# Demystifying DevOps and CI/CD





#### **THANKS TO ALL OUR SPONSORS!**



















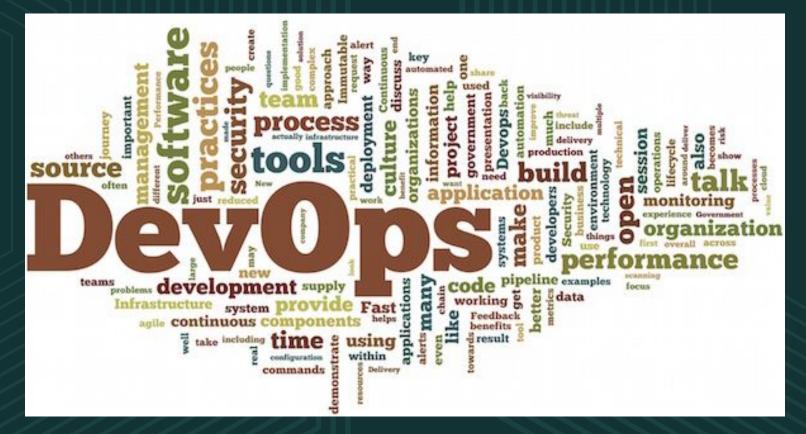






# "DevOps"





DevTestOps







## Jeremy Meiss

Director, DevRel & Community

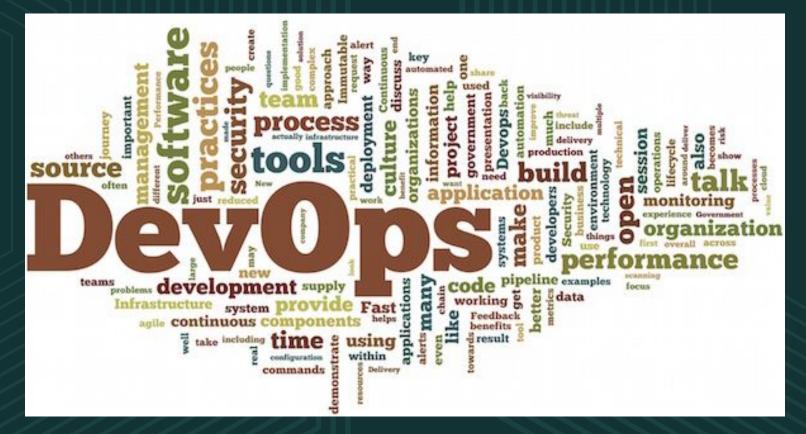
circleci

timeline.jerdog.me







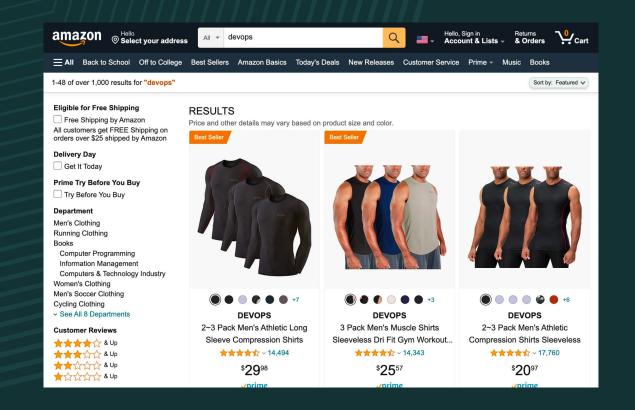




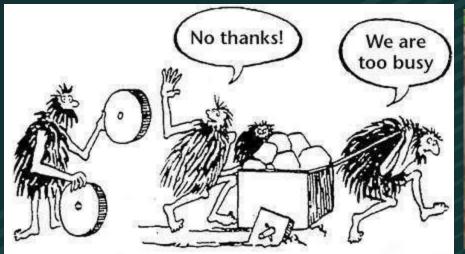


## What is DevOps?









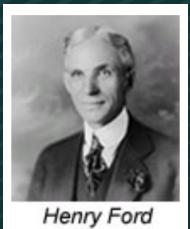


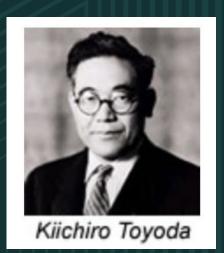


#### 1910s to 1930s



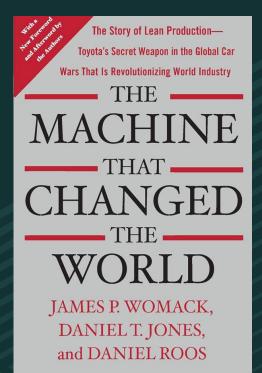
"Flow production"

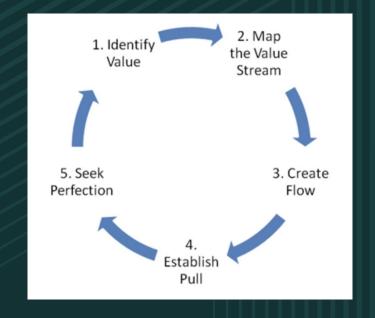






#### 1990s







#### Manifesto for Agile Software Development

We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

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.



#### O'REILLY"

### Velocity

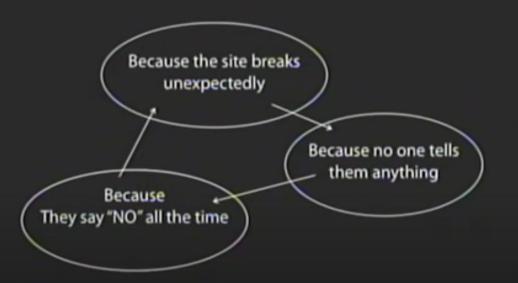
Web Performance and Operations Conference



"10+ Deploys per Day: Dev and Ops Cooperation at Flickr"John Allspaw, Paul Hammond



#### Ops stereotype











#### The conference that brings development and operations together.











#### **Devopsdays Ghent 2009**



welcome program reactions speakers participants

Tweets from devopsdays events

This is how the first devopsdays was announced:



The first devopsdays happened in Belgium - Ghent and was a great success. Have a look at the <u>reactions</u> is created and the <u>presentations</u> that were held. See you next









Patrick Debois - #thinktogether make code not war

@patrickdebois

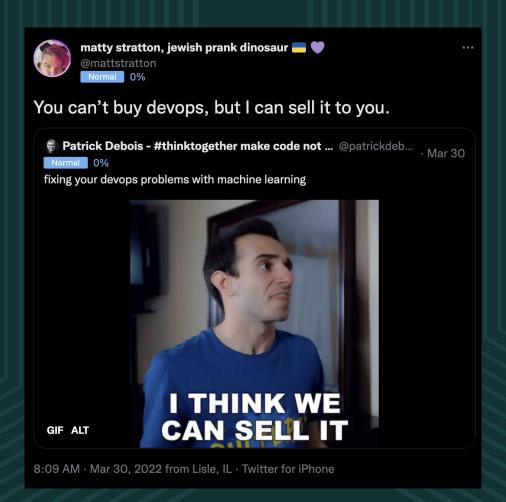
Normal

0%

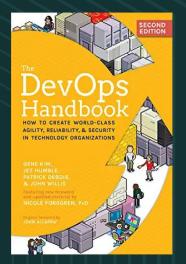
Dev(sec)Ops: everything you do to overcome the friction created by silos ... All the rest is plain engineering

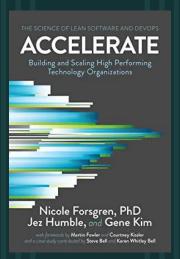
11:24 AM · Jan 15, 2021 · Twitter for Android



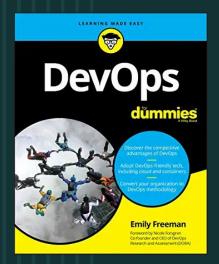




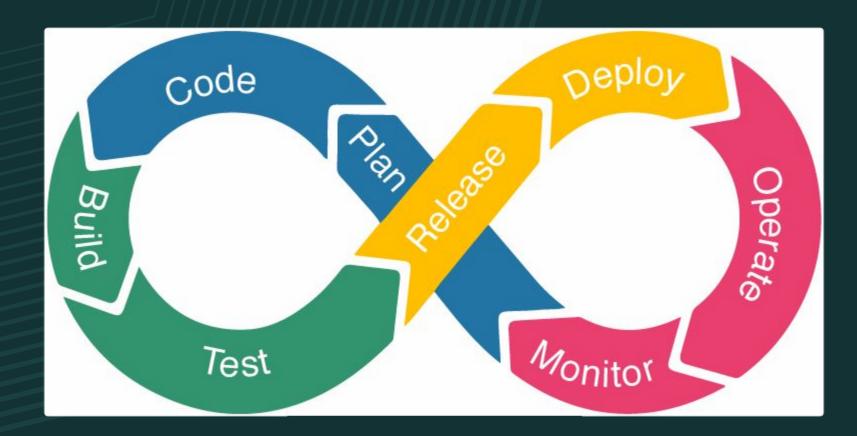




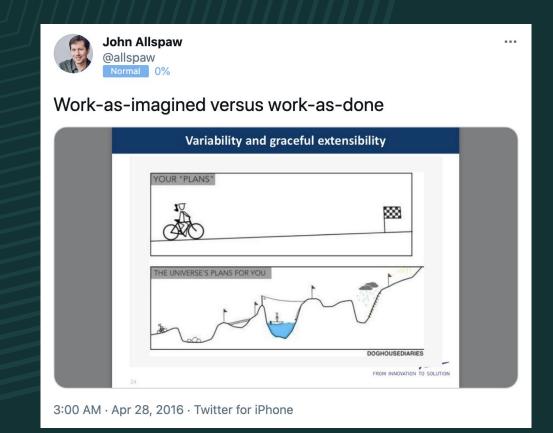




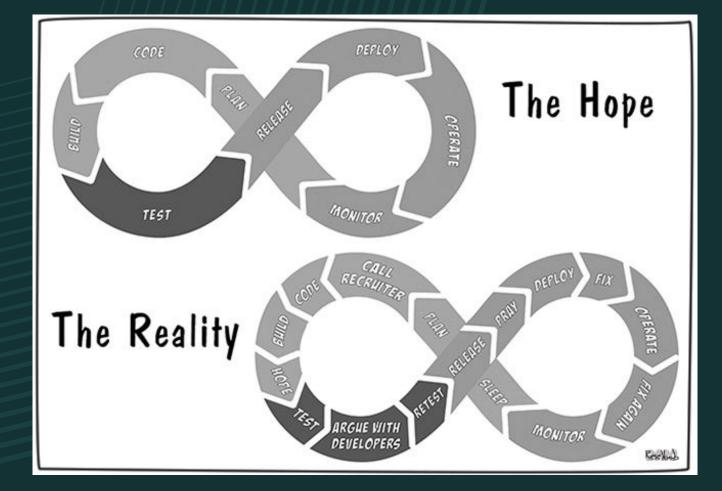












## Imagine you're getting ready to ship something...







# You press the big red button





# \*click\*





## \*silence\*



#### Do you...

a) Sweat and wait to see if it blows up



#### Do you...

a) Sweat and wait to see if it blows up

b) Pack up, go home & enjoy your weekend



# It all boils down to automation.











Tech support can't help you when you're the problem.



# Continuous {Integration|Deployment}



#### Agile software development principles [edit]

The Manifesto for Agile Software Development is based on twelve principles:[23]

- Customer satisfaction by early and continuous delivery of valuable software.
- 2. Welcome changing requirements, even in late development.
- 3. Deliver working software frequently (weeks rather than months)
- 4. Close, daily cooperation between business people and developers
- Projects are built around motivated individuals, who should be trusted
- 6. Face-to-face conversation is the best form of communication (co-location)
- Working software is the primary measure of progress
- 8. Sustainable development, able to maintain a constant pace
- 9. Continuous attention to technical excellence and good design
- 10. Simplicity—the art of maximizing the amount of work not done—is essential
- 11. Best architectures, requirements, and designs emerge from self-organizing teams
- 12. Regularly, the team reflects on how to become more effective, and adjusts accordingly



Framework	Main contributor(s)	
Adaptive software development (ASD)	Jim Highsmith, Sam Bayer	
Agile modeling	Scott Ambler, Robert Cecil Martin	
Agile unified process (AUP)	Scott Ambler	
Disciplined agile delivery	Scott Ambler	
Dynamic systems development method (DSDM)	Jennifer Stapleton	
Extreme programming (XP)	Kent Beck, Robert Cecil Martin	
Feature-driven development (FDD)	Jeff De Luca	
Lean software development	Mary Poppendieck, Tom Poppendieck	
Lean startup	Eric Ries	
Kanban	Taiichi Ohno	
Rapid application development (RAD)	James Martin	
Scrum	Ken Schwaber, Jeff Sutherland	
Scrumban		
Scaled agile framework - SAFe	Scaled Agile, Inc.	





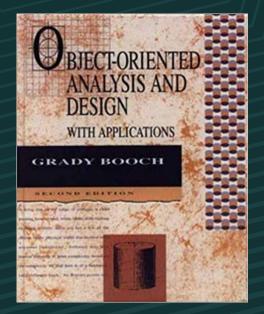
## Scrumban!



Practice	Main contributor(s)
Acceptance test-driven development (ATDD)	
Agile modeling	
Agile testing	
Backlogs (Product and Sprint)	Ken Schwaber
Behavior-driven development (BDD)	Dan North, Liz Keogh
Continuous integration (CI)	Grady Booch
Cross-functional team	
Daily stand-up / Daily Scrum	James O Coplien
Domain-driven design (DDD)	Eric Evans
Iterative and incremental development (IID)	
Pair programming	Kent Beck
Planning poker	James Grenning, Mike Cohn
Refactoring	Martin Fowler
Retrospective	
Scrum events (sprint planning, sprint review and retrospective)	
Specification by example	
Story-driven modeling	Albert Zündorf
Test-driven development (TDD)	Kent Beck
Timeboxing	
User story	Alistair Cockburn
Velocity tracking	0

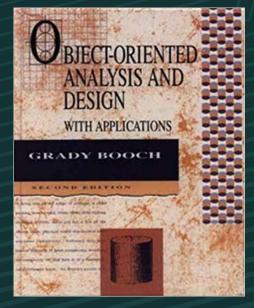






1991

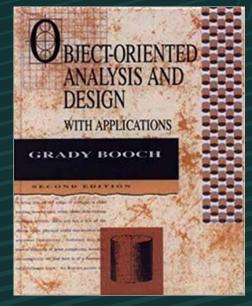


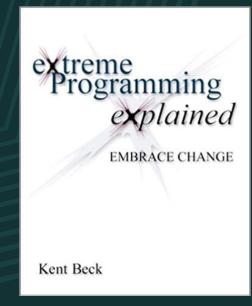


extreme Programming explained EMBRACE CHANGE Kent Beck

1991 1997









1991 1997







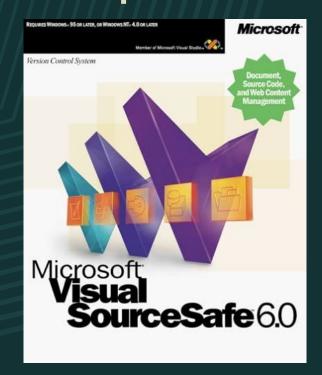






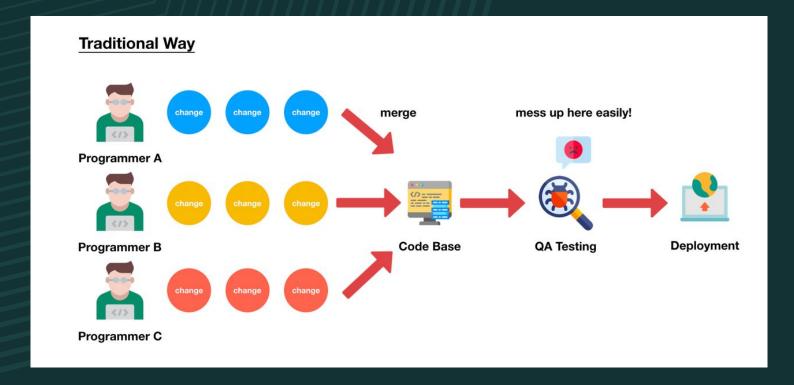


#### Software Development without CI/CD





#### Software Development without CI/CD





the **practice** of merging all developers' working copies to a **shared** code repository



Merge code changes often





- Merge code changes often
- Run automated tests to validate builds



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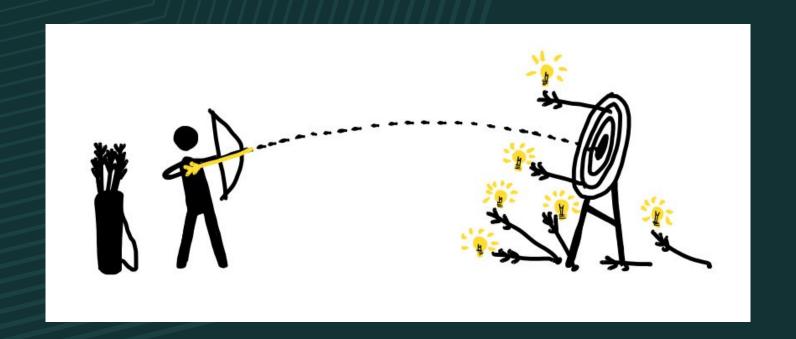




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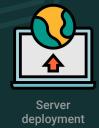




#### CD == Continuous Deployment

the **practice** of automatically deploying new software releases to **target environments** 









#### CD = = Continuous Deployment

• Faster release cycles







Server Deployment



**Active Users** 



#### CD = = Continuous Deployment

- Faster release cycles
- Low-risk releases







Server Deployment



**Active Users** 



#### CD = = Continuous Deployment

- Faster release cycles
- Low-risk releases
- Higher quality







Server Deployment



**Active Users** 



#### CD == Continuous Deployment

- Faster release cycles
- Low-risk releases
- Higher quality
- Lower costs







Server Deployment



**Active Users** 



#### Is CI/CD a TOOL?



#### Are there benefits to CI/CD?

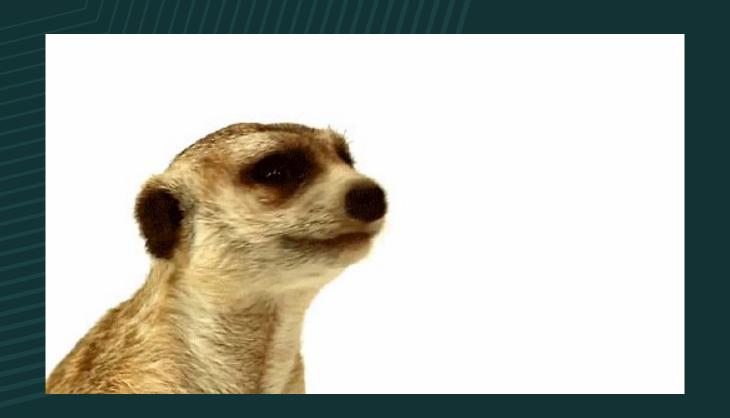


#### CI/CD Benefits



- Improve team productivity & efficiency
- Accelerate speed to market
- Identify product/market fit
- Release higher quality, more stable products
- Increase customer satisfaction
- Keep devs happy and shipping code







# I feel the need... the need for SPEED!



- Customers get access to new features faster
- Company gets a faster ROI from new features



### Implementing CI/CD



#### Make sure everyone is on the same page



# Always start small



# Do what works for you



# Always measure



#### CI/CD Benchmarks



**Throughput** 

At will



**Duration** 



<10 minutes



**Success Rate** 

> 90%



**Mean Time** to Recovery

<1 hour



@IAmJerdog

Make testing an integral part of the dev process



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- Ensure testing environment mirrors production



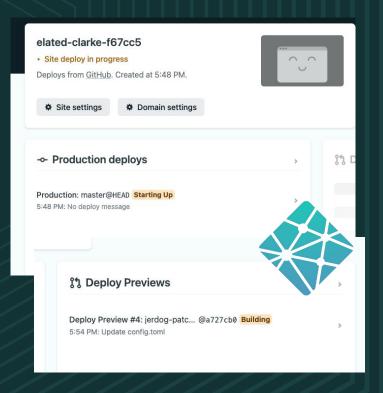
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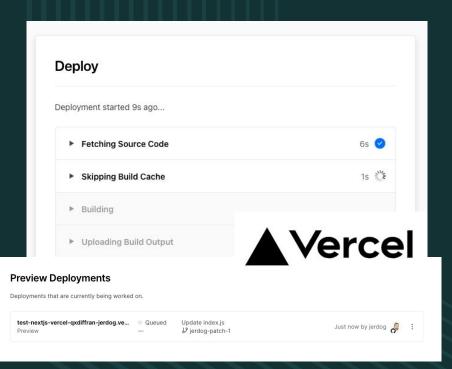


- Make testing an integral part of the dev process
- Ensure testing environment mirrors production
- Use coding better practices, i.e. pair programming
- Automate the deploy workflow



## Streamline deploy









# **Full Report**



https://circle.ci/ssd2022



# Thank you.

For feedback and swag: circle.ci/jeremy





**DEV** jerdog

in /in/jeremymeiss

