



# Servers and their Testing Cycle

# Lets Start



1. Baseline Server

2. Release Server

3. Live Server

Baseline server is low level server, then it comes to Regression Server and Finally Live server where the application is deployed for real time users. Don't worry we will study release and Live server later

# Lets Talk About Baseline Server

LEED



Team ! Are you are completely  
done with the Testing of your  
relative CR's on Local host  
.....????



Listen QA resources....Create individual BAF(Baseline Approval Form) , attach all the tasks with BAF and link it with your CR as well.





**Being as Manager**, I have  
approved your CR BAF. Lets  
SCM team deploy your local  
host Code to **Baseline Server**



**Important  
Information**

1. SCM team will deploy the code to the Baseline Server.

2. QA will perform acceptance testing on Baseline Server within 2 days and will log the bugs if they found.

3. QA will request SCM to give a branch of Regression Server to the Dev.

4. Dev. Will fix the issues & check-in/deploy the fixes on Regression Server.

5. Step 2 and 4 will repeat on Baseline Server until the acceptance testing is clear.

## Point to Ponder !



Issues were found on Baseline Server but all the fixes are deployed on new server i.e. Regression Server. WHY ??

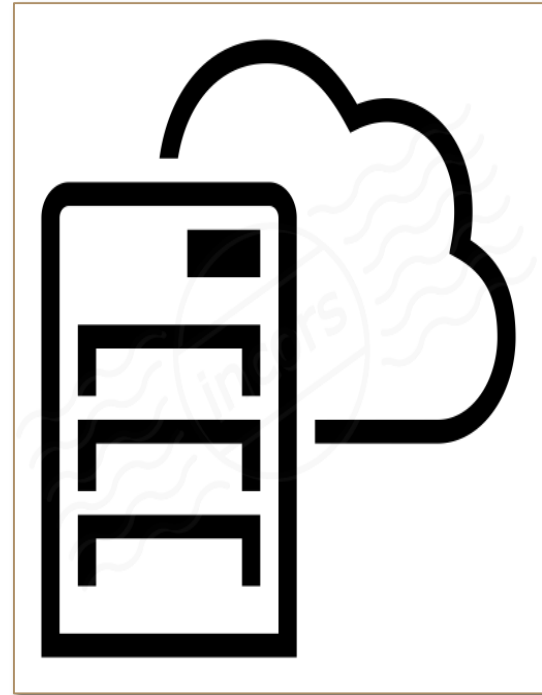
This is simple because our Baseline Server is stable server and we can not take risk that's why QA department request SCM to give a clone of Baseline Server i.e. Regression Server. Developer fixes all issues on Regression Server & code deploys on Regression Server after fixes.



## OKAY LETS MOVE ON :

QA will perform testing on Regression Server and after verification of issues, QA lead creates a combine BAF and regression server code is merged back to baseline server

Go back to slide 6 and again repeat step 2 and 4 until acceptance testing is passed on Baseline Server.



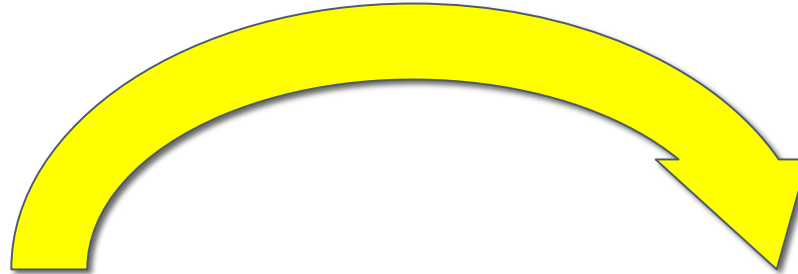
You Are



Because **NOW** you  
know what Baseline  
Server is and you're  
going to learn Release  
Server.



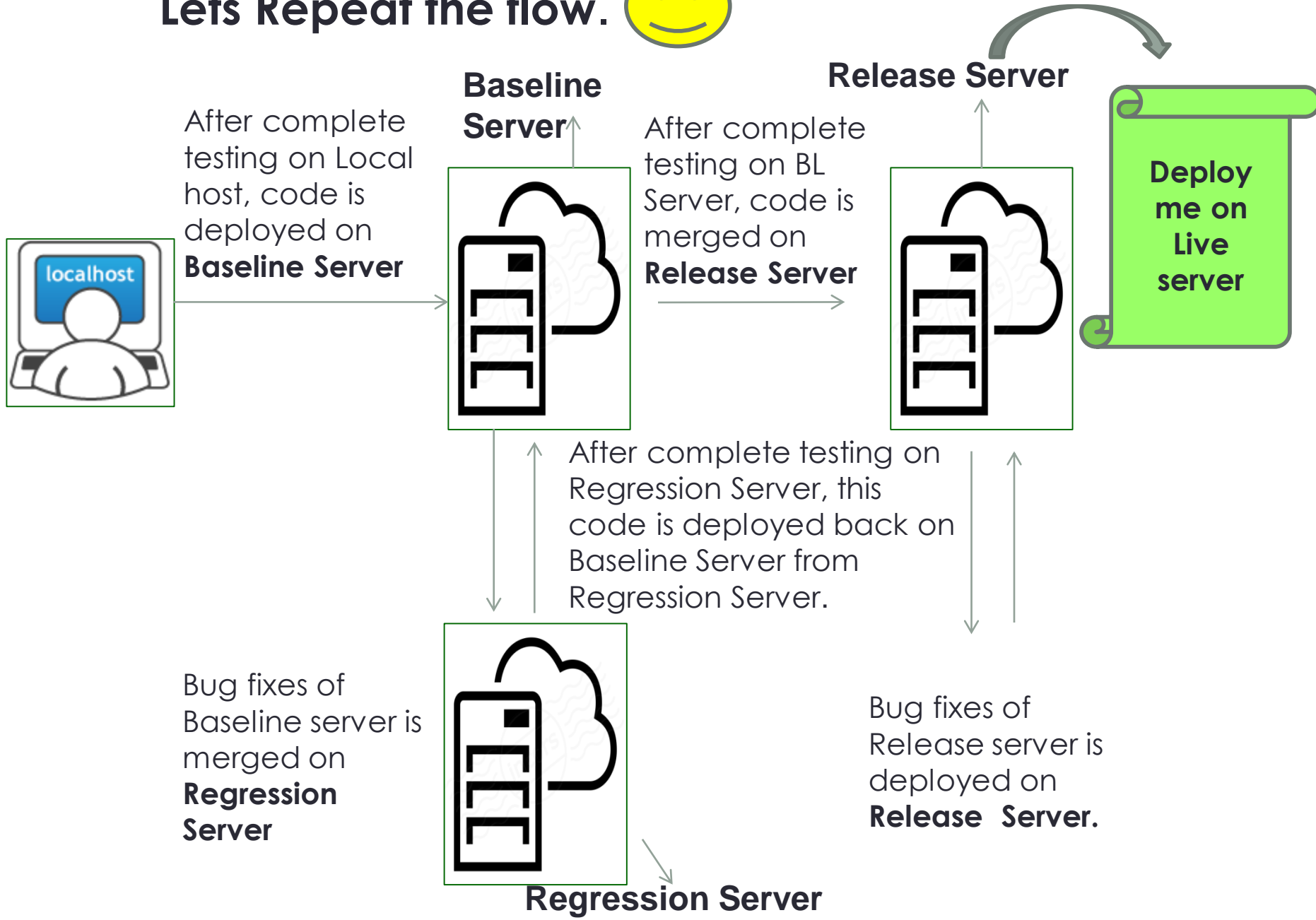
## Release Server



**This is  
Easy !**

1. When testing is cleared on Baseline Server, Code is deployed to Release Server.
2. QA will perform acceptance testing on Release Server within 1 day and will log the bugs.
3. Developer will fix the bugs and provide tasks.
4. Each QA resource will create his/her own BAF and attach tasks.
5. SCM will deploy the tasks on Release server.
4. QA will verify the fixed bugs on Release Server.

# Lets Repeat the flow.



## Post Shipment Release

PSR is a concept which states that “Release Server code will deploy code on Live Server but in installments” you can say:

At first, code will deploy on standalone server.

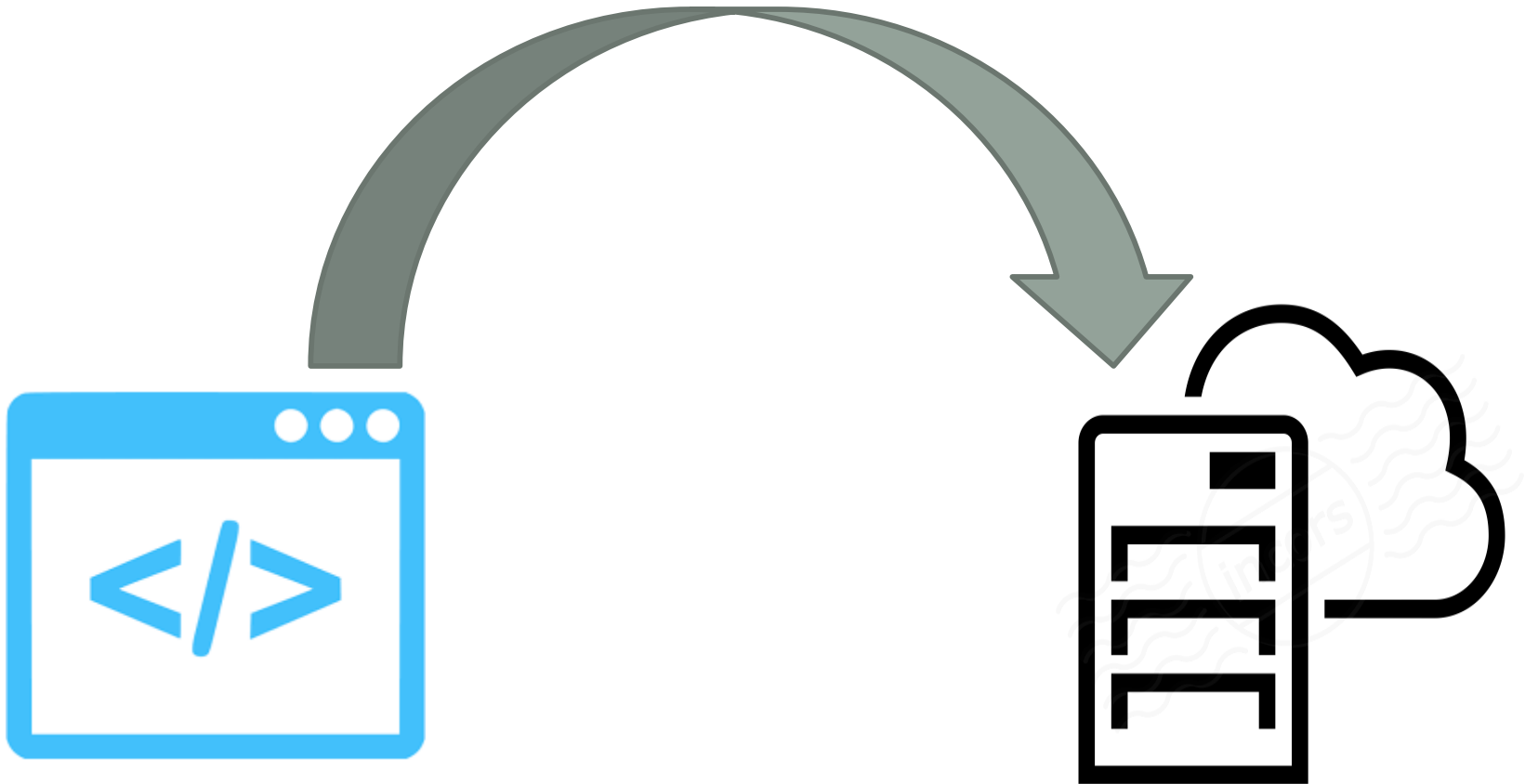
On second, code will deploy on Cloud servers.

At last, code will deploy on counties server.

## Behind the scenes.....

SCM team plans the packages to be installed on these servers according to their timetable. Team will deploy all the code on these servers one by one according and will inform the clients as well.

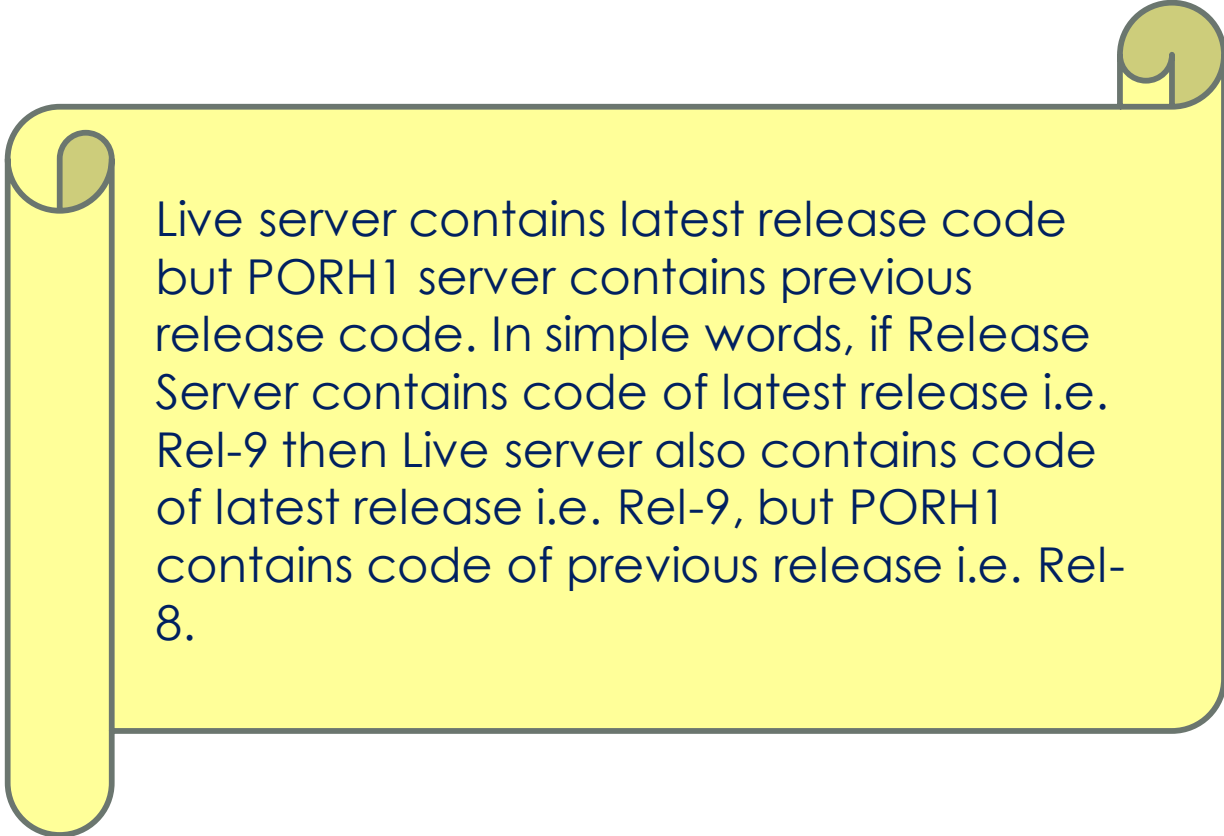
**Latest Release is deployed to Live Server.**



Don't forget... Release Server and Live server has the same code now.

## ENDNOTE.....

What is PORH1 Server ?



Live server contains latest release code but PORH1 server contains previous release code. In simple words, if Release Server contains code of latest release i.e. Rel-9 then Live server also contains code of latest release i.e. Rel-9, but PORH1 contains code of previous release i.e. Rel-8.

## Can you tell ?

If the code of baseline server is deployed to release server then what is the difference between release server and baseline server ?

**Answer** is simple. Live issues reported by the end user are fixed on daily basis on Release server not on the baseline server. So difference is the live issues which are still not fixed on baseline server. SCM after 1 week deploy the Release Server code to Baseline server as well and hence both servers have the same code.



**If you have any questions, please feel free to  
ask your appointed supervisor**