

Dev+Ops

Working towards Continuous Delivery



Beautiful accounting software



Intro

- Product Owner - Xero
- DevOps Team Leader - Xero
- Release Manager - Gameloft
- MultiPlayer Team Lead - Microgaming





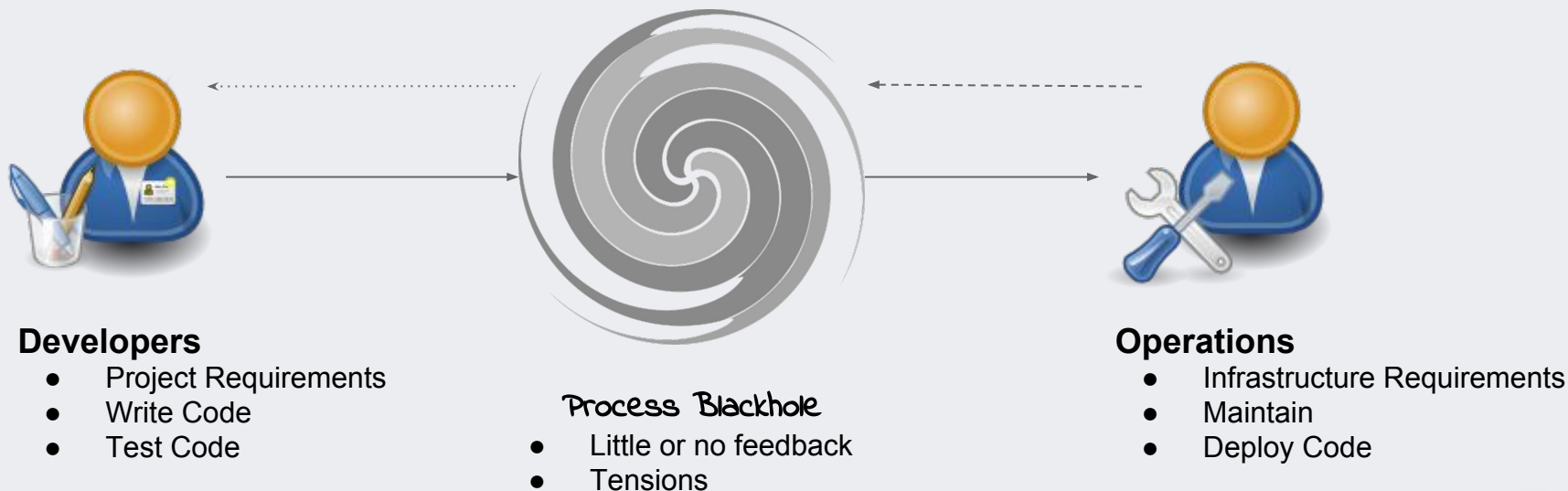
**“There should be two tasks for a human being to perform to deploy software into an environment:
1- Pick the version and environment
2- Press the “deploy” button.”**

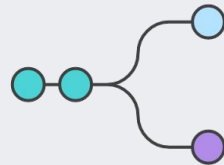
David Farley - Continuous Delivery





Back in the day....





Development Improvements (CI)

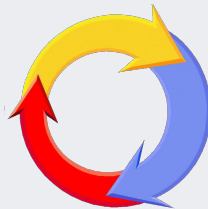
“Continuous Integration is a software development practice where members of a team integrate their work frequently.”

“The whole point of continuous integration is to find problems as soon as you can.”

<http://www.martinfowler.com/articles/continuousIntegration.html>

Martin Flower, 2006

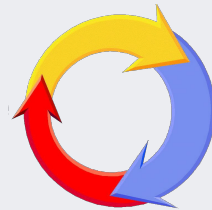




Development Improvements (Agile)

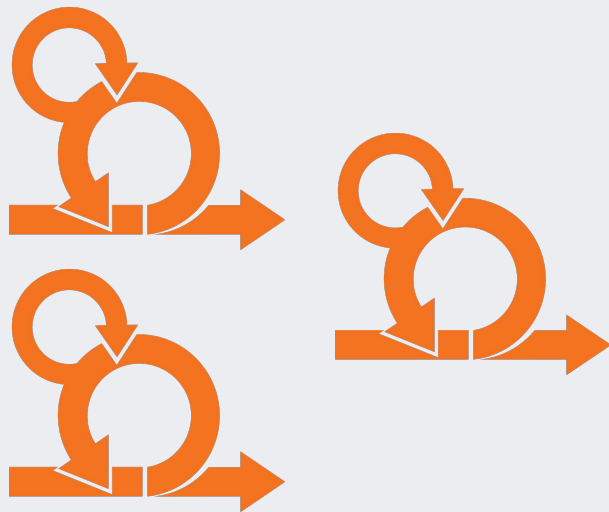
- **Individuals and interactions** over processes and tools
- **Working software** over comprehensive documentation
- **Customer collaboration** over contract negotiation
- **Responding to change** over following a plan

*That is, while there is value in the items on the right, we value the items on the left more.

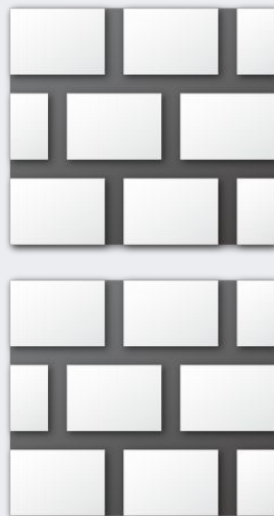


Agile and Operations...oh boy

Multiple Development Teams



**Release 1.0, 1.1, 2.0, 2.4
Every 2 weeks**



One Operations Team



Release once a month

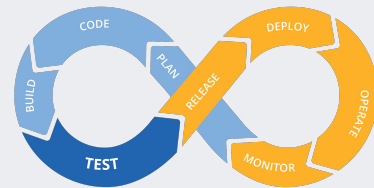
Solutions

- Throw more people at the problem!!
- Slow Development down!!
- Get Operations to be Agile!!
- Just stop shipping code and maintain the servers!!



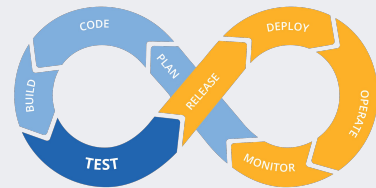
And then DevOps arrived

- 1 team to Plan, Dev, Test, Release, Deploy and Monitor
- 1 Autonomous, cross functional team
 - Developers
 - Testers
 - Infrastructure Engineers
- “Own” their infrastructure
- High Trust environment



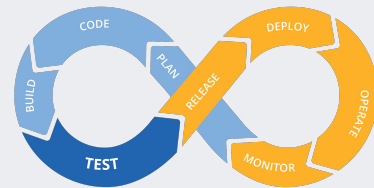
What is DevOps?

- Autonomous cross functional teams that can deploy when they need to
- Development and Operations working together



What DevOps is not!

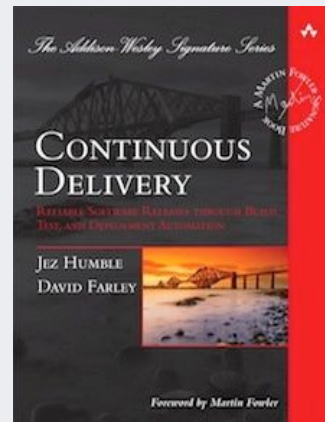
- A central team in an organization
- An excuse to hit every problem with a hammer
- A reason to forget about Security, Redundancy and Uptime



Continuous Delivery



Continuous Integration + Continuous Deployment





DevOps Metrics

- Deployment (or Change) Frequency
 - How fast can you ship change?
- Change Lead Time
 - Total time of development to deployment.
- Change Failure Rate
 - How many times does a deployment fail?
- Mean Time To Recover
 - How fast can we recover from failure?

<http://devops.com/2015/01/26/metrics-devops/>

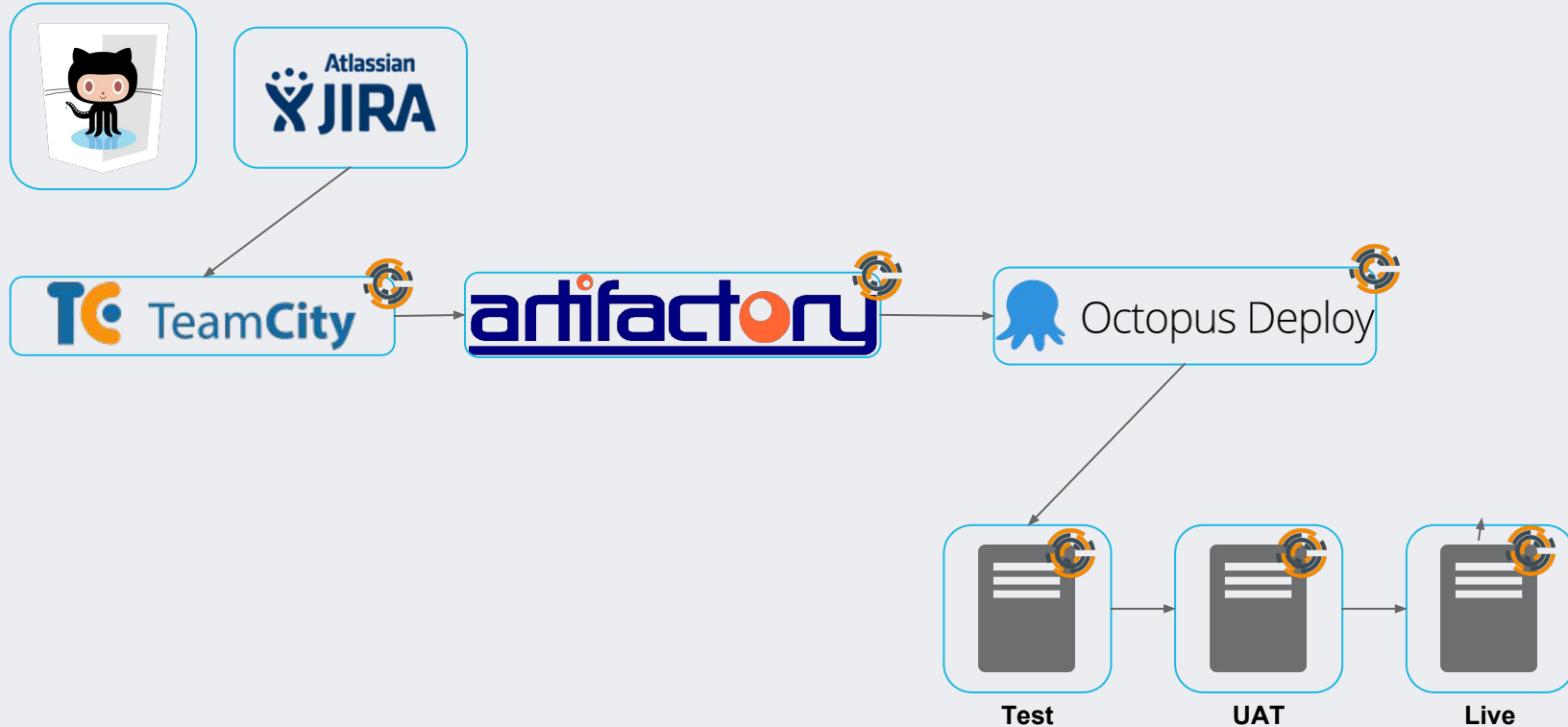
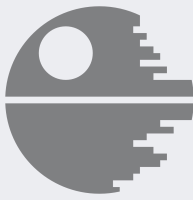


DevOps Tools

- Continuous Integration
 - TeamCity
 - Jenkins
 - Travis
- Issue Tracking
 - Jira
 - Fogbugz
 - GitHub Issues
- Continuous Deployment
 - GoCD
 - OctopusDeploy
 - AWS CodeDeploy
- Configuration State Management
 - Chef
 - Puppet



Example CI/CD Pipeline





The Cloud...feels like cheating



Google Cloud Platform



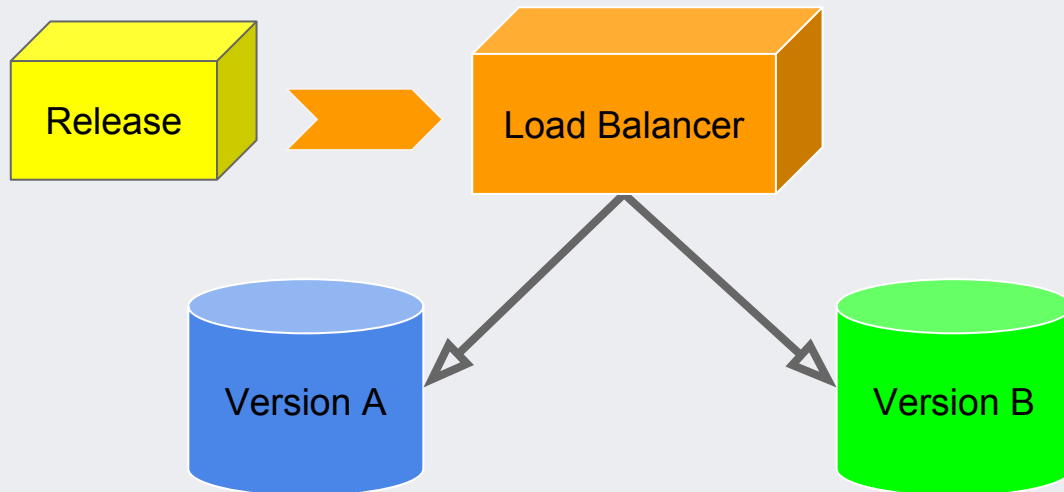


Deployment Techniques

- Blue/Green Deployments
- VM Baking
- Always Rolling Forward



Blue/Green





VM Baking



VM Spin Up



Install Software



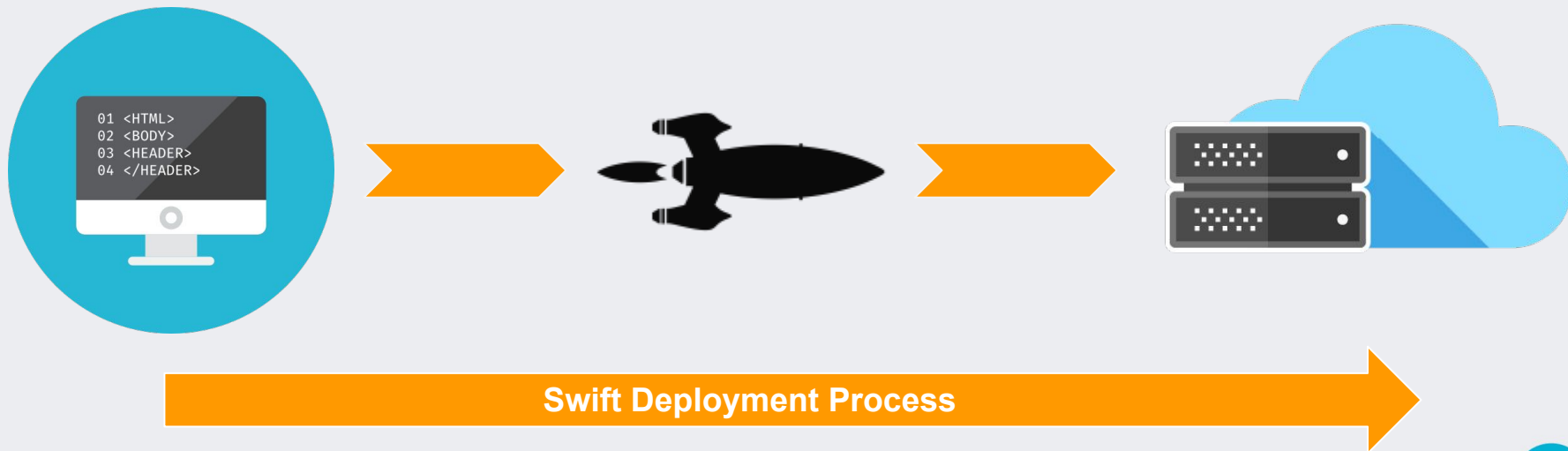
Snapshot & Store

Rolling Forward

“Continuous Delivery aims to make releases boring, so we can deliver frequently and get fast feedback on what users care about.”



<https://www.thoughtworks.com/continuous-delivery>



Q&A



Required Reading

