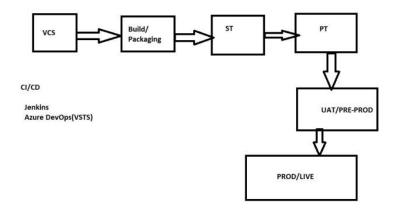
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**DECEMBER 10, 2019** 

# DevOps Classroom Series - 10/Dec/2019

## Sample Pipeline

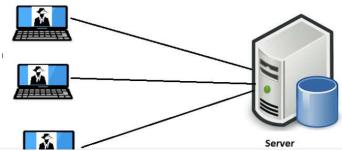


## Requirements for system to store code

- Common Server/Application/Sytem to store the code from muliple developers
- · Version should be maintained for every change.
- Multiple users should be allowed to work on same files/code
- Any system which satisfies above three points is a Version Control System
- VCS:
- CVS
- VSS
- SVN
- ClearCase
- GIT

#### Architectures of VCS

- Client-Server Architecture:
  - Connected:
    - Clients should be connected to servers all the time
    - Administrators are required to take backups and also to replicate to multisites
    - Network connectivity issues could disrupt developers in doing the work





#### DevOps Classroom Series – 10/Dec/2019 – Direct DevOps from Quality Thought

- Dis-Connected:
  - Clients needed to be connected to servers only for getting the latest code or to submit work. Clients can work in offline mode
  - Administrators are required to take backups and also to replicate to multisites
- Distributed Architecture:
  - Whole copy of code is present on every node (client).
  - Backup of the Code is one more node
  - Other site is one more node
  - Git is a Distributed Version Control System.















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