

# 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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