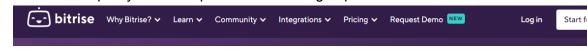
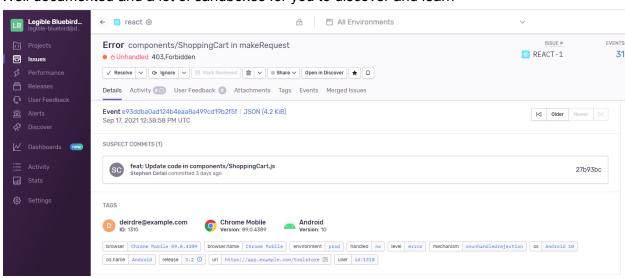
- Alternatives for Continuous Integration
 - Bitrise
 - Continuous integration model so that you can catch bugs sooner rather than automatically pushing things out 2 weeks in schedule.
 - Only pay for the hardware you actually use. Saves money.
 - Builds live on a virtual machine that cleans itself after each build finishes. Ensures confidentiality.
 - Customizable workflows, adaptable to what you want to use it for.
 - Fairly easy to get started
 - For the most part you can request a demo or sign up for free.



- Link to get started https://www.bitrise.io/why/features/mobile-devops
- History
 - Started off 5 years ago
 - 2% market share
- Alternatives for real time error monitoring
 - Sentry
 - Distributed tracing
 - Performance monitoring
 - Tells you where potential bottlenecks are in your code so you can fix them.
 - Decreases your bottlenecks
 - Well documented and a lot of sandboxes for you to discover and learn



-



See slow faster

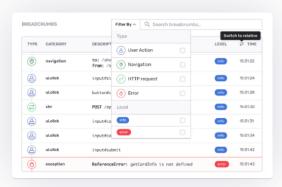
Quickly identify performance issues before they become downtime. View the entire end-to-end distributed trace to see the exact, poor-performing API call and surface any related errors.

SEE A SAMPLE TRANSACTION



Breadcrumbs make application development a little easier by showing you the trails of events that lead to the error(s).

CHECK OUT BREADCRUMBS



- There's a lot of examples and samples for a lot of their features.
- Link to get started https://sentry.io/welcome/
- Started in about 2016
- 94% market share
- Part 3
- .tinyArray
 - Results for the tinyArray
 - insert 70 µs
 - append 97.2 μs
- .smallArray
 - Results for the smallArray
 - insert 114.5 μs
 - append 234.2 μs
- .mediumArray
 - Results for the mediumArray
 - insert 241.6 μs
 - append 179 μs
- .largeArray
 - Results for the largeArray
 - insert 16.8333 ms
 - append 955.1 μs
- extraLargeArray
 - Results for the extraLargeArray
 - insert 1.4869059 s

- append 5.4235 ms
- It seems like it scales exponentially.