THE DEVOPS CHANGE MANAGEMENT MODEL

1. The DevOps Change Management Model

00:00 - 00:25

Online products get ever more complicated. They have various dependencies and their reliability is very important to both users and organizations. The DevOps Change Management Model has many stages to ensure the reliability and success of the products. Let's look at these stages in the DevOps cycle, what functions different teams carry, and how they complement each other.

2. Requirements

00:25 - 00:57

There are many phases within the DevOps Change Management model, like Requirements, Design, Develop, Test, Deploy, Review and Launch. Let's look at each stage to see what is achieved when developing a new product. Requirements usually come from the leadership of the organization. They set the business expectations and goals on what needs to be achieved. In this stage, the product experts define the requirements for a good user experience.

3. Design

00:57 - 01:33

Once the requirements are set, the team moves into the Design phase. Here, the Product Engineers start designing the software architecture for the new product. Software architecture refers to defining how the components of the product will interact with each other. Here, Infra Engineers design how they prepare and maintain the systems to power the new product. In the Design phase the Data Engineering teams define the new product's data needs, like the types of data that need to be ingested, and design the data pipelines to move and store the data.

4. Develop and test

01:33 - 02:10

Once the product is designed, it is time to develop. In the DevOps model, Product and Infra engineering teams work together to achieve the best results swiftly. Product engineers develop for the customer experience, the features they will see and interact. On the other hand, Infra engineers provide the systems they use and ensure the new product is well supported to interact with the customer with high quality. Data engineers provide the test data. The test data is a mock data that is produced to imitate real users.

5. Testing

02:10 - 02:37

It is a good practice to conduct testing hand-in-hand with development. Testing should be integral to the development process to ensure the new product is reliable and secure. Software

should be thoroughly tested and verified for quality and security before interacting with the users. Otherwise, the product could suffer from poor user experience and security issues.

6. Deploy and review

02:37 - 03:10

Once the development is done, the new product could be deployed for a limited set of users. This process is called experimentation. These early user interactions are essential for the success of the new product. Different product features are observed at this stage to see if they satisfy the customer's needs. If any software components do not please the users, now is an excellent time to take this feedback, return to the design phase and complete the cycle again to satisfy the customers.

7. Cyclical development

03:10 - 03:28

Cyclical development refers to the DevOps cycle, one of the main DevOps principles. It means keeping an active feedback loop to improve the product constantly. Once a product is launched, its performance is monitored and continuously improved to achieve great results.

8. Let's practice!

03:28 - 03:40

We now learned what each teams does in every phase of the DevOps cycle. Let's hop on to the exercises to put our knowledge to use.