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CSD380 Module 6 Assignment

June 28, 2024

**Ch. 13 Case Study: Strangler Pattern at Blackboard Learn (2011)**

In Chapter 13 of the reading, we hear about Blackboard Inc. and how they tackled problems with their old software. Their main product, Learn, was built a long time ago in 1997 and had become pretty difficult to manage. This made it slower for developers to add new features and more likely to have mistakes.

Starting in 2012, David Ashman, Blackboard's top engineer, began a project to update the code using a method called the strangler fig pattern. They created smaller, independent sections of code called Building Blocks. These let developers work on different parts separately but still connect to each other through fixed rules. This change reduced their reliance on the old, big system and gave developers more freedom and safety.

As a result, the old codebase got smaller because developers moved their work into these Building Blocks. This made their work faster and less likely to have mistakes. Blackboard learned important lessons from this, like how splitting code into smaller parts is crucial, giving developers more freedom, and setting up better ways to get feedback. These changes improved the quality of their code, made it quicker to add new features, and lowered the chances of big problems with their system. Using the strangler fig pattern with Building Blocks helped Blackboard make their code better, speed up how quickly developers can work, and raise the quality of their products.

Source:

The DevOps Handbook, 2nd Edition: How to Create World-Class Agility, Reliability, & Security in Technology Organizations; Gene Kim, Jez Humble, Patrick Debois, John Willis, & John Allspaw; IT Revolution Press; 2021