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In the case study about the Strangler Pattern at Blackboard Learn, the company faced big challenges with its outdated codebase. By 2011, Blackboard Learn was built on a system from 1997, and it had become overly complex. According to the case study, testing changes took up to 36 hours because everything was tied together, making updates slow and frustrating. Developers struggled with the monolithic structure, which made even small changes a huge task (Devs Handbook).

The handbook explains how, in 2012, Blackboard started using the Strangler Pattern to tackle these problems. Instead of completely replacing the old system all at once, they slowly swapped out parts with smaller, more manageable components called Building Blocks. These new parts worked alongside the old system, connected by APIs. This let developers make updates safely without breaking the whole system. It also sped up work and reduced the chances of big failures (Devs Handbook).

The case study teaches an important lesson: you don't have to fix everything at once. By making small, steady improvements and using tools like APIs to link old and new parts, you can gradually update a system without causing big problems. Blackboard's approach shows how focusing on small wins can lead to major improvements over time (Devs Handbook).