

DevOps

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CS 491 - TESTING AND DEVOPS

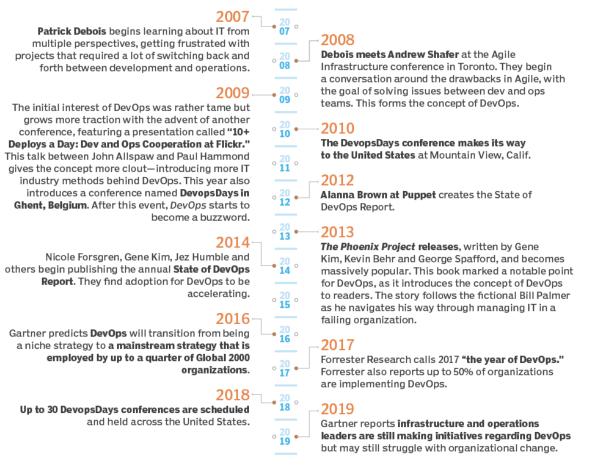
DevOps

Combining software **DEV**opment practices with information technology **OP**erations.

"infrastructure as code"

DevOps over time





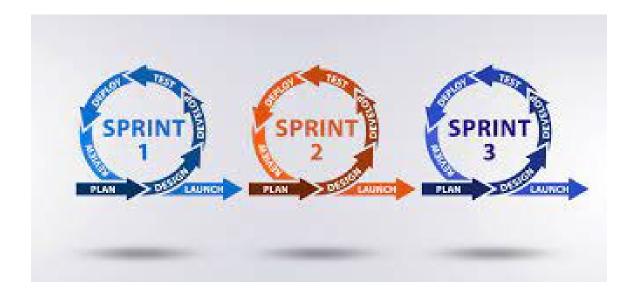






History of DevOps

DevOps facilitated shift from waterfall to agile development practices.



DevOps

Through automation, DevOps practices address

- Working in teams!
 - Streamlining the process of combining individuals' work
- Shortening the system development lifecycle
 - Faster time to market
- Providing high software quality
 - Faster time to recovery (when bugs are discovered in production)
 - Lower failure rate of new releases
- Providing a continuous development pipeline

- 0. Requirements Gathering
 - Working with Subject Matter Experts and Stakeholders
 - Establish project goals and objectives
 - Determining project phases (MVP)

1. Coding

- Code development and reviews
- Source code management
- Code merging
- *not IDEs (personal development environment)

2. Building

- Continuous integration tools
- Build status

3. Testing

Continuous testing tools

- 4. Packaging
 - Artifact repository
 - Application pre-deployment staging
- 5. Releasing
 - Change management
 - Release approvals
 - Release automation

- 6. Configuring
 - Infrastructure configuration and management
 - Infrastructure as code tools
- 7. Monitoring
 - Application performance monitoring
 - End-user experience

Questions?

Let's Do Something!

- For each of the 7 pipeline phases
 - List and describe at least 3 technologies you found
 - Include citations
 - Provide your recommendation for the best choice
 - Use one or more of the following to justify your choices
 - Reliability
 - Cost
 - Learning curve
 - ease of use
 - familiarity
 - Compatibility with other technologies

	Python	Java	C++
Reliability	4	9	8
Cost	0	50	1500
Learning	2	7	9
Compatibility	7	9	9

Submit a document containing your recommendations to WebCampus