

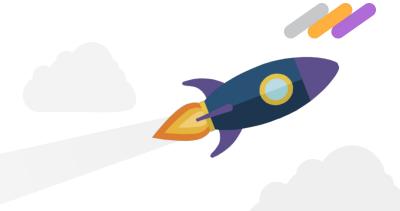
Live Code Observability

Or Weis, CEO





Servers: Wow, that escalated quickly!







The cost of flying blind

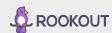


Average time spent on debugging, refactoring, and modifying bad code:

17.3 hours per developer, every week (~%40)

* Stripe Research, September 2018





Why is debugging so time consuming?





- Lack of observability into live code data
- Misalignment between modern DevOps tools and old-school debugging methods



It doesn't have to be that way!





- Decouple live data visibility from the deployment process
- Cut debugging time by 80%! Free your dev team to focus on new features!
- Leverage the power of non-breaking Breakpoints



Customer Success



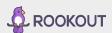


Rookout accelerates our dev cycle by helping us release features and fix bugs much more quickly.

We now have a clear understanding of how the code behaves in our microservice-oriented architecture.

Nadav Sharir, VP Engineering





Customer Success



Aldoc's app runs on a hospitals' local network and doesn't constantly send data back to our servers, so it's not always easy to trace a bug for a client on a different continent.

Rookout makes it possible to find bugs without spending hours on log-collection and trying to simulate the unique real-world environment of a particular hospital network

Guy Reiner, VP R&D

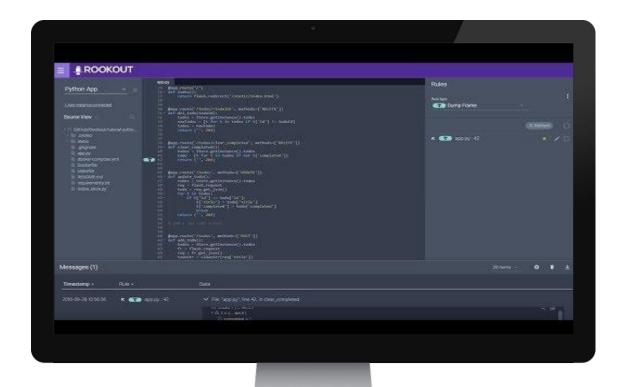






Rookout Demo



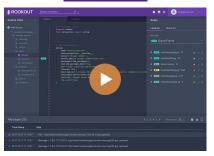




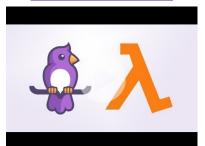
Videos and links



Basic demo



AWS Lambda Demo



"Your live code is a jungle"



Rookout at ServerlessConf



Select press coverage:

- <u>TechCrunch Rookout fundraising</u>
- <u>TechCrunch Rookout AWS Lambda Debugging</u>
- <u>ComputerWeekly Production Debugging</u>
- ComputerWeekly Application Debugging (ElectronJS)
- Rookout CEO interview Sentry.io blog

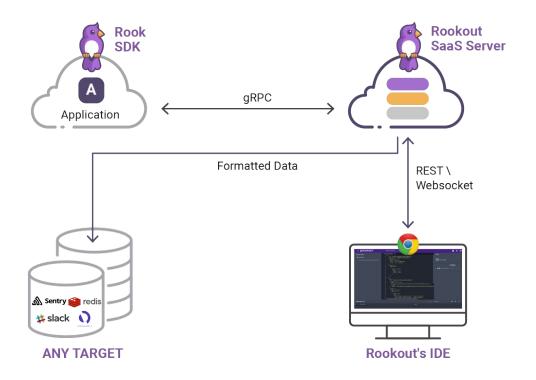
Links:

- Rookout site
- Rookout Docs
- Brochure



Architecture

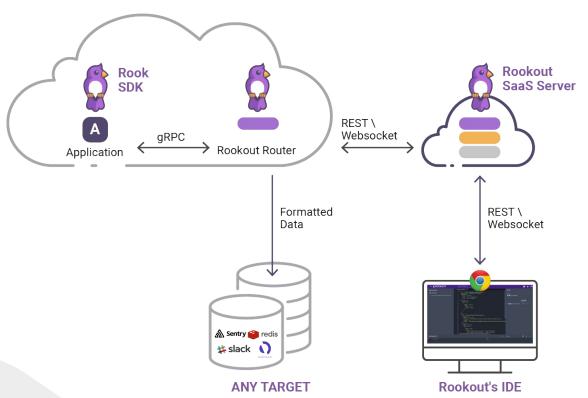


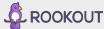




Data-On-Prem ('Router' Architecture)







The impact of slashing debugging time

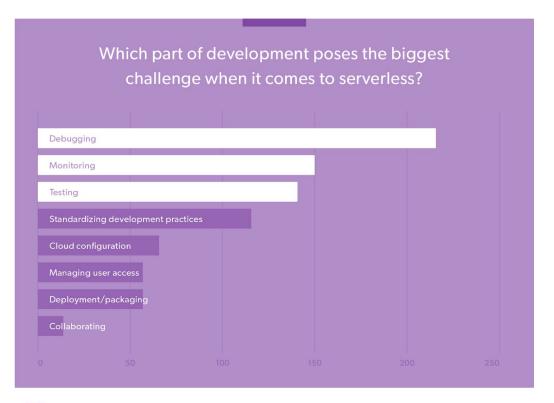






<u>Serverless.com survey</u>: Debugging is the biggest challenge







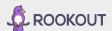


Rookout benefits



- Collect data on demand from live code with just a few clicks
- Collect in-depth data full trace, metrics, variables and more
- No pre-instrumentation required
- Pipeline data anywhere APM, analytics, exception management, logs, alerts, storage...
- Save hours of developer work every week
- Reduce production debugging time by 80%

Free Trial: www.rookout.com/trial



Sample Use Cases



- Collect ad-hoc data for any immediate need
- Collect long-term data driven by product flows and needed alerts
 - Track features, exceptions, edge cases and more
- Solve real-time issues in your production environment
- Allow multiple devs to work on the same environments simultaneously
- Improve support and R&D communication, workflow, and handoffs
- Debug everything with a single pane of glass
 - CI/CD flows, Serverless, Third-party code



Security and compliance from the ground up

- Rookout is SOC2 (Type II) certified
- World-class security expertise and best-practices
- Full control of data flow, built in
 - Data-fencing
 - PII Redaction
- Data doesn't go through Rookout's servers (unless you want it)
- Your code NEVER goes through Rookout's servers
- Full on-prem option









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Collaboration Workspaces

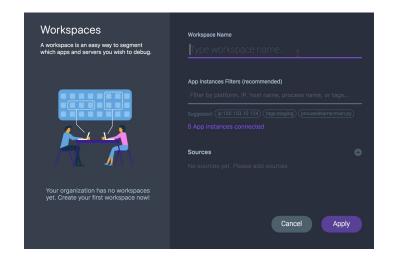


Online live collaboration

- Users working in the same workspace share a view with the same rules and data
- Better ticket handoffs

Freedom to work

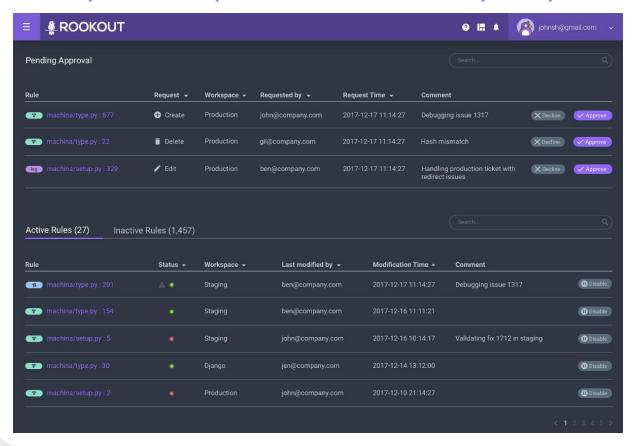
- Users working in separate workspaces (even on the same infrastructure) don't step on each others toes
- Save on duplicating environments





Rules approval process (Just like a Pull Request)

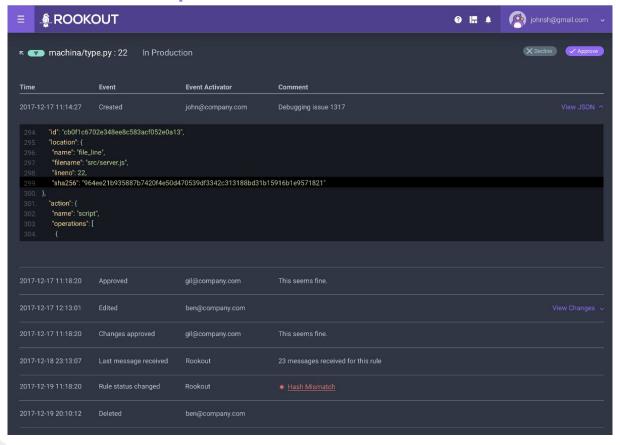






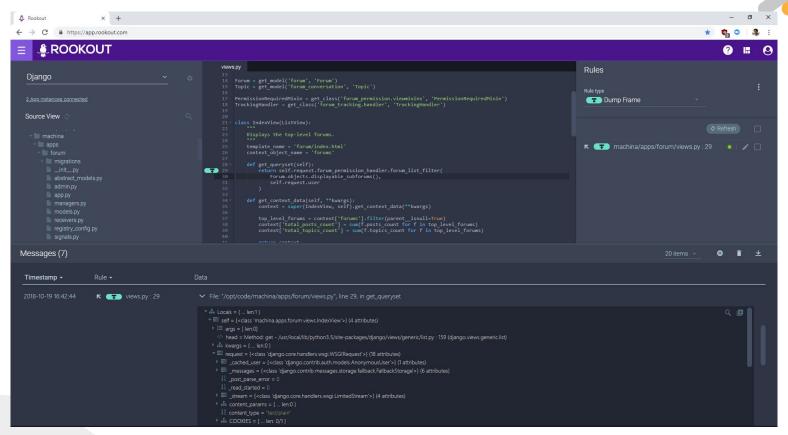
Review a Rule Pull Request







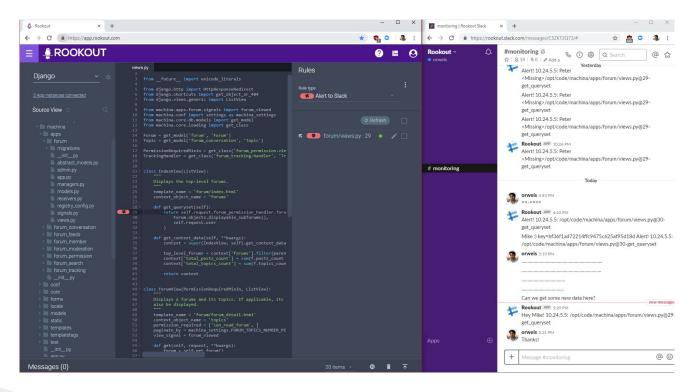
Screenshots: "Just like a debugger, only live!"





Screenshots: "Send data anywhere with a click!"





Side by Side Rookout and Slack

