



DEPLOYMENTS!

Code 301

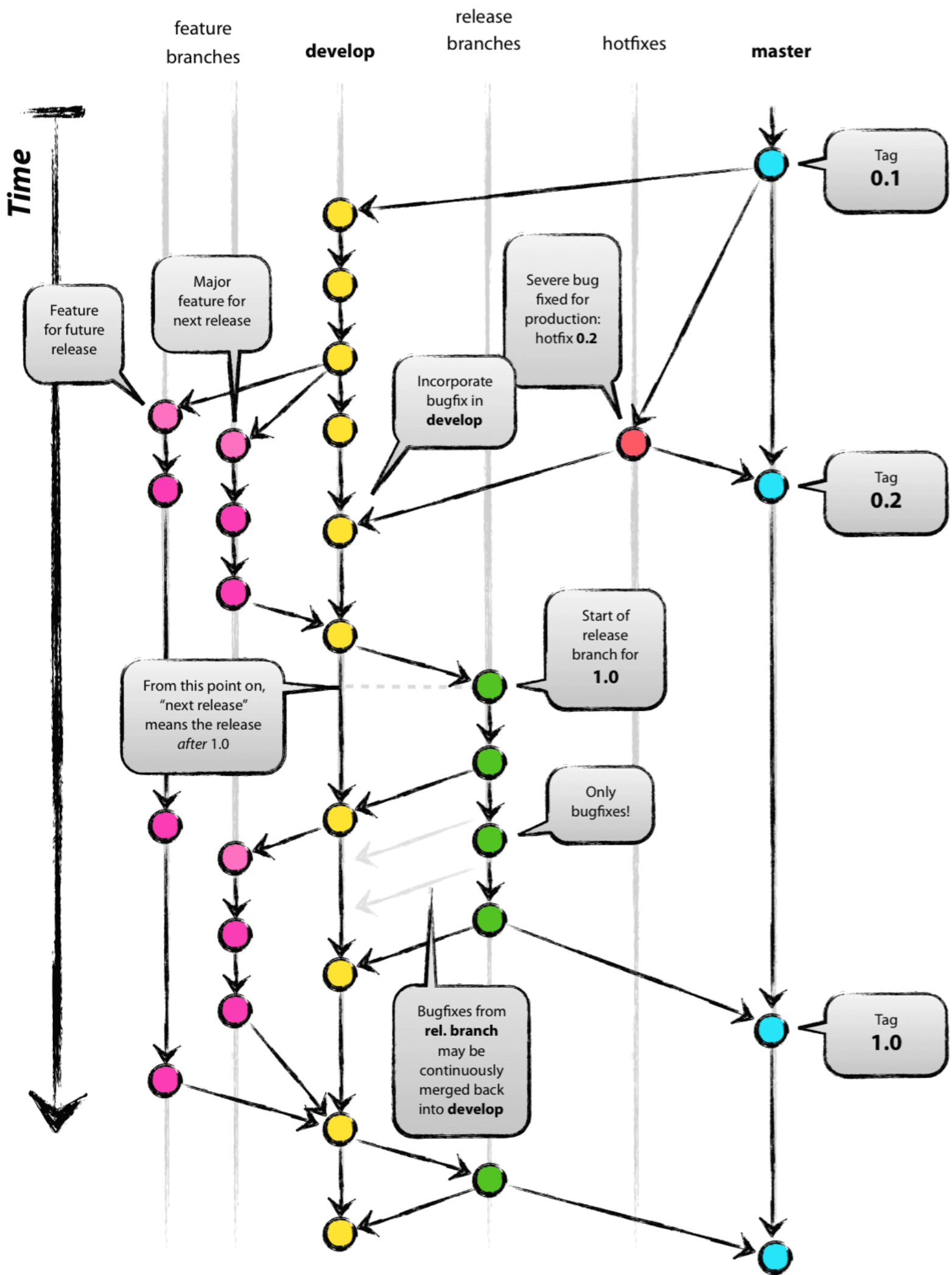
DEVELOPMENT VS. PRODUCTION

DEVELOPMENT VS. PRODUCTION

- “I swear this all worked just fine yesterday...” <— *Used git?*
- “Now where is that version I wanted to show?...” <— *Use git!*
- “I haven’t tested it *that* much, but it’s ready to go!” <— *Test more!*
- “Hey, these files exist! We’re done!” <— *Release branch? Diff?*

DEVELOPMENT VS. PRODUCTION

- Whiteboard sketch
 - Experimental branches
 - Parallel development and release branches
 - Merging
 - Parallel environments (not same as parallel branches)
 - Combat training vs. real combat
 - Prototypes vs. COTS units
 - Beta test vs. product launch
 - Local server, environment, & client code vs. server code



DEVELOPMENT VS. PRODUCTION

- Git
 - Workspace - very temporary
 - Development branches
 - Master or other branch(es) for release and customer demos
 - Demo: Git² 201 final project - GitHub network graph
- Web and database servers
 - Demo: Visual cue in shell prompts
 - Local workspace, development server, symlinks
 - Development server & DBs/tables, with tests
 - Production server (“always on”)
No other server roles: Stability and security are critical!

LOCAL & REMOTE SERVER ENVIRONMENTS

- “Environment” - for local development and remote execution.
- “Environment variable” - part of a shell’s execution context, variables are dynamic, like global variables.
- Whiteboard sketch:
 - Local dev env. vs remote env. for web app deployment
 - Local env. variable & server env. variable
 - “Local” git vs. remote git