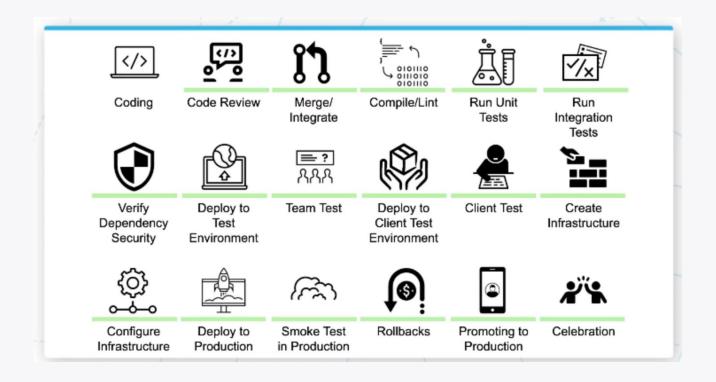


- ACME Software Consulting Firm Performed Endto-End Review of UdaPeople Software Development
- ACME identified cost savings of a whopping 30% on labor if UdaPeople invests in CI/CD
- Software and test engineers spend significant time on manual processes that can be automated via CI/CD

Why Make the Investment in CI/CD?

UdaPeople Has Strong Software Engineering But We're Error Prone

Just What is CI/CD?



Removing Human Error

Before we implement CI/CD almost *everything* requires human intervention. Can you imagine a world without human error?

... Neither can I, but with CI/CD, we can reduce it!

Using **Metrics** to **Show Our** CI/CD is Healthy

Healthy Continuous Delivery

Let's take a look at a few metrics I use when I want to demonstrate the level of health or impact of a CD pipeline:

Lead Time to Production(Time at Successful Prod Deployment) - (Time at Completion of Feature Grooming)Shows how CI/CD is impacting overall delivery time, from the point the team hears about the feature to the point at which it is done (deployed to production). Easy metric to collect if using task management system to track feature grooming and deployments.Rollback Rate(Total Rollbacks) / (Total Deployments)Shows the quality of our deployments. Of course, rate should be low because previous stages should filter out defected builds. This metric is a leading indicator for the confidence of the business in the dev team's ability to delivery.Time to Failure(Time at Failure Discovery) - (Time at Build Start)Shows how quickly we find failures. The lower the better.Production Uptime(Total Production Working Time) / (Total Time)Shows the amount of time we are taking production down because of botched deployments or due to our chosen deployment strategy.Failed Pipeline CostVarious calculations including job run time and resources createdShows the estimated amount of money spent on a failed build. Encourages us to put cheaper jobs earlier in the pipeline.	Metric	Formula	Impact
Rate Deployments) rate should be low because previous stages should filter out defected builds. This metric is a leading indicator for the confidence of the business in the dev team's ability to delivery. Time to Failure Discovery) - (Time at Build Start) Production Uptime (Total Production Working Time) / (Total down because of botched deployments or due to our chosen deployment strategy. Failed Various calculations Pipeline Cost Various including job run time Yate should be low because previous stages should filter out defected builds. This metric is a leading indicator for the confidence of the business in the dev team's ability to delivery. Shows how quickly we find failures. The lower the better. Shows the amount of time we are taking production down because of botched deployments or due to our chosen deployment strategy. Shows the estimated amount of money spent on a failed build. Encourages us to put cheaper jobs		Deployment) - (Time at Completion of Feature	from the point the team hears about the feature to the point at which it is done (deployed to production). Easy metric to collect if using task management
Failure Discovery) - (Time at Build Start) Production Uptime (Total Production Working Time) / (Total Time) Failed Pipeline Cost Discovery) - (Time at Build Start) Shows the amount of time we are taking production down because of botched deployments or due to our chosen deployment strategy. Shows the estimated amount of money spent on a failed build. Encourages us to put cheaper jobs		,	rate should be low because previous stages should filter out defected builds. This metric is a leading indicator for the confidence of the business in the
Uptime Working Time) / (Total down because of botched deployments or due to our chosen deployment strategy. Failed Various calculations Shows the estimated amount of money spent on a failed build. Encourages us to put cheaper jobs		Discovery) - (Time at	
Pipeline Cost including job run time failed build. Encourages us to put cheaper jobs		Working Time) / (Total	down because of botched deployments or due to our
		including job run time	failed build. Encourages us to put cheaper jobs

QUESTIONS?