Continuous Delivery Proposal

- Problem Statement
- __ Solution
- What is Continuous Delivery
- CI/CD
- Benefits

Problem

Every company's nightmare

The world of technology is focused on simplifying processes and automating the hard stuff.

In the current scheme of things, at Udapeople we are dependent on different members of the team to carry out simple tasks such as building, testing, and deploying of our application.

This is very expensive, and risky because in the absence of one member, development can be put on hold. Delayed switching to new infrastructure and deleting the old could cause an avoidable dent in the companies finances, and business processes.

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Solution

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Automate the Hard Stuff

Imagine if you did not have to hold on to an employee simply because they are the only one who knows how to deploy your entire application?

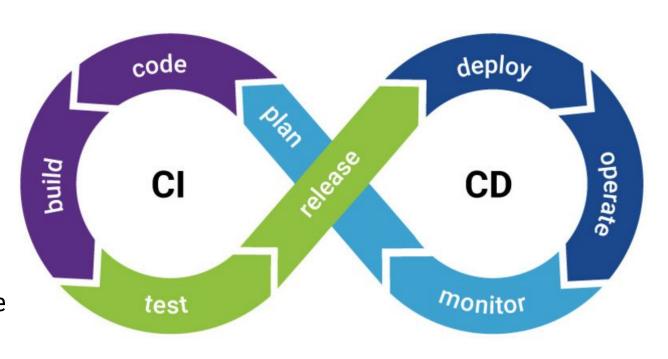
Imagine if features could be completely done, before moving on to another?

How about being able to detect those bugs before you deploy to production, and anger tons of customers with the famous 404/500 errors?

CI/CD

Automate the Hard Stuff

- → Continuous delivery is about continuously releasing value in short cycles.
- → Continuous integration is merging developers working copies several times in a given period e.g. a day.
- → Continuous deployment is when these working copies are deployed only when the entire CI/CD path has been followed. CI/CD



In short, everyone is responsible for the working solution, and the processes involved.

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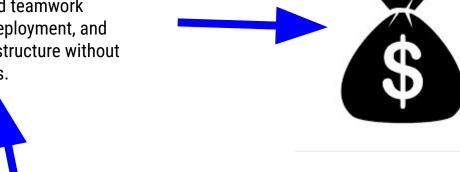
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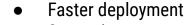
BENEFITS

Why Continuous Delivery?

All teams work in a more synchronised manner as a problem in one job stops development and causes the team to work together to move past that job.

More synchronised teamwork results in faster deployment, and switching of infrastructure without unnecessary costs.





- Saves time
- Bugs are caught earlier before they are deployment
- Jobs aren't left to just one person

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BENEFITS

FINANCIAL BENEFITS

REDUCED COST

Automatic infrastructure cleanups means that the old infrastructure does not continue to get charged for whilst waiting for manual cleanup. Errors that are caught, and dealt with during development reduce the cost of deploying a buggy app.

2. AVOIDED UNNECESSARY COSTS

Because tests are carried out during every build, this means that errors are caught on time, and unnecessary costs are avoided. For example, switching to new infrastructure, allowing to run and only to discover that users can not persist data to database because of failed migrations.

3. PROTECTED REVENUE

Because deployment is more frequent, and efficient, users only receive value and the company can continue with business even when there are more features to be added. The idea is to deliver, always, a working product, and add value continuously.

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