

Cider-CI

Multi-service integration tests

Traditional CI:

Continuous *builds*

- single shell script
- hooks *around* that script ("before", "after", ...)

Problems

- hard to make faster/parallelize
- hard to set up manage complex setups

Cider-Cl approach

- complex, but explicit configuration
- very little assumptions about your workflow
 - pro: hackability
- con: simple cases are relatively verbose

Cider-CI overview

- **Project** has *1* (git) **Repo**
- **Repo** contains configuration for *1+* **Jobs**
 - each **Job** runs *1+* **Tasks** *in parallel*
 - each **Task** runs *1+* (shell) **Scripts** *in order*
- *Jobs* can be **triggered** from branches and **depend** on each other
 - *Tasks* can be re-tried
 - *Scripts* can **depend** on each other

Details, quick walkthrough

(Excerpt from much longer Talk about Cider-CL)

→ HTML: <http://drtom.ch/talks/2015/CL/>

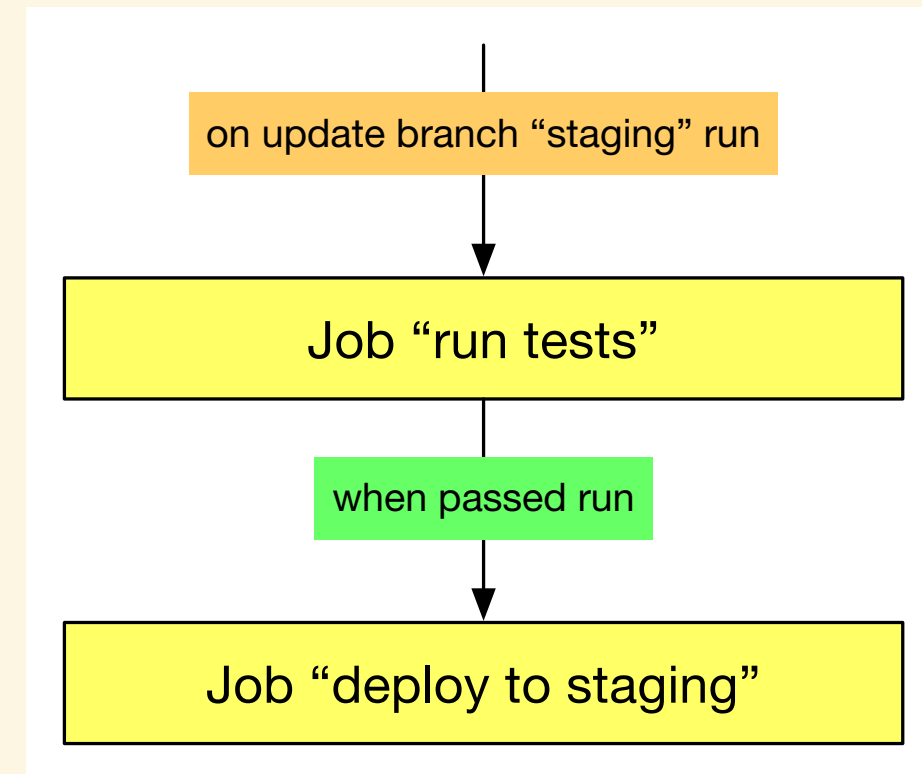
→ PDF: <http://drtom.ch/talks/2015/CL/slides.pdf>

JOBS

EXAMPLES

- run test-suite
- perform static code checks
- build
- deploy

jobs can be **triggered** and can **depend on each other**



PROJECT CONFIGURATION

cider-ci.yml file in the project

```
jobs:
  deploy_test:
    name: Deploy to test

    depends-on:
      - type: job
        job: integration-tests
        states: [passed]

    run-on:
      - type: branch
        include-match: ^master$

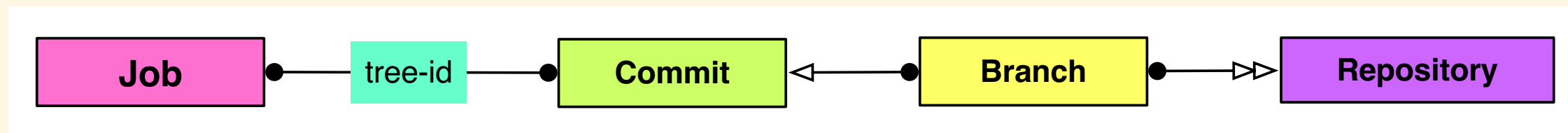
# specify tasks etc
```

The source is the truth.

configuration: reproducible, reviews, audits ???

CIDER-CI AND THE SOURCE CODE

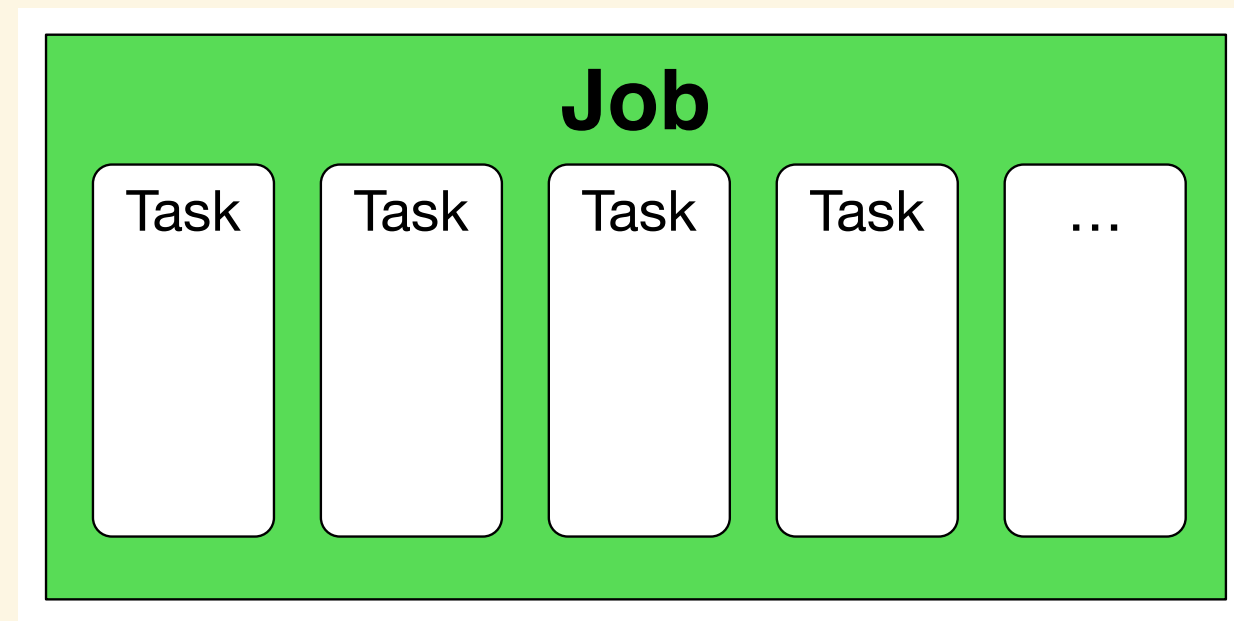
Cider-CI "knows" about commits, branches, submodules,...



`tree-id`: fingerprint of your source code

- reproducibility
- jobs can be run at any time (later)
- binary search for "bad" commits
- commit amends, squashing: **existing job remains valid**

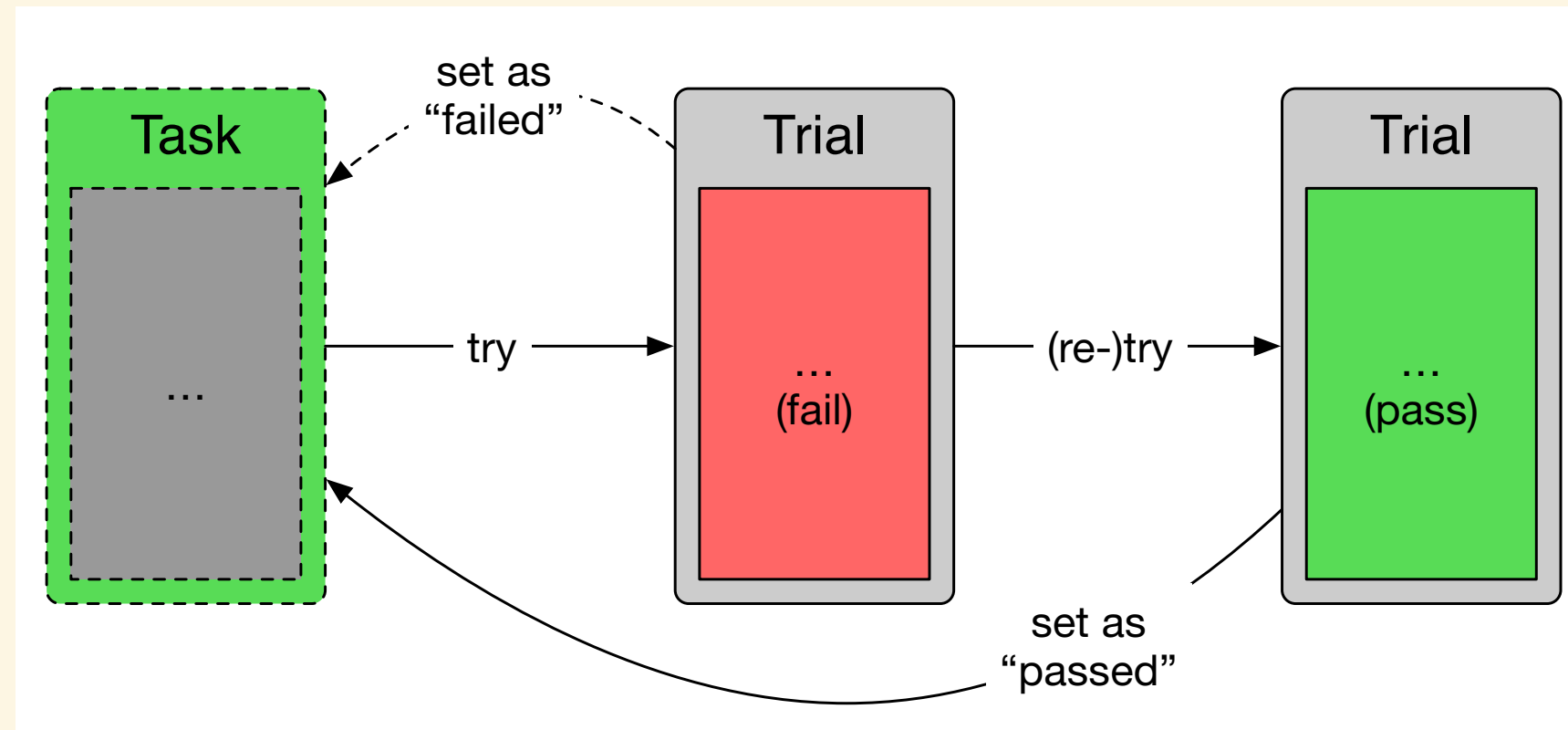
JOBS & TASKS



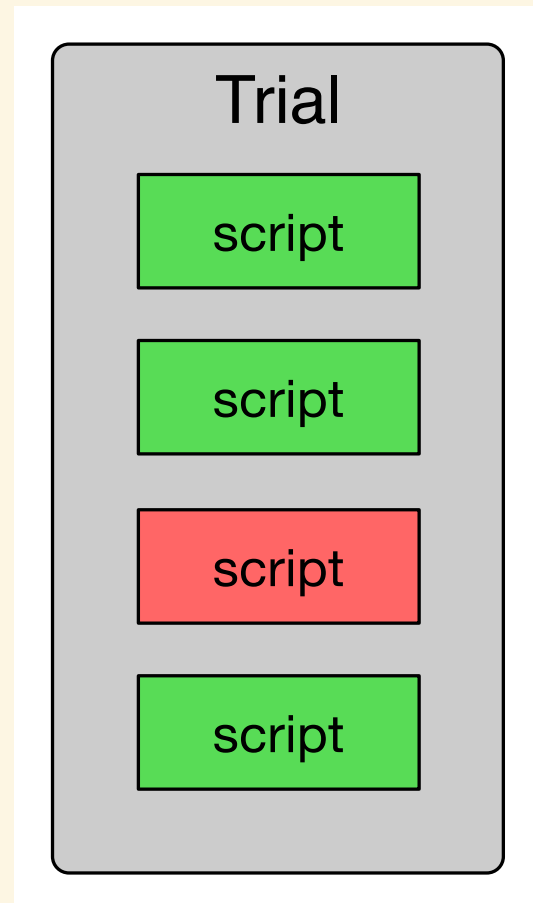
job: container and state aggregate for tasks

→ parallelization

TASKS & TRIALS



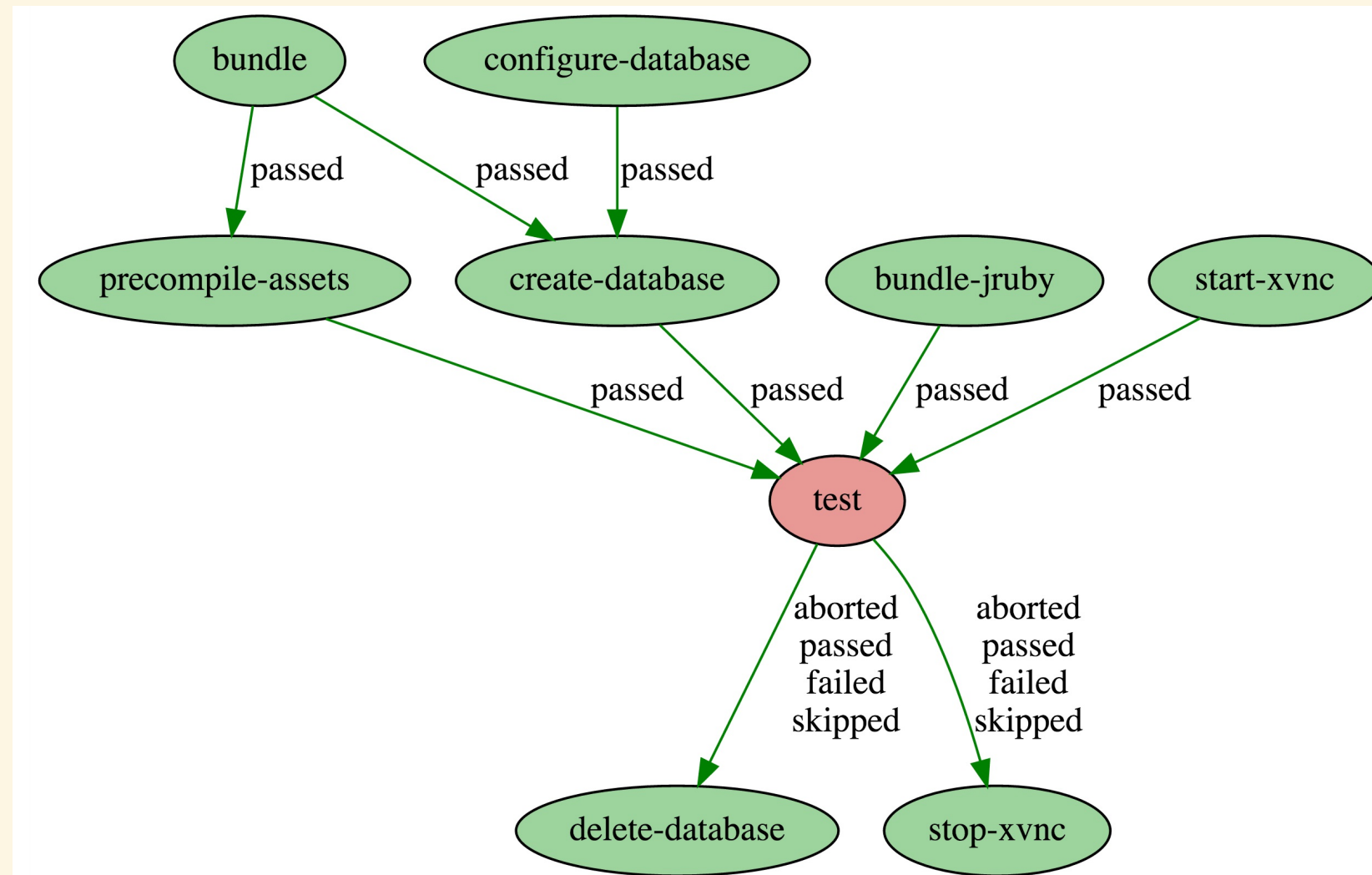
- blueprint
 - container and state aggregate for trials
- resilience



TRIAL & SCRIPTS

- actual unit of execution
- executed in the **same context**
- **depend** on each other

SCRIPT DEPENDENCIES



- traditional CI: one "build" \Leftrightarrow one script
- more modern: one main script + before and after "hooks"
- Cider-CI: **scripts with dependencies**

What is it good at?

- **fast**: run lots of tasks in parallel & *retry* them
 - *instead of* `sh tests/*`
 - **declarative** dependencies for tasks
 - *instead of, or like very flexible "hooks"*
- continuous delivery: trigger and run different kinds of jobs
 - *instead of* `make test && make build && ...`
 - Job "Test", triggers Job "Release", triggers "Deploy", ...
 - Job: **"Good To Merge"**
- - *depends on* "Lint", "Unit Test", "Feature Tests"

What does it not do?

→ Access management

- always trusts the repository, control (push) access there

→ Secrets management

- set up your own infrastructure and/or excutors

→ *but*: executors can be told to only accept code from "blessed" repos

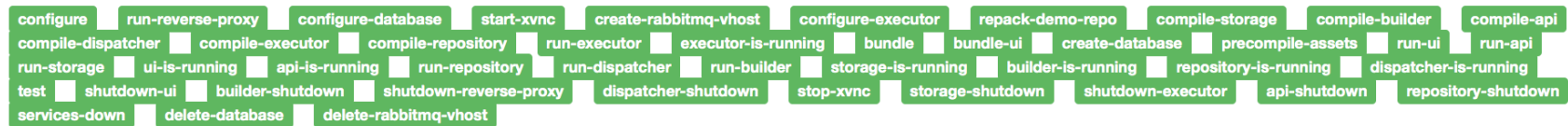
Complex example (CI-ception)

Trial for the task *spec/features/attachments_spec.rb* in job *Integration-Tests of Cider-Cl*

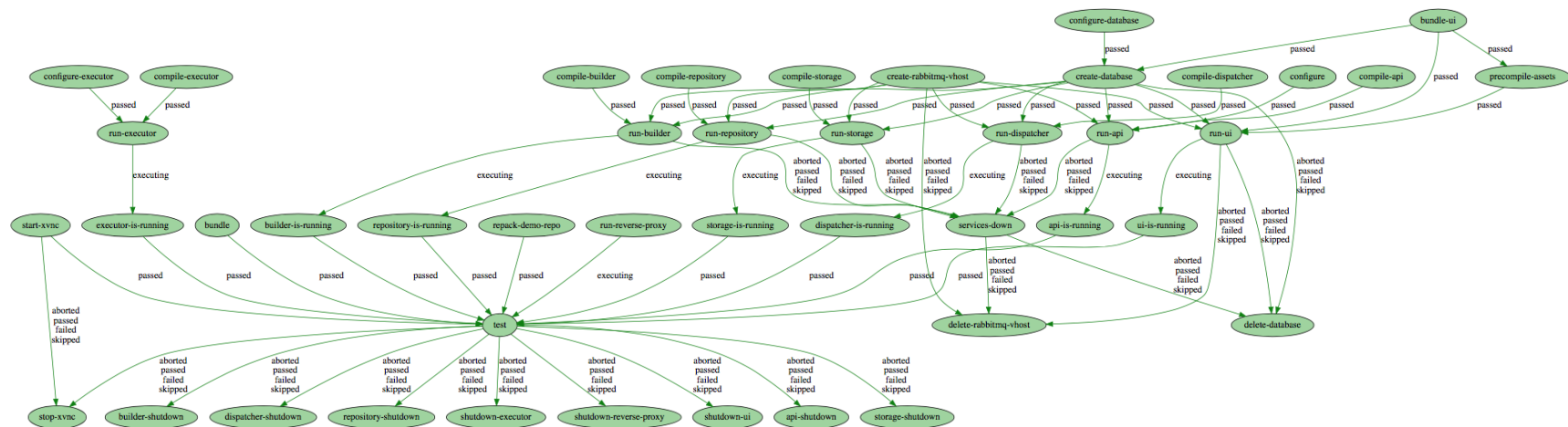


passed created 14 days ago on Sunday, 29th November started 14 days ago on Sunday, 29th November executed in 3 minutes (167.83 seconds) on cislave5

Scripts Overview



Start-Dependencies



Terminate-Dependencies



Cider-CI tests itself

API

REST-ful API to implement any workflow you want

- "nightly" builds and deploys
- integrate with external services

Try it out

Try Cider-CI, open source, installs with two commands:

- <http://docs.cider-ci.info/introduction/quick-start/>
 - or read the sources: <https://github.com/cider-ci/cider-ci>
- Run either a single instance for your organization or one per project.

(Re-) use your existing infrastructure or run on-demand on AWS.

Or come talk to me on Day 2 and 3.

See the wiki, but most likely I will be at the freifunk assembly.

THX!