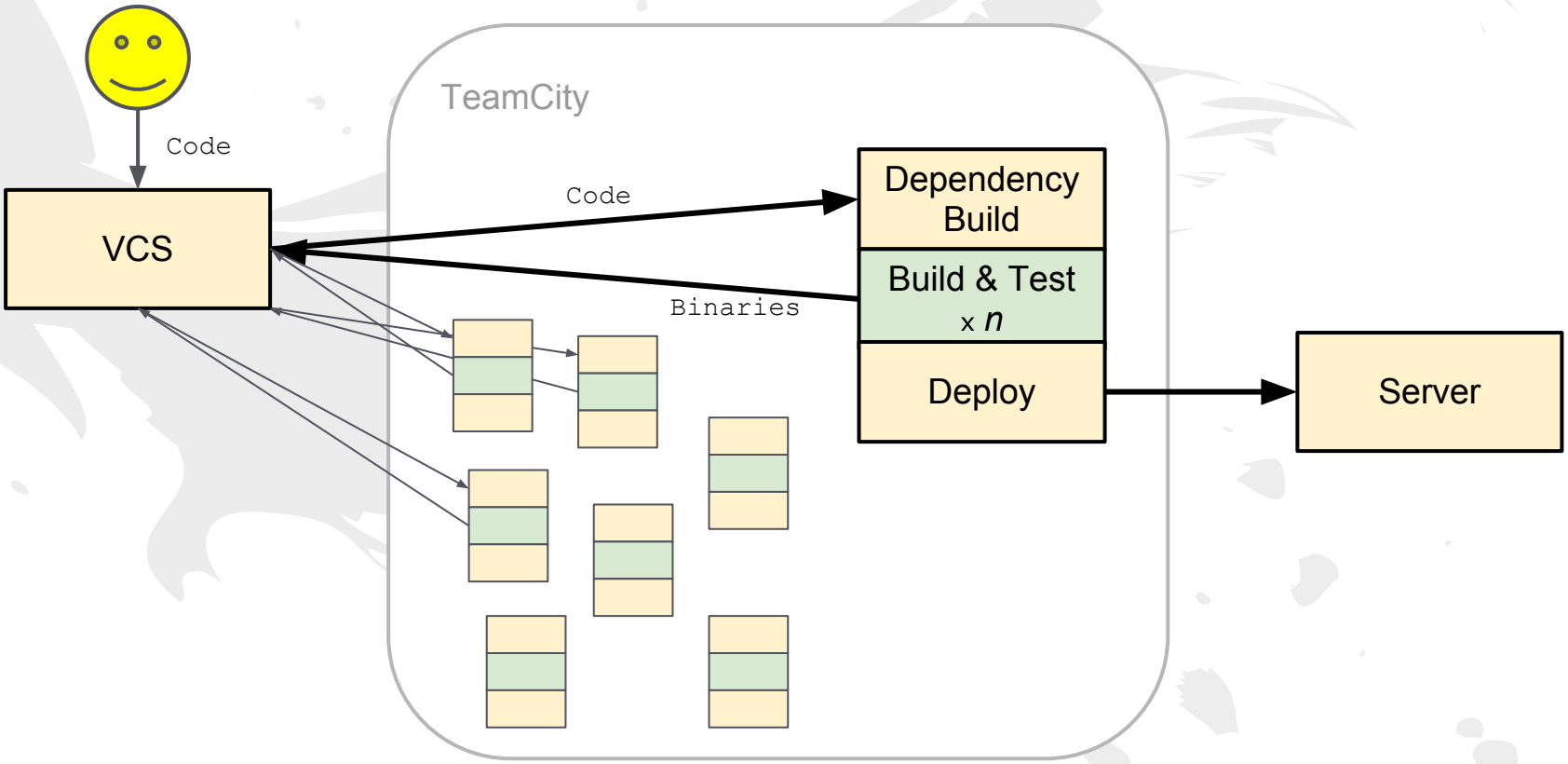
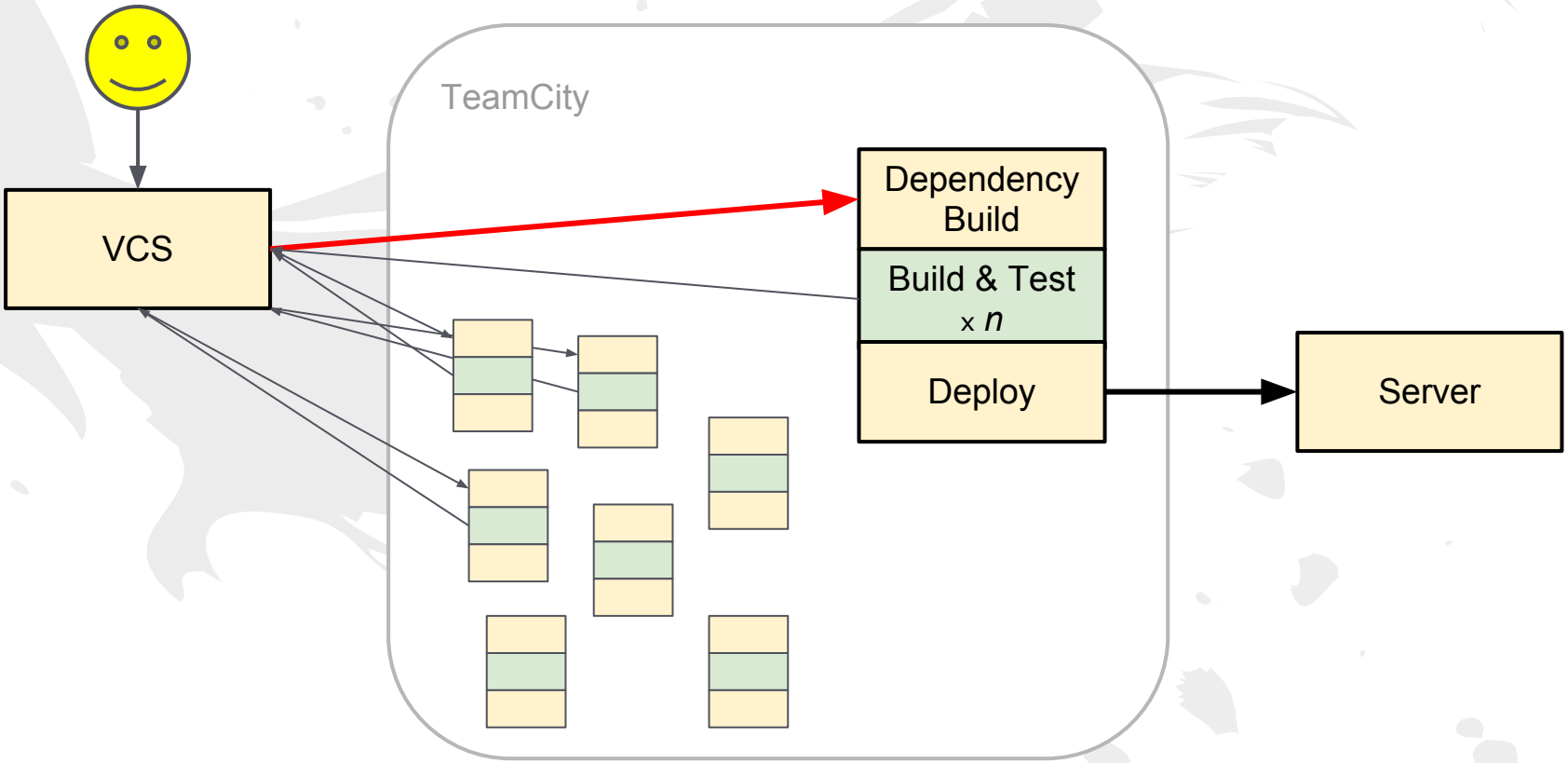
Distributed Dependency Management

fault tolerant and fast build processes

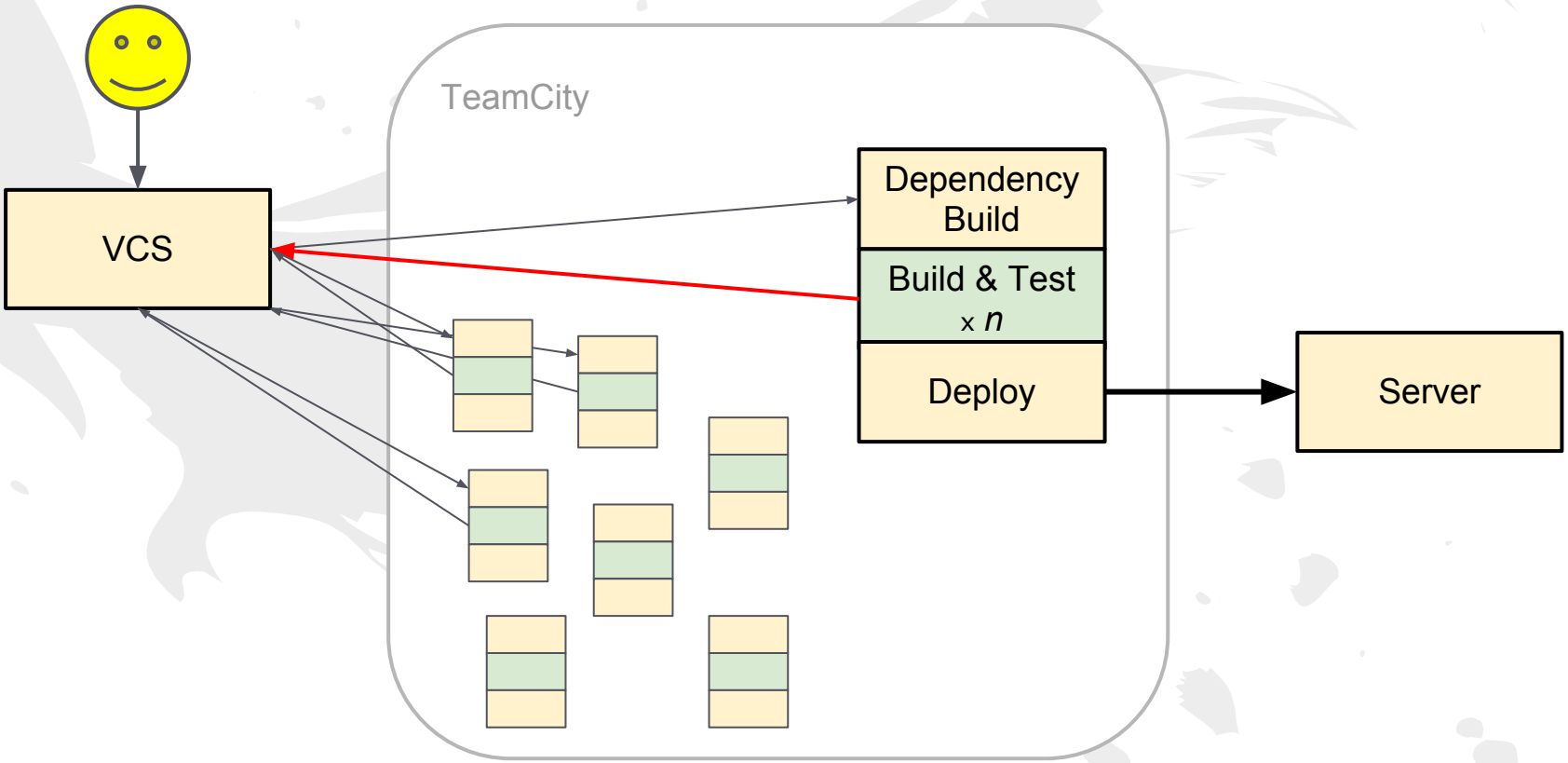
The Status Quo



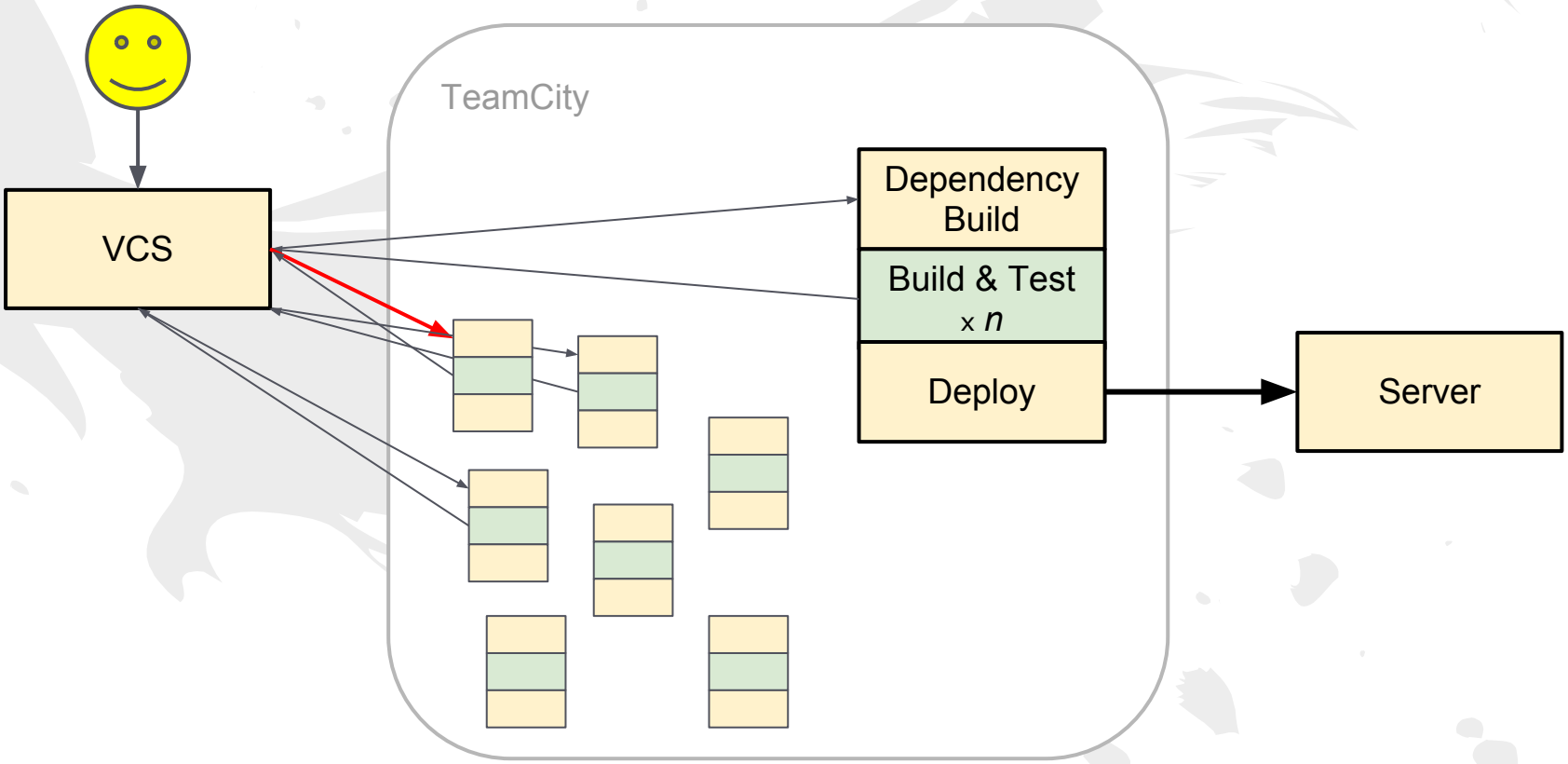
Waiting



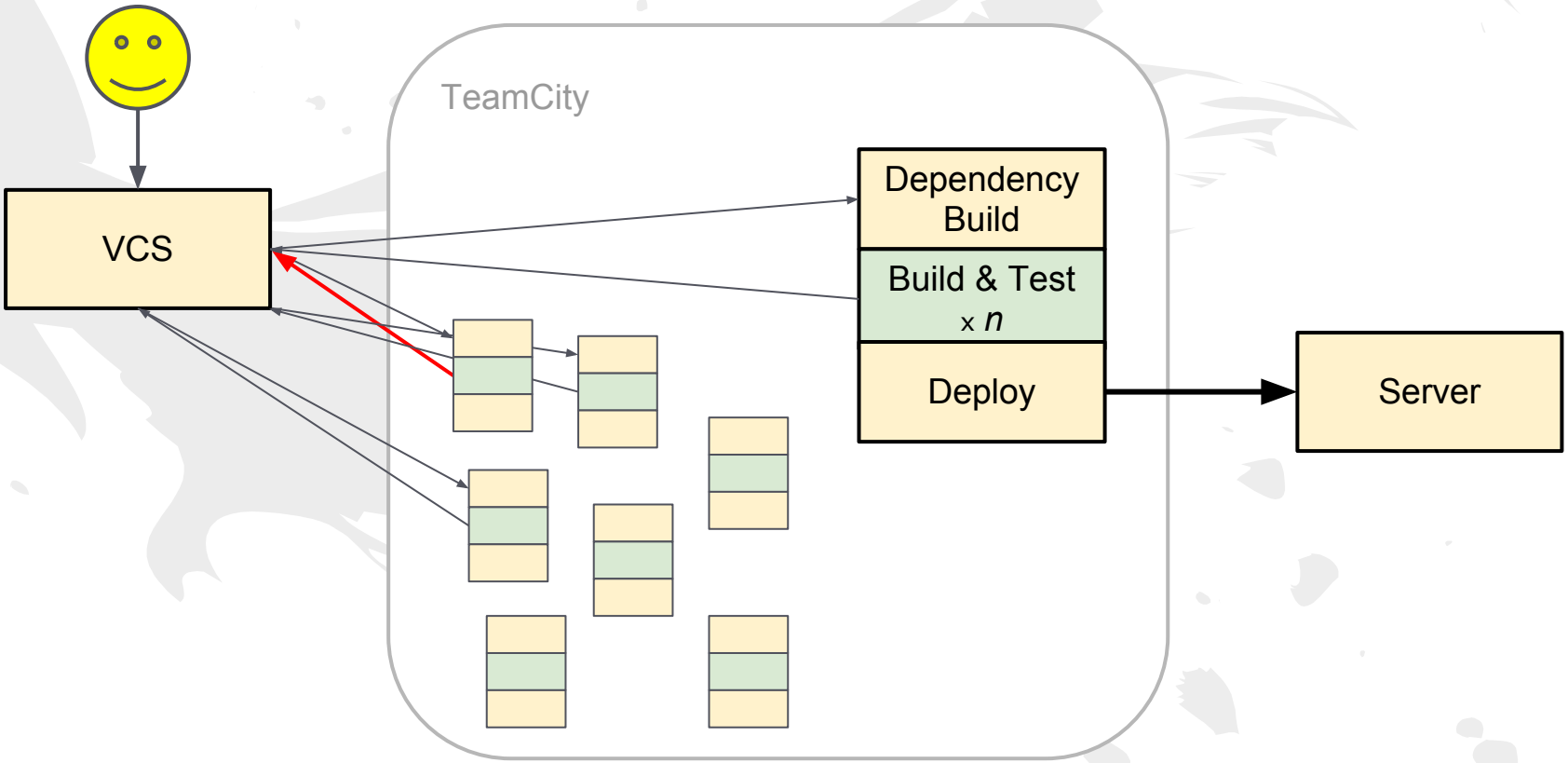
Waiting



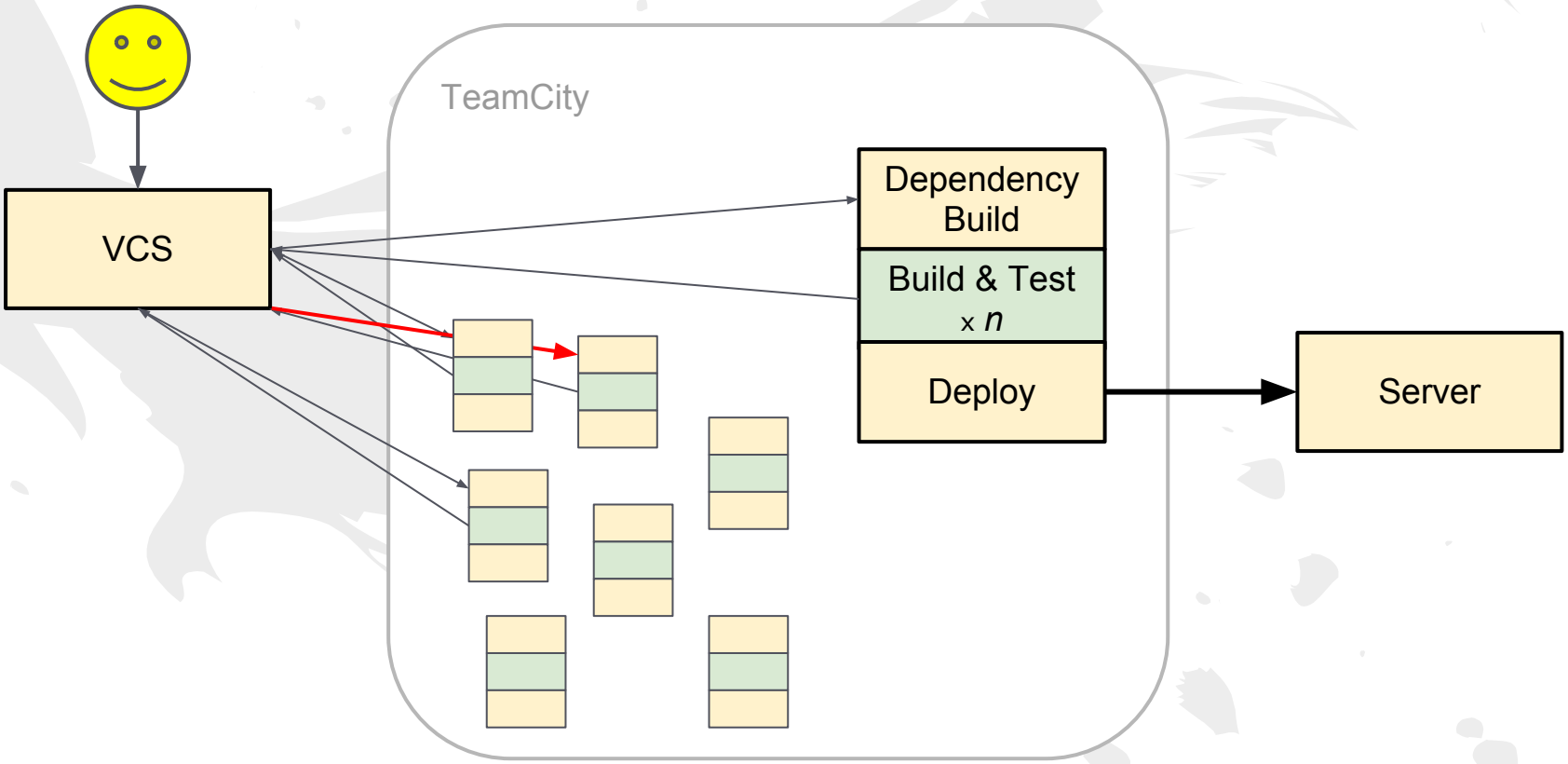
Waiting



Waiting



Waiting



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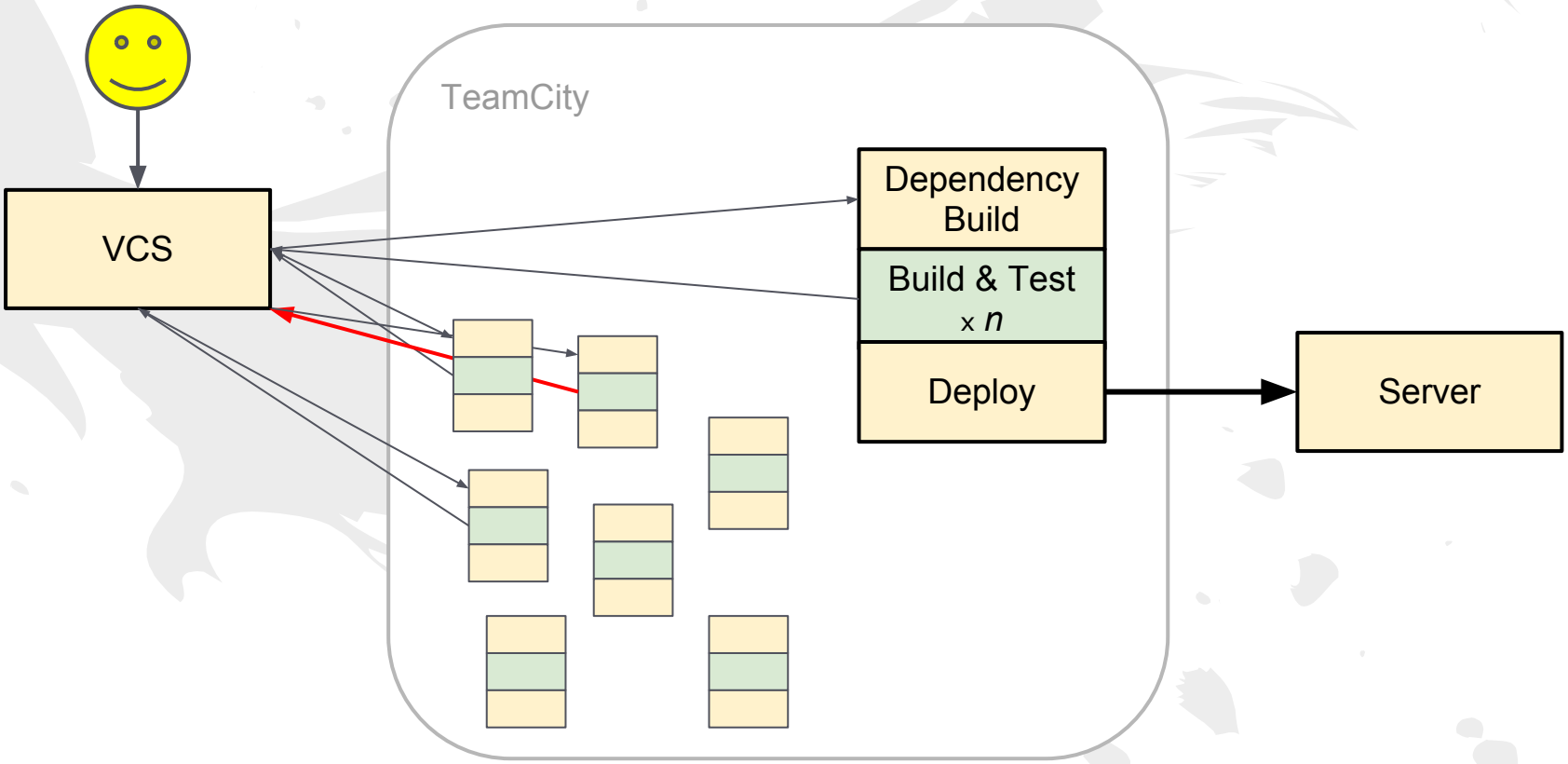
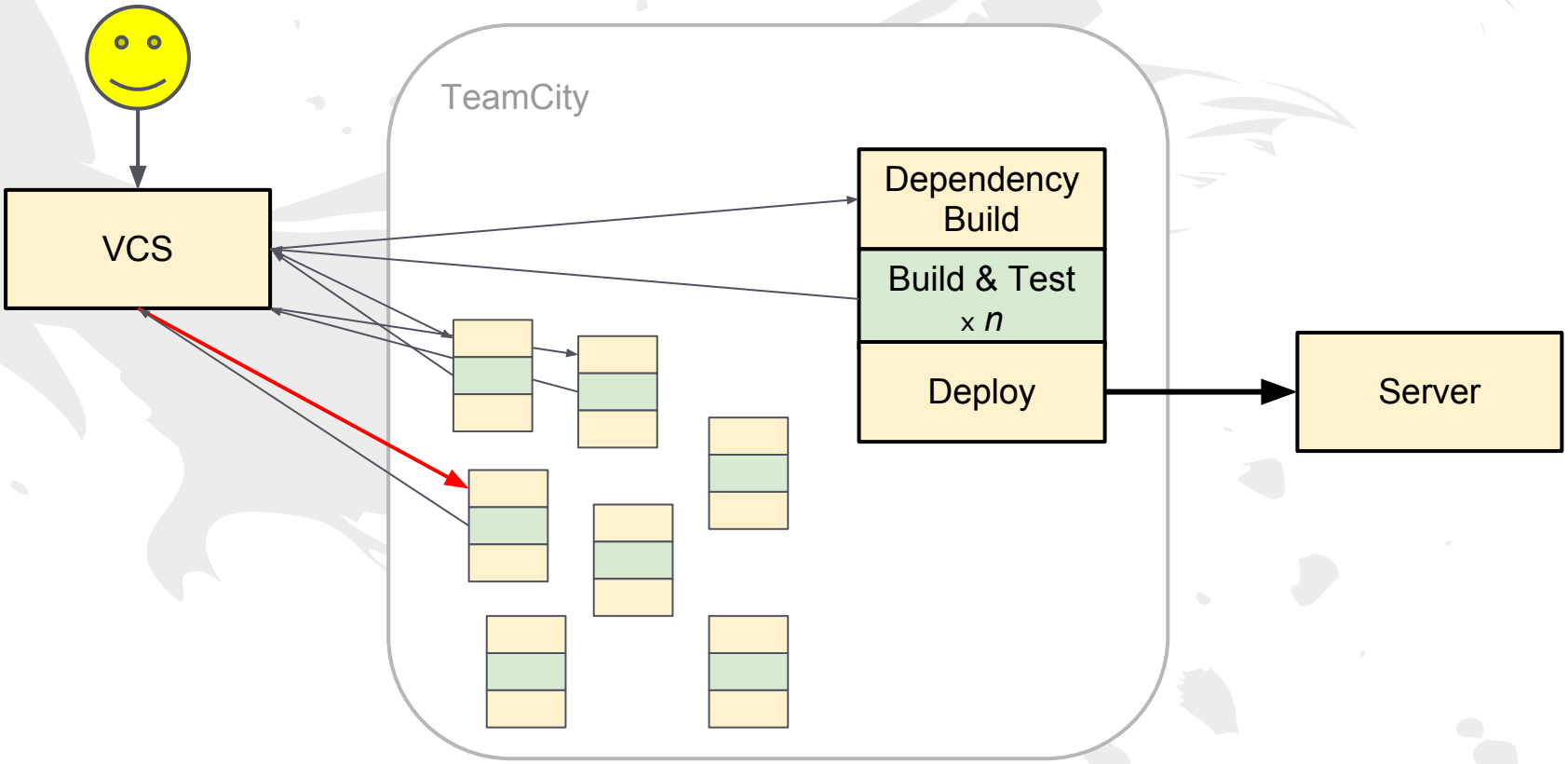
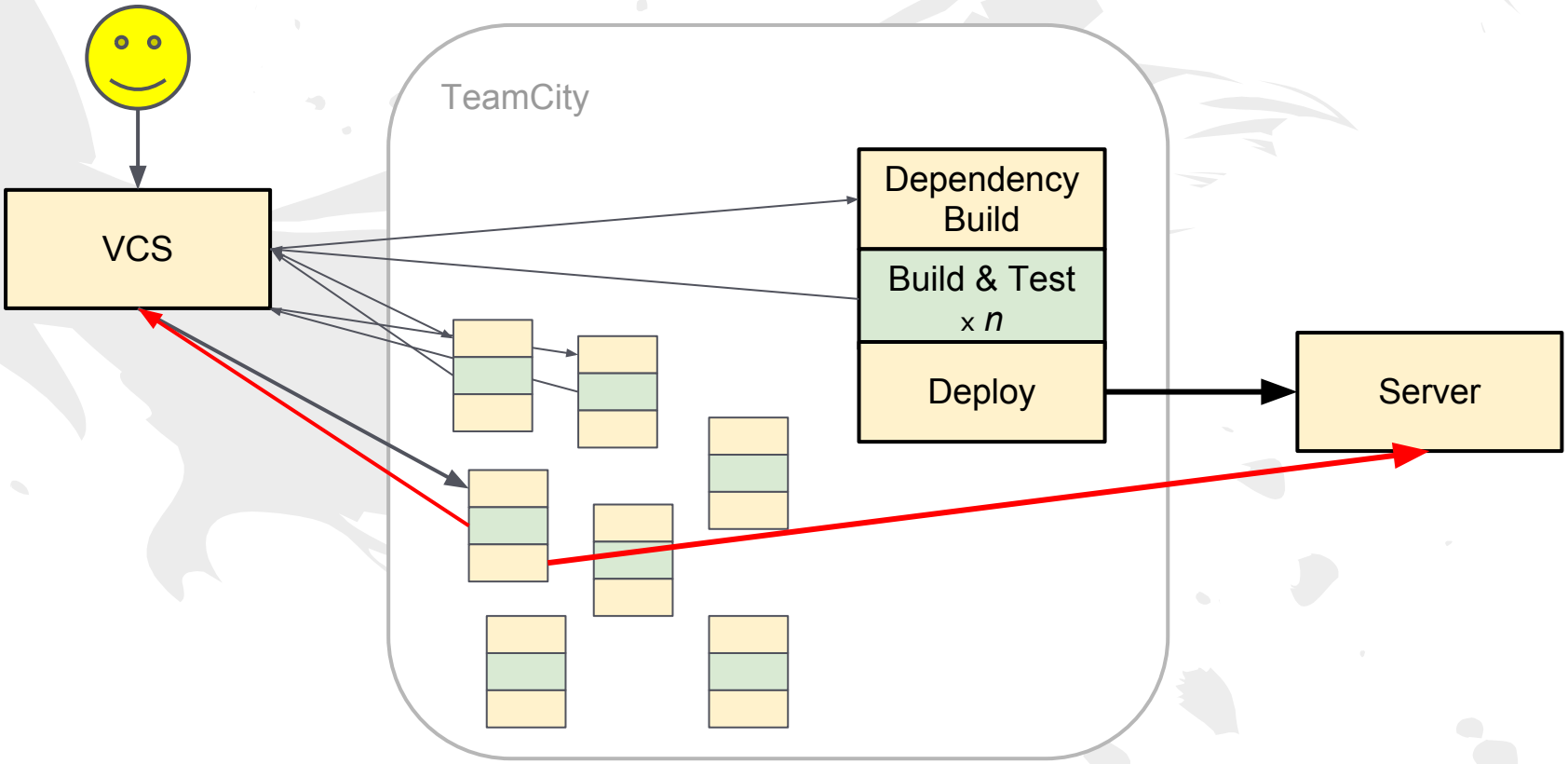


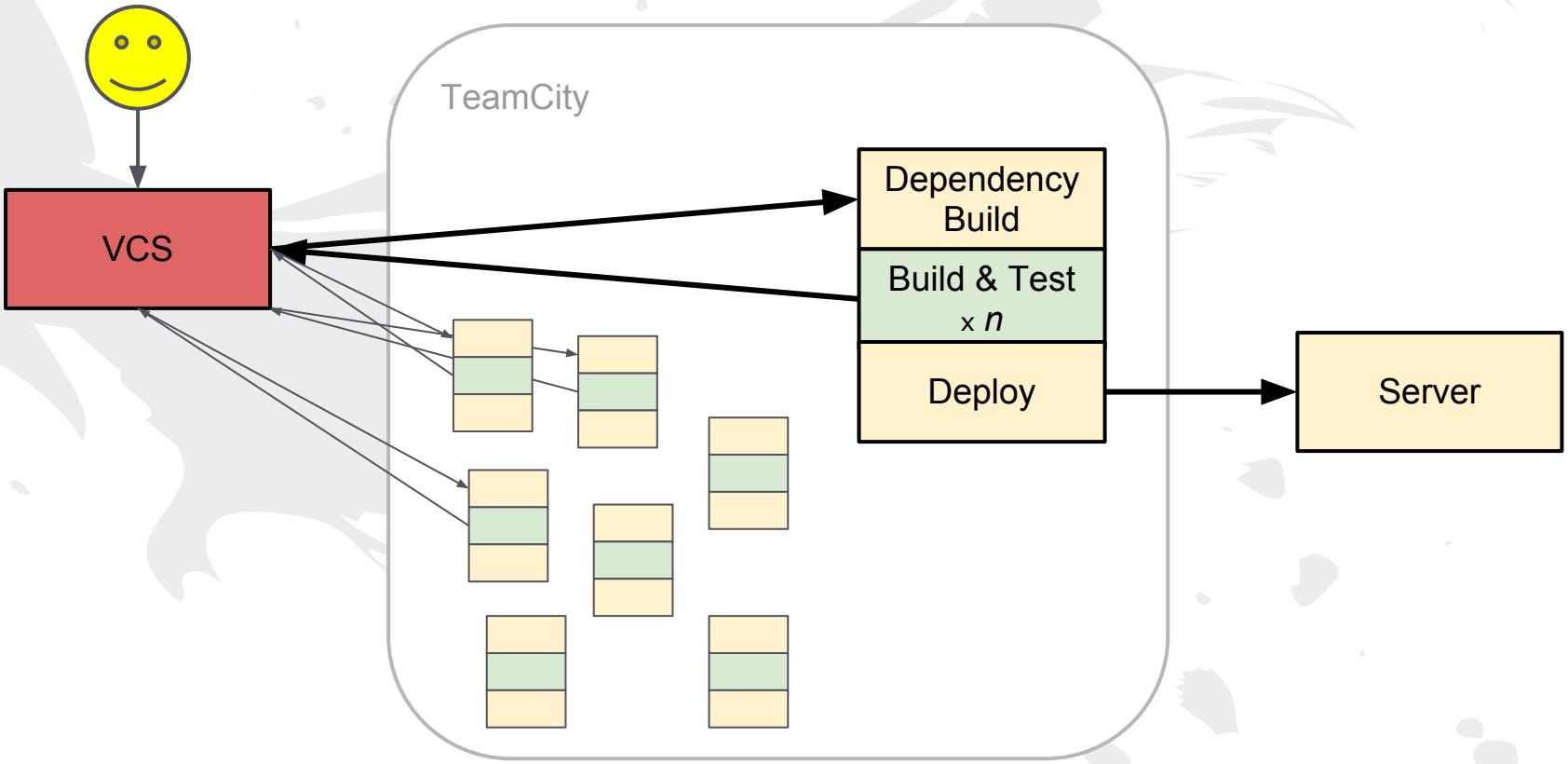
Waiting



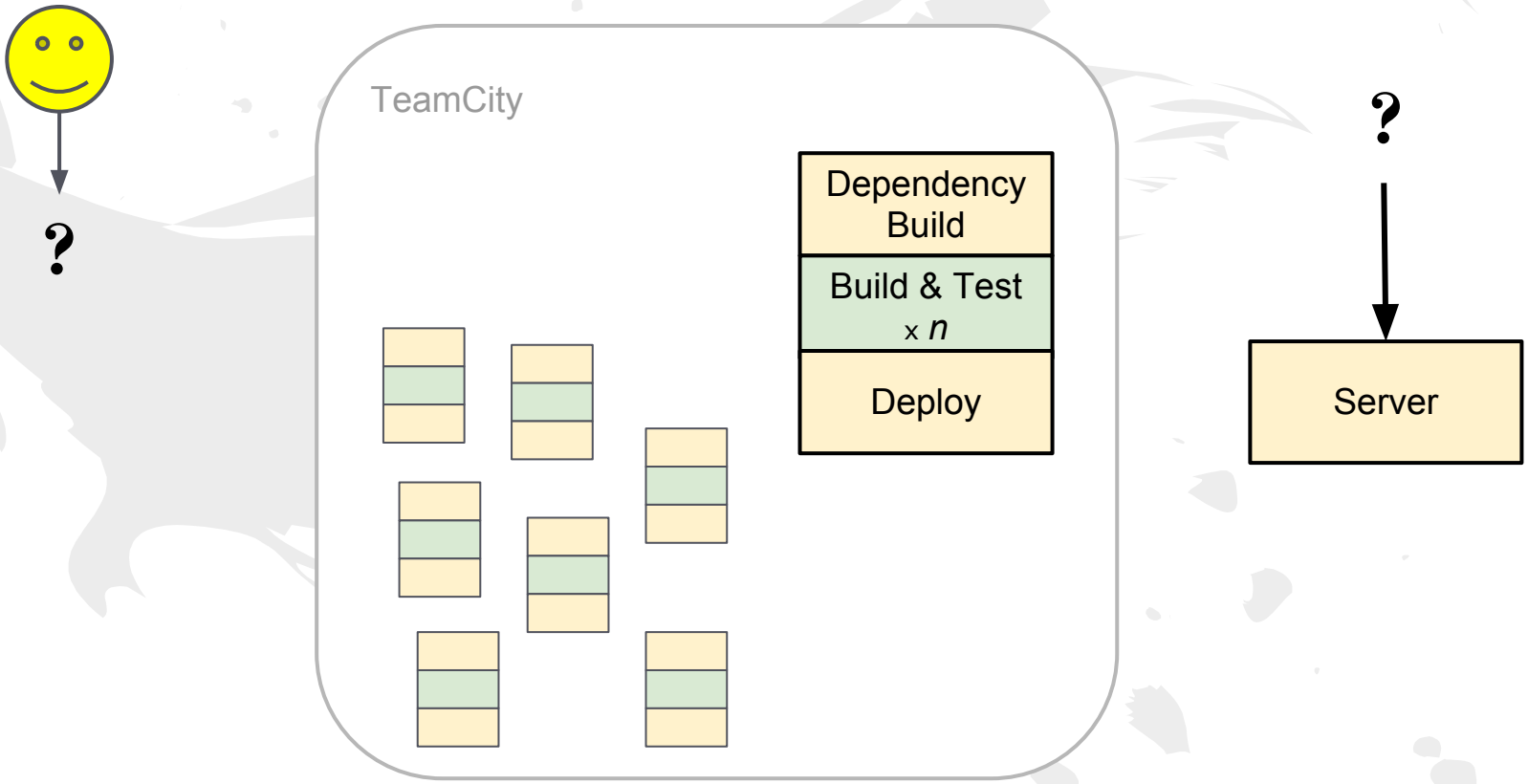
Waiting



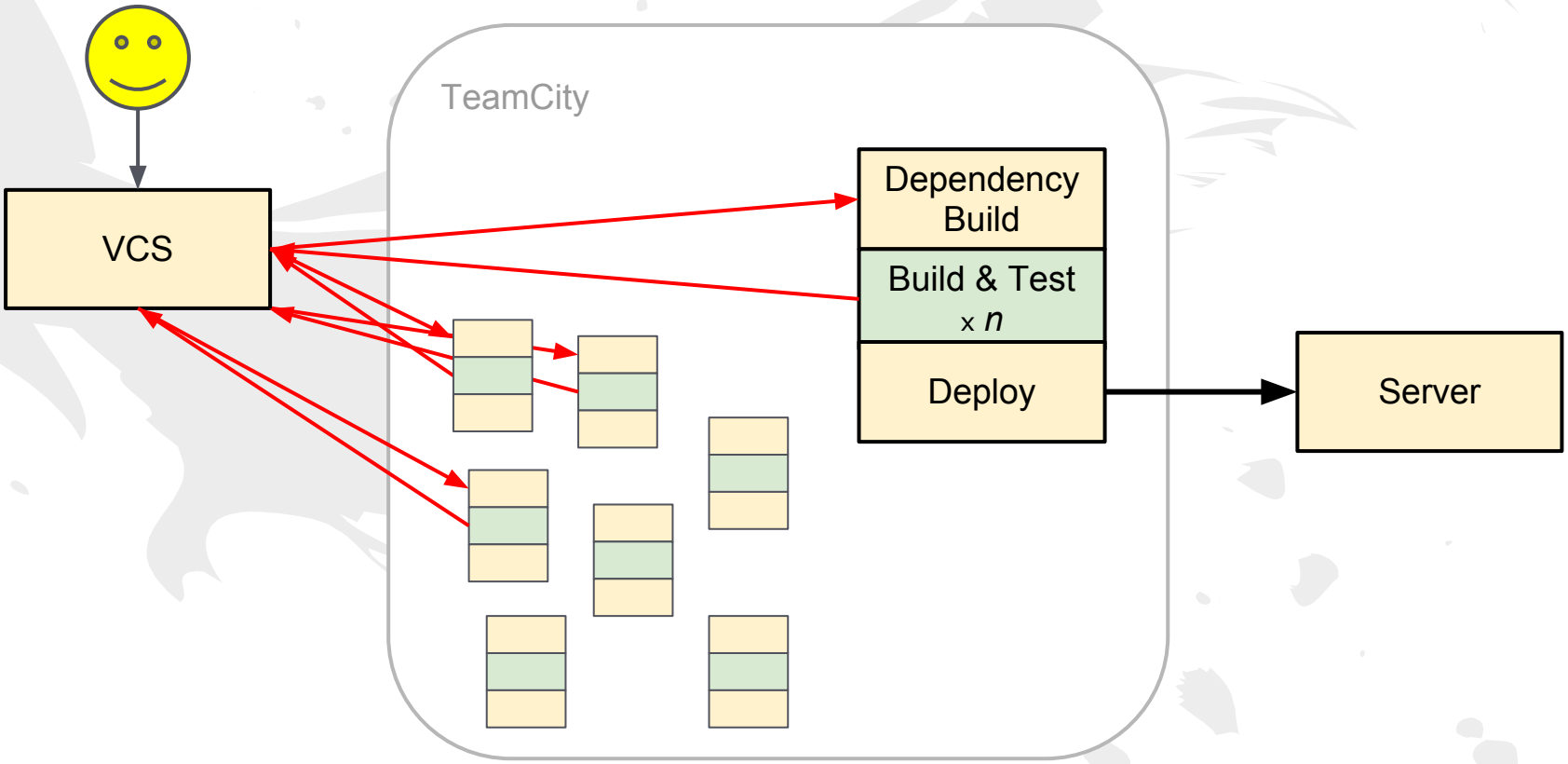
Failure cases: VCS overload



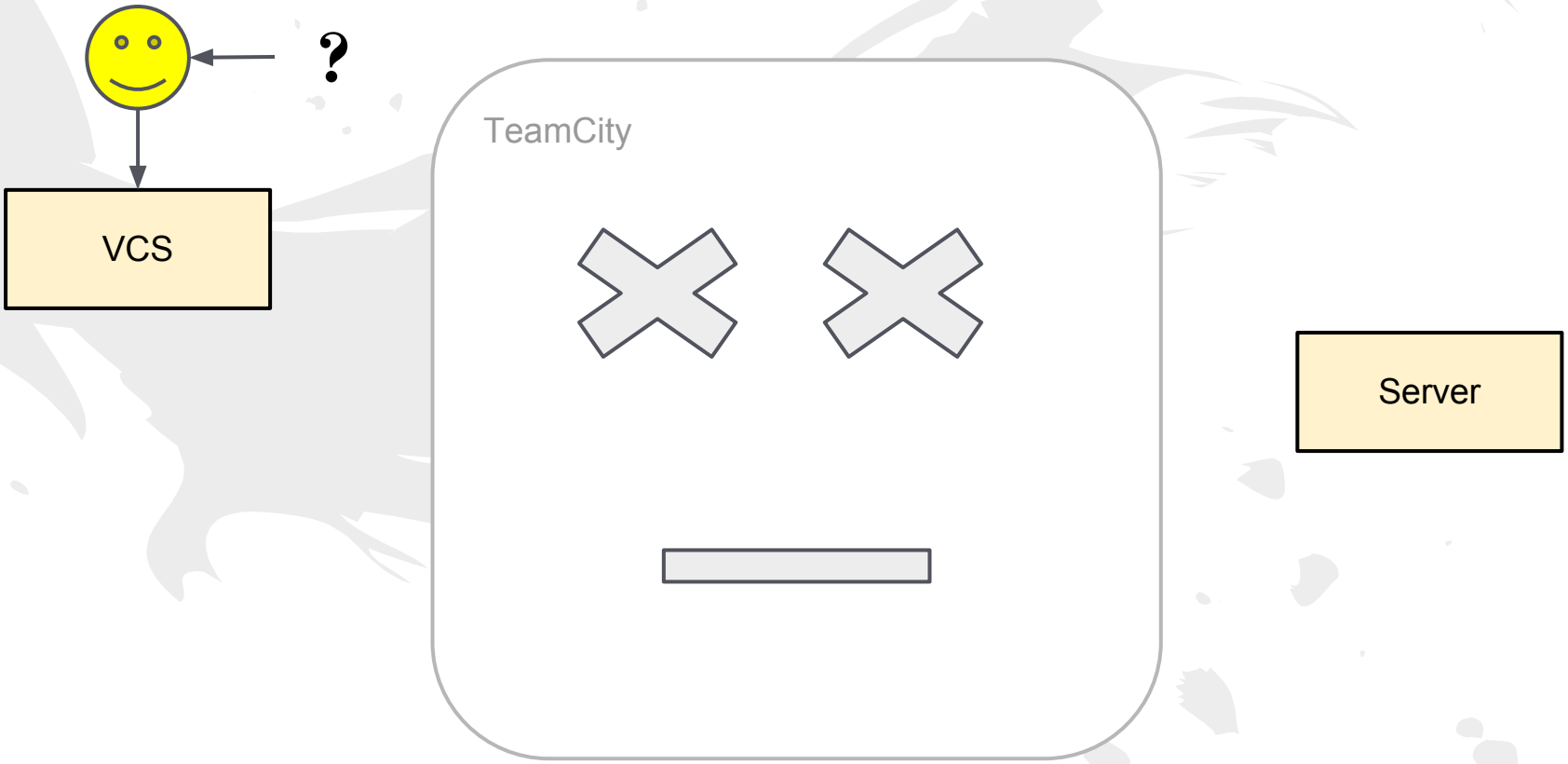
Failure cases: VCS dead



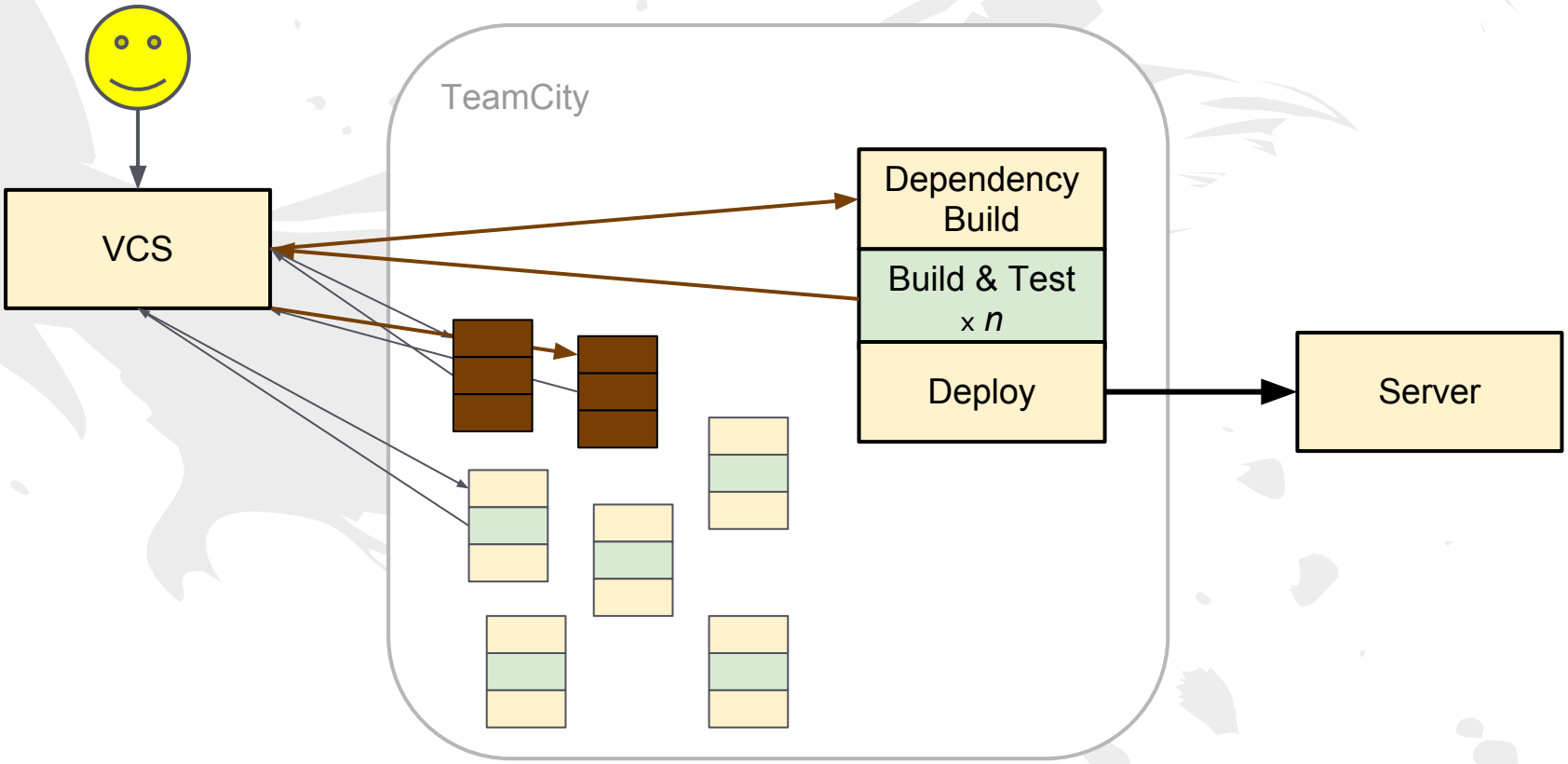
Failure cases: TC Build Storm



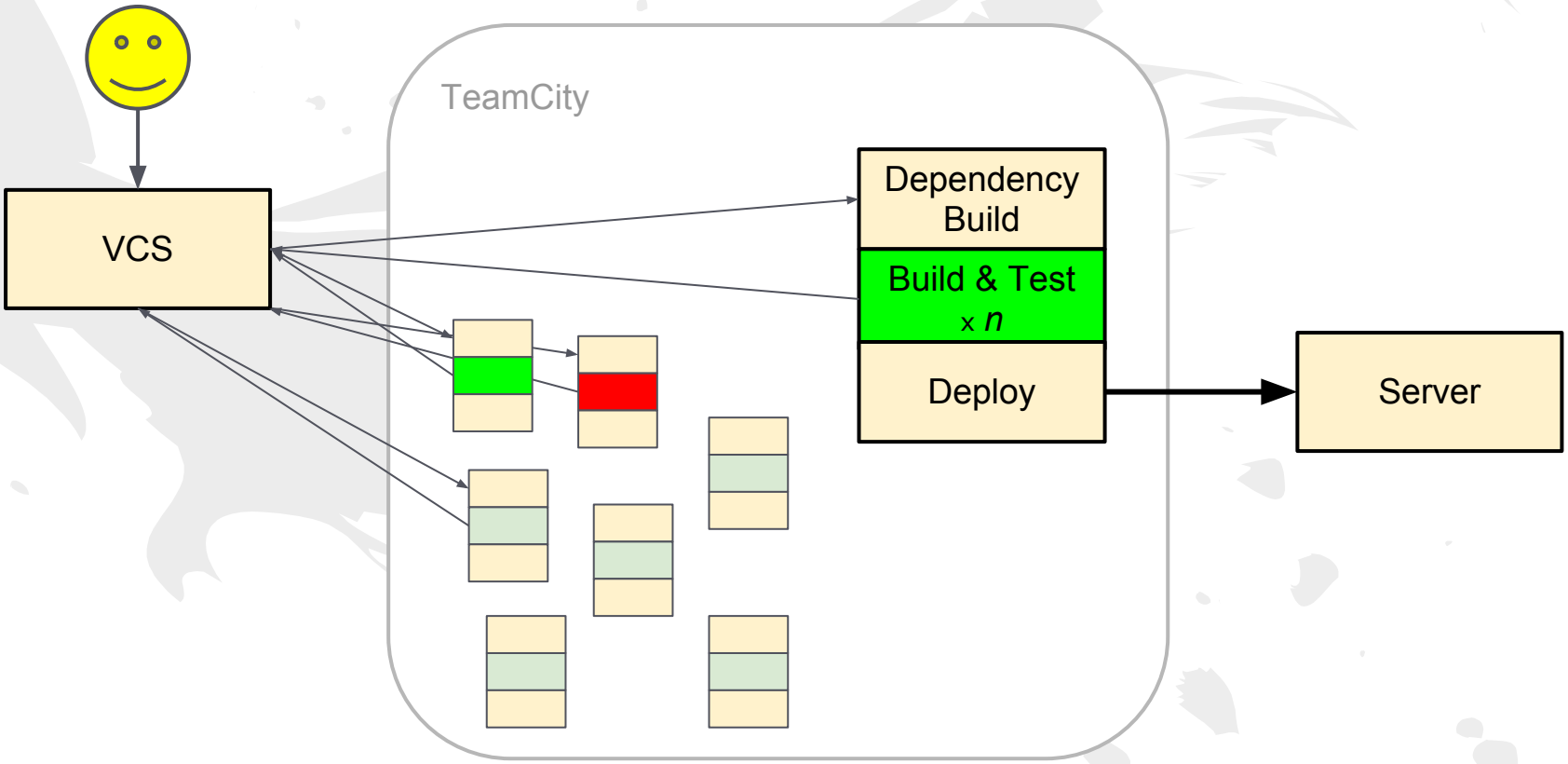
Failure cases: TC dead



Failure cases: Poison Build

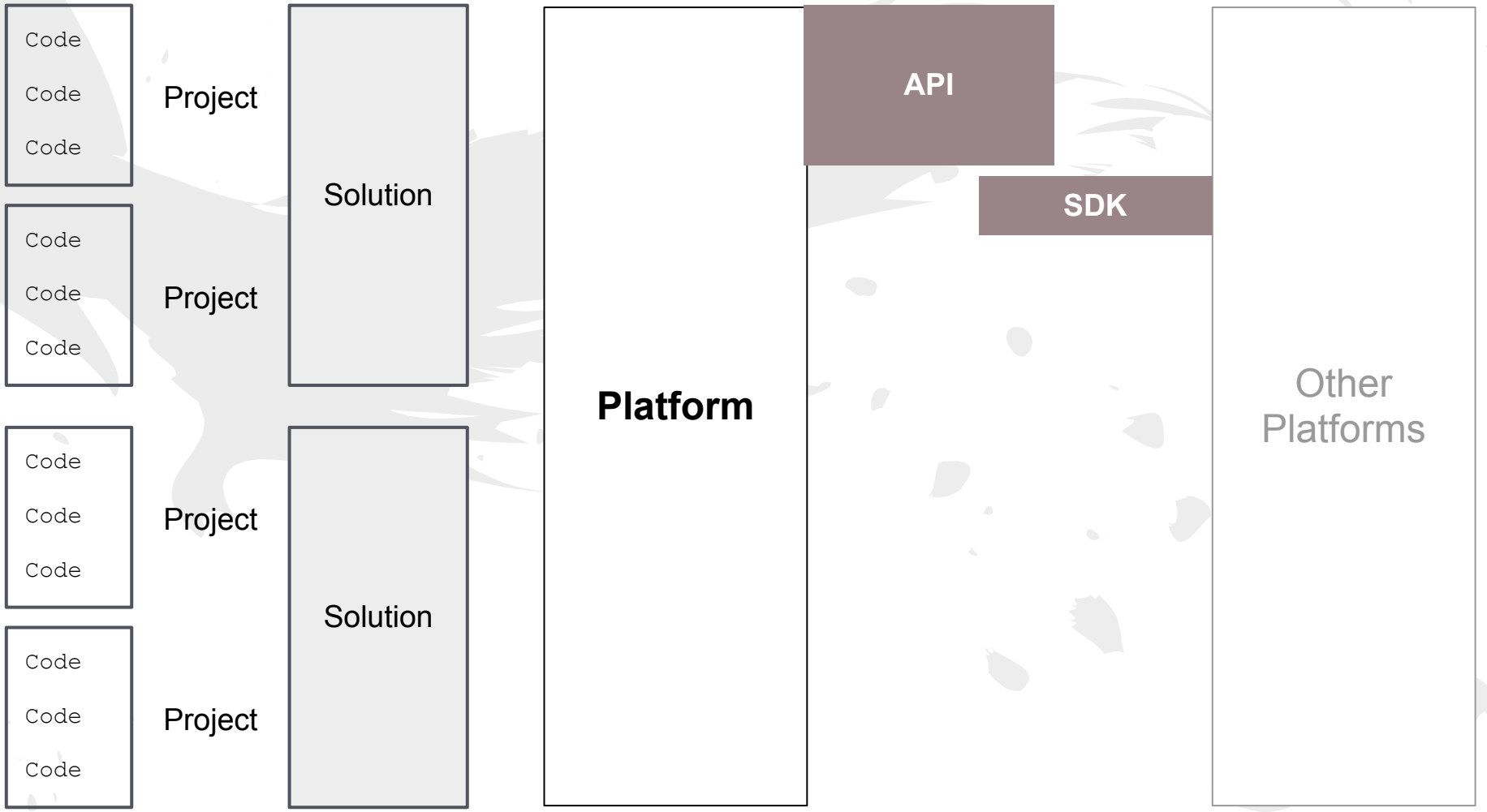


Failure cases: Dependency Rash

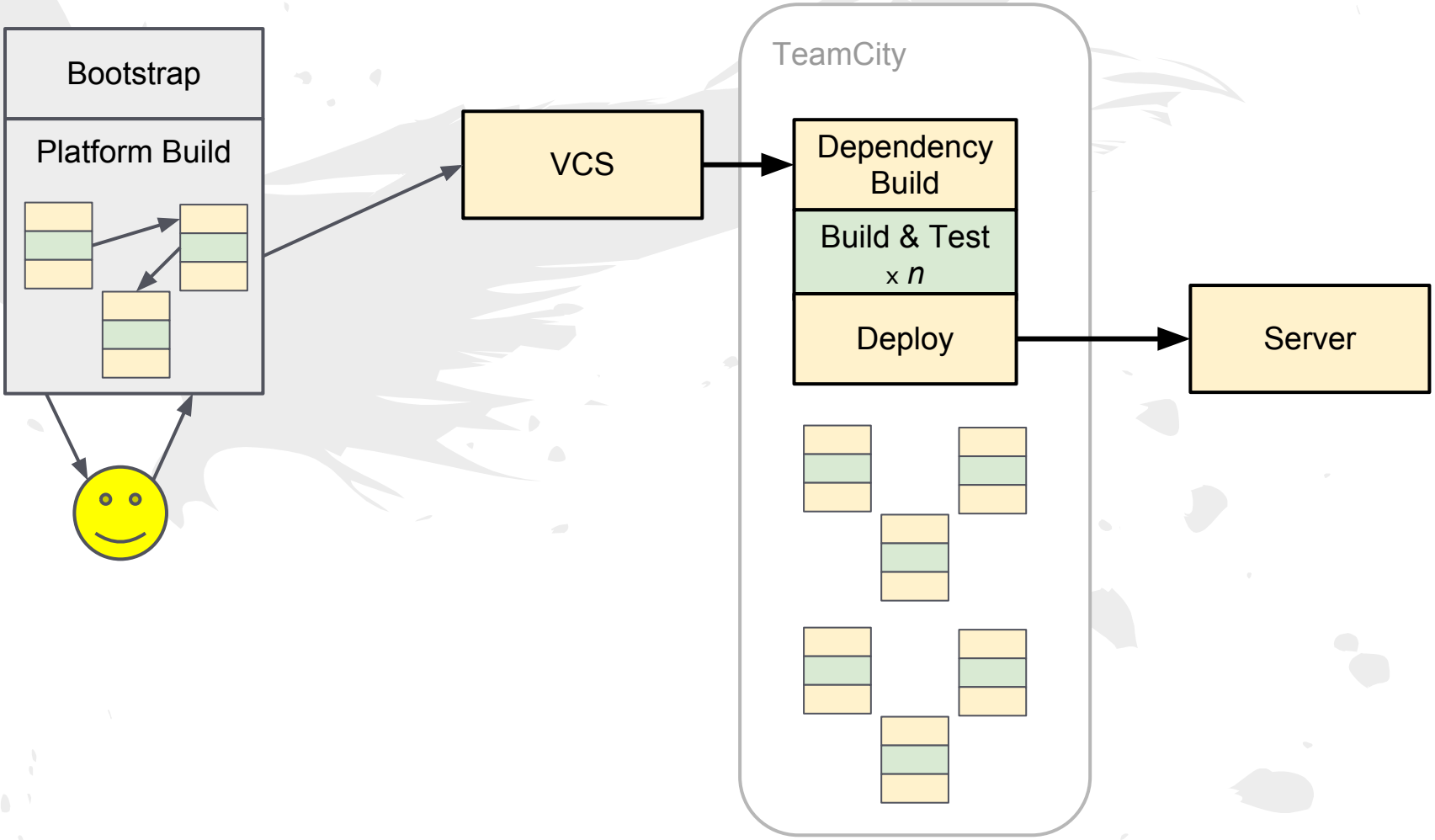


Distributed Build System

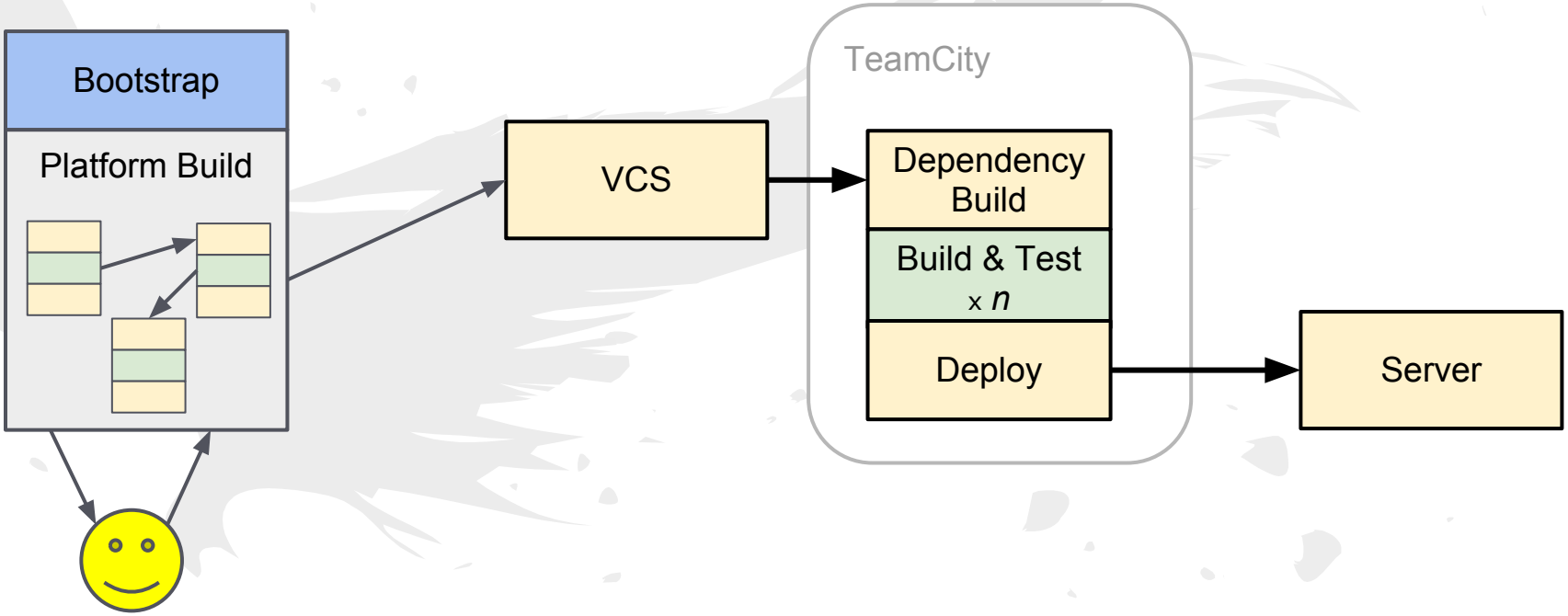
Some naming conventions



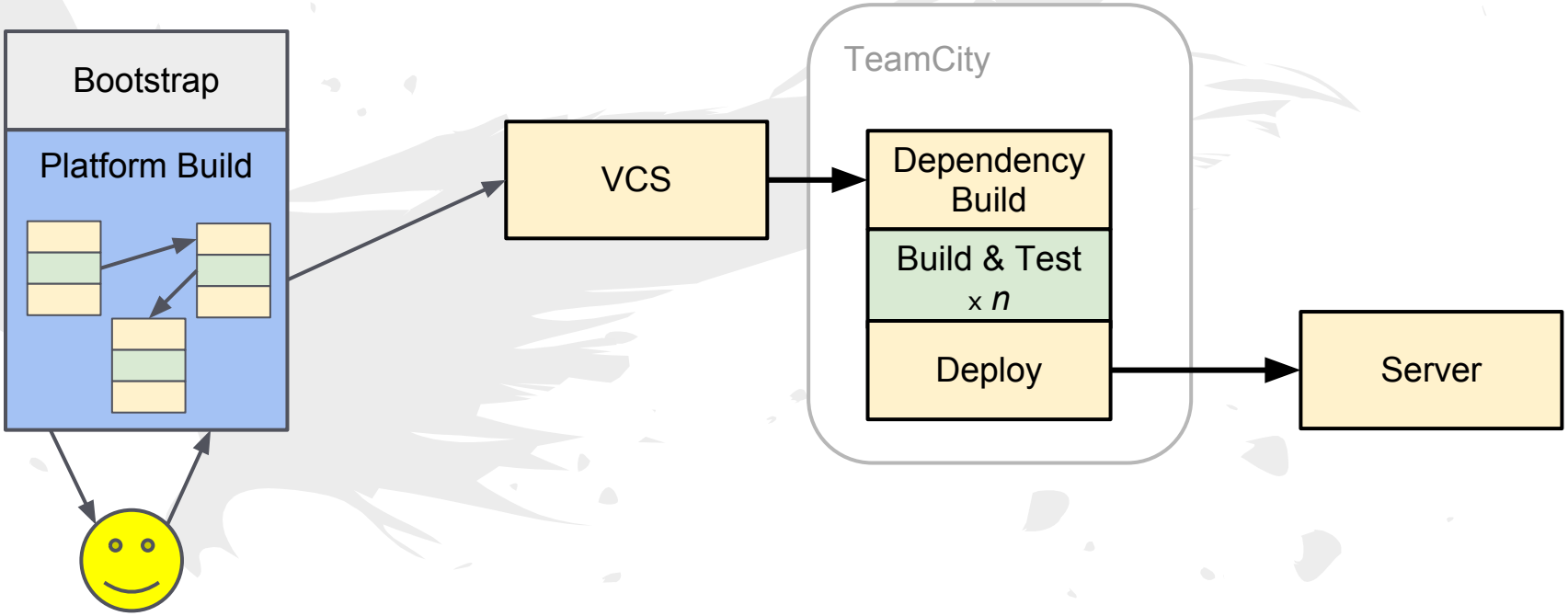
Distributed build platform



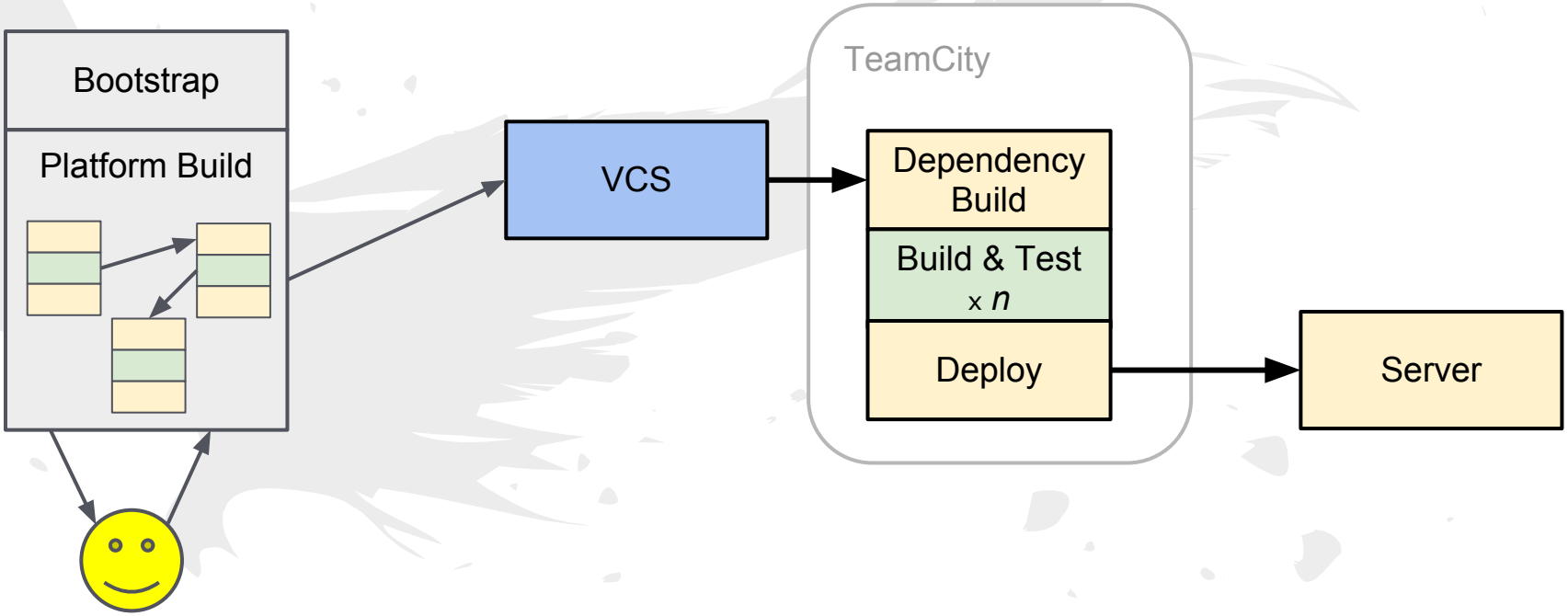
Distributed build platform



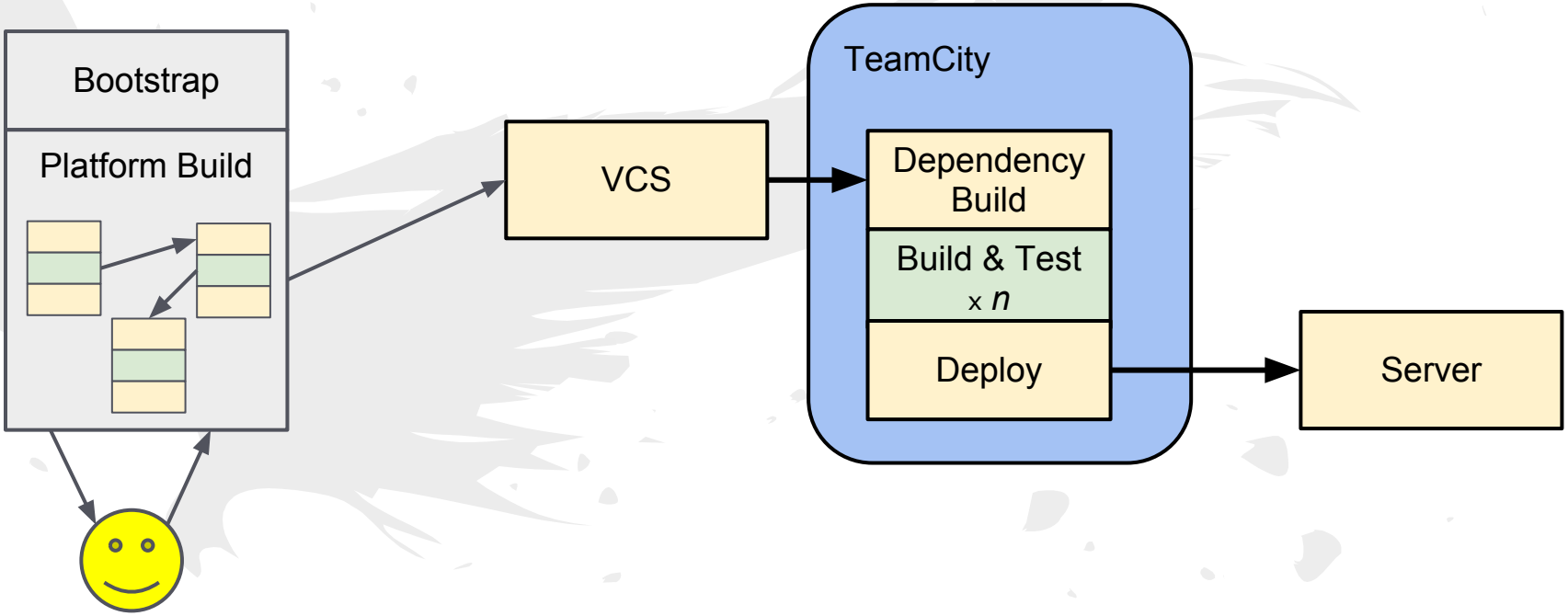
Distributed build platform



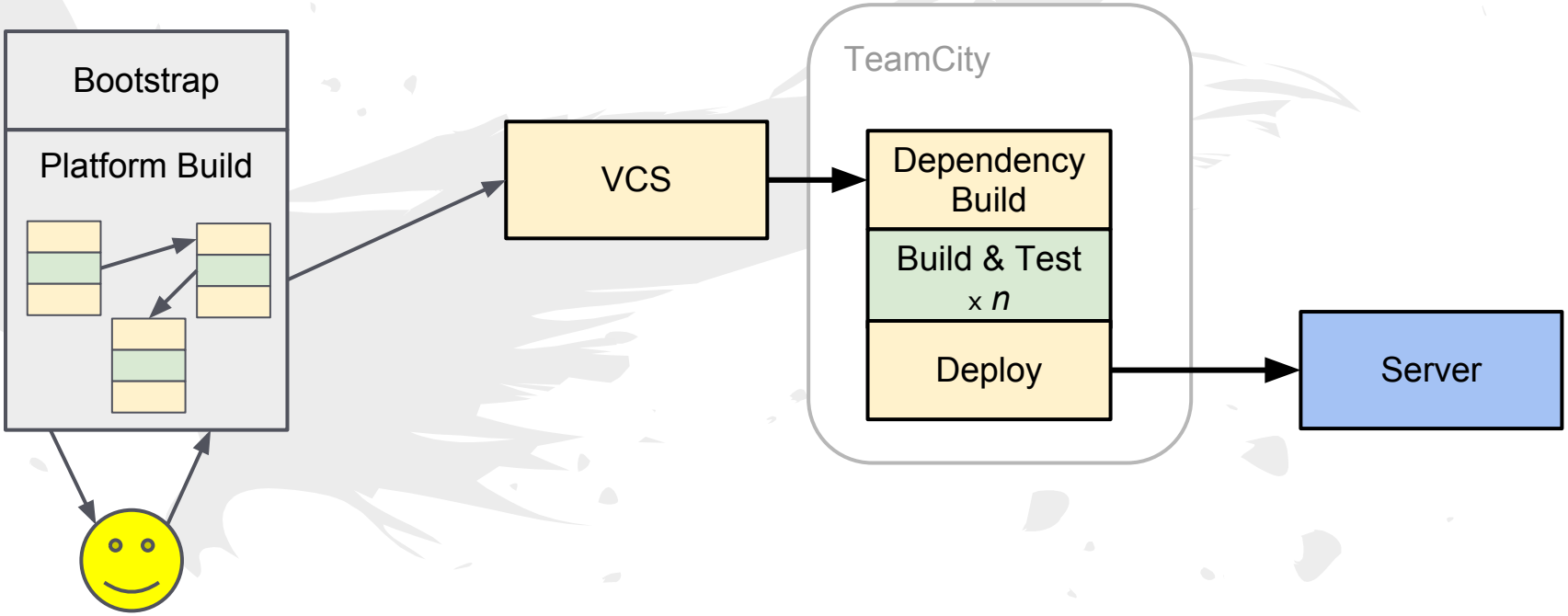
Distributed build platform



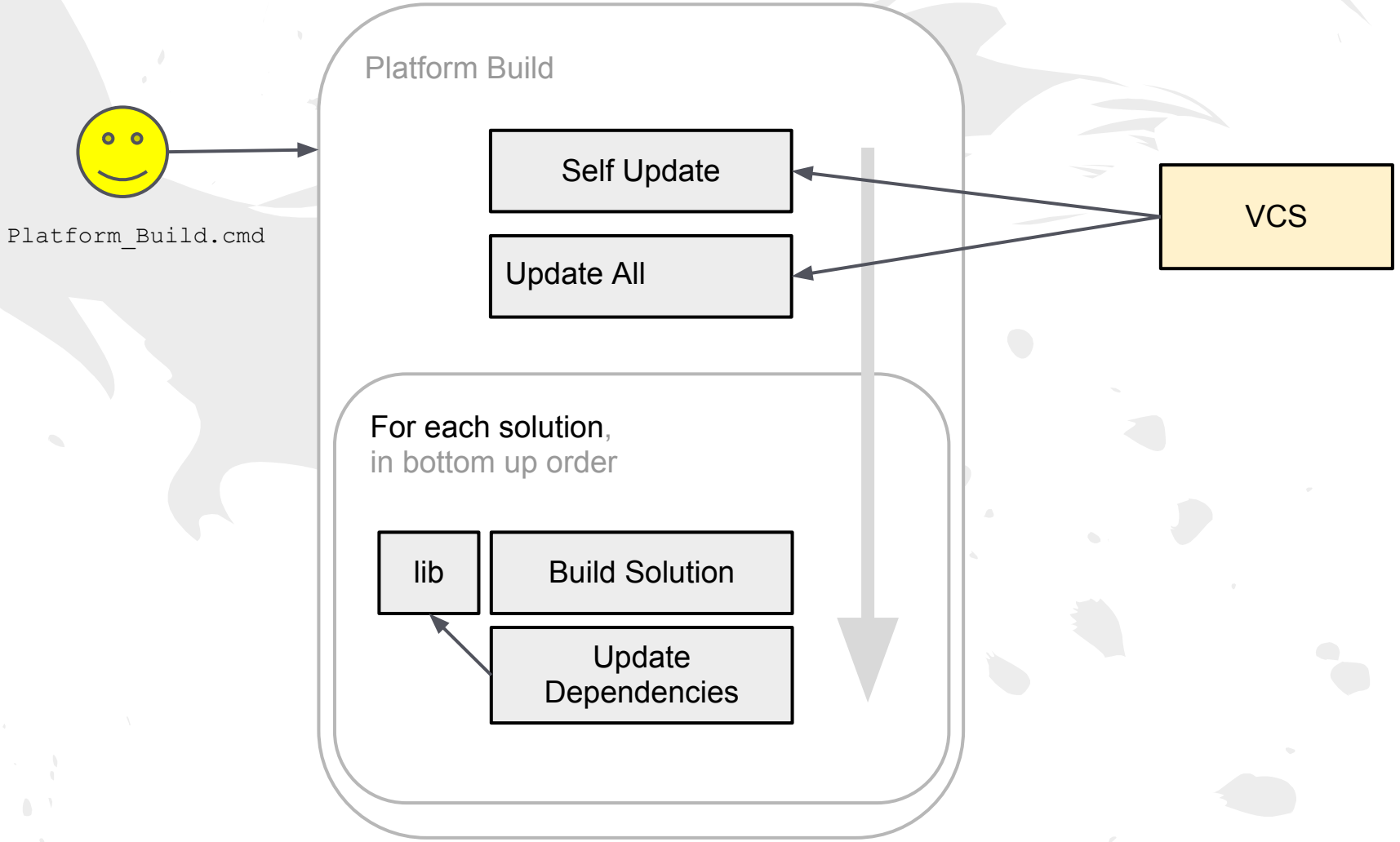
Distributed build platform



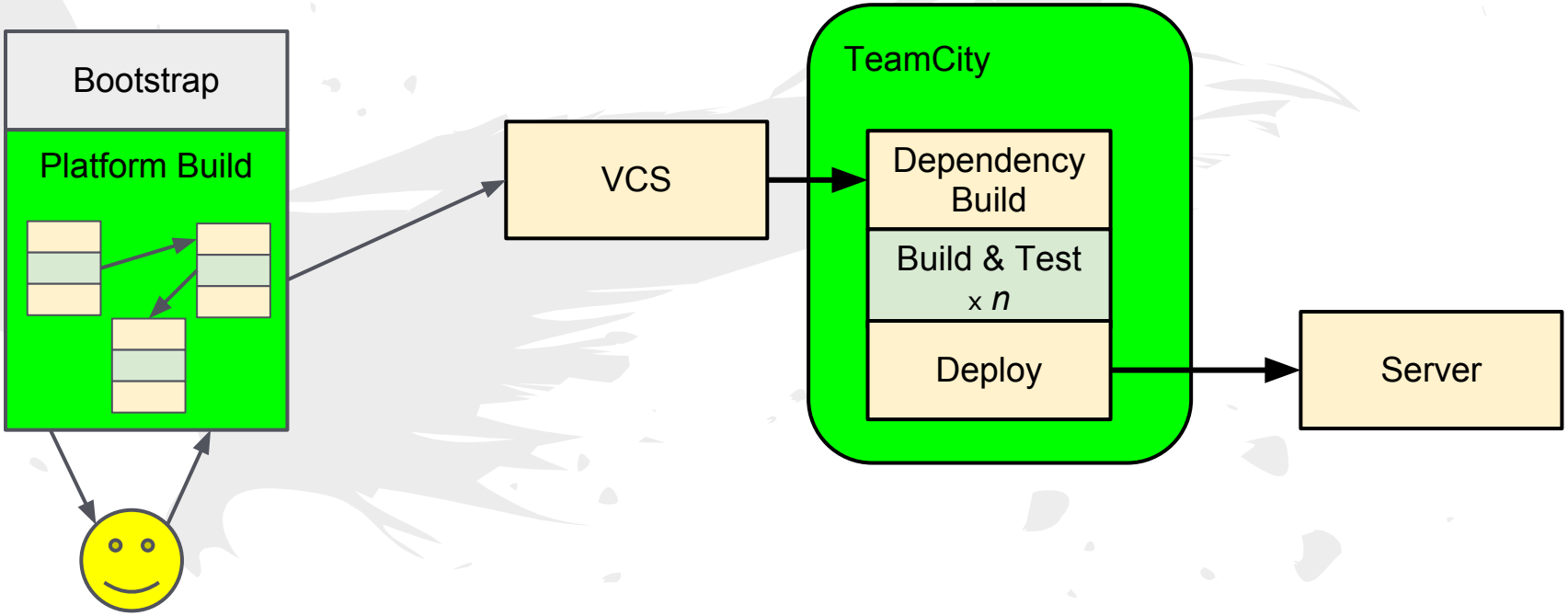
Distributed build platform



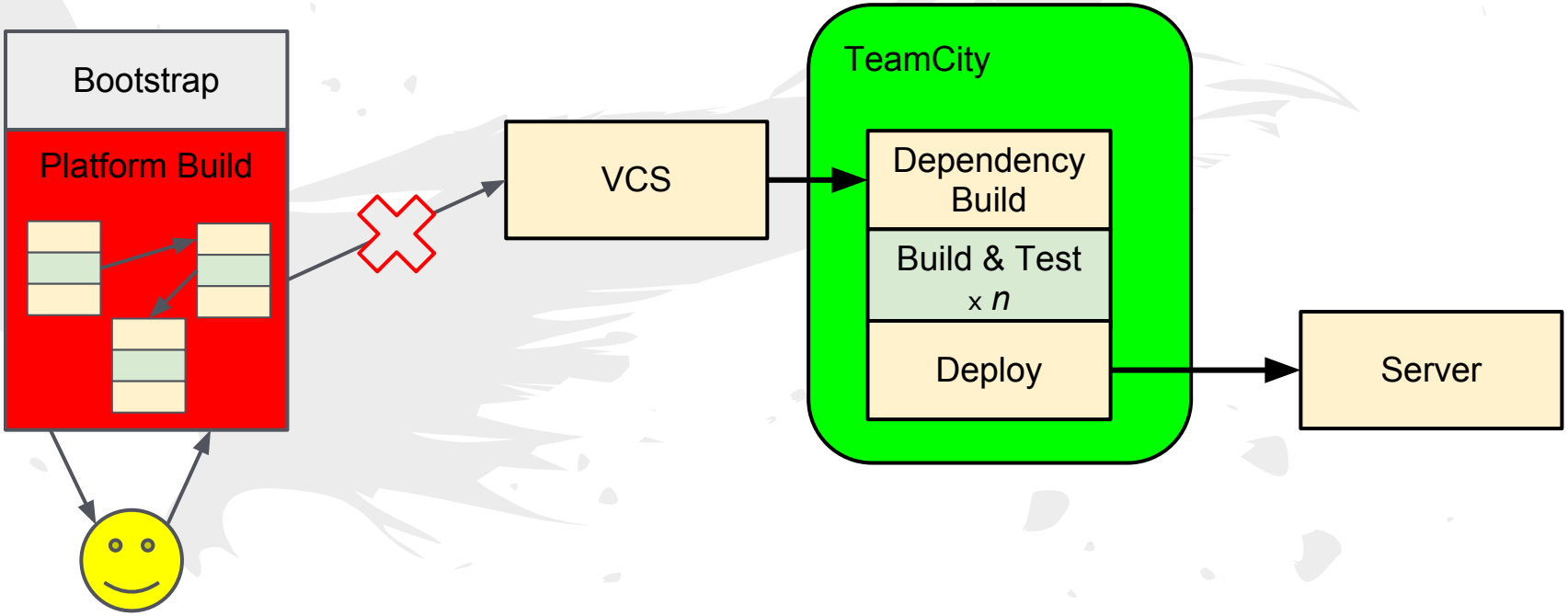
Inside Platform build



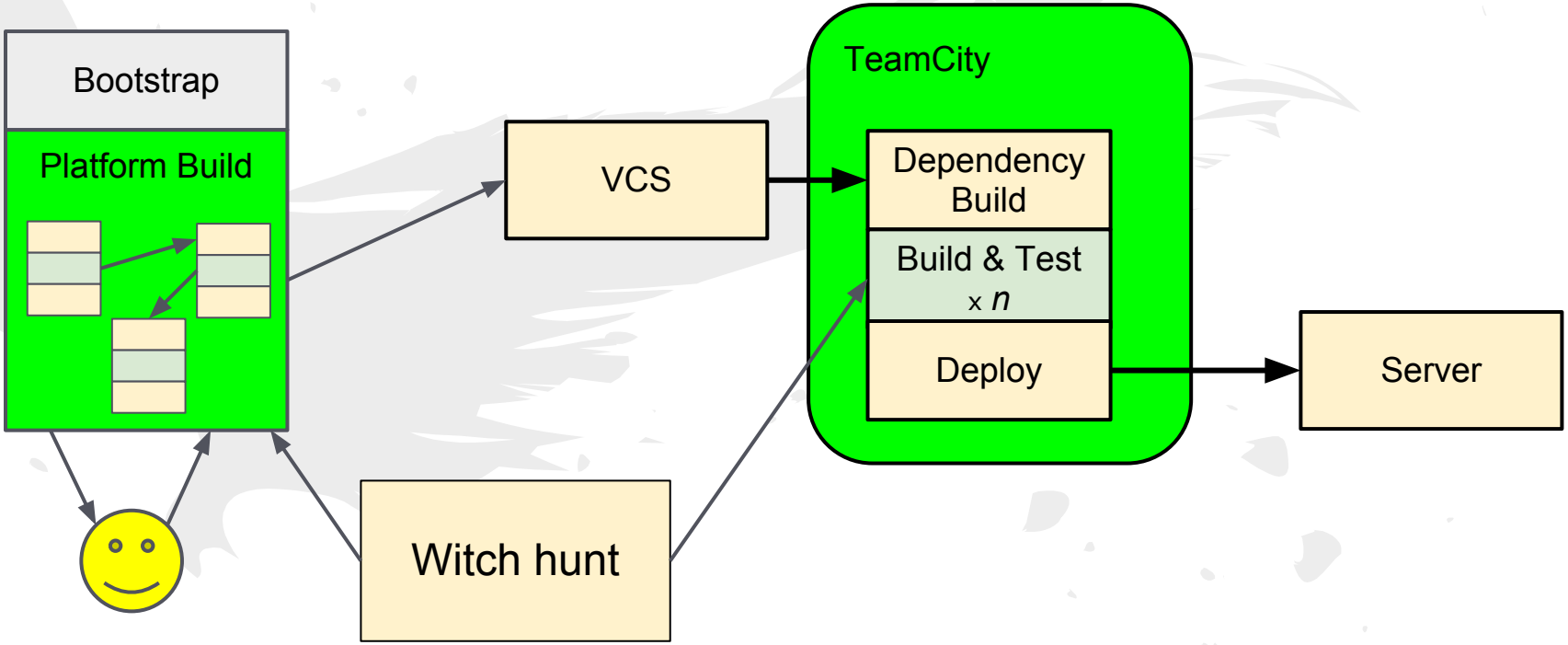
Always green



Safe spike


Bootstrap
Platform Build
VCS
TeamCity
Dependency Build
Build & Test
x n
Deploy
Server

All tests!


Bootstrap
Platform Build
VCS
TeamCity
Dependency Build
Build & Test
x n
Deploy
Server
Witch hunt

Demo

Bootstrap, build, test and push