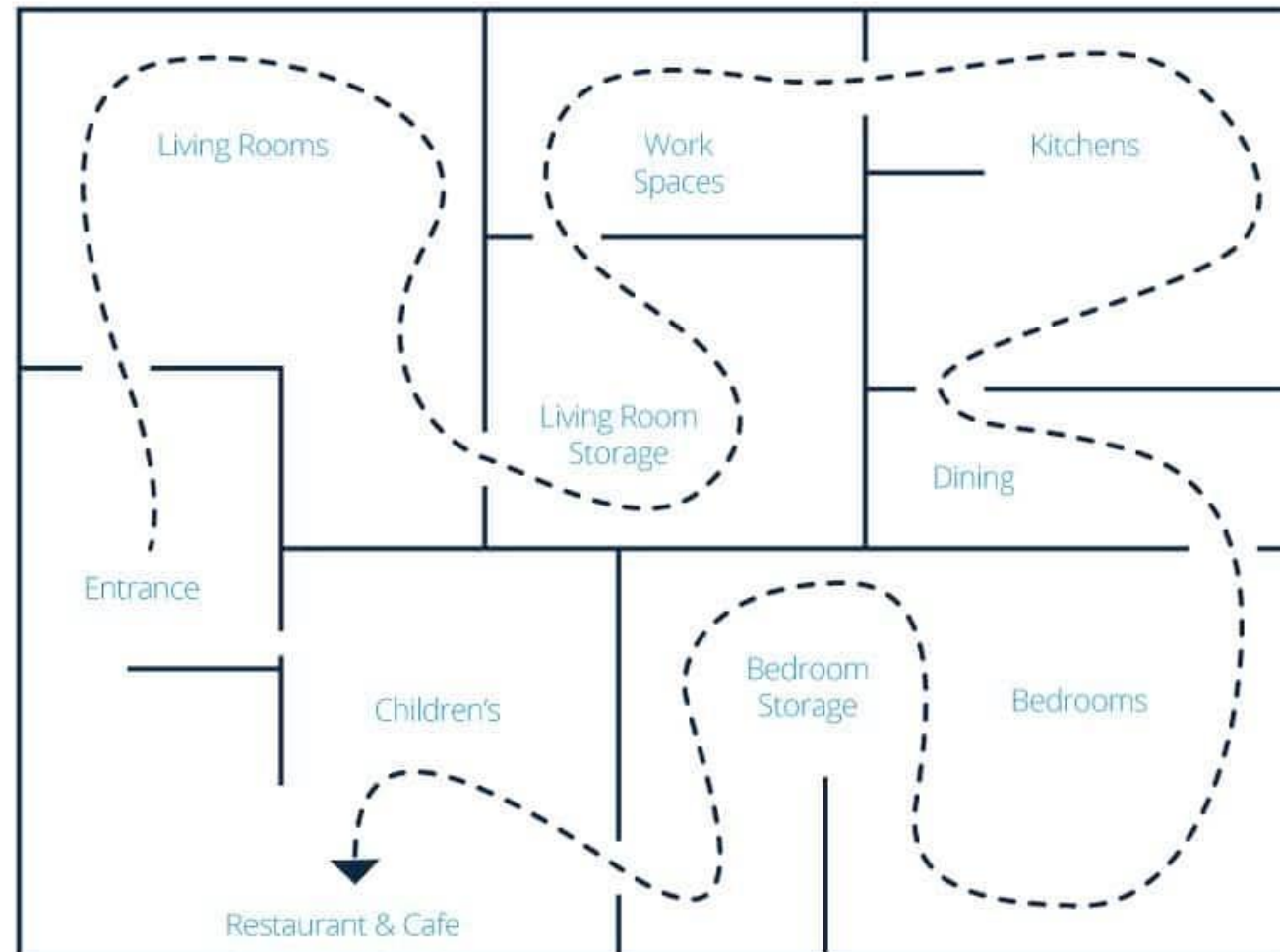


Developer Operations (devops)

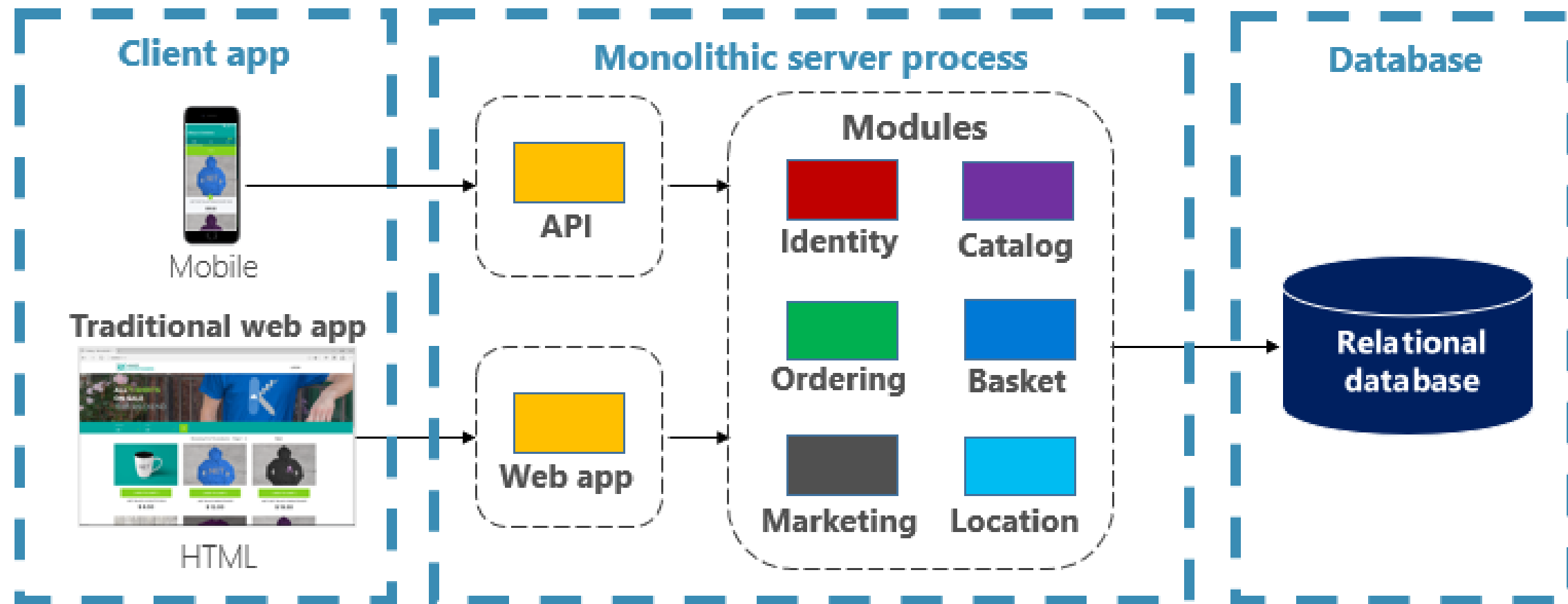
Application Architecture and Conventions for DevOps



Convention over Configuration

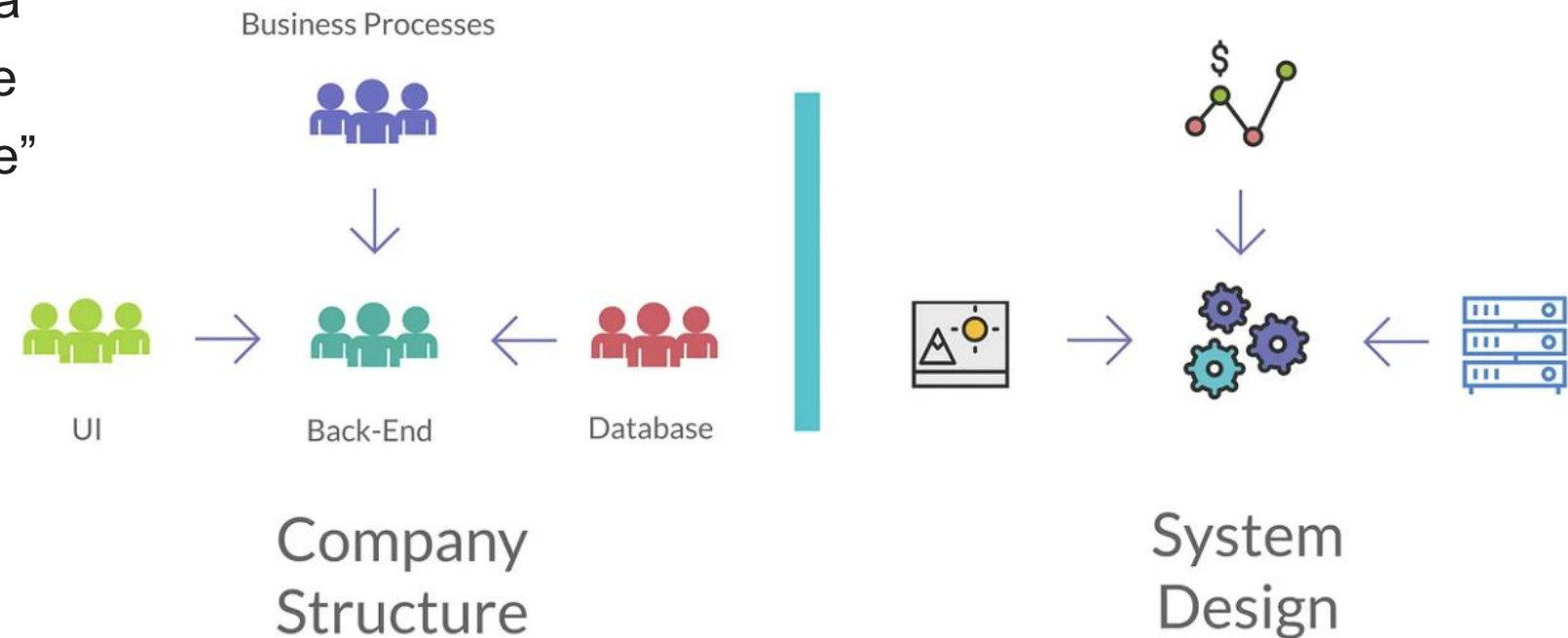


What are the problems with this architecture?

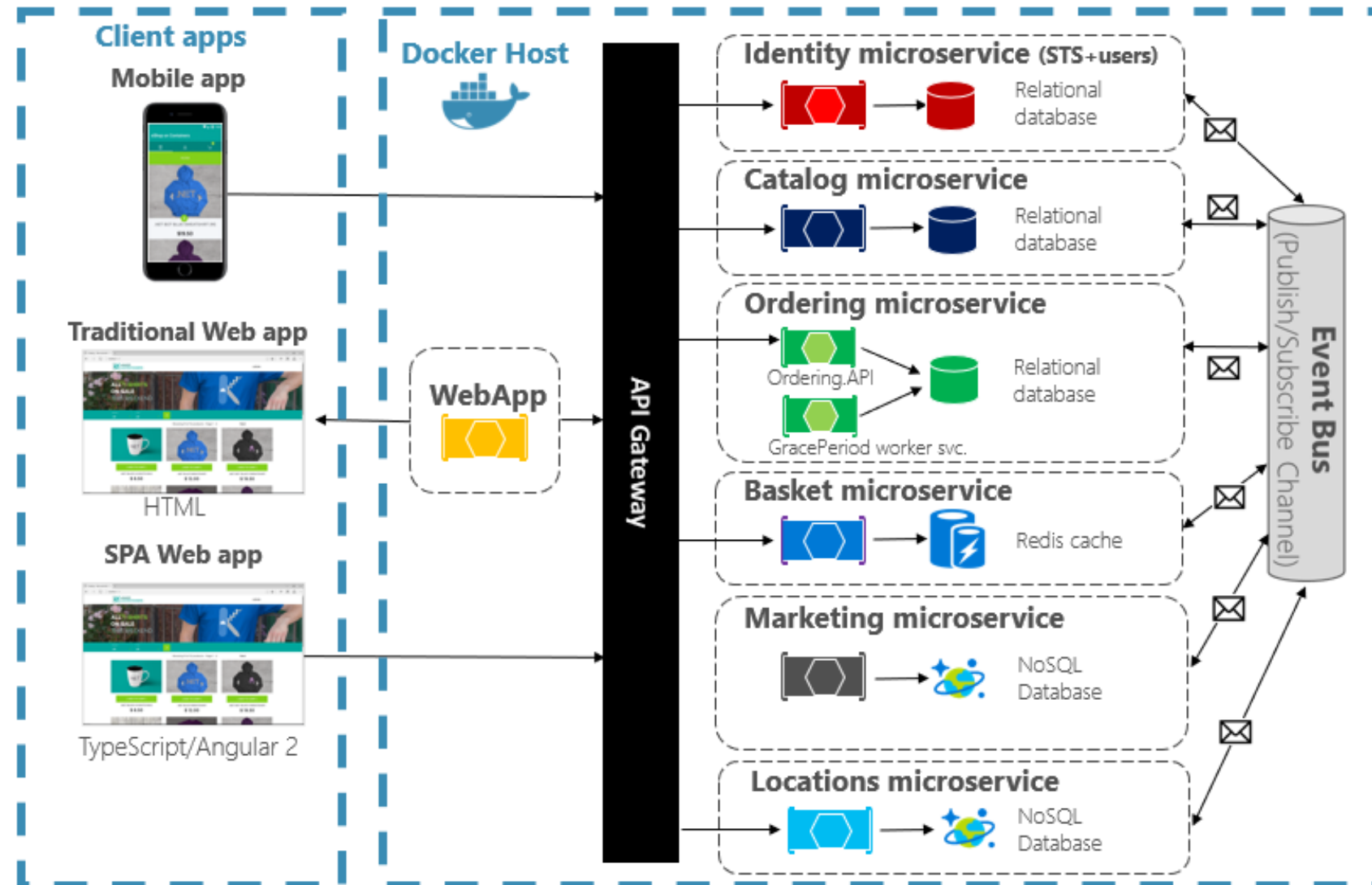


Conways Law

- “Any organization that designs a system (defined broadly) will produce a design whose structure is a copy of the organization's communication structure”
- - Melvin E. Conway



Smaller Services, aligned with value stream



12factor-App

1. One Codebase
2. Active Dependency Management
3. Environment configurations separate from application
4. Use backing services as external resources
5. Handle build, release and run as separate tasks
6. Execute the app as stateless processes
7. Communicate via fixed ports only
8. Use process model for scalability
9. Start fast and shutdown graceful
10. Keep stages similar
11. Logs are event streams
12. Admin/Mgmt are one-use processes



<https://12factor.net/>

One Codebase, Keep everything in Sourcecode

All data necessary to build and deploy you app should be in the version control:

- Sourcecode
- Functional Configuration e.g. Database Connection
- Icons
- Stylesheets
- Non-Functional Configuration e.g. Logging

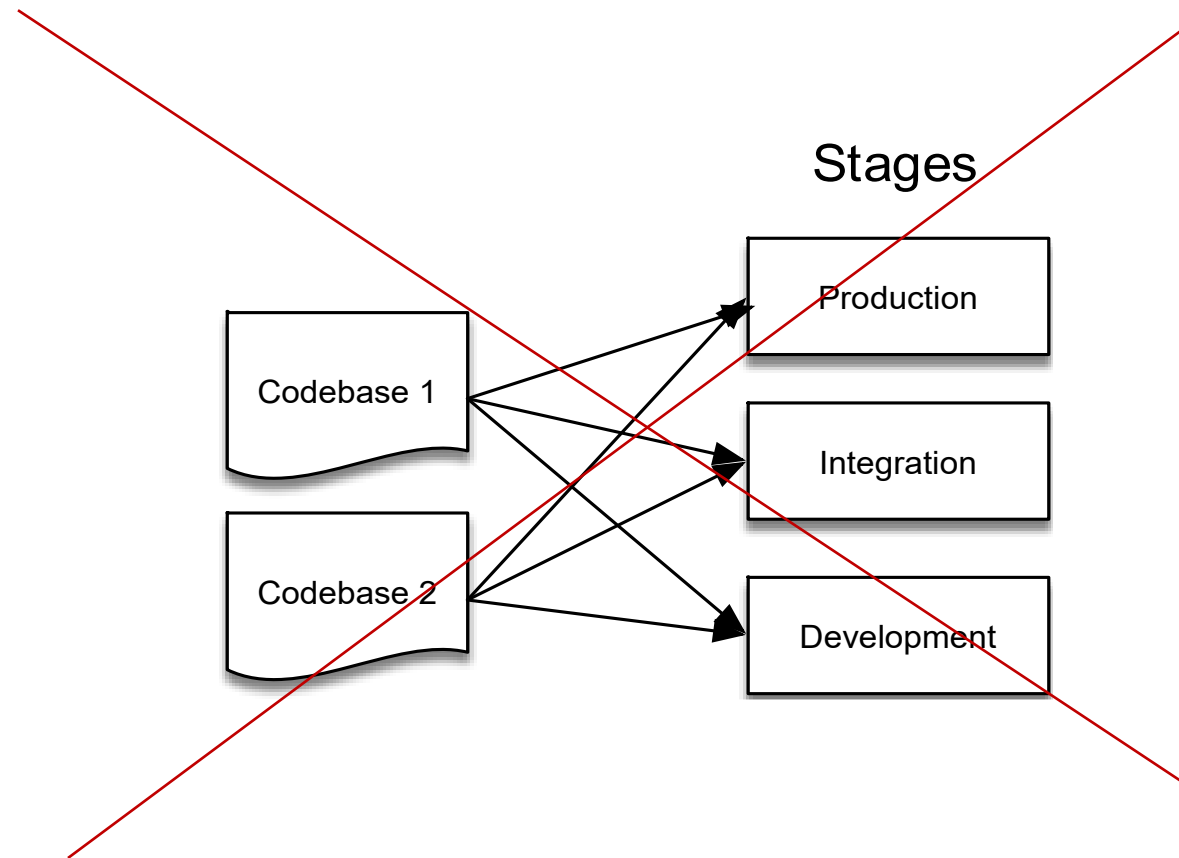
If you have large binary files necessary for build and if you can't use externalized storage (due to atomicity, etc.) → Git LFS

Everything generated should NOT be in the source code:

- Generated jar/war/binaries
- Generated Docs / Websites
- node_modules / target
- Generated testdata

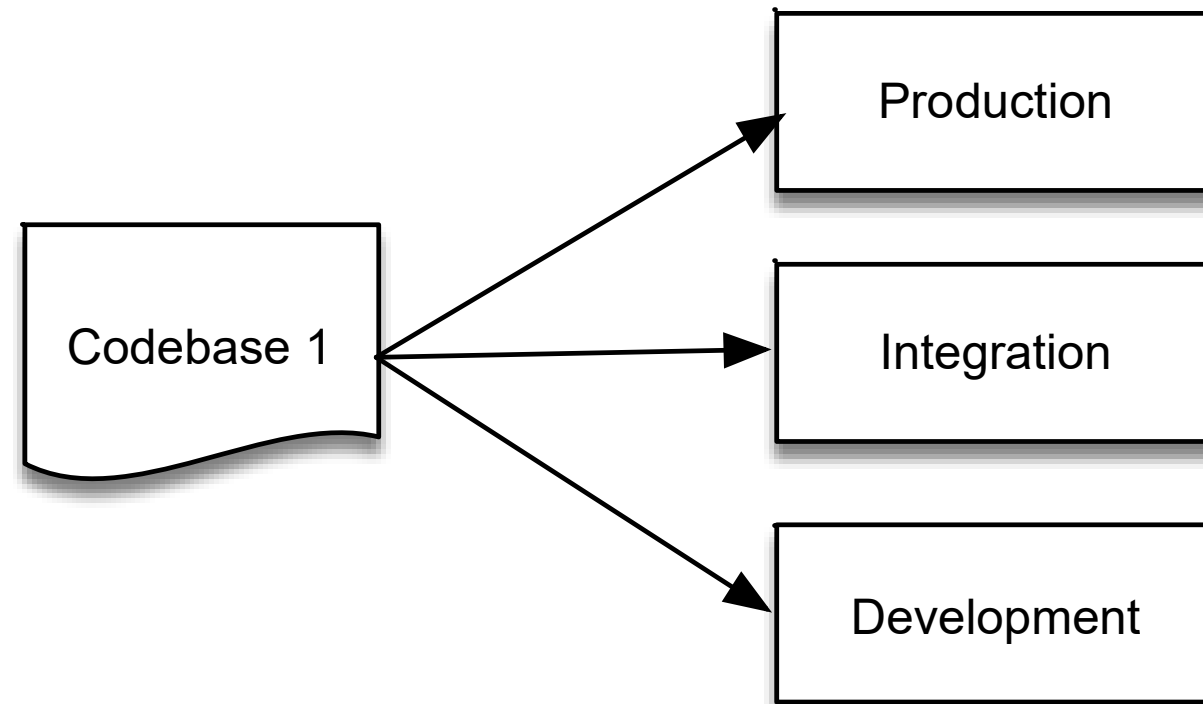
Use an artifact repository (Gitlab Registry, jFrog Artifactory, AWS S3-Bucket, Sonatype Nexus, etc.)

How to cut a repository?

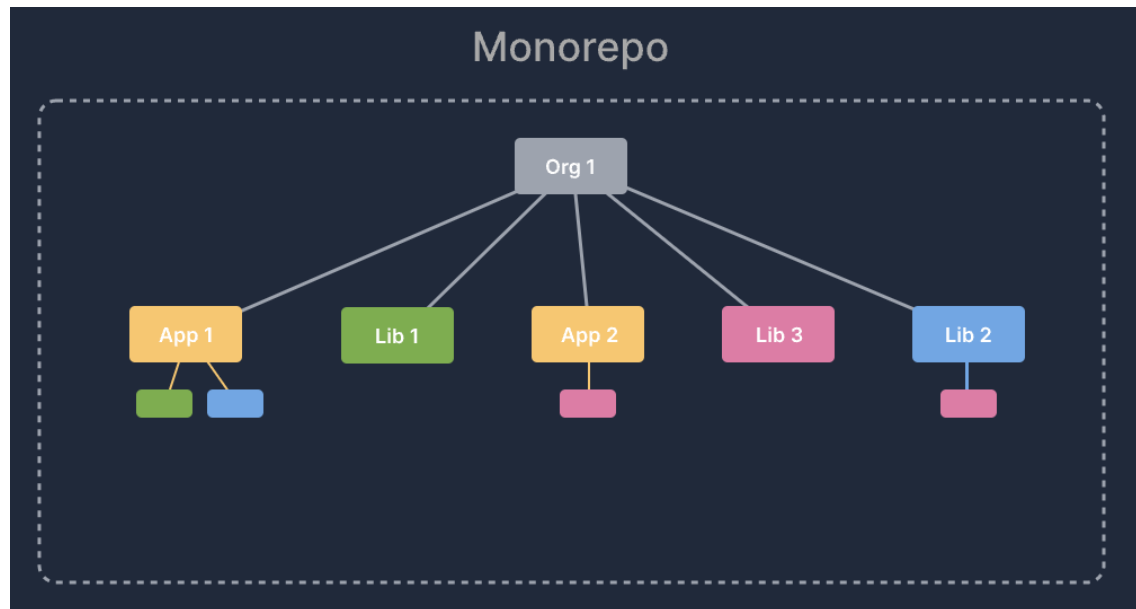


One Codebase

Stages



Monorepo VS Polyrepo

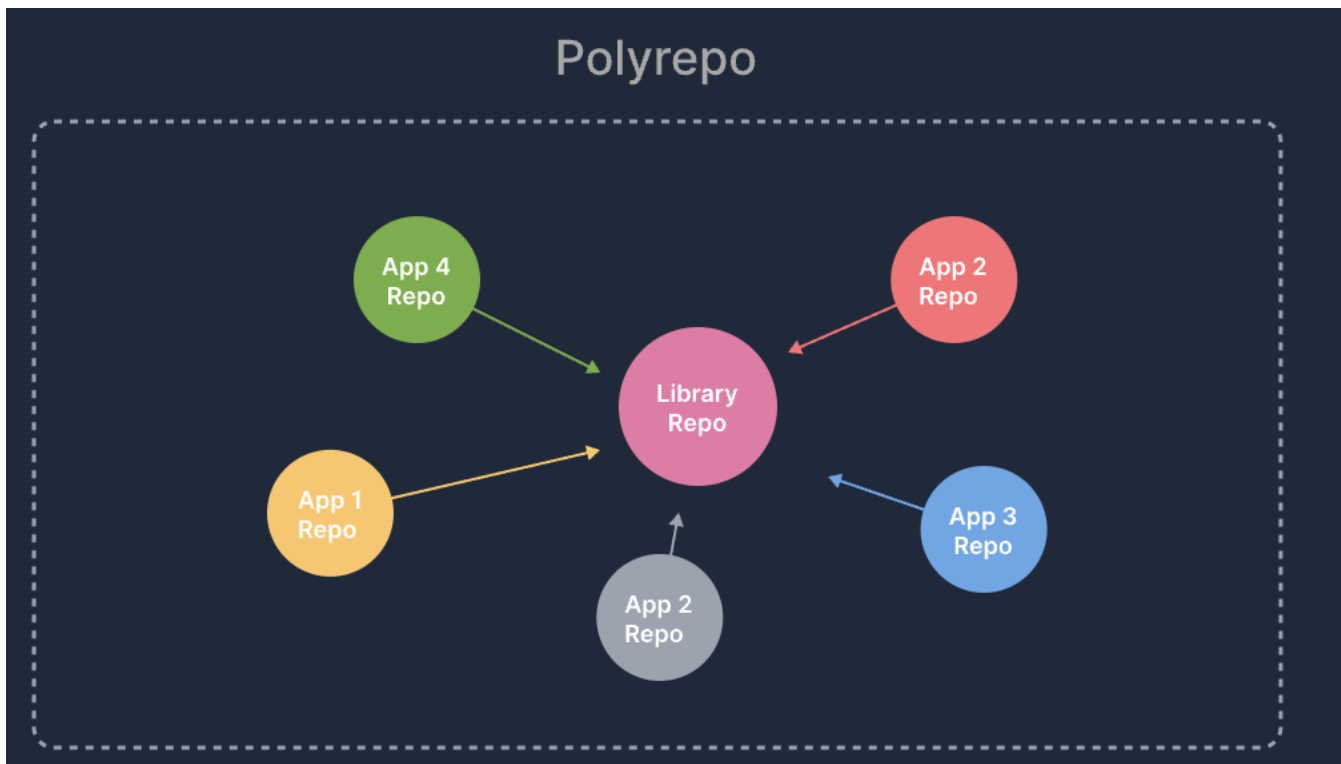


Monorepo:

Entire service architecture in one repository

- Self containing
- Sharing of common dependencies
- Easier, large scale refactorings

Monorepo VS Polyrepo



Polyrepo:

Each single service is in one repository

- Share of one microservice to other architectures
- Scaling of size of repository
- Security / Visibility / Atomicity is more natural
- Decoupling things that do not belong together

Sitenote: How Google managed sourcecode

How Google organizes Sourcecode:

<https://www.youtube.com/watch?v=W71BTkUbdqE>

<https://cacm.acm.org/magazines/2016/7/204032-why-google-stores-billions-of-lines-of-code-in-a-single-repository/fulltext>

Learning Git Branching-App

<https://learngitbranching.js.org/>

Linus on Git @ Google:

<https://www.youtube.com/watch?v=idLyobOhtO4>

Git - Conventional Commits

Structure Commits with a prefix

→ Conventional Commits

```
<type>[optional scope]: <description>  
[optional body]  
[optional footer(s)]
```

Type:

– feat, perf, chore, test

Scope:

- Part where this commit is applied

Optional Footers:

- (Meta)Information like BREAKING CHANGE,

Refs, Signed-by

- refine docsify
- remove esbuild plugin
- clean up
- plain serve
- reintroduced build script (#2)
- url based ref
- Update README.md
- avoid build
- include code of conduct
- Rename CODE_OF_CONDUCT.md to docs/CODE_OF_CONDUCT.md
- Create CODE_OF_CONDUCT.md
- external scripts
- refine doc
- no console
- importMap assistance
- buildless dev
- fix path
- better doc
- structure updates

<https://www.conventionalcommits.org/en/v1.0.0/#summary>

Git – Advanced Handling

Conventional Commits are powerful:

- <https://git-scm.com/docs/git-interpret-trailers>
- `git log --pretty="%s"`

How to revert / rewrite commits?

- `git commit -amend`
- `git rebase -i`

Rebase VS Merging

- rebase: easier to rewrite/squashing, merge conflicts more complex
- Merge: easier to perform by conflicts, rewrites more complex

Gitlab – Handling

Reviews

- Merge Requests / Pull Requests
- Templating for Issues / Reference to git

Builds

- Can be branch/tag aware
- Can make use of branches / generated by automatisms

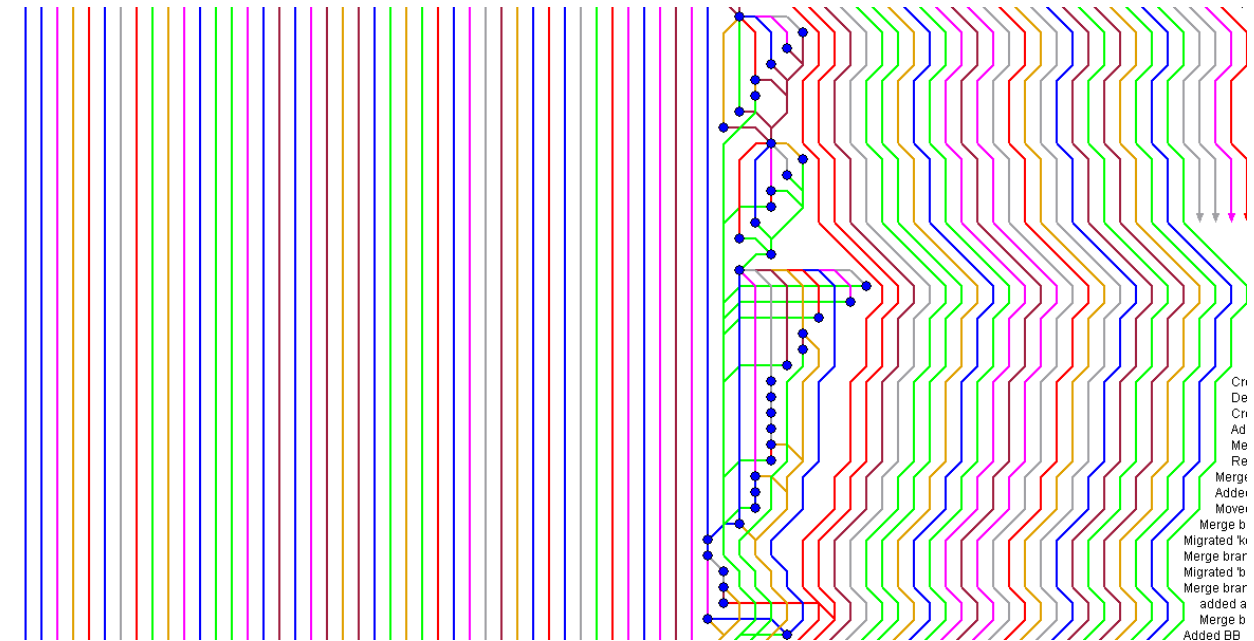
Force

- rebase: results in rewritten history if already pushed. `-force` push necessary
- Getting wrong data out (large blobs, credentials) also needs `--force`

Branching Strategy

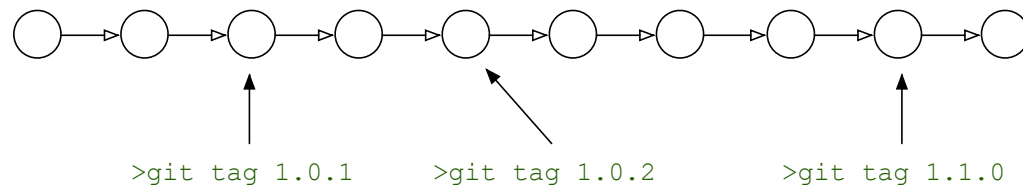
Git Branching is key benefit for handling source code:

- Commits are either based on one predecessor or on two predecessors (merge)
 - Branches (and Tags) are just labels for commits
 - Branches are cheap, easy and might be volatile
- Inherent need for strategies how to handle branches



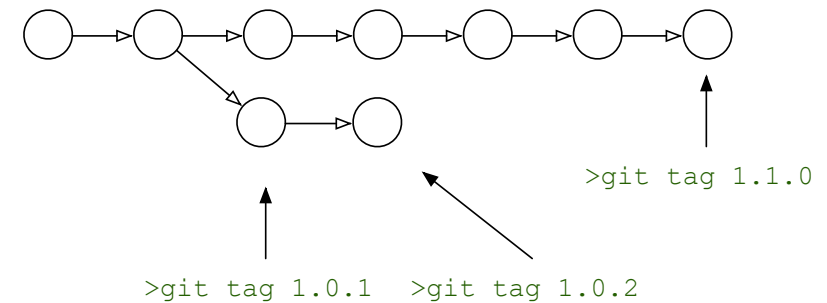
Branching Strategy

Trunk based



- High cadence of releasing
- Fast forward fixing
- Short term branches

Gitflow Branching



- Long term branches for delivery
- Short term branches for features

<https://trunkbaseddevelopment.com/release-from-trunk/>

https://learning.oreilly.com/library/view/ci-cd-design-patterns/9781835889640/B22089_05.xhtml#_idParaDest-94

Releasing

SemVer:

- MAJOR version increments indicate incompatible API changes,
- MINOR version increments add functionality in a backward-compatible manner,
- PATCH version increments make backward-compatible bug fixes.

CalVer:

- YYYY.MM.DD: Full date (e.g., 2021.03.22) indicating the exact release day.
- YYYY.MM: Year and month (e.g., 2021.03) for monthly releases.

ZeroVer:

- Versions might look like 0.1.0, 0.2.0, and so on.
- Never make it to 1.0.0

HashVer / GithashVer:

- Full year (printf("%Y"))
- Zero padded month (printf("%m"))
- [Optional] Zero padded day (printf("%d"))
- 10+ characters of the current source control commit's hash

https://github.com/andrew/nesbitt.io/blob/master/_posts/2024-06-24-from-zerover-to-semver-a-comprehensive-list-of-versioning-schemes-in-open-source.md

What is a release?

Maven

- Identified by fixed version in GAV(C)
- Unique with respect to GAV(C)
- Not to be modified again
 - Seen as “stable”
 - Protected for overriding artifact

Otherwise, transitive dependencies will break

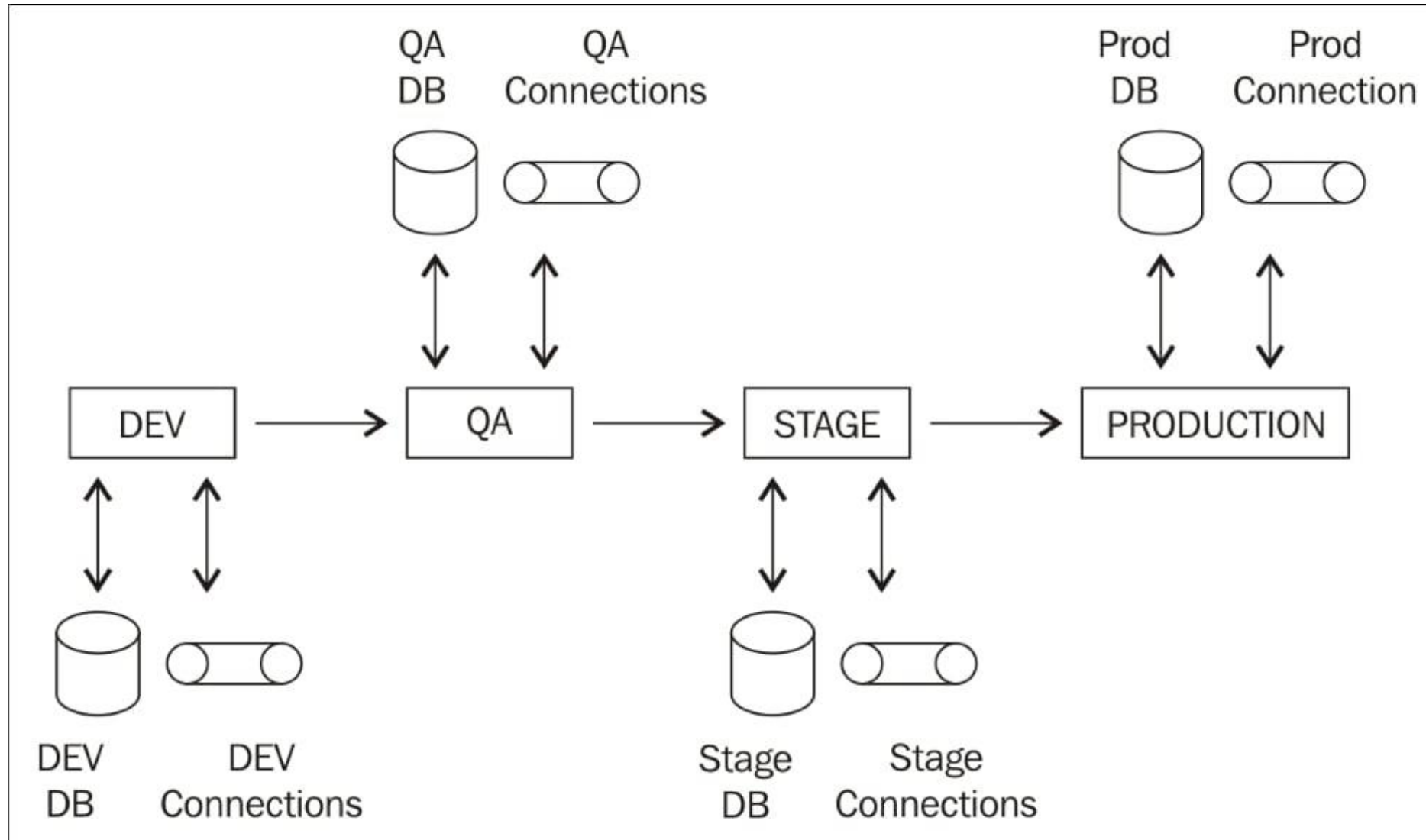
For continuous development,
please use “-SNAPSHOT”-suffix

Docker / OCI

- Identified by Tags, Hash
- Unique with respect of NAME:TAG@HASH
- NAME:TAG can be overridden
- No danger of breaking transitive dependencies -> Images are self-contained

For continuous development,
please use the tag “latest”

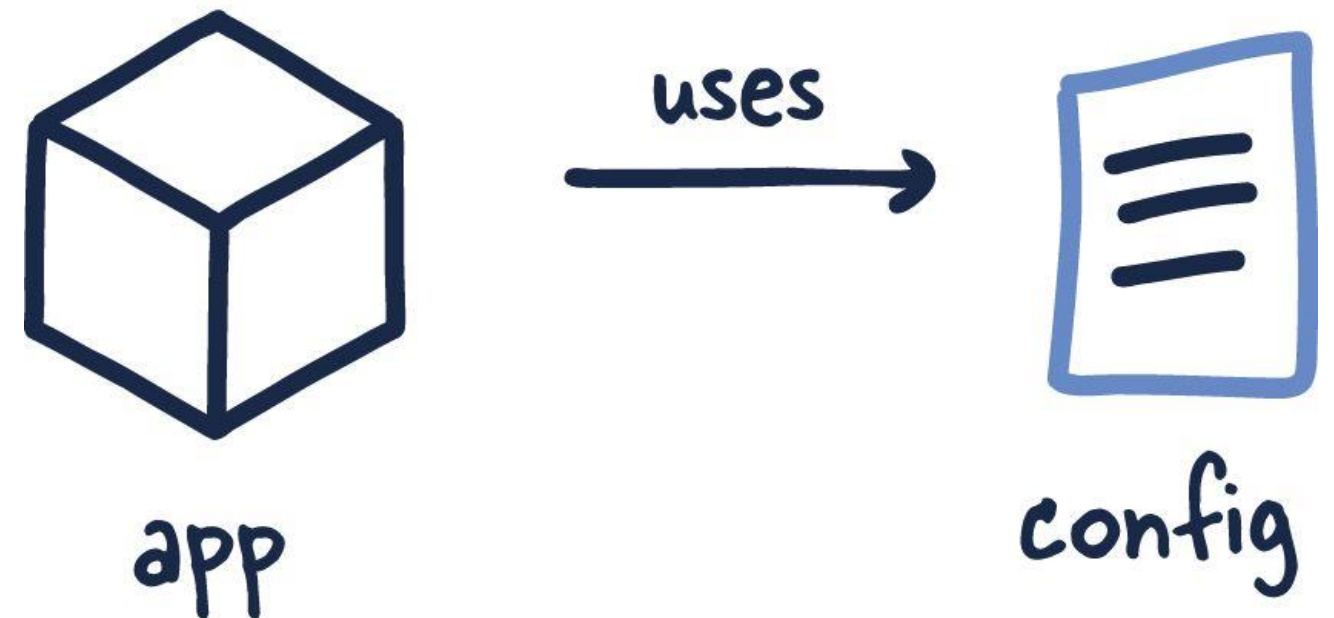
Environment configurations separate from application



Environment configurations separate from application

- Apps sometimes store config as constants in the code. This is a violation of twelve-factor, which requires **strict separation of config from code**. Config varies substantially across deploys, code does not.[...]
- **The twelve-factor app stores config in *environment variables*** (often shortened to *env vars* or *env*)

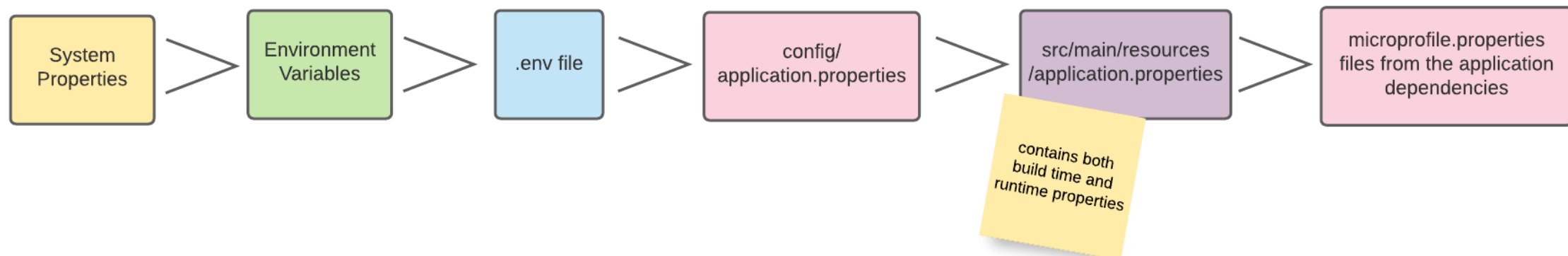
③ configuration



Quarkus Example

```
public class PersistenceModule {
    no usages  ⓘ ginncc +1
    @Produces
    @ApplicationScoped
    ⓘ public MongoDB provideMongoDB(@ConfigProperty(name = "mongodb.connectionString") String connectionString,
                                   @ConfigProperty(name = "mongodb.database") String database) {
```

Order of configurations



Where to inject which configurations?

“Stable” configurations

Standard Configuration to run locally

-> Put them near the Compile-Time
e.g. application.properties in Jar

“Runtime” configurations

Stage-dependent configurations

-> Put them near the Runtime
e.g. System-variables / .env-File

Use fixed defined locations for configurations



slido

Please download and install the Slido app on all computers you use



How do you handle logger configuration?

① Start presenting to display the poll results on this slide.



What kind is the configuration of an external database?

① Start presenting to display the poll results on this slide.

slido

Please download and install the Slido app on all computers you use



What kind is the endpoint for your monitoring?

① Start presenting to display the poll results on this slide.



How to you handle the binding to an authentication service?

① Start presenting to display the poll results on this slide.



What kind of configuration is the setting of an external REST-Service?

① Start presenting to display the poll results on this slide.

slido

Please download and install the Slido app on all computers you use



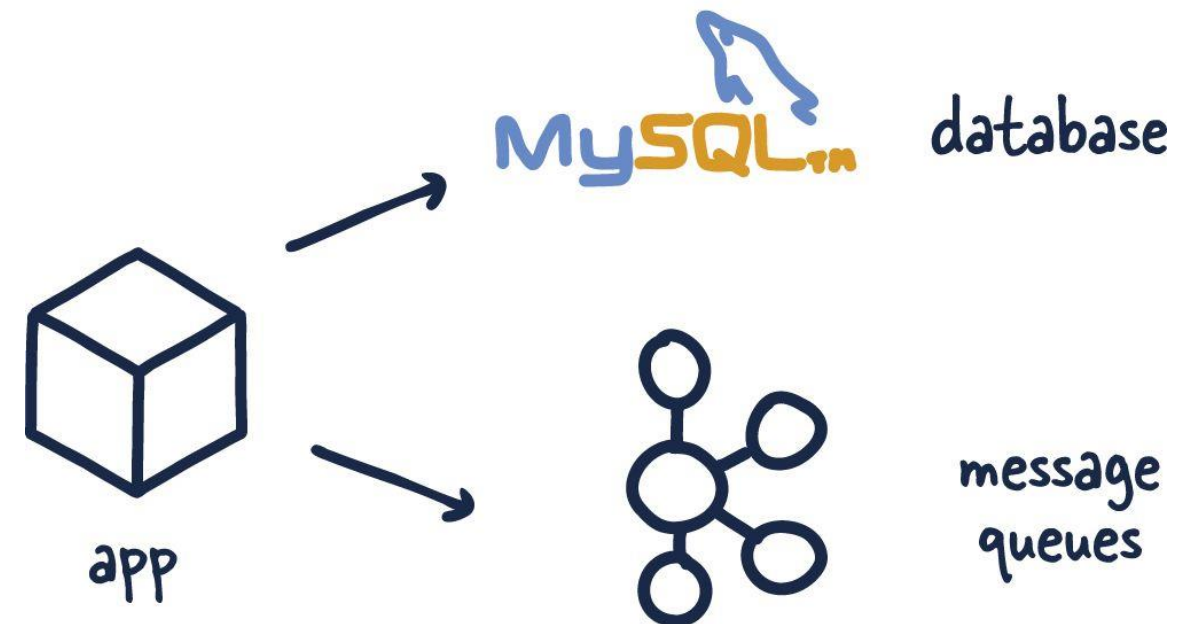
Where do you set the plain application name?

① Start presenting to display the poll results on this slide.

Backing Services

- A *backing service* is any service the app consumes over the network as part of its normal operation. [...]
- **The code for a twelve-factor app makes no distinction between local and third party services.** To the app, both are attached resources, accessed via a URL or other locator/credentials stored in the config.

4 backing services



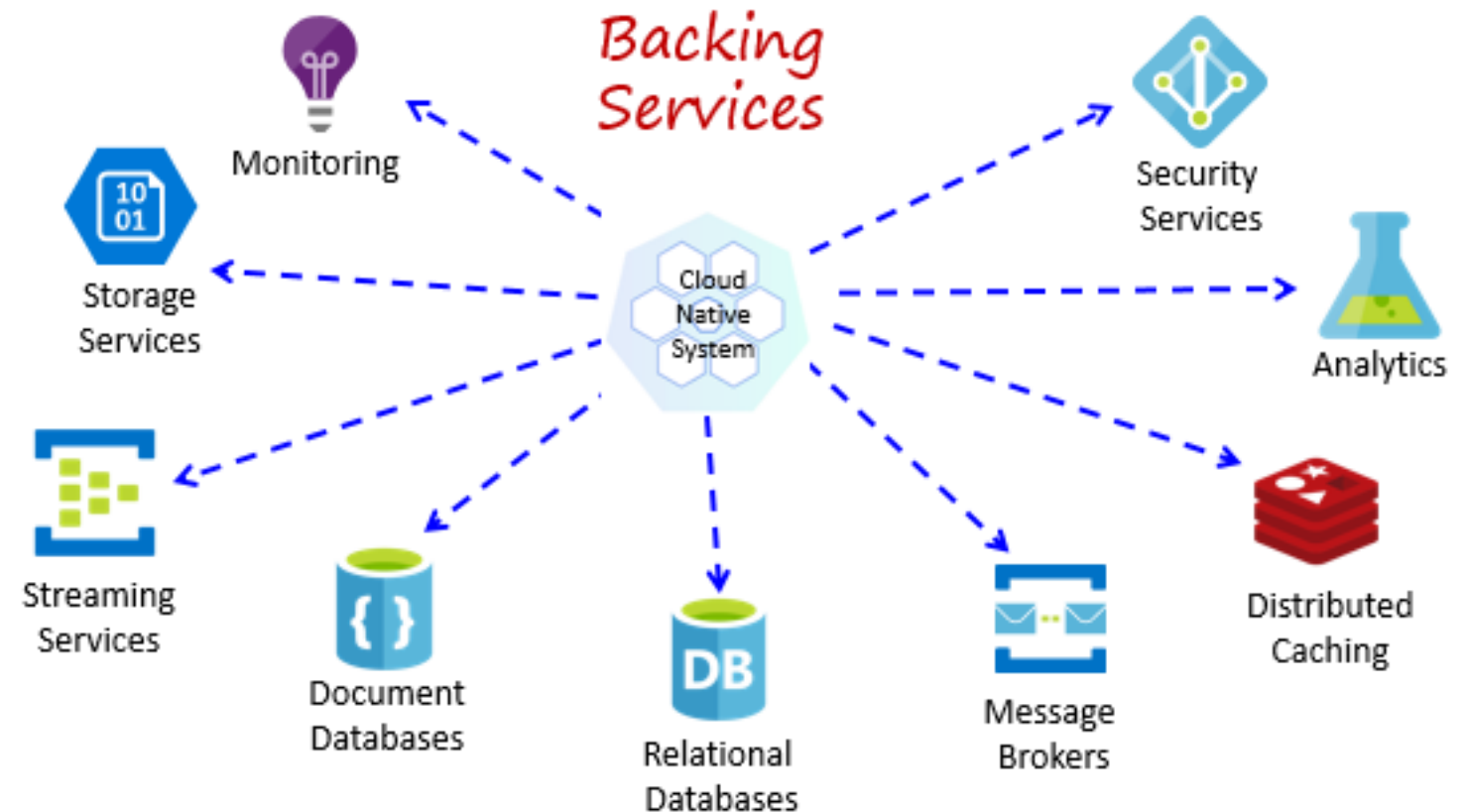
Backing Services

- Externalize Services where applicable
 - Storage
 - Databases
 - Messaging
 - Identity Services
 - Monitoring & Logging

Externalize your pain

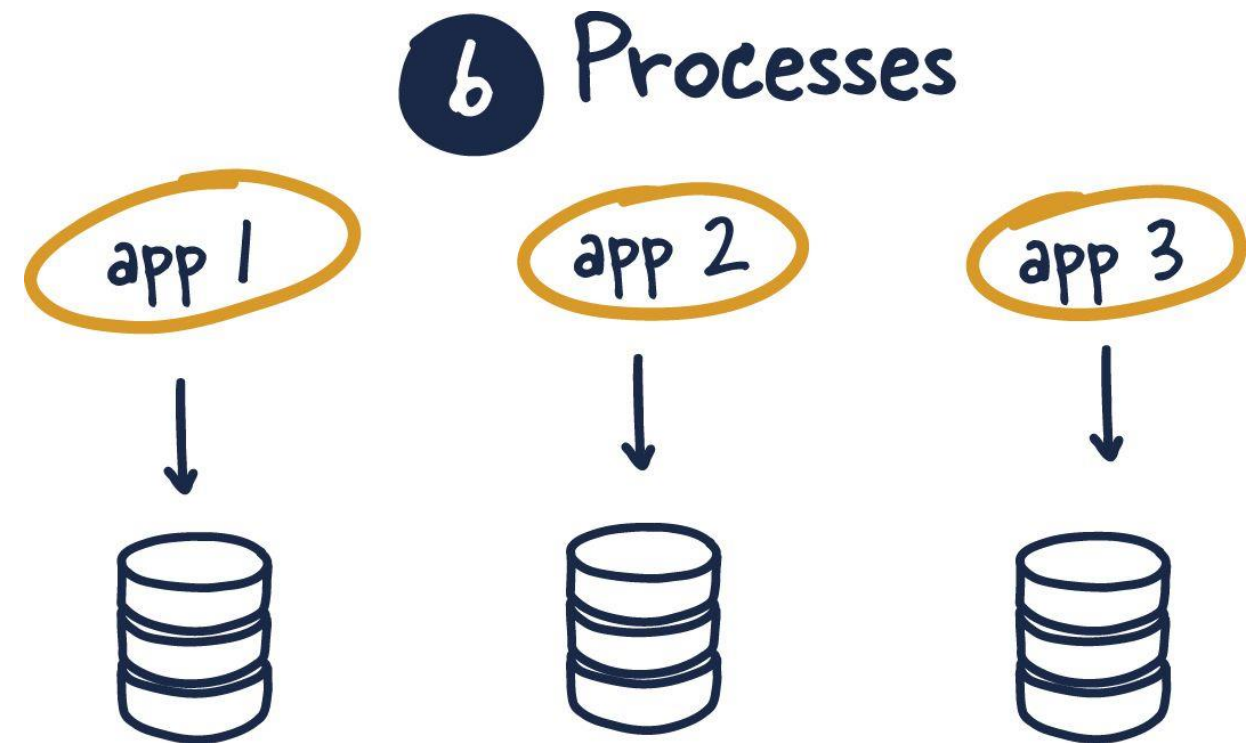
- Storage is hard on scale
- Security is hard in an organization
- Inter-Application communication is complicated

Focus on business code you can develop and operate



Execute the app as stateless process

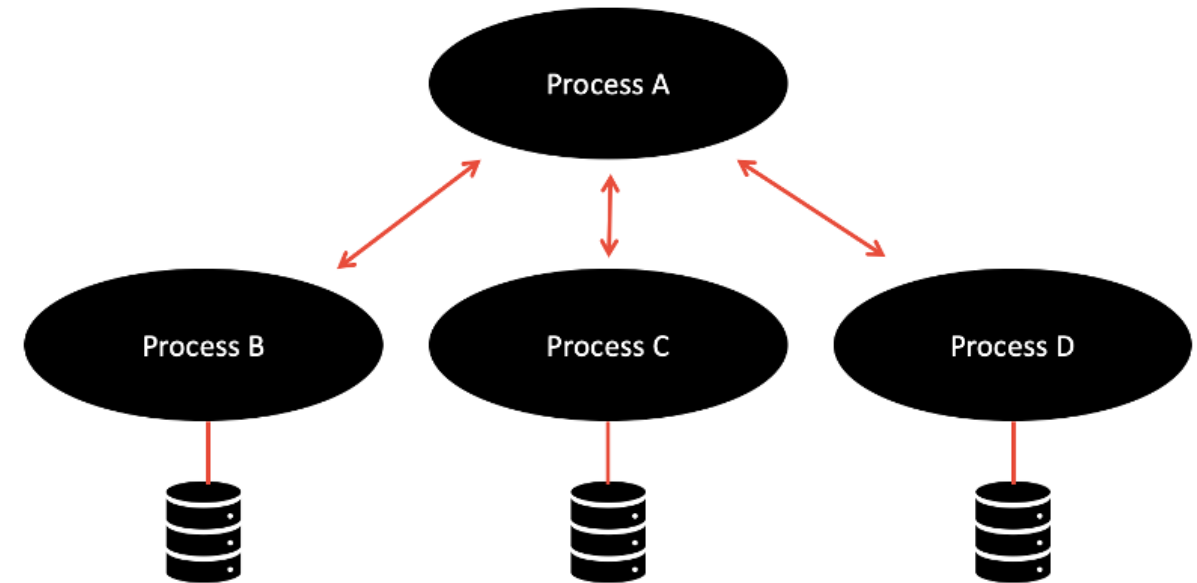
- The app is executed in the execution environment as one or more *processes*. [...]
- **Twelve-factor processes are stateless and share-nothing.** [...]
- The memory space or filesystem of the process can be used as a brief, single-transaction cache. For example, downloading a large file, operating on it, and storing the results of the operation in the database. The twelve-factor app never assumes that anything cached in memory or on disk will be available on a future request or job.



Execute the app as stateless process

Processes share **nothing**:

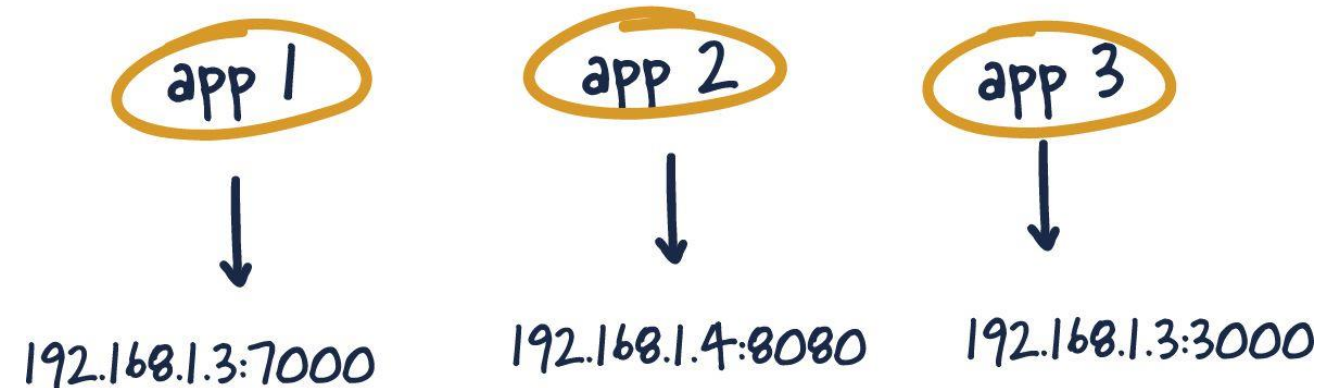
- State must be stored externally
 - Database
 - Cache
- Isolated from other processes, future starts
 - Cleanup of local resources before/after starts



Communicate via fixed ports

- The **twelve-factor app is completely self-contained** and does not rely on runtime injection of a webserver into the execution environment to create a web-facing service. The web app **exports HTTP as a service by binding to a port**, and listening to requests coming in on that port. [...]
- Note also that the port-binding approach means that one app can become the [backing service](#) for another app, by providing the URL to the backing app as a resource handle in the [config](#) for the consuming app.

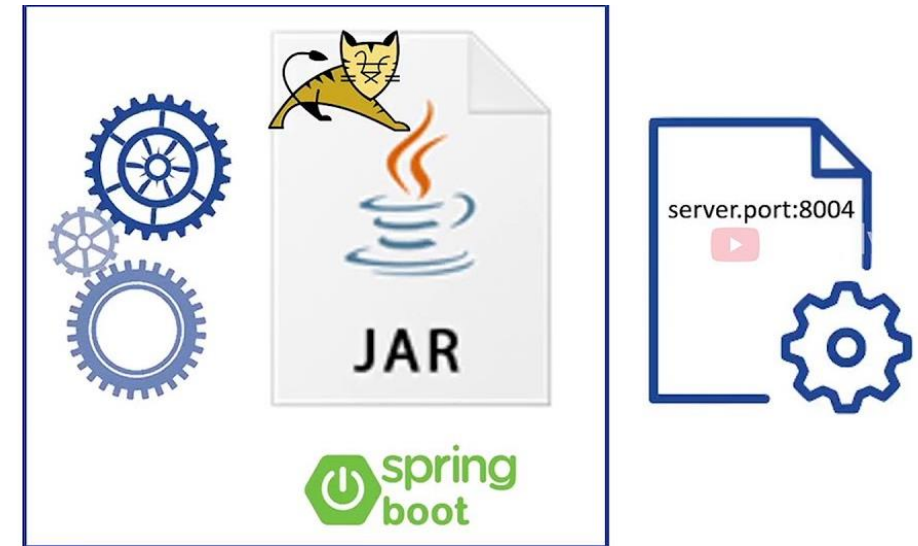
7 port binding



Define one port for each service.

Communicate via fixed ports

- Each application / service has fixed port(s).
- Local: Beware of port collisions
- Remote: Port Collisions can be handled by the platform
- No other access to the service should be possible.

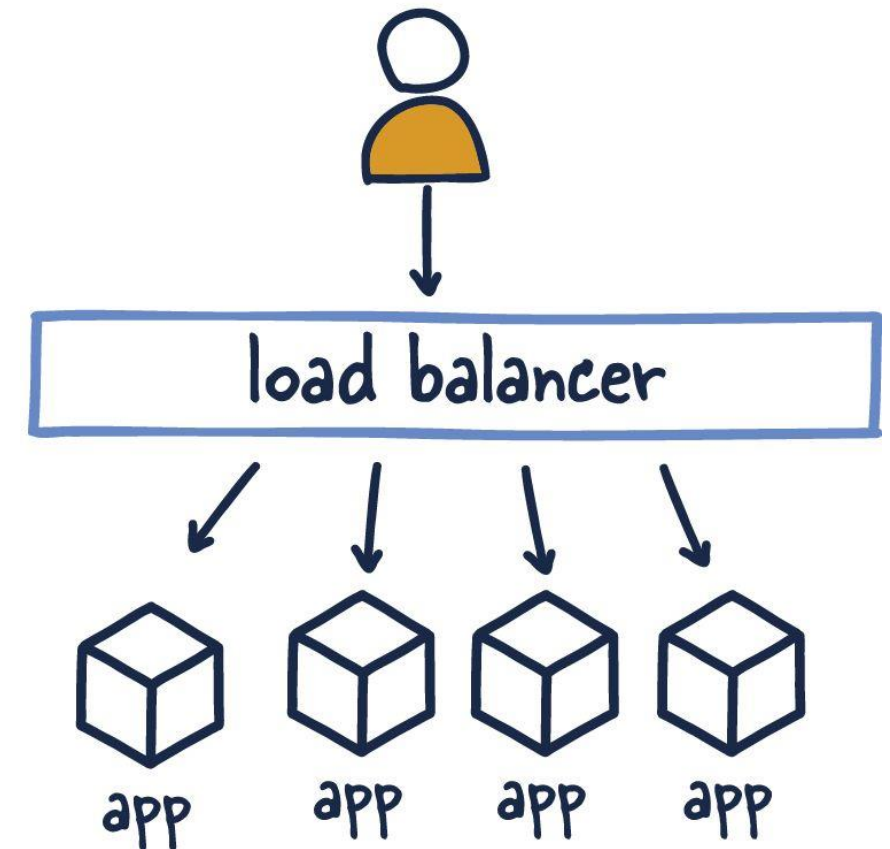


Choose different ports and rely on them.

Use process model for scalability

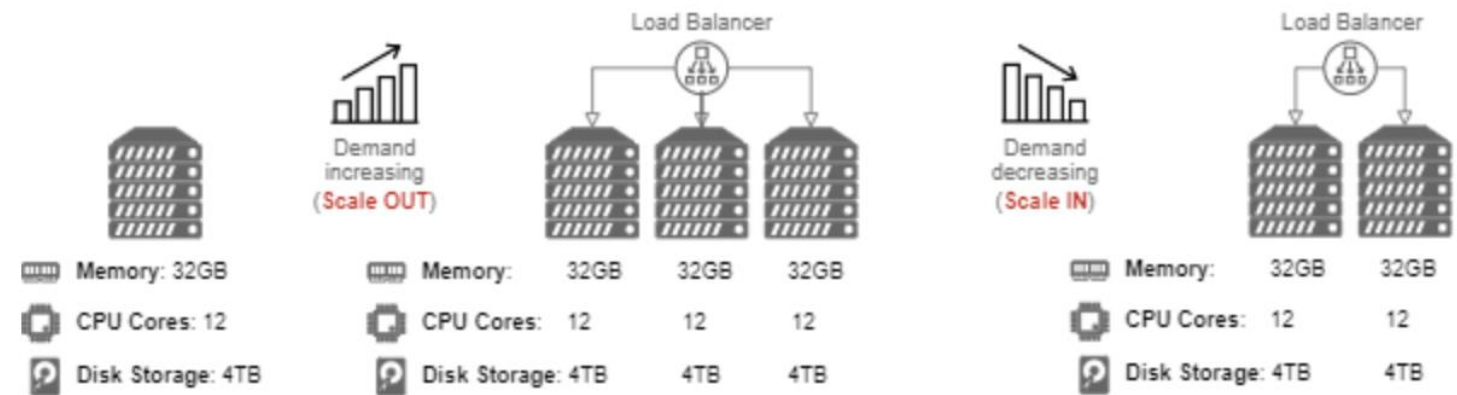
- In the twelve-factor app, processes are a first class citizen. Processes in the twelve-factor app take strong cues from [the unix process model for running service daemons](#). [...]
- But an individual VM can only grow so large (vertical scale), so the application must also be able to span multiple processes running on multiple physical machines.

8 concurrency



Use process model for scalability

- Horizontal Scaling comes free of charge:
 - No local state (see 6.)
 - No shared state (see 7.)
 - Relying on process management of system
- Scalability is guaranteed by combination of criteria so far.



Start fast and shutdown graceful

- The twelve-factor app's processes are *disposable*, meaning they can be **started or stopped at a moment's notice**. This facilitates fast elastic scaling, rapid deployment of code or config changes, and robustness of production deploys. [...]
- Processes should strive to **minimize startup time**. [...]
- Processes **shut down gracefully** when they receive a SIGTERM signal from the process manager.

