# DevOps 2TIN Chapter 2

Agile, DevOps & the 3 ways







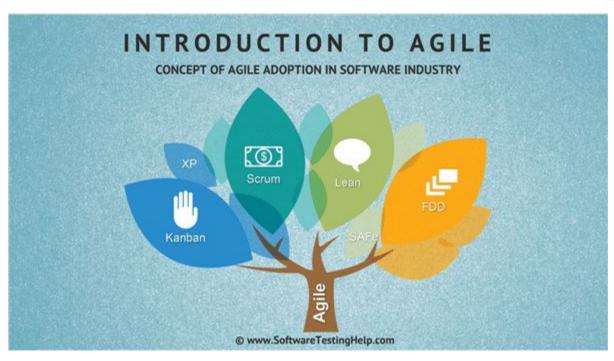
### Agile, DevOps & the 3 ways

Agile vs DevOps
Historiek
The 3 ways
Reflectie

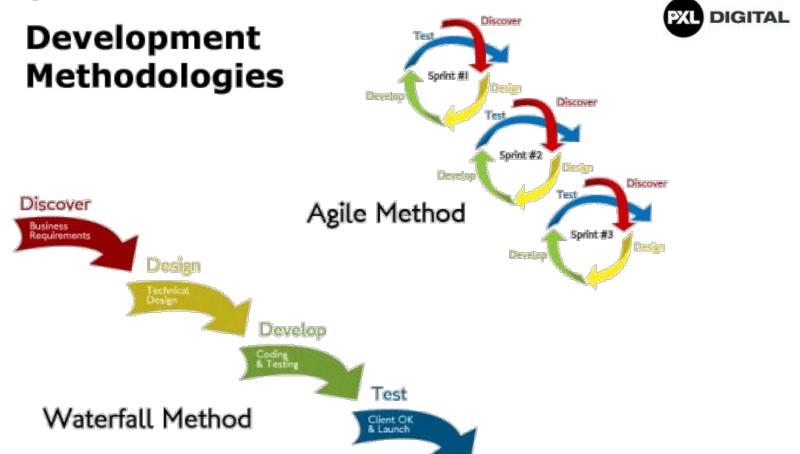


## Wat is agile?



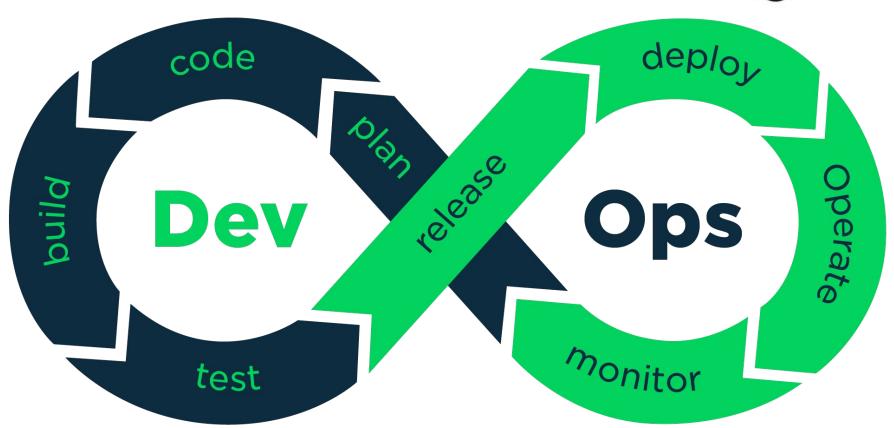


### Kleine geschiedenis les



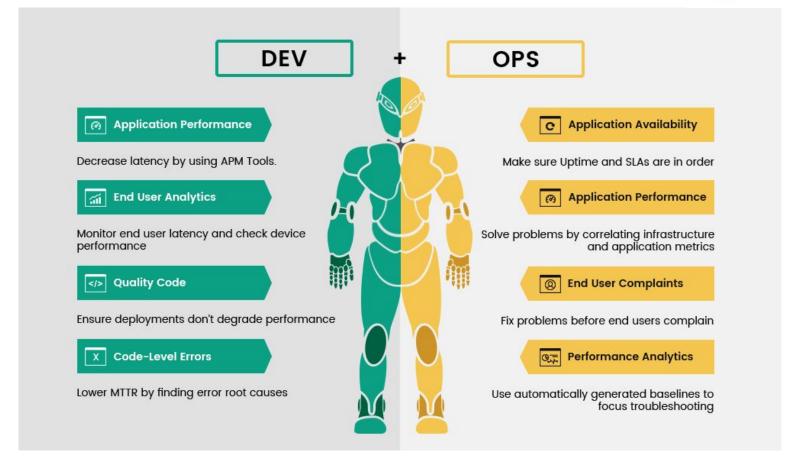
## En dan nu DevOps?





## Dus DevOps is een praktische aanpak?

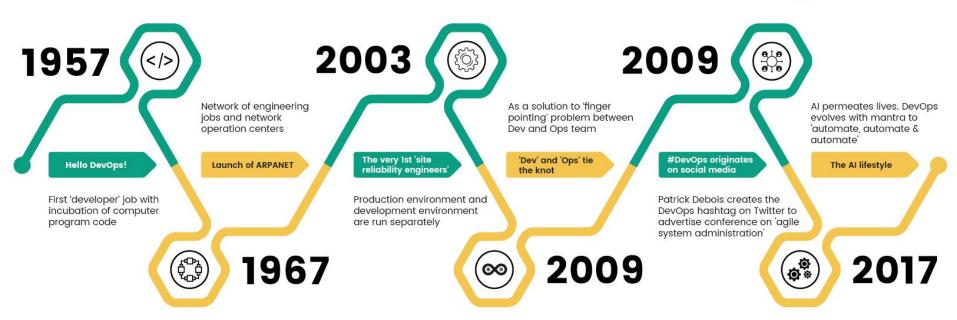




source: https://dzone.com/articles/is-devons-agile

### Ohja....DevOps is niet nieuw





## Veel dingen doen, maar waarom?



De Filosofie achter DevOps:

# The 3 Ways

(of, waarom we al die dingen doen)

## The first way



### The principles of Flow

- → Waterfall (van boven naar beneden)
- → Agile (van boven naar beneden, in loopjes)
- → DevOps (van links naar rechts naar links, altijd in beweging)

Maar, Hoe?

### Hoe verhogen we de "flow"



Kleinere stapjes, maar meer releases betekent:

- Minder WiP
- Makkelijker om fouten te vinden en op te lossen
- Maakt werk zichtbaarder



Source: "Why mass production isn't the most efficient way of doing 'stuff'" by Stefan Luyten

## The first way



Identificeer de onderdelen die zorgen dat het business-idee omgezet wordt in een realiteit

Code, Infrastructuur, Data, Testen, Nieuwe features = Flow

(Business)

(Customer)

Dev Ops

En maak er een pipeline van ——— Eén systeem ivp verschillende silos

## Wat is een Pipeline?



#### Definitie "deployment pipeline":

(first defined by Jez Humble and David Farley in their book Continuous Delivery: Reliable Software Releases Through Build, Test, and Deployment Automation)

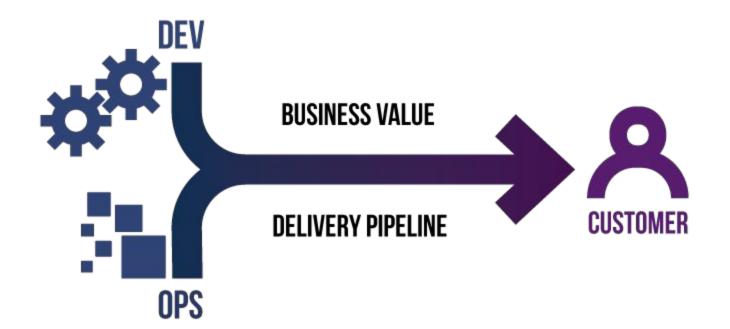
It ensures that all code checked in to version control is automatically built and tested in a production-like environment.

#### Sleutelwoorden:

- Alle Code
- Versiebeheer
- Automatisch gebouwd
- Automatisch getest
- Productie-waardige omgeving

# THE FIRST WAY CREATE A DELIVERY SYSTEM



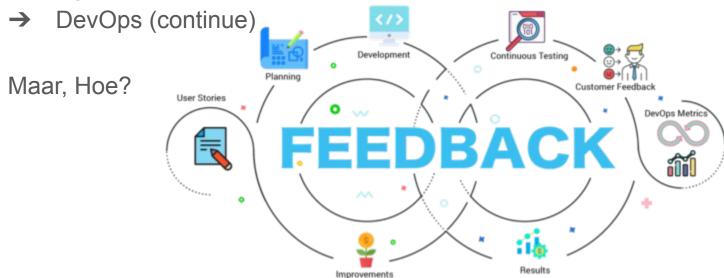


### The Second Way



The principles of feedback

- → Waterfall (enkel op het einde)
- → Agile (enkel op het einde van de sprint)



## The Second Way



Door continue te monitoren & testen en ervoor te zorgen dat we problemen opmerken als ze gebeuren, ze aan te pakken en op te lossen alvorens verder te gaan

(Business) (Customer)

Dev Ops



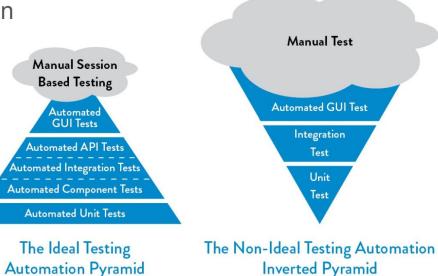
### Test **ALLES** vanaf het moment dat het kan!

### Ideal vs. Non-Ideal Testing Pyramids

Test **automatisch** om Continous Integration te bekomen

### Definitie continuous integration:

- A comprehensive and reliable set of automated tests that validate we are in a deployable state.
- A culture that "stops the entire production line" when our validation tests fail. (=digital andon cord)



**Figure 14:** The ideal and non-ideal automated testing pyramids (Source: Martin Fowler, "TestPyramid.")



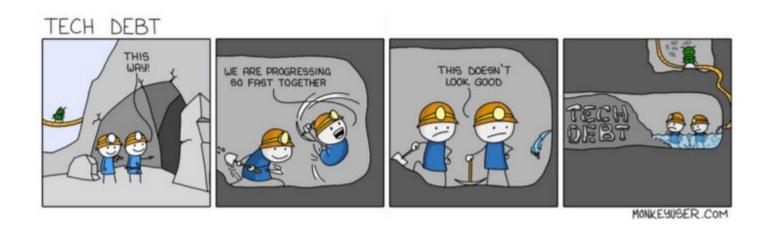
# Stop de pipeline, gooi het probleem in de groep en los het op **Swarming** zorgt ervoor dat dit snel en efficiënt kan



Source: https://medium.com/devops-cloud-it-career/the-three-ways-of-devops-part-2-of-3-8d473f50d99d



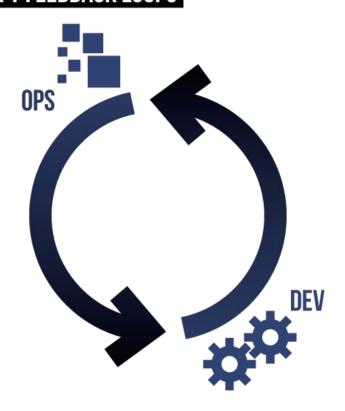
# Problemen NU oplossen voorkomt issues later! Problemen laten liggen "omdat er nu geen tijd is" zorgt voor **Technical Debt**



Source: https://medium.com/devops-cloud-it-career/the-three-ways-of-devops-part-2-of-3-8d473f50d99d

# THE SECOND WAY AMPLIFY FEEDBACK LOOPS





## The Third Way



the creation of a generative, high-trust culture that supports a dynamic, disciplined, and scientific approach to experimentation and risk-taking, facilitating the creation of organizational learning, both from our successes and failures

**Enable safety** 

Improvement of daily work

Local discoveries to global improvements

Inject Resilience





"If you are not failing, you are not innovating enough" (Elon Musk)

## The Third Way



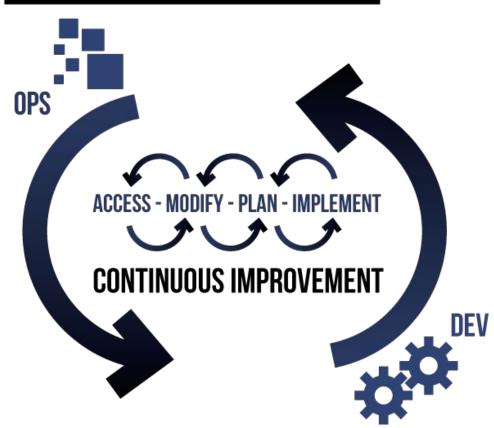
Dit is de moeilijkste, en heeft vaak ook te maken met een cultuur shift binnen bedrijven.

(Business) (Customer)

Dev Ops

# THE THIRD WAY LEARN & EXPERIMENT CONTINUOUSLY



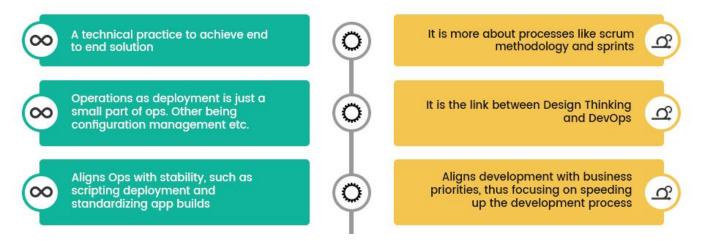




High level overview, hoe we dit in de praktijk gaan doen zien we in de volgende hoofdstukken vanuit de praktijk.



### What's the difference?



### Recap - Is DevOps Agile?







In agile, the gap between these teams are bridged in daily scrum calls where all roadblocks are discussed and resolved with agile scrum methodologies.



Aims at faster deliveries through automation via various applications and tools like Docker, Chef, Jira, Configuration Management and Splunk. These tools are used for automating deployment and tracking bugs in real-time for quick fix.



Aims at streamlined delivery via tools like Kanban Board, Scrum, Extreme Programming (XP), Test Driven Development (TDD), Feature Driven Development (FDD), and Lean. These practices help in project management, planning and collaboration.

