

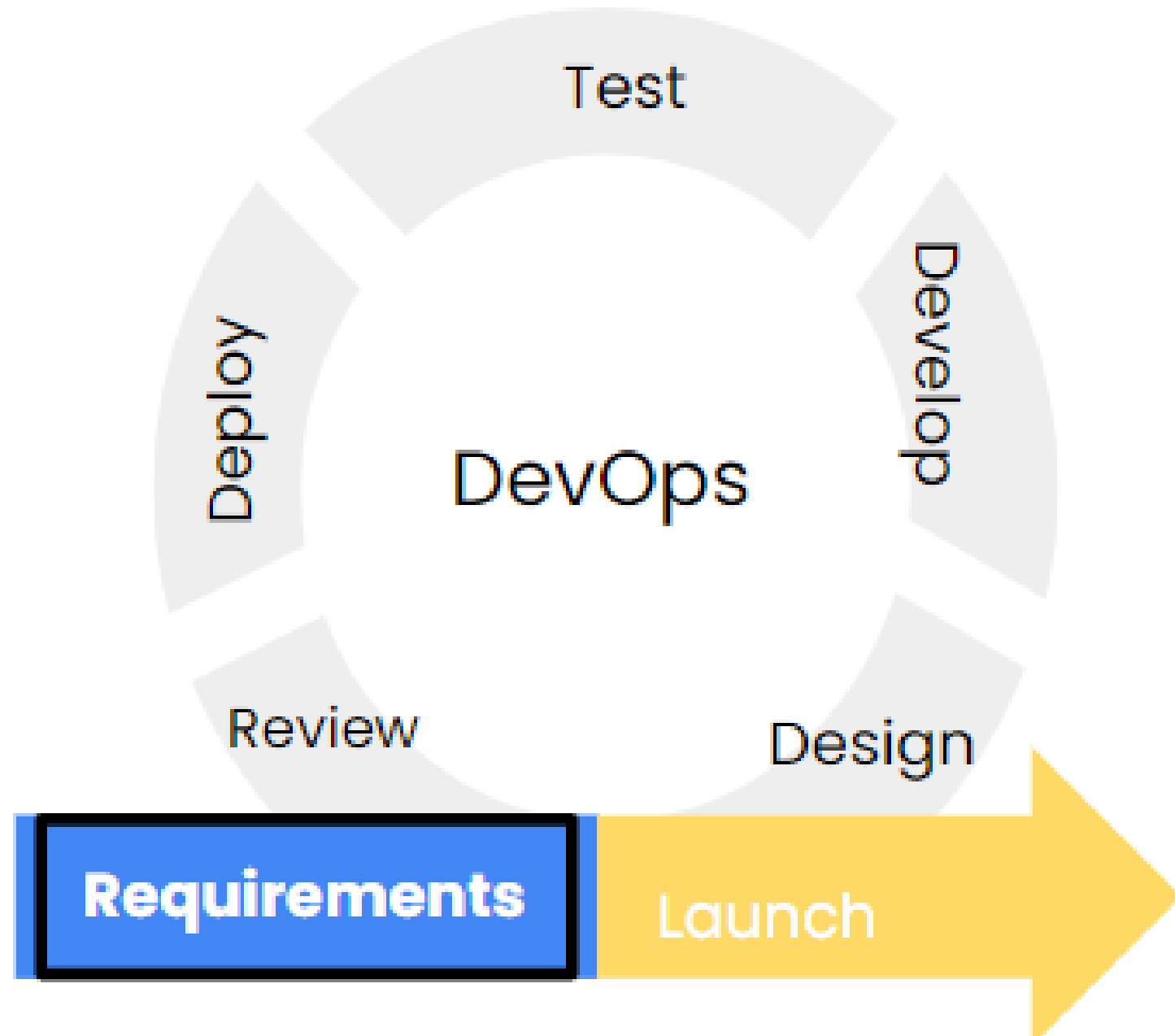
# The DevOps Change Management Model

INTRODUCTION TO DEVOPS



**Cem Sakarya**  
DevOps Risk Advisor

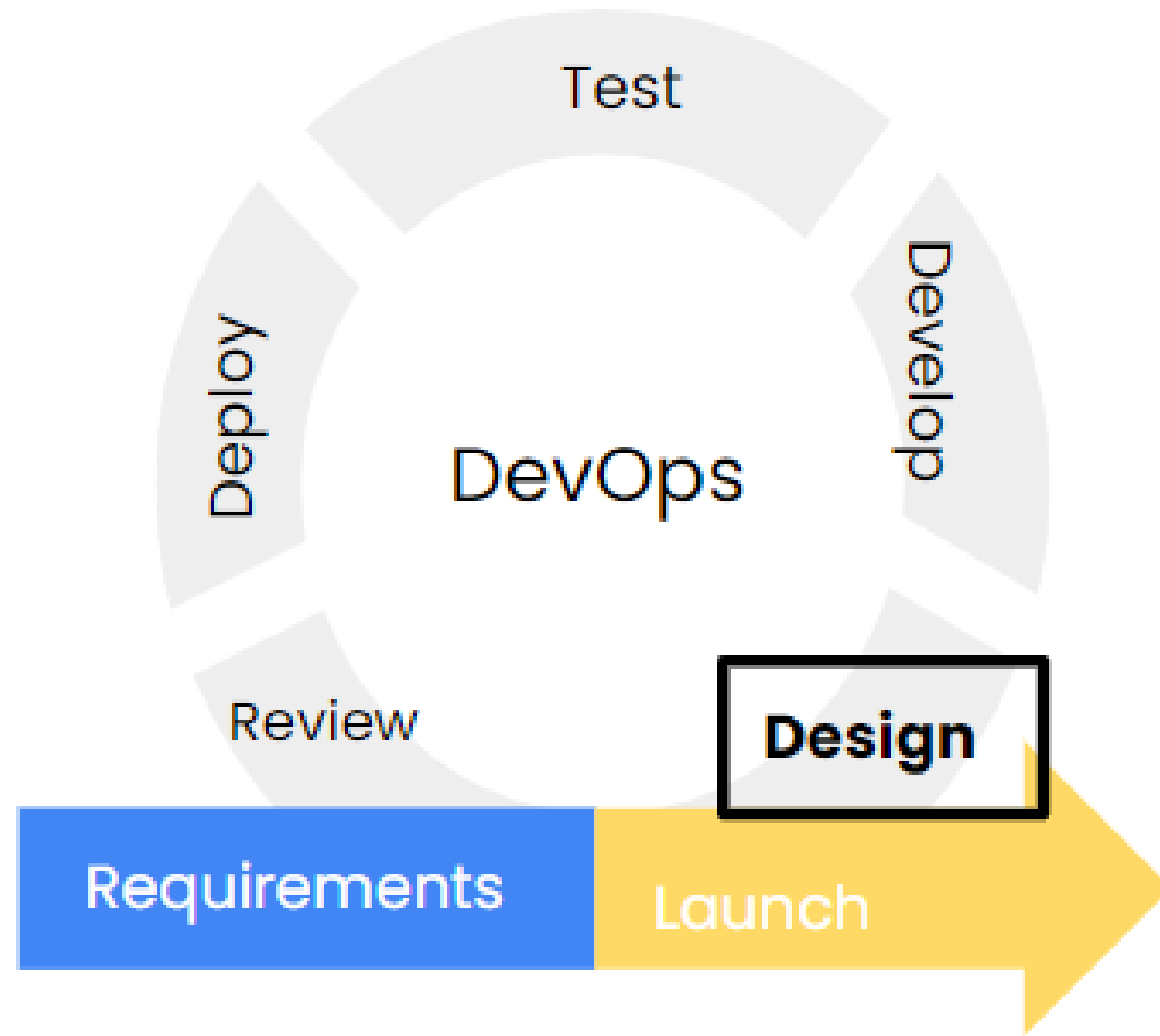
# Requirements



## Developing a new product

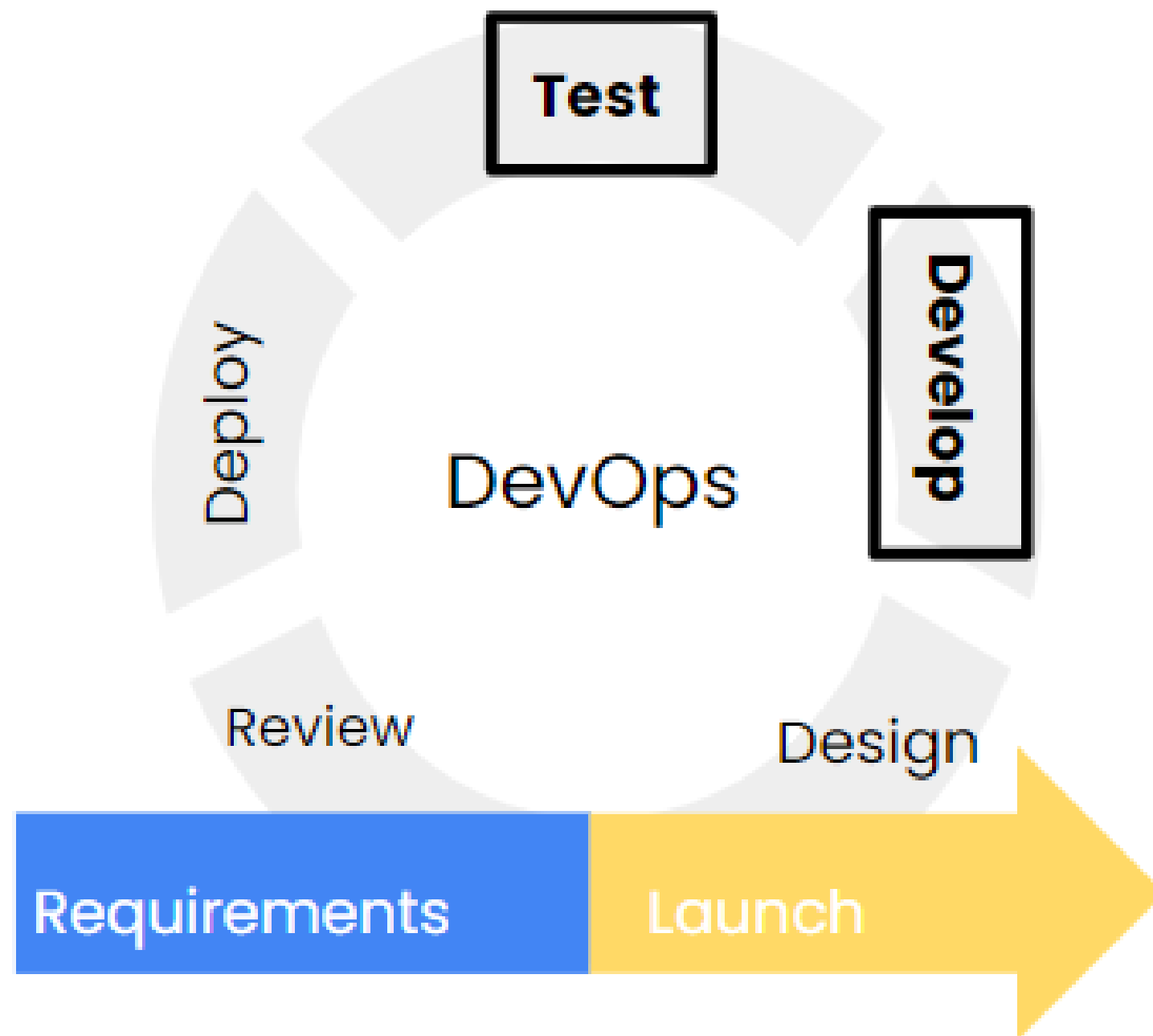
- Leadership: Sets business expectations
- Product Experts: Define user experience requirements

# Design



- Product Engineers: Designing the customer experience
- Infra Engineers: Designing the parts that product engineers will use
- Data Engineers: Designing the data pipelines for the new product

# Develop and test



## Product Engineers

- Develop for the customer experience
- Customer interaction

## Infra Engineers

- Supporting the product
- Providing testing environment

## Data Engineers

- Providing test data

# Testing

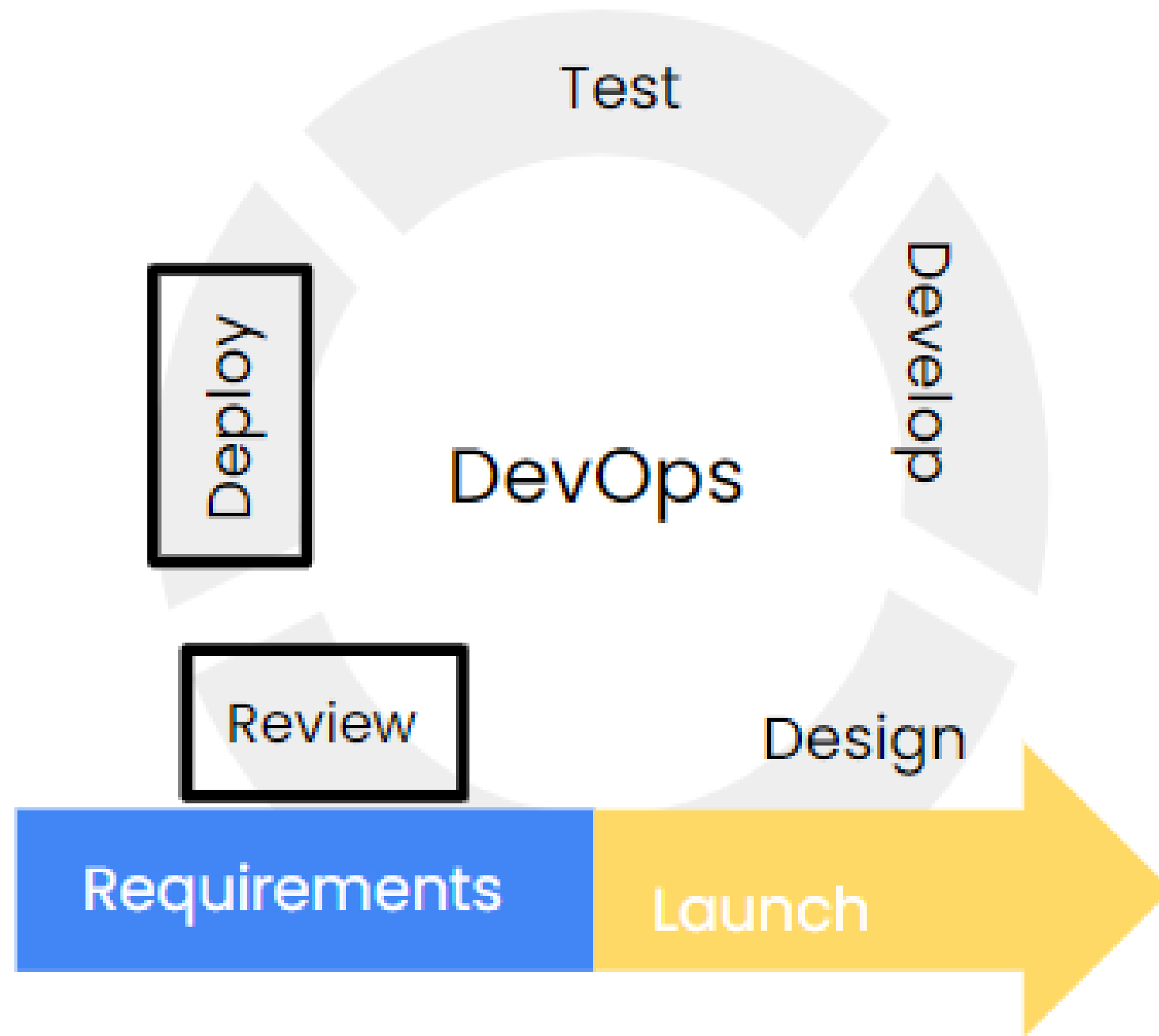
## Quality Checks



- Testing and developing at the same time
- Testing before customer interaction
- Otherwise poor user experience and security issues

## Security Checks

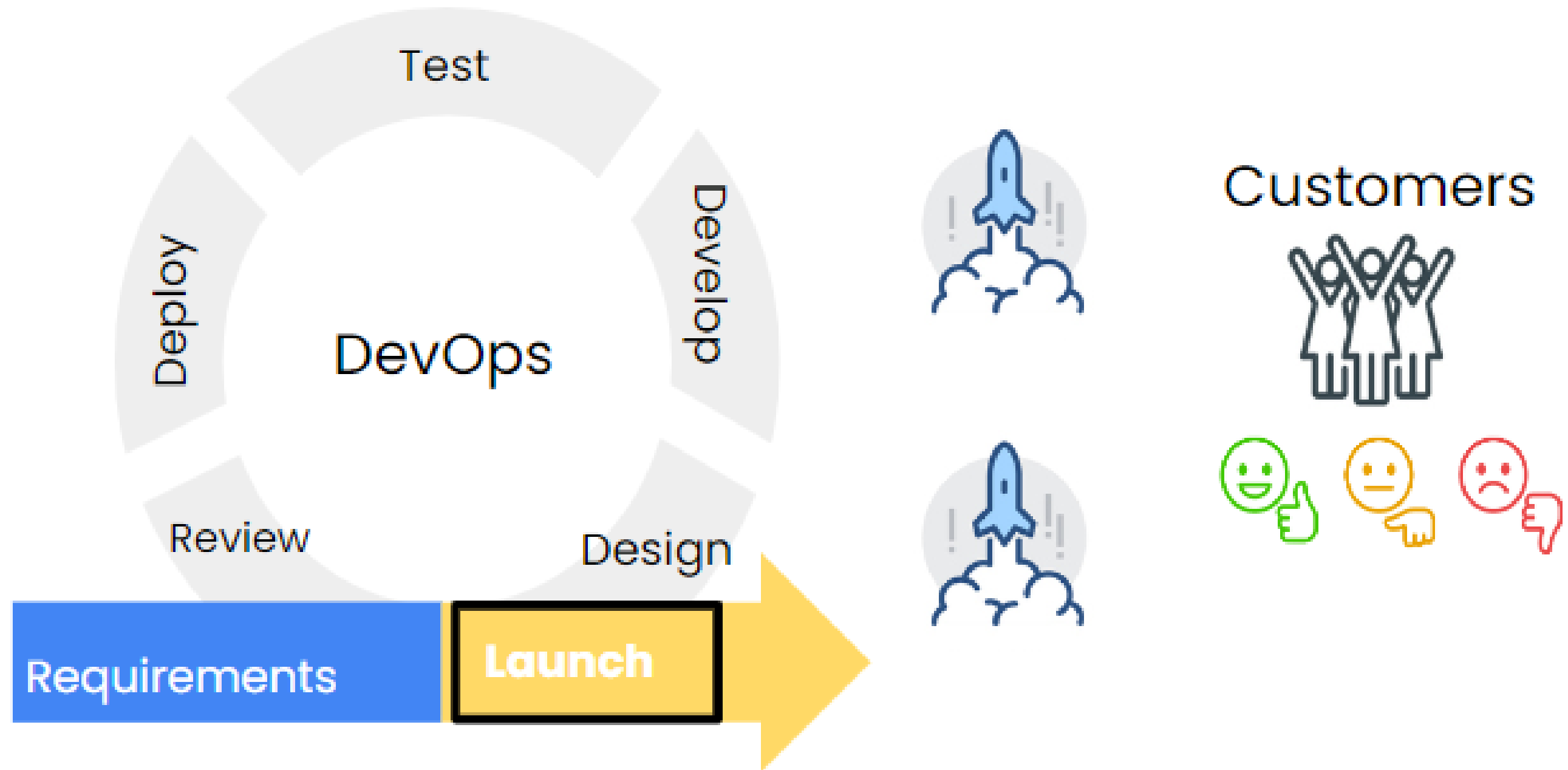




## Experimentation

- Limited set of users
- Early user interactions
- Observe if the users like the product
- Real user feedback

# Cyclical development



# Let's practice!

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# Main Software Architecture Systems

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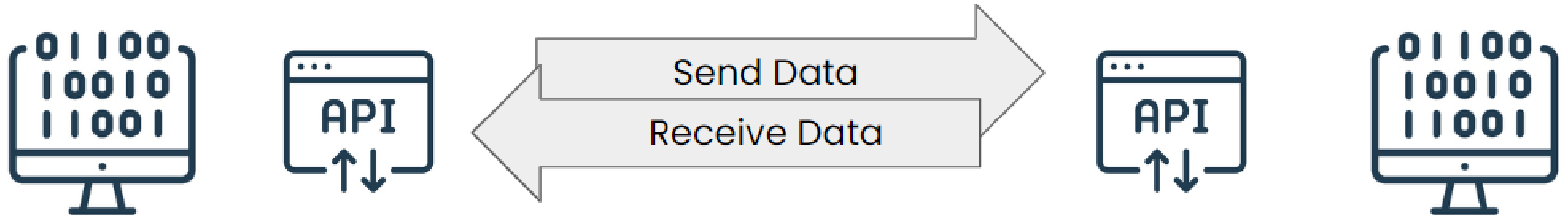
# Software architecture

Software architecture refers to the fundamental structures of a software system and the discipline of creating such structures and systems. Each structure comprises software elements, relations among them, and properties of both elements and relations.



<sup>1</sup> [https://en.wikipedia.org/wiki/Software\\_architecture](https://en.wikipedia.org/wiki/Software_architecture)

# Application Programming Interfaces (APIs)



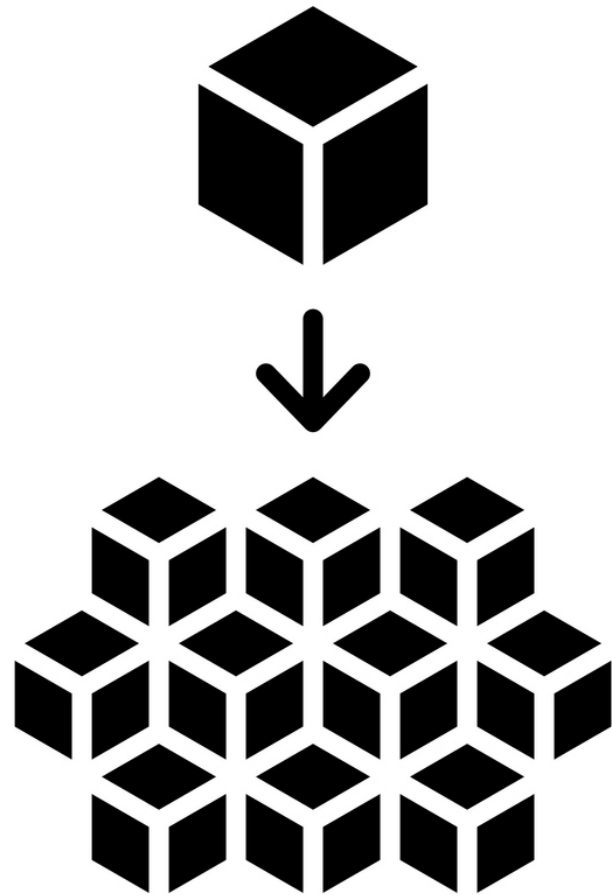
- Data flows through APIs
- They are essential for software and architecture

# Various architectural systems

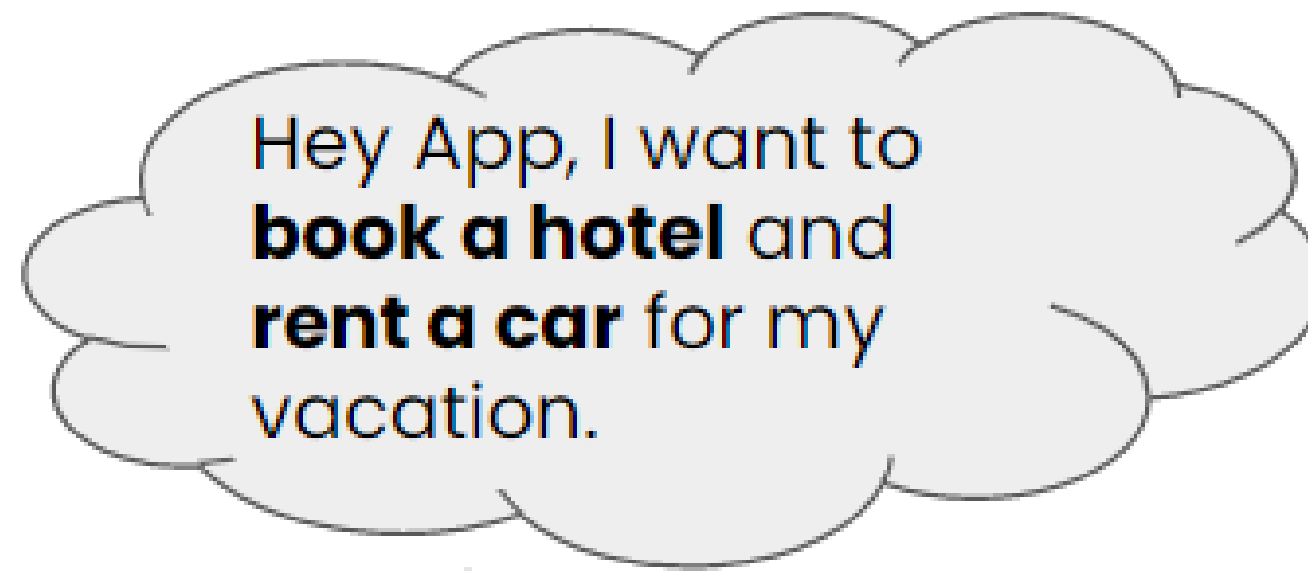
## Factors to consider

- Type of software
- In machine or in the browser
- Complexity of the software
- Simpler software parts can be treated as a single unit
- Separate the pieces for more complex software

# Microservices



- Most important architectural system for complex software
- Common in modern organizations
- Rather than a big single unit, have many smaller independent units
- Smaller units are called the microservices
- They communicate to each other via APIs



Customer



The App

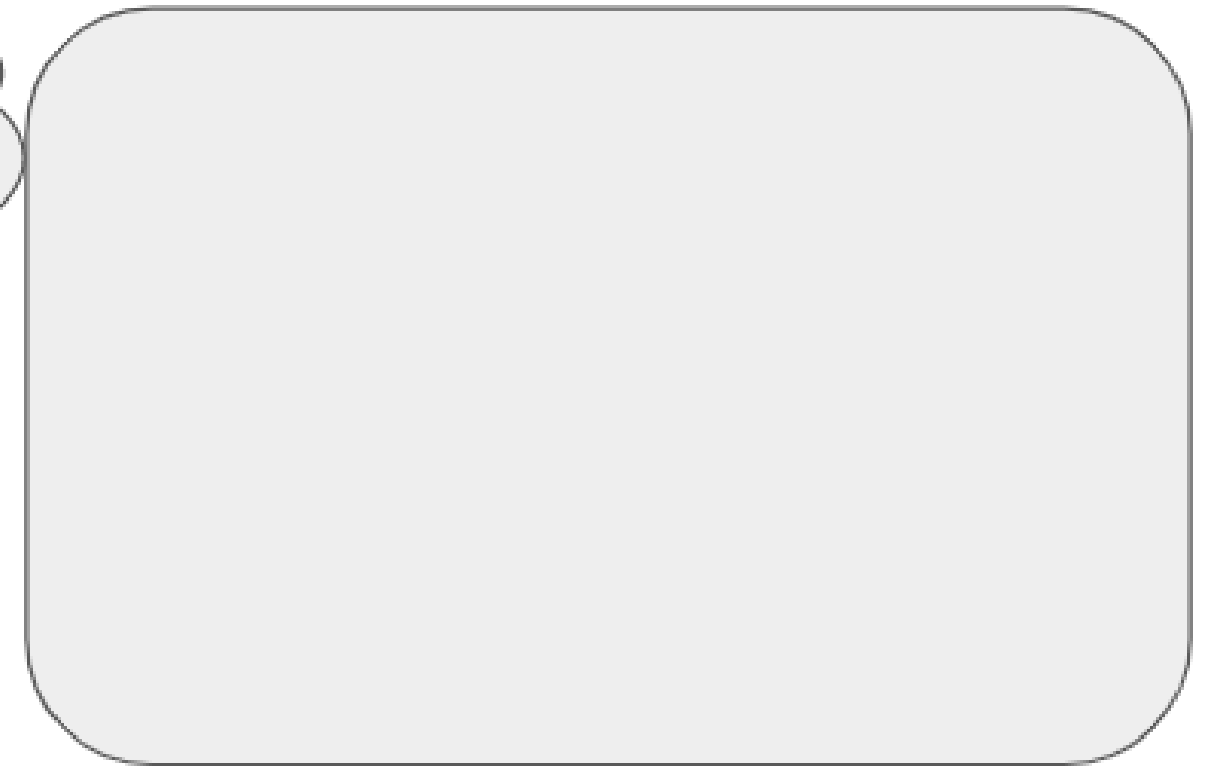


Customer

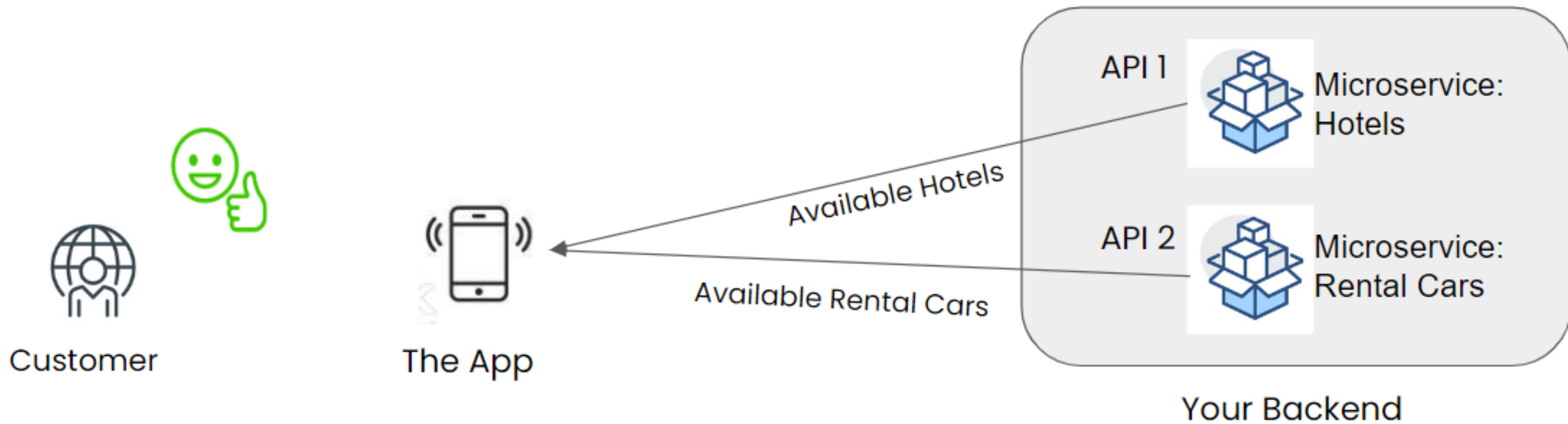


The App

Hey Backend, what  
are all available  
hotel and rental car  
options?

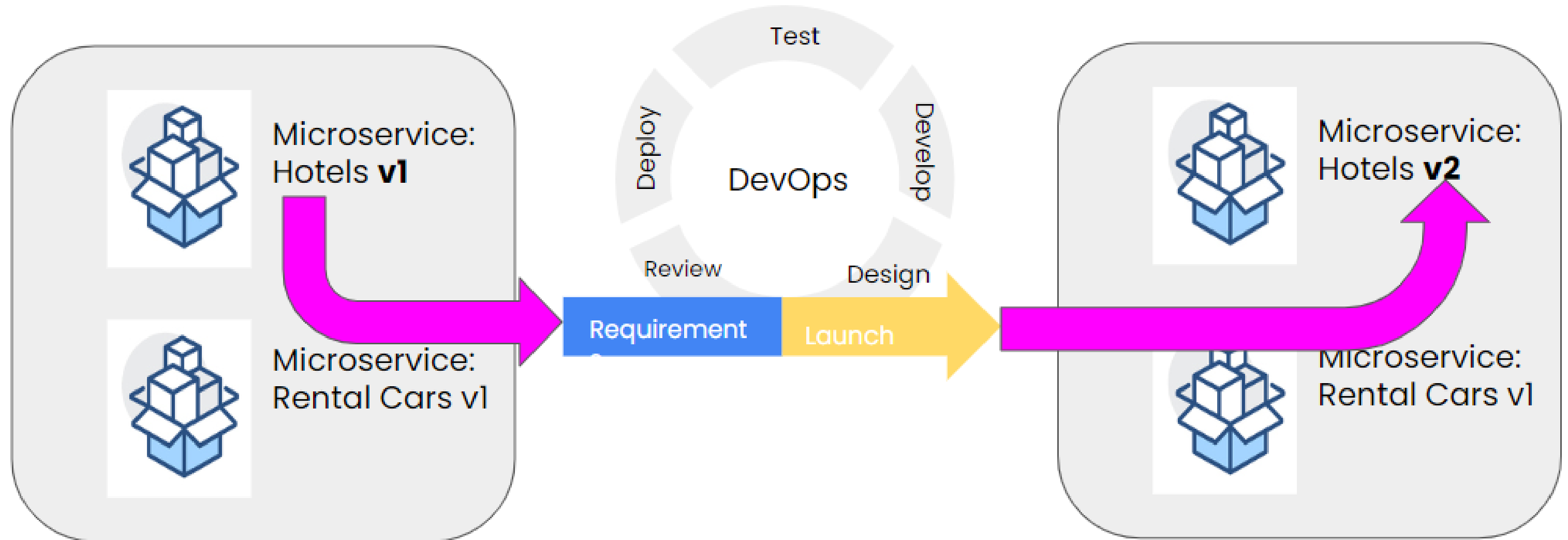


Your Backend





# DevOps for microservices architecture



# Benefits of DevOps for microservices

- Software is changed constantly in large organizations
- Change them one at a time
- Microservices are more secure and reliable
- If anything goes bad with one microservice, the rest will still function well

# Let's practice!

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# Modern IT Infrastructure Concepts

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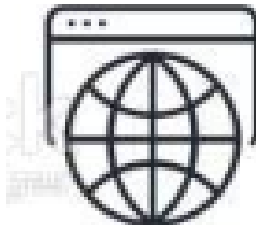
# Main components of IT infrastructure

- Combination of various components
- Customized for organizations specific needs

Software



Network



Hardware



# Hardware



- Can be hosted on organization's own premises
- Or it can be accessed through a cloud service provider



# Network

- Communication with other parts of the software
- Communication with the users through the Internet



# Software

We need software to:

- Manage the hardware and network
- Configure them for the organization's use

The goal of infrastructure software:

- enable the product teams to develop and serve customers.



# Change management

- Software needs constant maintenance and improvement
- These changes could be very expensive and disruptive to the services of the organization
- Infrastructure Engineering provides the tools that's necessary to build products

# Developer platform

## Developer Platform

Developer changes part of the codebase

## Codebase & Version Control

Code is merged to the rest of the codebase securely

## DevOps

Code is tested and integrated into the online product

## Deployment Platform

New version of the product starts serving the customer

# Codebase & version control

## Developer Platform

Developer changes part of the codebase

## Codebase & Version Control

Code is merged to the rest of the codebase securely

## DevOps

Code is tested and integrated into the online product

## Deployment Platform

New version of the product starts serving the customer

- Version Control: Git

# DevOps CI/CD pipelines

## Developer Platform

Developer changes part of the codebase

## Codebase & Version Control

Code is merged to the rest of the codebase securely

## DevOps

Code is tested and integrated into the online product

## Deployment Platform

New version of the product starts serving the customer

- DevOps in narrow meaning - CI/CD
- Code needs to be built
- Turn code file into machine executable file

# Deployment platform

## Developer Platform

Developer changes part of the codebase

## Codebase & Version Control

Code is merged to the rest of the codebase securely

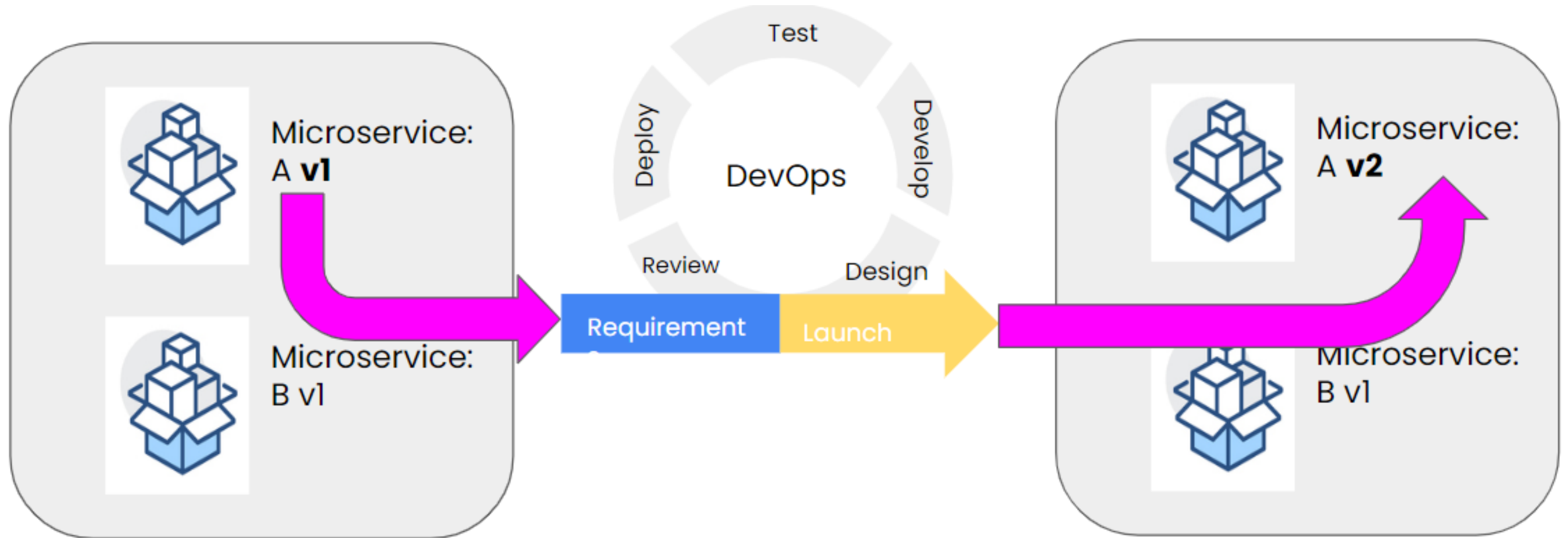
## DevOps

Code is tested and integrated into the online product

## Deployment Platform

New version of the product starts serving the customer

# Change management in microservices



# Let's practice!

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# Elements of DevOps

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# DevOps change management model

## Developer Platform

Developer changes part of the codebase

## Codebase & Version Control

Code is merged to the rest of the codebase securely

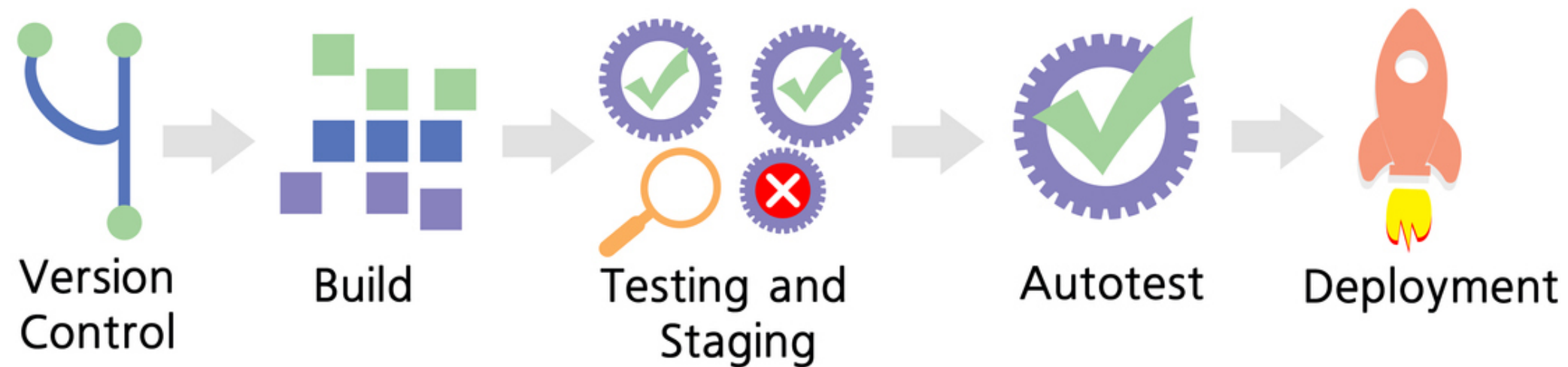
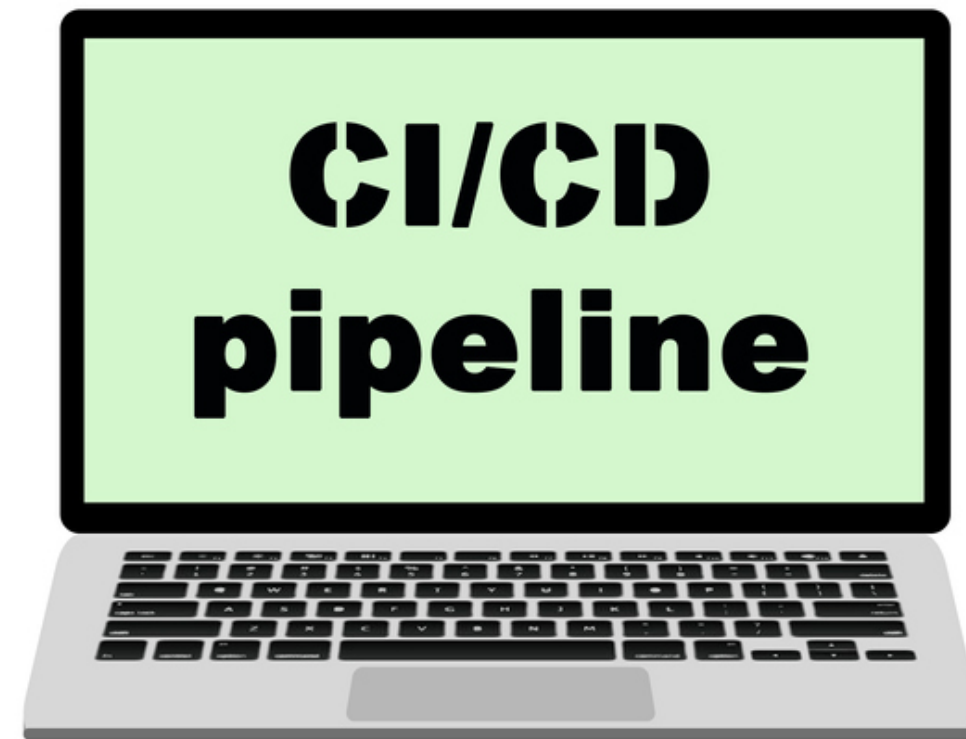
## DevOps

Code is tested and integrated into the online product

## Deployment Platform

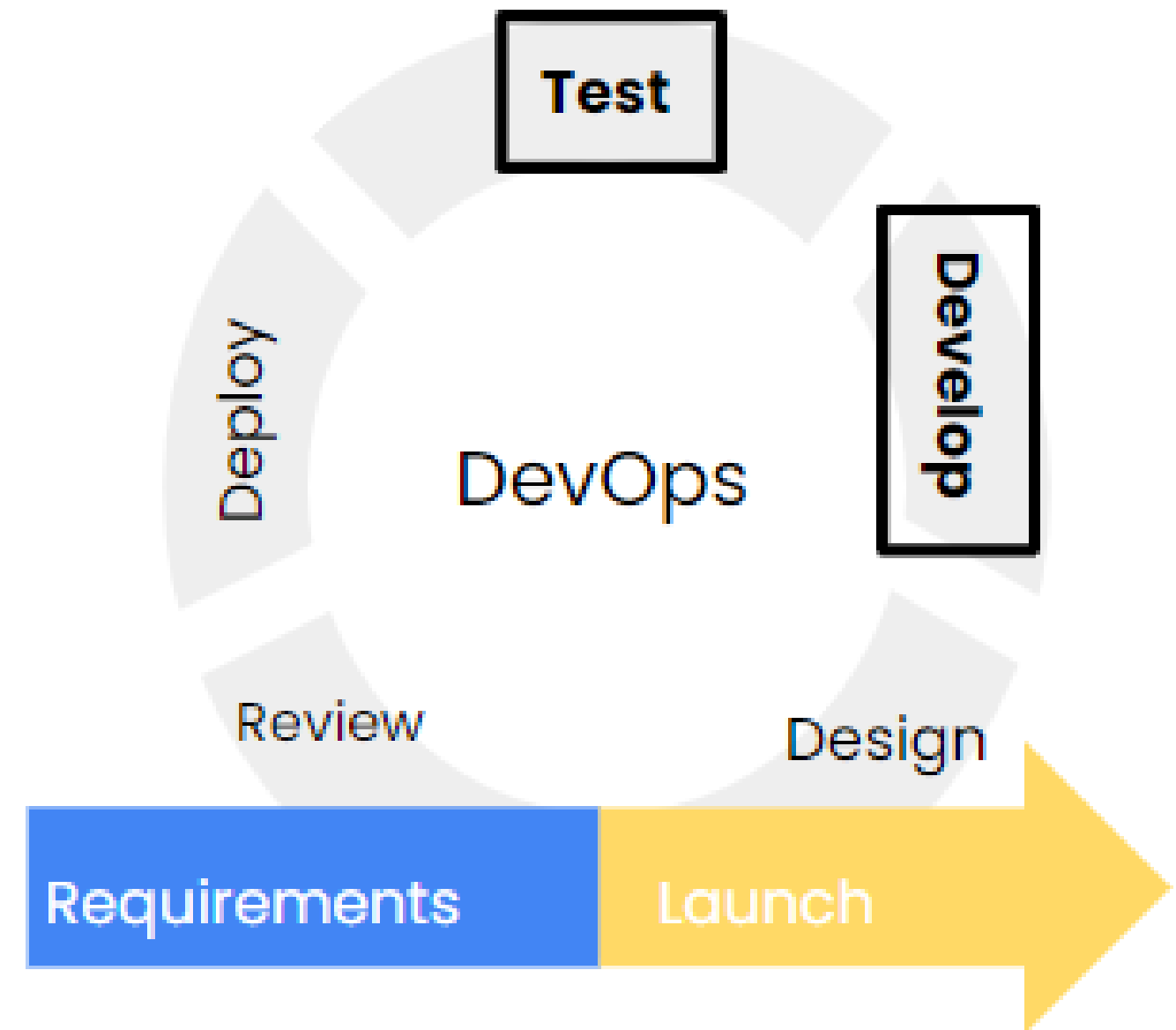
New version of the product starts serving the customer

- Continuous Integration & Continuous Delivery

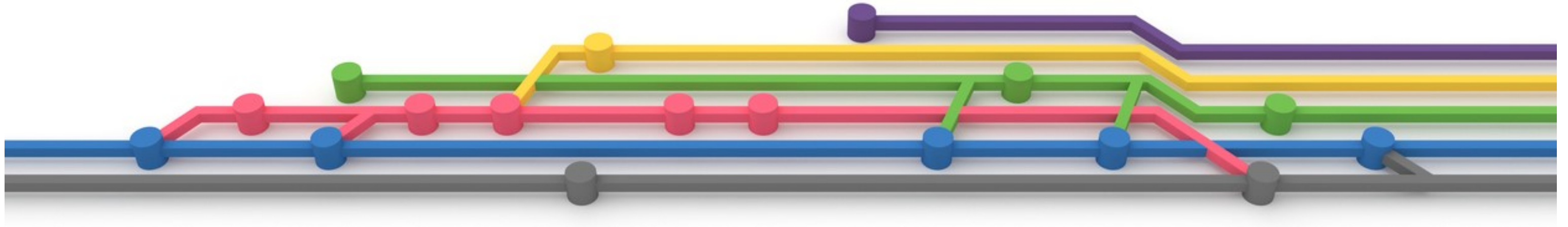


# Principles of CI

1. Version Control Software
2. Frequent integrations



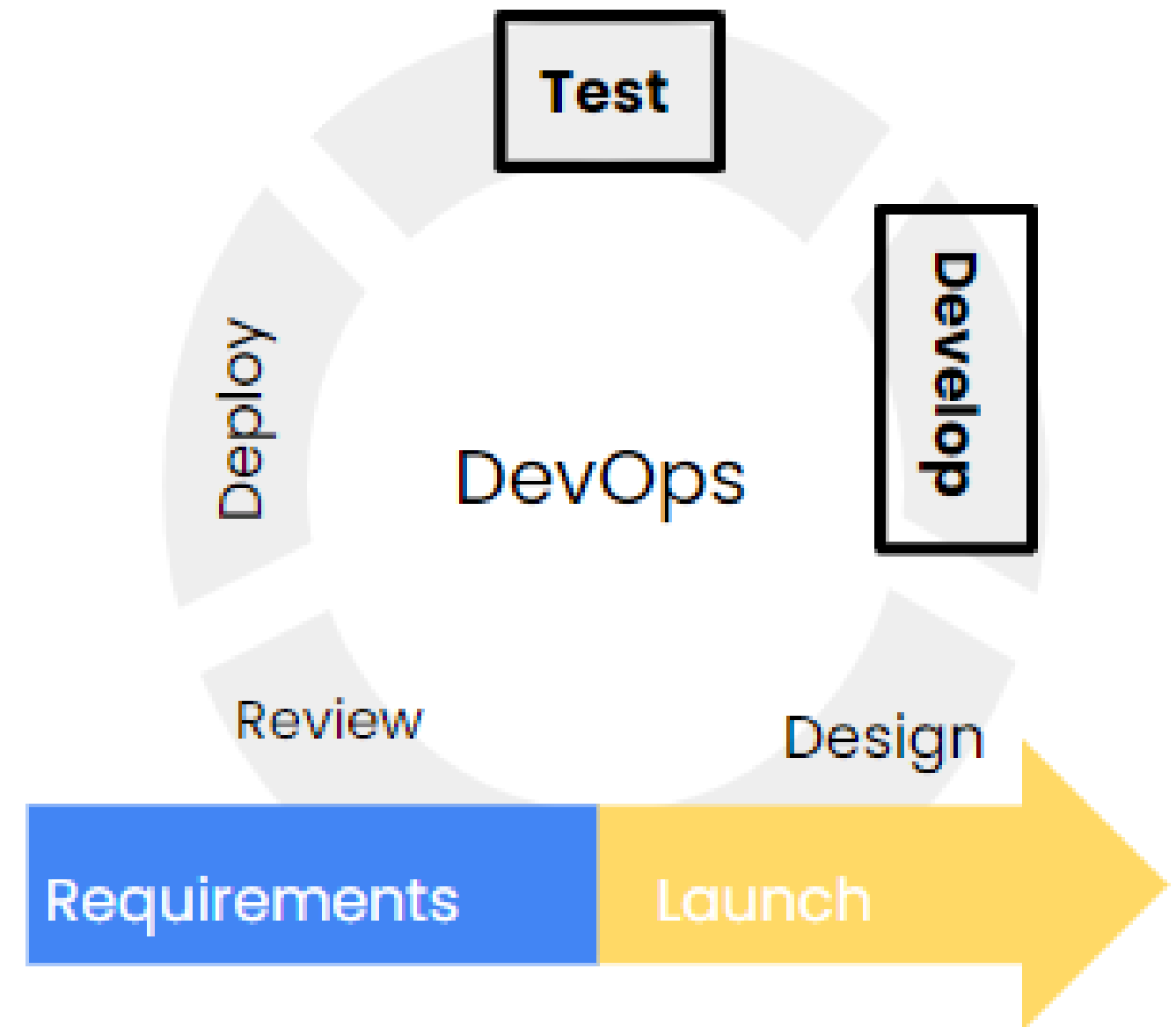
# Version control



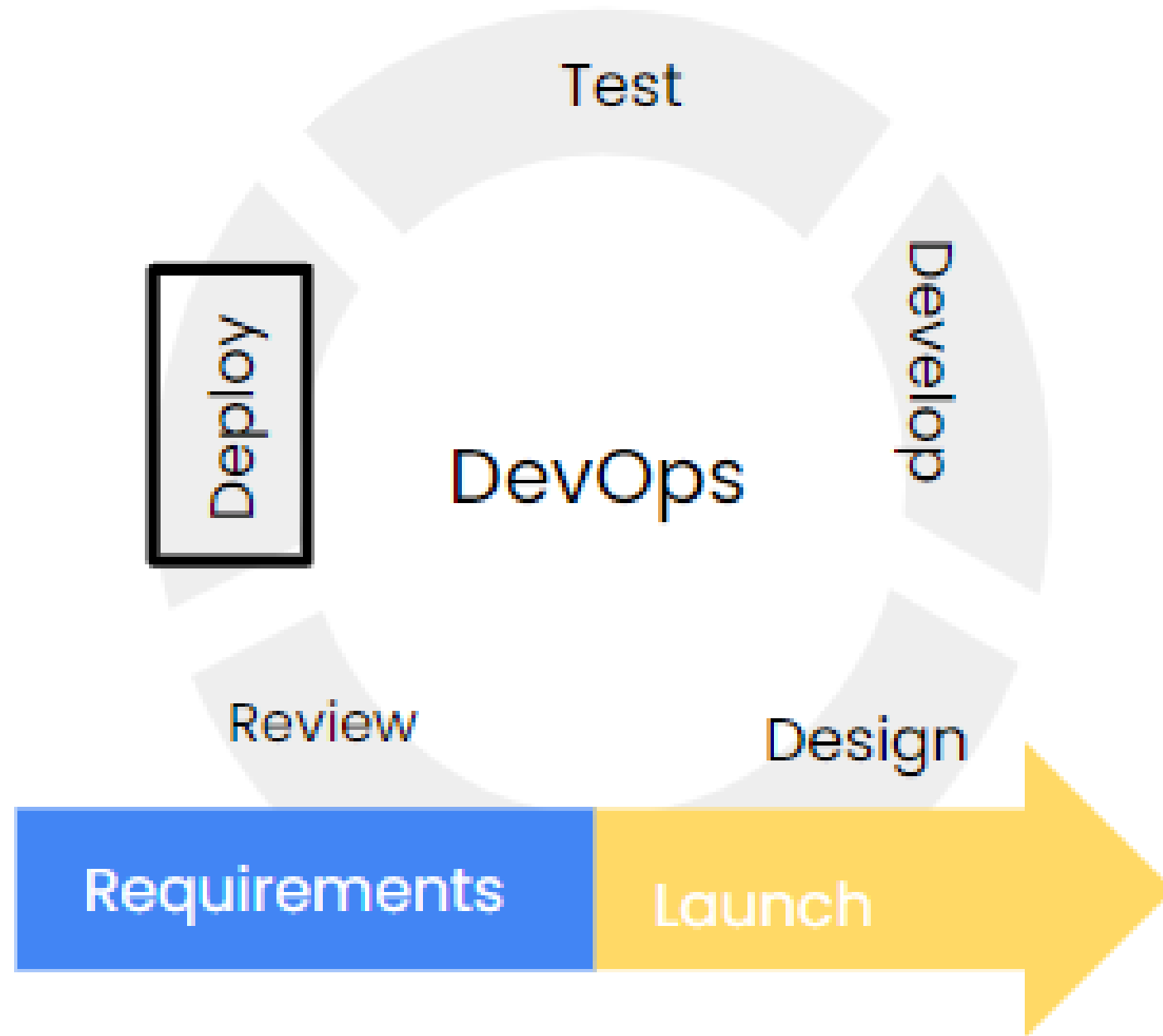
- Main branch as the source-of-truth for the codebase
- Multiple teams working on the same software
- Peer Review
- Testing in every step

# Principles of CD

1. Automated builds
2. Automated tests
3. Predictable and short change times

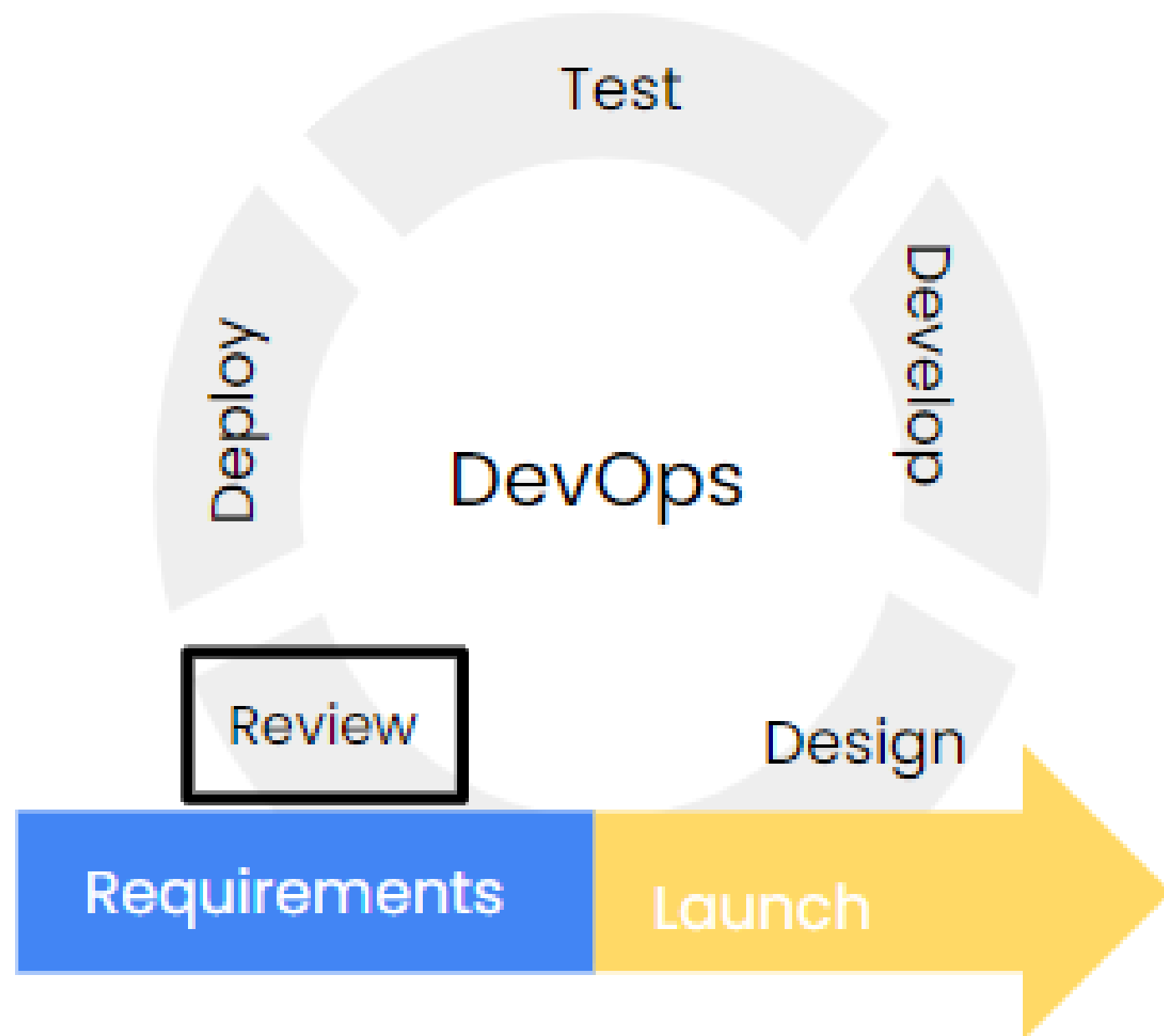


# Experimentation



- Limited set of users
- Collect their feedback
- Happens once a change is deployed

# Feedback loops



- Continuously improving the product
- Use the review stage for the feedback loop
- Turn the feedback into action
- Change the software if necessary

# Let's practice!

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