DevOps Release Pipelines with Visual Studio Release Management



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Overview



What is Release Management?

What problem is it trying to solve?

Demos



The Last Mile of DevOps



The Goal: Build Once, Deploy Multiple Times



What is Release Management?

Extends automated build

Separates "Build" from "Deploy"

Deploy to environments

Approvals

Security

Traceability



Tip #1: Use your build to prepare what will be released



Tip #2: Make the build output "environment agnostic"



Tip #3: Separate "build" stuff from "release" stuff



Tip: Separate Build from Deploy

Build

Compile code

Include database schema

Run unit tests

Organize artifacts for deployment

Prepare deployment scripts

Environment agnostic

Deploy

Define environments

Environment-specific configuration

Deploy to servers & databases

Run Integration Tests

Run user interface automation tests

- → Approvals ("Sign-offs")
- → Tracking



Tip #4: Variables are your friend



Triggers

Release trigger

- Manual
- Continuous Integration
- Scheduled

Environment trigger

- Manual
- After release creation
- After deployment on another environment
- Approval



Disclaimer: We're on TFS 2017 Update 2 now



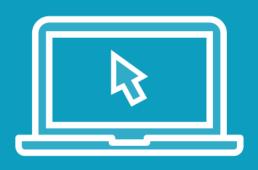
Demo Overview

- 1. Simple release
- 2. Multi-phase release
- 3. Multiple things in parallel
- 4. Multiple environments
- 5. Approvals
- 6. Rollback



Next up: Create a basic release definition





Modify a build to be "release-friendly"

Create a release definition



Next up: Multiple phases in a release





Multiple phases

Server & agent phases

Server phase → pause for human interaction



Next up: Multiple things in parallel





Multiple things in parallel



Next up: Add an environment to the release definition





Add an environment

Environment-specific configuration



Next up: Add an approval to an environment





Add an approval for an environment



Next up: Rollback





Rollback to an old version



Summary



What is Release Management?

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Demos



Next up: Automated release for ASP.NET

