

Introduction

This page is currently in draft mode while it is being built and reviewed!!

Overview

This page is meant as an introduction to new people who want to write a plugin for Jenkins. It is meant to give the initial steps needed, but does not explain a lot about the actual development. This page assumes you want to make the plugin open source and have it hosted in the update center.

1. Where to place the source code.

Currently you have two choices depending on which source control management system you want to use:

- If you prefer Subversion, your source code will be hosted on svn.jenkins-ci.org
- If you prefer Git, your source code will be hosted on [GitHub](https://github.com)

Placing the source code in either of these two locations is currently a requirement for being included in the update center, but Kohsuke has [indicated](#) that given a good case that requirement is up for debate.

2. Getting the right accounts

In the Jenkins eco system there is a group of systems which you need access to (TODO: insert links)

- [Jenkins-ci.org](http://jenkins-ci.org): This account works for wiki (create a page about your plugin), jira (bug tracking system), and subversion.
- [GitHub](https://github.com): If you have chosen git and GitHub for the source code you of course need this. If you work with Subversion you don't.
- [Google](https://www.google.com/groups): Mailing lists are hosted by google groups and as such you can both access them through email or using the google groups web interface.

3. What to put in the pom.xml

TODO: parent section, scm information, distribution management, organization, group/artifactid's

4. Preparing for the first release

TODO: getting jira components, [Jenkins-on-Jenkins](#) etc.

5. Performing the first release.

TODO: Perform release, verify wiki and update centre

6. More information

TODO: various useful links