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Lab 2 - DevOps for Scaling Environment Provisioning

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DevOps Technical Workshop

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Lab 2 - DevOps for Scaling Environment Provisioning

The purpose of this lab exercise is to use scripts written as code to spawn multiple environments.

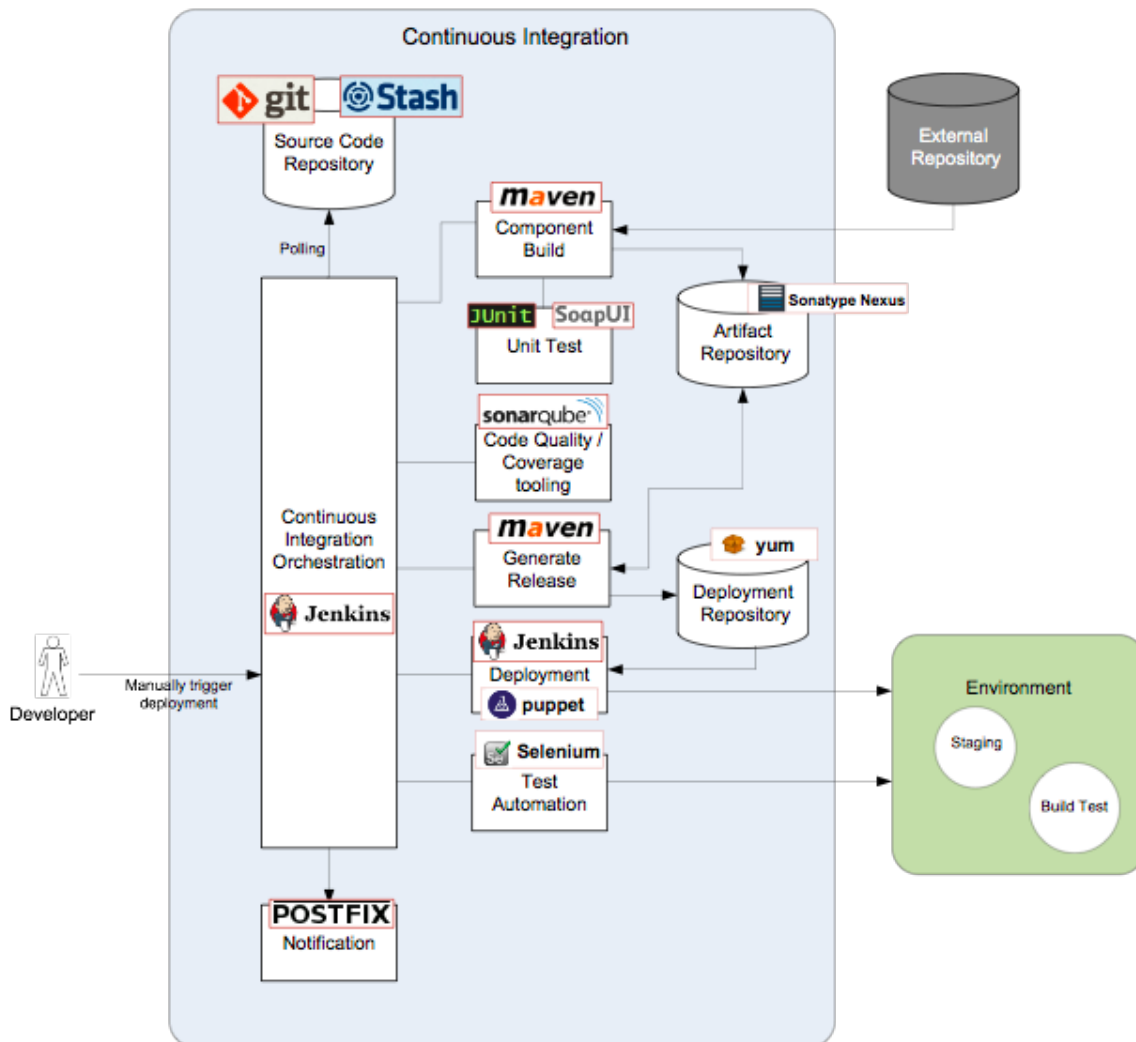
Step 1: Get the background on this lab exercise

Click [here](#) to view an Introduction for Lab 2. If you have any questions, you can post them in the forum that has been set up for this lab exercise by clicking [here](#).

In this lab exercise, you will:

- Use puppet to build new environment based on the old one
- Create second Jenkins job SI (and UAT)
- Create additional 'Ops' jobs (server restart and stop / logs, and so on)

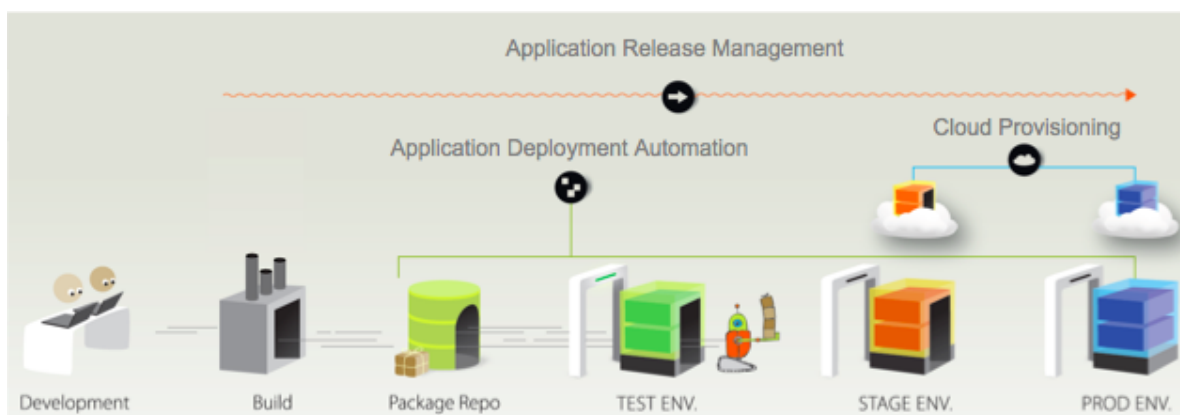
Remember the big picture here.



In the first lab, you got Jenkins to create server environments (in this case, a MobileFirst Platform server) using Puppet scripts and saw how Jenkins can automatically build and deploy code (in this case, an "adapter" application) into those new environments.

As per the "Environment" section of the diagram above, you are going to need more than environment in the pipeline in order to test (at different levels), stage and deploy to production.

So, this lab is all about scaling your environment provisioning to cover multiple points of the DevOps pipeline. That pipeline might be as simple as the set-up below where there are 3 environments, and it is **essential** that those environments are configured identically.



A more complex and larger scale environment management may need hundreds of servers to be provisioned with as close to identical configuration (and looking as close to production) as possible.

And, of course, when you have lots of servers, you need to look after them, house-keep them, start/stop them, maintain them, and so forth. Jenkins can help us out here too with repeatable Ops jobs. So, Jenkins is going to do more than just build environments and software; he's going to help with maintenance too!

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