Sarah Ewing
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Module 6.2 Assignment

Case Study: Strangler Fig Pattern at Blackboard Learn (2011)

This case study in Chapter 14 of the DevOps Handbook discusses Blackboard's implementation of the Strangler Fig Pattern in 2011. The company's main concern was modernizing its legacy J2EE codebase. Some of the problems the development teams encountered included test complexity and increasing lead times. These problems made it difficult to maintain and improve the software. The team implemented the Strangler Fig Pattern by creating Building Blocks, which split the code into separate modules. These components allowed developers to work independently and access the monolithic codebase through APIs. This resulted in a decrease in the size of the monolithic repository and an increase in developer productivity. The new modular codebase made it possible to have small local failures, which improved system stability and developer autonomy.

Several lessons could be learned from this case study. Blackboard learned the value of breaking down a monolithic system into modular components. This helped Blackboard's developers with autonomy and productivity. Blackboard also learned the value of a gradual migration. This helped to reduce risk and disruption. Blackboard saw that faster build processes provided quicker feedback. This led to higher quality code and better outcomes for customers. Blackboard saw that isolating failures to smaller modules minimized impacts to the entire system. This helped to improve overall stability.