

# CONTINUOUS INTEGRATION/CONTINUOUS DEPLOYMENT in AZURE DEVOPS

URL From AZURE IS <https://ksuletsgame.azurewebsites.net>

## CONTINUOUS INTEGRATION

The pipeline name is **Let's Game CI**

The screenshot shows the Azure DevOps web interface. On the left is a sidebar with navigation options: Overview, Boards, Repos, Pipelines (selected), Environments, Releases, Library, Task groups, Deployment groups, and Artifacts. The main area displays the 'Let's Game CI' pipeline. At the top, there's a warning: 'Pipelines in your region may be impacted by a live site incident, resulting in possible pipeline delays. Check the status here.' Below this, the 'Runs' tab is active, showing a list of pipeline runs. Each run entry includes a description, a status icon (green checkmark for success, red X for failure), and a timestamp. The runs listed are:

Description	Status	Stages	When
#21 correcting test description and adding one more test	Success	Individual CI for main	3h ago
#20 About us test change	Success	Manually triggered for main	9h ago
#19 About us test change	Success	Individual CI for main	5m 37s
#18 update	Failure	Individual CI for main	Yesterday
#17 env	Success	Manually triggered for main	Yesterday
#16 env	Success	Individual CI for main	3m 15s
#15 test in azure	Failure	Manually triggered for main	Sunday
#14 test in azure	Failure	Individual CI for main	2m 15s
#13 Merge branch 'main' of https://github.com/emergingsoftwar/ReactCode	Success	Individual CI for main	Sunday
#12 Updated content	Success	Manually triggered for main	Sunday
#11 Updated content	Success	Individual CI for main	3m 55s
#10 Updated URL	Success	Individual CI for main	3m 45s

Success Screenshot

This screenshot shows the 'Jobs in run #22' for the 'Let's Game CI' pipeline. The left sidebar is the same as the previous screenshot. The main area is divided into two panels. The left panel lists the jobs in the run, each with a status icon and a duration:

Job	Status	Duration
Agent job 1	Success	3m 23s
Initialize job	Success	3s
Checkout emergingsoftwar/React...	Success	6s
npm install	Success	1m 57s
npm build	Success	31s
npm test	Success	10s
Publish Test Results **/TEST-*.trx	Success	29s
Archive build	Success	<1s
Publish Artifact: drop	Success	3s
Post-job: Checkout emergingsoft...	Success	<1s
Finalize Job	Success	<1s

The right panel shows the details for 'Agent job 1', which is successful. It includes a 'View raw log' link and a log of the job's execution steps:

```
1 Pool: Azure Pipelines
2 Image: vs2017-win2016
3 Queue: Today at 7:16 PM [manage_parallel_jobs]
4 Agent: Hosted Agent
5 Started: today at 7:16 PM
6 Duration: 3m 23s
7
8 The agent request is already running or has already completed.
9 Job preparation parameters
10 fr 1 queue time variable used
11 Artifact produced
12 All tests passed
13 Job line console data:
14 Starting: Agent job 1
15 Finishing: Agent job 1
```

# CONTINUOUS DEPLOYMENT

Automatically when someone push the code it will deploy.

The screenshot shows the Azure DevOps interface for a project named 'Gaming Behavioral Matchm...'. The left sidebar contains navigation links: Overview, Boards, Repos, Pipelines, Environments, Releases (selected), Library, Task groups, Deployment groups, and Artifacts. The main area displays the 'Let's Game CD' release pipeline. A table lists 17 releases, each with a status icon, release name, build number, branch, creation time, and a 'Production' button. The releases are ordered chronologically from oldest to newest.

Release	Created	Stages
Release-17	4/8/2021, 7:20:17 PM	Production
Release-16	4/8/2021, 4:14:05 PM	Production
Release-15	4/8/2021, 9:55:14 AM	Production
Release-14	4/7/2021, 5:49:51 PM	Production
Release-13	4/7/2021, 5:22:48 PM	Production
Release-12	4/4/2021, 1:33:01 AM	Production
Release-11	4/4/2021, 12:54:02 AM	Production
Release-10	3/26/2021, 4:50:04 PM	Production
Release-9	3/25/2021, 10:20:03 PM	Production
Release-8	3/25/2021, 10:05:21 PM	Production
Release-7	3/25/2021, 8:34:53 PM	Production

## Successful deployment to the production

The screenshot shows the details for Release-17 of the 'Let's Game CD' pipeline. The left sidebar is the same as the previous screenshot. The main area is divided into three sections: 'Release', 'Stages', and 'Production'. The 'Release' section shows the release was created by Terry Boyett on 4/8/2021 at 7:20 PM, with artifacts including '\_Gaming Behavior...' and '22'. The 'Stages' section shows a single stage named 'Production' which is 'Succeeded' on 4/8/2021 at 7:20 PM. The 'Production' section provides a detailed summary of the deployment, including the deployment time, the fact that it ran for 22s, and that 4/4 tasks succeeded. It also lists the associated changes, specifically the commit '\_Gaming Behavioral Matchmaking System-CI / 22'.

**Release**

Continuous deployment for Terry Boyett  
4/8/2021, 7:20 PM

Artifacts

\_Gaming Behavior...  
22  
main

**Stages**

Production  
Succeeded  
on 4/8/2021, 7:20 PM

**Production**

Succeeded

Summary Commits Work Items View logs

Now at Release-17  
View all deployments

Deployment succeeded  
on 4/8/2021, 7:20 PM • Ran for 22s  
Run on agent - Succeeded  
4/4 task(s) succeeded

Automatic trigger  
Deployment triggered on 4/8/2021, 7:20 PM

Associated changes  
View commits and work items  
\_Gaming Behavioral Matchmaking System-CI / 22  
main