

# CICD Basics

# Defining CICD

- CICD is not a methodology
  - It is not Agile or DevOps
  - Although both rely on CICD and use it extensively
- CICD is process automation applied to SE
- Similar to other kinds of automation (including robotic process automation)
  - The goal is to improve process efficiency and effectiveness
  - CICD is process agnostic
  - It can be used anywhere a SE process is well defined
  - Using CICD with bad processes makes them worse

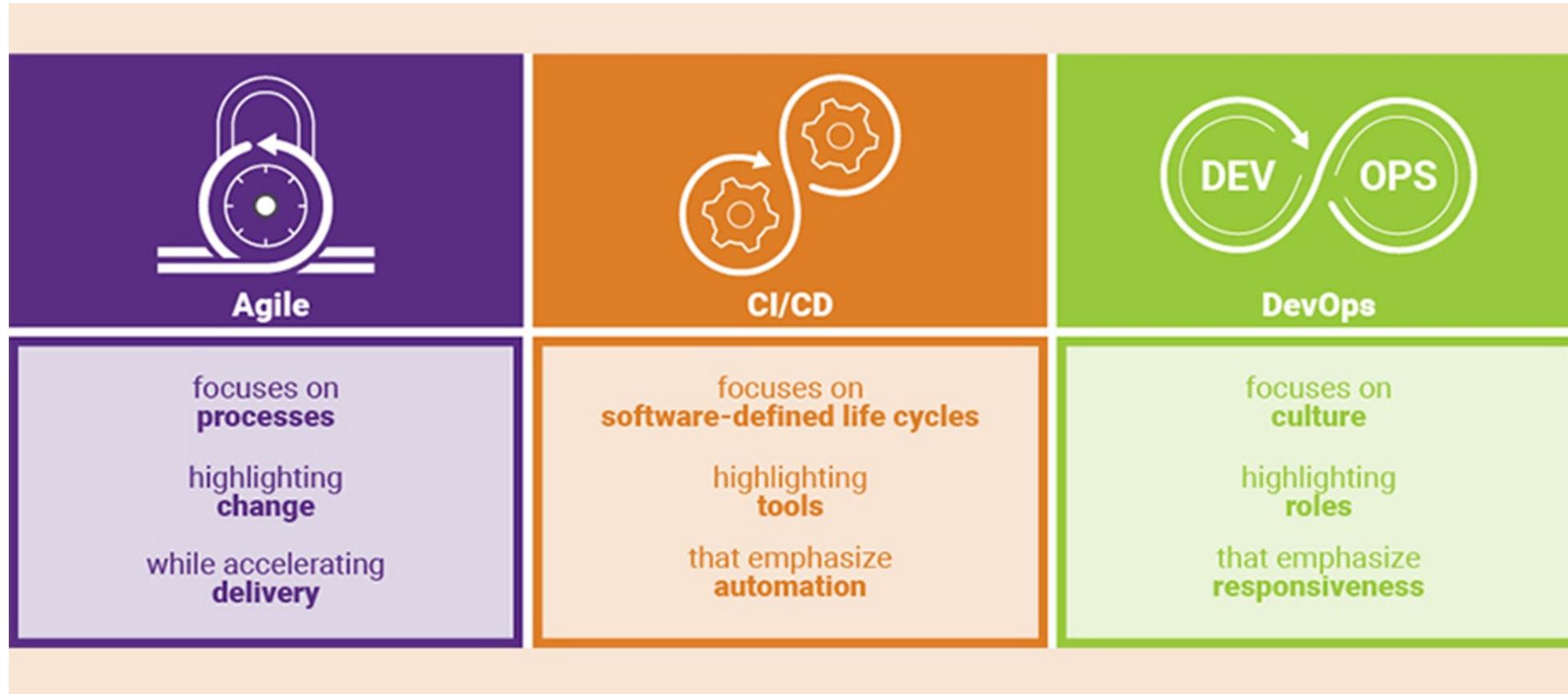
*A fool with a tool is still a fool*

Martin Fowler

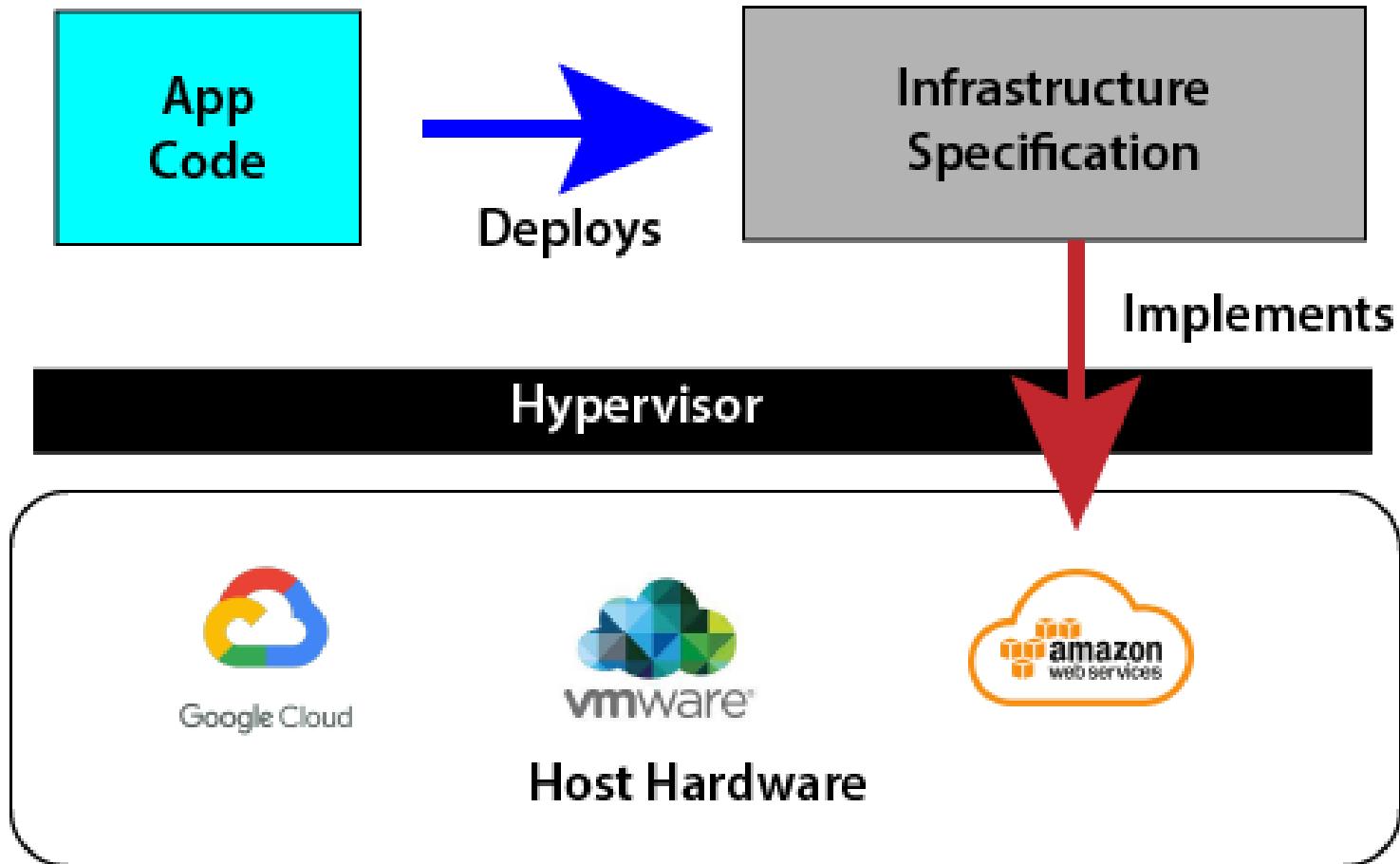
*A computer lets you make more mistakes faster than any invention in human history – with the possible exceptions of handguns and tequila*

Mitch Ratcliffe

# Agile, DevOps and CICD



# Infrastructure as Code

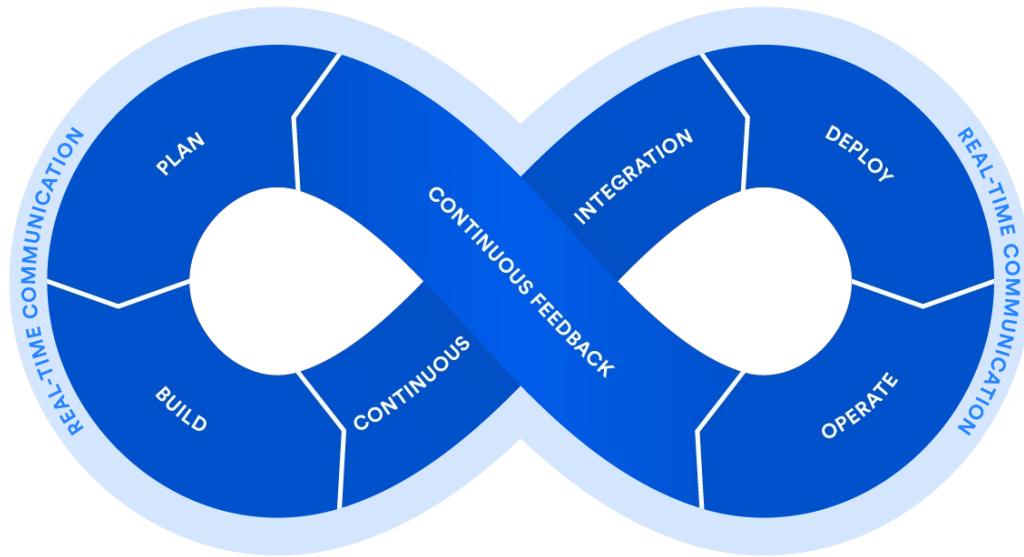


# Agile, DevOps and CI/CD

- Agile
  - Focuses on iterative development, delivering small increments of value frequently.
  - Encourages collaboration between developers, testers, and business stakeholders.
  - Supports adaptability to changing requirements.
- DevOps
  - A cultural and technical movement bridging Development and Operations.
  - Emphasizes collaboration, automation, monitoring, and rapid feedback loops.
  - CI/CD is the engine that powers DevOps practices.
- CI/CD
  - Continuous Integration (CI): Developers frequently integrate code into a shared repository.
    - Automated builds and tests validate each integration.
  - Continuous Delivery (CD): Code is automatically prepared for release after passing CI.
  - Continuous Deployment: Extends delivery by automatically deploying changes into production after all checks.

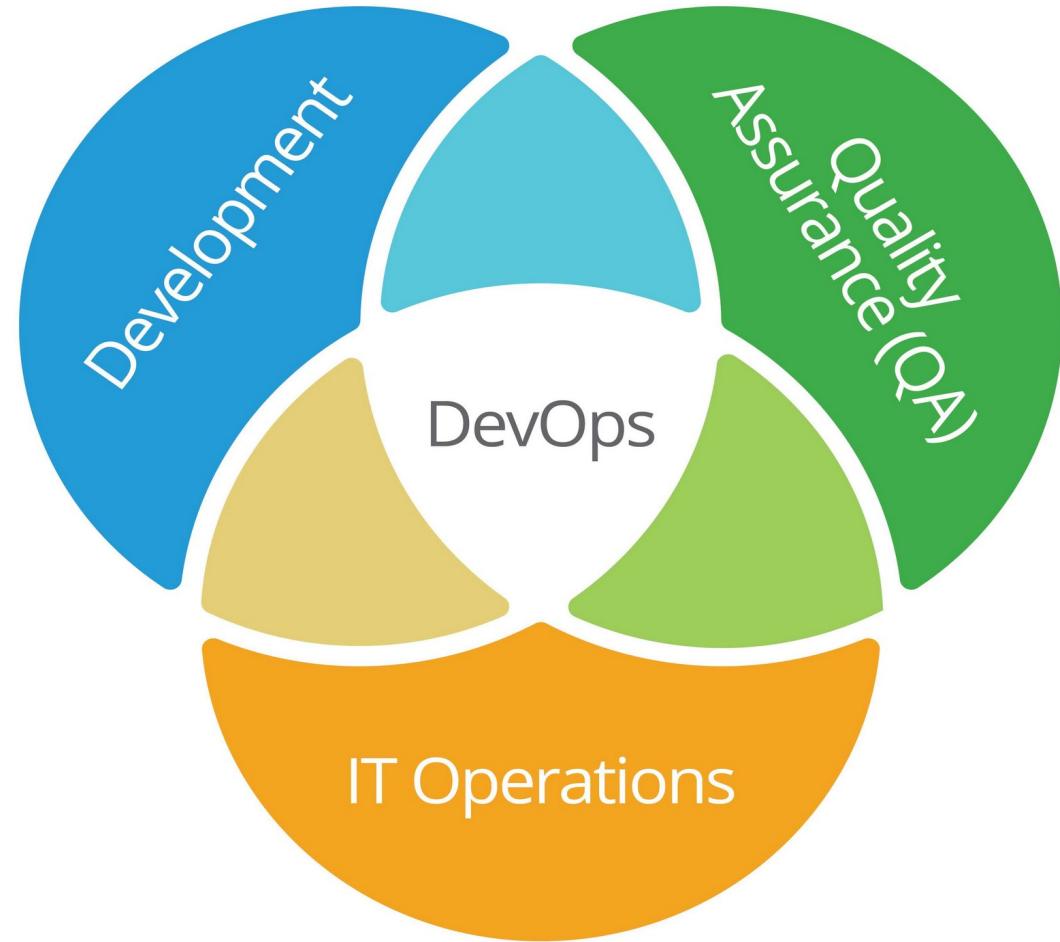
# DevOps

- Driven by virtualization and Infrastructure as code
  - Dev and Ops had been two separate worlds
  - Dev was sort of automated
- Ops was manual and bare metal
  - Virtualization turned it all into code
  - Now the same tools can be used in the entire life cycle of a software product
  - Opportunity for full process automation support



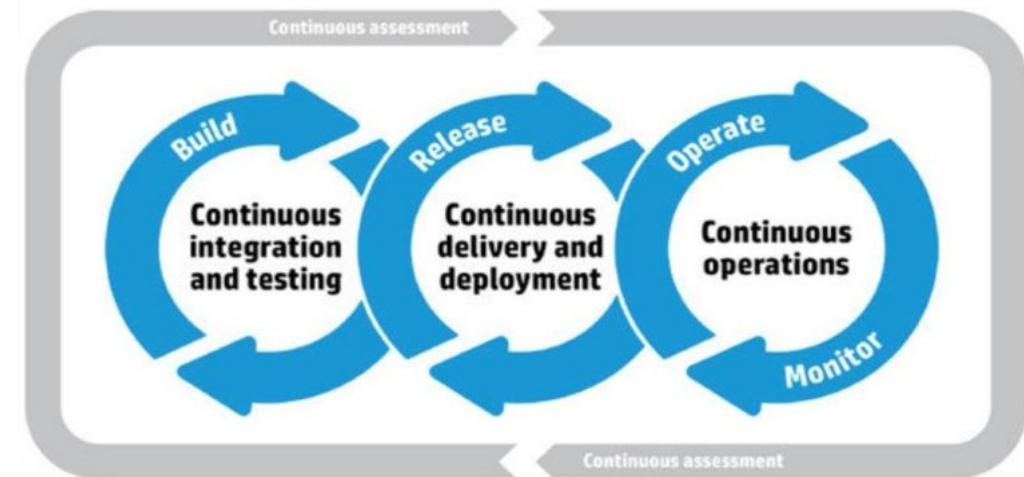
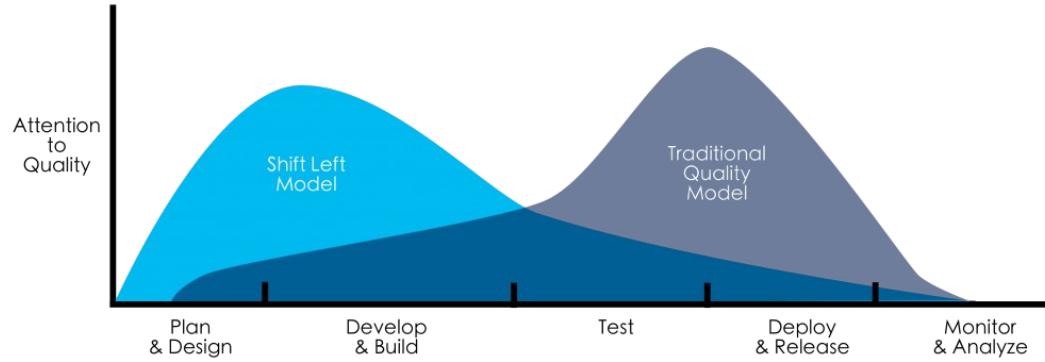
# The Goal of DevOps

- Desilo-ize the three areas in software development
  - Get everyone using the same sorts of tools, practices and automation
- CICD
  - Continuous Integration: continuous integration of multiple development activities
  - Continuous Delivery: build artifact made available for delivery
  - Continuous Deployment: Delivered artifact is also pushed into operational environment



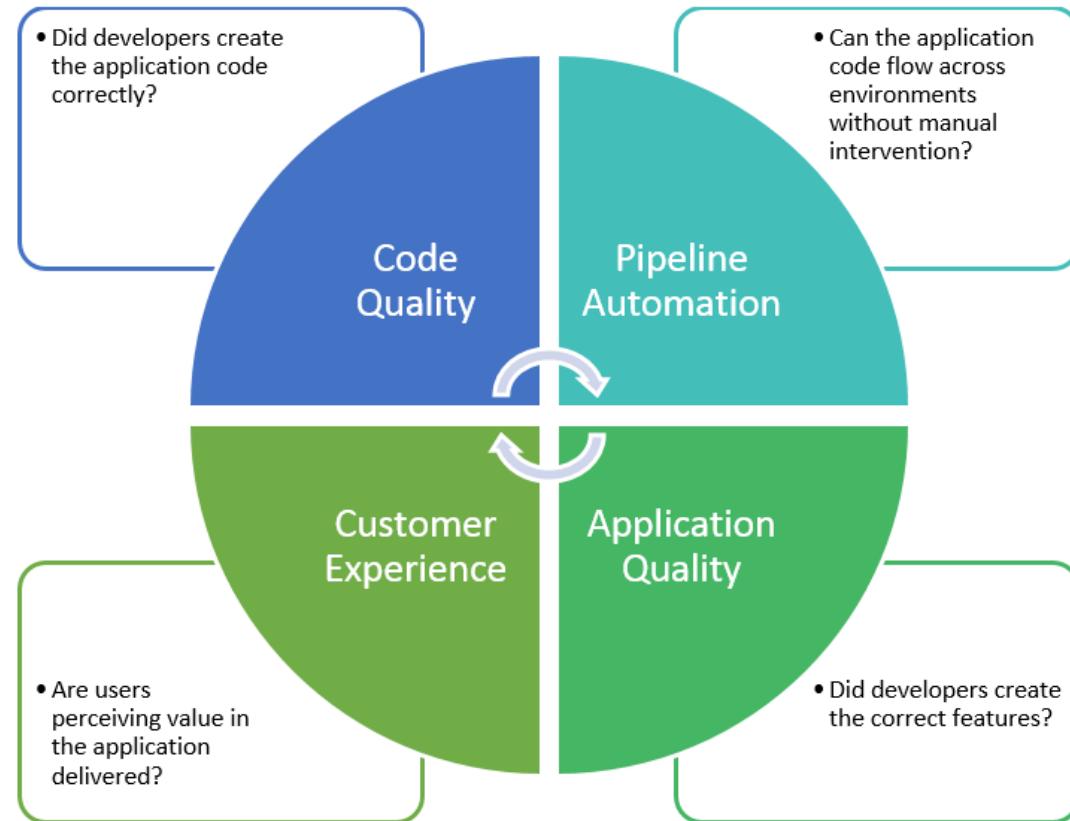
# Continuous Testing

- Continuous Testing
  - Every artifact is tested as it is created
- Shift Left Model
  - Test early, test often
- CICD also adds
  - Automated testing at every stage
  - CT is triggered by events in the CICD process
  - Checking in code => automated unit testing
  - Build => integration testing



# Continuous Testing

- Does not replace human based testing
  - Such as pair programming and code reviews or other similar processes
- Creates “quality gates”
  - Development pipelines abort when tests fail
  - Code has to pass tests in order to get to the next stage of a CICD pipeline
- Adding continuous security testing and security planning is called DevSecOps



# Continuous Testing

- Integrating testing into CICD
  - Forces a critical view of the specification
  - Identifies errors that might not be seen until later in the development when they are more expensive to rectify
- Especially errors of omission
  - Failure to identify systems behavior in cases of invalid or rare or unexpected inputs
  - If you can't determine what the result of test should be based on the spec
  - Then you also don't know what the code should do in that case

More than the act of testing, the act of designing tests is one of the best bug preventers known.

The thinking that must be done to create a useful test can discover and eliminate bugs at every stage in the creation of software, from conception to specification, to design, coding and the rest.



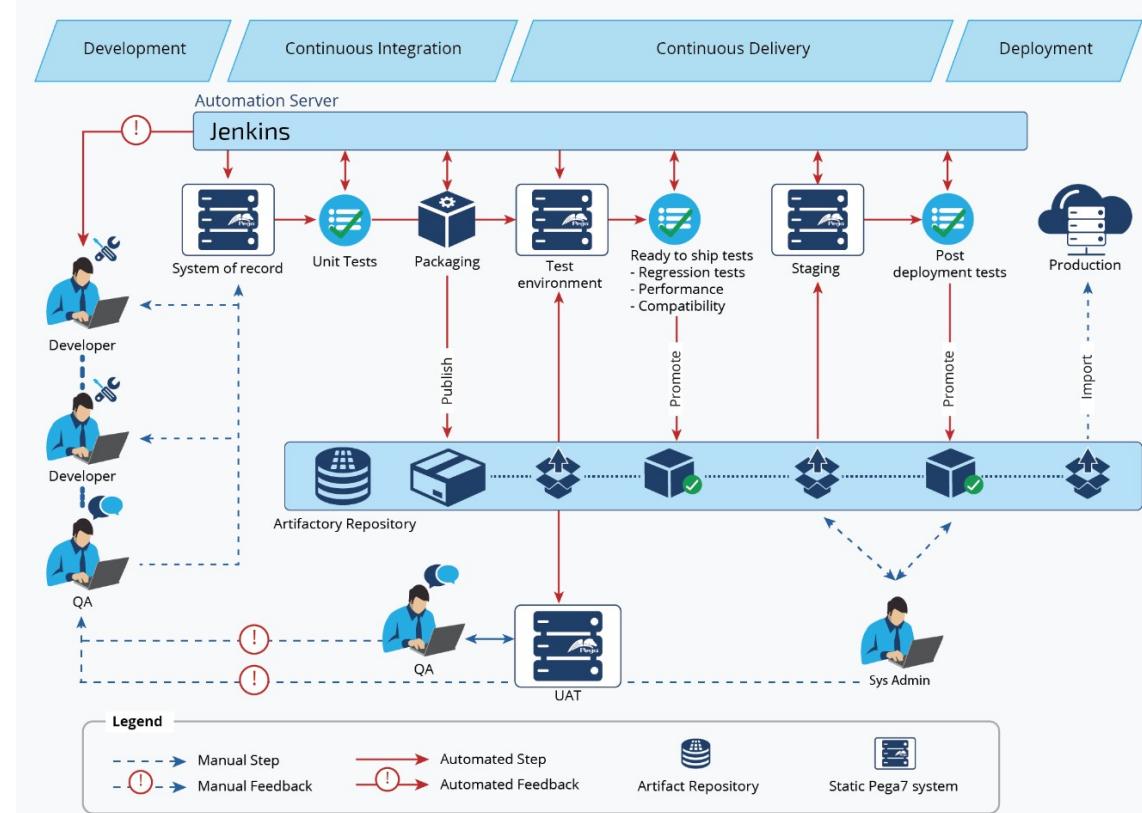
If you can't test it, don't build it.

If you don't test it, rip it out.

Boris Beizer

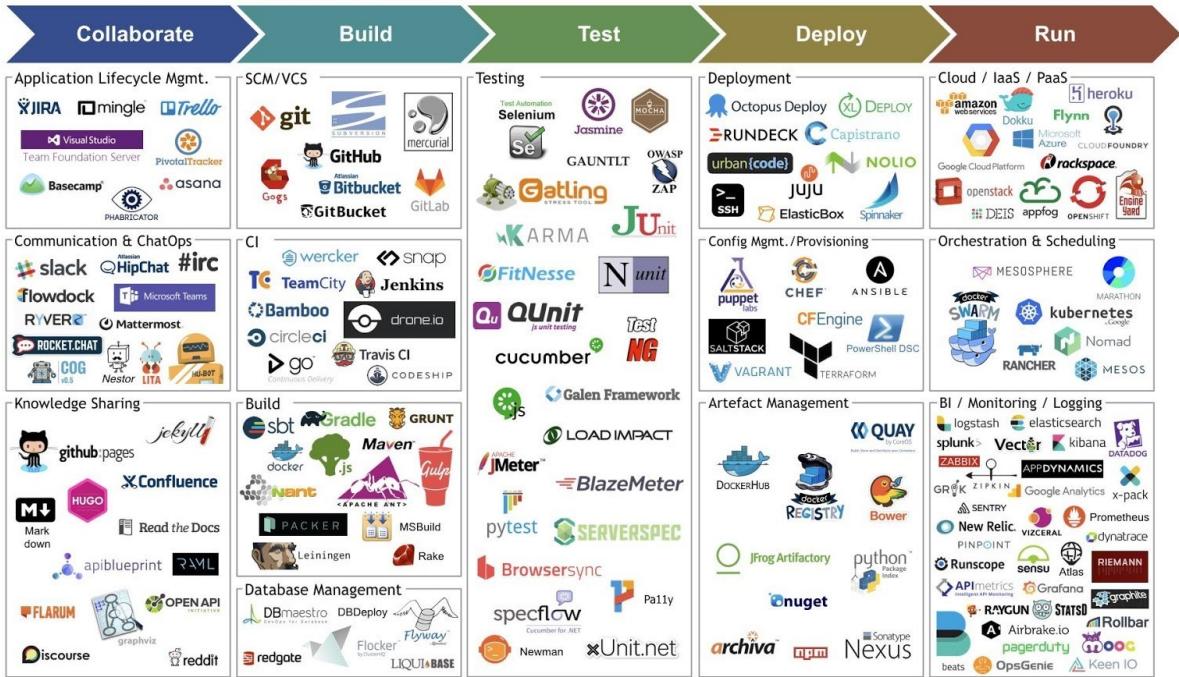
# Pipelines

- Series of automated tasks
  - Implements a CICD flow
  - Managed by an orchestration tool
  - Jenkins is the tool used in the diagram
- The pipeline
  - Responds significant events like checking code in or automated tests all passing in automated integration testing
  - Responsible for moving the artifact to the next stage in the pipeline and initiating the activity of that stage



# Automation Tools

- A wide range of CI/CD tools are available
  - Each automates some part of the pipeline
  - Lots of overlap
  - Not all are compatible
  - Wide range in quality
- Developing a toolset
  - Can be very problematic
  - Especially if some tools become obsolete



# Automation Orchestration Tools

Product	Comment
Jenkins	Jenkins is the number one open-source project for CI/CD automation. Community publishes thousands of plugins to facilitate easier implementation of common tasks.
Travis CI	Used by companies such as Facebook, Mozilla, Twitter, Heroku,
TeamCity	TeamCity takes advantage of cloud computing by dynamically scaling out its build agents farm on Amazon EC2, Microsoft Azure, and VMware vSphere
Circle CI	CircleCI uses language-specific tools like rvm and virtualenv to ensure dependencies are installed into an isolated environment
CodeShip	Codeship is a hosted continuous integration platform that's focused on efficiency, simplicity, and speed. Teams can use Codeship to test, build, and deploy directly from projects on GitHub.
GitLab CI	GitLab CI provides tools for issue management, code views, continuous integration and deployment, all within a single dashboard.
Buddy	Custom support for Grunt, Gulp, MongoDB, and MySQL
Semaphore	Custom tests for dependencies, units, code style, security, and acceptance
AppVeyor	AppVeyor is a Windows-only cloud-based service for testing, building, and deploying Windows applications. SSD drives with dedicated hardware to provide fast speeds.
Google Cloud Build	Google's provider based solution for DevOps and CI/CD management
AWS CodePipeline	Amazon Web Services's provider based solution for DevOps and CI/CD management
Azure DevOps	Microsoft Azure's provider based solution for DevOps and CI/CD management

# CICD Benefits

- Smaller code changes are simpler (more atomic) and have fewer unintended consequences
- Fault isolation is simpler and quicker
- Mean time to resolution (MTTR) is shorter because of the smaller code changes and quicker fault isolation
- Testability improves due to smaller, specific changes. These smaller changes allow more accurate positive and negative tests
- Elapsed time to detect and correct production escapes is shorter with a faster rate of release
- The backlog of non-critical defects is lower because defects are often fixed before other feature pressures arise
- The product improves rapidly through fast feature introduction and fast turn-around on feature changes
- Upgrades introduce smaller units of change and are less disruptive

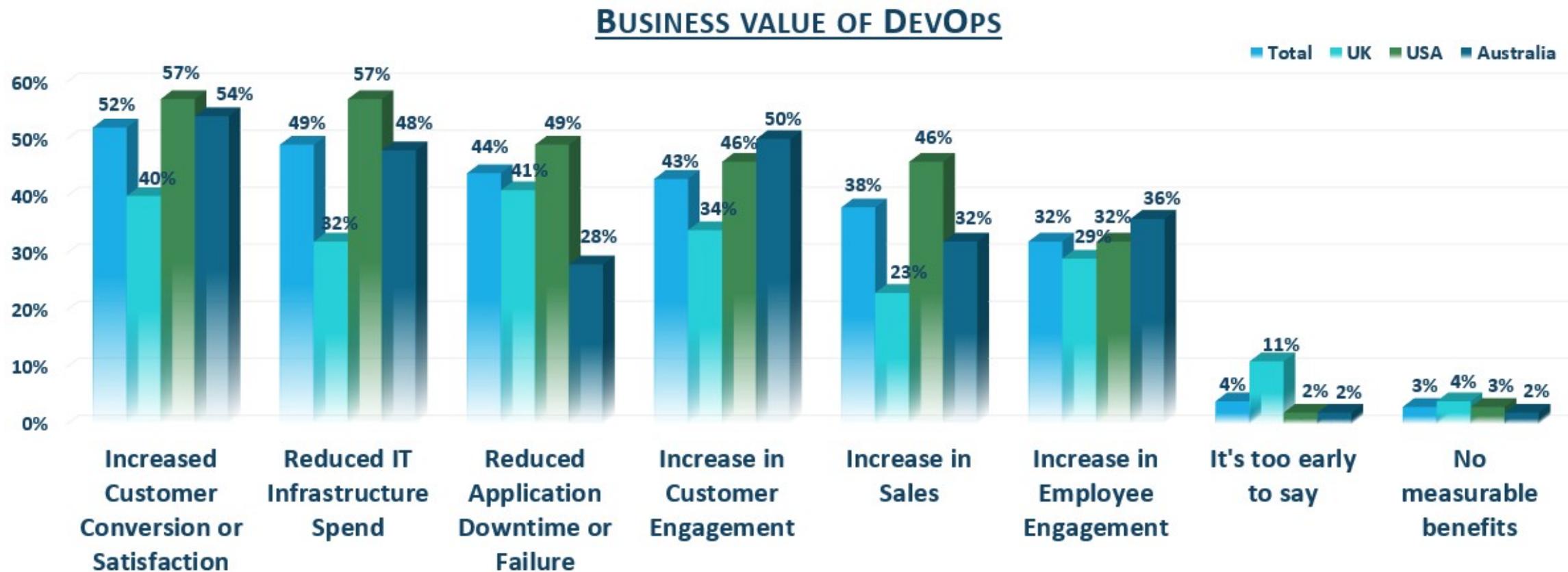
# CICD Benefits

- CI-CD product feature velocity is high. The high velocity improves the time spent investigating and patching defects.
- Feature toggles and blue-green deploys enable seamless, targeted introduction of new production features.
- You can introduce critical changes during non-critical (regional) hours. This non-critical hour change introduction limits the potential impact of a deployment problem.
- Release cycles are shorter with targeted releases and this blocks fewer features that aren't ready for release.
  - End-user involvement and feedback during continuous development leads to usability improvements. You can add new requirements based on customer's needs on a daily basis.

<https://help.mypurecloud.com/articles/benefits-continuous-integration-continuous-deployment-ci-cd/>

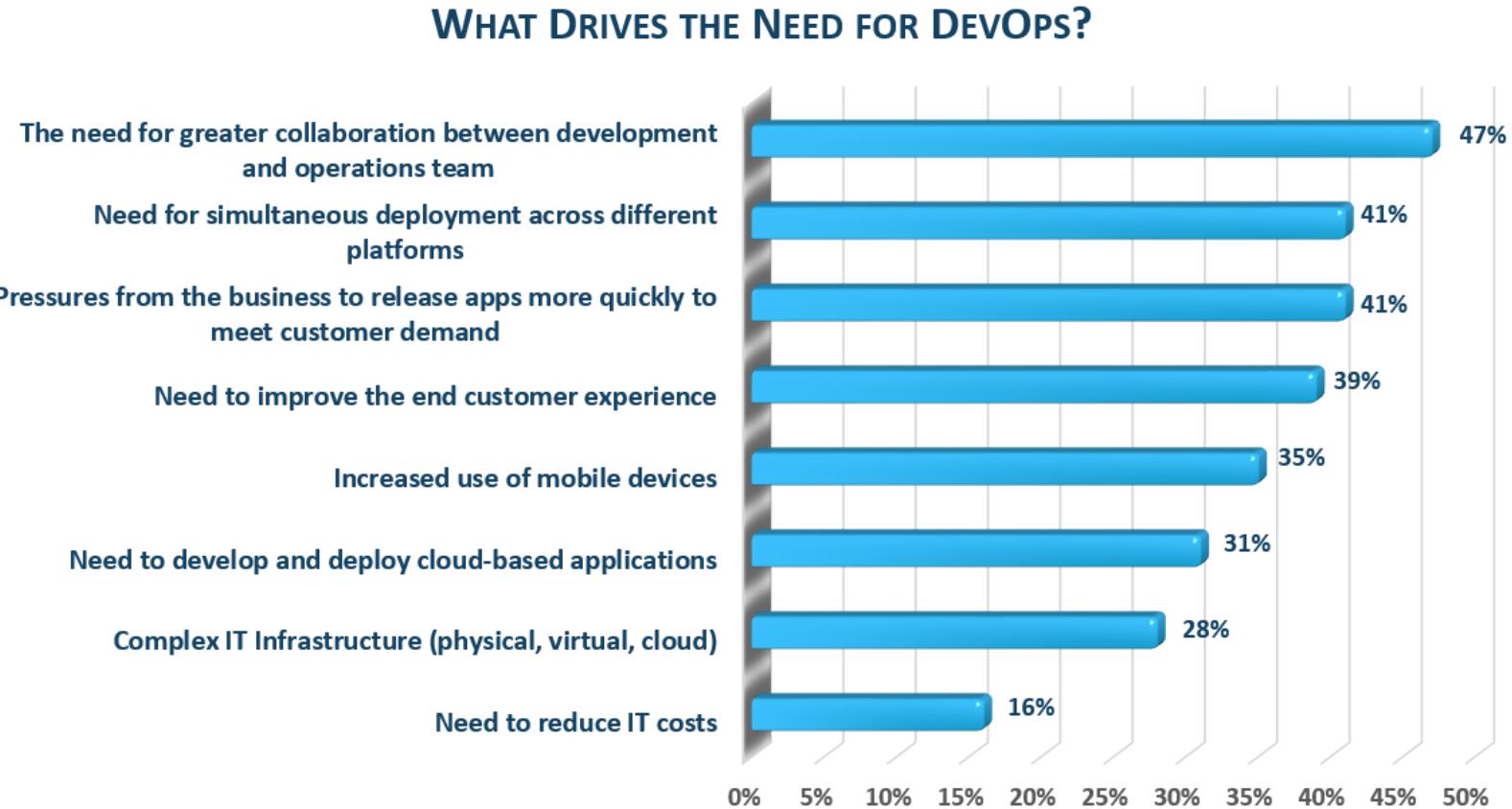
# CICD Benefits

The chart actually focuses on CICD but considers it part of DevOps. The productivity gains are primarily due to the CICD practices



# CICD Drivers

The chart actually focuses on CICD but considers it part of DevOps.



# IBM Internal DevOps

Functions	Previous Time Frame	Present Time Frame	DevOps Benefit
<b>Project initiation</b>	10 days	2 days	80% faster
<b>Overall time to development</b>	55 days	3 days	94% faster
<b>Build verification test availability</b>	18 hours	< 1 hour	94% faster
<b>Overall time to production</b>	3 days	2 days	33% faster
<b>Time between releases</b>	12 months	3 months	75% faster

*DevOps, clearly an extension of lean and agile principles, was as much, in IBM, born of necessity to respond to a pervasive industry mandate to “do more with less” and has evolved to “quality software faster.”*

*- Kristof Kloeckner,  
General Manager,  
IBM Software Group – Rational*

<https://www.compaid.co.in/Articles/DevOps-Value-and-Cost-Savings>

# Challenges for CICD

- Organization silos and corporate culture
  - Lack of communication between development, QA and operations
- Failure to automate testing or do continuous testing
  - QA starts lagging behind development requiring rework to fix buggy code
- Legacy systems integration
  - Automated tools may not be available for legacy systems
  - E.g. Unit testing frameworks for COBOL code
- Complexity and size of applications
  - Trying to apply CICD to too big a “chunk” of development
  - Especially when introducing CICD improvements

# CI and CD in Agile Development

- CICD are essential ingredients for teams doing iterative and incremental software delivery in Agile Development
  - Developers share a common source code repository
  - Dedicated Continuous Integration environment
  - All code must pass unit tests
  - Integrate often
  - Regression tests run often
  - Code metrics are published
  - Every change to the system is releasable to production
- Automation is the key
  - The process is too time consuming and tedious to do manually

# Continuous Integration (CI)

- CI is where members of a team integrate their work frequently
  - usually each person integrates at least daily, leading to multiple integrations per day
- Each integration is verified by an automated build (including test)
  - Intended to detect integration errors as quickly as possible
  - Goal is to merge and test the code continuously to catch issues early by automating integration process
- A CI project must have a reliable, repeatable, and automated build process involving no human intervention
  - CI Server (orchestration tool) is responsible for performing the integration tasks
- Automatic unit testing, static analysis and failing fast are core to CI

# Continuous Integration Practices

- Single source repository for all developers
- Build automation
  - Every change to the integration branch should trigger a new build
- Keep the builds fast and trackable
  - Make the builds self-testing
- Test the builds in production-like environment
  - Keep all verified releases in artifacts repository and available to everyone
- Publish coding metrics

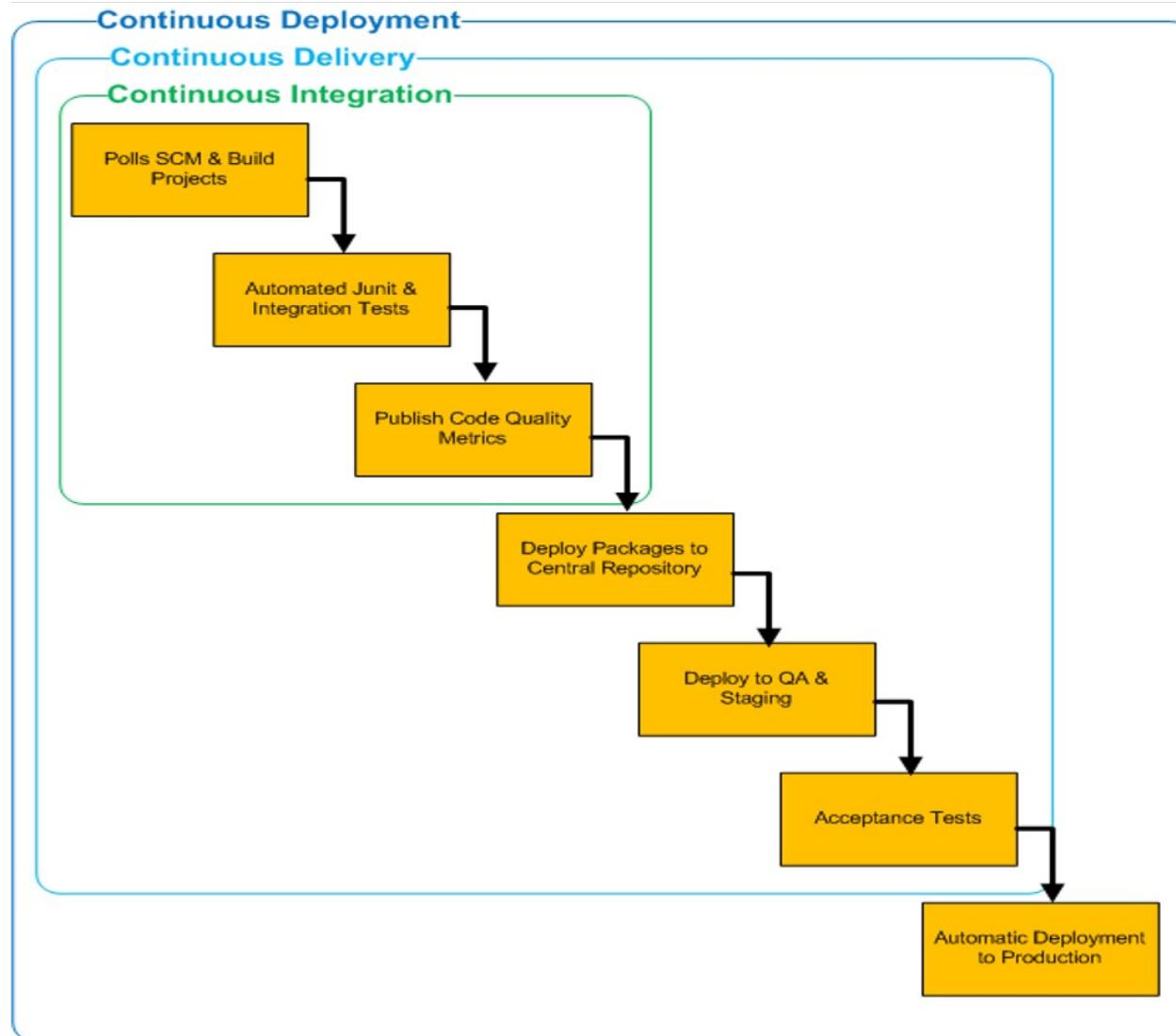
# Continuous Delivery (CD)

- CD is a natural extension of CI
  - Every change to the system has passed all the relevant automated tests and is ready to deploy in production
  - Team can release any version at the push of a button
  - Keep all verified releases in artifacts repository and available to everyone
- But the deployment to production is not automatic
  - The goal of CD is to put business owners in the control of scheduling of the software releases
  - The decision to release is a governance decision, not a technical one
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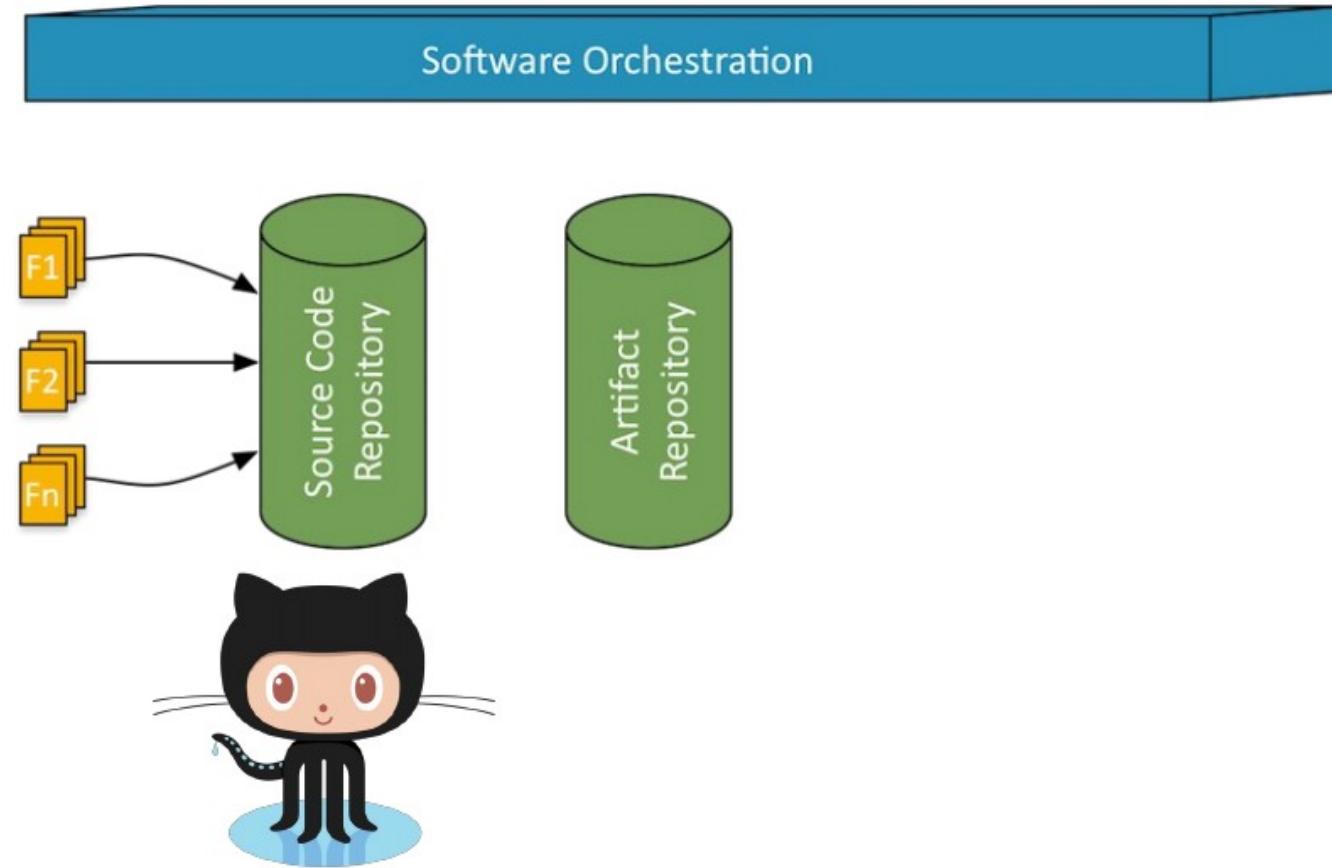
# Continuous Deployment (also CD)

- Continuous Deployment adds automatic deployment to end users in the Continuous Delivery process
  - Continuous Deployment automatically deploys every successful build directly into production
  - Deploying the build to production as soon as it passes the automated and UAT tests
- Continuous Deployment is not appropriate for many business scenarios
  - Business Owners prefer more predictable release cycles as opposed to arbitrary deployments
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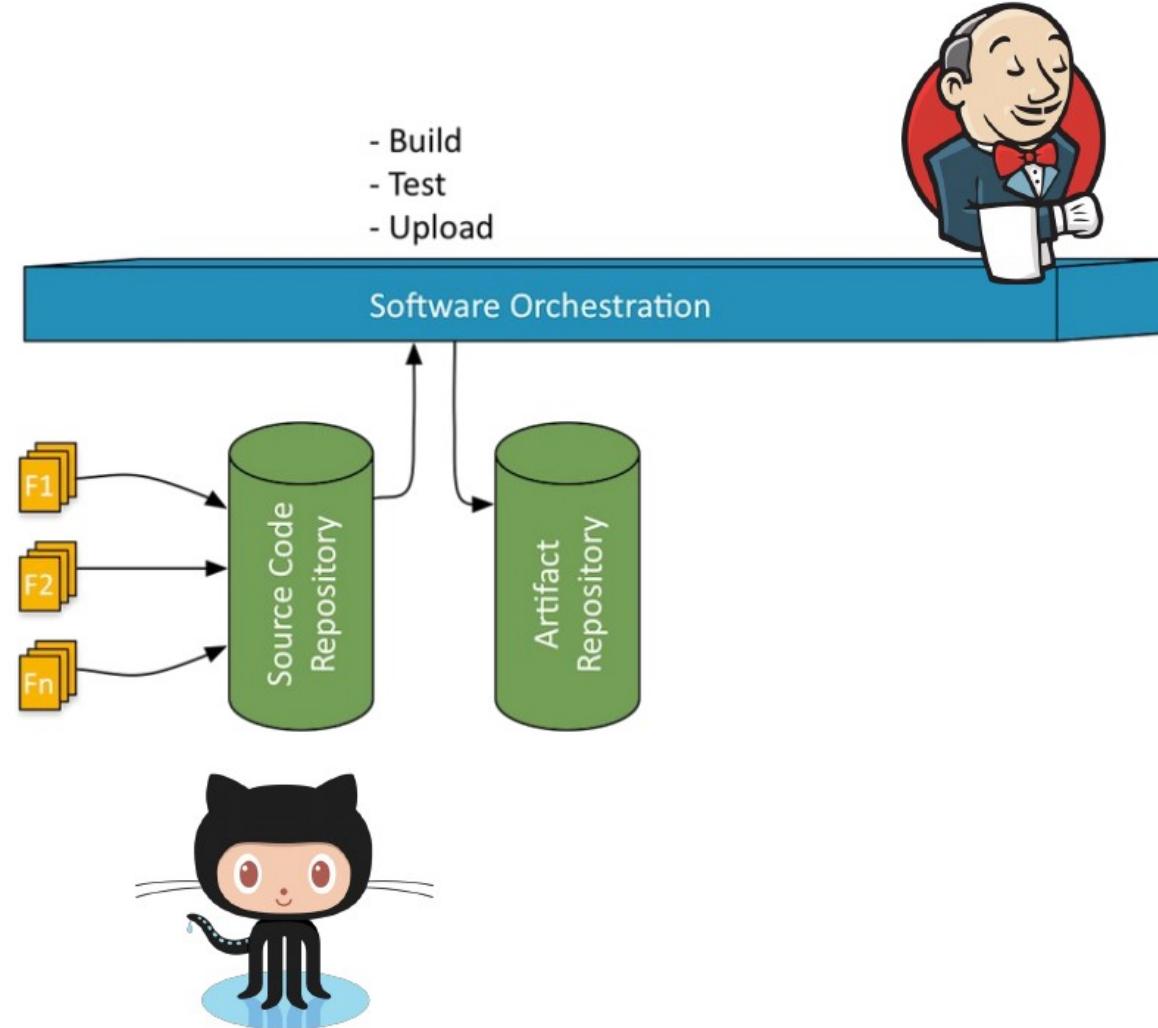
# Continuous Integration, Delivery and Deployment



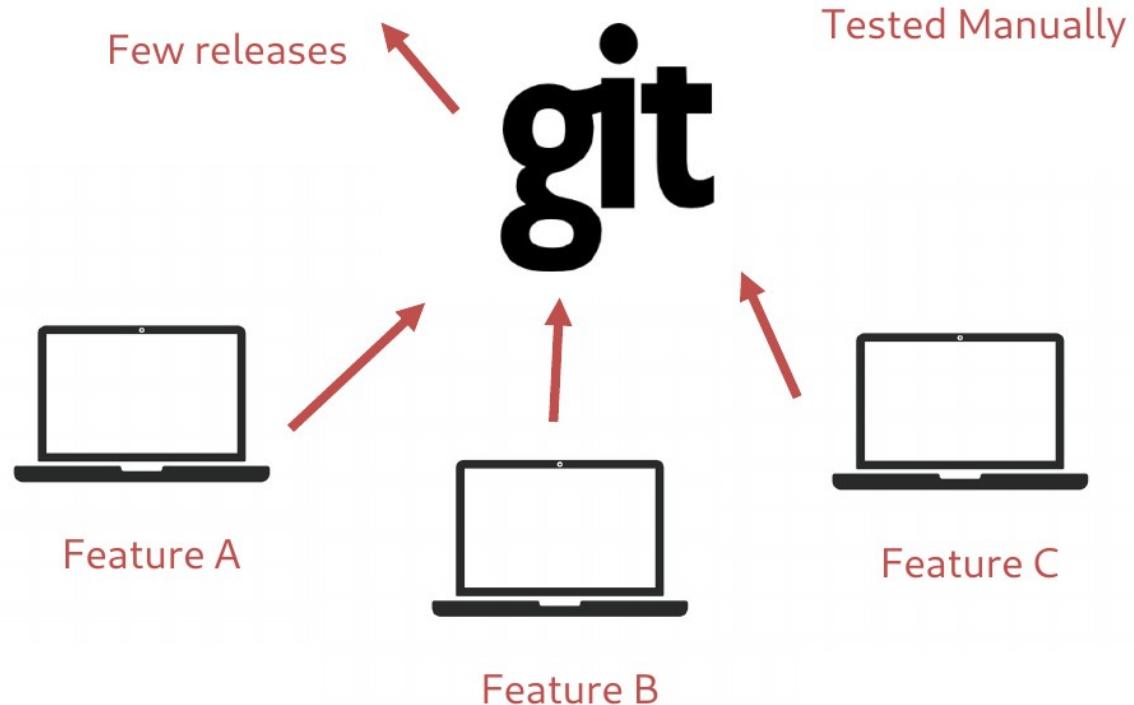
# Continuous Integration



# Continuous Integration

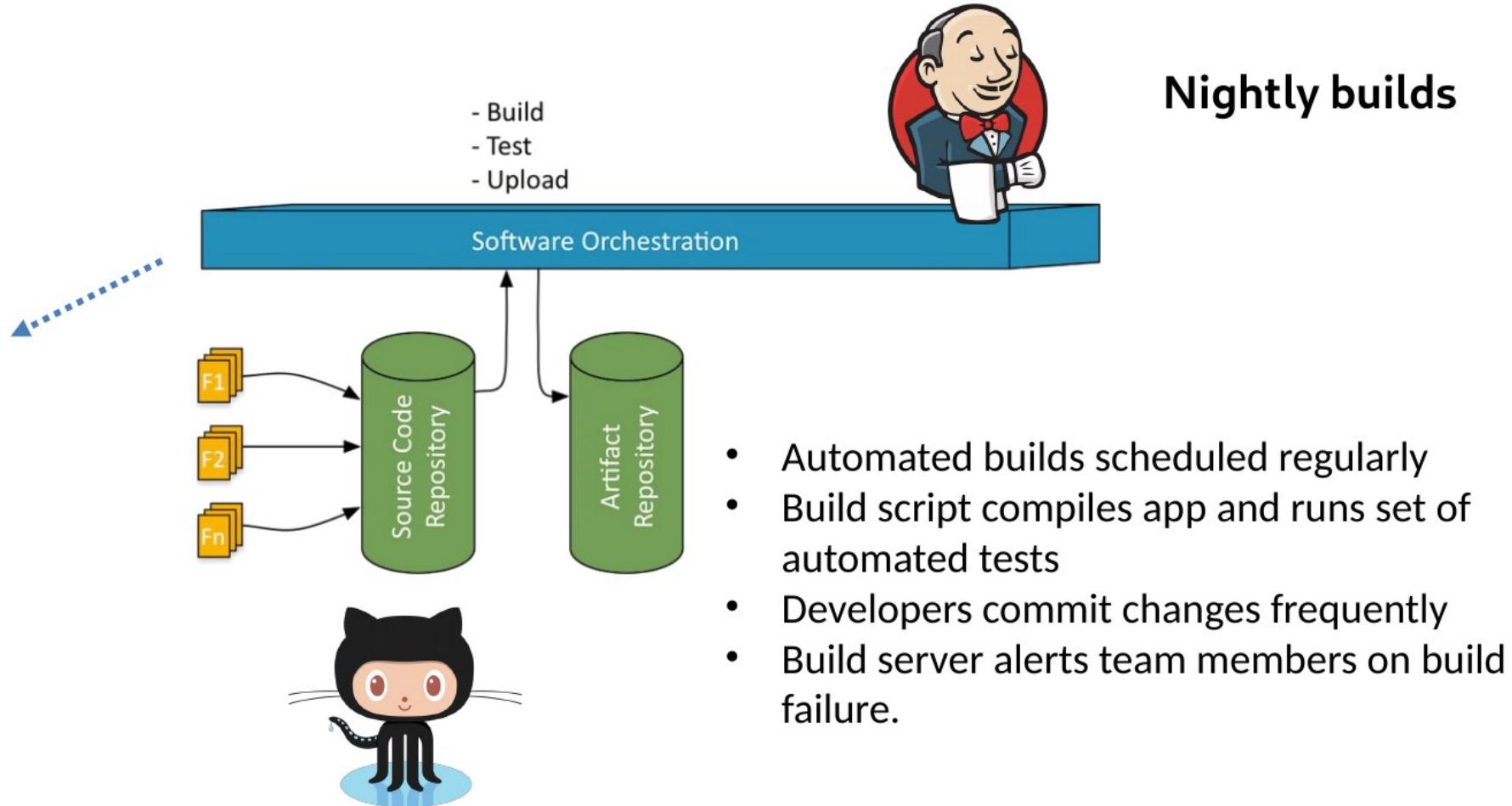


# CI Adoption

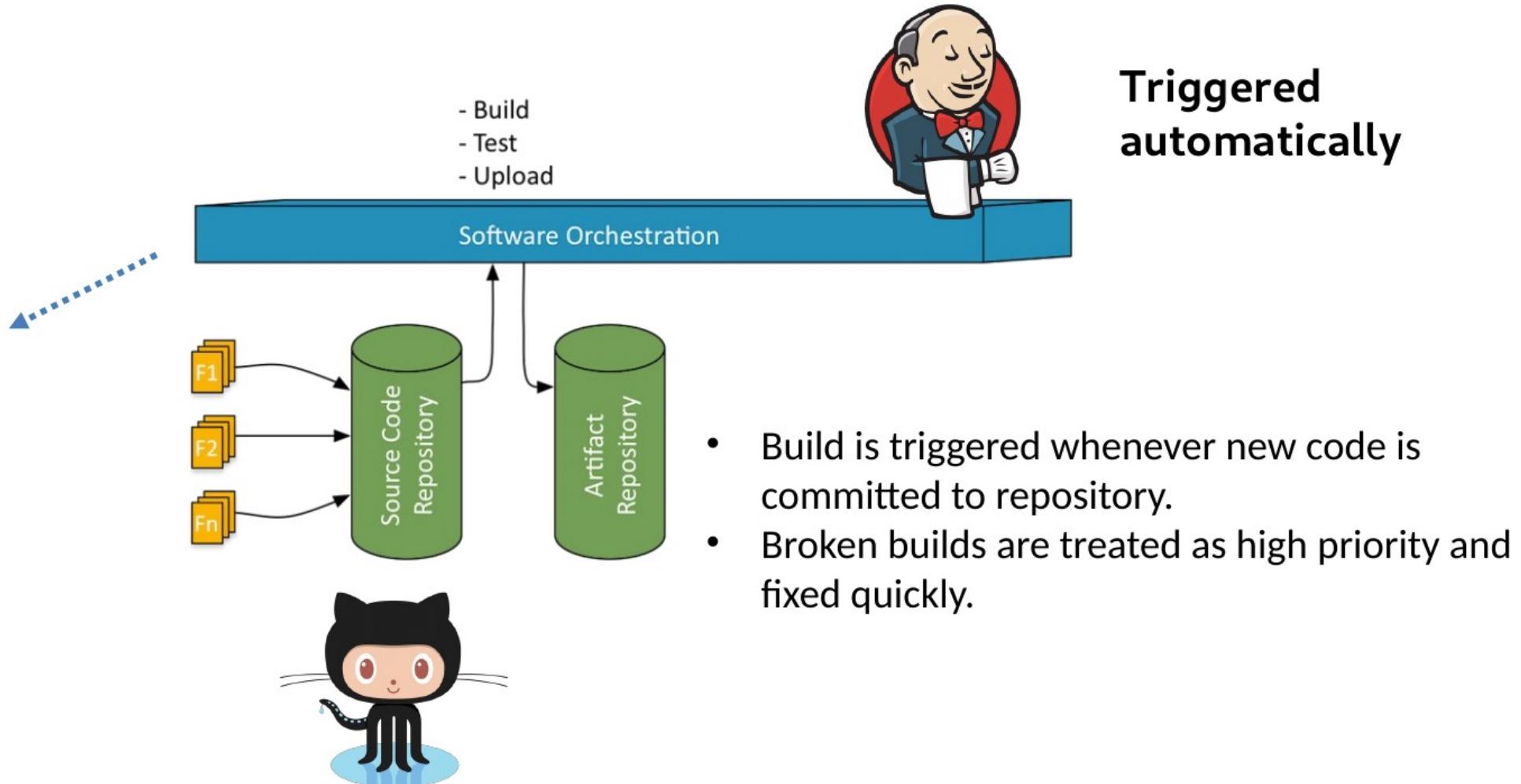


- No build servers
- Developers commit on a regular basis
- Changes integrated/tested manually
- Fewer releases

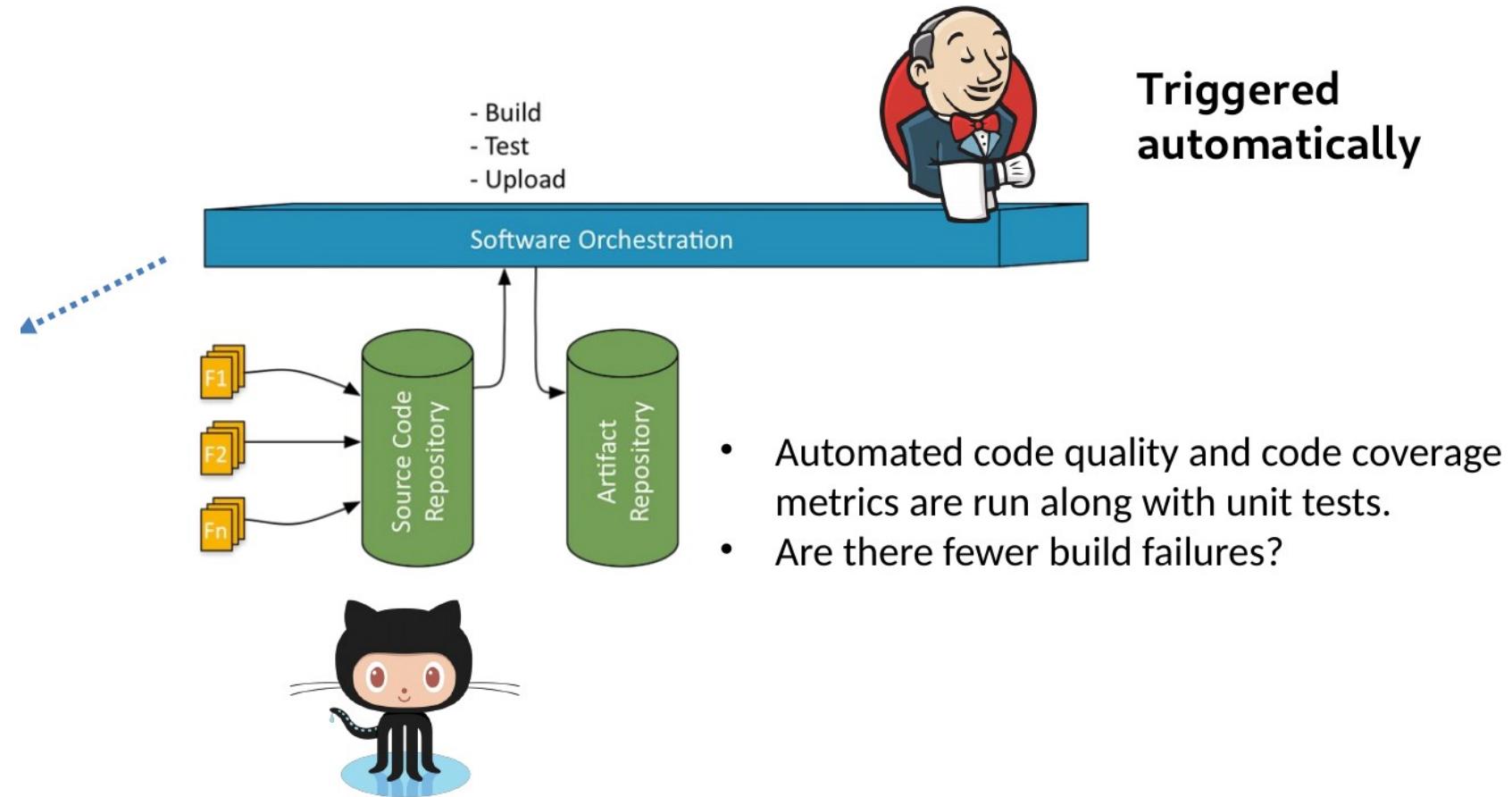
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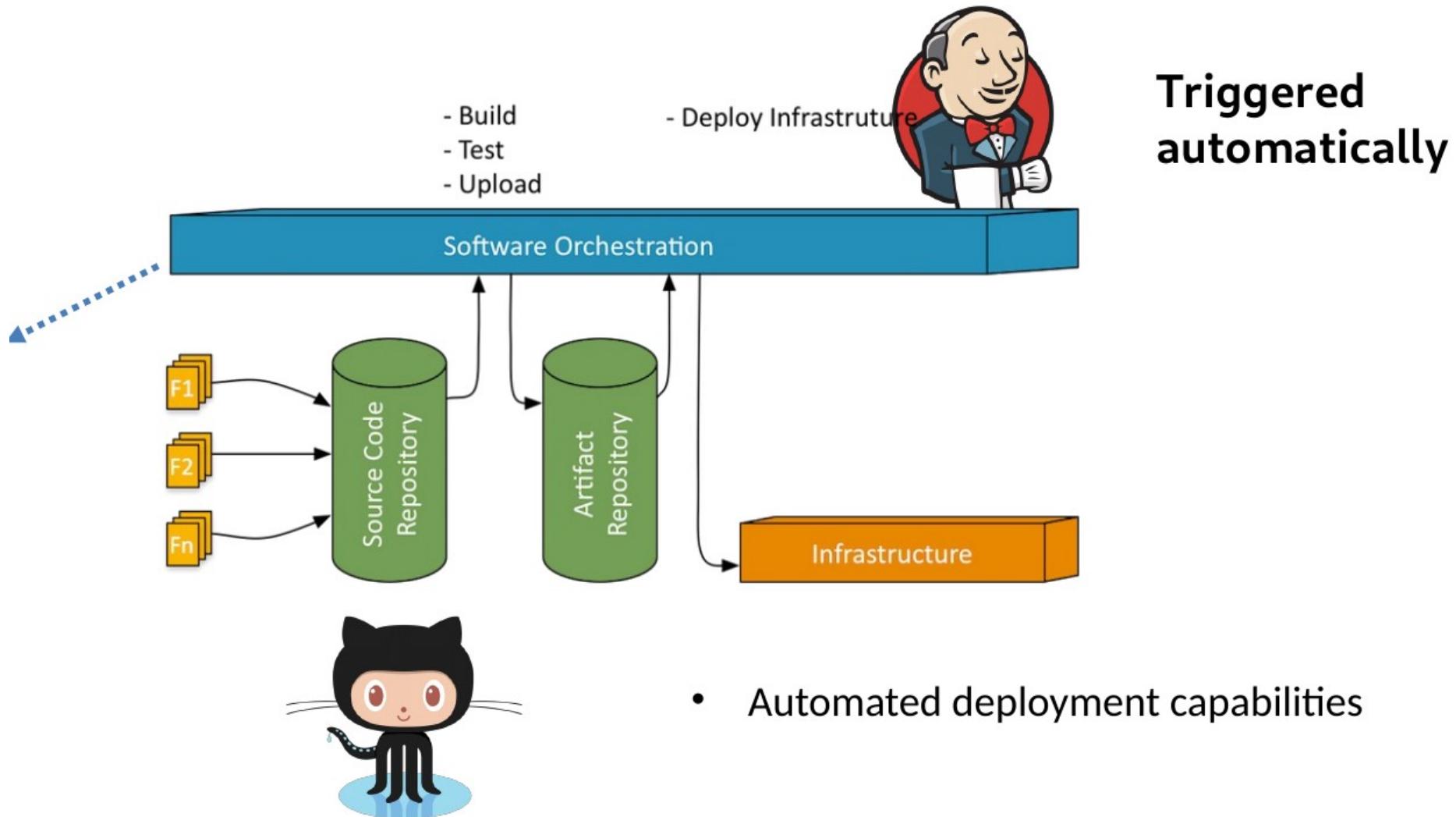
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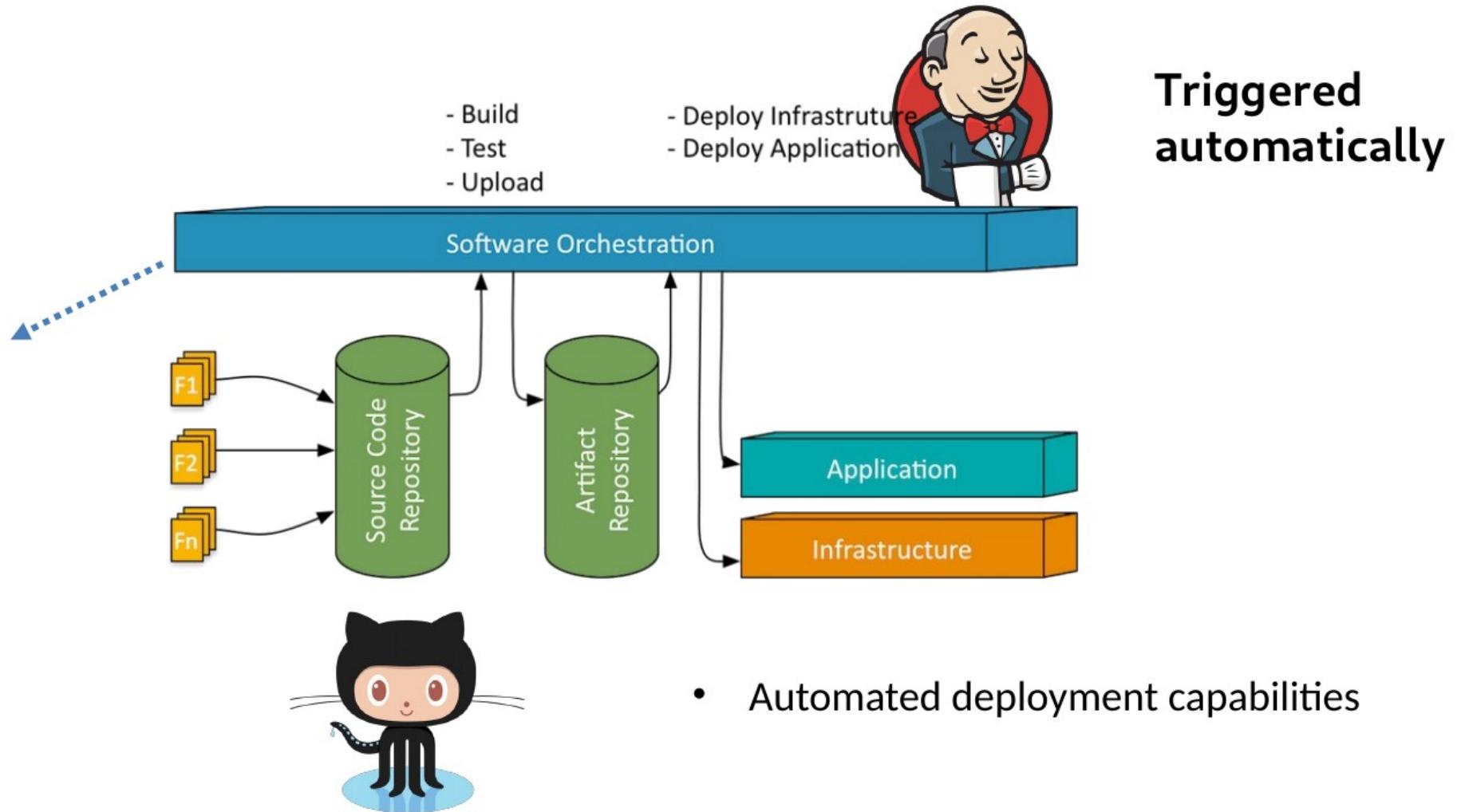
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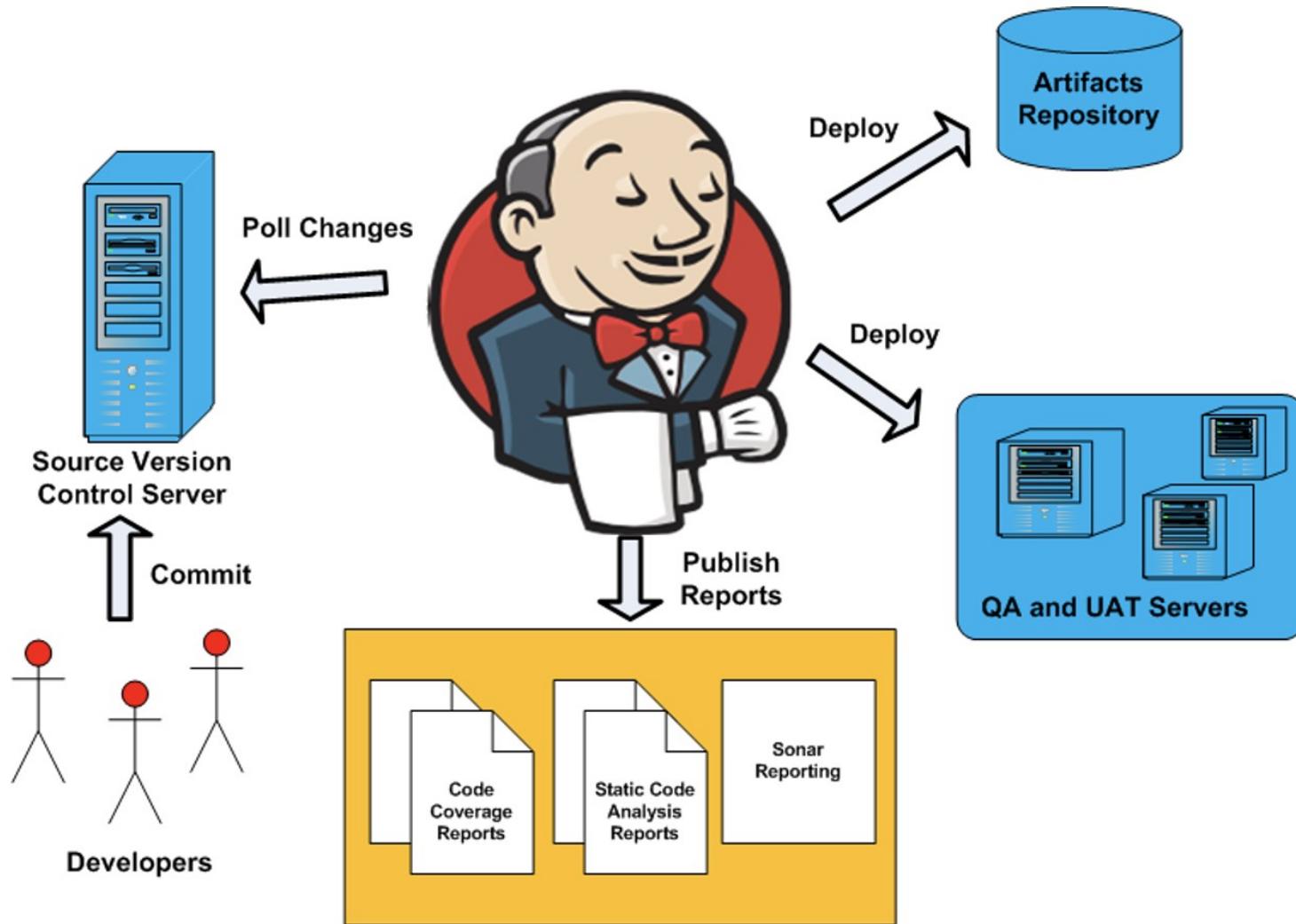


# Jenkins

- Continuous Integration (CI) Server
  - Open Source, free and written in Java
  - Large and dynamic community with massive adoption
  - Easy to install on many different platforms
  - Easy to use with a user-friendly interface
  - Significant amounts of resources and tutorials available
  - More than 1000 plugins
  - New plugins released every week
  - Extensible architecture – easy to extend and customize
  - Distributed builds



# How Jenkins Fits in CI and CD



# Jenkins

- Jenkins is derived from Hudson
  - Hudson was first released by Kohsuke Kawaguchi of Sun Microsystems in 2005
  - Initially it was only used within Sun but by 2010 Hudson captured 70% of CI market share
  - Oracle bought Sun Microsystems in 2010
  - Due to naming and an open-source dispute, original Hudson team forked Jenkins from Hudson as a new project
  - Oracle continued the development of original Hudson
  - Majority of Hudson users migrated to Jenkins within few months of the initial Jenkins release



# Managing Jenkins

- All in one configuration dashboard
  - Configure JDKs, Ant, Maven, Security, Email and Version Controls
  - Install new plugins and update any existing plugins
  - Configure parallel and distributed builds
- View Jenkins logs and statistics in real time



# Jenkins Distributed Architecture

- The main node is the default node
  - Runs the Jenkins instance
  - Manages access to Jenkins Interface
  - Should be the only node accessible via web interface
- The master/main node is the controller
  - Best practice is that CICD jobs are delegated to other nodes
- Agent/Slave nodes
  - Tasked with running parts of the CICD jobs
  - Agents are tagged so they can be used selectively
  - Jenkins does not have to be installed on an agent
  - Just Java to run the Jenkins agent jar file
  - Communication takes place via ssh



# Jenkins Pipelines

- A pipeline defines a CICD process for that project
- Stages
  - Sequential series of steps to be executed, for example
  - Build > Test > Package > Deploy
- JenkinsFile (infrastructure as code)
  - A script that defines the stages of a pipeline
  - Older form is written in the Groovy scripting language
  - New form is a declarative form of scripting
- Three basic configurations
  - The JenkinsFile is kept in Jenkins
  - The JenkinsFile is kept in a SCM repository
  - The JenkinsFile is kept in the project itself
    - This allows for multi branch builds



# Post Build Steps

- In addition to stages, Jenkins has a post build stage
- Contains any of a number of clause types
  - Always – always executes
  - Failure – executes only when the pipeline fails
  - Success – executes only when the build succeeds
  - Cleanup – always runs after all the other clauses run
  - Changed – runs if the pipeline or a stage completion status is different from a previous run
- There are more clause types at:
  - <https://jenkins.io/doc/book/pipeline/syntax/#post>

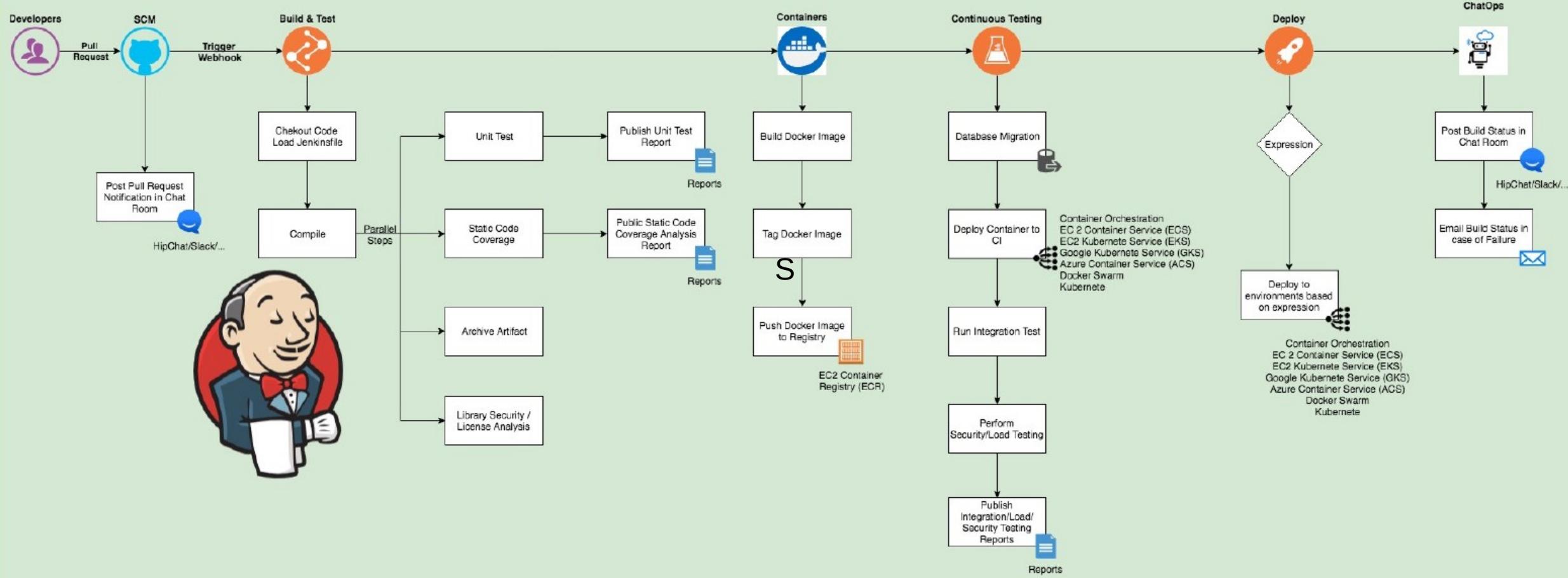


# Environment Variables

- There are a number of predefined environment variables
  - Accessed via the global variable “env”
  - Value is accessed using Groovy syntax
    - “Build ID is \${BUILD\_ID}”
  - We can define environment variables in either the whole pipeline or a given stage using the environment block



# Pipeline



# Pipeline Features

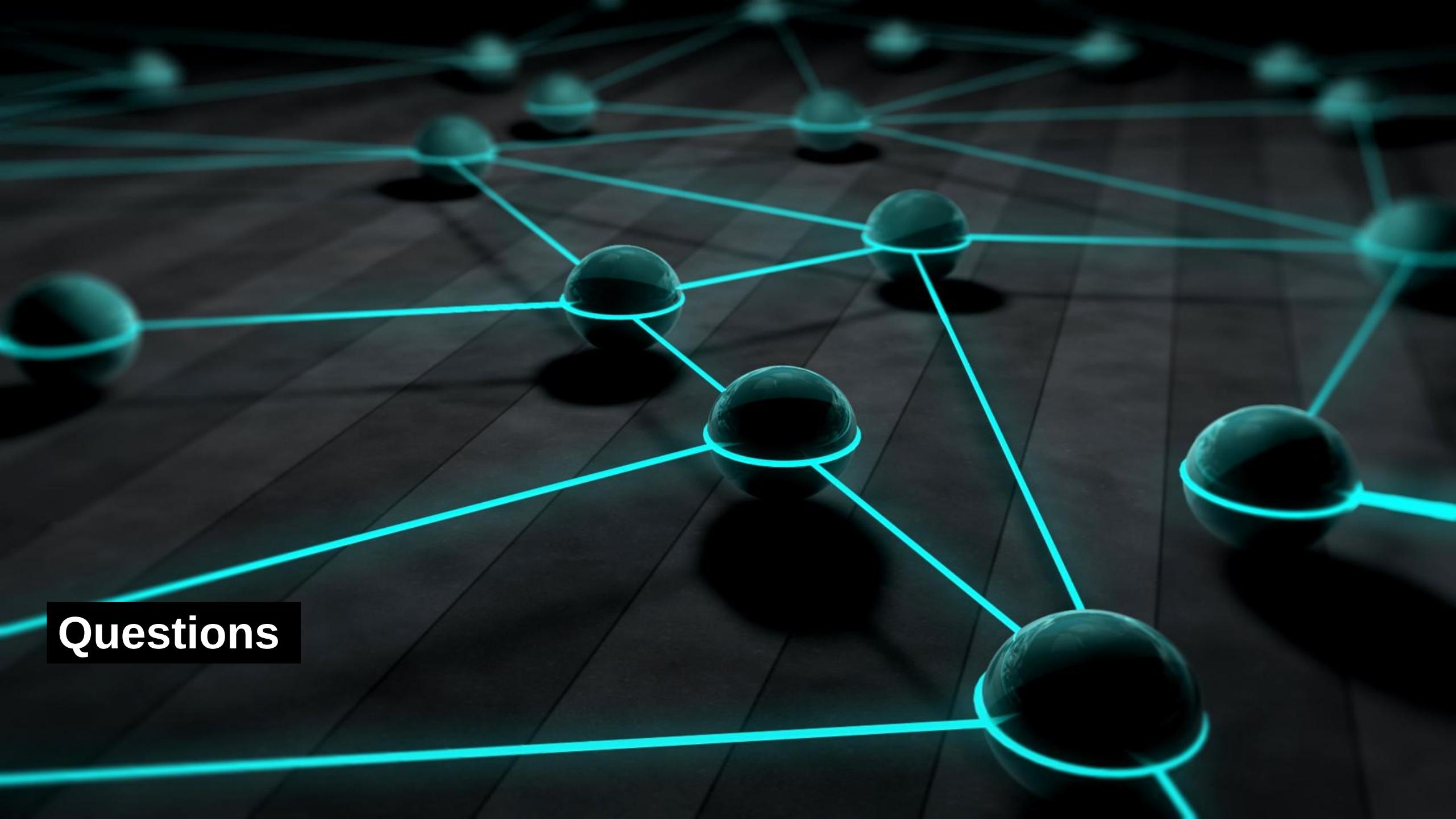
- Can support complex, real-world, CD Pipeline requirements
  - Pipelines can fork/join, loop, parallel, and more
- Resilient:
  - Pipeline executions can survive master restarts
- Can be paused:
  - Pipelines can pause and wait for human input/approval.
- Pipeline configuration is treated as code in source control



# Pipeline Stage View

## billing-rest - Stage View

	Declarative: Checkout SCM	Initialize	Checkout	Build	Publish Reports	SonarQube analysis	ArchiveArtifact	Docker Tag & Push	Deploy - CI	Deploy - QA	Deploy - UAT	Deploy - Production	Declarative: Post Actions
	768ms	1s	799ms	57s	5s	14s	125ms	23s	37ms	32ms	32ms	32ms	792ms
Average stage times: (Average full run time: ~2min 59s)													
#118 Jul 17 20:58	1 commit	①	817ms	1s	690ms	1min 36s	10s	24s	198ms	38s	38ms		1s
#117 Jul 16 15:28	1 commit	①	792ms	1s	708ms	1min 36s	8s	23s	179ms	38s	42ms		2s
#116 Jul 15 21:13	No Changes	①	672ms	869ms	694ms	1min 33s	10s	24s	183ms	37s	40ms		75ms



A complex network graph is displayed against a dark, textured background. The graph consists of numerous glowing cyan spheres (nodes) connected by cyan lines (edges). The nodes are of varying sizes, suggesting a weighted or hierarchical structure. The connections form a dense web of paths across the frame. In the bottom left corner, there is a solid black rectangular box containing the word "Questions" in a large, white, sans-serif font.

Questions