

Volvo IT

DevOps development plan – kickoff

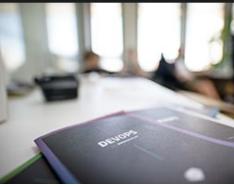
200+
EMPLOYEES



DEVOPS PIONEER SINCE

2007





CURRENT TURNOVER

10 M€



OPERATES FROM
HELSINKI
TAMPERE
COPENHAGEN
STOCKHOLM
BEIJING

ABOUT EFICODE

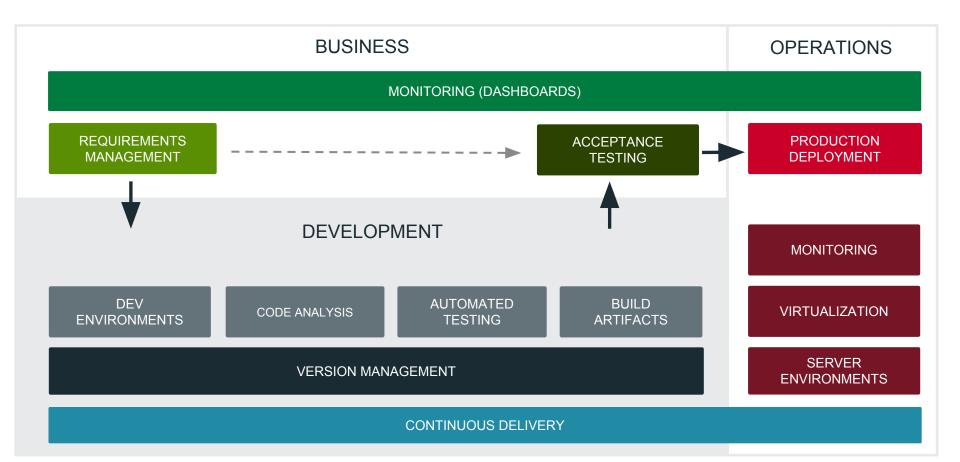


CODE FOR GROWTH

From ideation to building. From release to the future.

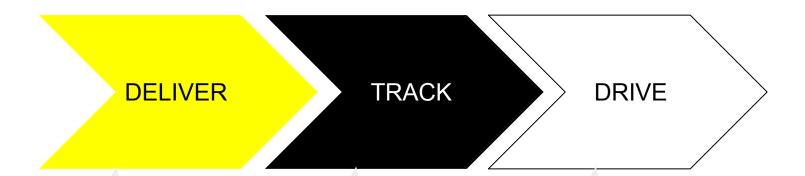


DEVOPS DEVELOPMENT MODEL





DEVOPS TRANSFORMATION JOURNEY



Efficient and highly automated SW production line from requirement management to commercial deployments and maintenance

End to end visibility to all production phases via data driven tracking, reports and dashboards

Continuous operational improvement based on both real-time and historical performance data

VOLVO IT KPIs:

Reduce Lead-time Increase Quality

Pilot Identification & Buy-In Baseline and Impact analysis Build Implementation Plan

STUDY PROCESS



Specifying goals

Selecting interviewees, scheduling

Initial information about the environment

Interviews

Analysis of all the gathered information

Report Draft

Finalized development report

Presentation to the selected audience



PROJECT REPORT

- DevOps maturity model benchmark
- Automation maturity benchmark
- Key findings from the perspective of the DevOps
- Improvement suggestions for the identified areas
- Roadmap for suggested improvements



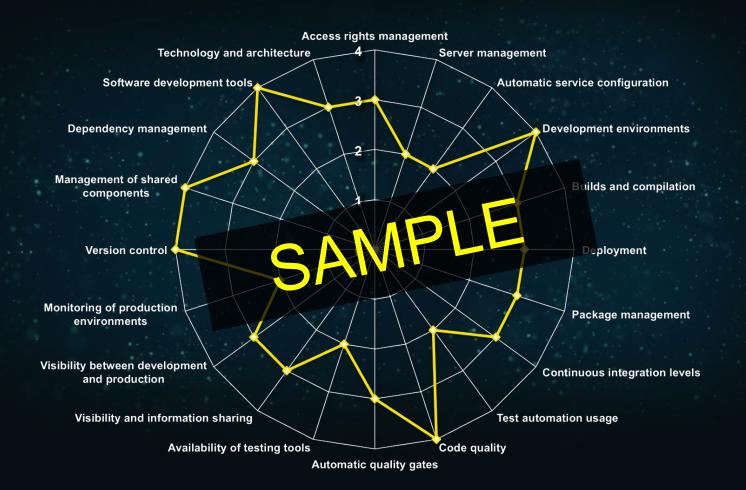
DEVOPS MATURITY - XX / 100



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LEADERSHIP	Development operations have been separated from the business knowledge. Starting a new development project is laborious.	Starting new development projects is agile, and there are practices in place for steering the project.	New projects can be connected to organization's strategic targets. Starting a new pilot project is easy.	Real-time metrics supporting decision making and tracking the completion of strategic targets are available.
ORGANIZATION AND CULTURE	Design, development and quality assurance are separate from each other. Communication is primarily in writing.	Work is conducted in teams but development and quality assurance are separate from each other.	The teams work independently. They have total liability for the development and quality assurance of features.	The teams communicate with each other regularly and work together to improve their practices. Communication with the IT operations is continuous.
ENVIRONMENTS AND RELEASE	Products are environment-specific and they are compiled manually. Environments are installed and configured manually.	The system is divided into parts and the compiling environment is known. So the releases are among ted.	confinents can be installed and configured automatically. Build and rease processes are automated.	Releases may be conducted automatically and continuously. Migration and recovery processes work as expected.
BUILDS AND CONTINUOUS INTEGRATION	Product integration is automatic, by configuration and deployment are controlled manually. No artifact or change logs management.	The frocks surface the specifically a per very during Fools are shared. It the strategy at the specifically a per very during the strategy at the specifical specifically are specifically as a specifical specifical specifically are specifically as a specifical specifical specifically are specifically as a specifical specifically are specifically as a specifical specifically as a specifical specifical specifically are specifically as a specifical specifical specifically as a specifical specifical specifically as a specifical specifical specifically are specifically as a specifical specifical specifical specifical specifically are specifically as a specifical	Integration covers the entire product and it is connected to acceptance testing. Dependencies are known and managed.	Build and integration processes are continuously improved based on collected metrics with aim to speed up the feedback cycle and improve visibility.
QUALITY ASSURANCE	Quality assurance is conducted completely by hand and primarily after development.	Unit testing or static code analysis is in place for some parts of the product.	Features visible to the end users are covered with automatic tests. Testers participate in the development process.	Acceptance tests present system requirements clearly and guide the development of the system as much as possible.
VISIBILITY AND REPORTING	Reports are made by hand when necessary.	Code integration, unit testing and code analysis are visible to the team.	The status of requirements can be monitored in real time in relation to tests and released features.	Real-time metrics are automatically collected from the product development process and used as a basis for improvement.
TECHNOLOGIES AND ARCHITECTURE	Technologies and tools are obsolete or are not fit for current requirements.	Technologies are growing old and the architecture is only partially adaptive or the interfaces are lacking.	Technologies are modern or well supported. The interfaces are well documented and exist for all key functionalities.	The architecture and technologies are optimal and enable reaching business targets efficiently.

AUTOMATION MATURITY - XX / 100







THANK YOU