

CI/CD — A better way to build and ship our products

Udapeople Team

Building Confidence

- ✓ **Production will be available for users**
- ✓ **Features will be built correctly**

Continuous
Integration + Continuous
Deployment = Continuous
Delivery

Continuous Integration

*The practice of merging all developers' working copies to a shared mainline several times a day. It's the process of "**Making**". Everything related to the code fits here, and it all culminates in the ultimate goal of CI: a high quality, deployable artifact! Some common CI-related phases might include:*

- ❖ Compile
- ❖ Unit Test
- ❖ Static Analysis
- ❖ Dependency vulnerability testing
- ❖ Store artifact

Continuous Deployment

*A software engineering approach in which the value is delivered frequently through automated deployments. Everything related to deploying the artifact fits here. It's the process of "**Moving**" the artifact from the shelf to the spotlight. Some common CD-related phases might include:*

- ❖ Creating infrastructure
- ❖ Provisioning servers
- ❖ Copying files
- ❖ Promoting to production
- ❖ Smoke Testing (aka Verify)
- ❖ Rollbacks

Benefits of CI/CD

Technical Language	Value	Translation
Catch Compile Errors After Merge	Reduce Cost	Less developer time on issues from new developer code
Catch Unit Test Failures	Avoid Cost	Less bugs in production and less time in testing
Detect Security Vulnerabilities	Avoid Cost	Prevent embarrassing or costly security holes
Automate Infrastructure Creation	Avoid Cost	Less human error, Faster deployments
Automate Infrastructure Cleanup	Reduce Cost	Less infrastructure costs from unused resources
Faster and More Frequent Production Deployments	Increase Revenue	New value-generating features released more quickly
Deploy to Production Without Manual Checks	Increase Revenue	Less time to market
Automated Smoke Tests	Protect Revenue	Reduced downtime from a deploy-related crash or major bug
Automated Rollback Triggered by Job Failure	Protect Revenue	Quick undo to return production to working state