

# CONTINUOUS DEPLOYMENT

INGENIERÍA DE SOFTWARE 4K4 - UTN - FRC

GRUPO Nº 2:

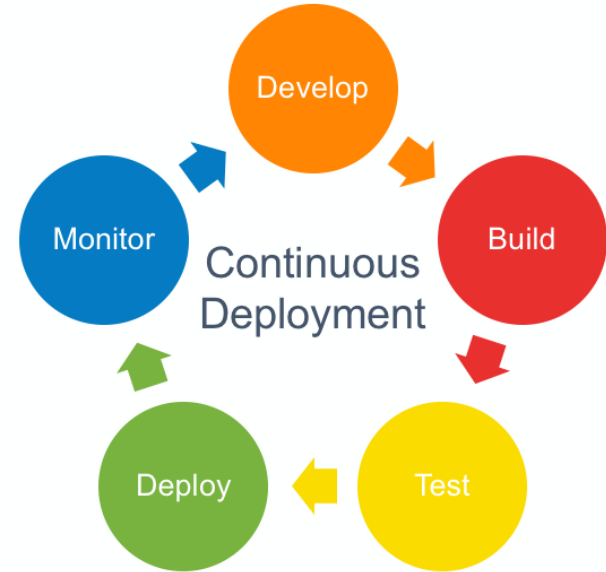
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¿Qué es?



¿Por qué y cómo  
realizar despliegue  
continuo?



# 1. Servidor de integración continua



## 2. Chequeo de commit con control de fuente



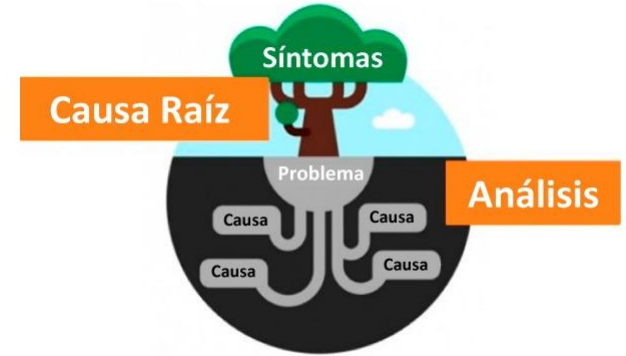
### 3. Script de implementación sencilla

```
14 return d[len1][len2];
15 }
16
17 template<class T>
18 unsigned int levenshtein_distance(const T &s1, const T &s2) {
19     unsigned size_t len1 = s1.size(), len2 = s2.size();
20     const size_t len1 = s1.size(), len2 = s2.size();
21     vector<unsigned int> col(len2+1, prevCol[len2+1]);
22     vector<unsigned int> col(len2+1, prevCol[len2+1]);
23     for (unsigned int i = 0; i < prevCol.size(); i++) {
24         prevCol[i] = i;
25         for (unsigned int i = 0; i < len1; i++) {
26             col[0] = i+1;
27             for (unsigned int j = 0; j < len2; j++) {
28                 col[j+1] = std::min( std::min(prevCol[i] + j + 1, col[j] + 1),
29                                     prevCol[j] + (s1[i]==s2[j]) ? 0 : 1 );
30             }
31             col.swap(prevCol);
32         }
33         return prevCol[len2];
34     }
35 }
```

## 4. Alerta en tiempo real



## 5. Análisis de causa raíz

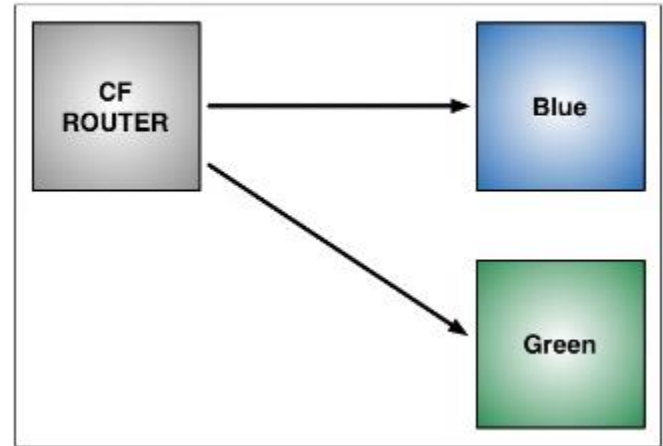




# ESTRATEGIAS DE CONTINUOUS DEPLOYMENT



## Blue-Green Deploy

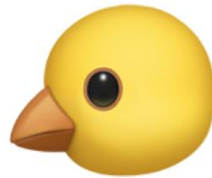


# CANARY DEPLOYMENT

QUE SON ?



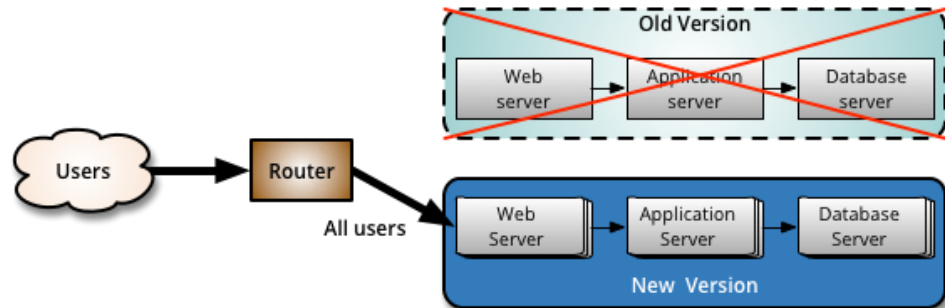
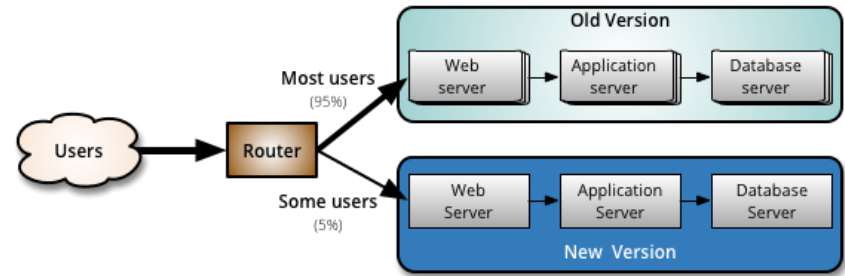
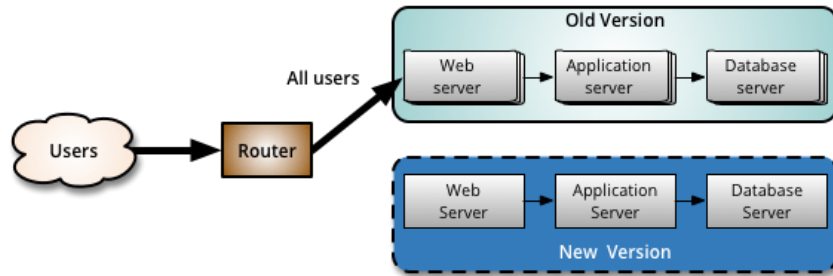
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# Implementación



# Ventajas



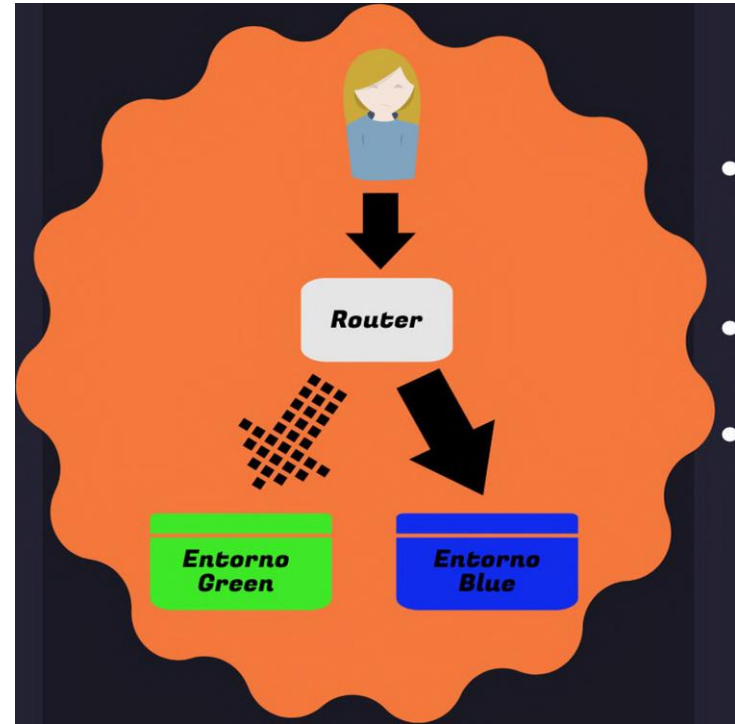
# Desventajas



## Casos de éxito



# BLUE GREEN DEPLOYMENT



[illegible]



# Ventajas



Desventajas



¿Cuál es mejor?



# Bibliografía

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