

Top 5 myths on using Jenkins for mobile development

Organizations have a lot of reasons to opt for Jenkins for their mobile CI/CD needs, but many times, these arguments are based on myths or misunderstandings. To help you separate fact from fiction, we've gathered the **5 most common misconceptions** on using Jenkins for mobile:

#1 Jenkins is cheaper than any other tool in the CI marketplace

Companies think Jenkins is free. However, when you take into account time spent on setup and maintenance, server and hosting costs, or opportunity cost associated with regular downtime — Jenkins turns out to be quite expensive. The developer time involved in navigating and maintaining Jenkins alone is estimated to be 10% of their total time spent.

Cloud-based alternatives like Bitrise cut down on those expenses and replace them with predictable scalable pricing.

#2 Jenkins on premise is more secure than the cloud

Jenkins can run on premise, which seems more secure. In reality, these systems are only as secure as the physical machines that run them, which are often relegated to a closet or stacked on a desk in a corner. Additional security measures are solely dependent on the people that put them in place, and are often as fallible as they are.

#3 Experts know Jenkins, and won't work with anything else

Jenkins usage has been in a steady decline, but many experienced engineers have built their careers on knowing Jenkins inside and out. [Recent research](#) among hundreds of ex-Jenkins practitioners showed that 73.9% of them were happier with their role after switching to Bitrise, though. 89.9% of those asked indicated their teams performed better, and two-thirds found that their Jenkins skills and experience allowed them to get better results for their team, faster on Bitrise.

#4 Jenkins is more configurable than any of the alternatives

Jenkins is famously able to do almost everything, including making you a cup of coffee while you wait for a build to finish. In reality, that configurability comes at a cost. The sheer volume of plugins makes it difficult to know which one to use. It's also decidedly not built with mobile in mind.

Many of the things you'd need for mobile CI/CD are available on Bitrise, out of the box — and via its curated Step Library, CLI, API, and add-ons, it matches Jenkins' flexibility for all but the rarest of use cases.

#5 It will be difficult and time consuming to migrate from Jenkins

Jenkins setups, by their very nature, are highly customized and unique to a mobile engineering organization. Replicating that in a cloud-based CI like Bitrise seems like a daunting task. In reality, Jenkins pipelines are mostly analogous to Bitrise Workflows.

The majority of migrating customers start by using Bitrise Script Steps to replicate their Jenkins setup verbatim in a few hours, and then iteratively replace sections with native Bitrise Steps as they see fit.

Bitrise is a Mobile DevOps platform built around a core of industry-leading mobile CI/CD. On Bitrise, teams spend more time on performance, experimentation, and iteration, while pipeline firefighting becomes a thing of the past. [Talk to us about migrating from Jenkins to Bitrise today](#)



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