# XPC-MW5 / 13. lekce

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## Představení

- Ing. Martin Bružina
  - Software engineer @ ChyronHego
- Cloud / SaaS
  - Nadnárodní korporace i český startup
  - o Developer, tester, ...
  - SysAdmin + DevOps + SRE
  - Scrum & Engineering Management

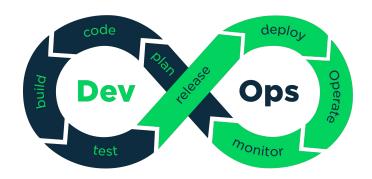
#### Dnešní přednáška:

- DevOps & SRE
- Docker live coding
- SW firmy

## Co je DevOps a SRE

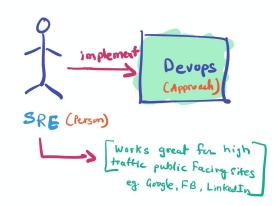
#### DevOps toolchains:

- Coding
- Building
- Testing
- Packaging
- Releasing
- Configuring
- Monitoring



#### SRE pillars:

- Reduce organizational silos
- Accept failure as normal
- Implement gradual changes
- Leverage tooling and automation
- Measure everything



## DevOps & SRE landscape

#### Changes:

- CI
  - SCM, SCM host
  - o C
  - o Formatters, linters, static code analysis
  - Testing (CI, nightly)
  - Artifactories & Repositories
- CD
  - Release, deploy (canary, A/B)
- Provisioning (ideally IaC)
  - Infrastructure
  - Platform
  - Services

#### Operations:

- Monitoring (biz, app, infra)
  - Metrics collection
  - Logs collection
  - Alerting
- Incident response
  - Alert = incident identification, escalation
  - Fix = investigation, resolution, recovery
  - Post-mortem = incident closure
- Management
  - On-calls
  - Trainings
  - Hiring, onboarding, people management

## DevOps & SRE Environments

- Local (localhost)
- Development (dev, sandbox)
- Testing (QA)
- Staging (beta, UAT)
  - o SLA 99... %
- Production (alpha)
  - o SLA 99.99... %

```
SLA: 99% = 7h12'/m, 99.9% = 43'12"/m, 99.99% = 4"19"/m, 99.999% = 26"/m, 99.9999% = 2.5"/m
```

99.99999999 = 10 B/TB/Y (AWS S3 Glacier), 100% = ???

## Hlavní zásady DevOps i SRE

#### Co dělat:

- Automatizovat!
- Automatizovat!
- Automatizovat!

- Myslet na bezpečnost
- Testovat
- Měřit

- Vzdělávat se
- Komunikovat

#### Co nedělat:

- Přehlížet problémy
- Nedostatečně měřit
- Potlačovat důsledky před řešením příčin
- Předčasně optimalizovat
- Zakládat práci do šuplíku

# Q&A

### Docker

#### Pros

- Industrial standard + community
- Well documented
- Very small overhead (x VMs)
- Suitable for microservices
- Immutable approach => consistency
- Easy setup, usage, build, delivery, automation, CI/CD

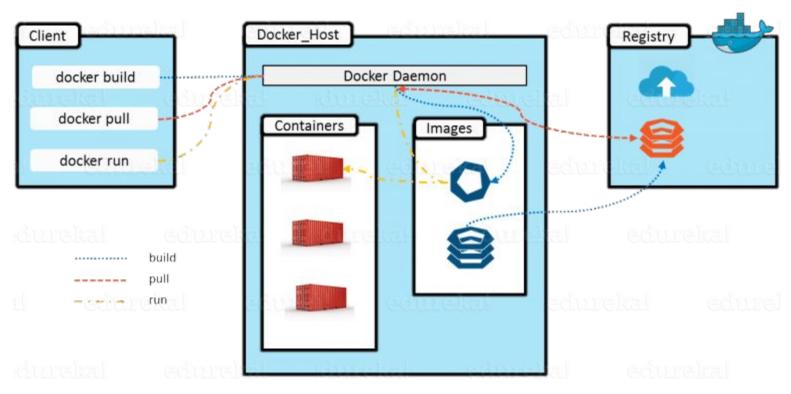
#### ???

- Windows and Mac support, docs, performance
- IPv6 support not yet ready (for bridge network)
- Security less isolation, better separation (x VM)

#### Cons

- Fragmented ecosystem
- Slow learning curve
- Bare metal is still slightly faster
- Not suitable for:
  - GUI apps (-> X11 fwd)
  - Apps using systemd (-> Podman)
  - GPU apps (-> nVidia Container Runtime)
- Not well suited for running alone (-> use orchestration & tooling: K8s, AWS ECS/EKS, MS AKS, GCP GKE, ...)
- Persistent storage, DBs, ingress (-> cloud provider services or on-prem alternatives)

Docker



Live coding time!

# Q&A

#### The Behavior Effects



How the customer explained it



How the project leader understood it



How the analyst designed it



How the programmer wrote it



How the business consultant described it



Create your own cartoon at www.projectcartoon.com

How the project was documented



What operations installed



How the customer was billed



How it was supported



What marketing advertised



What the customer really needed



The Open Source version

## Jak funguje SW firma

#### Produktový vývoj

- Marketing
- Sales
- Customer Support (CS)
- Customer Experience (CX) / System Integration (SI)
- Product Management
- User Experience (UX)
- Engineering (Development, testing, operations, ...)
- Management
- Ops & Finances

#### Zakázkový vývoj

Sales

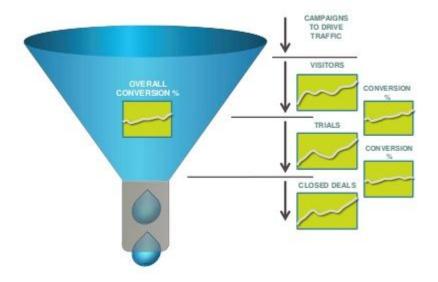
Project Management (Business Analyst)

• Engineering (Development, testing, operations, ...)

- Management
- Ops & Finances

## Velká korporace vs. startup

## The Key Metrics



#### **Bookings Versus Churn**



# Děkuji za pozornost a těším se na otázky :-)