



# SOFTWARE ENGINEERING

CO3001

## CONTINUOUS INTEGRATION AND DELIVERY (CI/CD)

Anh Nguyen-Duc  
Tho Quan-Thanh

**WEEK 9**



Adapted from <https://iansommerville.com/software-engineering-book/slides/>

# OUTLINE

- ✓ Challenges of modern code development
- ✓ Code integration
- ✓ Continuous integration
- ✓ Continuous delivery
- ✓ DevOps

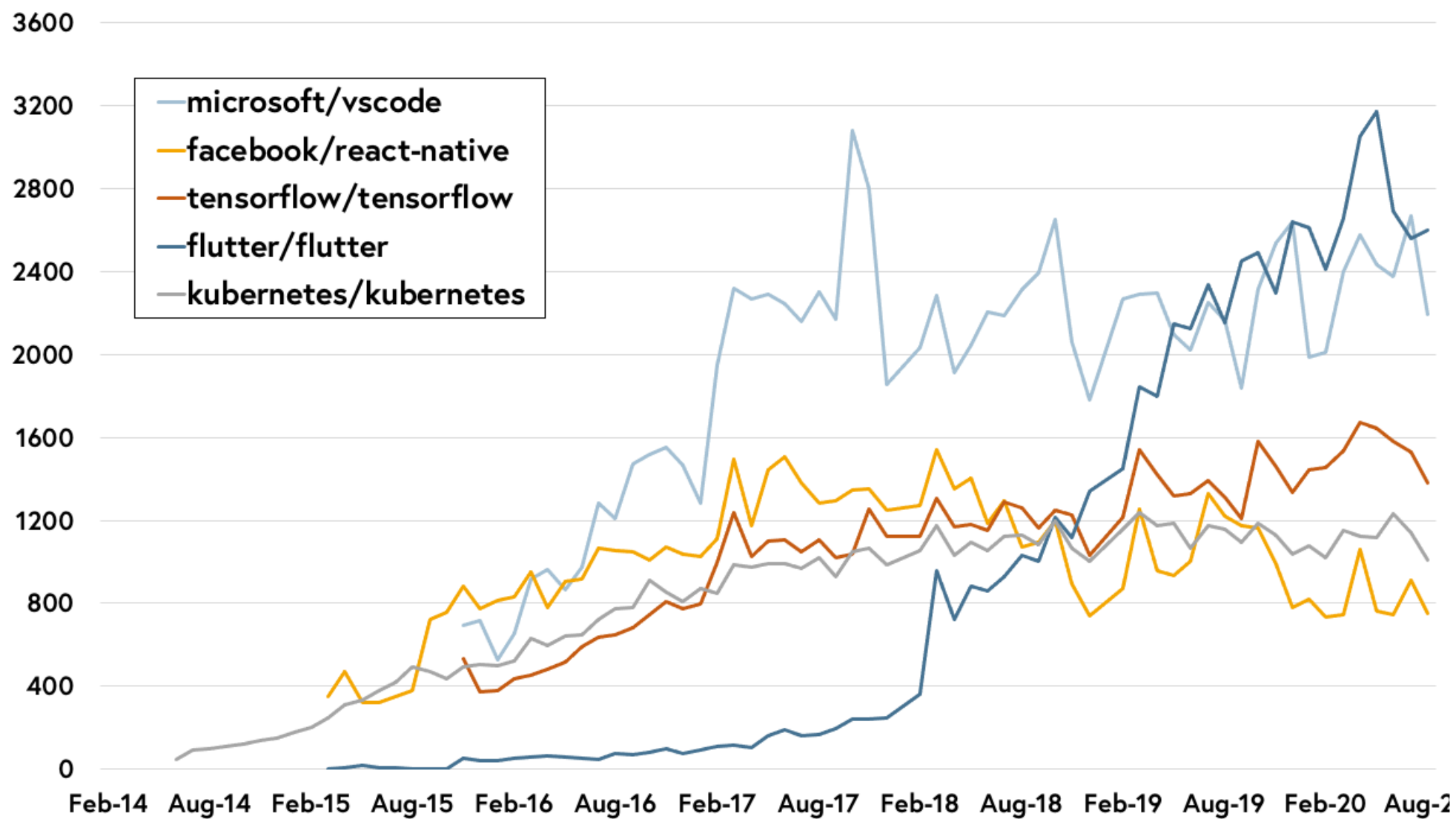
# THE CHALLENGE: COMPLEXITY AND SIZE

- ✓ As the project grows, complexity grows:
  - Physical code size
  - Dependencies
  - Number of developers
  - Package versions
- ✓ Examples of well-known open source projects

# THE CHALLENGE: COMPLEXITY AND SIZE

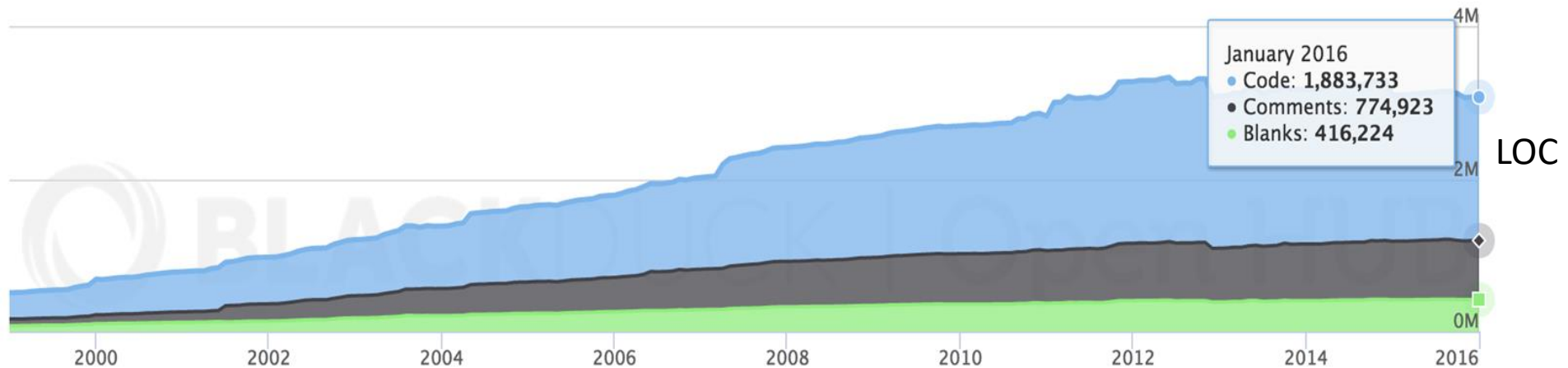
- ✓ Some notably large codebases include:
  - Google: monolithic, 1 billion files, 9 million source code files, 2 billion lines of source code, 35 million commits in total, 86 TB total size (January 2015)
  - Facebook: monolithic, 8 GB (repo 54 GB including history, 2014), [6] hundreds of thousands of files (2014)
  - Linux kernel: distributed, over 15 million lines of code (as of 2013 and kernel version 3.10)

## Unique Monthly Contributors Top 5 Projects (by Cumulative Contributions since 2011)

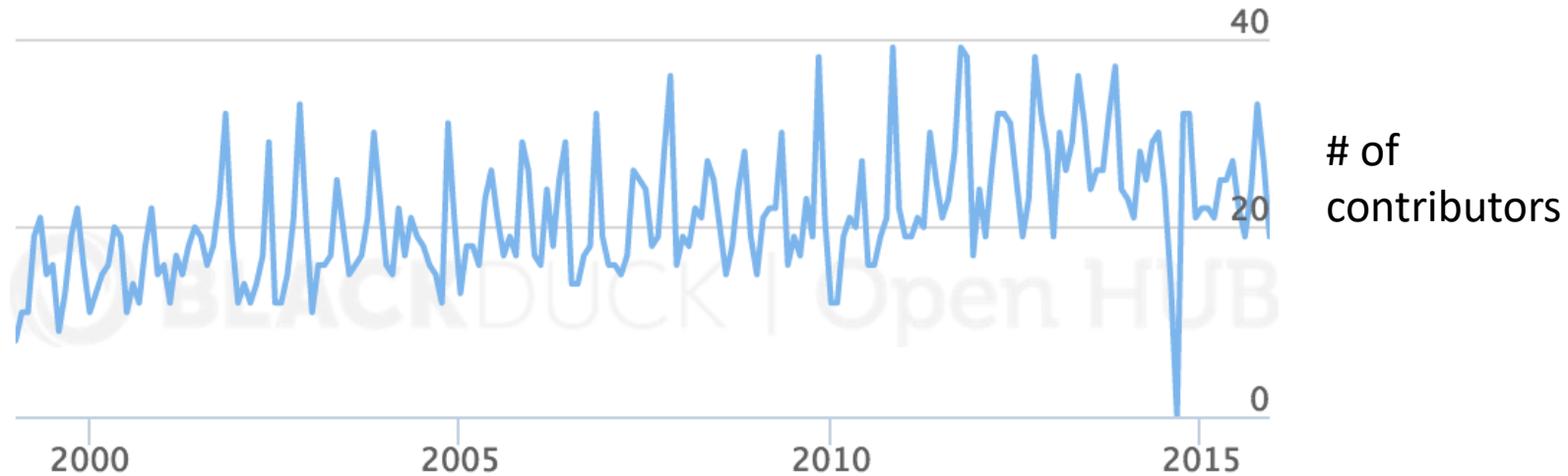


# Example - Geant4

- A framework for the simulation of the passage of particles through matter.
  - Used in HEP, medical and space physics
- Just under 2 million lines of code
  - Mostly C++



# Example - Geant4



- 537 person-years
  - Estimated cost: ~ €29 million
- 58,683 commits from 160 developers

# THE CHALLENGE

- ✓ How do we handle increasing code-base sizes?
- ✓ How do we handle an increasing number of developers?
  - How can developers interact with each other?
- ✓ How do we build across multiple platforms?
- ✓ How do we build multiple versions?
- ✓ How can we make sure we don't break things!

*WHEN YOU HEAR THIS:*



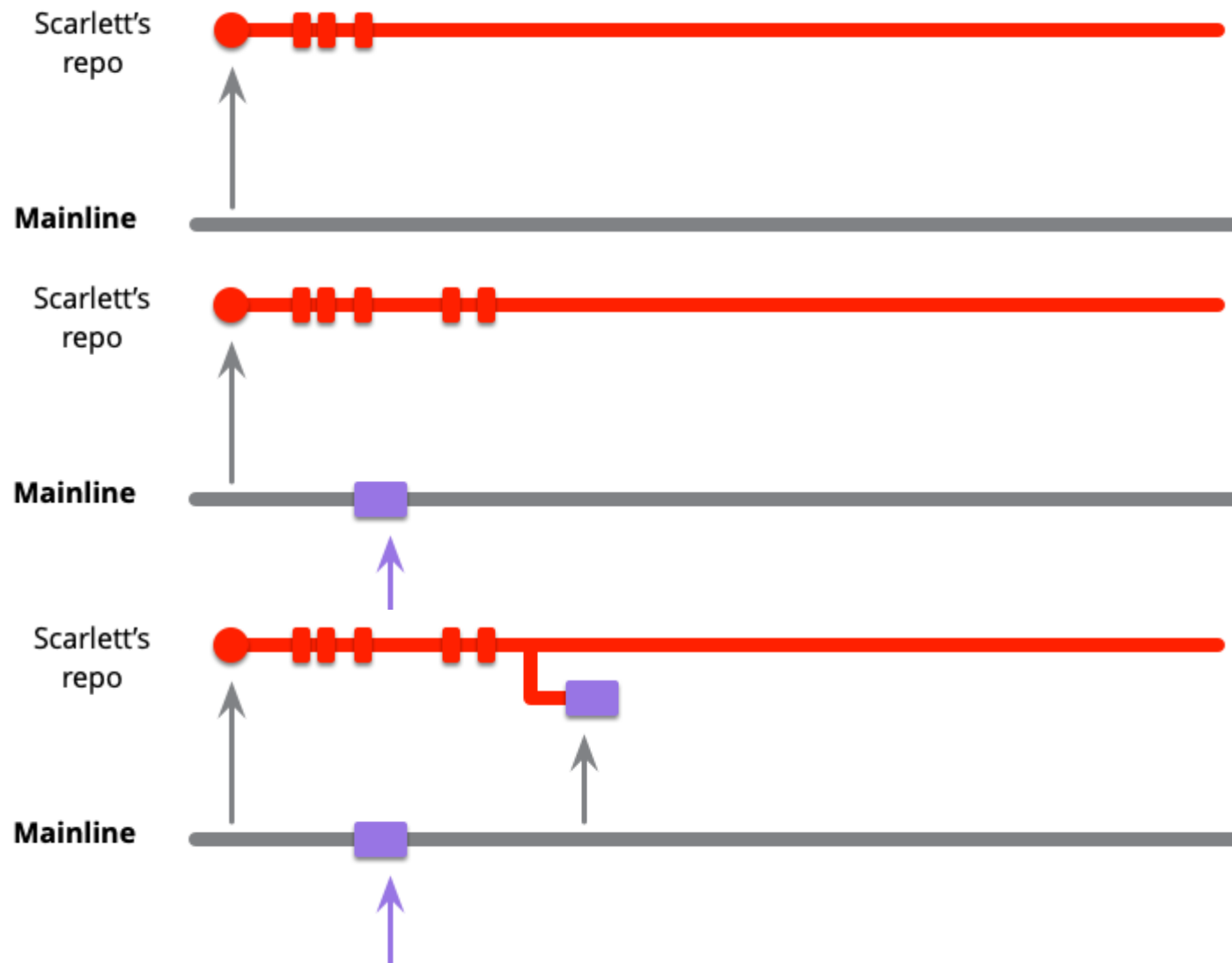


# WHAT IS INTEGRATION?

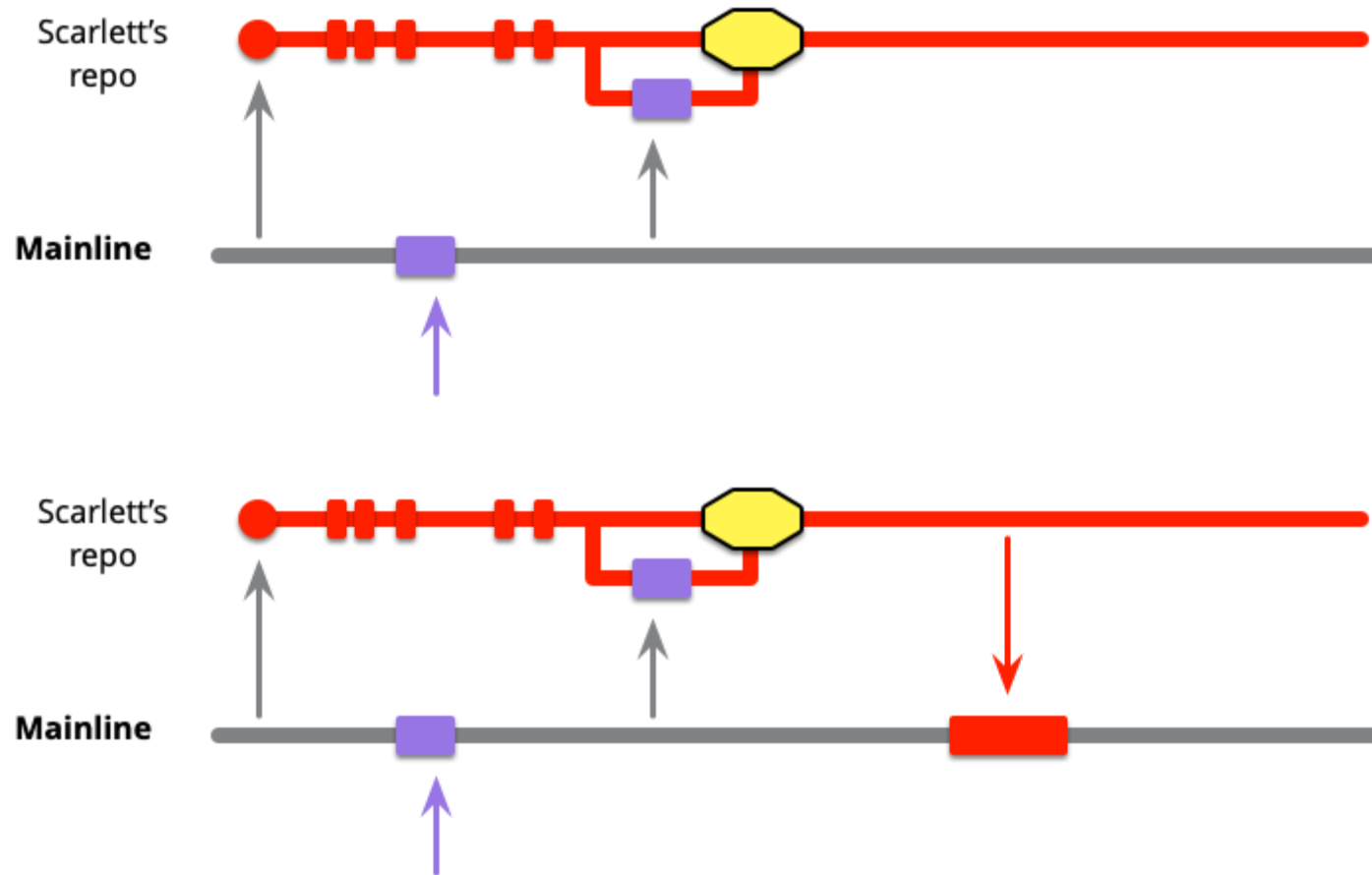
- ✓ Software teams often have multiple developers working on the same codebase at the same time(independently):
  - E.g. Developer A works on feature 1 while developer B works on feature 2.
  - E.g. Developer A works on class 123.java while developer B works on class 456.java
- ✓ Once they have finished, they needs to integrate their work into the main codebase.

*“I can't compile the program if you're in the middle of typing a variable name”*

- Mainline integration: Developers integrate their work by pulling from mainline, merging, and - if healthy - pushing back into mainline

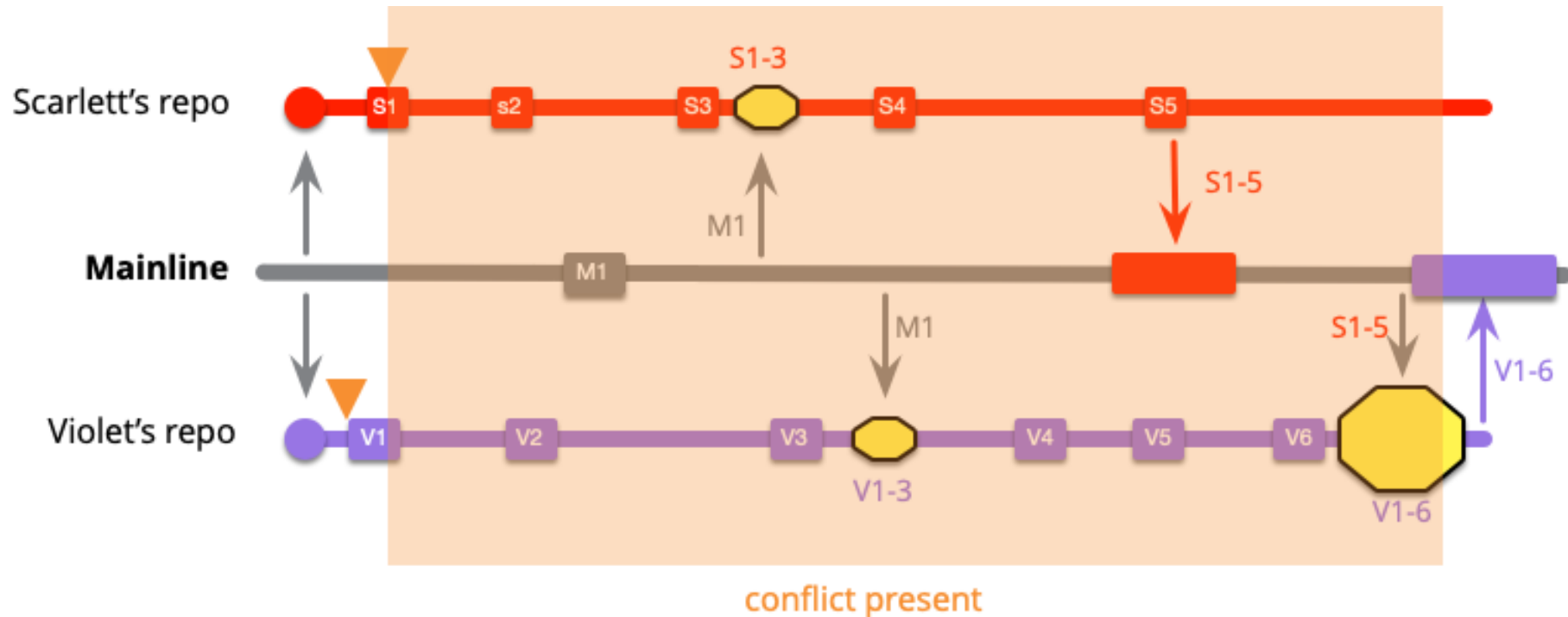


- Mainline integration: Developers integrate their work by pulling from mainline, merging, and - if healthy - pushing back into mainline



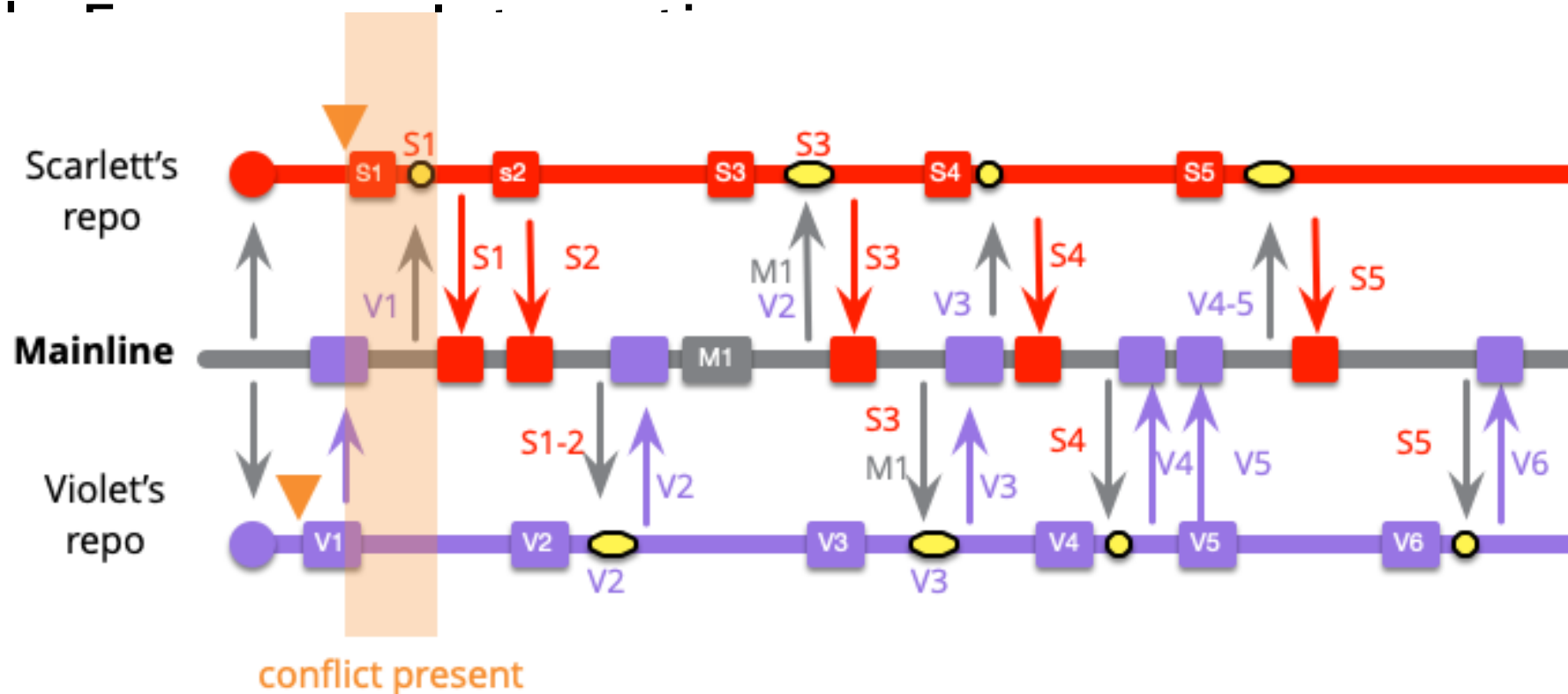
# INTEGRATION FREQUENCY

- ✓ Elite development teams integrate notably more often than low performers
- ✓ Low-Frequency Integration



# INTEGRATION FREQUENCY

- ✓ Elite development teams integrate notably more often than low performers
- ✓ High frequency of integration



# What is continuous integration?

“... a software development practice where members of a team integrate their work frequently, usually each person integrates at least daily—leading to multiple integrations per day. Each integration is verified by an automated build (including test) to detect integration errors as quickly as possible.”

- Martin Fowler

# What is continuous integration?

- Continuous integration (CI) is a software development practice where developers in a team integrate their work frequently
- Developers usually integrates several times a day.
- Each integration is verified by an automated build: compile the code andalso run automated tests?
- Question: Why are automated tests run?

## How is continuous integration?

- Use various existing tools to:
  - Combine changes often
  - Build often
  - Test often
  - Deploy often

## Why is continuous integration?

- Early/rapid feedback!
  - Do all components/projects compile?
  - Coding standards?
  - Are tests successful?
  - Performance requirements?
  - Problems archiving or deploying?
- Better project visibility
  - Possible to notice trends
  - What features are needed/being added



# How is continuous integration?

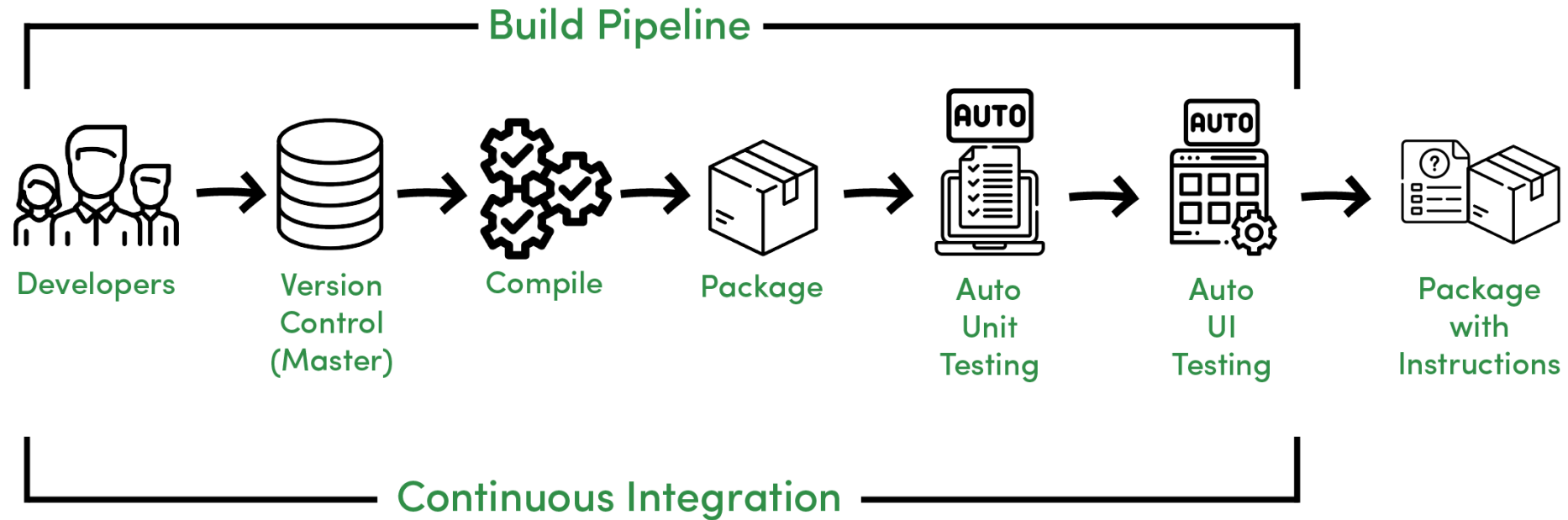
In order for CI to work, individual developers should:

- Commit frequently
  - Many small commits
- Run local build first (if possible)
  - Huge code repos may make this difficult
  - Only commit working code
- Fix broken builds immediately
- Write automated tests

# Why is continuous integration?

- Insures clean environments
- Manual tasks automated
- Speedup of working software turnover
- No large integration steps
- Much less likely to break something
- A full working/deployable version at ANY POINT IN TIME
- Complete documentation of who did what

# CONTINUOUS INTEGRATION MODEL



- ✓ Version control software
- ✓ Dependency management
- ✓ Automated testing software
- ✓ Continuous integration framework
- ✓ Infrastructure management
- ✓ Build automation

# CONTINUOUS INTEGRATION TOOLS

## ✓ Code repositories

- BitKeeper, Bzr, **CVS**, Darcs, Gerrit, **Git**, Mercurial, Monotone, P4, **SVN** ...

## ✓ Test frameworks

- CppUnit, Valgrind, JUnit, unittest, TestNg ...

## ✓ Continuous Integration

- Bamboo, **Buildbot**, CruiseControl, **Jenkins**, Gitlab CI ...


# SETTING UP A CI PIPELINE

A simple example of a Flask web application

```
app.py — simple-flask-app
```

! config.yml Dockerfile app.py × test.py requirements.txt

```
app.py > ...
1  """simple website app for CI"""
2  import os
3  from flask import Flask, current_app
4  app = Flask(__name__)
5
6  @app.route('/')
7  def hello_world():
8      """main route to return index.html"""
9      return current_app.send_static_file('index.html')
10
11  if __name__ == '__main__':
12      port = int(os.getenv('PORT'))
13      app.run(debug=True, host='0.0.0.0', port=port)
14
```



- ✓ Our YAML file defines four different processes to run: lint, test, build and deploy.

```
config.yml — simple-flask-app
! config.yml × Dockerfile app.py test.py requirements.txt
.circleci > ! config.yml
5   docker: ·circleci/docker@2.0.1
6
7   jobs:
8     ·lint:
9       ···executor: ·python/default
10      ···steps:
11        ···- checkout
12        ···- restore_cache:
13          ···key: ·deps1-{{ ·.Branch ·}}-{{ ·checksum ·"requirements.txt" ·}}
14        ···- run:
15          ···name: ·Install ·Python ·deps ·in ·a ·venv
16          ···command: ·|
17            ···python3 ·-m ·venv ·venv
18            ····venv/bin/activate
19            ···pip ·install ·-r ·requirements.txt
20        ···- run:
21          ···name: ·"Run ·pylint"
22          ···command: ·|
23            ····venv/bin/activate
24            ···pylint ·app.py
25        ···- save_cache:
26          ···key: ·deps1-{{ ·.Branch ·}}-{{ ·checksum ·"requirements.txt" ·}}
27          ···paths:
28            ···- "venv"
29      ·test:
30        ···executor: ·python/default
31        ···steps:
```

```
config.yml — simple-flask-app
! config.yml × Dockerfile app.py test.py requirements.txt
.circleci > ! config.yml
5  docker: ·circleci/docker@2.0.1
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7  jobs:
8    ·lint:
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10     ···steps:
11       ····- checkout
12       ····- restore_cache:
13         ····key: ·deps1-{{ ·.Branch ·}}-{{ ·checksum ·"requirements.txt" ·}}
14       ····- run:
15         ····name: ·Install ·Python ·deps ·in ·a ·venv
16         ····command: ·|
17         ····python3 ·-m ·venv ·venv
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19         ····pip ·install ·-r ·requirements.txt
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25       ····- save_cache:
26         ····key: ·deps1-{{ ·.Branch ·}}-{{ ·checksum ·"requirements.txt" ·}}
27         ····paths:
28         ····- "venv"
29     ·test:
30       ···executor: ·python/default
31       ···steps:
```

- ✓ The lint stage checks for possible errors and formatting issues without running the code. The linting program used in this case is a popular tool called Pylint.



```
test.py — simple-flask-app

config.yml  Dockerfile  app.py  test.py  ×  requirements.txt

test.py > TestApp > test_404

1  import unittest
2  from app import app
3
4  class TestApp(unittest.TestCase):
5
6      ...def setUp(self):
7          ...self.app = app.test_client()
8
9      ...def test_404(self):
10         ...rv = self.app.get('/i-am-not-found')
11         ...self.assertEqual(rv.status_code, 404)
12
13     ...def test_homepage(self):
14         ...rv = self.app.get('/')
15         ...self.assertTrue("This is the title of the webpage!" in rv.get_data(as_text=True))
16
17 if __name__ == '__main__':
18     unittest.main()
19
```

- ✓ The next step in our CI/CD pipeline tutorial is testing. Our tests in this project are run with the unit test framework

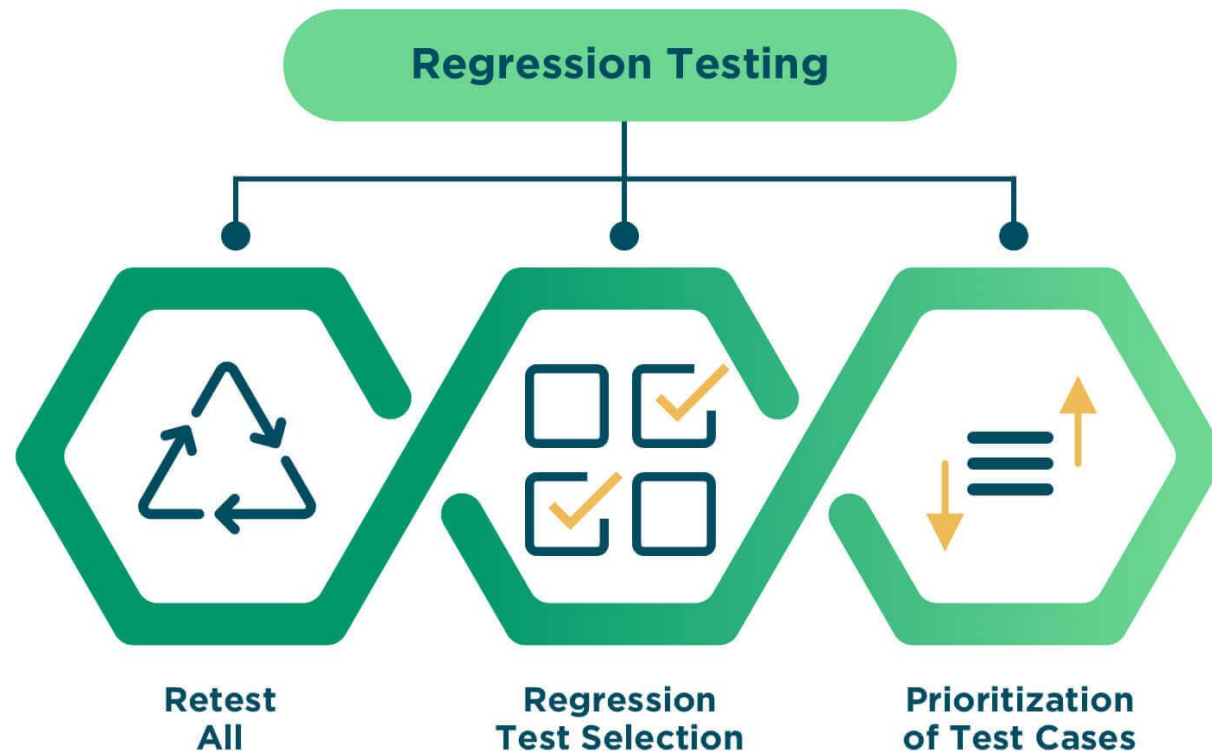
# AUTOMATED TESTING

- ✓ Automated testing is the application of software tools to automate a human-driven manual process of reviewing and validating a software product
- ✓ Different levels:
  - Unit test
  - Integration test: mocking these 3rd party dependencies and asserting the code interfacing with them behaves as expected
  - Performance test: i.e. speed and responsiveness



# REGRESSION TESTING

- ✓ re-running functional and non-functional tests to ensure that previously developed and tested software still performs after a change
- ✓ 3 types



```

config.yml — simple-flask-app
! config.yml x Dockerfile app.py test.py requirements.txt
.circleci > ! config.yml
25 .....- save_cache:
26 .....- key: deps1-{{ .Branch }}-{{ checksum "requirements.txt" }}
27 .....- paths:
28 .....- "venv"
29 ..test:
30 .....executor: python/default
31 .....steps:
32 .....- checkout
33 .....- restore_cache:
34 .....- key: deps1-{{ .Branch }}-{{ checksum "requirements.txt" }}
35 .....- run:
36 .....- name: Install Python deps in a venv
37 .....- command: |
38 .....- python3 -m venv venv
39 .....- . venv/bin/activate
40 .....- pip install -r requirements.txt
41 .....- run:
42 .....- name: "Run tests"
43 .....- command: |
44 .....- pip install -r requirements.txt
45 .....- python3 test.py
46 .....- save_cache:
47 .....- key: deps1-{{ .Branch }}-{{ checksum "requirements.txt" }}
48 .....- paths:
49 .....- "venv"
50 ..deploy:
51 .....machine: true
52 .....steps:

```

- ✓ The next step in our CI/CD pipeline tutorial is testing. Our tests in this project are run with the unit test framework
- ✓ Running tests on every commit is crucial to a project's success

# BUILD STEP:

```
64     ....- lint
65     ....- test
66     ....- docker/publish:
67         ....- deploy: false
68         ....- image: $CIRCLE_PROJECT_USERNAME/$CIRCLE_PROJECT_REPONAME
69     ....- deploy:
70     ....- requires:
```

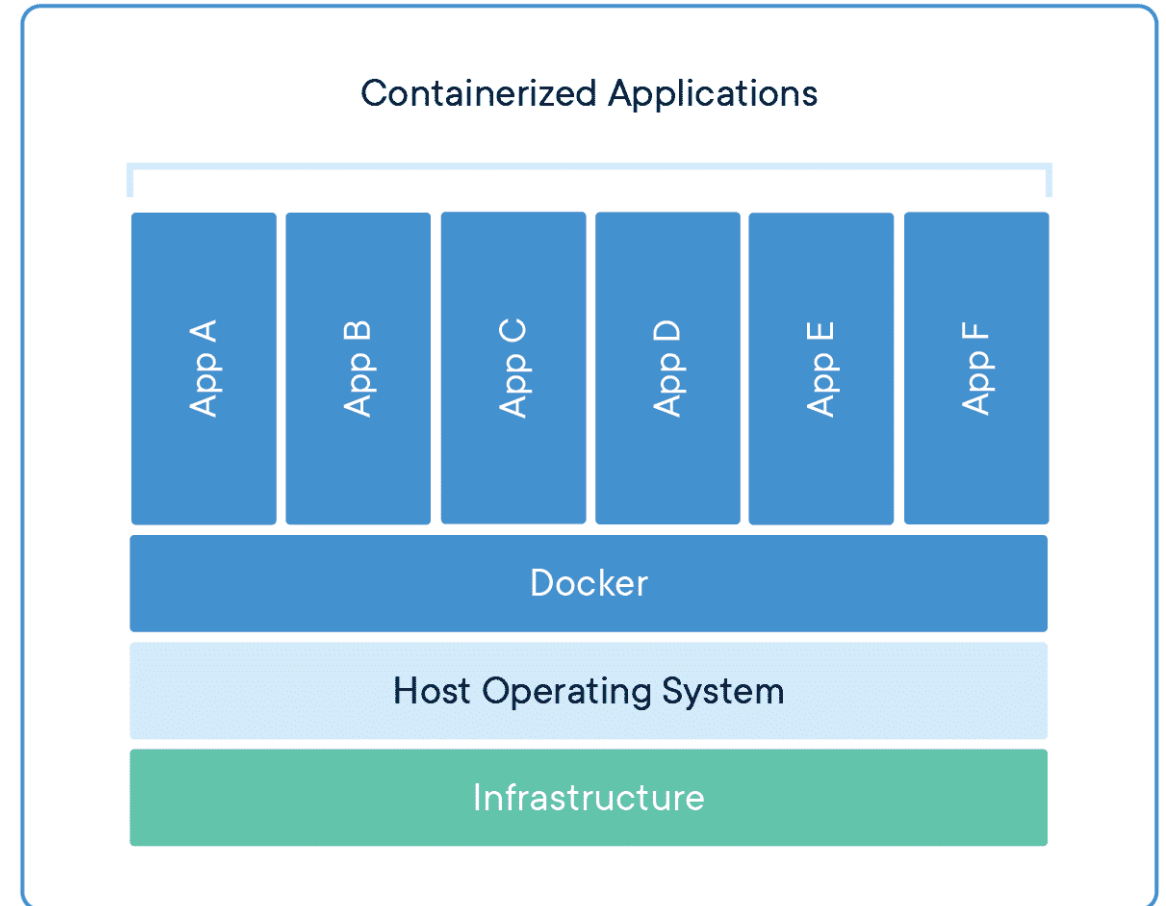
- ✓ Lines 66-68 reference the Docker orb and define how the Docker job will run. Set the `deploy` attribute to `false` to instruct the Docker/publish job to build the image without pushing it to a repository. By default, the Docker/publish job finds the Dockerfile by name and builds it. It will also fail the job if the Docker build fails.

✓

# DOCKER



- an open platform for developing, shipping, and running applications
- separate your applications from your infrastructure
- significantly reduce the delay between writing code and running it in production
- container



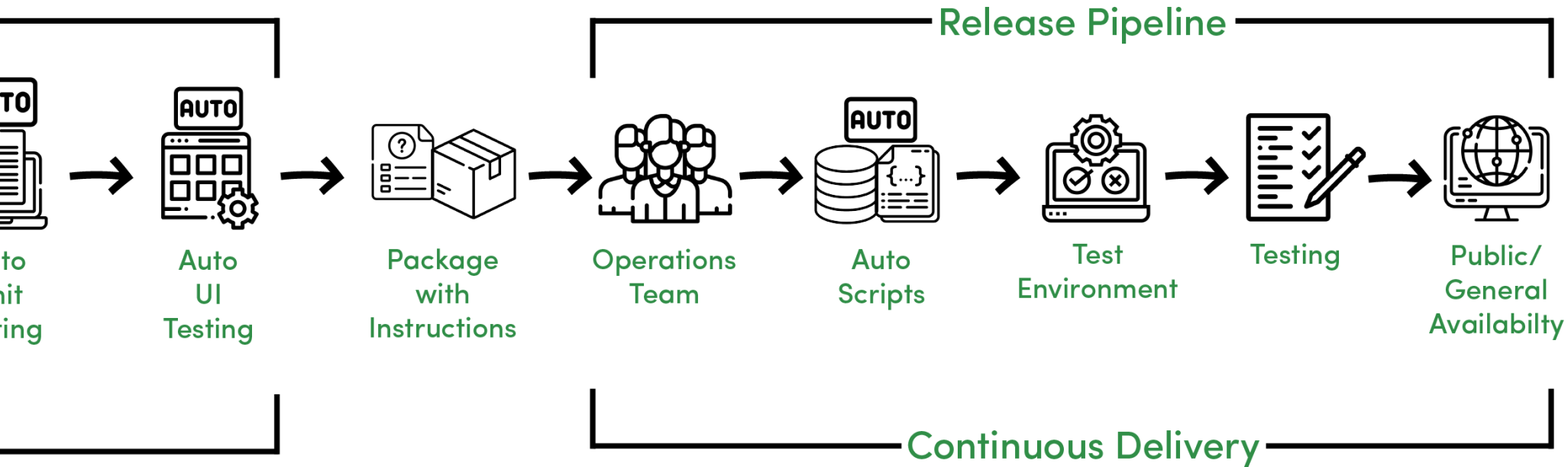
# DEPLOY STEP:

```
config.yml — simple-flask-app
! config.yml × Dockerfile app.py test.py requirements.txt
.circleci > ! config.yml
45 .....python3 test.py
46 .....- save_cache:
47 .....  key: deps1-{{ .Branch }}-{{ checksum "requirements.txt" }}
48 .....  paths:
49 .....  | - "venv"
50 .....deploy:
51 .....  machine: true
52 .....  steps:
53 .....    - checkout
54 .....    - run:
55 .....      name: Build and push Docker image to Heroku
56 .....      command: |
57 .....        sudo curl https://cli-assets.heroku.com/install.sh | sh
58 .....        HEROKU_API_KEY=${HEROKU_TOKEN} heroku container:login
59 .....        HEROKU_API_KEY=${HEROKU_TOKEN} heroku container:push -a grasbergm-simple-flask-app web
60 .....        HEROKU_API_KEY=${HEROKU_TOKEN} heroku container:release -a grasbergm-simple-flask-app web
61 workflows:
62 ..lint-test-build-deploy:
63 .....jobs:
64 .....  - lint
```

<https://www.techtarget.com/searchitoperations/tip/CI-CD-tutorial-How-to-s>



# CONTINUOUS DELIVERY

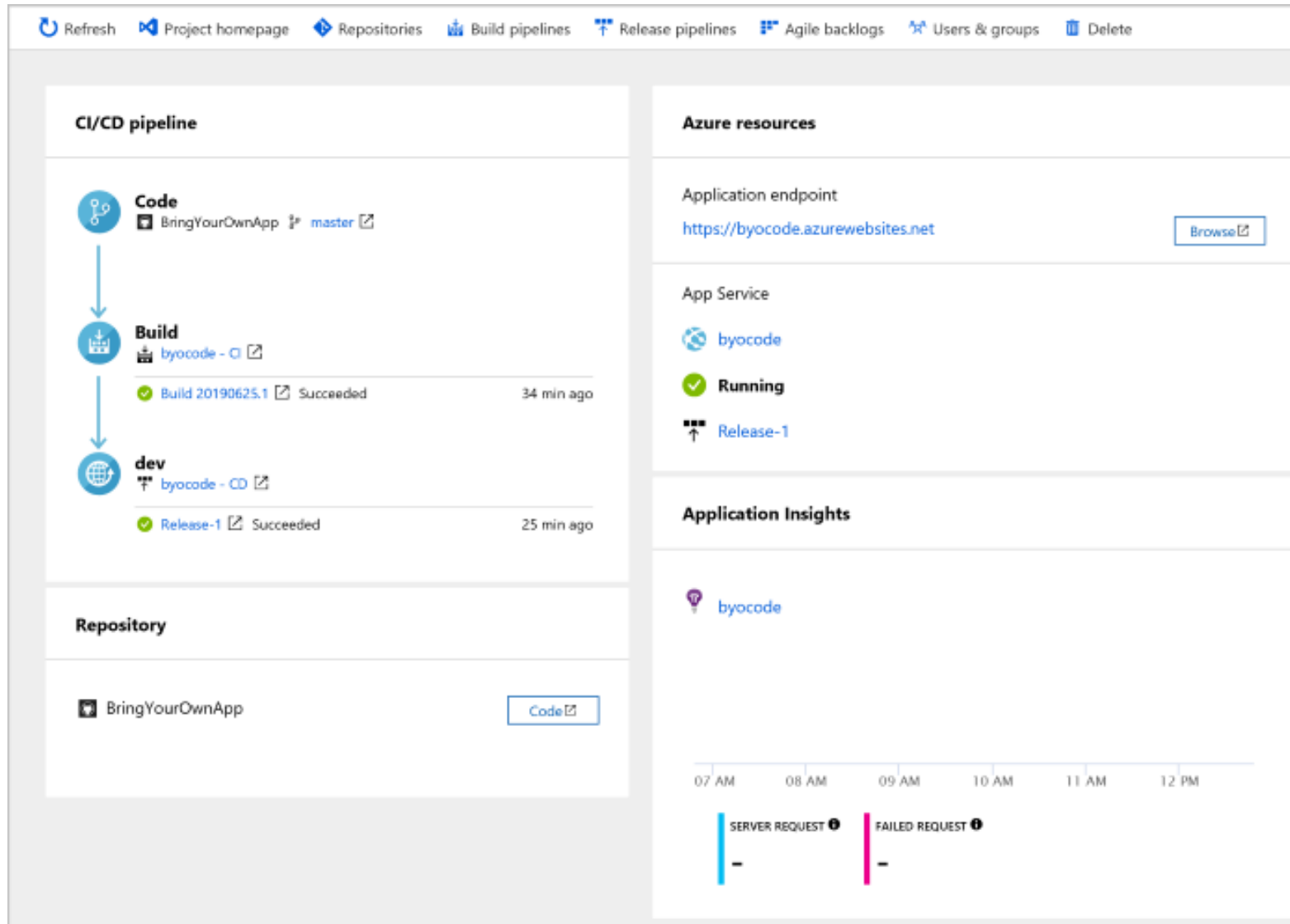


# CONTINUOUS DELIVERY

- ✓ teams produce software in short cycles, ensuring that the software can be reliably released at any time and, when releasing the software, without doing so manually.
- ✓ Continuous delivery is an extension of continuous integration since it automatically deploys all code changes to a testing and/or production environment after the build stage.



# OTHER SOLUTIONS FOR CI/CD ....





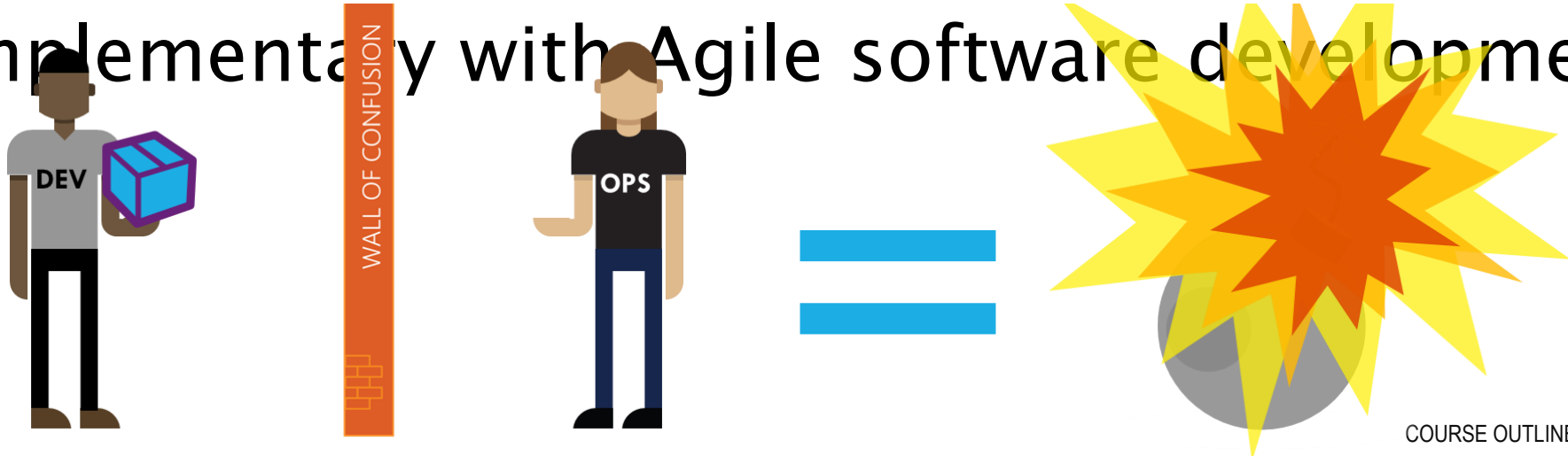
# COMMON PITFALL OF CI/CD

- The repetition frequency of the process.
- The dependencies involved in the process & delay produced by them.
- Length of the process.
- The urgency in process automation.
- If the process is prone to errors if not automated.



# DEVOPS

- ✓ a set of practices that combines software development (Dev) and IT operations (Ops)
- ✓ Breaking the Silos: Dev and Ops
- ✓ aims to shorten the systems development life cycle and provide continuous delivery with high software quality
- ✓ complementary with Agile software development



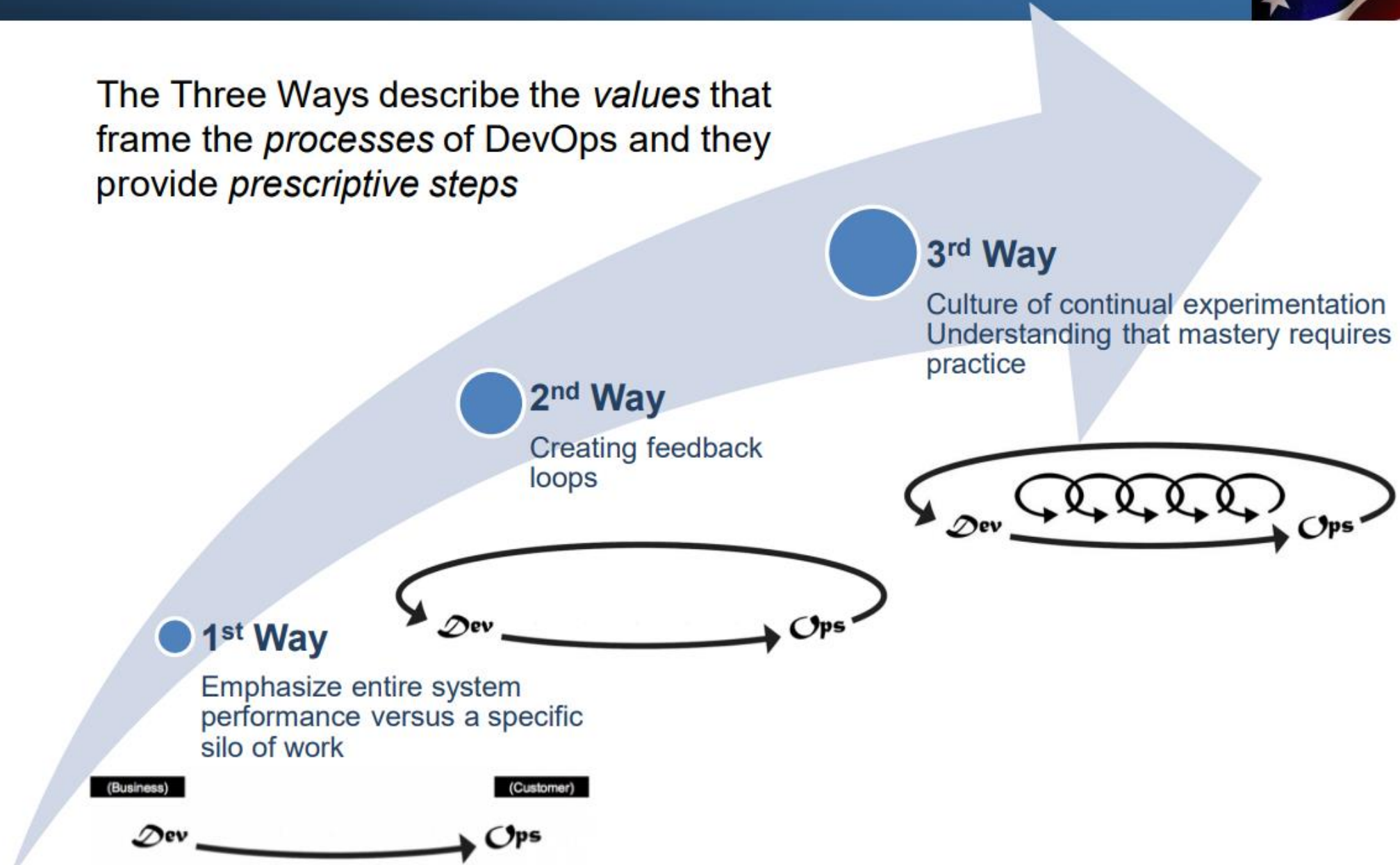
# DEVS AND OPS WORKING TOGETHER

- ✓ Create feedback loops between inventors and mechanics
- ✓ Expose real-time metrics from ops enabling dev to learn from the system running under real world conditions
- ✓ Expose real-time metrics from dev enabling ops to anticipate production needs and provide early input
- ✓ Cross-functional teams collaborate to deliver whole working systems including all infrastructure, software code, and configurations

# The Three Ways of DevOps by Gene Kim



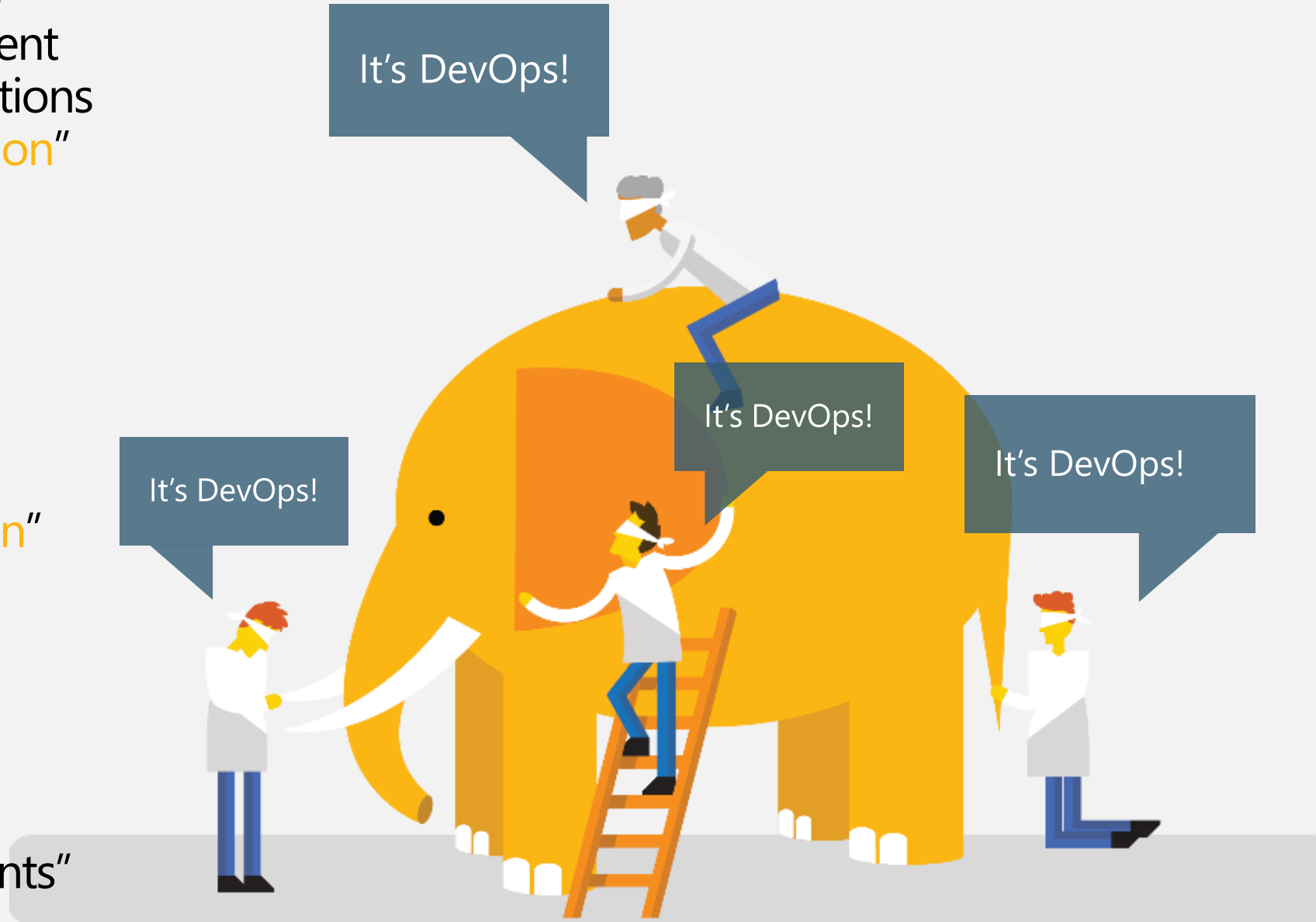
The Three Ways describe the *values* that frame the *processes* of DevOps and they provide *prescriptive steps*



“DevOps is development and operations **collaboration**”

“DevOps is using **automation**”

“DevOps is **small** deployments”

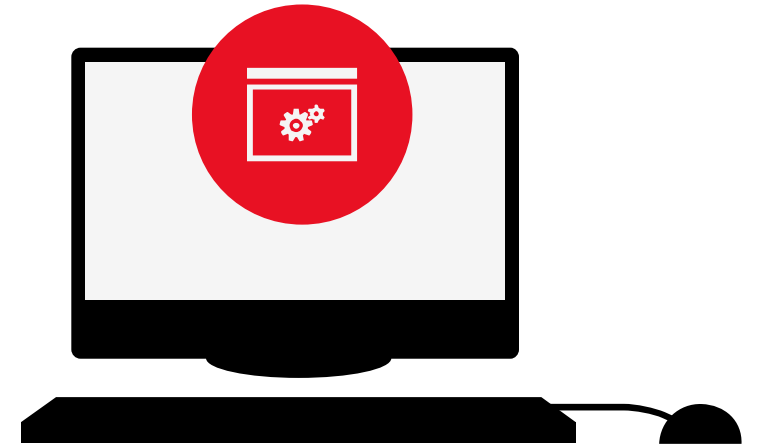
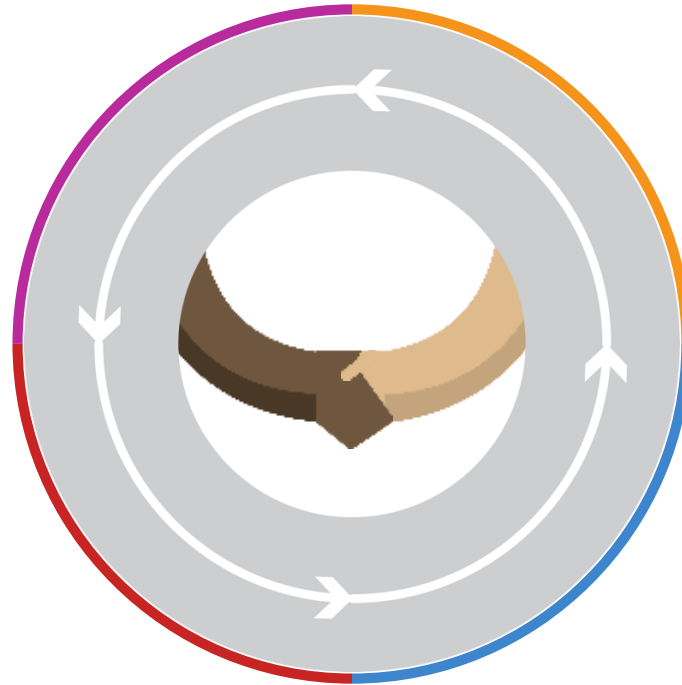
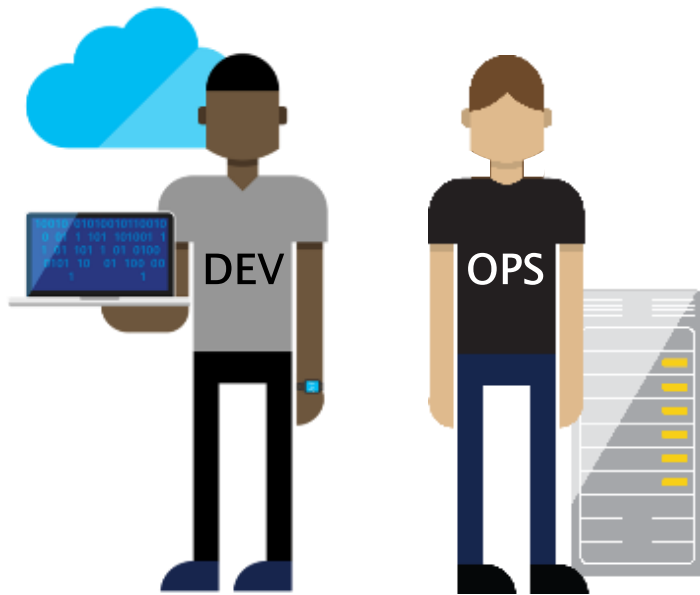


“DevOps is treating your **infrastructure as code**”

“DevOps is feature **switches**”

“**Kanban** for Ops?”

# DEVOPS: THE THREE STAGE CONVERSATION



1

People

2

Process

3

Products

# LIST OF DEVOPS PRACTICES

- Infrastructure as Code (IaC)
- Continuous Integration
- Automated Testing
- Continuous Deployment
- Release Management
- App Performance Monitoring
- Load Testing & Auto-Scale
- Availability Monitoring
- Change/Configuration Management
- Feature Flags
- Automated Environment De-Provisioning
- Self Service Environments
- Automated Recovery (Rollback & Roll-Forward)
- Hypothesis Driven Development
  - Testing in Production
  - Fault Injection
  - Usage Monitoring/User Telemetry





## Visual Studio Partners and Extensions

65

Visual Studio Code  
Extensions

5,910

Visual Studio  
Gallery Extensions

90

Visual Studio  
Sim-Ship Partners

48

VS Team Services  
Extensions

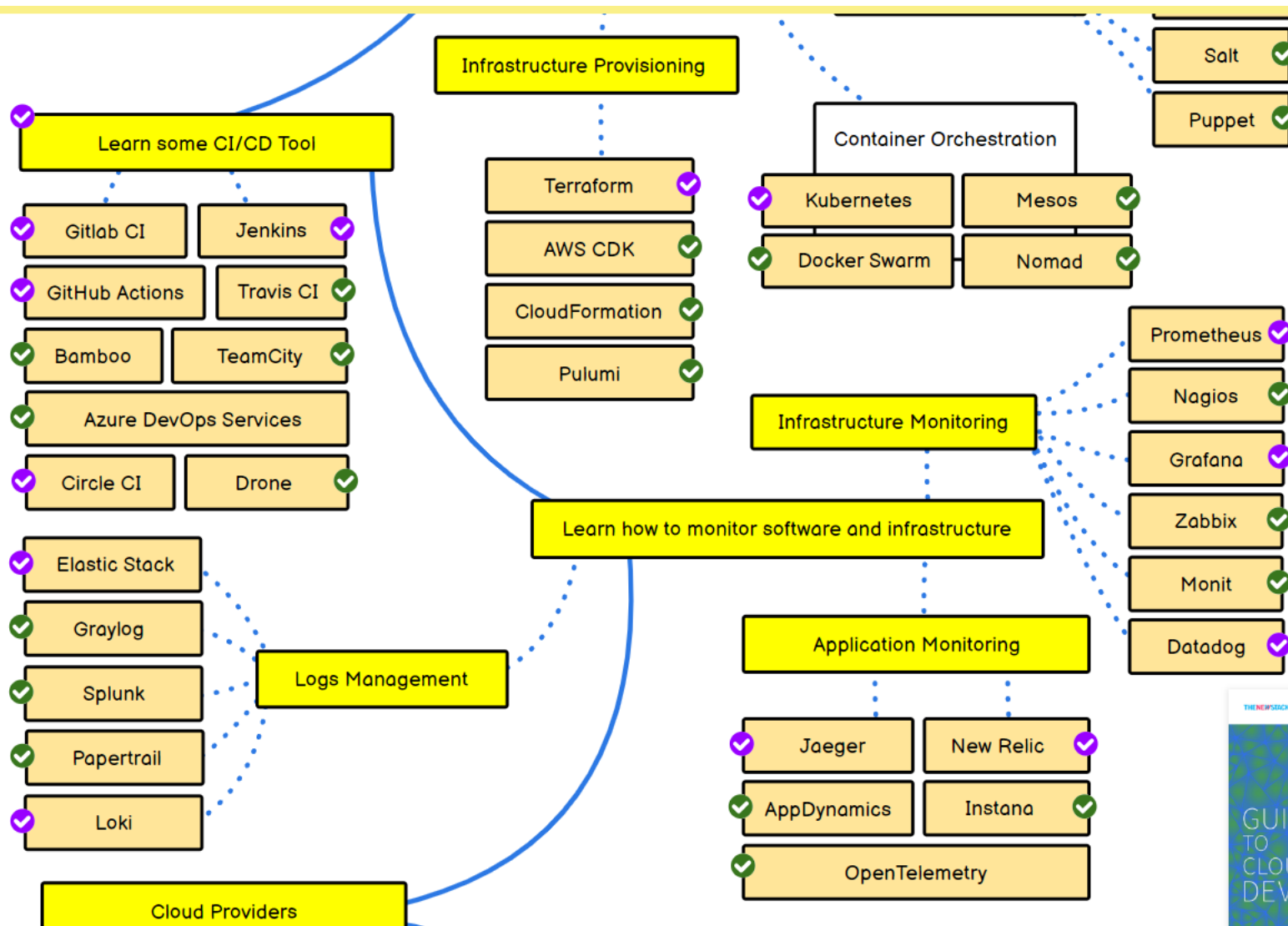




# A BETTER VIEW

Step by step guide for DevOps, SRE or any other Operations

Role



# Q&A