DevOps for AEM as a Cloud Service

Using Cloud Manager Programs

Adobe

Student Workbook

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Introduction

Cloud Manager for Adobe Experience Manager (AEM) is a cloud service that helps customers build, test and deploy AEM applications hosted by Adobe. Cloud Manager enables customers to manage their custom code deployments on cloud environments with manageable pipeline automation and complete flexibility for their deployments timing or frequency.

Objectives

After completing this module, you will be able to:

- Set up programs
- Log into a Training Program
- Create a dev environment
- Delete development environments
- Delete Pipelines

Setting up Programs

A Program is a high-level entity that contains production and non-production environments which have author, publish and dispatcher services. You can also have program-level configurations, which correspond to your SLA and APIs.

Setting up a Program involves setting the program description and defining the KPIs that will be used for performance testing. Optionally, a thumbnail can be uploaded.
The business owner can configure environment provisioning while setting up the program.
The KPIs defined serves as a baseline for performance testing which is passed each time the pipeline executes.
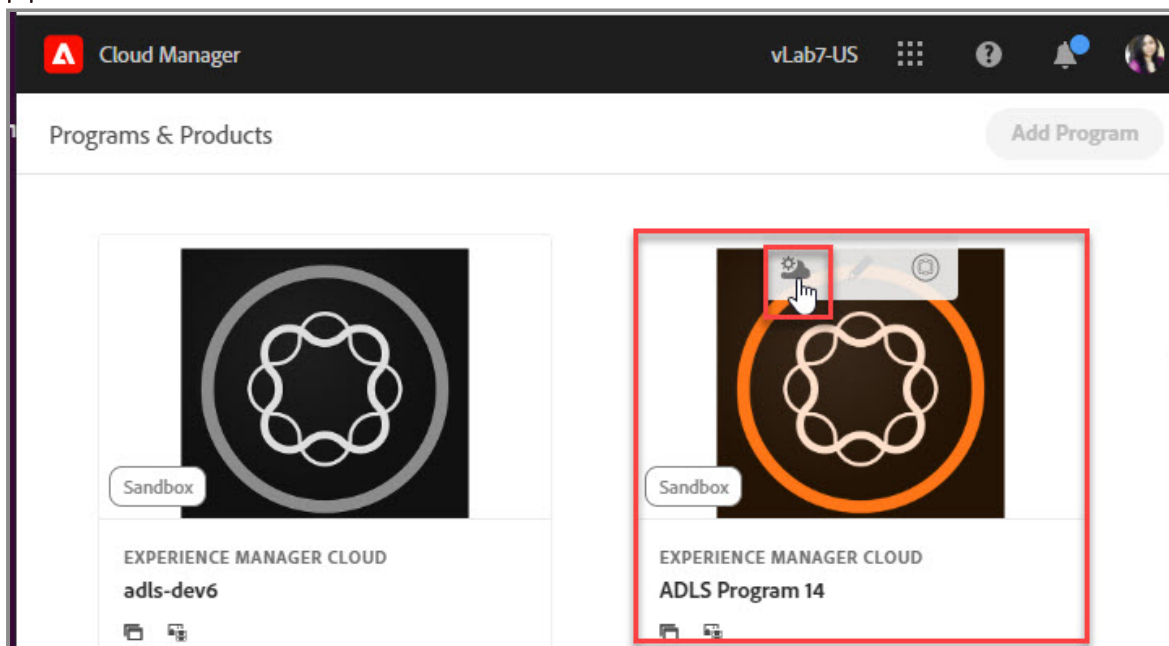
Exercise 1: Log in to a Training Program

Scenario: When working with AEM as a Cloud Service you will need to access Cloud Manager to gain access to the author/publish URLs, run pipelines to install your custom code, and manage your AEM Services. In this exercise you will log onto the training organization and access a program. This is the initial setup for future modules.

Prerequisites:

- User account with Cloud Manager access assigned to you by the instructor
- The program number assigned to you by the instructor

1. Open a browser and type https://experience.adobe.com/#/cloud-manager/landing.html. The Sign In page is displayed, as shown:
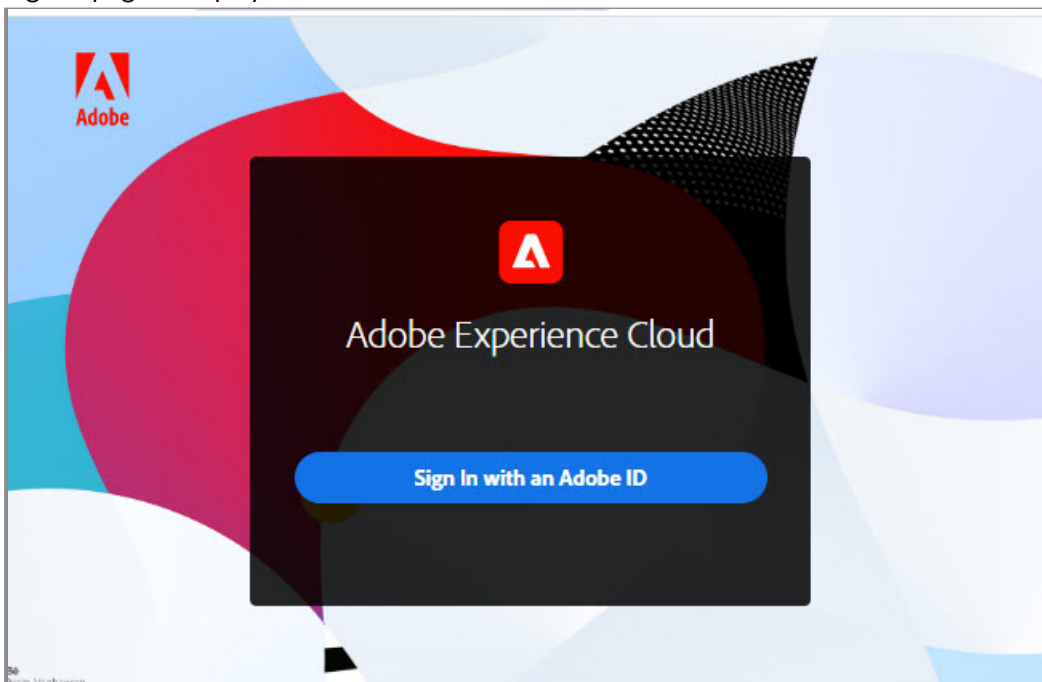
2. Sign in by using the username and password provided by the instructor to Sign In, as shown:
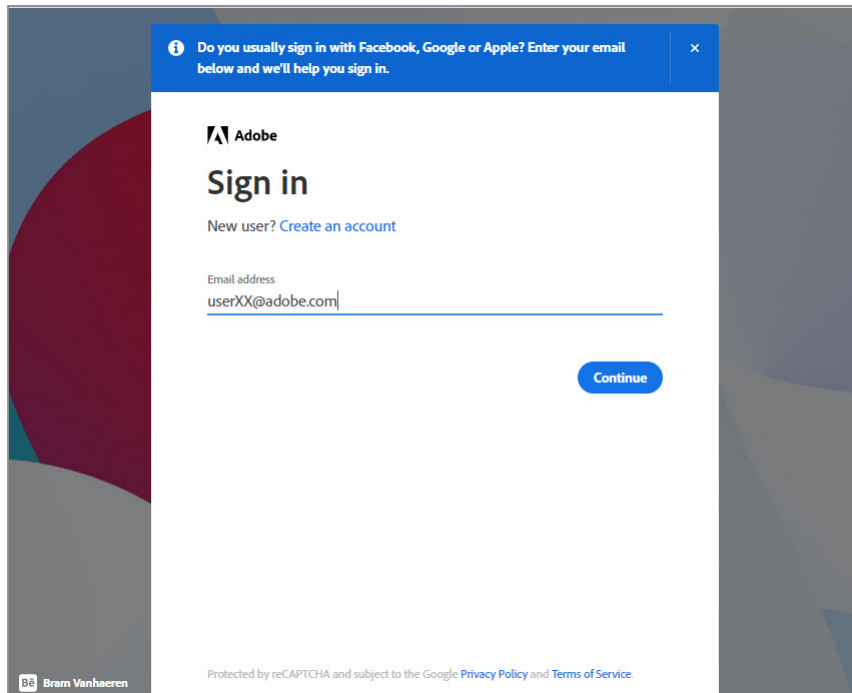
Note: Do not use the username you see in the screenshots. After you log in, you will see different Cloud Manager Programs. Programs are a container for a project. Depending on licensing, your company organization may only have 1 or 2.

The **Adobe Experience Cloud** page is displayed, as shown:
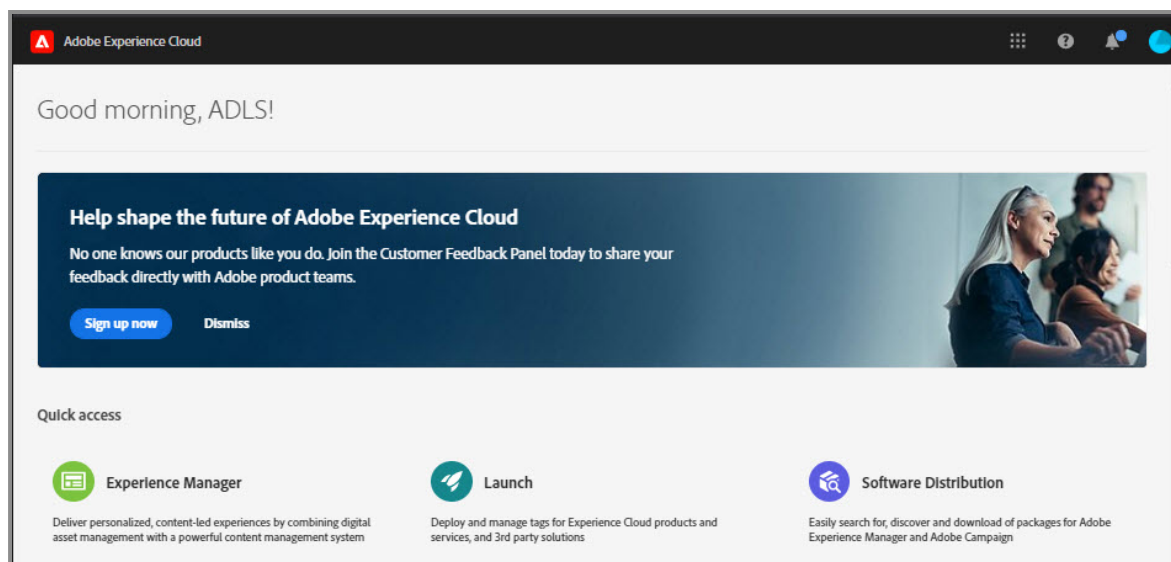
3. Click the Experience Cloud menu at the top-right of the page and select **Experience Manager**, as shown:
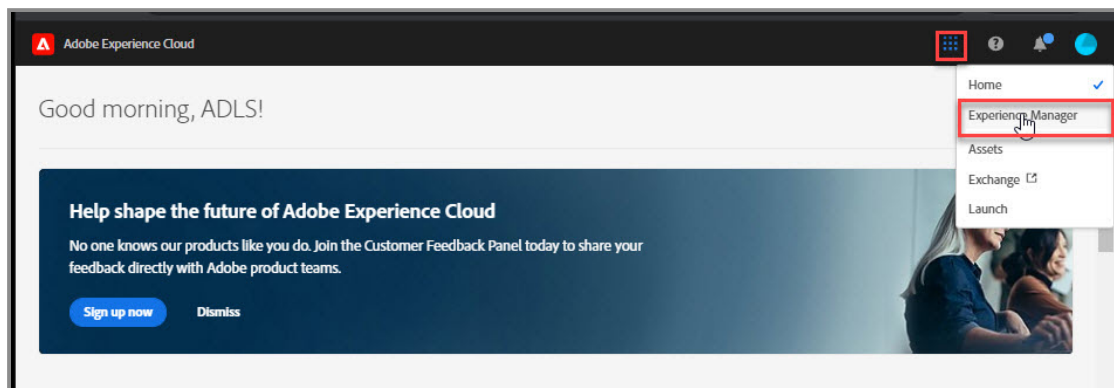
4. Click **Cloud Manager** to launch, as shown:

The **Programs & Products** page opens.

5. Hover over the **Program** your instructor has specified for you and click the Cloud icon, as shown:

The **Program Overview** page opens.

Exercise 2: Create a dev environment

Scenario: A developer wants to create a development environment for the developers and a build pipeline connected with the Adobe Cloud Manager to streamline development activities.

In this exercise, you add a development environment.

Prerequisites:
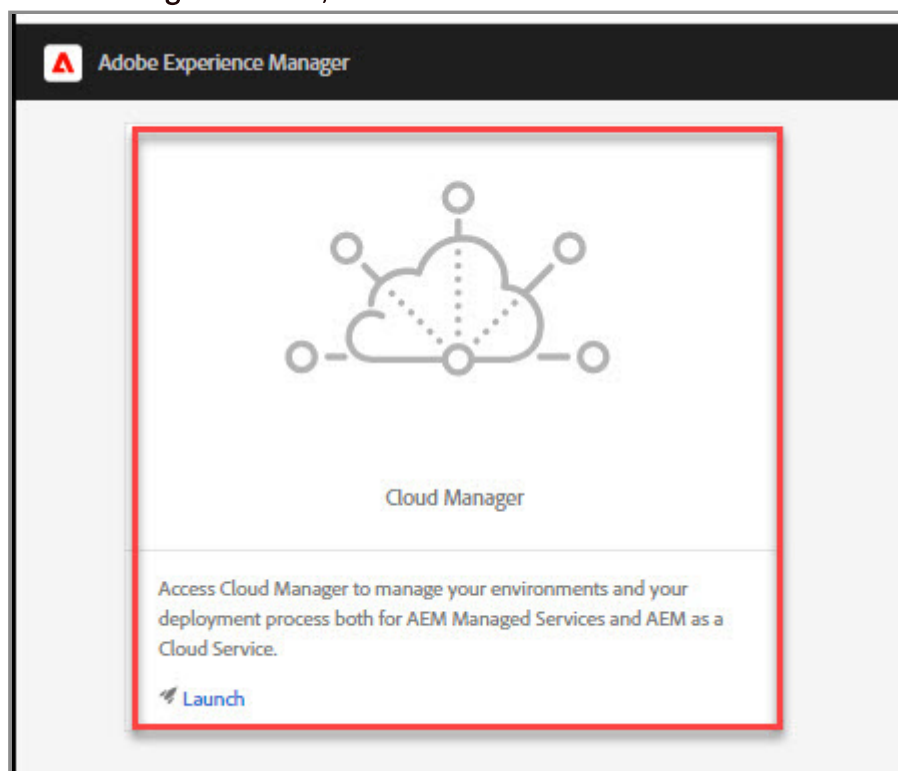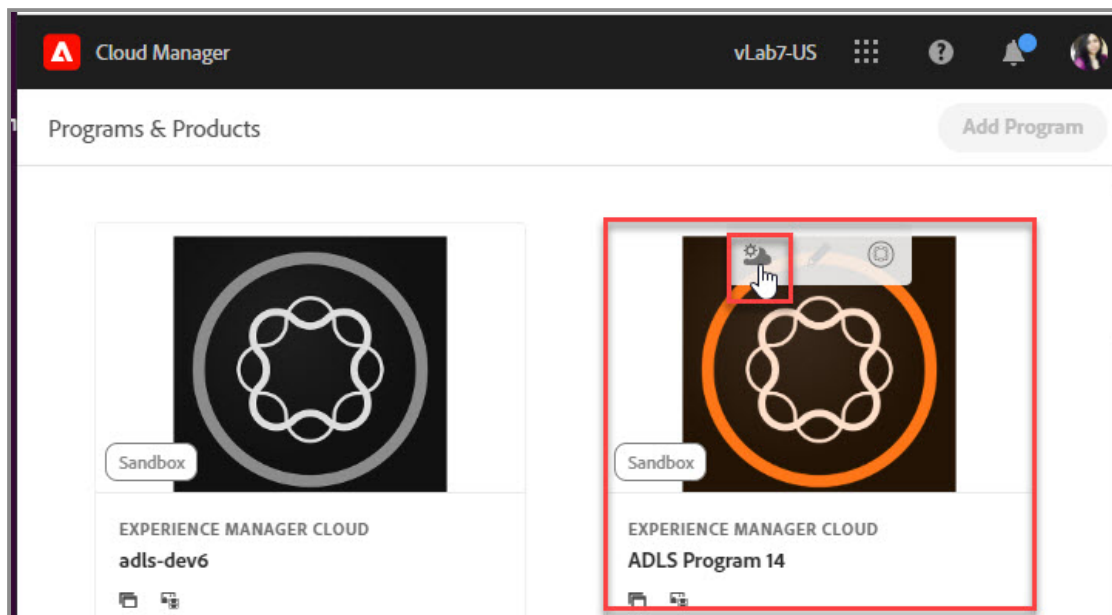
- Logged into the program assigned to you by the instructor

1. Click **Overview** at the top, as shown:
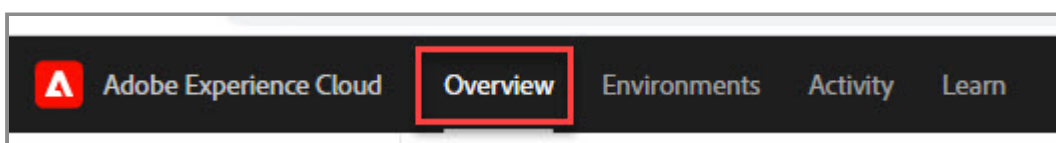
The **Program Overview** page opens.

2. Click **Add Environment**, as shown:
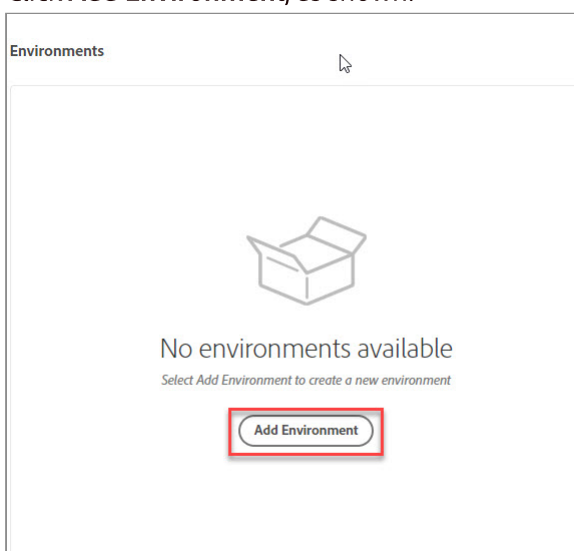
The **Add environment** window opens.

3. On the **Add environment** window, enter the values and click **Save**, as shown:

- Environment type: **Development** (select from the drop-down list)
- Environment name: (auto-filled)
- Prod Environment description: **My Dev Environment**
- Cloud Region: East US (select based on your location)
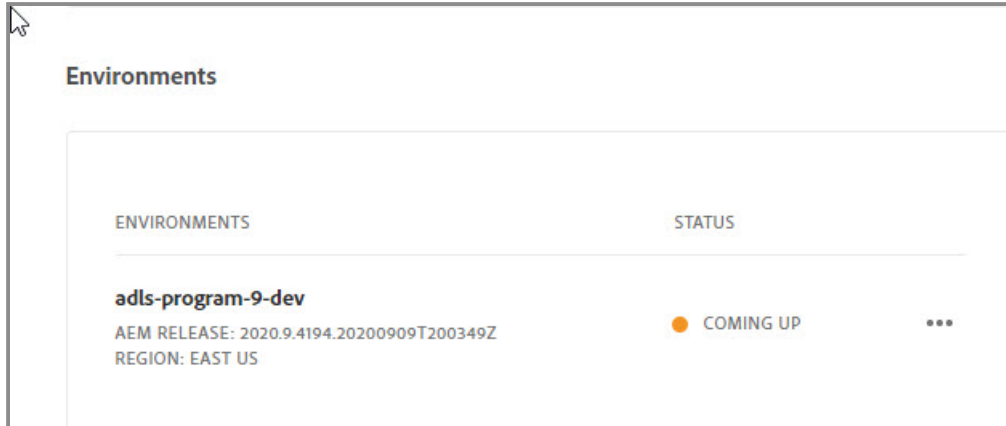
This will trigger the environment creation.

Notice a success message, as shown:

4. On the **Program Overview** page, under **Environments** , notice the new environment and the status, as shown:

It might take few minutes for the environment to start.

Deleting Environments

User with the appropriate permissions will be able to delete a Development environment.

The **Delete** option is available from the dropdown menu in the **Environments** Card. Click the ellipsis **(...)** for a Development environment you want to delete, as shown:
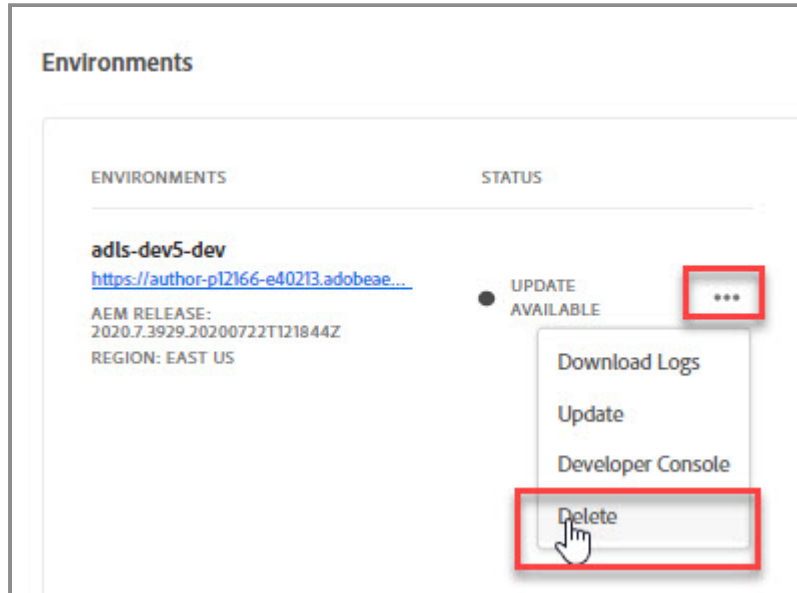
The delete option is also available, if you click **Details** from the **Environments** card.

Note: More information can be found on Helpx for managing environments [1]

Exercise 3: Remove the dev environment

Scenario: Dev environments are not auto updated with the latest AEM builds like stage/prod environments. As a developer, you have the option to manually update the environment as needed through a pipeline update. If you are not planning on using the environment going forward, it is also useful to just delete the environment to free up resources. In this exercise you will delete your dev environment because you will no longer be using it in this course.
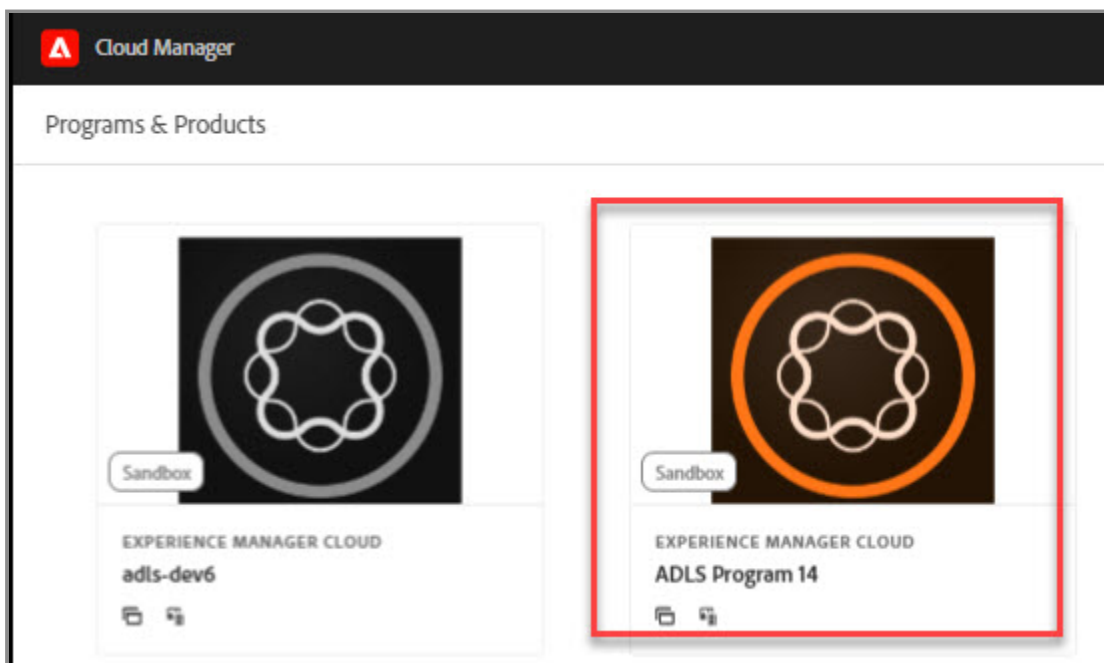
1. Log into **Cloud Manager**, https://experience.adobe.com/#/cloud-manager/landing.html. The **Programs & Products** page opens.

2. Select the **Program** assigned to you and open it, as shown:

The **Program Overview** page opens.

3. In the **Environments** pane in **Program Overview**, click the ellipsis (**...**), as shown:
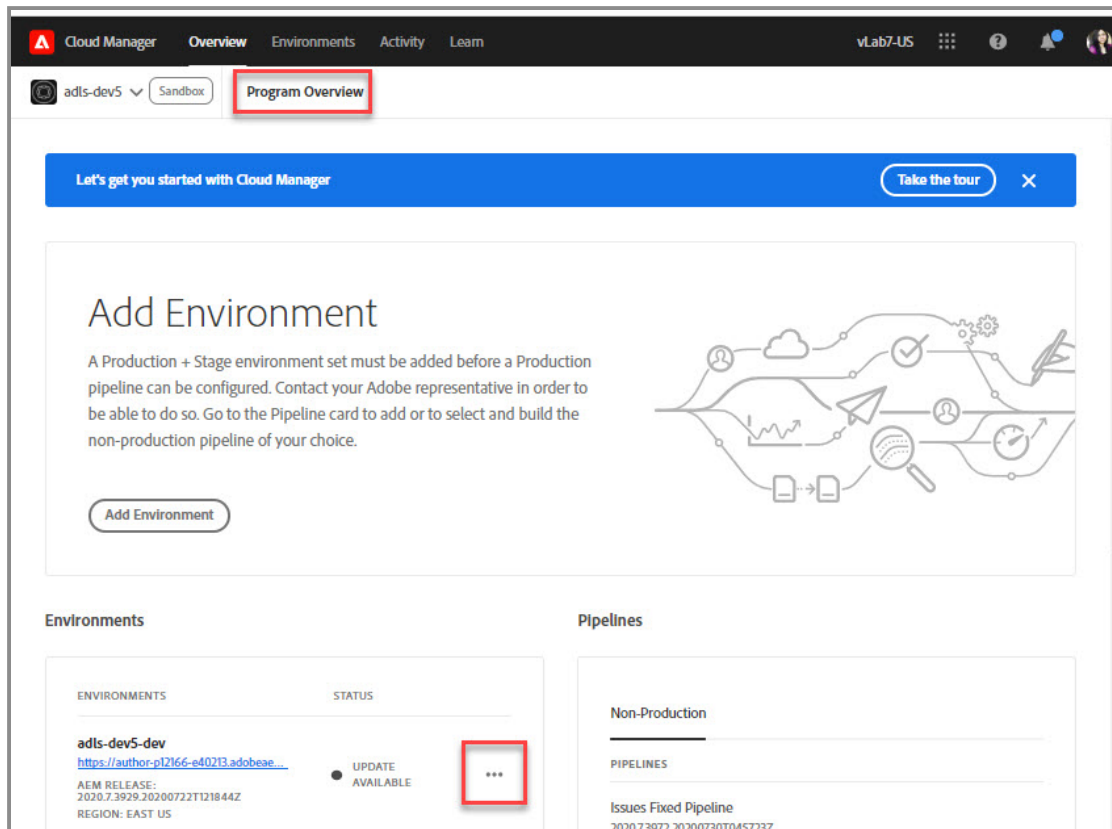

```
A drop-down menu is displayed.
```
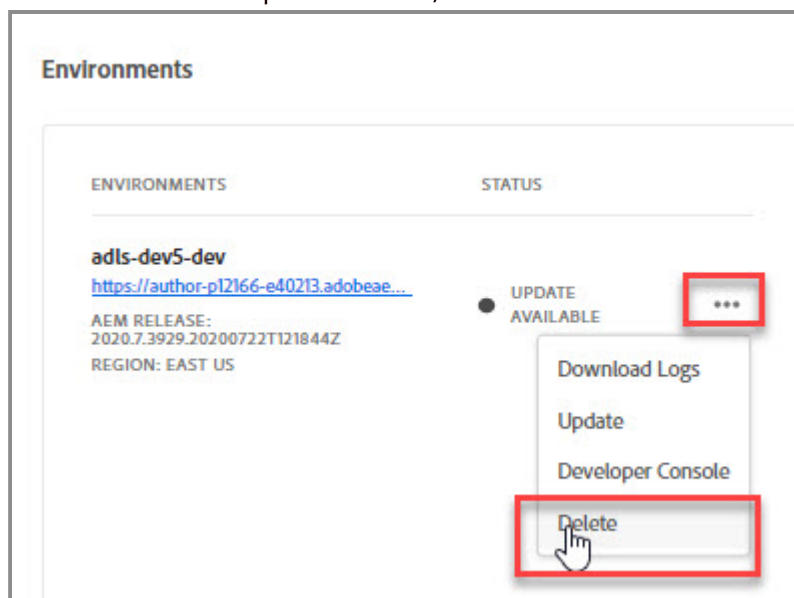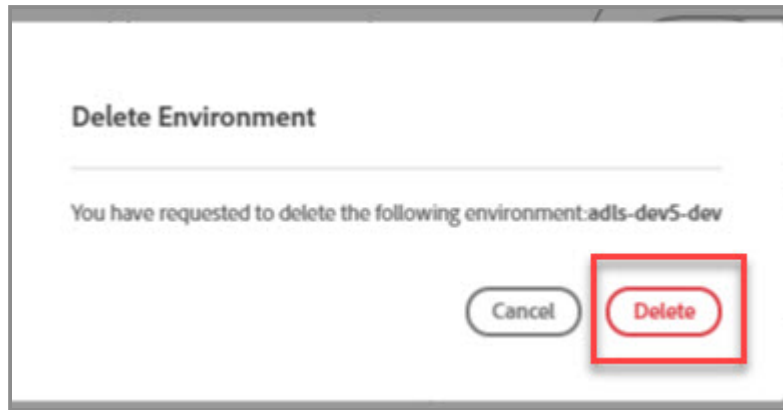
4. Select **Delete** from the drop-down menu, as shown:

The **Delete Environment** wizard appears.

5. Click **Delete**, as shown:

The Environment deletion process starts.

6. Once the Environment deletion process is started, another popup confirms the process has started. Click **OK**, as shown:
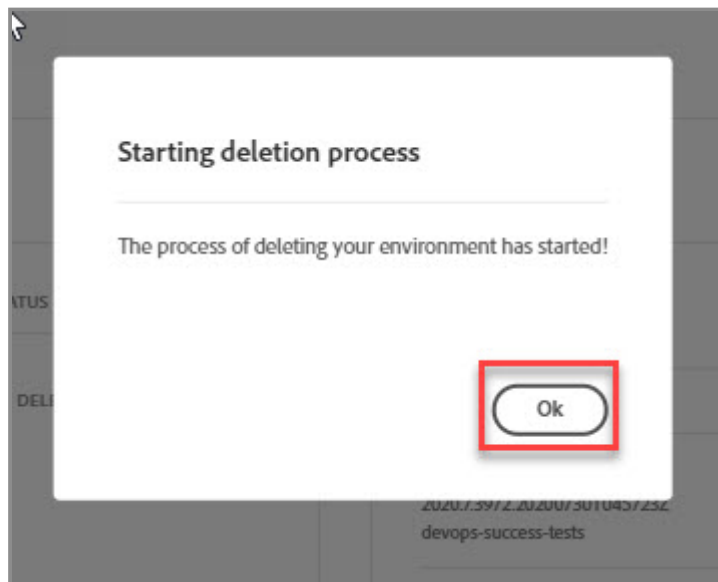
The Environment is deleted.

Note: Sometimes the UI gives a false negative and will tell you the deletion process has failed. Refresh the UI to confirm the environment is deleting.

Note: Deleting a development environment can take anywhere from 5 to 20 minutes.

Exercise 4: Remove unused Pipelines

**Scenario**: In a Program you can have as many pipelines created and executing as preferred. This allows for many code quality pipelines to be running in parallel of actual dev/stage/prod pipelines. Unfortunately code quality pipelines can quickly clutter your pipeline console and it makes sense to remove them if you are no longer using them. In this exercise you will remove all pipelines you created because you will no longer be using them for this class.

1. Log into Cloud Manager, https://experience.adobe.com/#/cloud-manager/landing.html.
   The **Programs & Products** page opens.

2. Select the **Program** assigned to you and open it. The **Program Overview** page opens.

3. In the **Pipelines** pane under **Program Overview**, hover over a desired Pipeline for deletion, as shown:
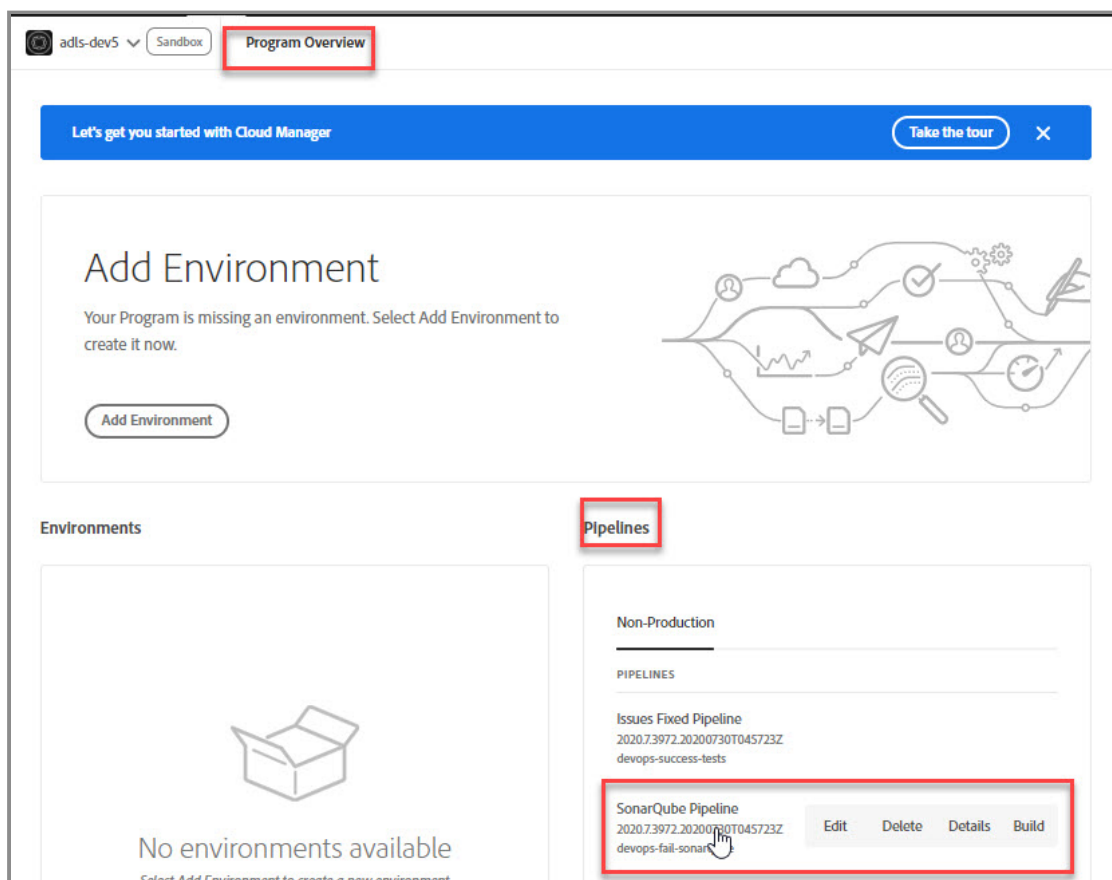
   The options such as **Edit**, **Delete**, **Details**, **Build** are listed.
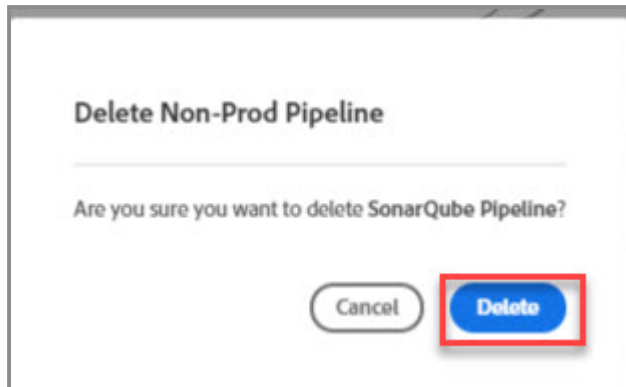
4. Click **Delete** on the pipeline, as shown:
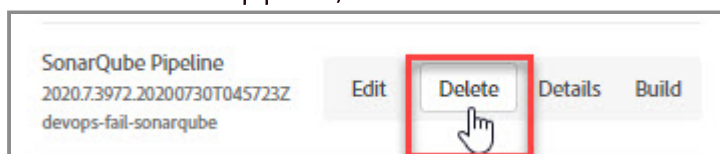
   The **Delete Non-Prod Pipeline** wizard appears.

5. In the popup wizard, click **Delete** to confirm the Pipeline deletion, as shown:

6. After the popup closes, confirm the Pipeline is deleted, as shown:

7. Repeat from steps 3 to 6 for all the Pipelines you created in this class.

References

1. https://docs.adobe.com/content/help/en/experience-manager-cloud-service/implementing/using-cloud-manager/manage-environments.html#deleting-environment ↩