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.

Daniel Garavaldi

From:
https://wiki.bzz.ch/ - **BZZ - Modulwiki**

Permanent link:
https://wiki.bzz.ch/en/modul/m324_aws/learningunits/lu02/lu02a

Last update: **2025/11/06 20:44**