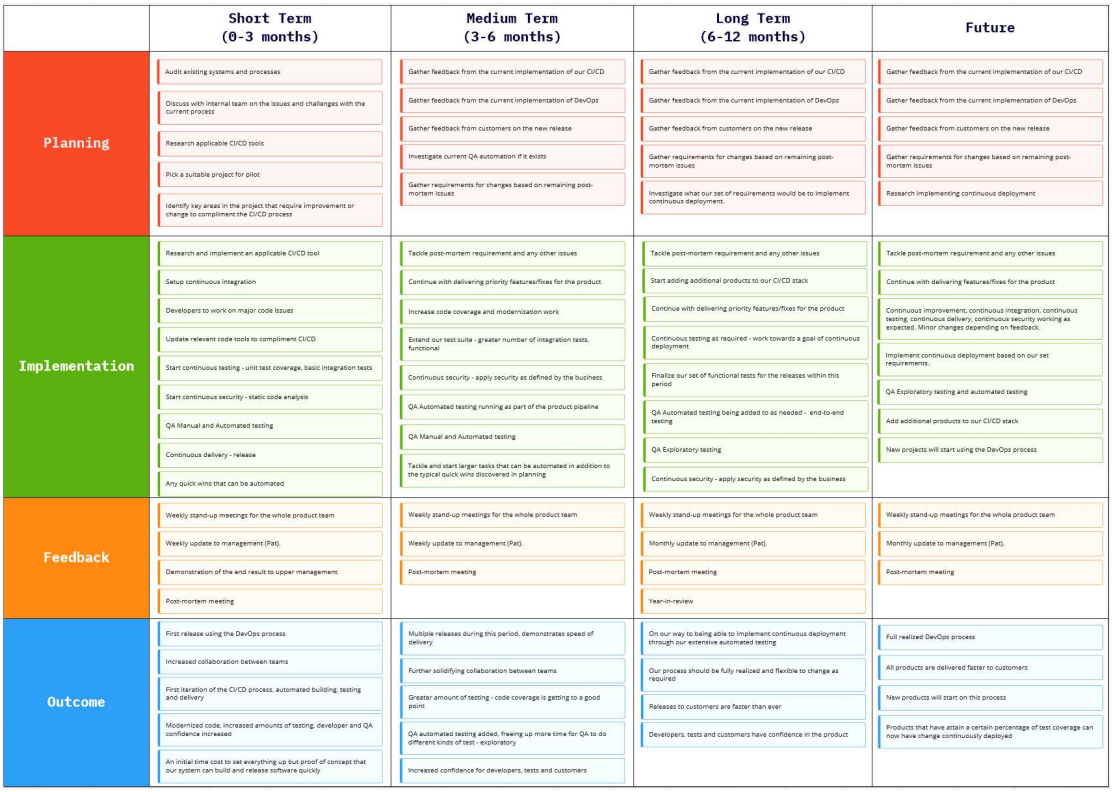
Assignment 2 - Mini Network

Q1 - DevOps Process Implementation



First part of this visual design required me to understand who my audience was. Given that this process will be implemented throughout the whole company the audience became apparent to me that it can be anyone within the company. If the document is too high level it wouldn't be of any use to those on the technical side (as they could want to know what is involved specific to themselves in the process) or if too low level upper management and those not in technical roles may not understand part of the process. I think the above strikes an okay balance between low and high levels. It doesn't go into technical details about how certain things will be implemented but it also shows the steps and timeframes.

With this diagram I wanted to make it apparent that in the DevOps process, planning and feedback (or collaboration) are important parts of the process. Each terms has it's own set of planning steps and feedback events. The feedback from the previous event should feed into the planning of the next to follow the DevOps idea of continuous improvement. Our systems and process should be continually worked on as we learn what does and doesn't work for the company.

Shinty Software is a company on decline and they need to get something out quickly. So I've split up the implementation into 3 time periods. For the initial time

period of 3 months (short term) we want to have our basic systems in place. Continuous integration and continuous delivery being the important two as we need to get a releasable product delivered to customers. Additionally for future work we need to make a start on the continuous testing and continuous security in this time period. At the end of the short term period I'd expect one or more releases. A good amount of manual testing by QA will be required at this stage. On our medium term and long term we're focusing on our testing suites. We need to get our code coverage up, our integration tests covering various areas of our setup, and a start on implementing QA's automated functional testing into the CI/CD process. All of this is towards our goal of applying the left-shift or continuous testing principle to our products and the final goal of continuous deployment.

Shinty Software has been developing and providing software for 20 years, they know how long it takes to get software out to customers, what issues they continually run into, and the amount of management required for legacy software. So one of the major points in the above diagram is the outcomes section. I wanted to make it clear in the diagram in the outcomes section that we're looking at the end result of all these changes. Upper management or C-Suite executives will want to know why we're making these changes in terms of costs and sales. In this case I've added one of the outcomes being a faster release time. This will improve customer satisfaction and allows the company charge customers for frequent updates. For developers continuous integration, continuous delivery, and code modernization makes it easier for them to focus solely on the code changes required for features and improves their confidence that changes they make will not break anything else. This is the same for testers, they will have greater confidence that changes coming from development will not break the software. The outcomes of this implemented process are important as they feed into the priority or goal of each type of audience.

I wanted this diagram to be extensible or editable as we went along. I envision this diagram to be referred to as a simple step by step/process or as a high-level roadmap of what will be achieved.

Q2 - Code Modernization Process

Q3 - Review Current Code

Conclusion

The biggest takeaway from designing these processes has been how best to visually display them based on the audience. The audience being more or less technically inclined has a huge impact and what level of detail is required. In the case of my DevOps process I struggled to create something a wider audience can consume. In

addition it's difficult to plan a whole process several months in advance of the supposed end. Feedback sessions may change the direction the process is implemented. If we contrast

References & Bibliography

Appendices