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Assignment 6.2

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

Blackboard Inc. is a company that makes educational software. In 2010, their Learn product had a big problem. Their code was old and messy. It took a long time to build and test, and developers found it harder to make changes.

To fix this, the company’s chief architect, David Ashman, used something called the strangler pattern in 2012. Instead of rebuilding everything at once, they created what was called Building Blocks. These were smaller, separate parts of the system that developers could work on without messing up the old code. Over time, more and more code moved into these new sections, making the system easier to manage. Developers liked working in this new setup because it was faster, safer, and more flexible.

**Lessons Learned:**

* Old code can slow things down – The bigger and older a system gets, the harder it is to fix or improve.
* Small steps are better than big changes – Instead of replacing everything at once, breaking things into smaller parts makes upgrades easier.
* Independent pieces make work faster – When developers can work on smaller, separate sections, they don’t have to wait on others.
* Good design matters – A well-structured system helps teams work better and fix problems faster.
* Software needs to evolve – Technology changes, and companies must update their systems to stay efficient.

This case shows that gradually improving old systems using smarter methods can make software easier to maintain and improve over time.

Kim, G., Humble, J., Debois, P., Willis, J., & Allspaw, J. (2016). The DevOps handbook: How to create world-class agility, reliability, & security in technology organizations (2nd ed.). IT Revolution Press.