# Refactoring of of environments with TF

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# About me

- I am Carlos Angulo
- I work at Ohpen as a Platform Engineer
- I have more than 7 years of experience
- You can find me on LinkedIn or GitHub





### Goal

We want to refactor and simplify a terraform solution. How would you tackle this?

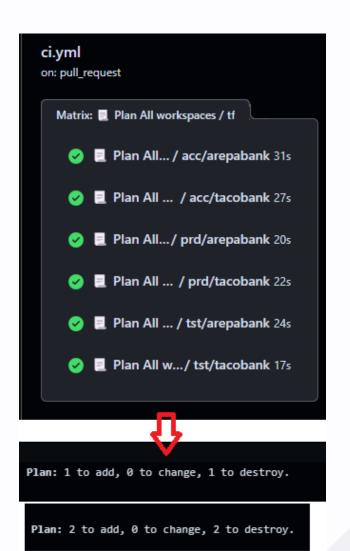


```
form > 💙 lambdas.tf > ...
resource "aws lambda function" "payments" {
                = try(var.payments.enabled, false) ? 1 : 0
  function_name = "${local.resources prefix}-payments"
resource "aws_lambda_function" "crm" {
                = try(var.crm.enabled, false) ? 1 : 0
  function name = "${local.resources prefix}-crm"
resource "aws lambda function" "transactions" {
                = try(var.transactions.enabled, false) ? 1
  count
  function name = "${local.resources prefix}-transactions"
```

mbdas.tf M X

# Problem

- We edit the code and we perform a terraform plan to ensure our changes do what we expect.
- If we have 3 environments, we check 3 terraform plans. But, what if we have hundreds of environments?



Plan: 1 to add, 0 to change, 1 to destroy.

### What do we need?

 We need to aggregate all the environments changes so it is easy for us to know how our changes affect them. Plan: 2 to add, 0 to change, 2 to destroy.

Plan: 0 to add, 0 to change, 2 to destroy.

Plan: 2 to add, 0 to change, 2 to destroy.

#### Our solution

- We end up creating a open source GH action for it:
  - terraform-plansummarize-gh-action

environment	deleted	created	updated	replaced
acc-arepabank	0	0	0	0
acc-tacobank	1 🗼	1	0	0
prd-arepabank	0	0	0	0
prd-tacobank	1	1	0	0
tst-arepabank	0	0	0	0
tst-tacobank	1	1	0	0
Total	3	3	0	0

# Questions?