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## Module 6.2 Assignment

### Assignment: Case Study: Strangler Pattern at Blackboard Learn (2011)

The DevOps Handbook focuses on a case study on the Strangler Pattern at Blackboard Learn from 2011. Blackboard Inc. is a leading provider in the educational technology industry and faced hardship and challenges due to its aging monolithic codebase, which has been in use since 1997. The system was complex and very outdated, which caused delays in development and led to an increase in errors. Feedback from integration and testing processes could take up to 36 hours, delaying productivity even more.

These challenges became more visible as the repository's code increased. While the frequency of code commits decreased, this highlighted the developer's increasing difficulty in implementing changes. David Ashman, the company's chief architect, led a re-architecting initiative in 2012 that utilized the strangler fig pattern. The strangler fig pattern was a strategy that involved gradually replacing parts of the legacy system with modular building blocks. This then allowed teams to work separately, and decoupled modules accessed from APIs.

This strategy improved the system quality as modularity reduced the risk of widespread failure and simplified problem-solving. Productivity increased from an increase in code commits and faster feedback response.

The lesson learned is that complex legacy systems can delay processes and addressing them is important for long-term success. The strangler fig pattern strategy enhances productivity and mitigates risks. By adopting this strategy, Blackboard Learn was able to modernize its development process, allowing developers to work faster and safer.

## References

Kim, G., Humble, J., Debois, P., & Willis, J. (2021). The DevOps Handbook (2nd ed., pp. 215-217). IT Revolution.