Microsoft

# VSTS
# Build & Release

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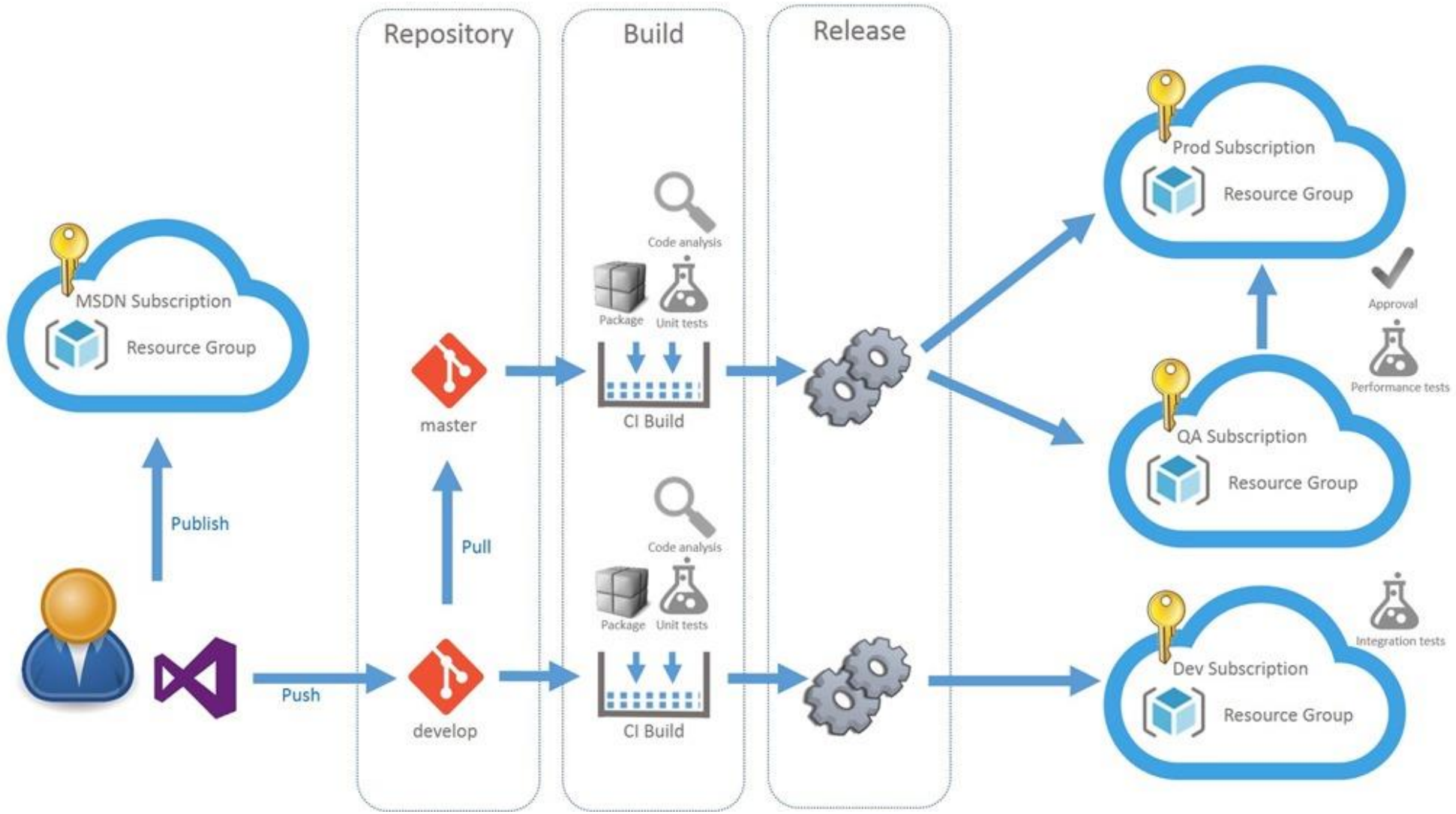
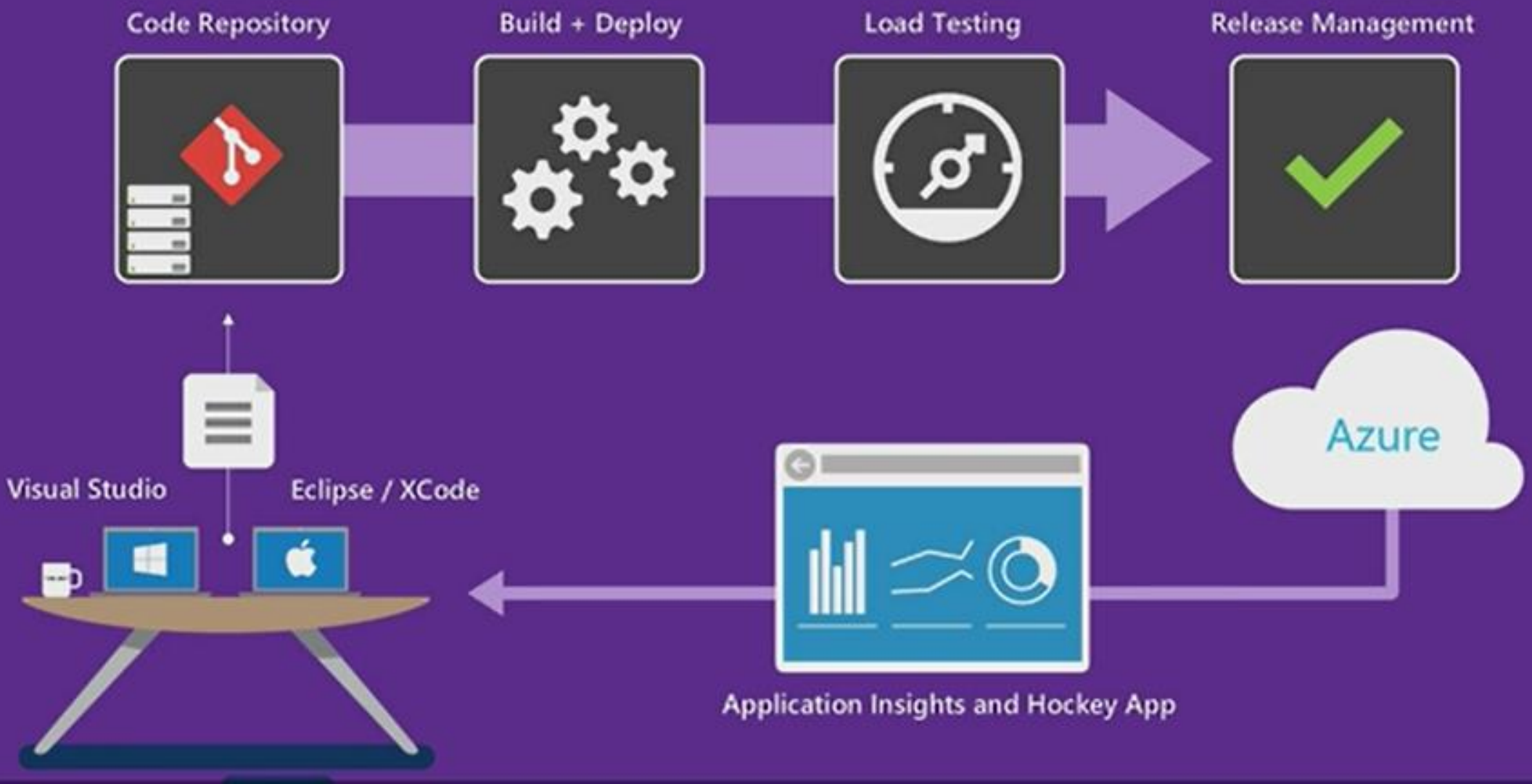
# Build and Release

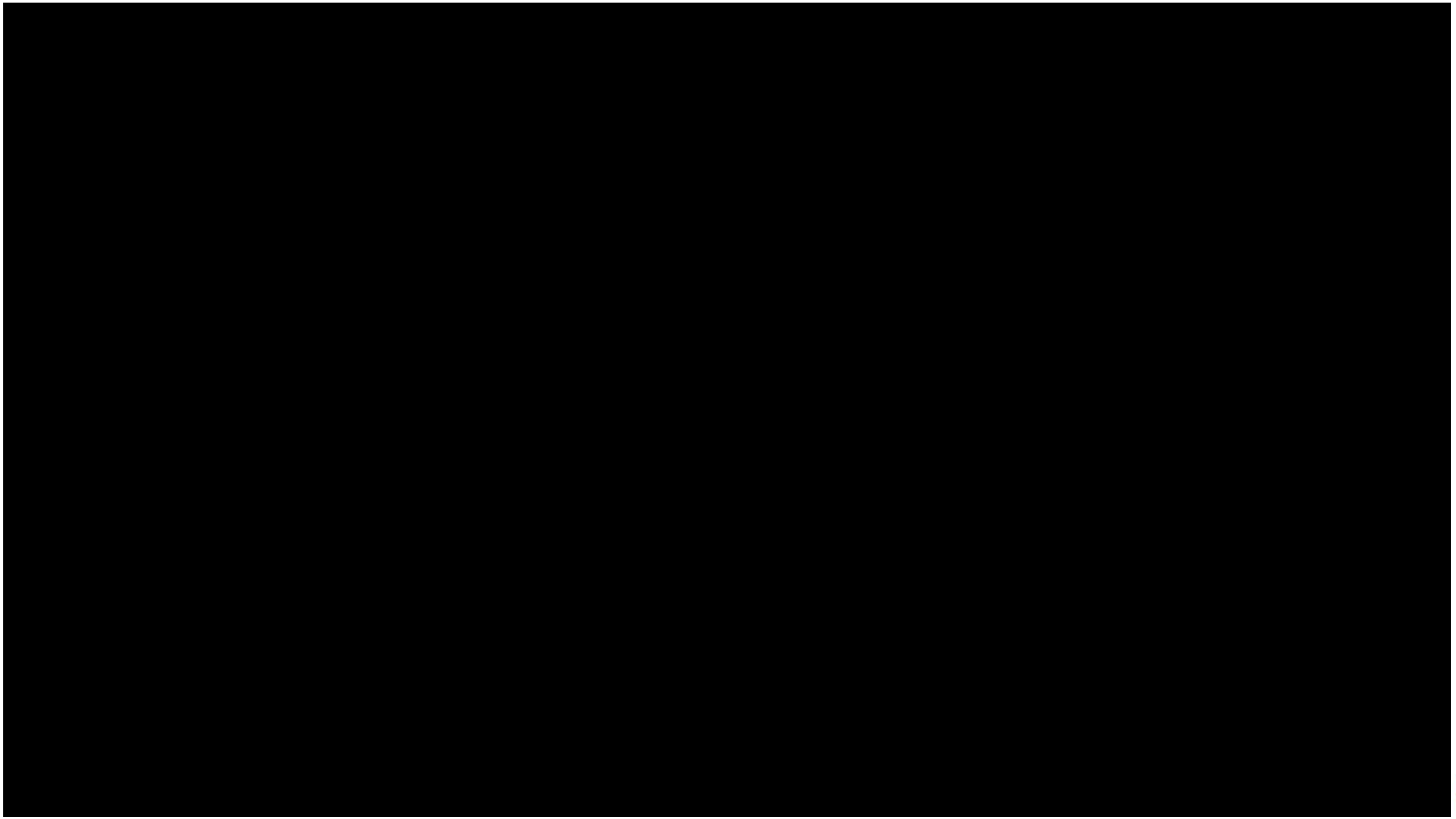



# Build and Release

# Visual Studio Team Services



# Testimonial 4: All-4-1 1-4-All



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# Build Management Goals

- Support continuous integration
- Validate application correctness
- Enable continuous delivery
- Act as a quality indicator

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# Do I need release management

- You develop applications and need to deploy them regularly to any platform.
- You use a Continuous Integration (CI) system.
- You need to track the progress of releases.
- You need control of the deployments.
- You need audit history for all releases and their deployments.

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# Release Definitions

A release definition is one of the fundamental concepts in Release Management. It defines:

- The types and sources of artifacts that make up new releases.
- The collection of environments in which the artifacts can be deployed.
- The automation tasks that can be executed in each environment

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# Workflow

- Create release definitions.
- Add environments.
- Add Tasks.
- Create and deploy releases.
- Track deployments.

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# Environments

# Sample Application:

- ToDoListAngular = Front end website
- ToDoListData API = Backend C# Service
- Data = Azure SQL

## Code Environments:

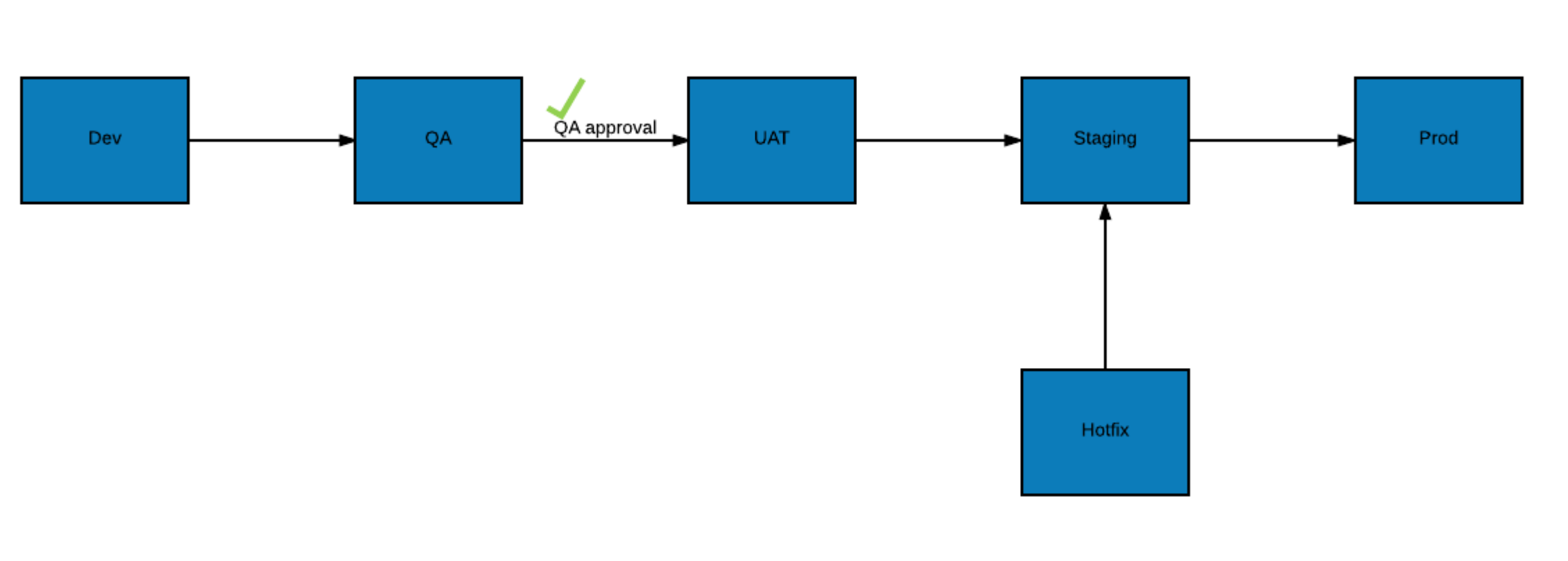
Dev
QA
Hotfix (optional)
UAT (optional)
Production

## Deployment Environments:

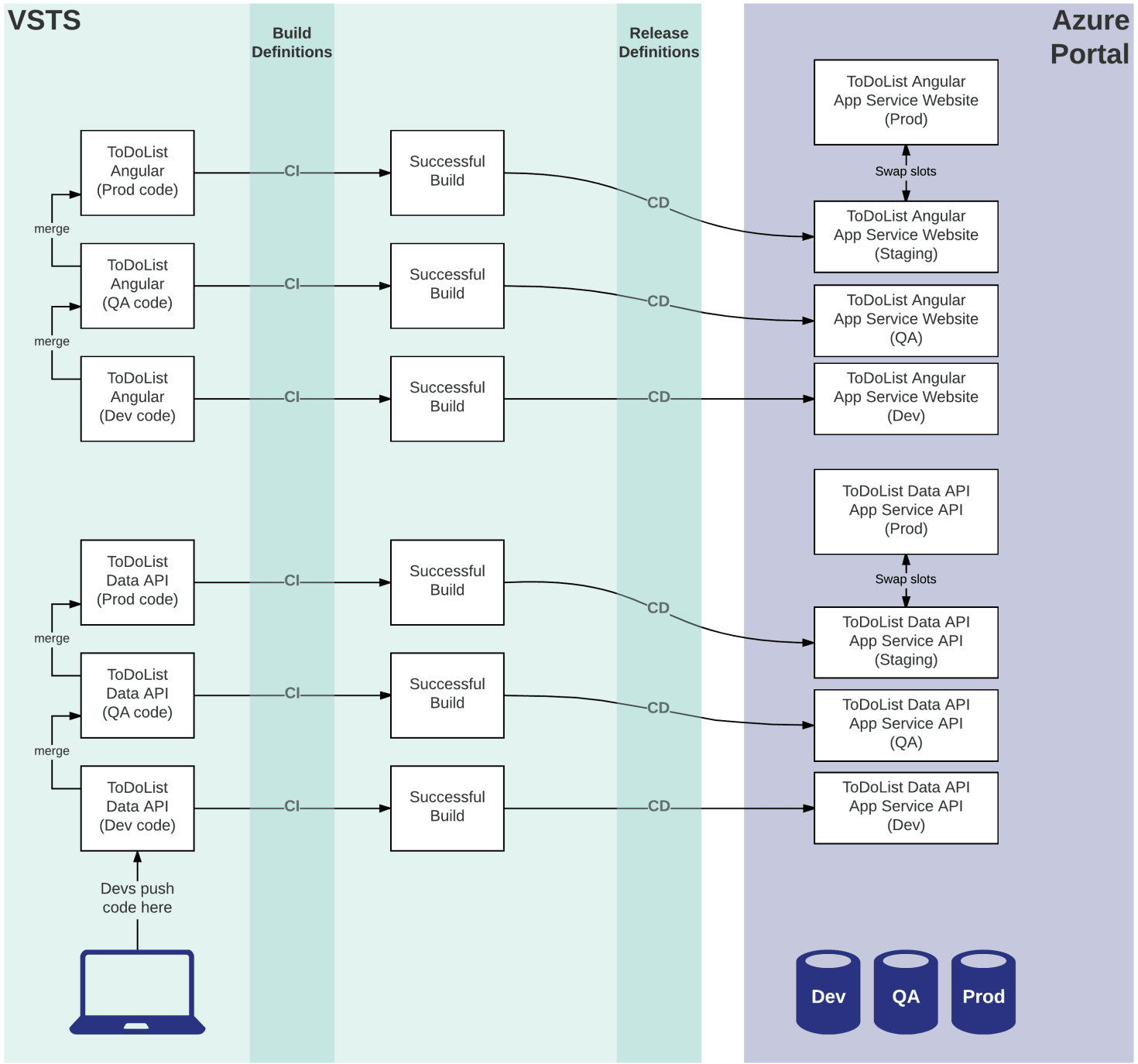
Dev
QA
Staging (optional)
Production

**Scaling is not available for non-production slots.*

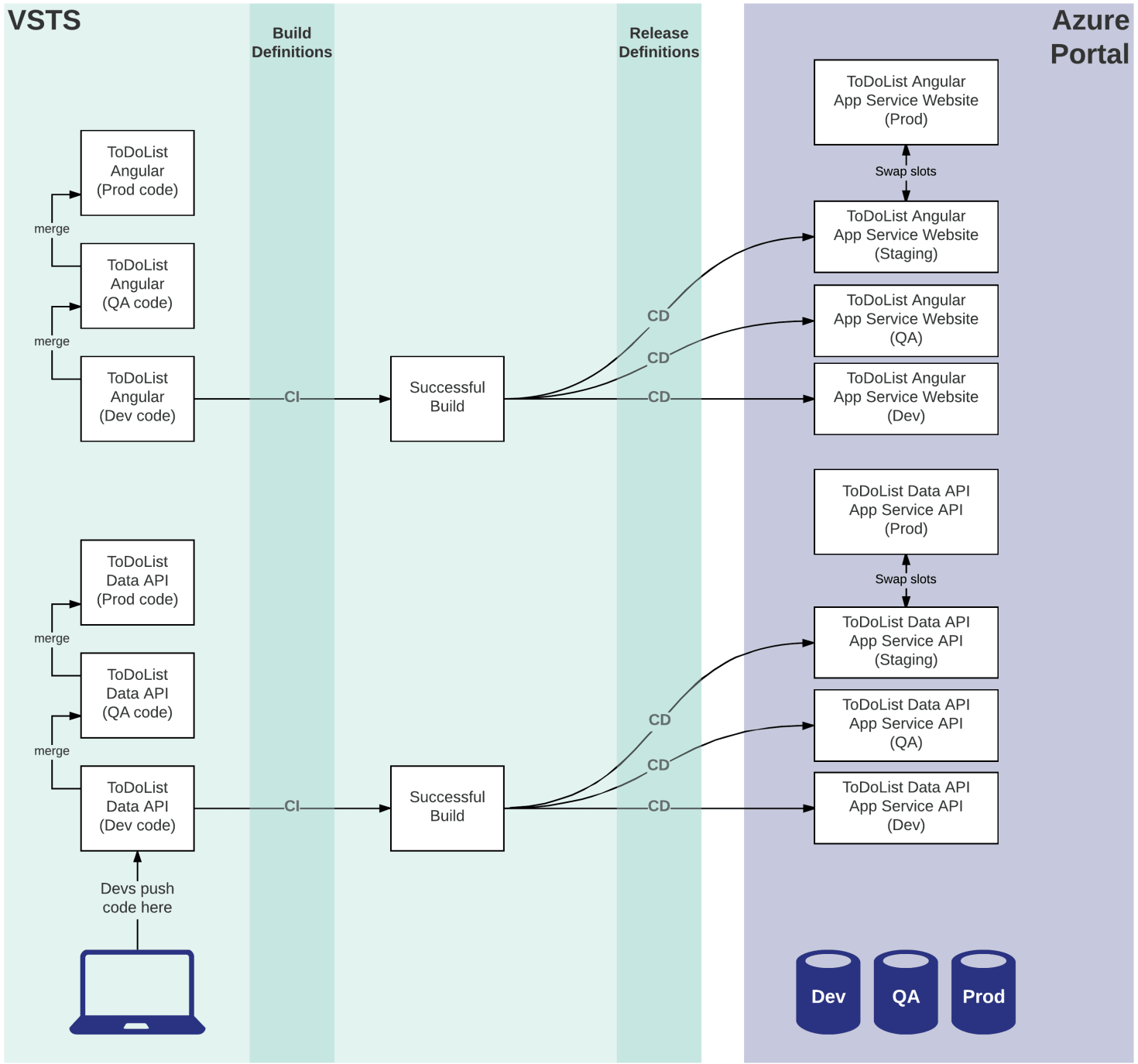
# Full Environment Setup



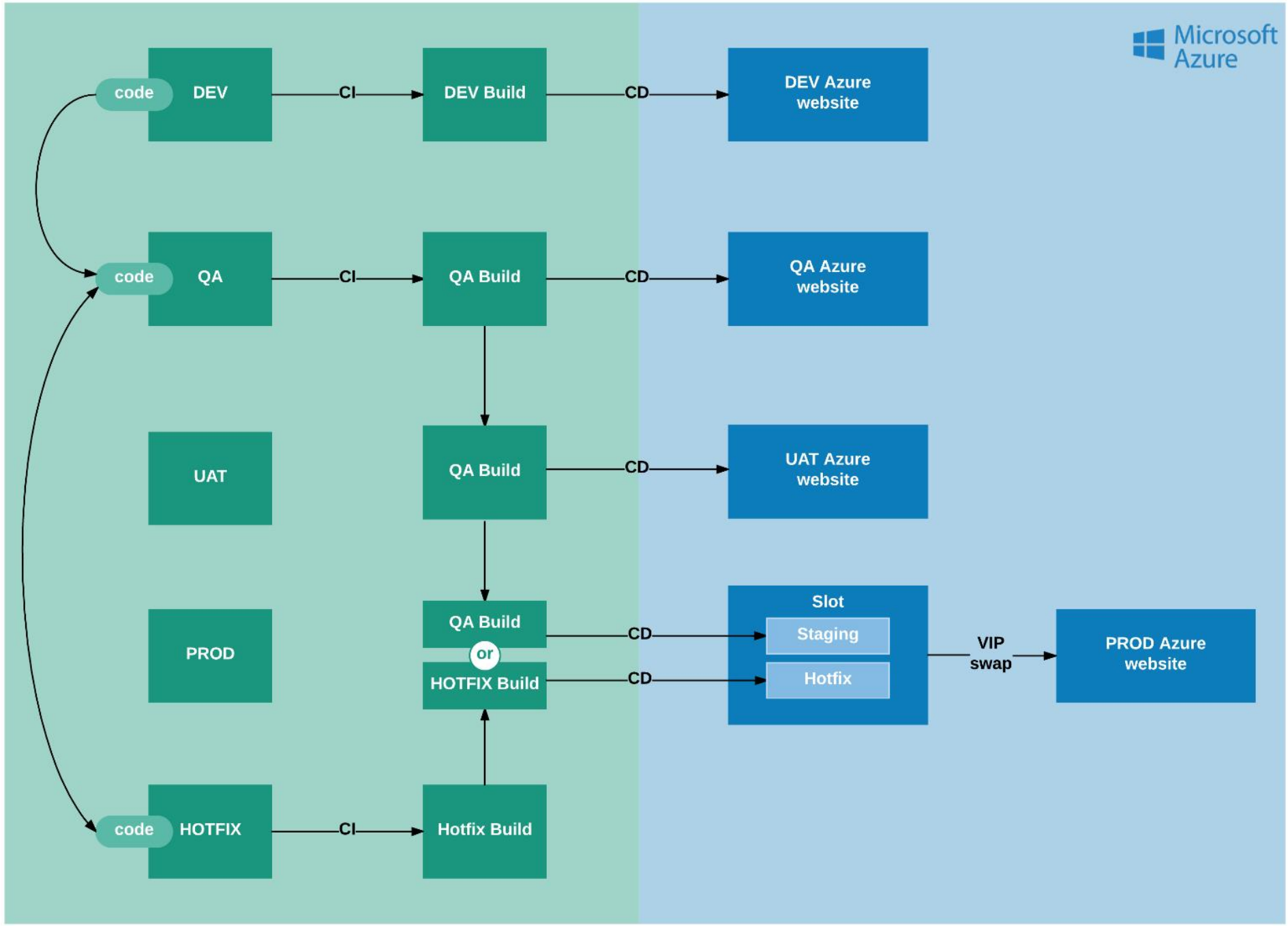
# Enviroment Setup #1



# Environment Setup #2



# Enviroment Setup #3



# Demo Time!