

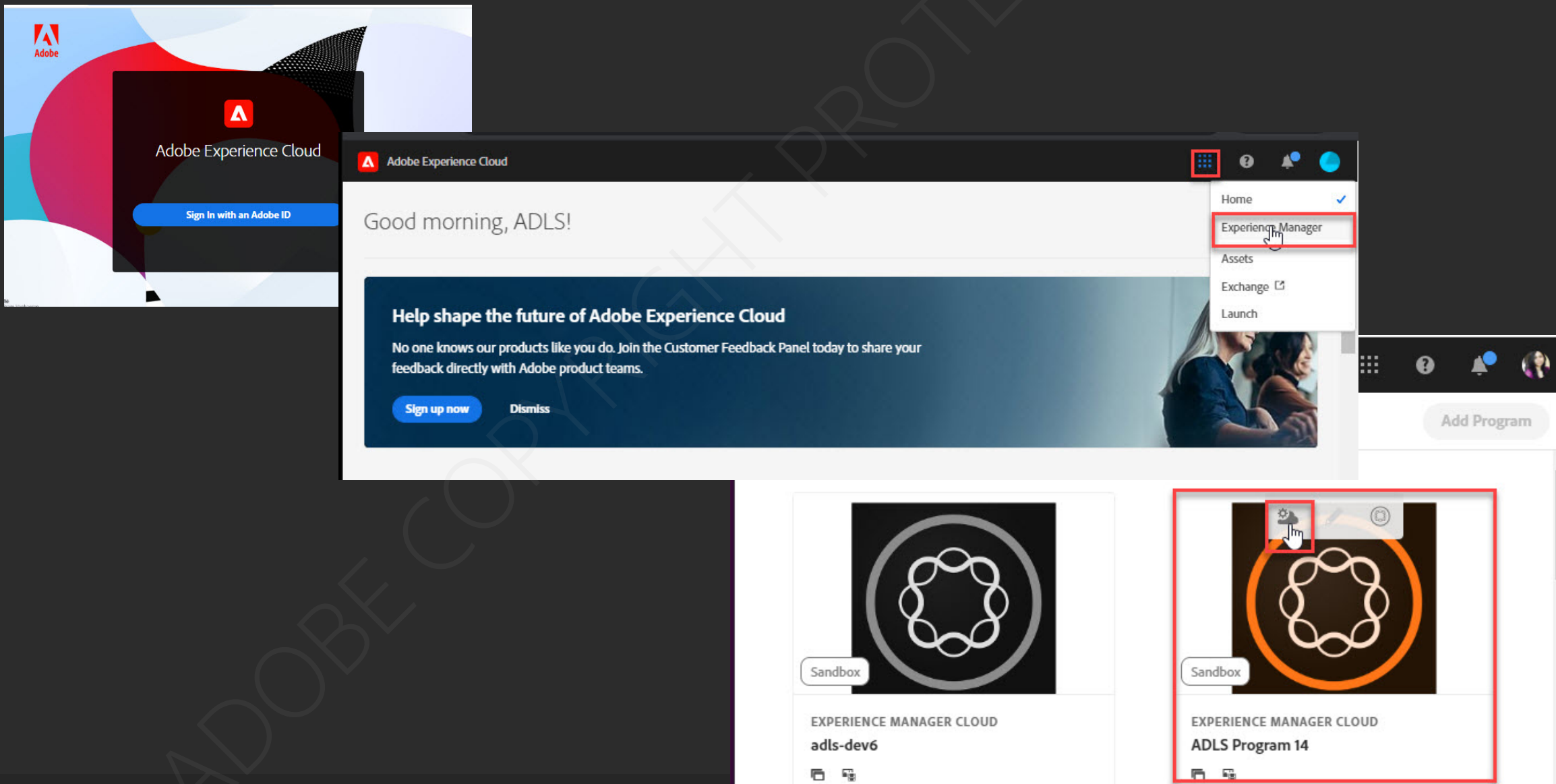
Using Cloud Manager programs

Agenda:

- Set up programs
- Log in to a training program
- Create a dev Environment
- Deleting development Environments
- Deleting Pipelines



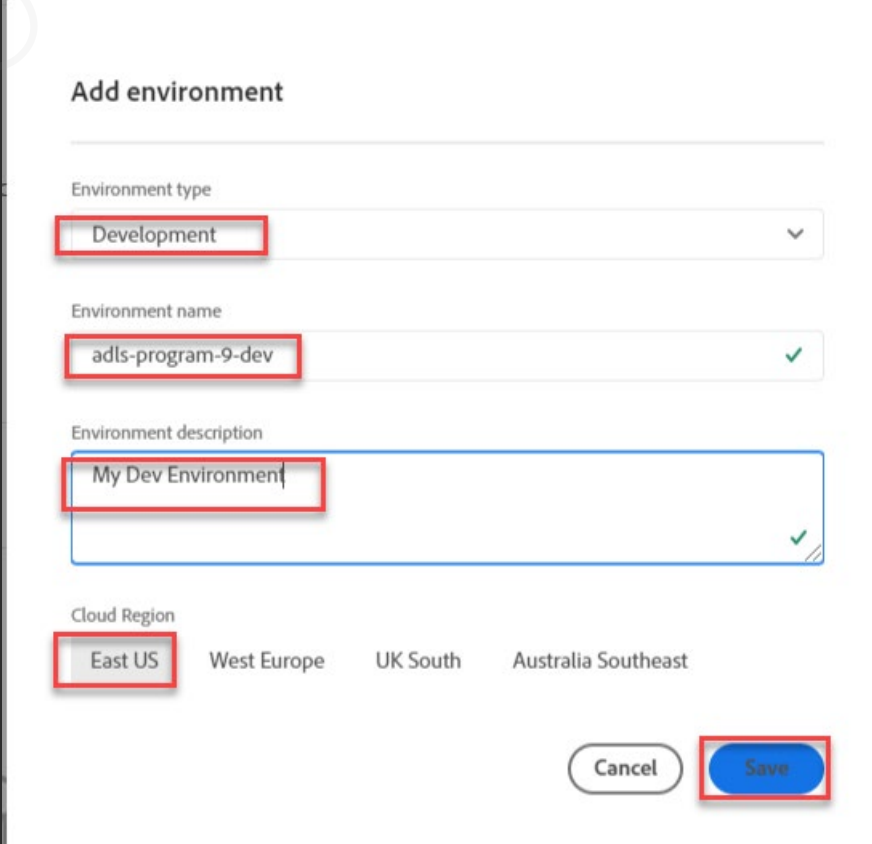
Access a program



Creating environments

Adding environment

- Click on Add environment to add an environment
 - Accessible from the Environments screen
- Also available on the Environments card when there are zero environments in the program



The screenshot shows the 'Add environment' form with the following fields and options:

- Environment type:** A dropdown menu with 'Development' selected.
- Environment name:** A text input field containing 'adls-program-9-dev' with a green checkmark icon on the right.
- Environment description:** A text input field containing 'My Dev Environment' with a green checkmark icon on the right.
- Cloud Region:** A set of radio buttons with 'East US' selected. Other options are 'West Europe', 'UK South', and 'Australia Southeast'.
- Buttons:** 'Cancel' and 'Save' buttons at the bottom right, with 'Save' highlighted in blue.

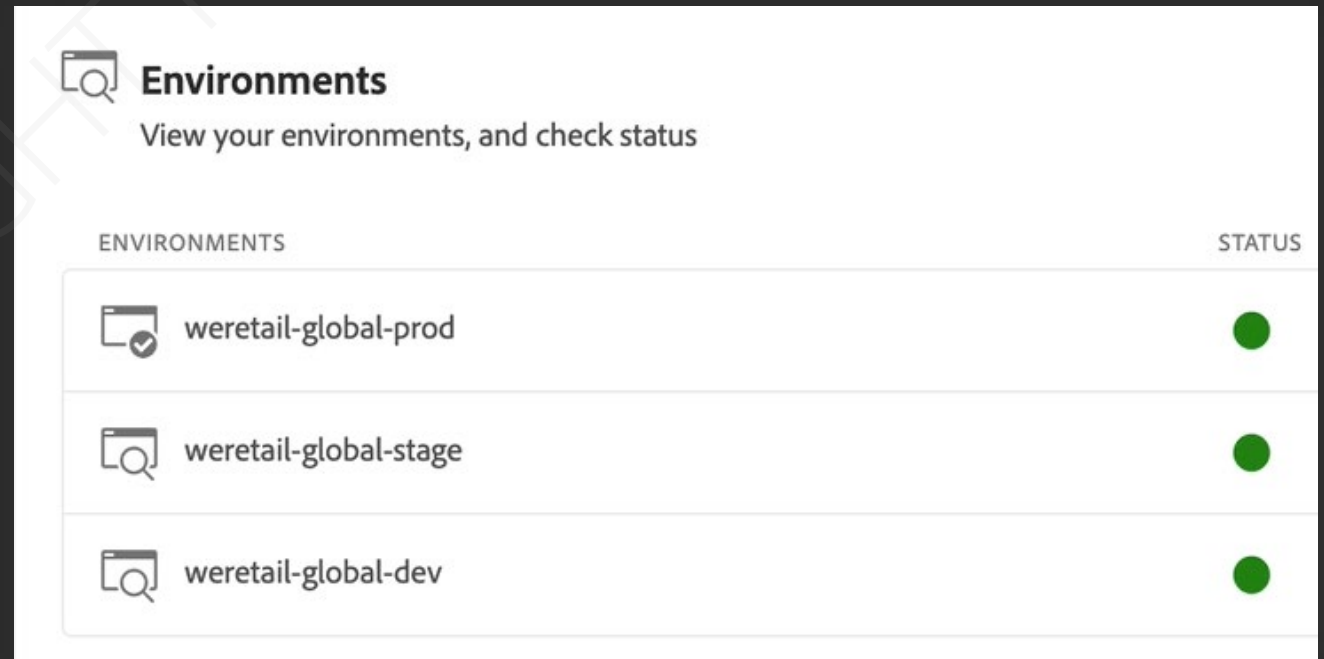
Deleting environments

Development Environments







- Can be deleted
- Allows for 1-many dev environments
- Good practice to delete unused environments

Stage/Prod Environments

- Cannot be deleted without Adobe Support
- Allows for 0-1 stage/prod environment per Program



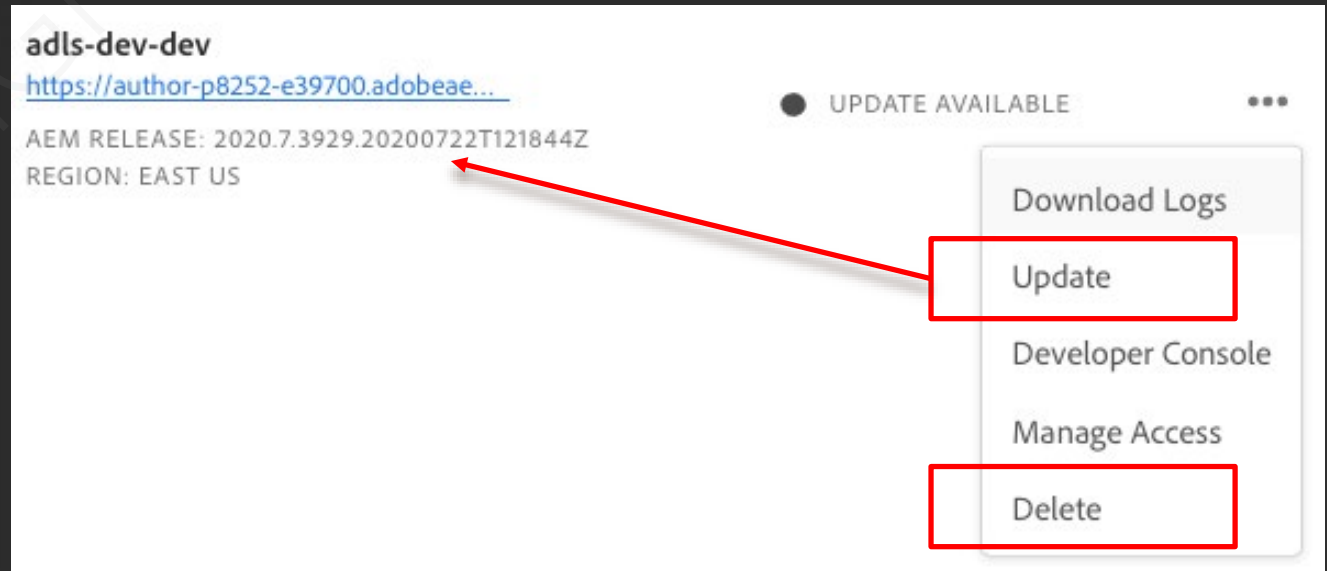
The screenshot shows the Adobe Environments management interface. At the top, there is a header with a magnifying glass icon, the title "Environments", and the subtitle "View your environments, and check status". Below this is a table with two columns: "ENVIRONMENTS" and "STATUS". The table lists three environments: "weretail-global-prod", "weretail-global-stage", and "weretail-global-dev". Each environment has a magnifying glass icon with a checkmark and a green status dot.

ENVIRONMENTS	STATUS
 weretail-global-prod	
 weretail-global-stage	
 weretail-global-dev	

Recycling environments

Depending on how you are using a Development environment, you can:

- Update an environment
 - Updates the build in the development pipeline
 - This pipeline needs to run to perform the update
 - Updates to the latest AEM build
 - Useful for retesting the same git branch
 - Useful to keep testing content
- Delete an environment
 - Allows new/clean env to be created
 - Frees up resources
 - Reduces clutter



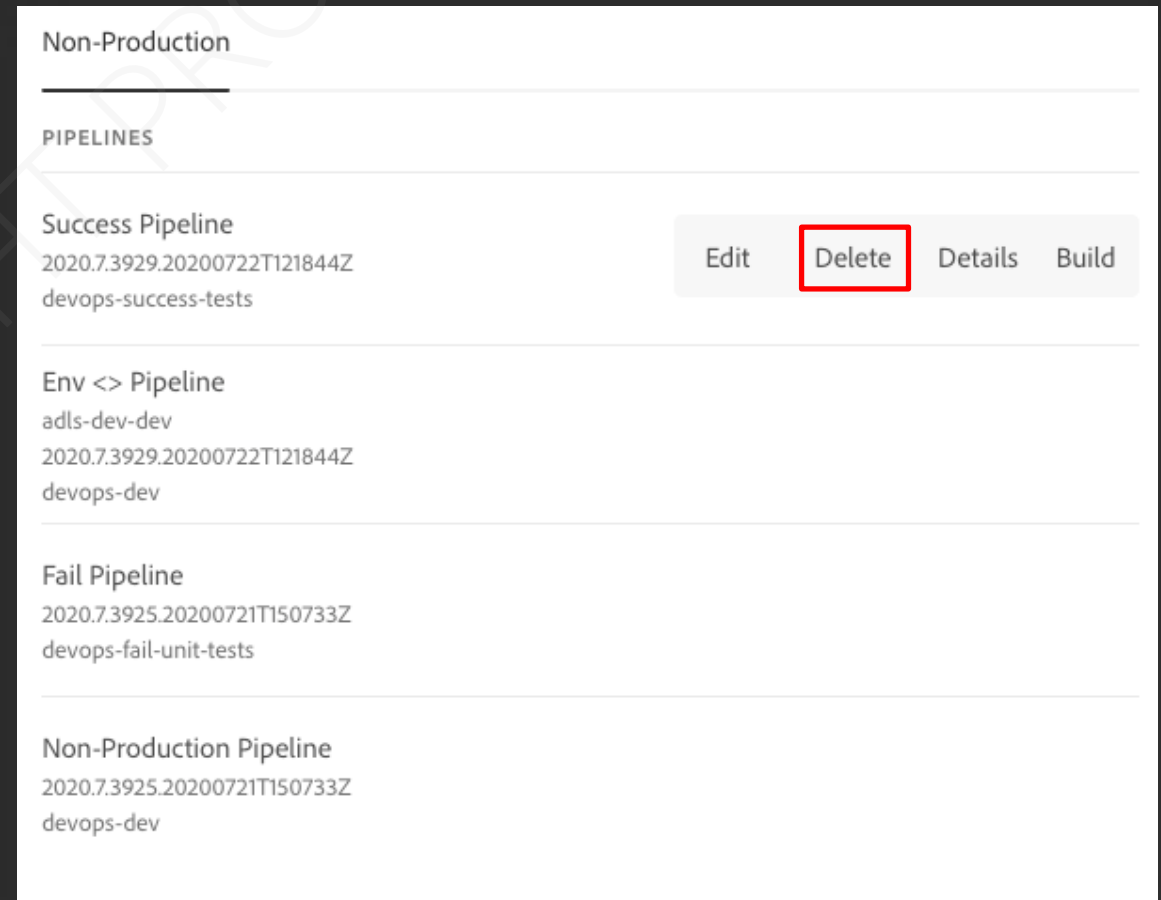
Remove unused pipelines

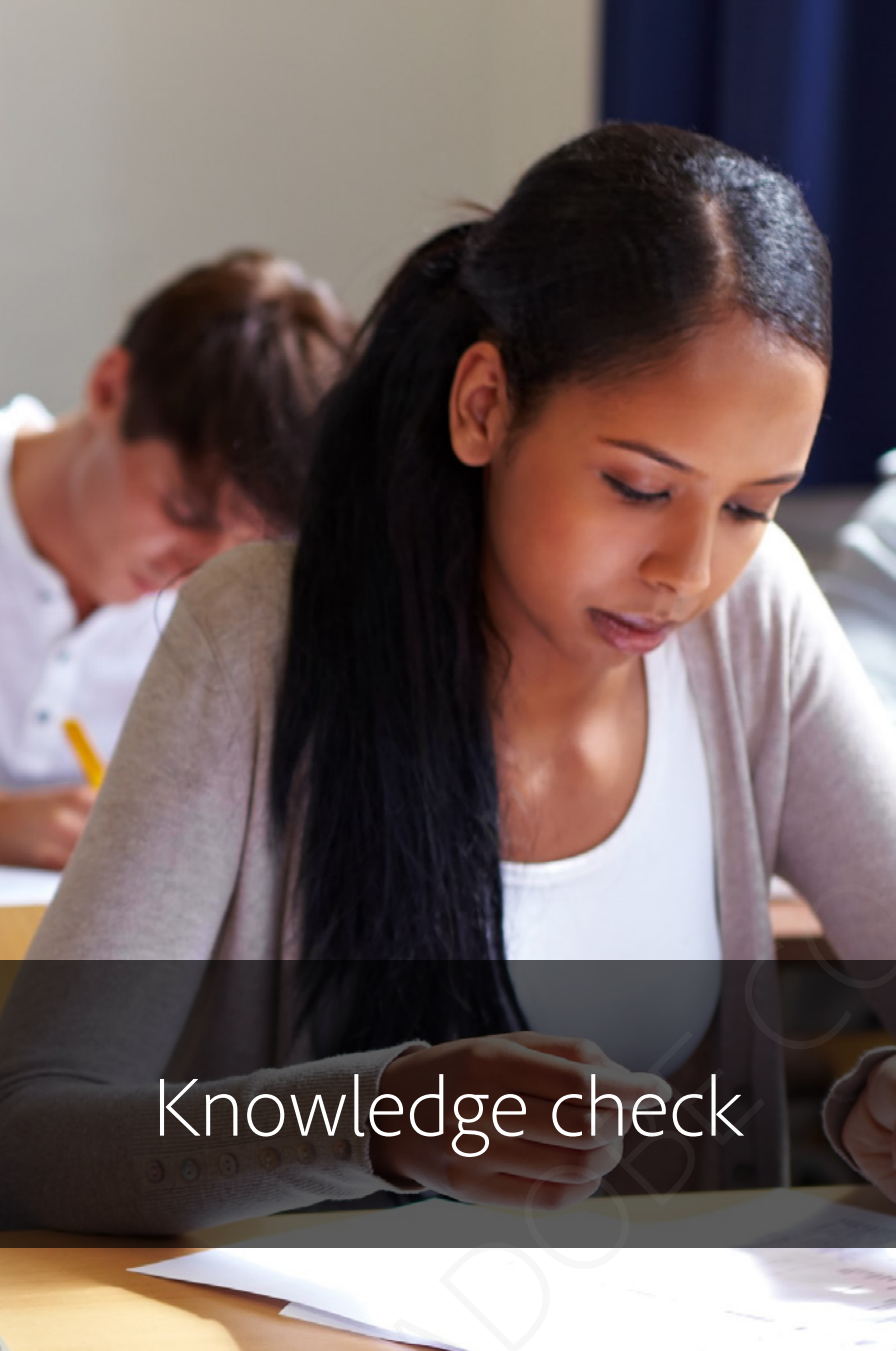
Non-production Pipelines

- Many can be used in parallel
 - 1 dev pipeline per dev environment
 - 0-many code quality pipelines
- Can quickly clutter up the pipeline console
- Should be deleted after
 - Development environment is deleted
 - Code-quality tests are not needed

Production Pipelines

- Can only have 1
- Cannot be deleted





Knowledge check

Which of the following are true about Non-Production Pipelines ? Select three correct answers.

- A. Can be deleted ✓
- B. Cannot be deleted
- C. Many can be used in parallel ✓
- D. Code-quality tests are not needed ✓



Key takeaways

- Development Environments
 - Can be deleted without Adobe Support
- Stage/Prod Environments
 - Cannot be deleted without Adobe Support
- Good practice
 - Remove unused Pipelines and Environments
- Production Pipelines
 - Cannot be deleted