Azure DevOps: Pipeline



Pipelines



Pipelines



Environments



Releases



Library



Task groups



Deployment groups

Azure DevOps: Managing Pipeline

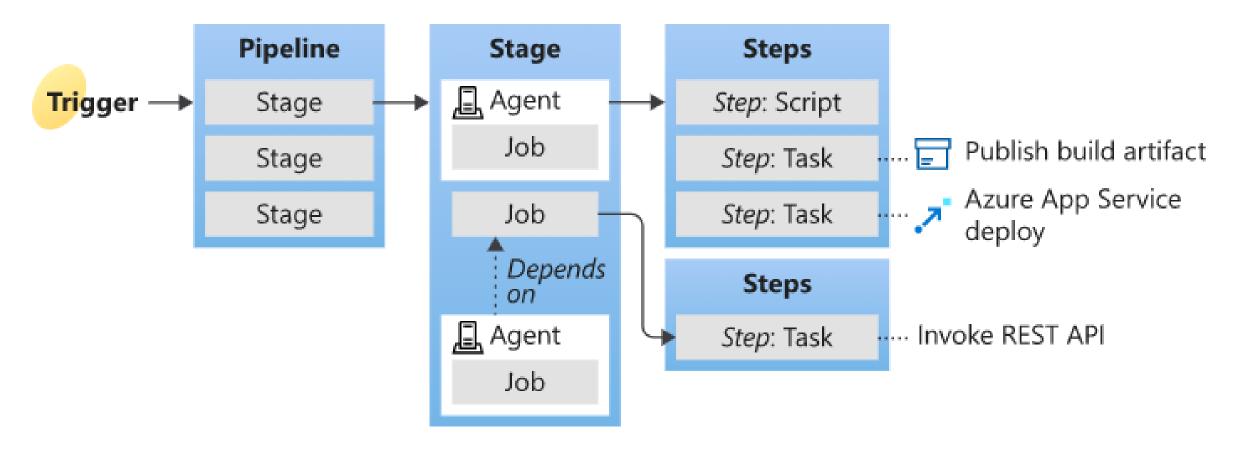
Key concepts: Azure Pipelines

Types of Pipeline



Build Pipeline Release Pipeline

Key concepts overview



- A trigger tells a Pipeline to run.
- A <u>pipeline</u> is made up of one or more <u>stages</u>. A pipeline can deploy to one or more <u>environments</u>.
- A <u>stage</u> is a way of organizing <u>jobs</u> in a pipeline and each stage can have one or more jobs.
- Each job runs on one agent. A job can also be agentless.
- Each agent runs a job that contains one or more steps.
- A <u>step</u> can be a <u>task</u> or <u>script</u> and is the smallest building block of a pipeline.
- A <u>task</u> is a pre-packaged script that performs an action, such as invoking a REST API or publishing a build artifact.
- An <u>artifact</u> is a collection of files or packages published by a <u>run</u>.

Agent

When your build or deployment runs, the system begins one or more jobs. An agent is computing infrastructure with installed agent software that runs one job at a time. For example, your job could run on a Microsoft-hosted Ubuntu agent.

Approvals

Approvals define a set of validations required before a deployment runs. Manual approval is a common check performed to control deployments to production environments. When checks are configured on an environment, pipelines will stop before starting a stage that deploys to the environment until all the checks are completed successfully.

Artifact

An artifact is a collection of files or packages published by a run. Artifacts are made available to subsequent tasks, such as distribution or deployment. For more information, see Artifacts in Azure Pipelines.

Continuous delivery

Continuous delivery (CD) is a process by which code is built, tested, and deployed to one or more test and production stages. Deploying and testing in multiple stages helps drive quality. Continuous integration systems produce deployable artifacts, which include infrastructure and apps. Automated release pipelines consume these artifacts to release new versions and fixes to existing systems. Monitoring and alerting systems run constantly to drive visibility into the entire CD process. This process ensures that errors are caught often and early.

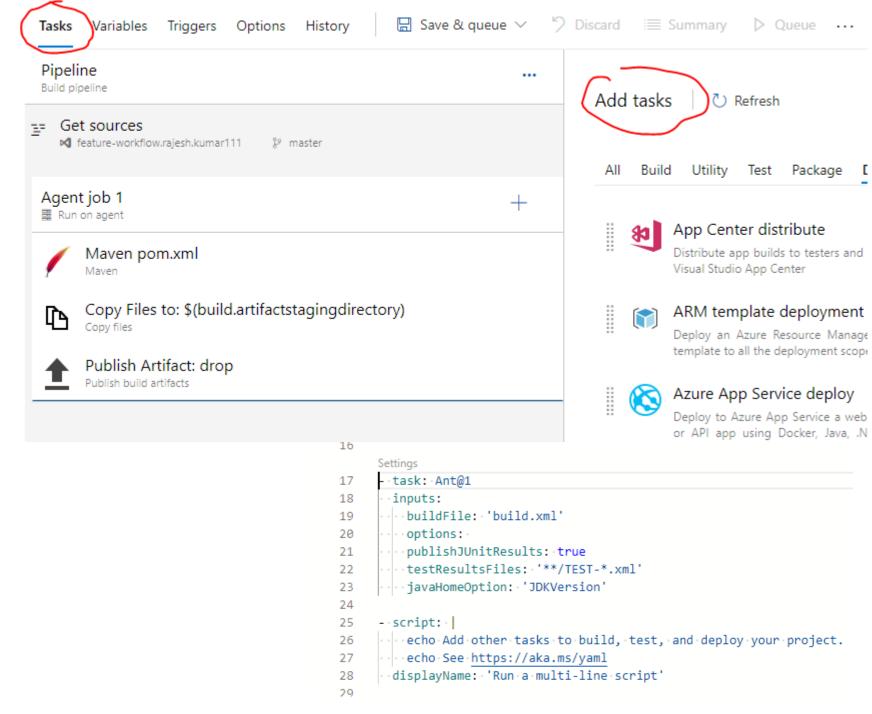
Continuous integration

Continuous integration (CI) is the practice used by development teams to simplify the testing and building of code. CI helps to catch bugs or problems early in the development cycle, which makes them easier and faster to fix. Automated tests and builds are run as part of the CI process. The process can run on a set schedule, whenever code is pushed, or both. Items known as artifacts are produced from CI systems. They're used by the continuous delivery release pipelines to drive automatic deployments.

Deployment

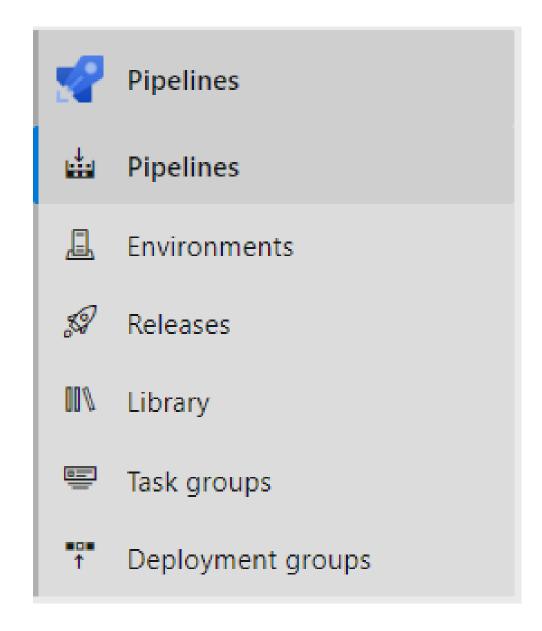
Classic pipelines - For Classic pipelines, a deployment is the action of running the tasks for one stage, which can include running automated tests, deploying build artifacts, and any other actions are specified for that stage.

YAML pipelines - For YAML pipelines, a deployment typically refers to a deployment job. A deployment job is a collection of steps that are run sequentially against an environment. You can use strategies like run once, rolling, and canary for deployment jobs.

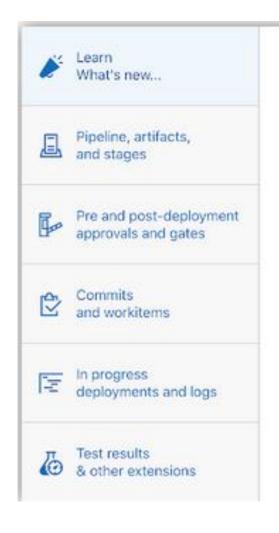


Environment

An environment is a collection of resources, where you deploy your application. It can contain one or more virtual machines, containers, web apps, or any service that's used to host the application being developed. A pipeline might deploy the app to one or more environments after build is completed and tests are run.



Releases - It's a Pipeline



We've made big improvements to the release summary page!



We've made it much easier to see exactly what's happening with all of your releases. Now you have a detailed summary of the release pipeline, plus one-click drill-down access to more details such as artifacts, stages, approvals, tests, and logs. Quickly see the work items, commits, test results, and much more.







Pipelines



X

Pipelines



Environments



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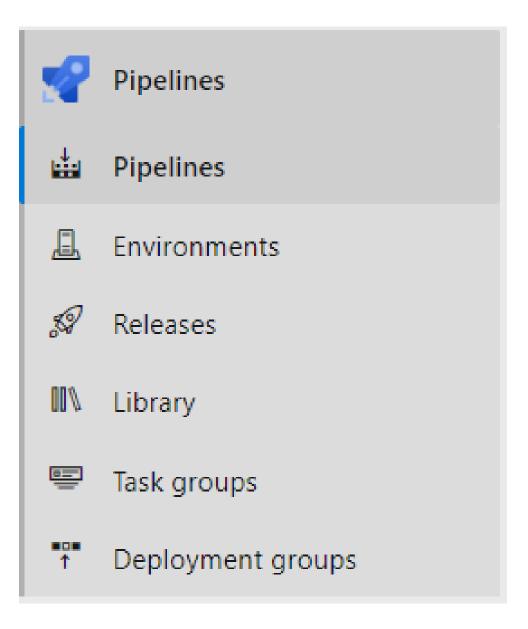
Task groups



Deployment groups

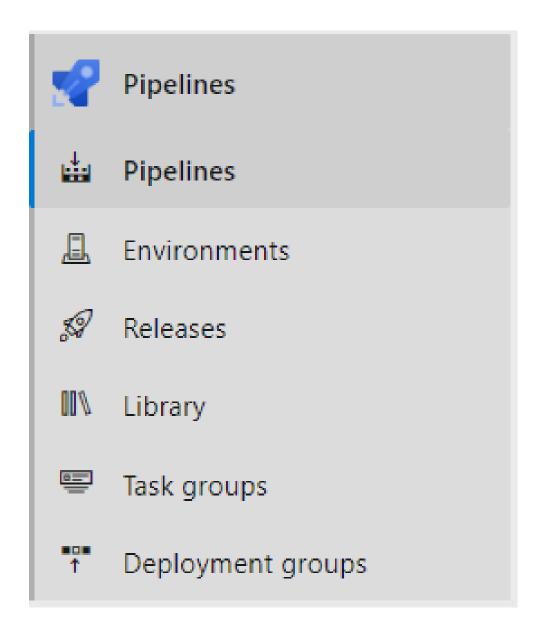
Library

A *library* is a collection of build and release assets for an Azure DevOps project. Assets defined in a library can be used in multiple build and release pipelines of the project. The **Library** tab can be accessed directly in Azure Pipelines.



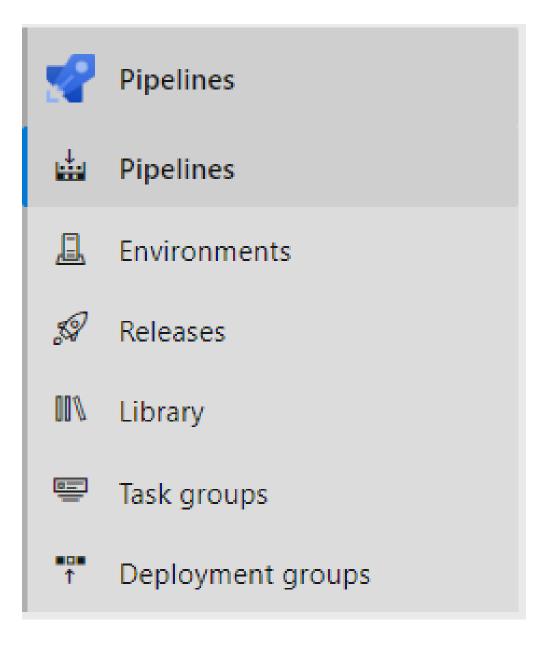
Task Group

A task group allows you to encapsulate a sequence of tasks, already defined in a build or a release pipeline, into a single reusable task that can be added to a build or release pipeline, just like any other task. You can choose to extract the parameters from the encapsulated tasks as configuration variables, and abstract the rest of the task information.



Deployment group

A deployment group is a set of deployment target machines that have agents installed. A deployment group is just another grouping of agents, like an agent pool. You can set the deployment targets in a pipeline for a job using a deployment group. Learn more about provisioning agents for deployment groups.



Types of Pipeline



Build Pipeline Release Pipeline

How a Build Is Set Up



Build definition



Build Steps / Tasks



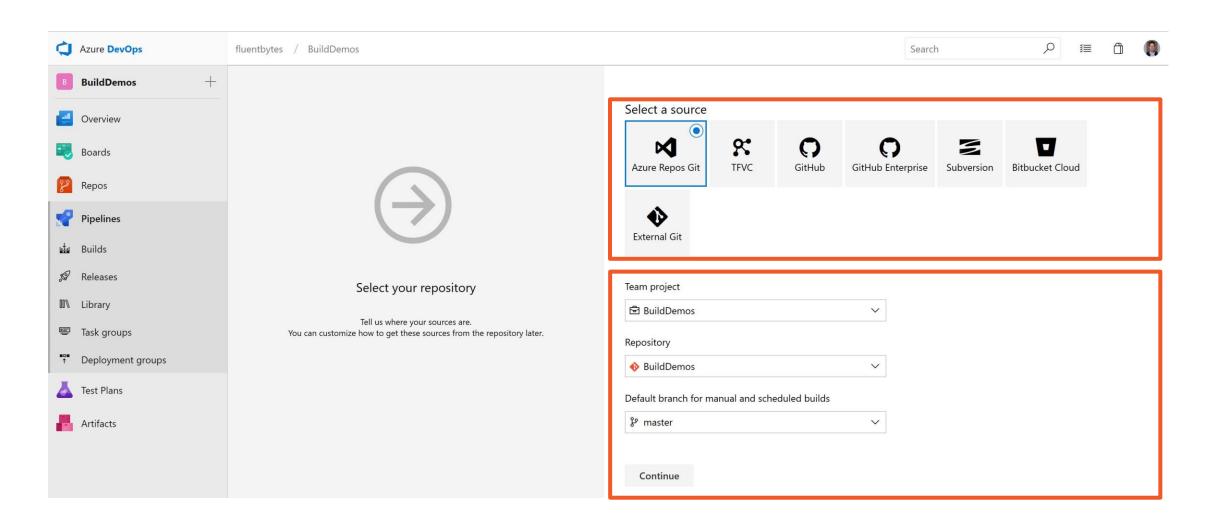
Build Agent



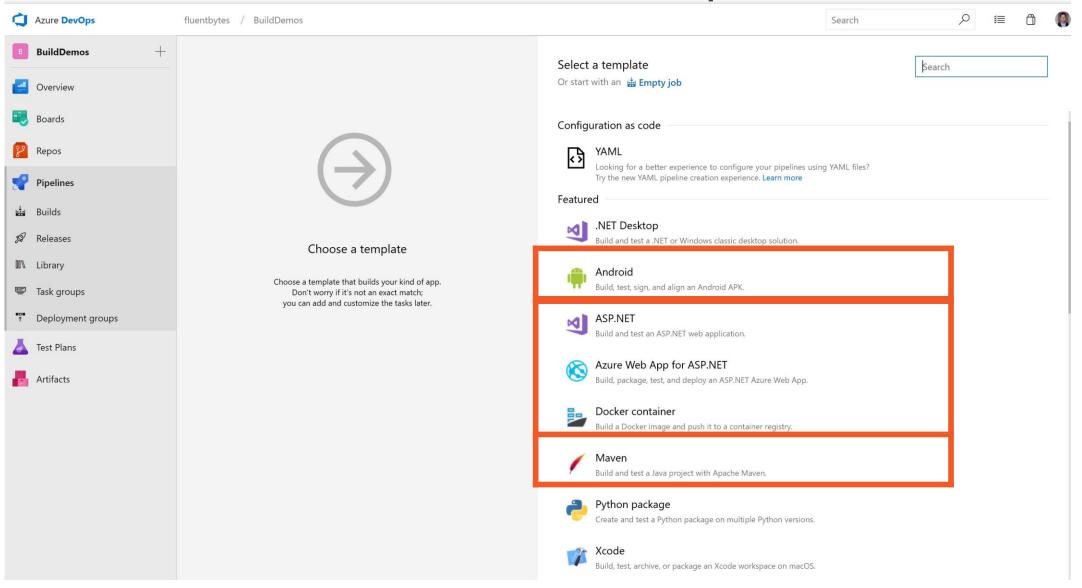
Pipeline

- Use the classic editor

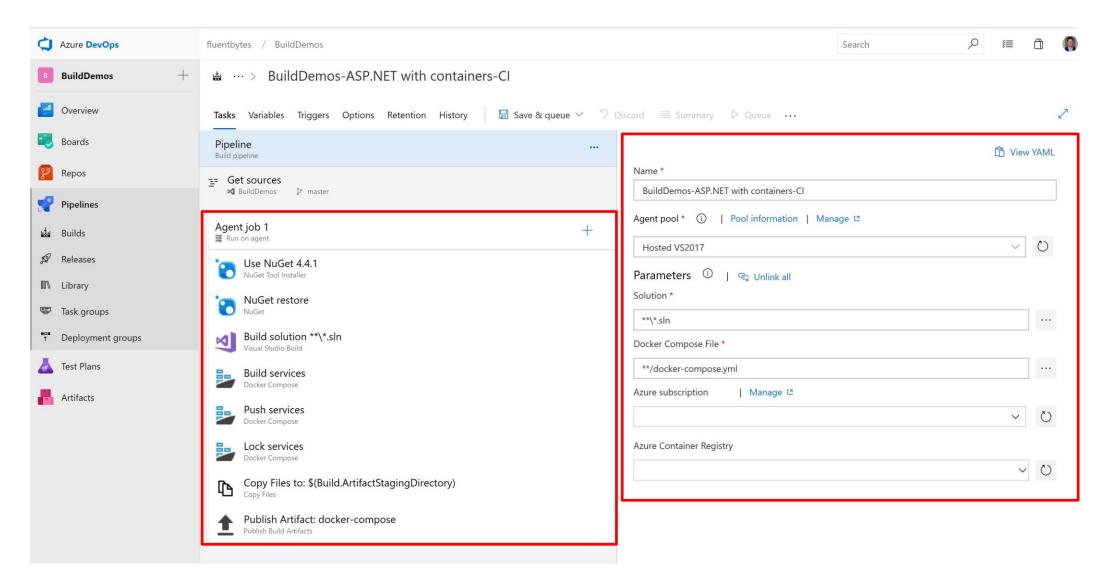
Select the Build Source



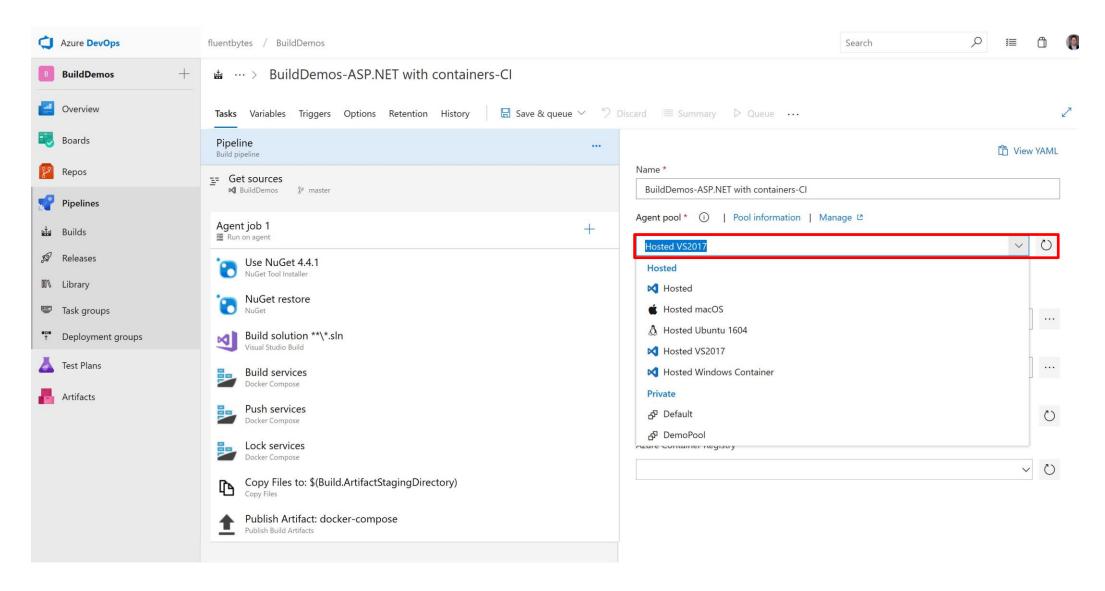
Select the Build Template



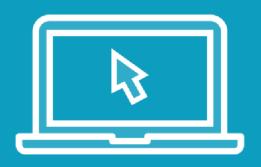
Configure the Build Tasks



Select the Build Agent



Demo



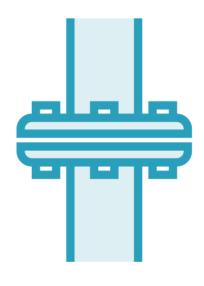
Configure and run an ASP.NETbuild

Build Infrastructure

Agents and Pipelines



Hosted Build Agent



Pipelines



Custom Build Agent

Build Security

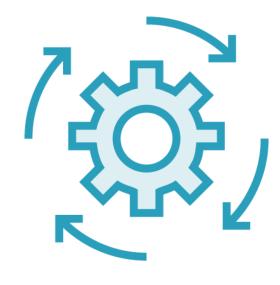
Pools & Queues



(Hosted) Agent



Agent Queues



Agent Pools

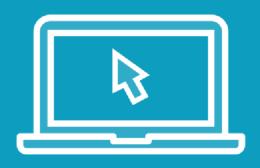
Demo



Setting up a custom agent and security

Setting up Continuous Integration Builds

Demo



Continuous integration with Azure DevOps and GitHub

Configuring More Specialized Builds

Outline



Build details

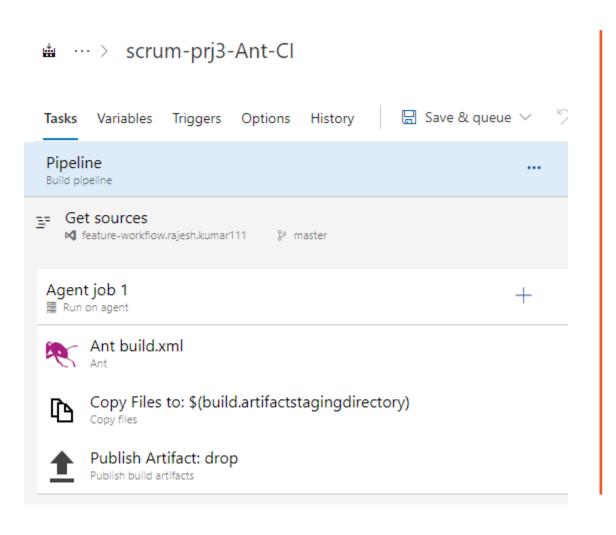
Tasks and the market place

Optimize your builds

Yaml builds

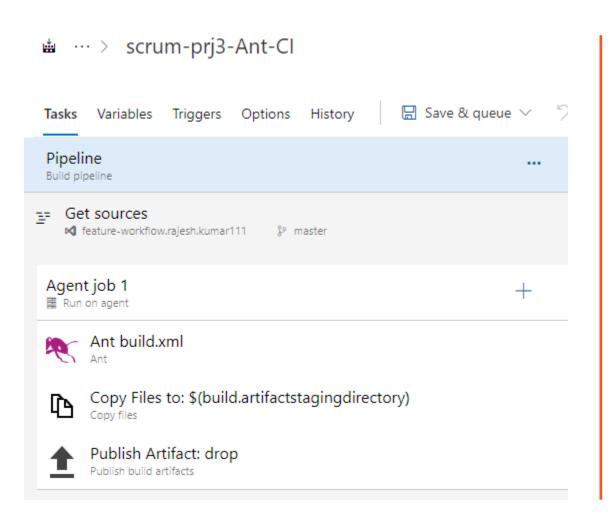
Build Details

Build Variables



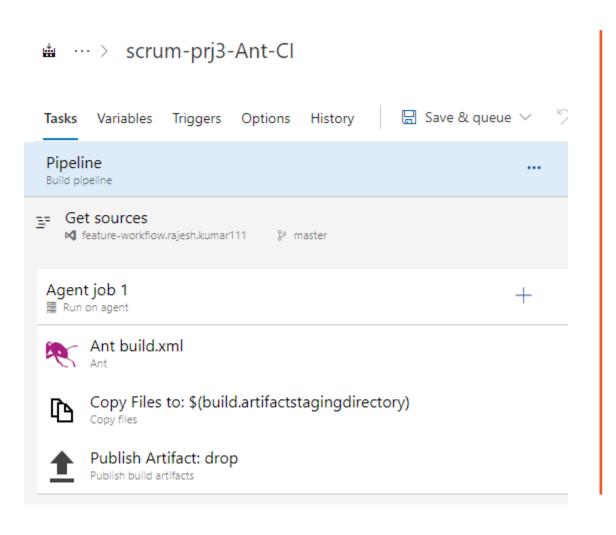
Custom Variables \$(variablename) **Build In Variables** Variables From PowerShell Secrets **Environment Variable**

Build Triggers



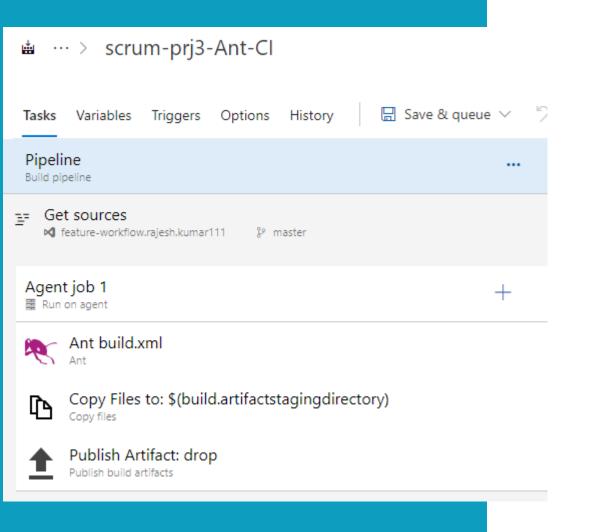
Continuous Integration
Branch Filters
Pull Request
Gated Check-in

Build Options



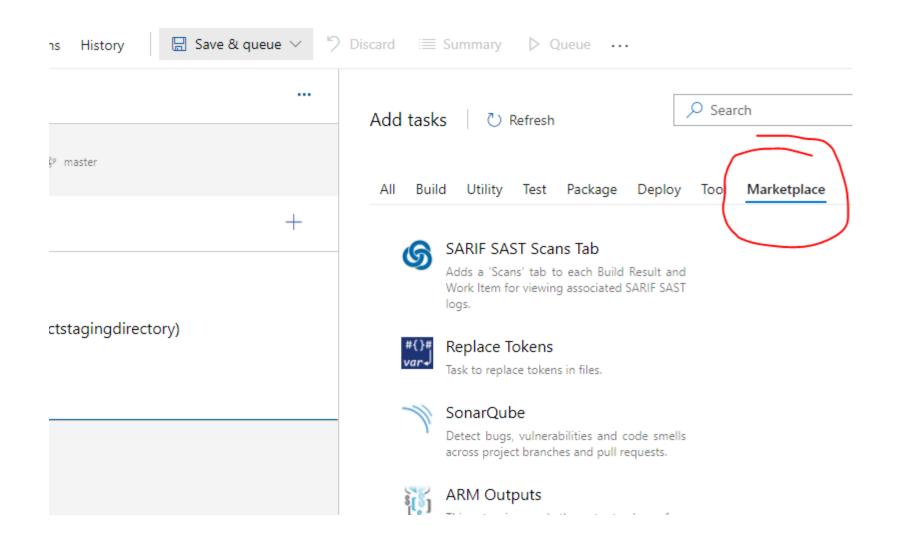
Build Job Properties
Demands
Build Number Format
Work-Items
Oauth Token

Build Retention & History

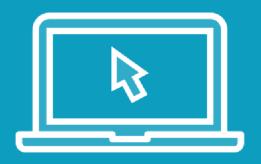


Retention Policy
Change History

Tasks and the Market Place



Demo



More build details for various builds

Optimize Your Builds

Fast Feedback Starts with Fast Build Server(s)

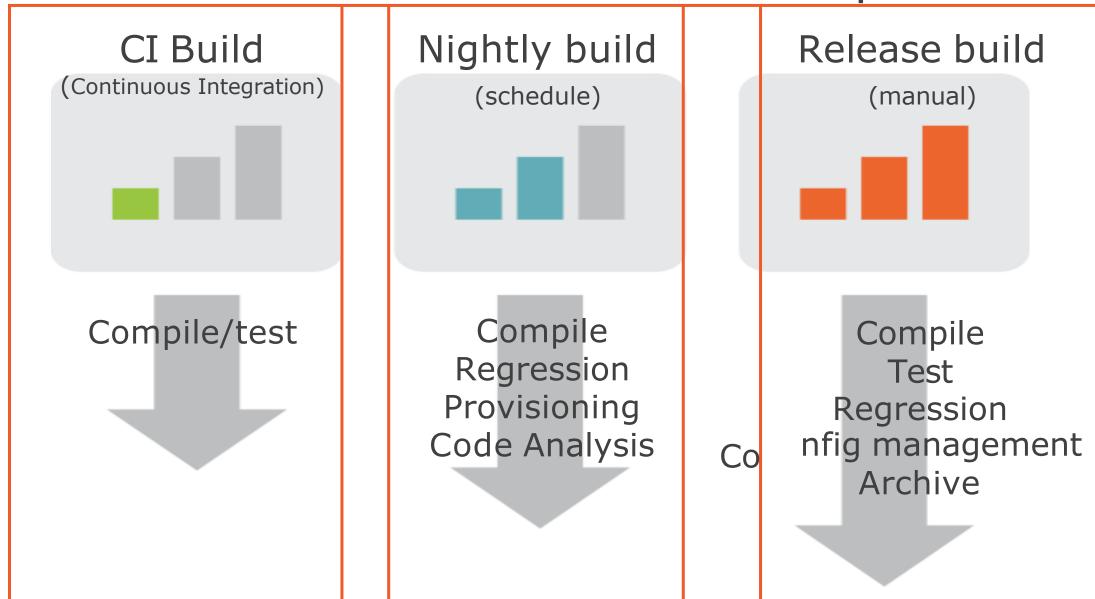


Configuration optimized for the task at hand:

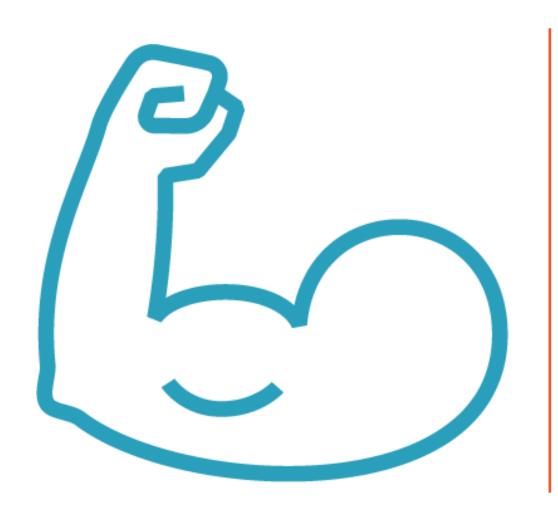
- Fast IO (local disks, SSD preferred)
- Fast CPU

Located 'near' the sources and the drop location

Different Builds for Different Purposes



Optimizing the Build



Enable parallel build execution for faster results

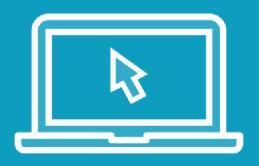
Enable parallel test executionfor faster results

Using multipliers to scalebuilds over multiple agents

Make integration tests part of the release process instead of the build

Publish to a NuGet feed at the end of a build

Demo



Optimizing the build to run parallel

Configuration and Infrastructureas Code

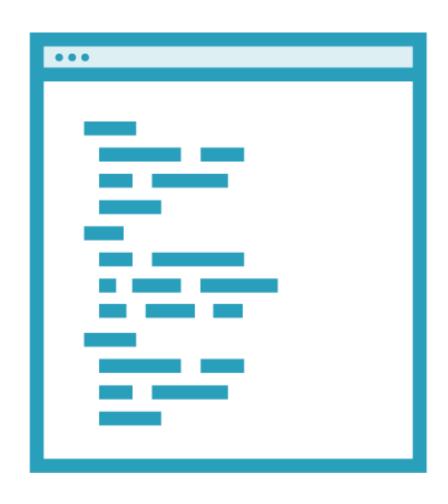
Outline



Configuration as code
Transform configuration
Infrastructure as code
Artifact location

Configuration as Code

Configuration as Code



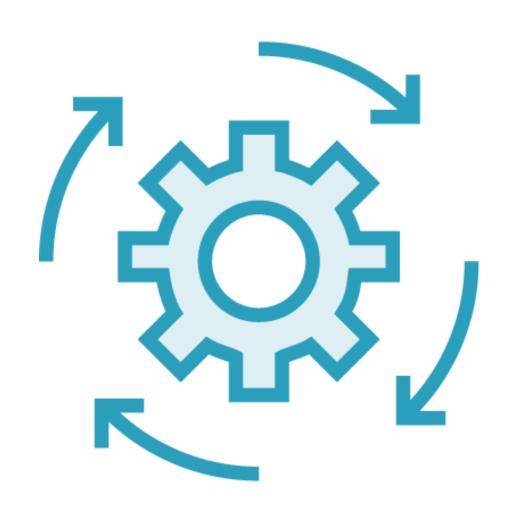
Important Continuous Delivery concept

Keep configuration in Source Control

The build outputs the needed artifacts

Transform Configuration

Configuration and Secrets



Have admin define secrets in variables

Use the build to replace secrets

Use transform tasks

Infrastructure as Code

Important Infrastructure Artifacts



PowerShell Scripts



Bash scripts



PowerShell DSC scripts



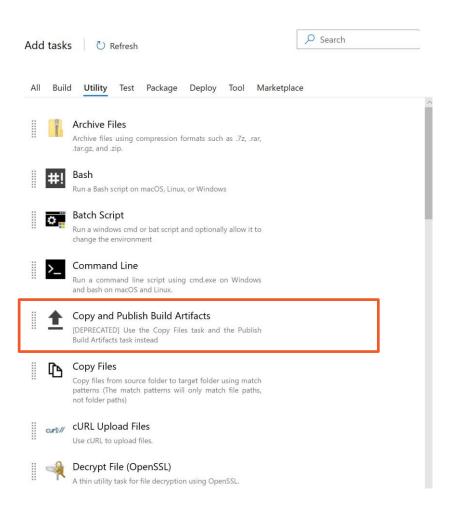
Puppet modules





Artifact Location

Artifacts and the Artifact Store

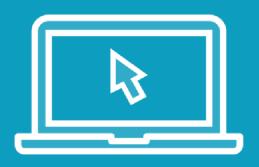


Azure DevOps has an artifact location buildin

You can copy yourartifacts to the artifactrepository

This is where you will pull them from when we are using release pipelines ina later stage

Demo



Adding configuration and infrastructure as code to your build



Pipeline

- <u>Use the Pipeline YAML</u>

This hierarchy is reflected in the structure of a YAML file like:

- Pipeline
 - Stage A
 - Job 1
 - Step 1.1
 - Step 1.2
 - 0 ...
 - o Job 2
 - Step 2.1
 - Step 2.2
 - 0 ...
 - Stage B
 - o ...

```
name: $(Date:yyyyMMdd)$(Rev:.r)
variables:
 var1: value1
jobs:
- job: One
  steps:
  - script: echo First step!
```

```
stages:
- stage: Build
 jobs:
  - job: BuildJob
   steps:
    - script: echo Building!
- stage: Test
 jobs:
  - job: TestOnWindows
   steps:
    - script: echo Testing on Windows!
  job: TestOnLinux
    steps:
    - script: echo Testing on Linux!
- stage: Deploy
 jobs:
  - job: Deploy
   steps:
    - script: echo Deploying the code!
```

```
jobs:
- job: MyJob
  displayName: My First Job
  continueOnError: true
  workspace:
    clean: outputs
  steps:
    - script: echo My first job
```

https://docs.microsoft.com/en-us/azure/devops/pipelines/yaml-schema?view=azure-devops&tabs=schema%2Cparameter-schema