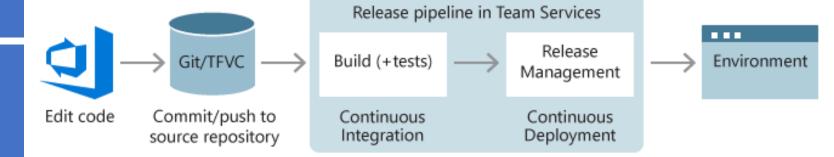


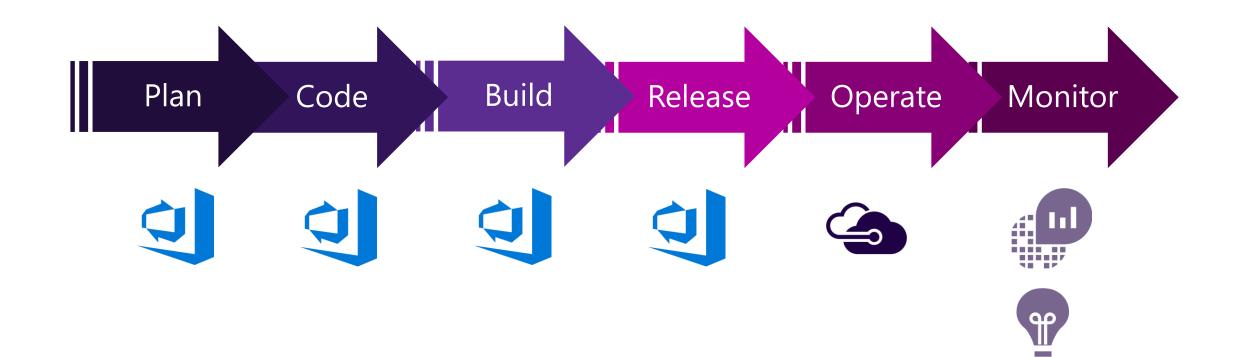
CI/CD

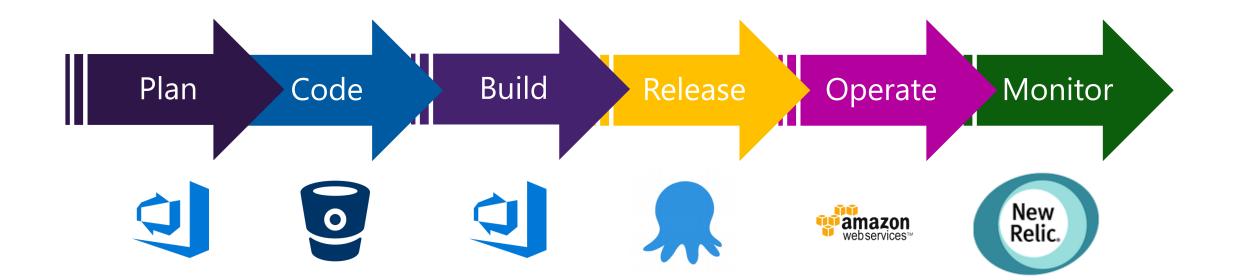
Crystal Tenn Crystal.Tenn@microsoft.com





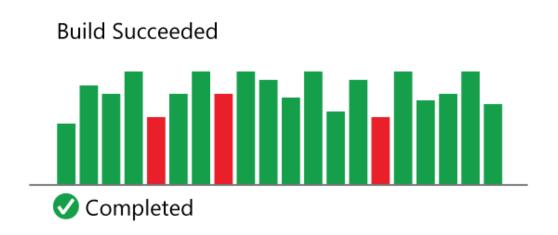
- CI means starting an automated build (and possibly running tests) whenever new code is committed to or checked
- CD means starting an automated deployment process whenever a new successful build is available.
- Together, CI and CD = live results fast





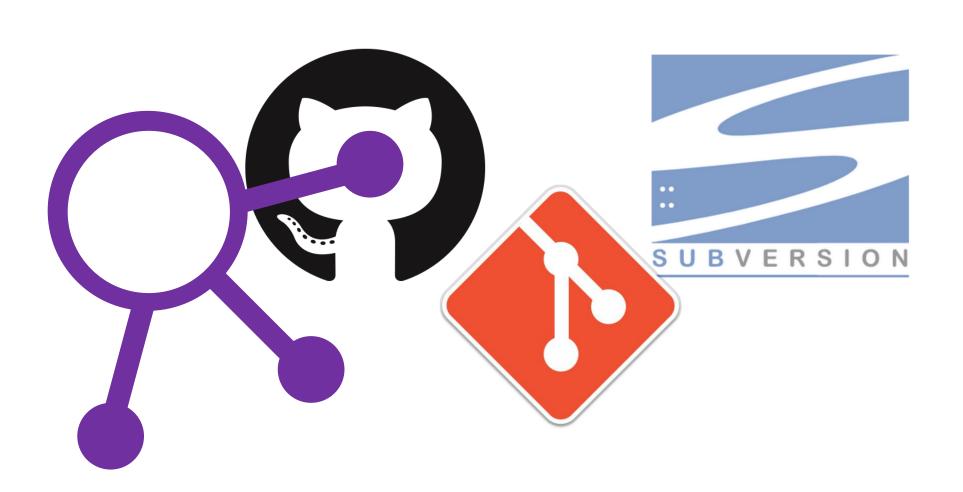
What is Continuous Integration?

Continuous Integration



• Continuous Integration (CI) is the practice of merging code and automatically running a build process including tests whenever a developer commits code changes.

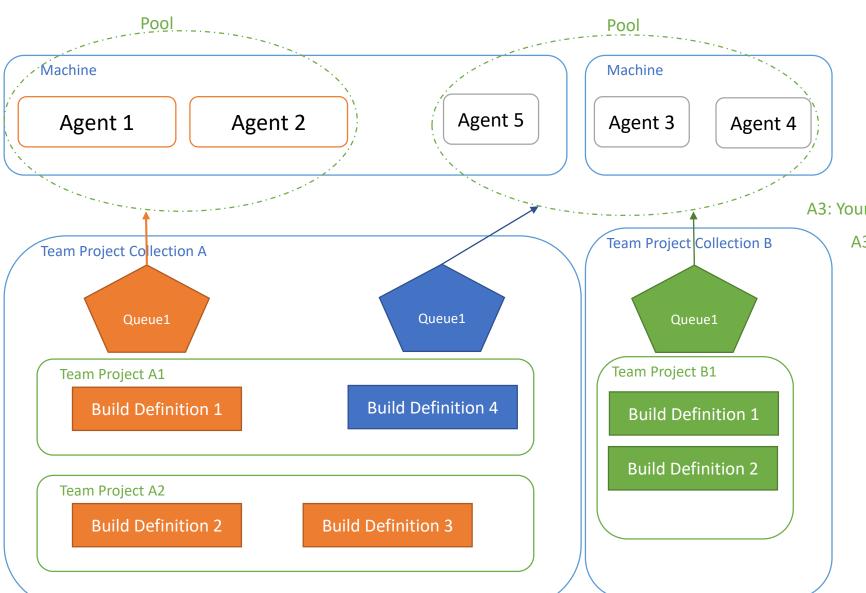
Out of the box: Source Control Integration



Out of the box: Build Integration



Build – Architecture



Q1: I need to build apps on a server

A1: You need an Agent

Q2: We might have many build / Teams

A2: Add more agents, scale them via a Pool

Q3: How will my projects access these pools

A3: They will use a queue to talk to the pool

A3: Your build definition will specify the Queue it will use

A3: Many build definitions can use the same queue

Q4: Anything else I should know

A4: You may have many build servers

A4: Containing other agents

A4: Pools can span multiple machines

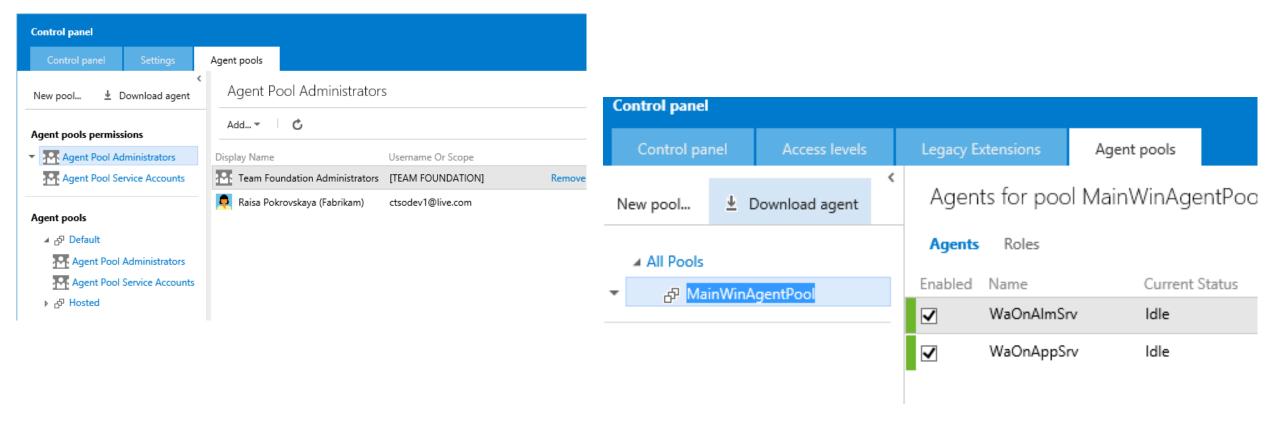
A4: You need a pool even for one agent

A4: Collections can share pools



Build – Why Pools?

- Organize and define permission boundaries.
- Scalability by leveraging multiple agents.





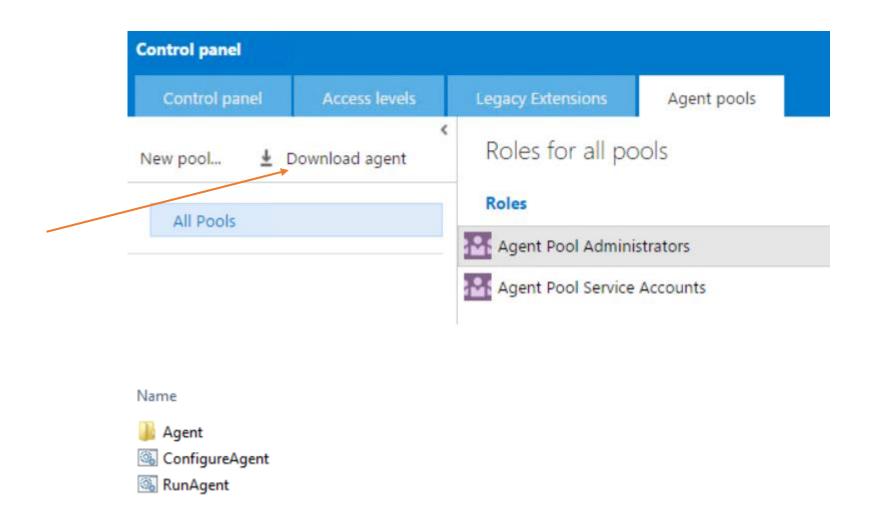
Build – Why Queues

- An agent queue provides access to a pool of agents.
- Build definitions specify queues.
- Scoped to a collection.
- Permissions can be set at many levels:
 - To grant global permissions, select All Queues, and then to grant permission:
 - To manage all queues, select Agent Queue Administrators.
 - To create queues, select Agent Queue Creators.
 - To enable people to create definitions that use any queue, add them to Agent Queue Users
 - To grant narrower permissions, select a queue and add people to either the administrators role or the users role



TFS Build – Deploy an Agent

1- Download the agent (installer) from your TFS/VSTS instance





TFS – Deploy an Agent

2- Run the ConfigureAgent on the Build Server.



TFS 2015 Build – Deploy an Agent

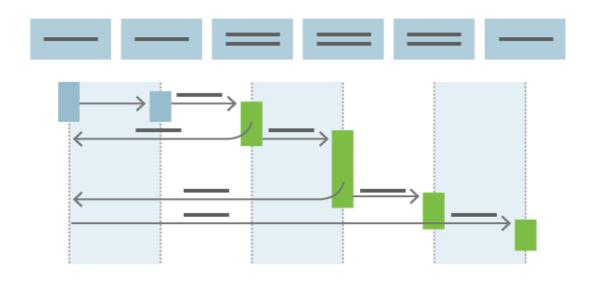
3- Verify agent service is running

| /SO Agent (almsrv.WaOnAlmSrv) Properties (Local Co | | | | |
|--|--|--|--|--|
| General Log On | Recovery Dependencies | | | |
| Service name: | vsoagent.almsrv.WaOnAlmSrv | | | |
| Display name: | VSO Agent (almsrv.WaOnAlmSrv) | | | |
| Description: | The Team Foundation VsoAgentService runs the VsoAgent process on an agent machine. | | | |
| Path to executable: "C:\Users\Administrator\Downloads\TFS2015Agent-Update2\agent\vsoAg | | | | |
| Startup type: | Automatic | | | |
| Service status: Running Start Stop Pause Resume You can specify the start parameters that apply when you start the service from here. Start parameters: | | | | |
| Trait paramotors. | | | | |
| | OK Consul Apple | | | |
| | OK Cancel Apply | | | |



What is Continuous Delivery?

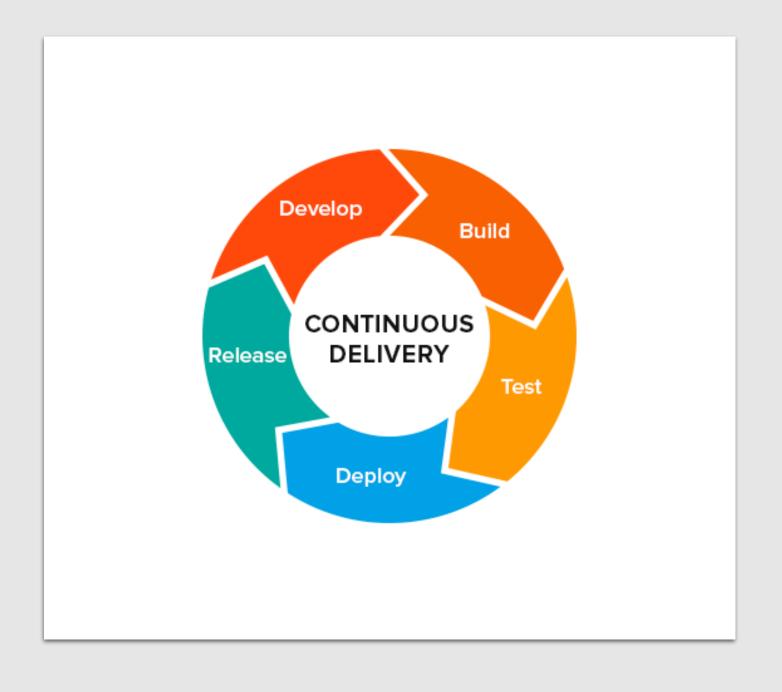
Continuous Delivery



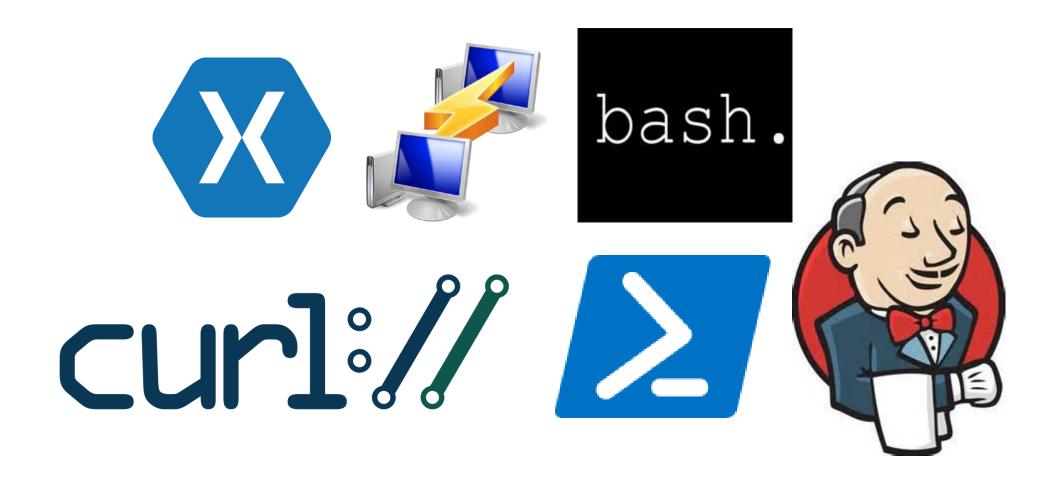
 Continuous Delivery (CD) is the process to build, test, configure and deploy from a build to a production environment.

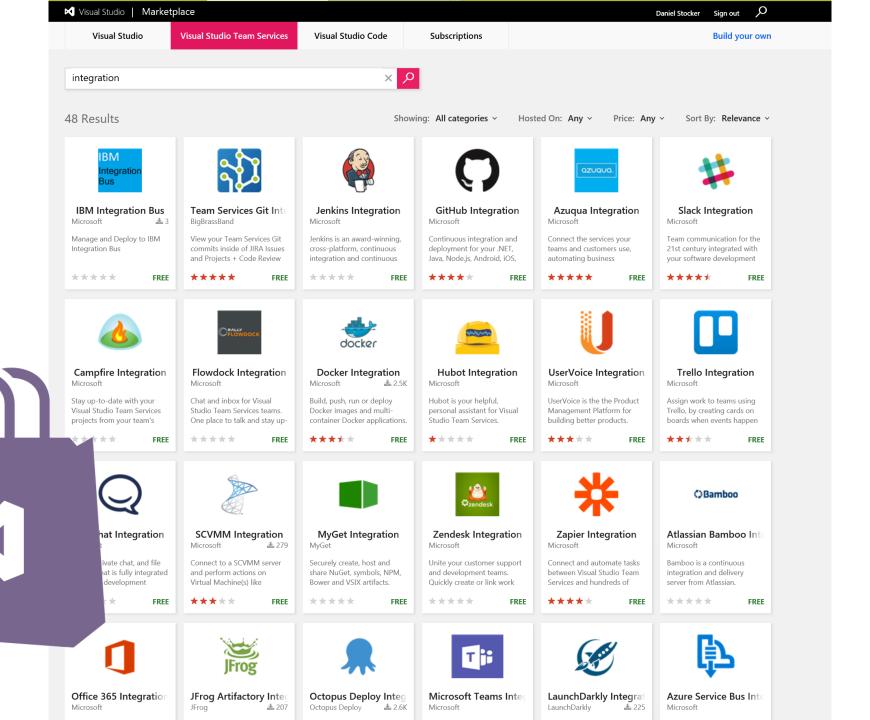
Continuous Delivery

- Without Continuous
 Delivery, software
 release cycles were
 previously a bottleneck
 for application and
 operation teams.
- Keep production fresh by achieving the shortest path from the availability of new code to deployment.

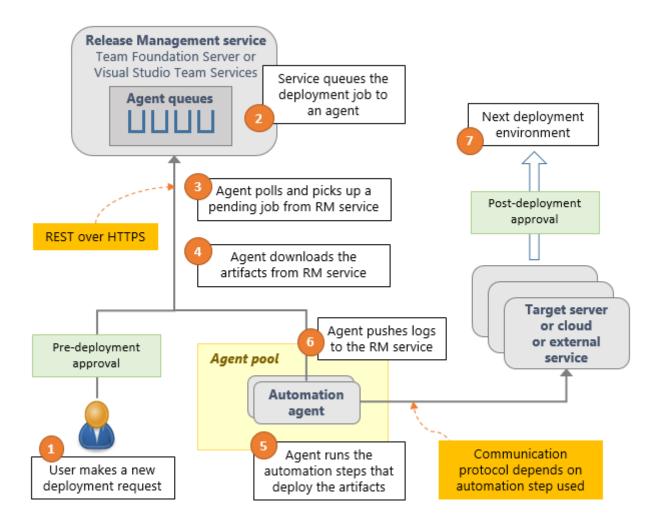


Out of the box: Release Integration





How does it work



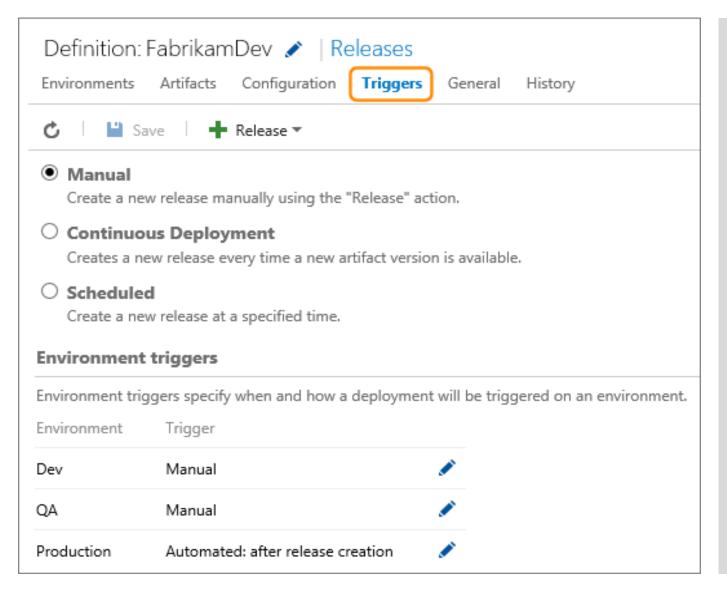


Release Definitions

- A release definition is one of the fundamental concepts in Release Management. It defines:
- •The types and sources of artifacts that make up new releases.
- •The collection of environments in which the artifacts can be deployed.
- •The automation tasks that can be executed in each environment



Release Definitions – Manual Scheduling



No releases are initiated automatically when a new build of the source artifacts occurs. All releases for this release definition must be created manually by choosing the Release icon in a release definition or from a build summary

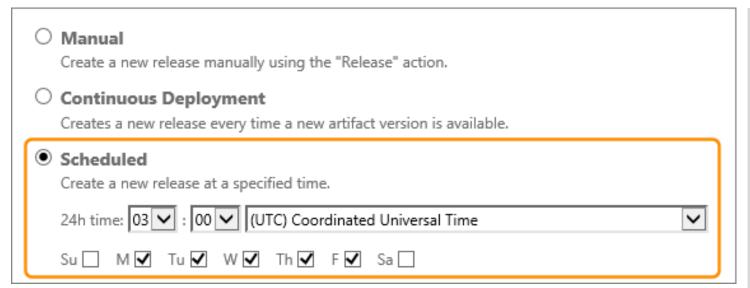


Release Definitions – "Continuous" Deployment

A new release is **created automatically** when Release
Management detects new
built artifacts are available.



Release Definitions – Scheduled



A new release is created based on a **schedule** you specify.



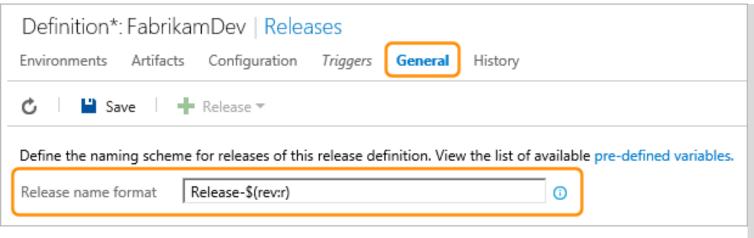
Release Definitions – Continuous Deployment



Even though a release is automatically created, it might not be deployed automatically to an environment. To enable automatic deployment, triggers must also be configured in each environment.



Release Definitions – Release names



The names of releases for a release definition are, by default, sequentially numbered. The first release is named Release-1, the next release is Release-2, and so on. The naming scheme can be changed by editing the release name format mask



Release Definitions – Release names

| Variable | Description | | |
|------------------------|---|--|--|
| Rev:rr | An auto-incremented number with at least the specified number of digits. | | |
| Date / Date:MMddyy | The current date, with the default format MMddyy. Any combinations of M/MM/MMM/MMMMM, d/dd/ddd/dddd, y/yy/yyyy/yyyy, h/hh/H/HH, m/mm, s/ss are supported. | | |
| System.TeamProject | The name of the team project to which this build belongs. | | |
| Release.ReleaseId | The ID of the release, which is unique across all releases in the project. | | |
| Release.DefinitionName | The name of the release definition to which the current release belongs. | | |
| Build.BuildNumber | The number of the build contained in the release. If a release has multiple builds, this is the number of the bui that triggered the release in the case of continuous deployment, or the number of the first build in the case of manual trigger. | | |
| Build.DefinitionName | The definition name of the build contained in the release. If a release has multiple builds, this is the definition name of the build that triggered the release in the case of continuous deployment, or the definition name of the first build in the case of manual trigger. | | |
| Artifact.ArtifactType | The type of the artifact source linked with the release. For example, this can be Team Build or Jenkins. | | |
| Build.SourceBranch | The branch for which the build in the release was queued. For Git, this is the name of the branch in the form refs/heads/master. For Team Foundation Version Control, this is the root server path for the workspace in the form \$/teamproject/branch. This variable is not set in the case of Jenkins artifact sources. | | |
| Custom variable | The value of a global configuration property defined in the release definition. | | |

Release Definitions – Release Retention

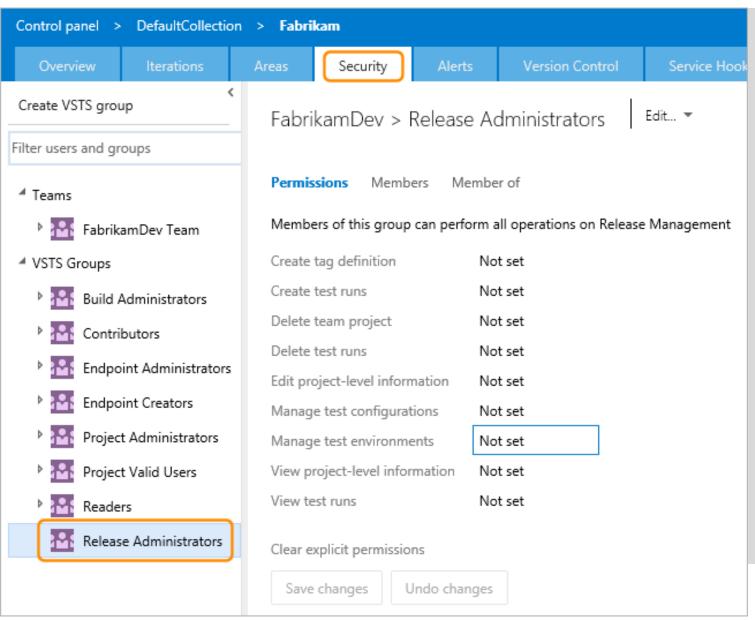


The release retention setting controls how long a release is retained. By default, this is 60 days (Maximum 365). Releases that have not been deployed or modified during that time will automatically be deleted.



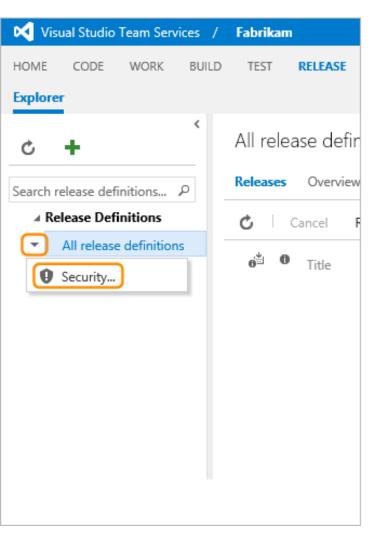
- -Permissions define the authorizations that can be granted or denied to users and groups.
- -Permissions can be granted or denied in a hierarchical model at the team project level, for a specific release definition, or for a specific environment in a release definition.
- -Permissions can be inherited from the parent or overridden.

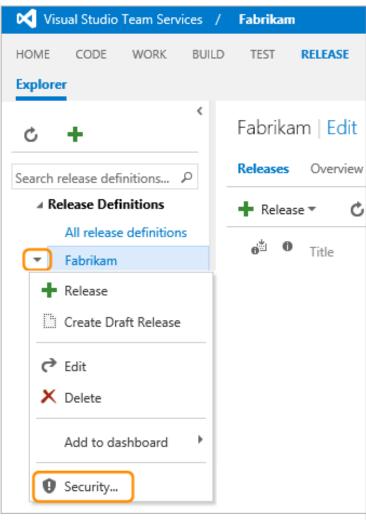




Release Management defines a Team Services group named Release Administrators at project level. You can add project members to this group, and set permissions for group members.







Permissions can be set for either ALL Release

Fabrikam | Edit | Definitions in a project, or for a SPECIFIC one.

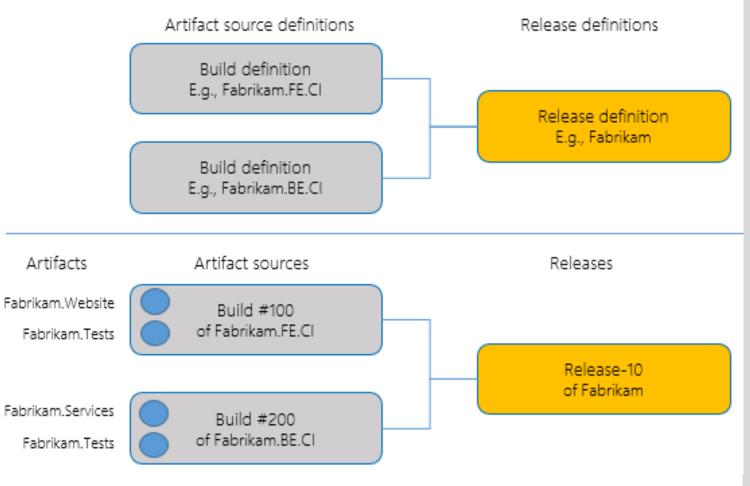


| Permission | Description | Scopes |
|--------------------------------|---|---|
| Administer release permissions | Can change any of the other permissionslisted here. | Project, Release definition, Environment |
| Edit release definition | Can save any changes to a release definition, including configuration variables, triggers, artifacts, and retention policy as well as configuration within an environment of the release definition. To make changes to a specific environment in a release definition, the user also needs Edit release environment permission. | Project, Release definition |
| Edit release environment | Can edit environment(s) in release definition(s). To save the changes to the release definition, the user also needs Edit release definition permission. This permission also controls whether a user can edit the configuration inside the environment of a specific release instance. The user also needs Manage releases permission to save the modified release. | Project, Release definition, Environment |
| Manage releases | Can edit the configuration in releases. To edit the configuration of a specific environment in a release instance, the user also needs Edit release environment permission. | Project, Release definition |
| Delete release definition | Can delete release definition(s). | Project, Release definition |
| Delete release environment | Can delete environment(s) in release definition(s). | Project, Release definition, Environment |
| Delete releases | Can delete releases for a definition. | Project, Release definition |
| Manage release approvers | Can add or edit approvers for environment(s) in release definition(s). This permissions also controls whether a user can edit the approvers inside the environment of a specific release instance. | Project, Release definition, Environment |
| Queue releases | Can create new releases. | Project, Release definition |
| Manage deployments | Can initiate a direct deployment of a release to an environment. This permission is only for direct deployments that are manually initiated by selecting the Deploy action in a release. If the condition on an environment is set to any type of automatic deployment, the system automatically initiates deployment without checking the permission of the user that created the release. | Project, Release definition, Environment |
| View release definition | Can view release definition(s). | Project, Release definition |
| View releases | Can view releases belonging to release definition(s) | Project Release definition |

Understanding Release Artifacts



Release Definitions – Artifacts



When authoring a release definition, artifact sources are linked release definitions.

When creating a release, the exact version of these artifacts must be specified.

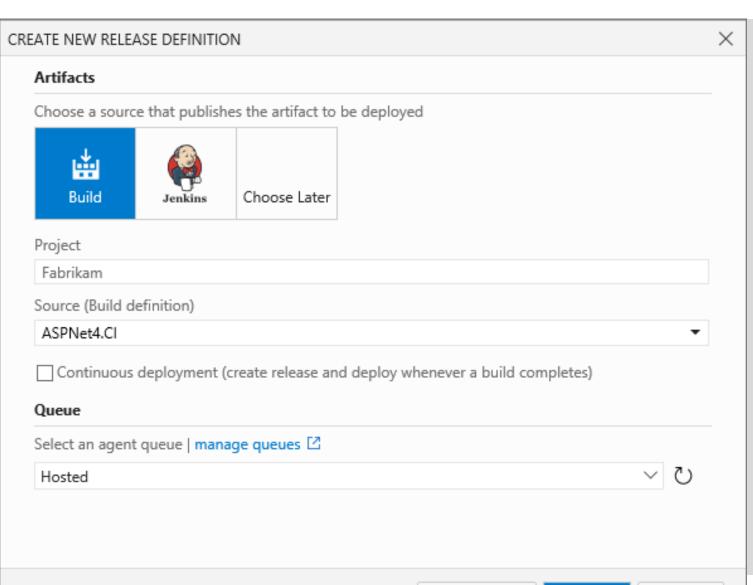


Release Definitions – Linking Artifacts

Previous

Create

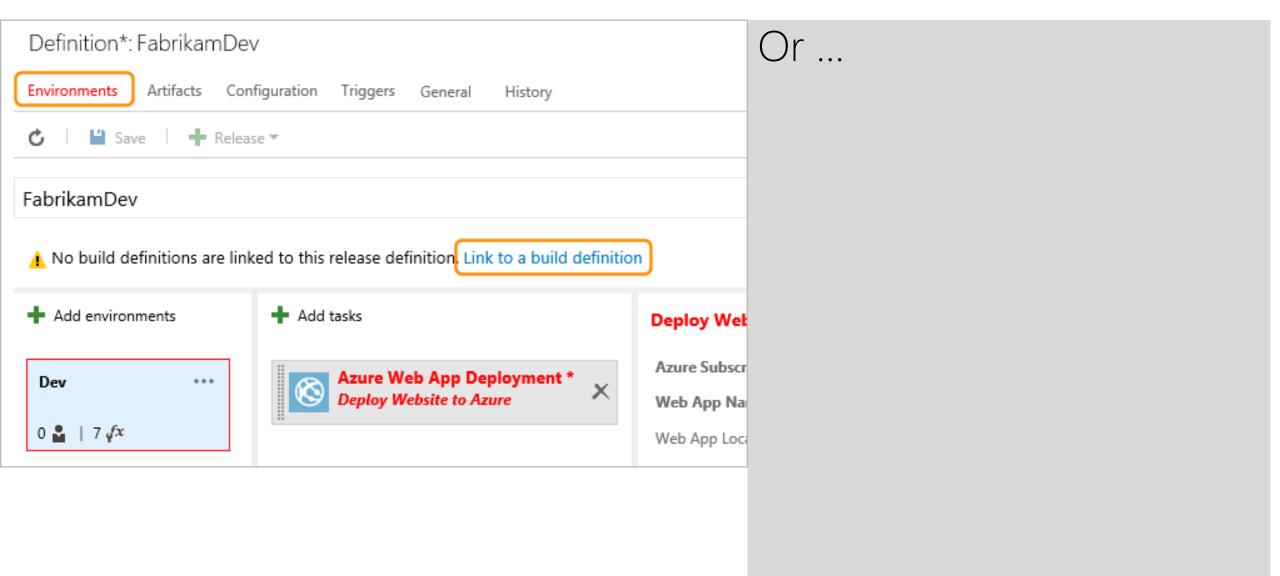
Cancel



When authoring a release definition, <u>Artifacts</u> can be linked to a definition.

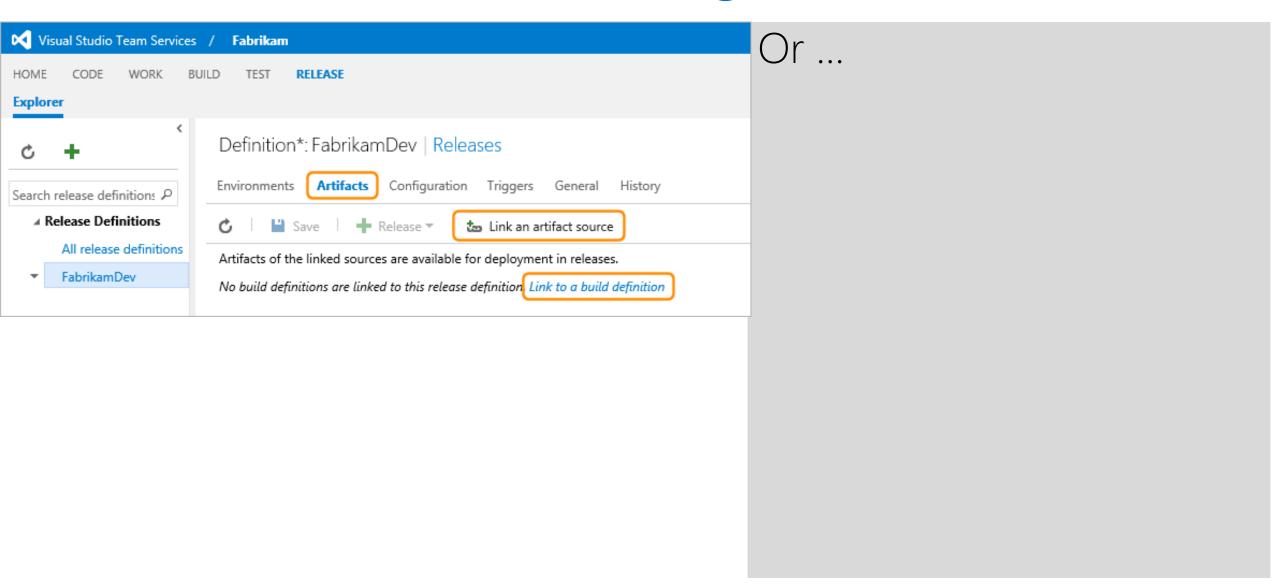


Release Definitions – Linking Artifacts





Release Definitions – Linking Artifacts





Release Definitions – Artifacts Download

- When a release is deployed to an environment, the versioned artifacts from each of the sources are, by default, downloaded to the automation agent. Tasks running within that environment can then deploy the artifacts.
- Accessible using the Variable: \$(Agent.ReleaseDirectory)
- Every time a release definition is deployed, the previously downloaded artifacts are deleted and the required set of artifacts are downloaded again.
- To ensure this uniqueness, each artifact source linked to a release definition is automatically provided with a specific download location known as the *source alias*:
 - \$(Agent.ReleaseDirectory)\[source alias]



Release Definitions – Artifact Variables

-\$(RELEASE.ARTIFACTS.[source-alias].[variable-name])

| variable-name | Meaning | Team Build | Jenkins | TeamCity | TFVC or Git |
|---------------------|--|---------------|---------|----------|----------------|
| DEFINITIONID | The identifier of the build definition or repository. | Yes | No | No | No |
| DEFINITIONNAME | The name of the build definition or repository. | Yes | No | No | Yes |
| BUILDNUMBER | The build number or the commit identifier. | Yes | Yes | Yes | Yes |
| BUILDID | The build identifier. | Yes | Yes | Yes | No |
| REPOSITORY_NAME | The name of the repository from which the source was obtained. | Yes | No | No | No |
| REPOSITORY_PROVIDER | The type of repository from which the source was built; for example, TfsGit. | Yes | No | No | No |
| SOURCEBRANCH | The path of the branch from which the source was built. | Yes | No | No | No |
| SOURCEBRANCHNAME | The name of the branch from which the source was built. | Yes | No | No | No |
| SOURCEVERSION | The commit that was built. | Yes | No | No | No |
| BUILDURI | The URL for the build. | Yes | No | No | No |
| REQUESTEDFORID | The identifier of the account that triggered the build. | Yes | No | No | No |
| REQUESTEDFOR | The name of the account that requested the build. | Yes | No | No | No |
| ТҮРЕ | The type of artifact source, such as Team Build. | Yes | Yes | Yes | Yes |

Release Definitions – Artifact Variables

- \$(RELEASE.ARTIFACTS.[source-alias].[variable-name])

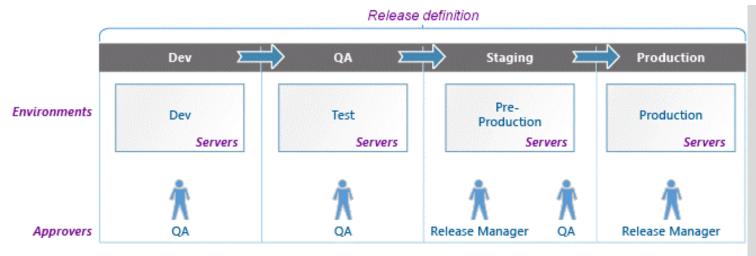
| Powershell Script 🥕 | | | | |
|---------------------|--|------------|--|--|
| Туре | Inline Script ▼ | (i) | | |
| Arguments | -a "\$(Release.Artifacts.ASPNET4.CI.DEFINITIONNAME)" | ① | | |
| Inline Script | param (\$a) | | | |
| | Write-Host "\$a" | | | |
| | | | | |
| | | | | |



Understanding Release Environments



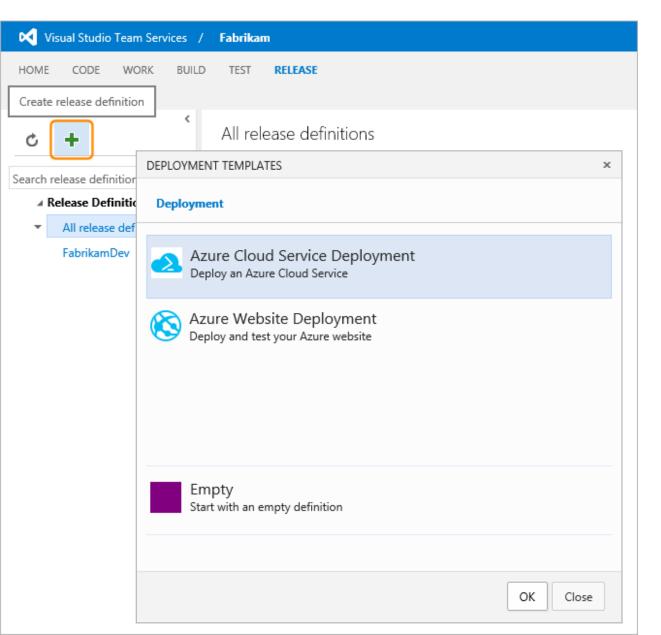
Release Definitions – Environments



An environment is a logical entity that represents where to deploy a release. Physically, the deployment in an environment may happen to a collection of servers, a cloud, multiple clouds, or an app store



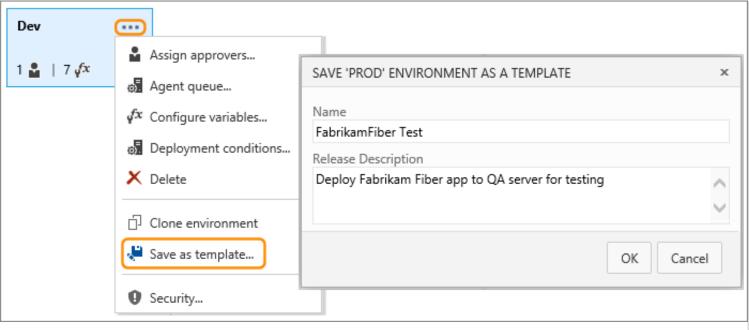
Release Definitions – Environment Templates



To initiate a new release definition, or to add an environment to an existing release definition, a deployment templates which are pre-populated with tasks and settings, can be used for each environment.



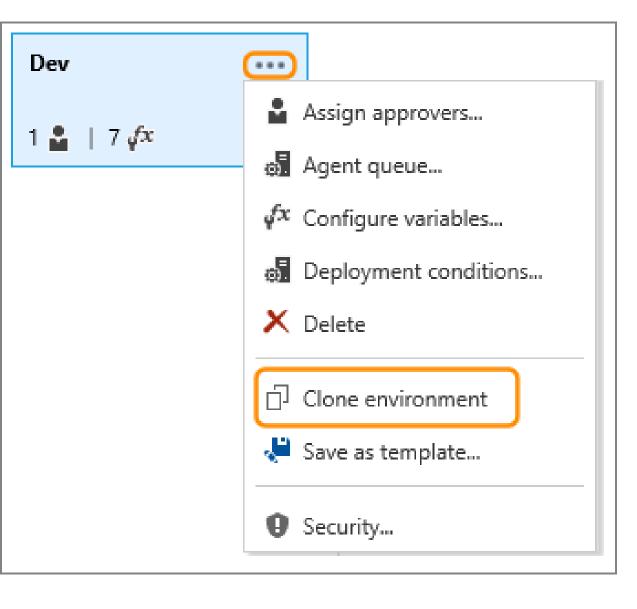
Release Definitions – Environment Templates



Custom environment templates can be created and saved as templates.

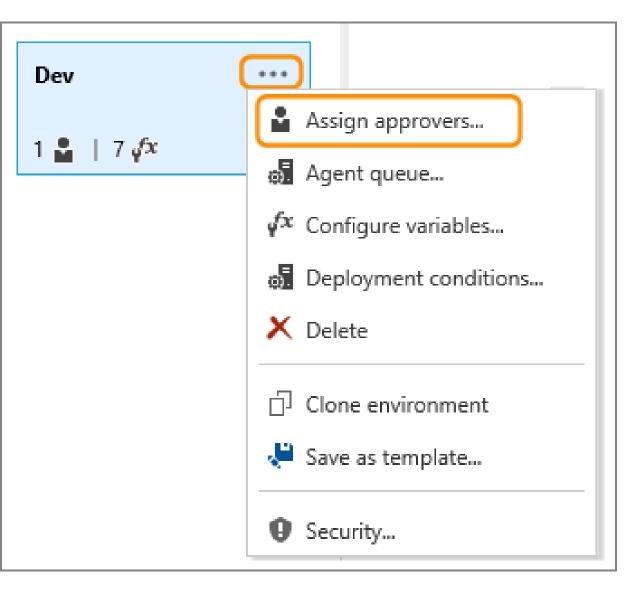


Release Definitions – Environment Templates



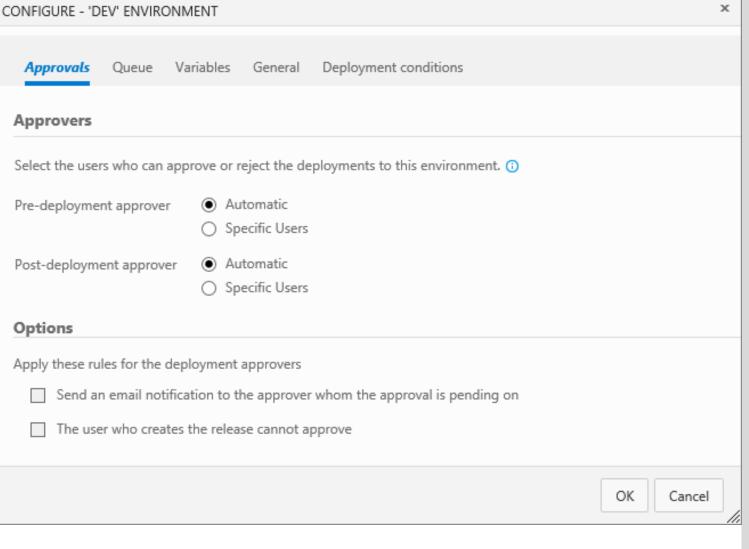
After an environment is added to a release definition and configured it by adding tasks and setting the properties for each one, it can be cloned it to create another environment within the same definition.





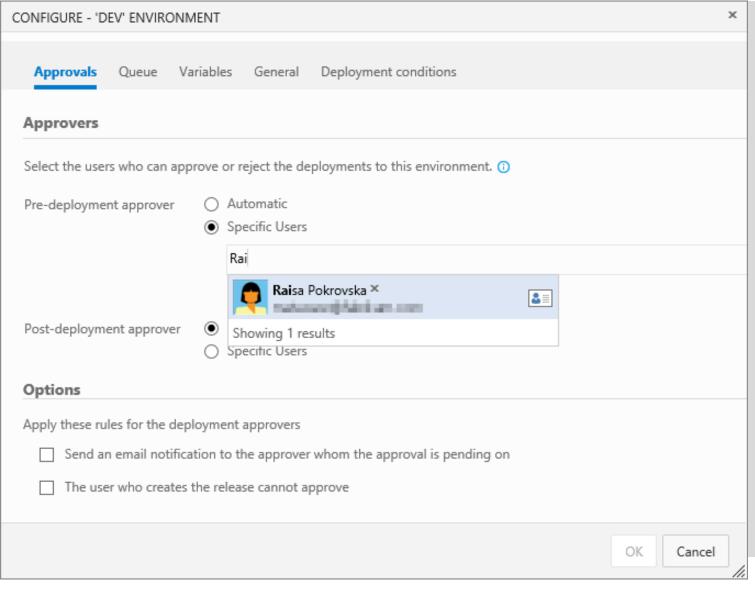
Approvers can be defined for each environment in a release definition. At each point where approval is required until the specified approver grants approval or rejects the release (or reassigns the approval to another user)





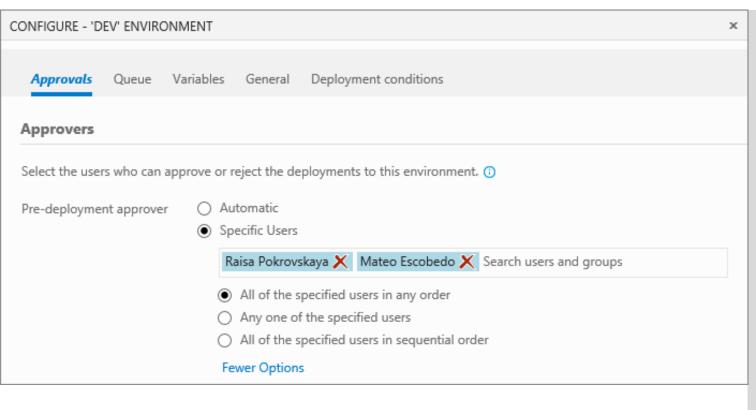
Approvals can be automated as well.





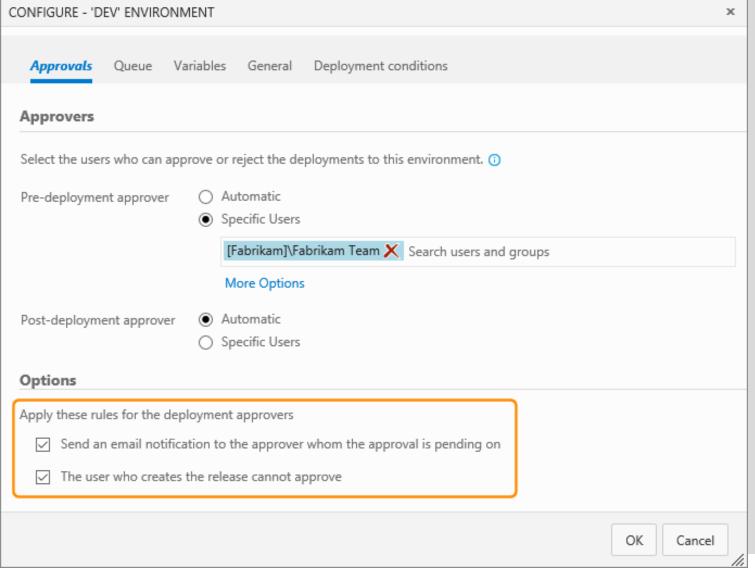
There can be one or many approvers for both pre and post deployments.





Approvals can also follow a specific sequential order.

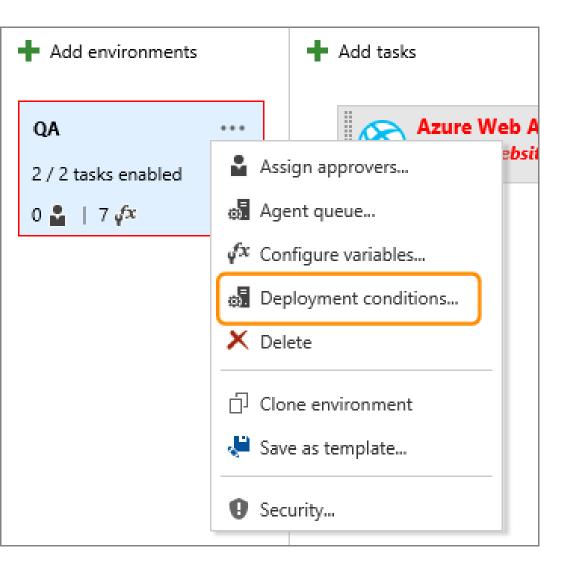




Approvals can be requested from a team.



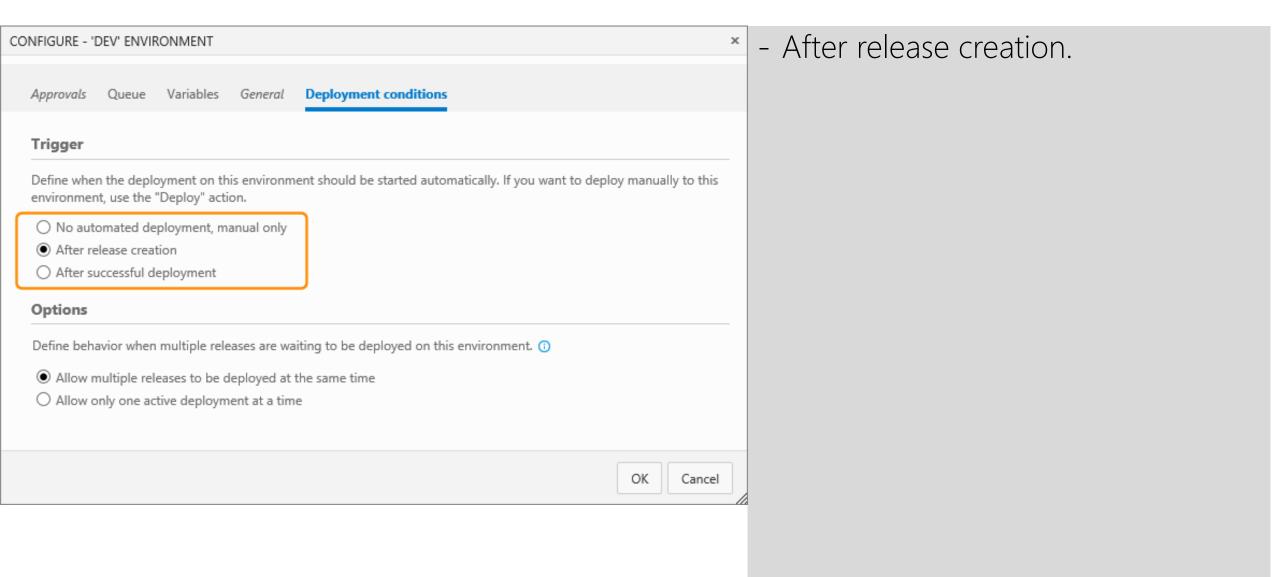
Release Definitions – Environment Deployment Triggers



Deployment triggers must be configured for each environment in the definition in order for the new release to be deployed automatically to one or more of the environments in a release definition.

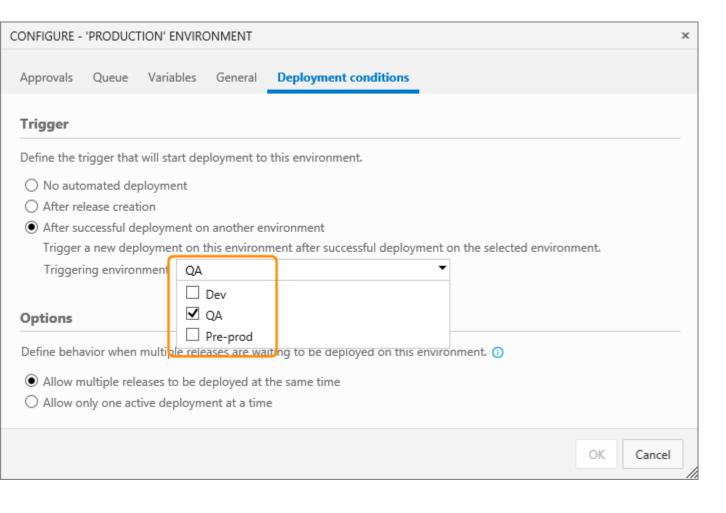


Release Definitions – Environment Deployment Triggers





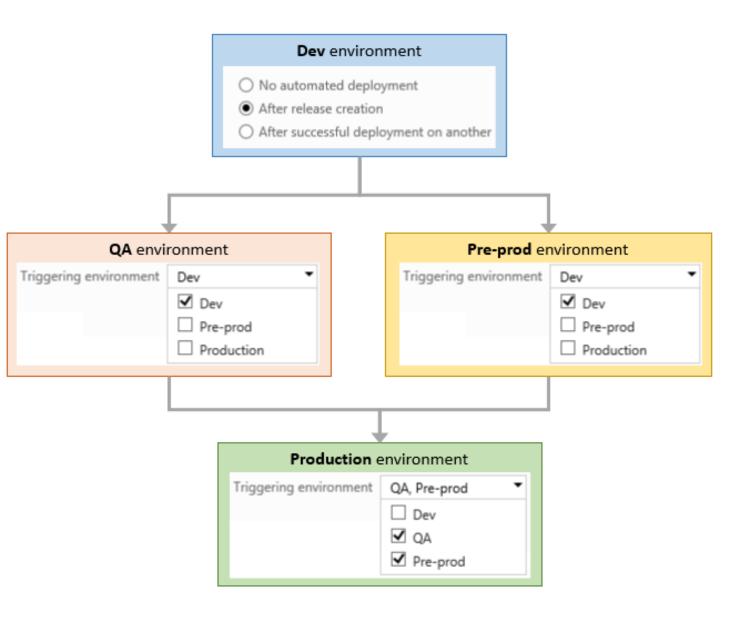
Release Definitions – Environment Deployment Triggers



- After successful deployment.



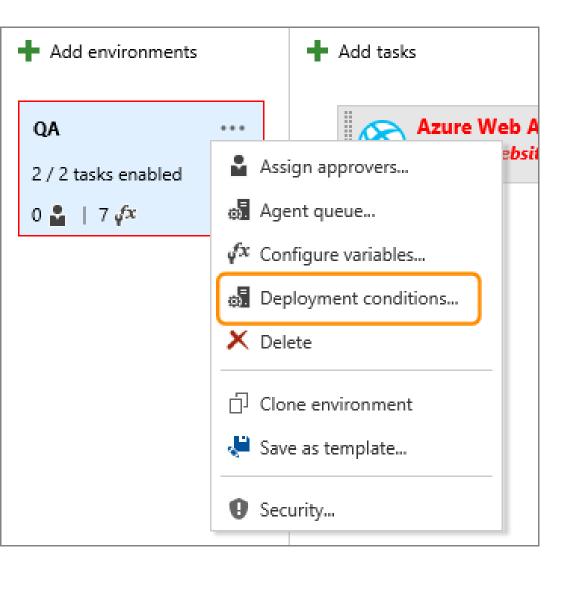
Release Definitions – Parallel forked and joined deployments



The Triggering environment list allows selecting more than one environment. This allows configuring parallel (forked and joined) deployment pipelines where the deployment to an environment occurs only when deployment to all the selected environments succeeds



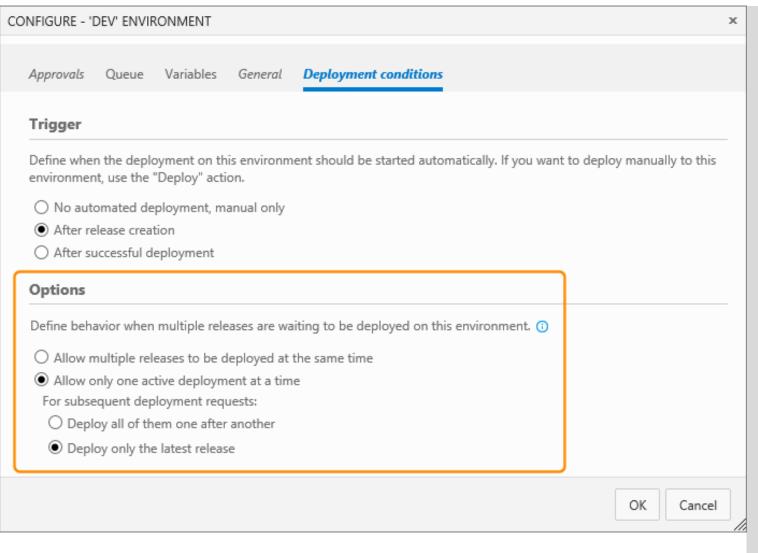
Release Definitions – Queuing policies



It is possible to control how multiple releases are queued into an environment.



Release Definitions – Queuing policies



Options are:

- Allow multiple releases to be deployed at the same time.
- Allow only one active deployment at a time:
 - Latest
 - One after the other.

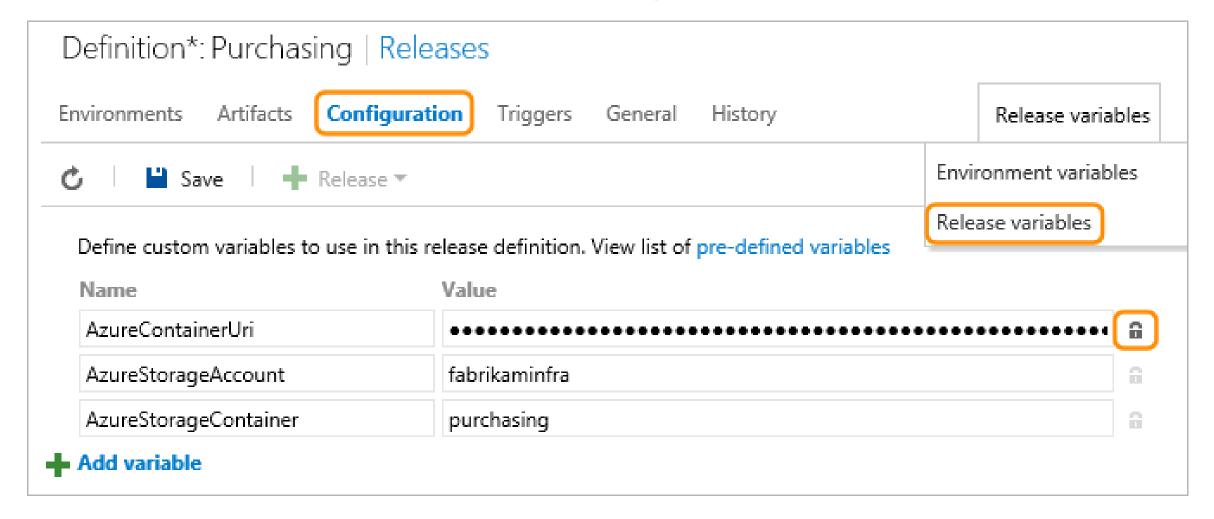


Can be defined as custom variables that are global to a release definition, and can be used to specify values for any of the tasks in any of the environments of a release definition.

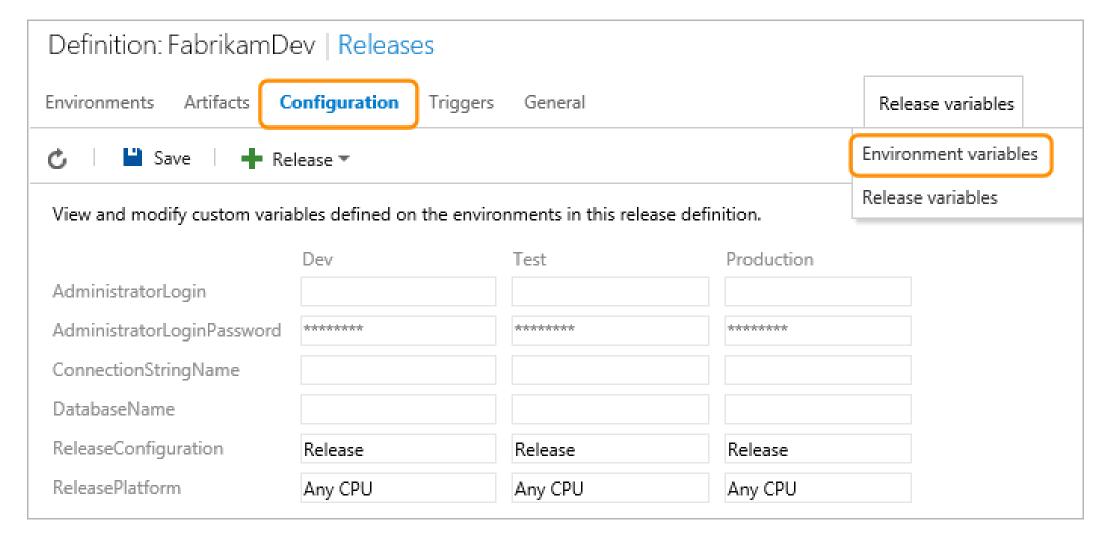


- Global configuration properties should be used when the same value is needed across all the environments.
- Environment-level configuration properties should be used for values that vary from environment to environment.
- Properties can be encrypted. The values of such properties are stored securely on the server and cannot be viewed by users once they are saved.











Understanding Release Management Tasks

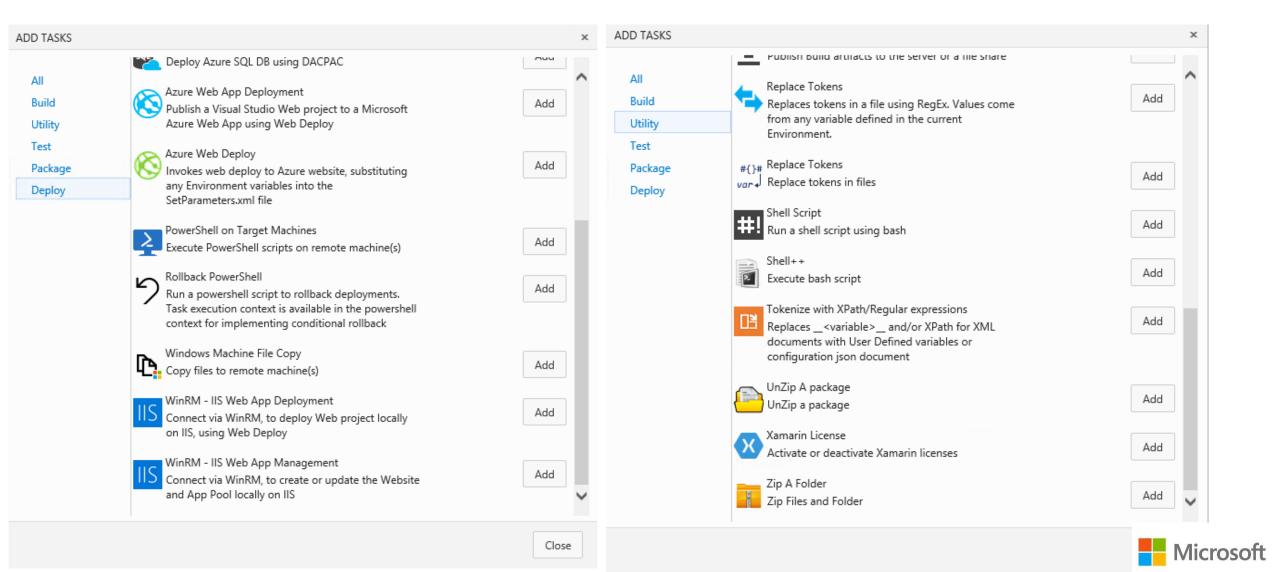


Release Definitions – Tasks

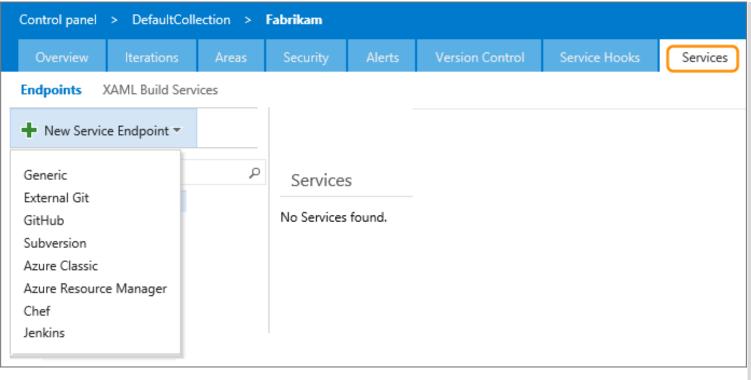
- -Release definitions execute tasks.
- -TFS and VSTS ship with many out of the box tasks.
- -These tasks can be extended:
 - -Scripts. (Any)
 - -From the Market place
 - -By Creating Extensions.
 - -Endpoints.



Release Definitions – Tasks



Release Definitions – Endpoints



Endpoints allow release manage to connect to any source in order to get artifacts or to deploy them.

