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Module 6.2

Case Study: Strangler Pattern at Blackboard Learn (2011)

In this case study Blackboard Inc. is suffering from the bottleneck created by monolithic structures when trying to grow over a long period of time. The structure was not allowing developers to update the code without often causing large scale issues that take up a larger amount of time to spend fixing those issues. With this restrictive code system the development cycle was showing an overall decrease of updates with an ever increasing amount of lines of code added. Meaning the developers had to work diligently just to be able to push potential updates to their site. Even then once they did get it working the amount of time it would take to acquire feedback too just over a day on average which is incredibly slow. So to combat this the chief architect Ashman had created a separate work module called the Building Blocks. This allowed them freedom to restructure the code in a way so that it will be able to run quicker as well as able to be updated more regularly without issues causing massive setbacks only smaller ones. Once Building Blocks had kicked off the overall program saw a larger amount of commits alongside the code increase meaning the updates were able to be pushed much more frequently leading to an overall healthier code system.

Resources:

Kim, G., Debois, P., Willis, J., & Humble, J. (2015). *The DevOps Handbook: How to Create World-Class Speed, Reliability, and Security in Technology Organizations*. It Revolution Press.