

Terminology



The official glossary page is now located at

<https://jenkins.io/doc/book/glossary/> but it does not contain all terms from this page, yet.

Table of terms used in Jenkins

| Term used in Jenkins | Description |
|------------------------------|--|
| Job/Project | Jenkins seems to use these terms interchangeably. They all refer to runnable tasks that are controlled / monitored by Jenkins. |
| Build | Result of one run of a Project. |
| Artifact | |
| Node/Slave | Slaves are computers that are set up to build projects for a master. Jenkins runs a separate program called "slave agent" on slaves. When slaves are registered to a master, a master starts distributing loads to slaves. Term Node is used to refer to all machine that are part of Jenkins grid, slaves and master. |
| Cloud | Handles creation of Nodes to dynamically expand/shrink the number of slave machines |
| Executor | Separated stream of builds to be run on Node in parallel. Node can have 1 or more Executors. Special executors can be created dynamically (one-off executors) to run lightweight jobs used mostly for orchestration purposes. |
| Workspace | Disposable directory on Node used as a working directory for building. It is preserved on best effort bases after build completion. |
| Stable build | A build is stable if it was built successfully and no publisher reports it as unstable. |
| Unstable build | A build is unstable if it was built successfully and one or more publishers report it unstable. For example if the JUnit publisher is configured and a test fails then the build will be marked unstable. |
| Successful build | A build is successful when the compilation reported no errors. |
| Broken build Failed build | A build is broken if it failed during building. That is, it is not successful. |
| Completed build | A build is completed, if it was started and finished with any result, including failed builds. |
| Upstream project | A project can have one or several upstream projects, which means that a build for the current project may be scheduled when an upstream build is finished. Per default every <i>stable</i> upstream build will schedule a build in the downstream project, but there are several options and plugins which can customize this behaviour. |
| Downstream project | A project can have one or several downstream projects. The current project is then known as an <i>upstream project</i> of the downstream project. See <i>Upstream project</i> for what this means regarding scheduling of builds. |
| (Un)Stable project | A project is (un)stable if its most recent (completed) build is (un)stable. |
| Broken project | A project is broken if its most recent (completed) build is broken. |
| Publisher | A publisher is part of the build process other than compilation, for example JUnit test runs. A publisher may report <i>stable</i> or <i>unstable</i> result depending on the result of its processing. For example, if a JUnit test fails, then the whole JUnit publisher may report <i>unstable</i> . |

Classes Terms Specific to Writing Plugins / Understanding Code Architecture

| Term used in Jenkins | Description |
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