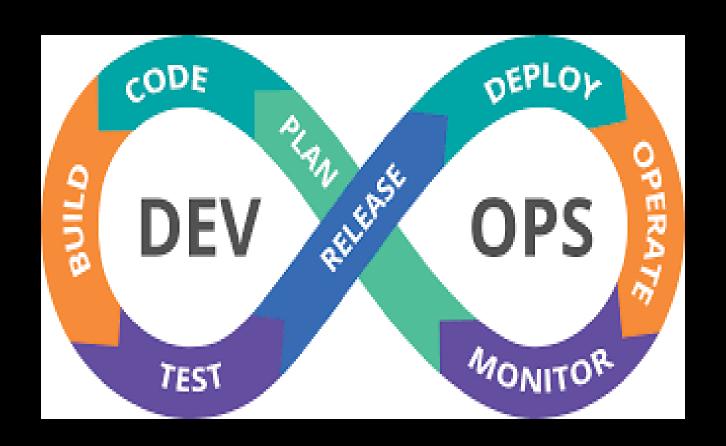


# Continuous Integration/Continuous Deployment (CI/CD)

# CI/CD → DevOps



# Continuous Integration (CI) - Definition

• CI is a software development practice where members of a team integrate their work frequently (daily) leading to multiple integrations per day. Each integration is verified by an automated build (including tests) to detect integration errors as quickly as possible.

Martin Fowler

 In software engineering, CI implements continuous processes of applying quality control - small pieces of effort, applied frequently. CI aims to improve the quality of software, and to reduce the time taken to deliver it, by replacing the traditional practice of applying quality control after completing all development.

## CI – How and Why.

#### • How:

- Maintain a single (cantral) source repository.
- 2. Automate the build tasks.
- 3. Everyone commits 'every day' to the central repository.
- 4. Do the build on the CI machine.
- 5. Keep the build fast, e.g. caching 3rd party libraries.
- 6. Test the application on a clone of the production environment.
- 7. Make it easy for everyone to get the latest executable.
- 8. Make the process transparent for everyone.

## CI – How and Why.

## Why:

- Detect development problems earlier.
- 2. Find and remove bugs earlier.
- 3. Reduce risks of cost, schedule and budget overrun.
- 4. Increase project visibility.
- 5. Deliver new features and get user feedback more rapidly.
- 6. Improve team cohesion.
- 7. Have greater availability of deployable software.

## CI – Objective.

#### Better:

 Build better quality software ..... because it's tested early and often ..... adheres to best practices & coding standards.

#### Faster:

- Test in parallel with development (Agile), not at the end (Waterfall).
- Do not have 'integration days'.
- Application builds should be a non-event.

## Cheaper:

- Identify defects earlier.
- Fix when it's least costly.
- Testing should be repeatable.

# Continuous Delivery/Deployment

 Continuous Delivery is a development discipline where you build software in such a way that it can be <u>released</u> to production <u>at any</u> time.

• Continuous Deployment means that every software change goes through the pipeline and <u>automatically</u> gets deployed into production, resulting in many production deployments every day.

## CD – How and Why.

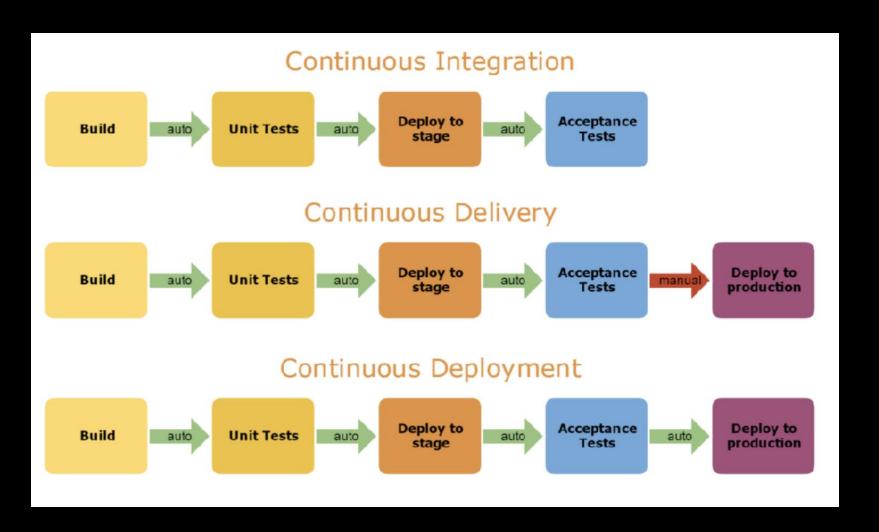
#### How:

- 1. Team must continuously integrating new features into the software.
- 2. Run automated tests.
- Automatically deploy the application to a production-like environment, termed a staging environment.

## Why:

- 1. Reduce deployment risks.
- 2. Change the version in production more rapidly.
- Able to release new version of the application at the 'push of a button'.
- Get user feedback earlier.

# CI/CD - Summary



## CI metrics

- Is our CI process successful?
- Possible metrics including:
  - Successful Build Rate.
  - Build Repair Rate.
  - Total Numbers of Static Tool Errors
    - Ex. Lint, Checkstyle, PMD, Findbugs
  - Unit Testing Line Coverage.
  - Functional Testing Line Coverage.

# CD – How and Why.

- Pay attention to your builds:
  - They should provide immediate feedback.
  - They should be easily accessible.
  - They should require no developer effort.
- CI Metrics Matter:
  - Identify key metrics and track them visually.
  - Act on them immediately.

## CI/CD - Platforms



## GitLab.

- A Git-based hosting and collaboration platform
- Open source.
- Hosted (free) or on premise.
- Actively maintained.

	Issue Boards	User	Management	
Time Tracker Mattermost integration	Git Repository		Container Registry	
	CI		Wiki	

## GitLab CI.

#### What:

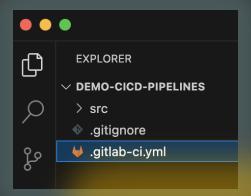
- Fully integrated with Gitlab repository
- Version control of CI/CD scripts.
- Git hooks.
- Built on <u>containerization</u> model (optional).

## Why:

- Code and build scripts in the same repo.
- Easy to get started.
- Scalable.
- Isolated test environment.

# GitLab CI - Concepts.

- Three constructs:
  - 1. Pipelines,
  - 2. Stages, and
  - 3. Jobs.
  - We declare a CI/CD process using these constructs.
  - Pipeline >> Stages >> Jobs.
- A pipeline is a group of jobs that get executed in stages (batches).
  - All of the jobs in a stage are executed in parallel
  - If all stage jobs succeed, the pipeline moves to the next stage.
  - If one stage jobs fails, the next stage is not executed.
- Pipelines are defined in .gitlab-ci.yml (mandatory) in the project base folder.



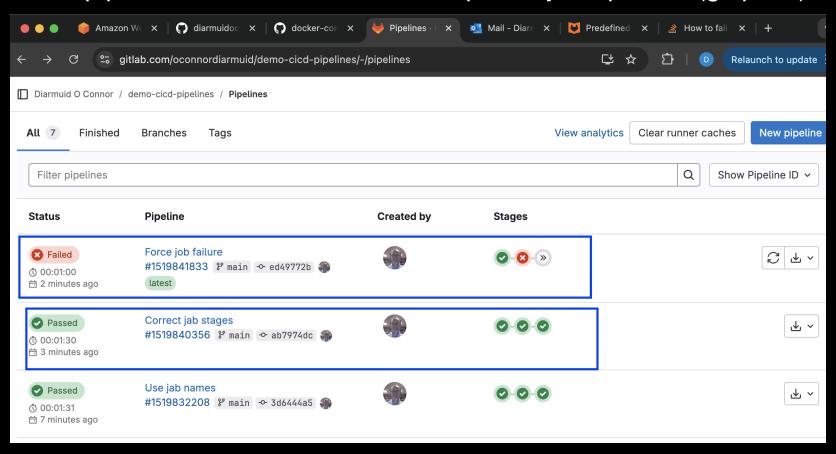
## Demo

A pipeline with 4 jobs spread across 3 stages.

```
stages:
        - stage1
        - stage2
        - stage3
  6
      jobA:
        stage: stage1
        script:
          - echo "Start of '$CI_PIPELINE_ID' pipeline "
          - echo "This is job '$CI_JOB_NAME' in stage '$CI_JOB_STAGE'"
      jobB:
        stage: stage2
        script:
            - echo "This is job '$CI_JOB_NAME' in stage '$CI_JOB_STAGE'"
            - exit 1
      jobC:
        stage: stage2
        script:
          - echo "This is job '$CI_JOB_NAME' in stage '$CI_JOB_STAGE'"
      jobD:
        stage: stage3
        script:
          - echo "This is job '$CI_JOB_Name' in stage '$CI_JOB_STAGE'"
          - echo "End of '$CI PIPELINE ID' pipeline "
```

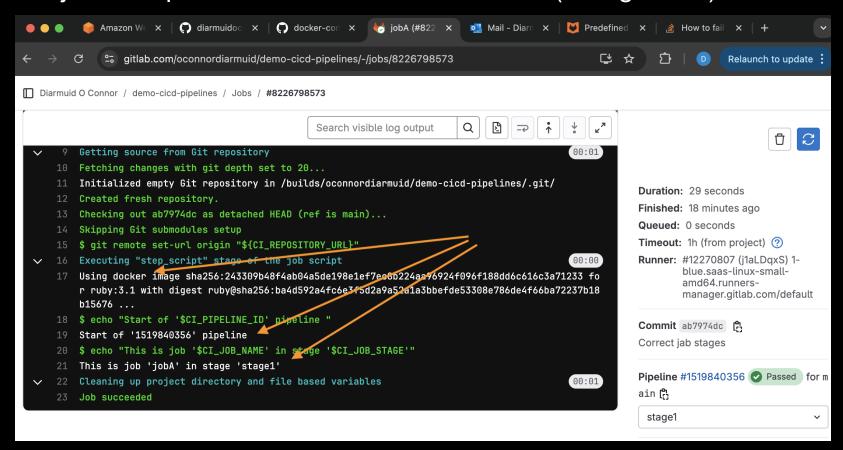
# Demo – Pipeline executions

The pipeline is executed when the repository is updated (git push)



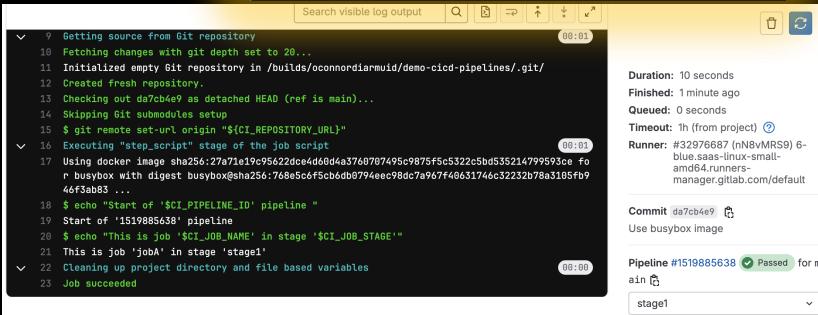
## Demo – Job execution

A job's script is executed inside a container (configurable)



# Demo – Job container image

```
jobA:
stage: stage1
image: busybox
script:
- echo "Start of '$CI_PIPELINE_ID' pipeline "
- echo "This is job '$CI_JOB_NAME' in stage '$CI_JOB_STAGE'"
```



# Job Structure

	job1:		
	stage: build variables:		
Variables	DATABASE_URL: "test"		
Before script	<pre>before_script:</pre>		
Script	script: - execute-script-for-job1 - something else		
After Script	after_script: - execute-after-script-for-job1		
Artifacts	artifacts:     paths:    variables     expire_in: 1 week		
Only/ Except	only: - master except: - develop		
Tags	tags: - ruby - postgres		
When	when: manual		

## GitLab CI/CD Architecture

- GitLab CI/CD service uses registered Runner nodes to execute pipeline jobs.
- GitLab Runner:
  - An application to run jobs and send results back to GitLab
  - Installed on cloud / on-premise machines.
  - Written in Go and can be run as a single binary.
  - Works with Linux, Windows and OSX.
  - Acts as an agent (worker) for GitLab CI/CD service
- GitLab Executor:
  - A Runner passes a job to an Executor.
  - Executor determines the environment a job runs in .
  - Lots of Executor types:
    - PowerShell, VirtualBox, Docker, Kubernetes, Custom, etc.