# Hands-on lab

# Lab: Setup Azure DevOps

September 2019

In this lab, you will set-up a (free) account for Azure DevOps, which gives you the opportunity to work on unlimited private projects with up to 5 team members and practice some DevOps processes.

You will create a git repo and set-up your git commandline client to access this repo.

### Step 1: Use your PXL account, this is a Microsoft account!

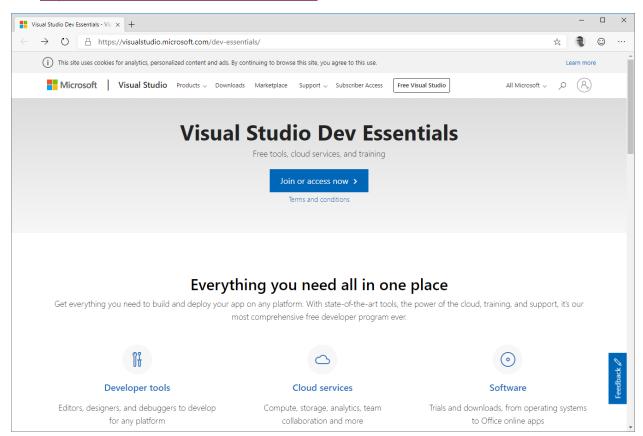
Because your PXL mail address is known by Microsoft (it is an Office 365 student account), you can use this account for logging into Azure DevOps.

#### Remark

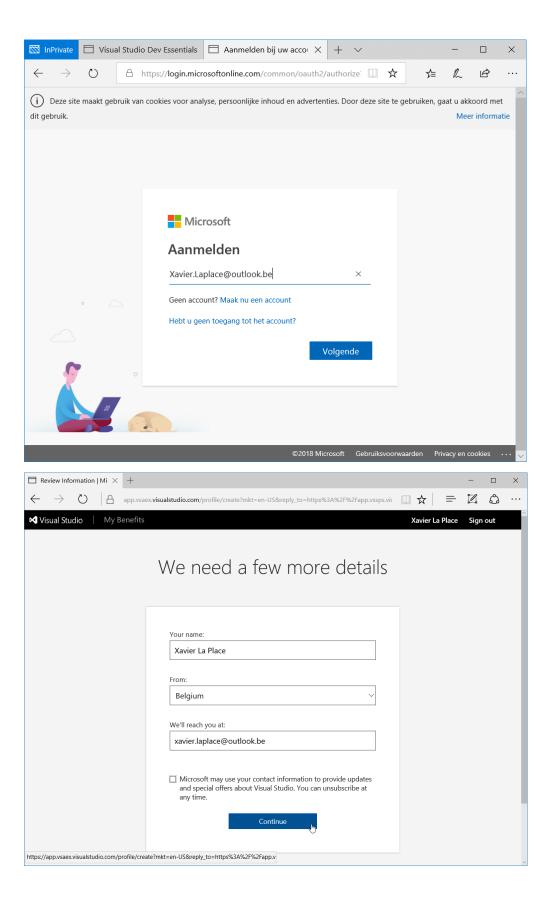
While you *could* use your own account (or Github account) for registering with Azure DevOps, using an organization account makes it easier for finding and adding known users to an existing project.

# Step 2: Log in to Visual Studio Dev Essentials

Visit https://www.visualstudio.com/dev-essentials/ and hit the "Join or access now"-button.

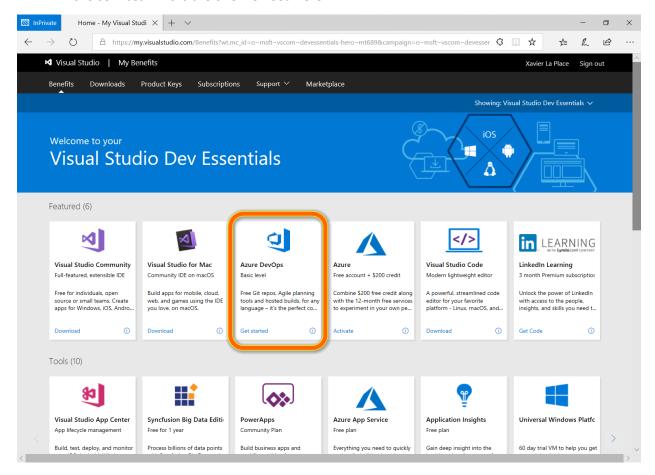


Next, log in with your (school) Microsoft account:

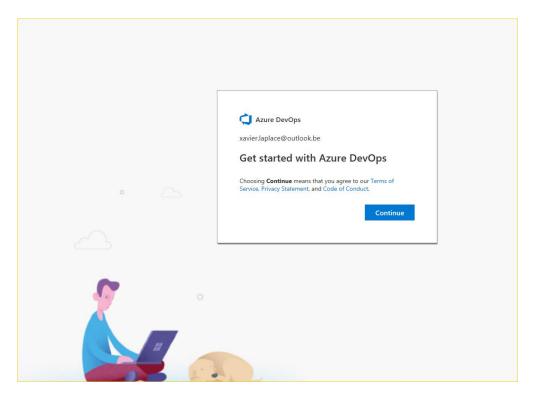


Now you arrive on a landing page with all the offerings from Visual Studio Dev Essentials. Some interesting features are:

- \$200 yearly free credits on Azure
- A free plan for Visual Studio App Center (DevOps for mobile apps)
- VSTS services. This is the one we need here.

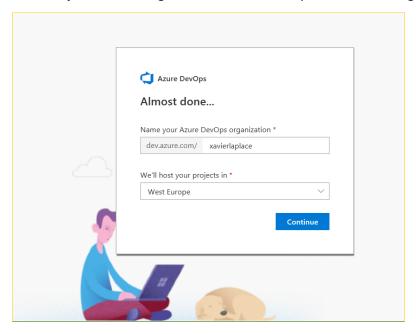


Click on the "Get started" link for Azure DevOps, possibly you will have to accept the "Terms and Conditions".

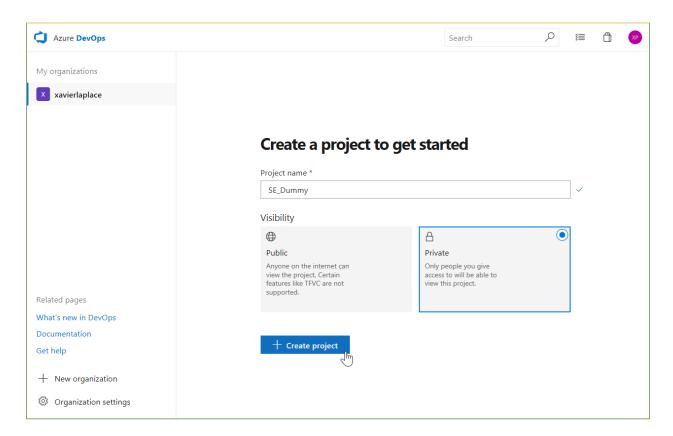


In Azure DevOps, you organize your projects into **organizations**. An organization can be shared with multiple users (up to 5 for a free account). You can create multiple organizations, e.g. to group related projects.

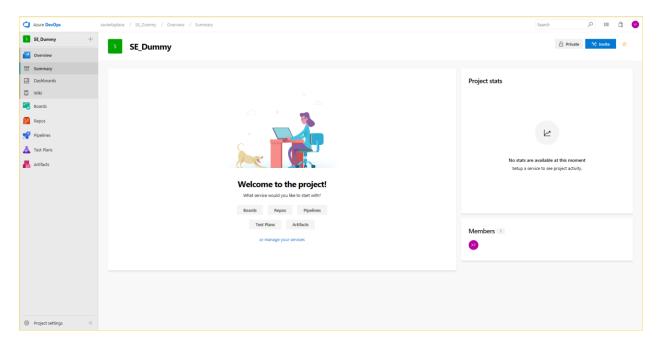
For now, just create 1 organization named after your username. E.g.: dev.azure.com/xavierlaplace



Next, create your first project. Name it "SE\_Dummy" and choose for private Visibility.



Now you arrive on the landing page of your project and you can get to work. Notice the invite button on the upper right corner to add other team members to your project.



# Step 3: Get yourself familiarized with the docs

Documentation for Azure DevOps is nicely organized. We will give an overview and some directions to explore.

#### https://docs.microsoft.com/en-us/azure/devops

This is the landing page for all the docs.

#### https://docs.microsoft.com/en-us/azure/devops/organizations/accounts/create-organization

This gives more info on creating organizations. We created the organization "XavierLaPlace" (or: YourUserName). For this course, only one organization is sufficient, but you could create more than one if needed.

#### https://docs.microsoft.com/en-us/azure/devops/organizations/security/add-users-team-project

This tutorials helps you to create projects within an organization and add users to a team. Do this for your own project. One team member creates a project in his/her organization and adds the other team members.

#### https://docs.microsoft.com/en-us/azure/devops/pipelines/create-first-pipeline

Gives you more info on building pipelines.

#### Remark

If you follow along, this don't go exactly as is told in this tutorial. More specifically: you have to edit the azure-pipelines.yml by hand in your repo, push it, end then a build will start.

#### https://docs.microsoft.com/en-us/azure/devops/pipelines/yaml-schema

Editing yaml-files is the preferred way for building pipelines. Familiarize yourself with the syntax and its possibilities.

#### https://docs.microsoft.com/en-us/azure/devops/pipelines/tasks/index

This is an extensive Task catalog for things you can automate within your build pipelines.

# Step 4: create a git repo

On the left side of your SE\_Dummy project, click on "Repos". Now you see the default SE\_Dummy git repo that gets created when you created the Project.

#### Remark

It's important to realize that you can have *multiple* repo's per Project. For instance, if your project involves a front-end and a back-end solution, you can now separate this into two repo's.

From this page you have multiple options to get started:

- Clone the repo to your computer
- Push existing code
- Initialize with a README or .gitignore

Initialize your repo with a README and try to clone is to your computer using your own preferred git tools. Next push some changes to the repo and verify that changes are shown on the site.

#### Remark

The repository that you created is a private repository. Azure DevOps gives away unlimited private repos for everyone!

# Step 4: Clone your repo using the command line client

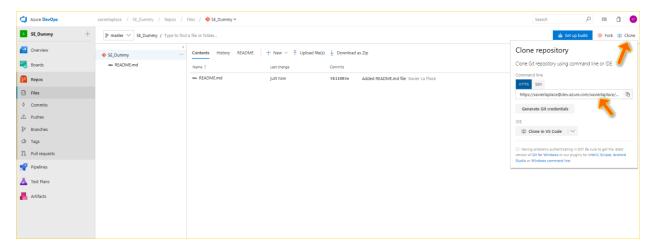
Now inside the git prompt, navigate to a folder where you can clone the SE\_Dummy repo. E.g. on your desktop (for testing purposes). Now create a folder "vsts" where you can checkout the repo:

cd Desktop

mkdir devtest

cd devtest

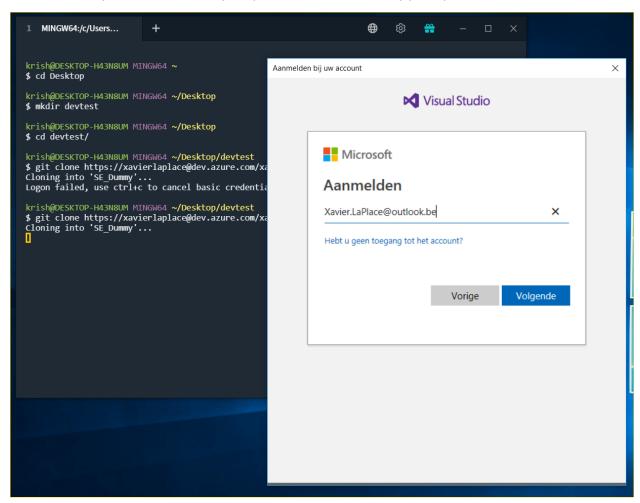
Now find out the clone URL, this you find on the Project page.



Issue the clone command in the prompt:

git clone https://enz

If all went well, you will be prompted by the Microsoft authenticator to gain access to your repo. Once authenticated, you don't have to repeat your credentials for every push/pull/etc.



#### Remark

You need your PXL account for gaining access to this repository! Not your Github account!

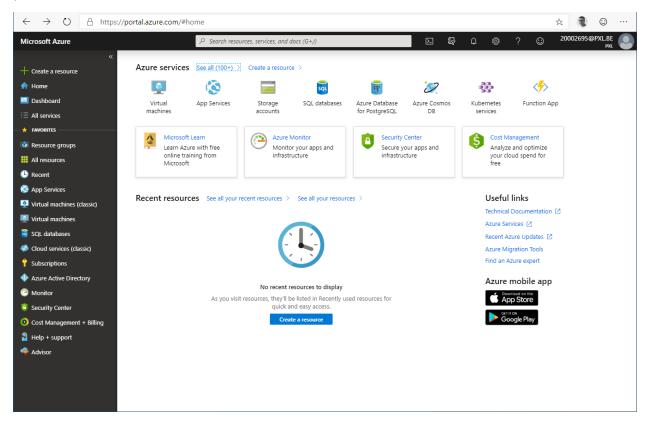
If you don't get a prompt for authentication, you need to install this with your git client. More info:

https://git-for-windows.github.io/

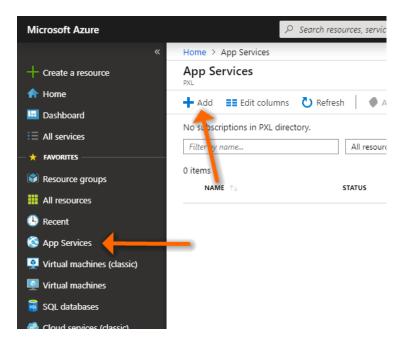
https://www.visualstudio.com/en-us/docs/git/set-up-credential-managers

### **Azure for Students**

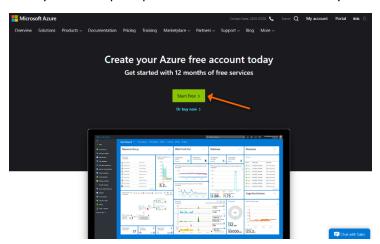
Once your application is build, you will want to deploy it to a cloud environment. With your student account, it is possible to get one year free (limited) Azure credits. Log in to your <u>portal.azure.com</u> with your PXL account.



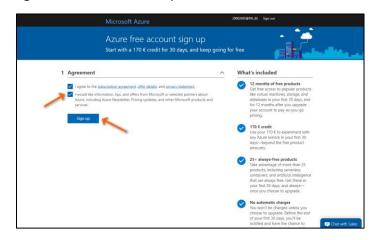
On the left, click on "App Services" and then "Add":



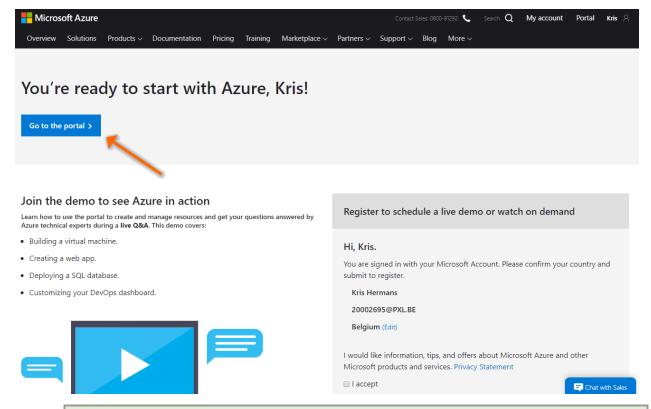
Then you will be prompted to start a free trial. Normally no credit card is required.



Agree with the terms and proceed:



When completed you receive a mail from Microsoft with further info. Also, you can schedule a demo to see Azure in action. Click "Go to the portal".



Tip: the easiest way to get a web application up and running is by means of an App Service. At the moment of writing, this service stays free after the trial period (with limited use). This means you can experiment with deployment of your apps!

An app service supports apps written in .NET, Java, Node, Python, PHP and Ruby!