support automated workflows.
4. Identify how Jenkins can be **customized and configured** and why this flexibility benefits automation pipelines.

## Basics

In [this article](#), you will learn what Jenkins is. Internal reference 02-1.md

## Exercises

Make your own notes while reading the article.



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