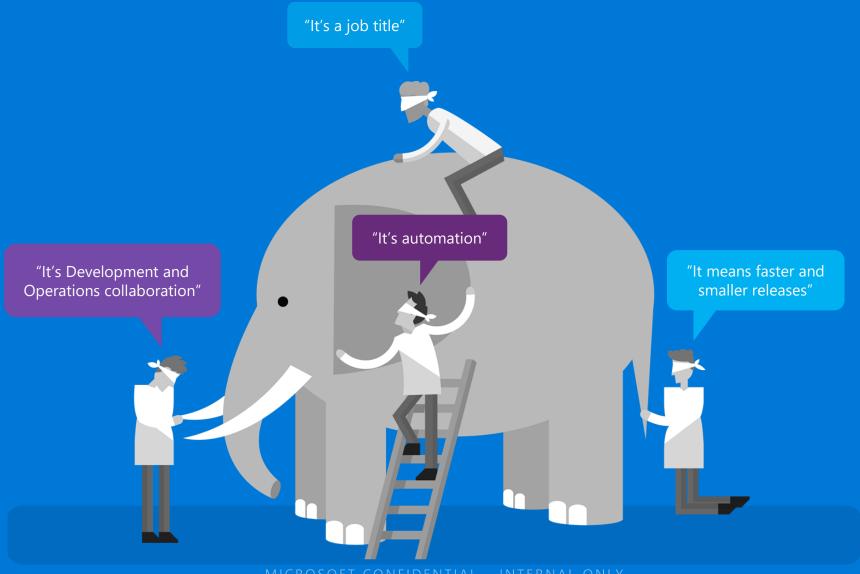


DevOps, Project Management, and VSTS

Crystal Tenn Crystal.Tenn@microsoft.com

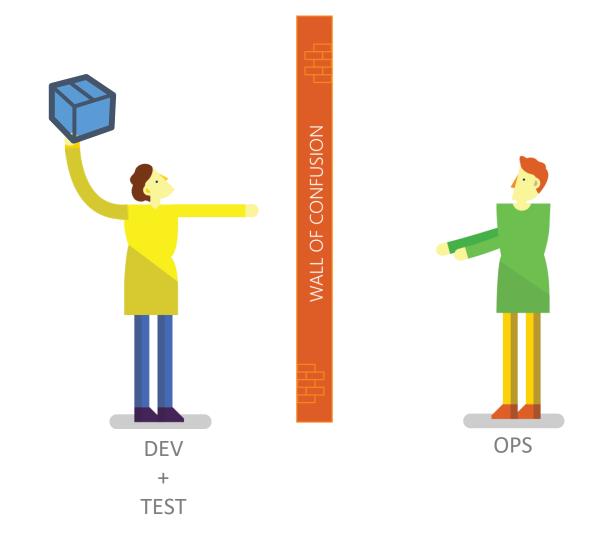
DevOps

What is DevOps?



MICROSOFT CONFIDENTIAL - INTERNAL ONLY

Traditional Development and Operations





What's the problem Opportunity?

60%

apps get to market late 70%

apps go to market missing functionality

5

months on average to create a new app. Only 28% of companies worldwide create an app in less than 3 months

Lengthy lifecycles

Arriving to market too late

Poor quality

Solution: Deliver Value Faster



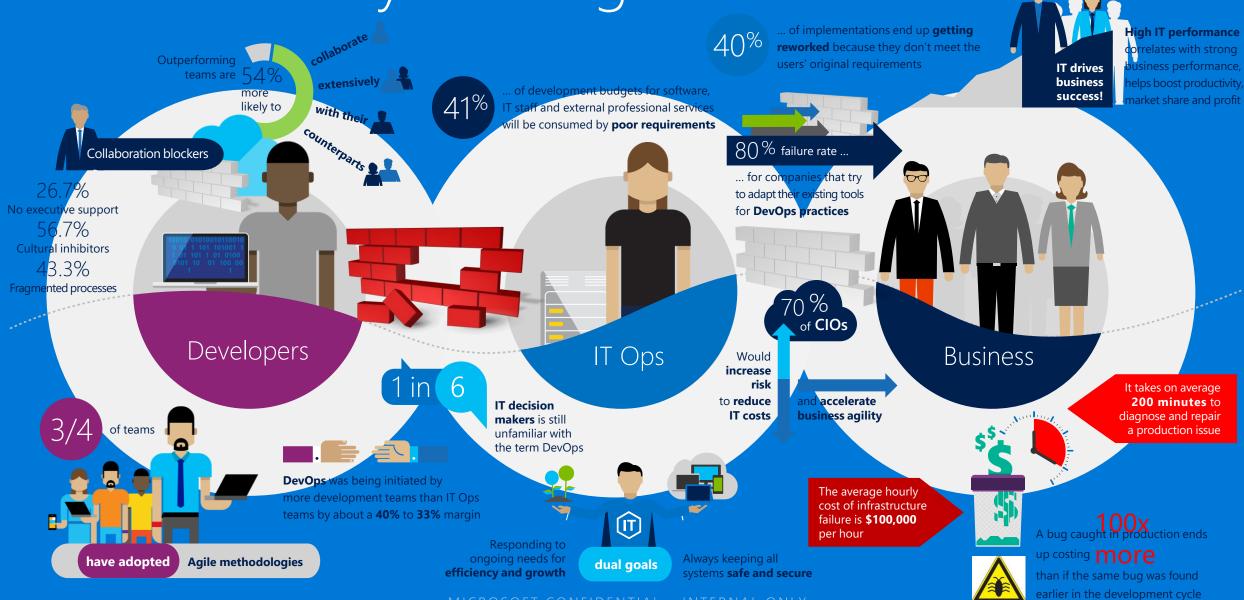


Testimonial 1: Industry changes

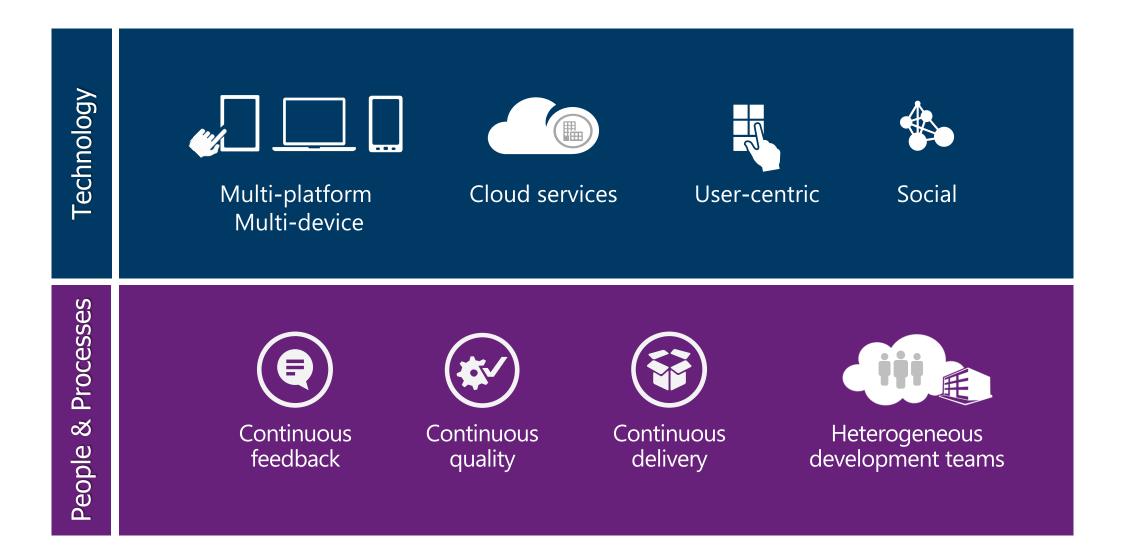




Value delivery challenges



Industry trends



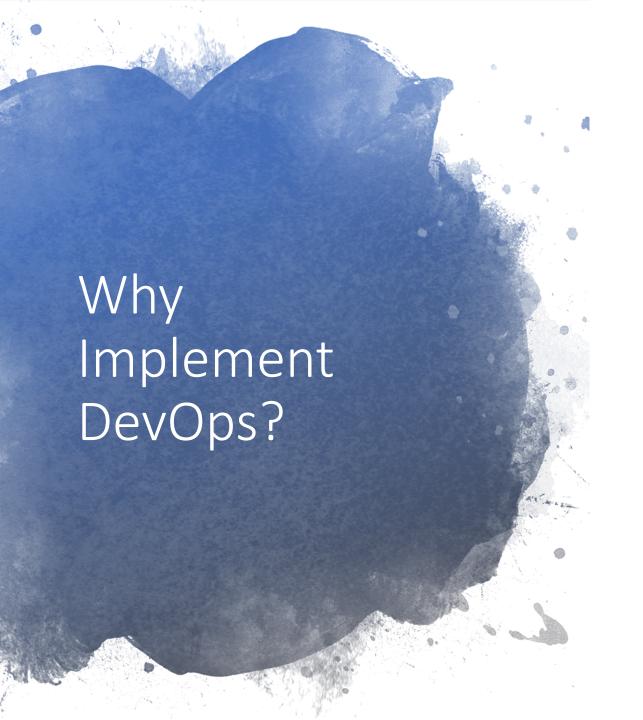


DevOps

 DevOps is the union of people, process, and products to enable continuous delivery of value to our end users.

 The contraction of "Dev" and "Ops" refers to replacing siloed Development and Operations to create multidisciplinary teams that work together with shared and efficient practices and tools.





- Deliver more secure, higher quality solutions <u>faster</u> and <u>cheaper</u>.
- Dynamic and reliable experience
- Teams must rapidly iterate on updates to their project
- Remove traditional bottlenecks

Why do DevOps?.

Competitive Advantage – Productivity

The Phoenix Project

Company	Deploy Freq.	Lead Time	Reliability	Cust. Responsiveness
Amazon	23,000/ day	Minutes	High	High
Google	5,500/ day	Minutes	High	High
Netflix	500/ day	Minutes	High	High
Facebook	1/ day	Hours	High	High
Twitter	3/ wk	Hours	High	High
Traditional Enterprise	1/9 months	Months or Quarters	Low/ Med	Low/ Med

How much high performance DevOps organizations are outperforming the traditional enterprise counter parts.

^{*}Note - from *The Phoenix Project*

Testimonial 2– Why DevOps



How to implement DevOps?

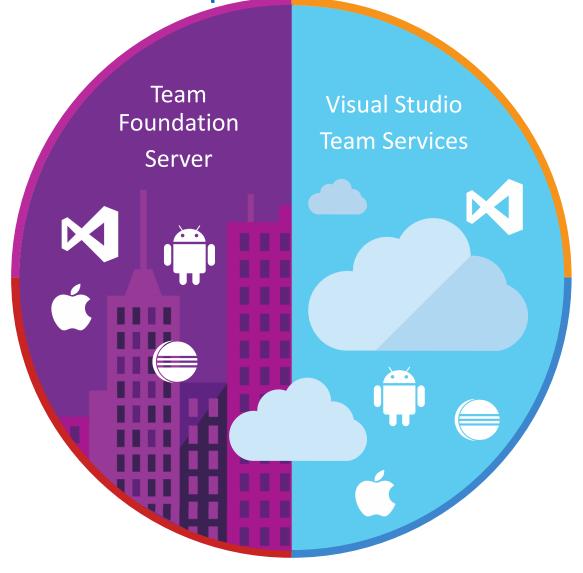
Agile planning and project management

Version control

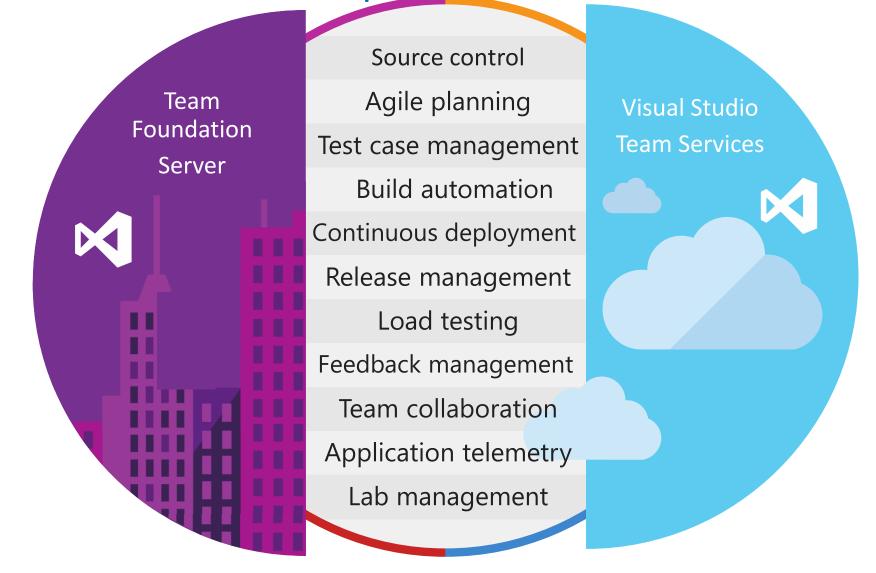
Continuous
Integration

Continuous
Development

Microsoft ALM & DevOps Tools



Microsoft ALM & DevOps Tools





Microsoft Ecosystem

People | Process | Products



01

Develop

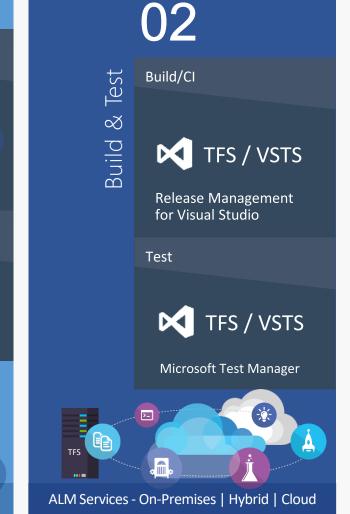
Developer Workstation

eclipse

Team Collaboration

TFS / VSTS

Workstations - On-Premises | Hybrid | Cloud



03 Release Microsoft System Center Release Management for Visual Studio Automation PowerShell | WAML Azure Resource Management **Azure Command Line** Environments - On-Premises | Hybrid | Cloud

04 Monitor Monitor & Learn Microsoft System Center VSTS **Application Insights**

Monitoring - On-Premises | Hybrid | Cloud

Mixed Ecosystem

People | Process | Products

01

Develop



Code**Plex**







Any Language, Any Platform

Program in <u>any</u> language Deploy to <u>any</u> Platform

- .NET
- Java
- Python
- Ruby
- Nodejs

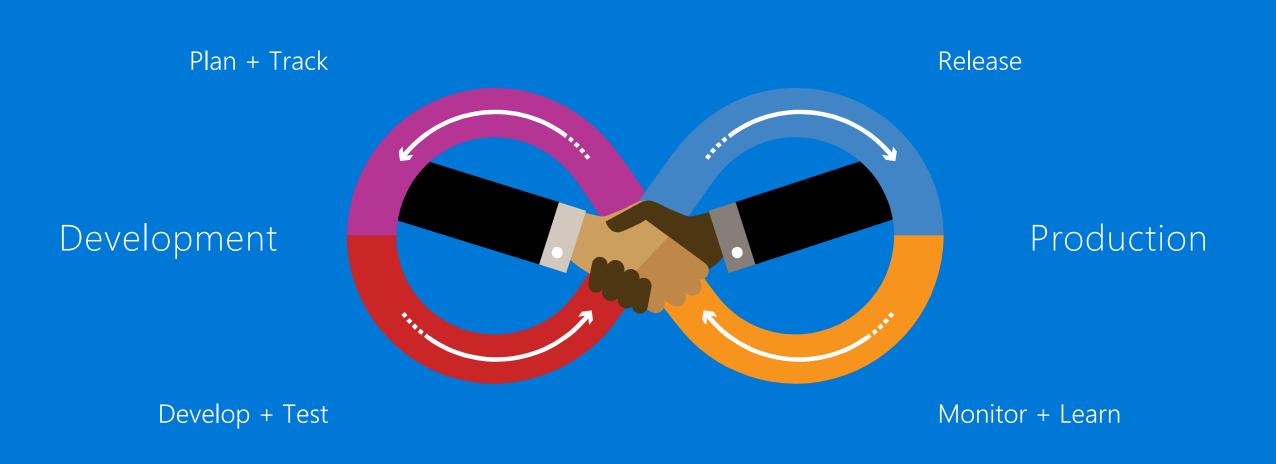
Develop on any OS

- Linux
- Mac
- Windows

- Android
- iOS
- Windows Phone
- Docker
- Azure
- AWS
- Linux
- Mac

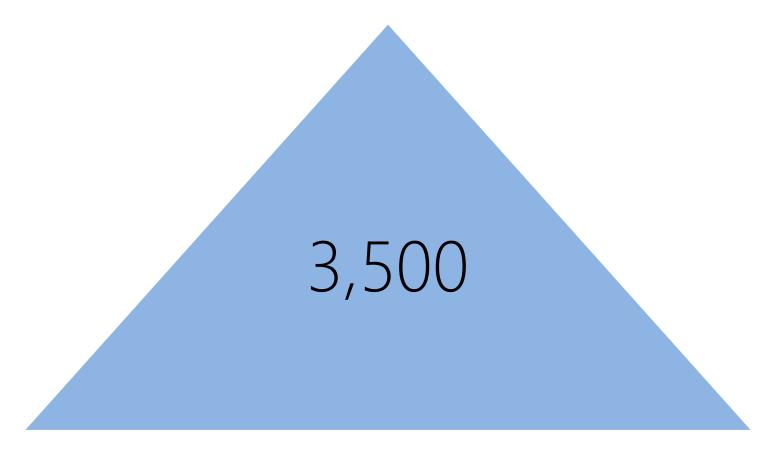


The converged DevOps lifecycle



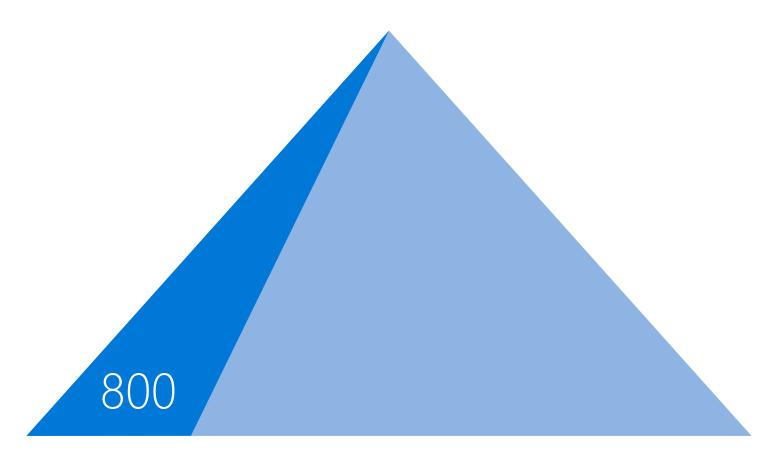
Case study: Microsoft VSTS DevOps Transformation





The Developer Division at Microsoft





The VSTS team... spread out across 40 feature teams



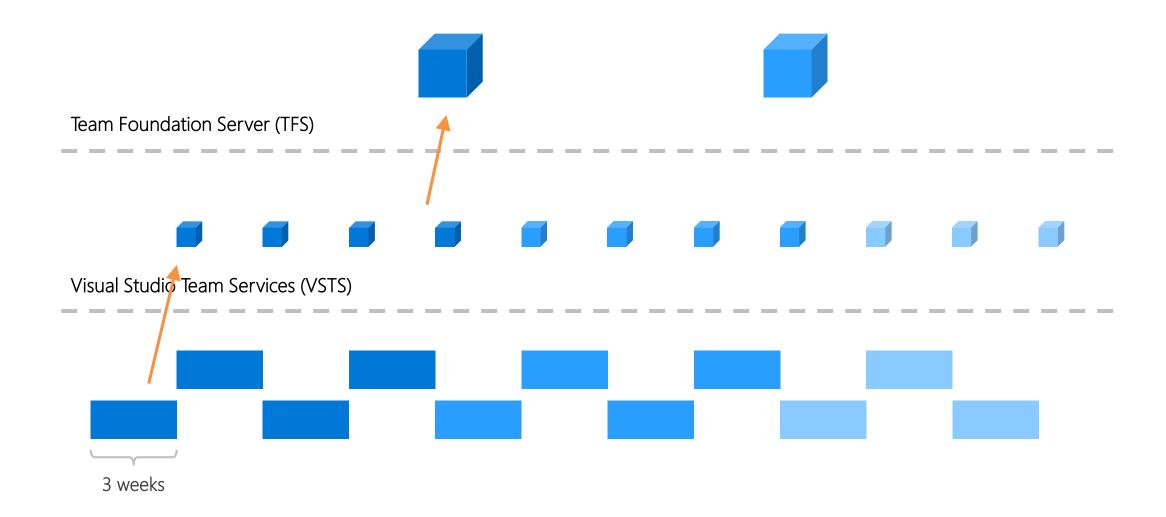


Source control Agile planning **Build automation** Continuous deployment Continuous integration Test case management Release management Package management Analytics and insights Dashboards



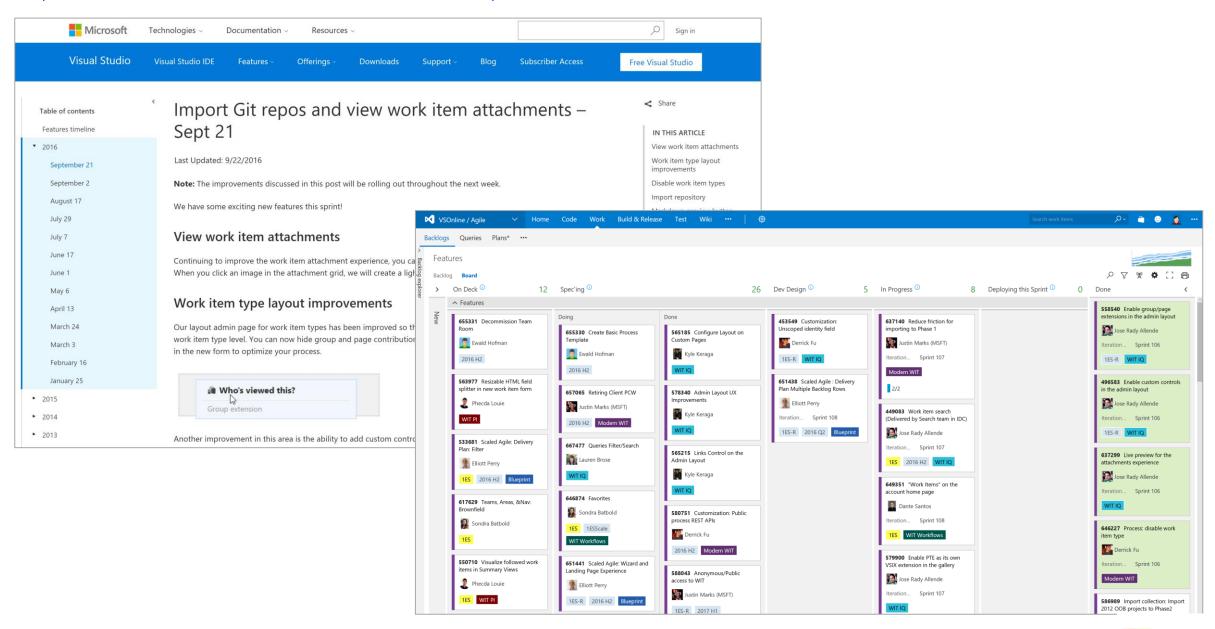


How do we work?



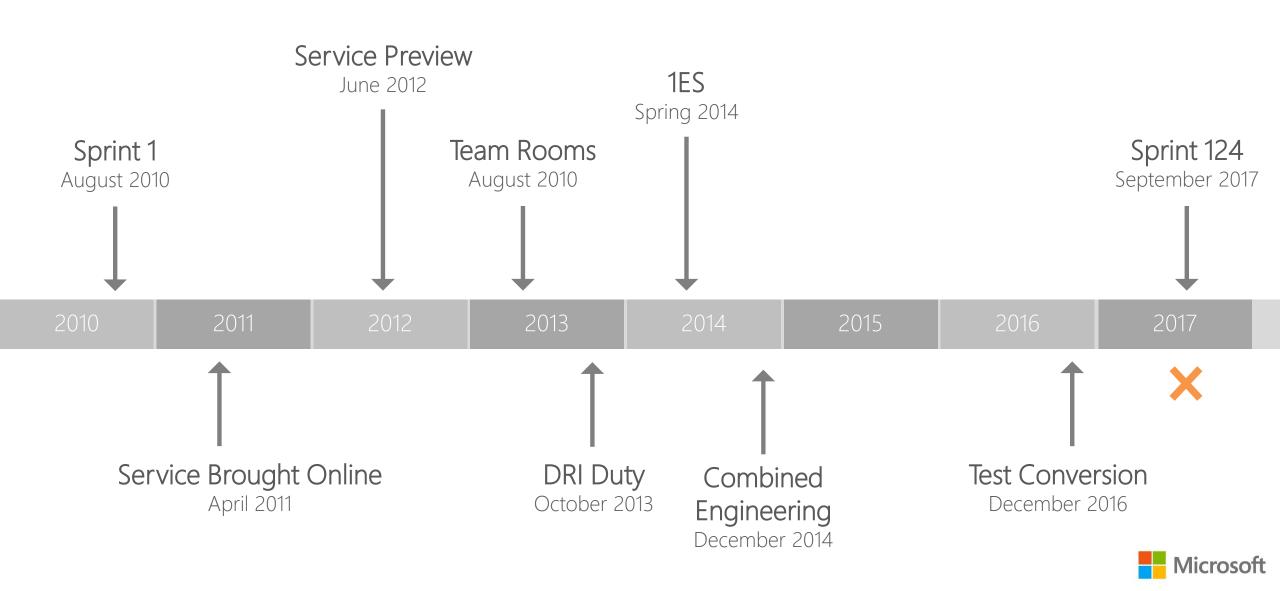


https://www.visualstudio.com/team-services/updates/





The Journey



What did it look like before?

The Old hay

Before

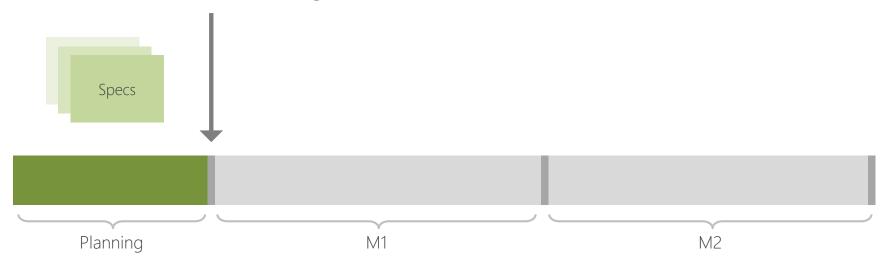
2 years



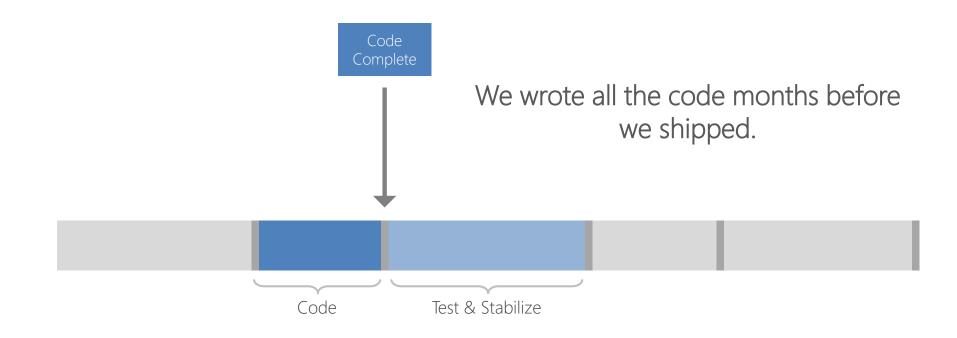




We knew exactly what to build... and we knew it was right!

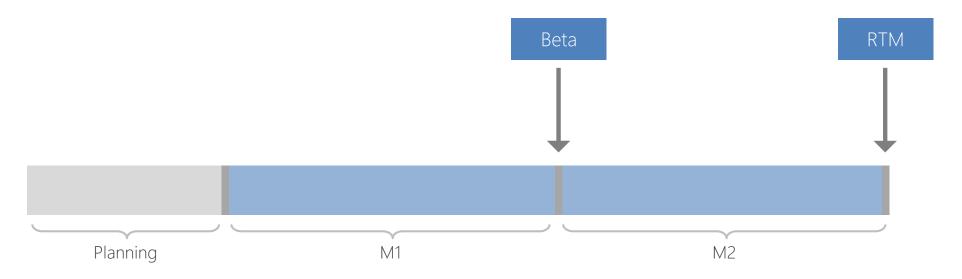






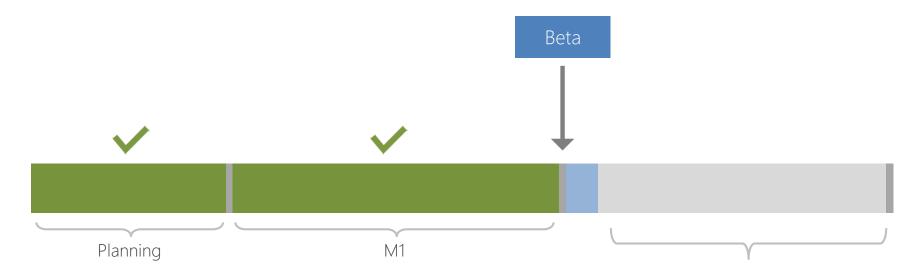


We had a perfect schedule and knew exactly when it would be ready!



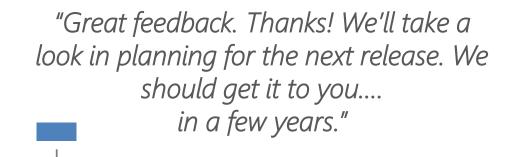


Customer feedback – we should change the way a feature works. We didn't get it *quite* right...



... but we're booked solid already.







Q: How did it work?

A: Very well in the era in which it was born. But...

"Firms today experience a much higher velocity of business change. Market opportunities appear or dissolve in months or weeks instead of years."

Diego Lo Giudice and Dave West, Forrester February 2011 Transforming Application Delivery

What changed?

Before

4-6 month milestones

Horizontal teams

Personal offices

Long planning cycles

PM, Dev, Test

Yearly customer engagement

Feature branches

20+ person teams

Secret roadmap

Bug debt

100 page spec documents

Private repositories

Deep organizational hierarchy

Success is a measure of install numbers

Features shipped once a year

After

3-week sprints

Vertical teams

Team rooms

Continual Planning & Learning

PM & Engineering

Continual customer engagement

Everyone in master

8-12 person teams

Publicly shared roadmap

Zero debt

Specs in PPT

Open source

Flattened organization hierarchy

User satisfaction determines success

Features shipped every sprint

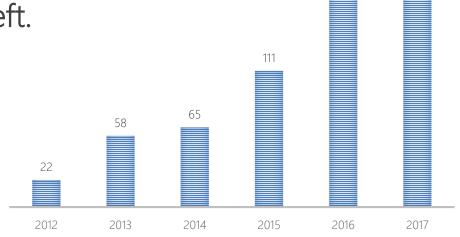


How do we know it's working?

Features Delivered per Year

We are delivering value to customers and an increased velocity.

- More features in the 2016 calendar year (262 features)...
- Than the previous 4 years combined (256 features).
- 249 features already in 2017... with three months left.





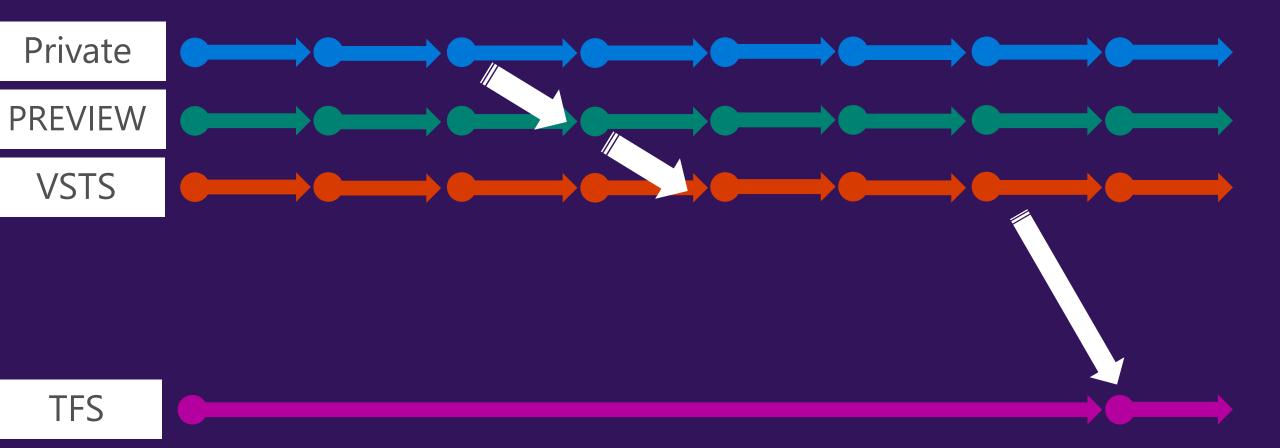
Module 0 – Business Value of DevOps

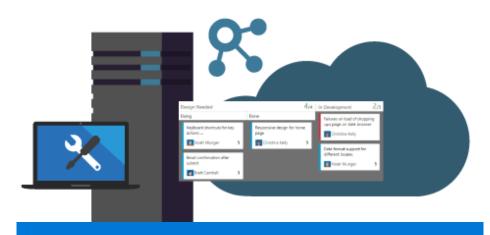
- Get good at the science... but don't be overly prescriptive.
- 2 Stop celebrating activity... start celebrating results.
- 3 Embrace the new normal.
- 4 You can't cheat shipping.
- Build the culture you want... and you'll get the behavior you're after.



The Tools: Deliver better software, faster using VSTS

Frequent Updates





Team Foundation Server



SQL Server Reporting Services SQL Server Analysis Services

SharePoint Integration

Project Server Integration

On-premises AD Integration

Services not available in VSTS

Services **not** available in TFS

PowerBI connector

Load testing

OData endpoint

Azure Active
Directory
Integration

What we will go over today in the Demo and Labs

- Setting up your projects and teams
- Adding epics, features, user stories, and bugs
- Details on editing a User Story (description, prioritization, child/dependent stories, attaching screenshots/videos, discussions)
- Bulk modification of user stories + adding templates
- Using the backlog and board
- Changing between different processes (Scrum vs Kanban)
- Watching user stories
- Customizing your Dashboard with Markdown and widgets (Reporting)
- Tagging
- Notification settings / email alerts

Demo + Lab Time!