



Azure DevOps part 1

Azure DevOps, Deep Dive - Part 1 Sujit Singh















- Azure DevOps
- Overview
 - Plan
 - Build
 - Test
 - Release
- Build
 - Repo
 - Branching
 - Releases
- Example
 - Azure DevOps





- Introduction
 - ▶ VSTS (on premises, VS Team System) 2005
 - ► TFS (on premises, Team Foundation Server) 2008
 - ▶ VSO (Visual Studio Online) 2013
 - ▶ VSTS -(VS Team Services) 2015
 - ► ADO (Azure DevOps) 2018



Azure DevOps - Single Tool for delivery

Plan

Backlog, work items

Build

Design, Test, Code

Package

Build once deploy many

Deploy

Automate, Repeat

Monitor

Dashboards, Alerts















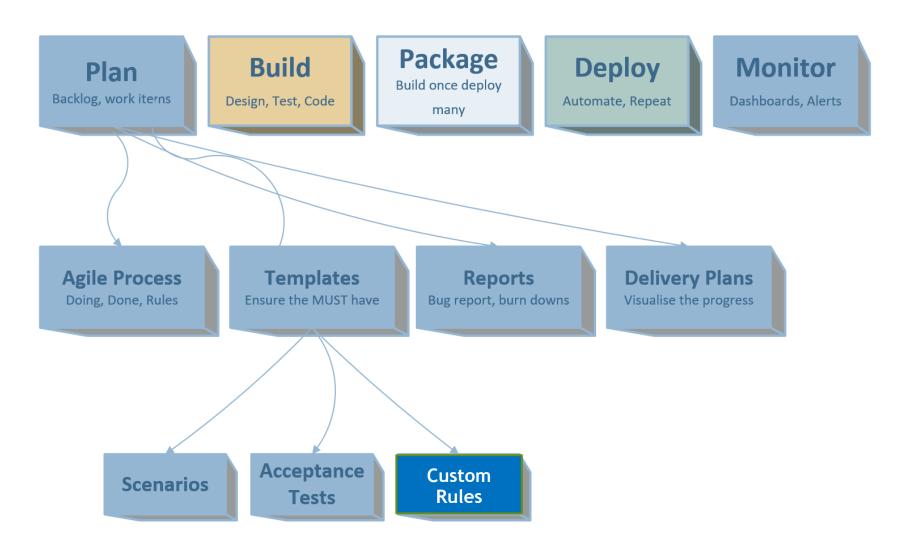






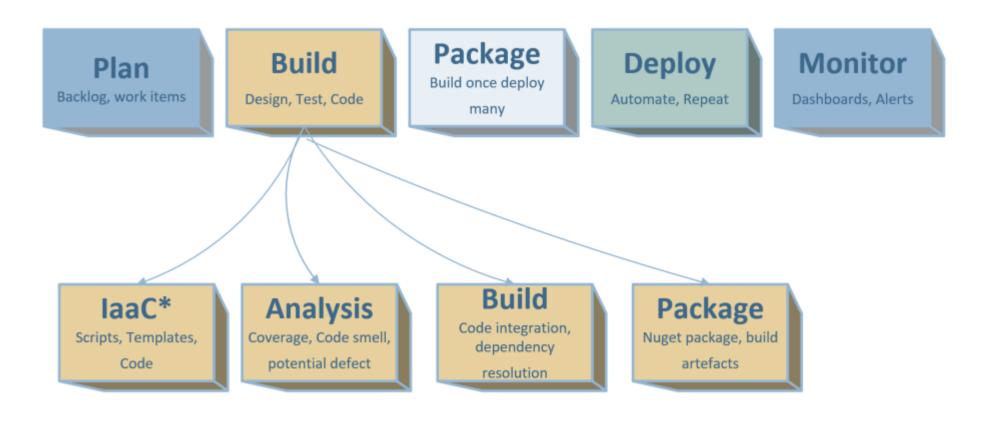


Azure DevOps - Build





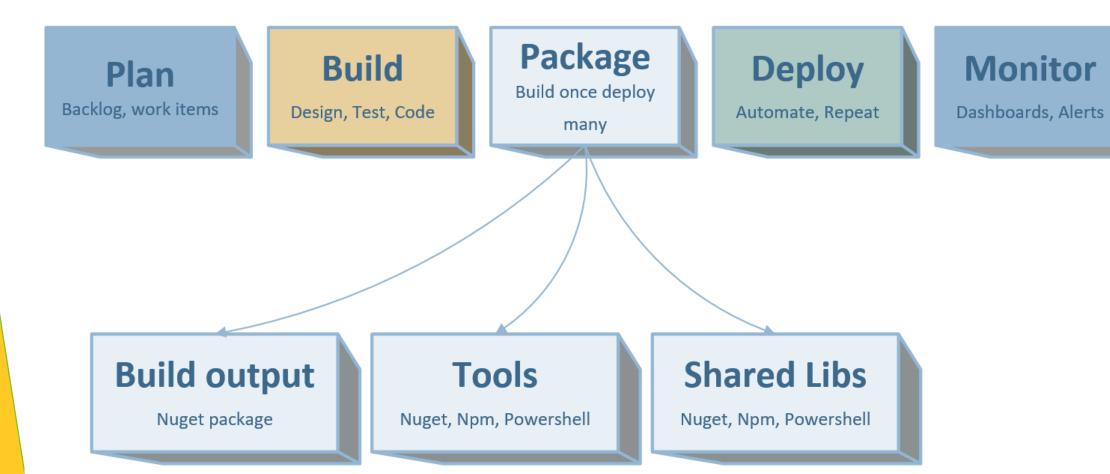
Azure DevOps - Build



*IaaC = Infrastructure as Code

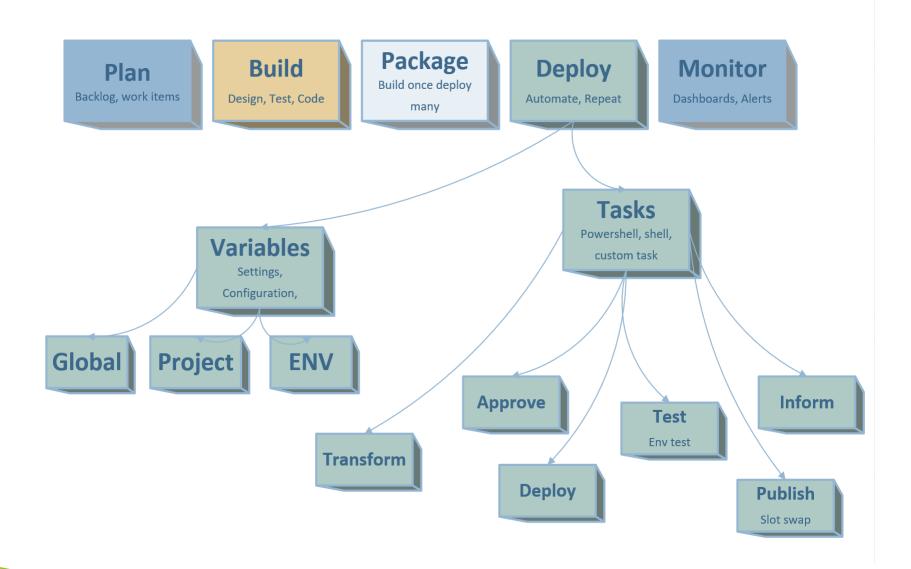






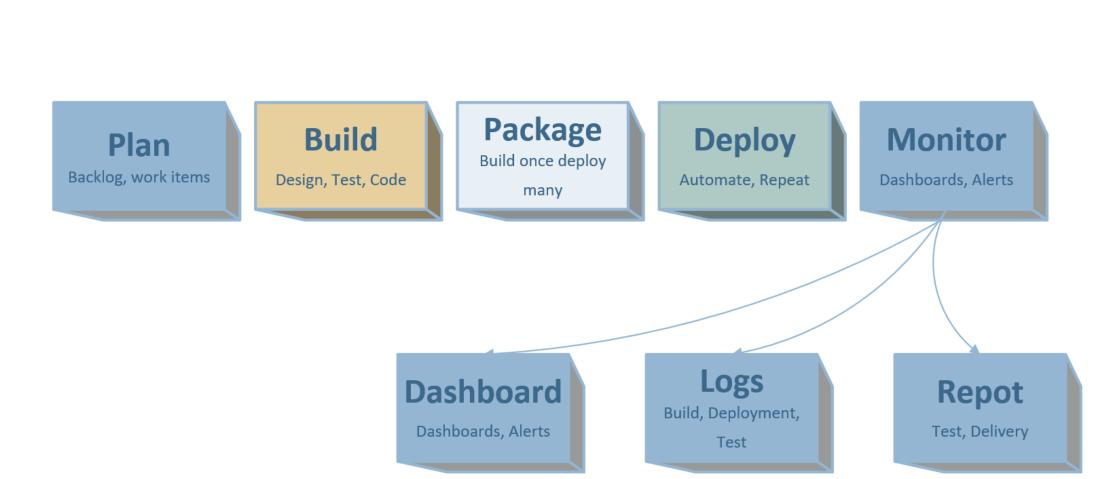


Azure DevOps - Deploy



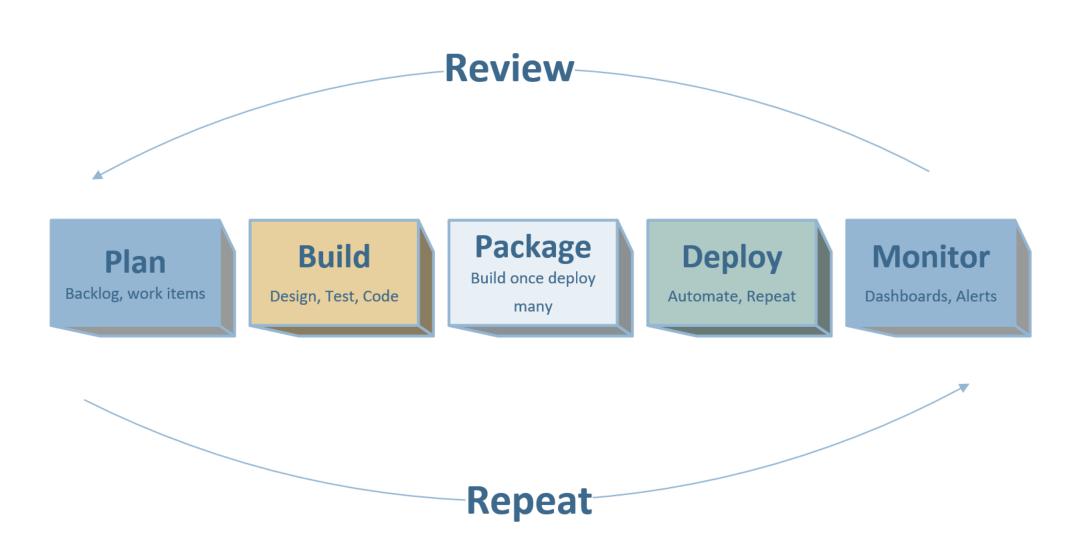


Azure DevOps - Monitor

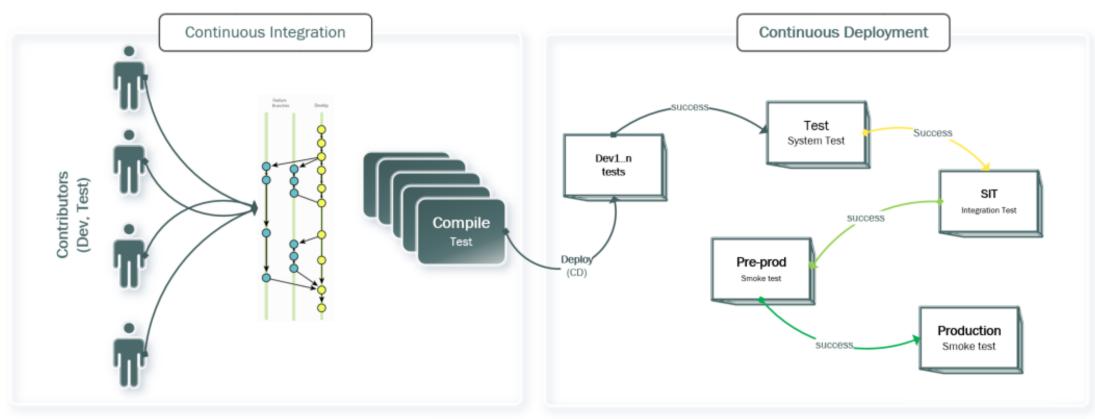




Azure DevOps - Continuous Improvement



Azure DevOps - Typical deployments



Environments are logically grouped, they can have one or many physical components Repeatable process, environments can be recreated.

SIT deployment goes through co-ordination between teams Pre prod and prod deployment usually go through change control



Break

Comments









New

- Create User story
- Add initial high-level requirement

Ready

- Clear Description updated
- Acceptance Criteria
- Persona and context provided

Approved

- Team agrees and understand implementation requirement
- Estimated



Product Owner

Engineers

Active

Unit testing

• Tasks created

- Implementation done, tasks closed
- Documentation done



Engineers



Product Owner

 Verified Resolved

Closed

Stakeholders informed

New stories can be created by other team members (delegated by PO if agreed) Approval can be done by Scrum master if PO agrees Story can be closed by Scrum master if PO agrees