

ECSE 321 - Intro to Software Engineering  
Release Pipeline Plan - Deliverable 4

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March 25, 2017

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# Part I

## Integration

- 1 Description**
- 2 Tools**
- 3 Design**
- 4 Rationale**

# Part II

## Build

- 5 Description
- 6 Tools
- 7 Design
- 8 Rationale

# Part III

## Deployment

## 9 Description

This phase will be activated once the integrated code has been tested and approved by the preceding phase. At this moment the code is ready to be released to the public, in the case of the Desktop application through a web market or physical means, for the Mobile application through the Android marketplace or an APK sharing forum and for the web application through a production server, such as a hosting web server to ensure its availability on the web. In this section we will go through the tools, design choices and specificities of each platform's deployment phase.

## 10 Tools

Within the paradigm of automatizing and avoiding manual repetitive tasks that is applied throughout the release pipeline, we look now at tools which can help with the process of deployment. These tools must be able to transfer the binaries, libraries and all other required files for the proper function of the product to each platform in a seamless, errorless automated way. All while monitoring the process, gathering metrics which can help troubleshoot any errors or improve future deployments.

TODO ADD TOOLS FOR EACH PLATFORM HERE WITH EXPLANATION

## 11 Design

The Deployment phase can be split into a set of well delimited activities which cover the entirety of the process. In this section we will describe them with relation to each available platform of the product.

- Release
- Install/Activate
- Deactivate
- Uninstall
- Built-in Update
- Version Tracking
- Adapt

## 12 Rationale

TODO : talk about metrics, monitoring, why deployment phase important : <https://zachholman.com/posts/deploying-software-goals>