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M6.2 Assignment: Case Study- Strangler Pattern at Blackboard Learn

Due 9.14.25

# Summary of main points

* Keeping track of production via number of commits can reveal production rate and or value
* To enable fast, frequent, safe releases, the architecture must reduce coupling, simplify dependencies, manage state cleanly, and allow teams to work independently. This supports testability, deploy-ability, and rollback.
* When systems and software start small and grow in complexity it can be harder to fix with the wrong architecture and thus take longer to push things out
* To maintain loose coupling and allow independent evolution, teams/services should have clearly defined contracts (APIs) and SLAs / agreements about behavior. These contracts make it safer for one service to change without breaking others.

# Lessons Learned

* Re-architecting the project is okay but understanding your architecture from the beginning is important
* Architecture isn’t just about code: team structure, operations involvement, monitoring, testability, build/pipeline infrastructure all play into how risky releases will be.
* Decoupled architecture lays the ground work for more independent/ less risky failures since the mistakes can be kept in isolated pockets rather than effect the entire system
* Have a strategy for releases and deployments

Resources:

Czarzasty, K. (2021, August 19). *Summarizing ‘The DevOps Handbook: How to Create World-Class Agility, Reliability, and Security in…*. Medium. https://kevinczarzasty.medium.com/summarizing-the-devops-handbook-how-to-create-world-class-agility-reliability-and-security-in-86d8357d9995

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*The DevOps Handbook by Gene Kim, Debois, Humble, Willis*. (2022, November 23). William Meller. https://williammeller.com/the-devops-handbook-by-gene-kim/?utm\_source=chatgpt.com#chapter-by-chapter

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