



InterConnect 2016

The Premier Cloud & Mobile Conference

Session: 5355

Turbocharge your development with IBM DevOps Services Toolchains

Lab Instructions

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February 21 – 25
MGM Grand & Mandalay Bay
Las Vegas, Nevada

February 2016 edition

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Resource guide

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The delivery of public, private and customized training to IBM Clients and IBM Business Partners is now done by the IBM Global Training Providers (GTPs):

- Arrow
- Avnet
- Global Knowledge
- Ingram Micro
- LearnQuest

See ibm.com/training for information on the classes that the GTPs offer.

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- IBM Training website
 - Bookmark the IBM Training website for easy access to the full listing of IBM training curricula. The website also features training paths to help you select your next course and available certifications.
 - For more information, see <http://www.ibm.com/training>
- IBM Certification
 - Demonstrate your mastery of IBM products to your employer or clients through IBM Professional Certification. Certifications are available for developers, administrators, and business analysts.
 - For more information, see <http://www.ibm.com/certify>



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Lab Overview

DevOps practices require automated processes for the entire application lifecycle, from design through the development process to production support, involving heterogeneous tools assembled into a toolchain. Creating such toolchains from scratch can be tedious; evolving them as more team members or tools get added can become overwhelming. This is a hands-on lab, as a companion to the sessions on toolchains and the IBM Garage Method. Participants will learn how to quickly create new development projects with Bluemix DevOps Services and configure tool chains either customized or from templates, adding a range of capabilities from analytics, deployment and test integration, and more.

Lab Procedure

Step 1 - Configure Prerequisites

The following accounts need to be setup:

- A Bluemix account. Bluemix is a cloud-based software development platform. It requires an IBM id. If you don't have one, you will create it when you clone the sample app.

<https://console.ng.bluemix.net/registration/>

For the accounts below you can create a new account, use an existing account for use the provided common accounts (see below) to be shared by all lab attendees. This is recommended in the interest of time. **The shared accounts will be closed 1 week after the Inter-connect conference ends.**

- A **Sauce Labs** account and access key. Sauce Labs is a cloud-based functional testing platform. Use it to ensure that your apps are working as intended.

<https://saucelabs.com/signup/trial>

- A **SpeedCurve** account and API key. SpeedCurve provides performance of your website, such as page size and how long it takes to load a page, and can show you the impact new features have on the performance of your website. It also allows you to set a performance budget so you can see and track when the performance of the website begins to lag.

<https://speedcurve.com/plan/trial/>

- A **New Relic** account and license key. New Relic alerts you to app downtime before your users encounter problems so that you can discover and resolve problems in a timely manner.

<https://newrelic.com/signup>

- A **Load Impact** account and API key. Load Impact tests your apps for scale and per-

formance in varying geographies.

<https://app.loadimpact.com/account/register>

- A **Slack** team that you have administrative rights to. Slack is a collaboration tool that can provide visibility into everything that is happening in your project, from code check-ins to deployment status, to errors on your website. Slack provides integrates with many third-party tools that are commonly used for application development.

<https://slack.com/create>

The following shared accounts are available for use during the lab session.

Account	ID	Password	API-Key
SauceLabs	interconnect5355	devops2016	9489b7ea-a5cb-49e5-a774-4821641809e5
SpeedCurve	interconnect5355@gmail.com	devops2016	k7gdzfxhyxxq0385jucz0oz8y5a24
New Relic	interconnect5355@gmail.com	devops2016	2181f2ac6c0c021cdd84a4bacd45dc93082034f9
Load Impact	interconnect5355@gmail.com	devops2016	71322ae0c91908a9494f5738ee07c6170fa3a5c77d05ec21cfac8dbc29c75607
Slack	Team: interconnect5355 Email: Interconnect5355@gmail.com User: interconnect5355_user1	devops2016	xoxp-20972150389-20969690548-21571532949-7ad49d2cc7

Step 2

Clone the sample app by navigating directly to:

<https://hub.jazz.net/deploy/index.html?repository=https://github.com/oneibmcloud/devops-tutorial-1.git>

If you haven't logged in yet, or if your session is expired, click **Log In**. After you sign in to Bluemix, type your app's name; select your region, organization, and space; and click **Deploy**. After a few seconds, your project is created and your pipeline is generated. Before all of the jobs can run successfully, though, you need to change a few things as you'll do in Step 5.

Step 3

As soon as the **Configured pipeline successfully** link becomes active, click it. You will see all five stages below. If you don't see them, wait a little while and refresh your browser.

1. Build
2. Run Unit Tests
3. Deploy to Test
4. Run Tests - Performance & Scale
5. Deploy to Prod

The screenshot displays the Bluemix Pipeline console with the title "Pipeline: All Stages". It shows five stages, each with a "STAGE PASSED" status and a list of jobs. The jobs are grouped under "LAST INPUT" and "LAST EXECUTION RESULT".

Stage	Job	Status	Time
Build	Changelog 1	Succeeded	21 hr ago
	NPM 1	Succeeded	21 hr ago
Run Unit Tests	Linting	Succeeded	21 hr ago
	Unit Tests	Succeeded	21 hr ago
	Slack Notifi...	Succeeded	21 hr ago
Deploy to Test	Deploy	Succeeded	21 hr ago
	Slack Notifi...	Succeeded	21 hr ago
Run Tests - Performance & Scale	SpeedCurve	Succeeded	21 hr ago
	New Relic	Succeeded	21 hr ago
	Sauce Labs...	Succeeded	21 hr ago
	Load Impac...	Succeeded	21 hr ago
Deploy to Prod	Deploy	Succeeded	21 hr ago
	Slack Notifi...	Succeeded	21 hr ago

Step 4

Explore your project. Develop in the Web IDE, which you can open at any time by clicking the **EDIT CODE** button at the top of the page. You can use the Web IDE to code in your browser and make quick test deployments to Bluemix.

You don't need to store your projects on a DevOps Services Git repository. You might, for example, use GitHub instead. The choice is yours.

Step 5

The sample project provided all of the information that Bluemix needed to generate a nearly functional pipeline for your app. However, before all of the jobs can run successfully, though, you need to edit a few things. To see the pipeline, click **BUILD & DEPLOY**.

Notice the jobs that incorporate tools like Sauce Labs and SpeedCurve to test your app, and Slack to provide notifications of successful deployments. We'll modify the configuration for these stages to get these integrations in working order.

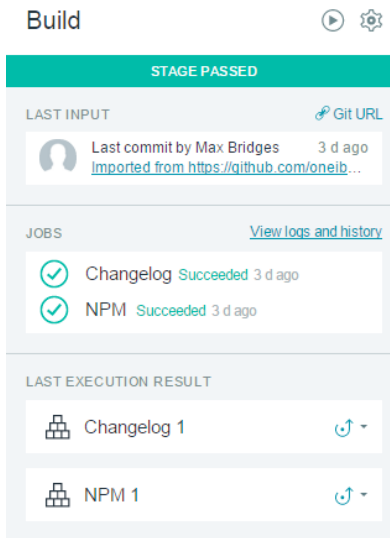
Note: *If you do not want to provide API or license keys for these tools, the pipeline for your sample project can still run successfully. The sample project's pipeline is configured so that all integrations are optional. If you don't configure the integrations, the stages won't fail. However, in a real-world project, you'll most likely need the integrations.*

Step 6 - Build Stage

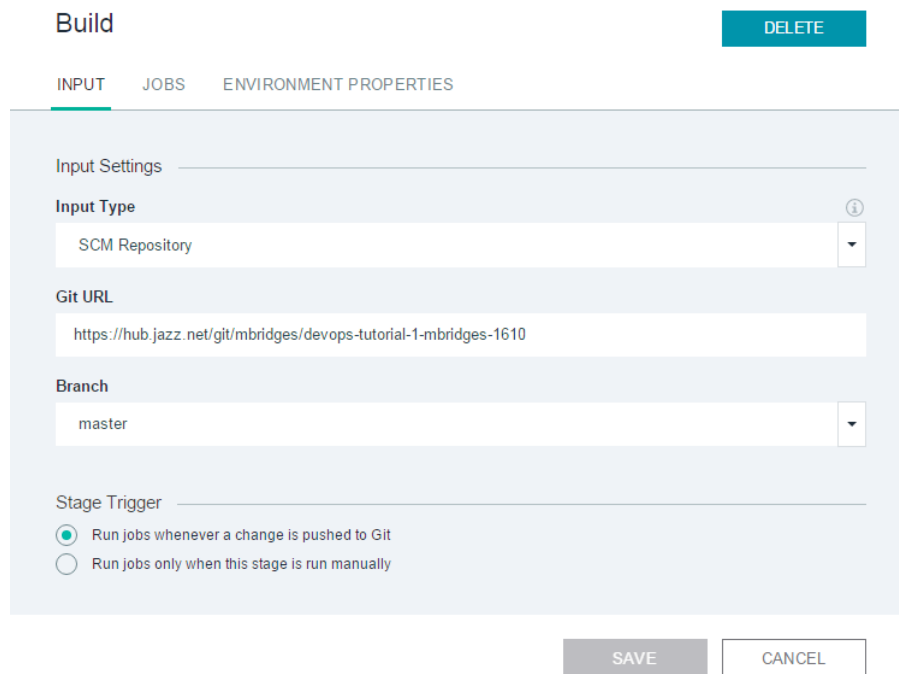
In this step we will start by looking at the configuration the first stage of the pipeline, **Build**.

1. Click the **Stage Configuration** icon, which looks like a gear.
2. Click **Configure Stage**.

You don't need to do anything in this particular stage—it's already configured for you—but take a look around.

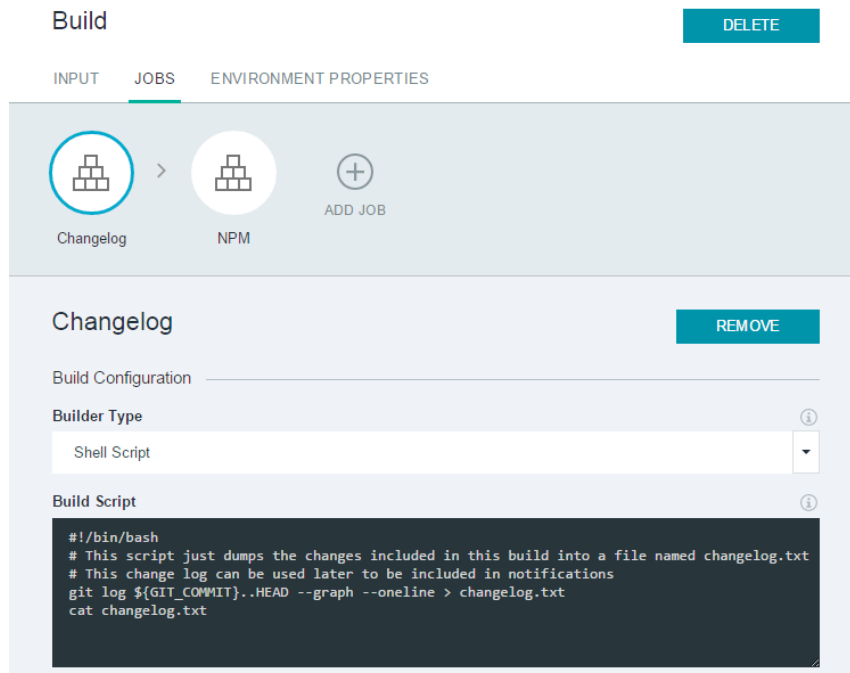


On the **INPUT** tab, notice that the master branch of your project's Git repository is providing the input for this stage.



3. Click on the **JOBS** tab.

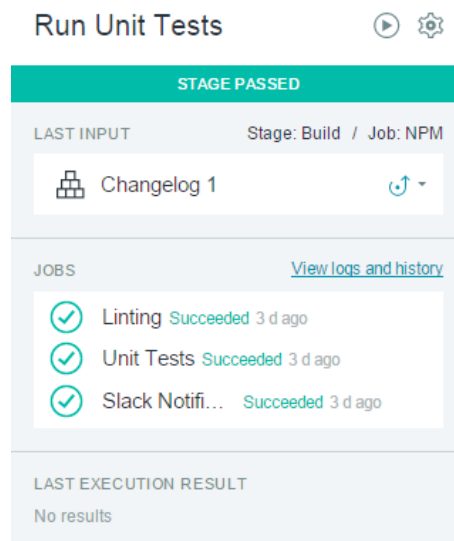
The first job, Changelog, takes the stage input, adds a log of the changes since the previous build, and archives the results. This archive is used later in the pipeline for deployment to a production environment.



The second job, NPM, takes the stage input, installs the dependencies that are defined in the project's Node package file, and archives the results. These dependency files are used later by tests that are part of the pipeline.

When you're finished looking around, at the bottom of the page, click **CANCEL**.

Step 7 - Unit Tests



The second stage in the toolchain contains the following jobs and supplies them with the project's source control repository as input:

- Linting, which runs open-source linters (JavaScript and CSS) on the project's code.
- Unit Tests, which runs Karma and Mocha unit tests against the project's front-end, server, and API.
- Slack Notification, which sends a notification to a Slack channel after all of the other jobs are completed. You'll define the Slack channel to send notifications to later.

The simplest possible pipeline consists of a stage with a build job in it and a stage with a deploy job in it. The code is compiled or archived, and then it is deployed to Bluemix. However, by implementing a pipeline like the one in this lab, you bring automated testing, quality control, and team notifications to a project.

You can inspect and modify the configured stages and jobs by clicking the **Stage Configuration** icon on the stage tile, and then clicking the **JOBS** tab. The linting and unit tests jobs use the Gulp build system to run predefined tests on the input from the Git repo. The sample project includes all of the dependency files that the tests need to run. To add more tests, see [README.md](#) in the project's **test** directory.

Step 8 - Slack Notifications

Because jobs run sequentially, the Slack Notification job posts a message to a Slack channel when all of the other jobs in the stage are completed. This job requires a valid incoming Slack webhook, which is not provided in the sample, and a message, which is provided. Both of these are set as part of the stage's environment properties.

1. On the Run Unit Tests stage tile, click the **Stage Configuration** icon and click **Configure Stage**.
2. Click **ENVIRONMENT PROPERTIES**.
3. Set the value of `SLACK_WEBHOOK_PATH` to a valid incoming Slack webhook. The Slack Notification job accesses the environment property by using this syntax: `${SLACK_WEBHOOK_PATH}`. If you haven't already generated a webhook, you can generate one from your [Slack team's integration menu](#). Create a new channel in the format `ic5355_<initials>` where initials are your initials, and select that channel when creating a new webhook. For more information, see [see the official Slack documentation](#).
4. Click **SAVE**.

Run Unit Tests

DELETE

INPUTJOBSENVIRONMENT PROPERTIES

+ ADD PROPERTY

APP_NAME	devops-tutorial-1-mbridges-1610
SLACK_WEBHOOK_PATH	https://hooks.slack.com/services/IBM/GARAGE/METHOD
SLACK_MESSAGE	Build done & all tests passed.

SAVECANCEL

Step 9 - Deploy to Test

Deploy to Test

STAGE PASSED

LAST INPUTStage: Build / Job: Change...

Changelog 1

JOBS[View logs and history](#)

Deploy Succeeded 11 hr ago

Slack Notifi... Succeeded 11 hr ago

LAST EXECUTION RESULT

devops-tutorial-1-mbridges-1...
devops-tutorial-1-mbridges-1610-tes...
[View runtime log](#)

Changelog 1

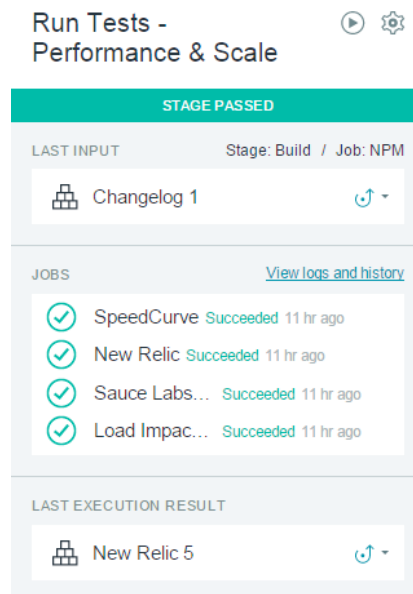
When you configure a pipeline, it is good practice to create a stage that you use to deploy to an environment for tests or "staging." A staging environment mirrors the production environment. In the staging environment, you can run tests to find and fix errors before you deploy changes to the production server.

The "deploy to test" stage takes the build that the Changelog build job supplies in the first stage, and deploys a test instance by using a "blue-green" deployment technique. To see how this is done, view the configuration of the stage, and view the Deploy Script section of the Deploy job. After the blue-green deployment, a job then sends a deployment notification through Slack. You only need to add an environment property value for that notification job

to be completed.

1. On the "Deploy to Test" stage tile, click the **Stage Configuration** icon and click **Configure Stage**.
2. Click **ENVIRONMENT PROPERTIES**.
3. Set the value of SLACK_WEBHOOK_PATH to a valid incoming Slack webhook. The Slack Notification job accesses the environment property by using this syntax: **`${SLACK_WEBHOOK_PATH}`**. Feel free to reuse the webhook from the previous stage, or create a new channel and matching webhook.
4. Click **SAVE**.

Step 10 - Run performance and scale tests



A complete toolchain allows your project to grow effortlessly in popularity and scale. This next stage helps to ensure that the changes that were made in your most recent builds don't harm the website's performance or reliability. This stage contains jobs that run functional tests by using Sauce Labs; trigger SpeedCurve and Load Impact, which are performance monitoring tools; and install an agent for New Relic, which is a website-monitoring tool. All of these jobs are already been provided with scripts. You only need to edit the values of the stage's environment properties.

To configure the stage:

1. On the Run Tests - Performance & Scale stage, click the **Stage Configuration** icon.

2. Click **Configure Stage**.
3. Click **ENVIRONMENT PROPERTIES**.
4. For APP_NAME, leave the default value as is.
5. Provide a value for NEW_RELIC_LICENSE_KEY
6. Add the website that you deployed in the previous stage to your SpeedCurve account. You can find the URL of that site in the Last Execution Result section of the previous stage.
7. Provide a value for SAUCE_USERNAME.
8. For SAUCE_ACCESS_KEY, enter your Sauce Labs access key.
9. Provide a value for LOAD_IMPACT_API_TOKEN.
10. For the value of LOAD_IMPACT_TEST_URL:
 - a. Create and run a test in Load Impact.
 - b. Run the test against the site that was deployed from the Deploy to Test stage. At the bottom of that stage, you can find the site URL under the "Last Execution Result" heading. Note, you may have to refresh the page to see this.
 - c. Go to the Load Impact website, and under Tests, click the test that you just created.
 - d. Copy the URL for that test; for example,
<https://app.loadimpact.com/tests/3202434>
 - e. Take the numbers at the end of that URL and substitute them for **id** in this URL:

<https://api.loadimpact.com/v2/test-configs/{id}/start>

For example, the test at <https://app.loadimpact.com/tests/3202434> would translate to:

<https://api.loadimpact.com/v2/test-configs/3202434/start>

11. Click **SAVE**

Run Tests - Performance & Scale

[DELETE](#)

INPUT JOBS ENVIRONMENT PROPERTIES

+ ADD PROPERTY

APP_NAME	devops-tutorial-1-mbridges-1610
NEW_RELIC_LICENSE_KEY	in102n59cnpaopsm01029590
SPEED_CURVE_API_KEY	1802mmQz1209
SAUCE_USERNAME	max
SAUCE_ACCESS_KEY	e833d9c8-e527-44d6-ab3e-45175461fb85
LOAD_IMPACT_API_TOKEN	1023901239aaefaplx
LOAD_IMPACT_TEST_URL	https://app.loadimpact.com/tests/320u2434a
APP_URL	http://devops-tutorial-1-mbridges-1610-test.mybluemix.net/

+ ADD PROPERTY

[SAVE](#)[CANCEL](#)

Step 11 - Push to production

Deploy to Prod



STAGE PASSED

LAST INPUT Stage: Run Tests - Performa...



New Relic 5



JOBS [View logs and history](#)



Deploy Succeeded 11 hr ago



Slack Notifi... Succeeded 10 hr ago

LAST EXECUTION RESULT



devops-tutorial-1-mbridges-1...

[devops-tutorial-1-mbridges-1610.my...](#)

[View runtime log](#)



New Relic 5



The final stage takes the output from the New Relic job in the previous stage, deploys it to a Bluemix production instance, and sends a deployment notification to a Slack channel. The New Relic website monitoring agent that was installed in the previous stage becomes active after the app is deployed in this stage.

The stage is mostly configured for you in the sample: you need only the API keys or login information for Sauce Labs and Load Impact, and an incoming webhook URL for Slack.

1. On the Push to Prod stage, click the **Stage Configuration** icon.
2. Click **Configure Stage**.
3. Click **ENVIRONMENT PROPERTIES**.
4. For the value of the SLACK_WEBHOOK_PATH property, type an incoming webhook for Slack.
 - a. This webhook can be the same as the webhook that you used in the first stage, or you can use a different webhook. For example, you might have different Slack channels for build status and deployment status.
5. You can leave SLACK_MESSAGE as-is, or edit it to your liking.
6. Click **SAVE**.

Deploy to Prod DELETE

INPUT JOBS ENVIRONMENT PROPERTIES

[+ ADD PROPERTY](#)

APP_NAME	devops-tutorial-1-mbridges-1610
SLACK_WEBHOOK_PATH	https://hooks.slack.com/services/DECLARE/VICTORY/IBM
SLACK_MESSAGE	Prod deployment done.

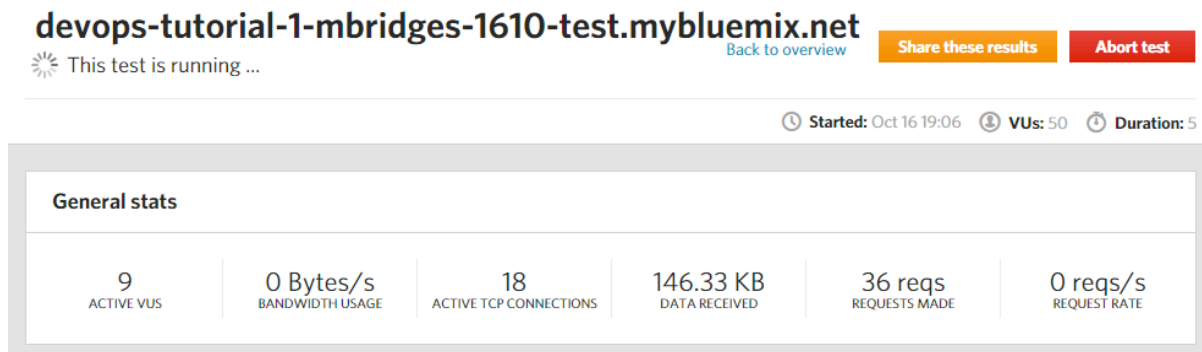
SAVE CANCEL

At this point you should now have a fully functional sample toolchain!

Step 12 - Validate the pipeline

Near the top of the Build & Run Unit Tests stage tile, click the **Run Stage** icon. That stage and anything after it are manually triggered. As the pipeline runs, its jobs will succeed and its stages will pass. This process will take between ten and twenty minutes. In the meantime, feel free to explore the pipeline. You can click on any job as it runs and see its logs in real time.

Now that your pipeline is running, consider the power of the toolchain. Browse to Sauce Labs to see the results of functional tests that were run against the app, or look at the app's performance on your SpeedCurve dashboard. If you open your Slack team's notification channels, you'll see that your builds and deployments were announced immediately after they finished. You can even configure New Relic to send you alerts based on your app's status.



Step 13 - Update the project

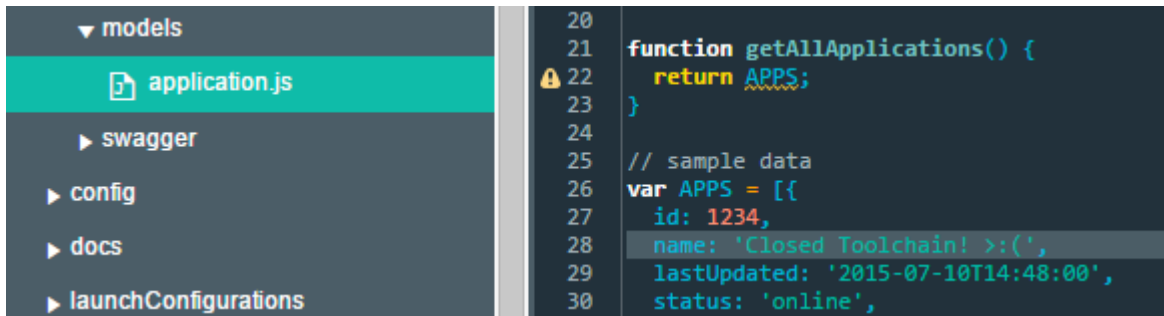
Now that you have a functional sample toolchain, you're going to break it and learn about the DevOps Services Web IDE in the process.

By using the Web IDE, you can code in your browser and make quick test deployments to Bluemix. You can open it from anywhere in DevOps Services by clicking **EDIT CODE**.

To begin, in the upper-right corner, click **EDIT CODE**. Open the front-end unit tests file and edit it:

1. In the directory, expand **api** > **models**, and open the **application.js** file.

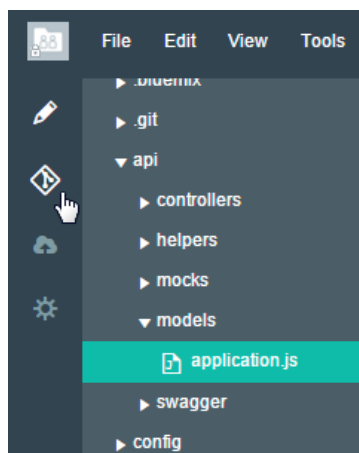
- On line 28, edit the name 'Open Toolchain' to be something else. This change will cause the Mocha unit test to fail.



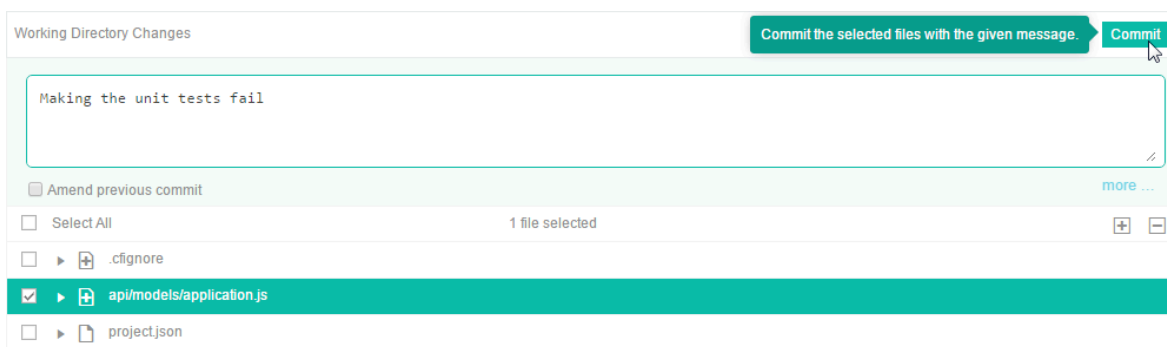
```
20
21 function getAllApplications() {
22   return APPS;
23 }
24
25 // sample data
26 var APPS = [{
27   id: 1234,
28   name: 'Closed Toolchain! >:(',
29   lastUpdated: '2015-07-10T14:48:00',
30   status: 'online',
```

You don't need to save your change; the Web IDE automatically saves whatever you do. Commit the change to your project's Git repo:

- From the menu on the left, click the **Git Repository** icon.

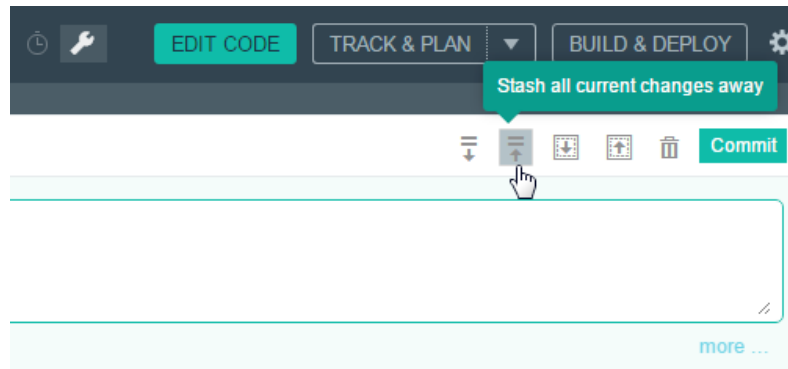


- In the Working Directory Changes section, you'll see the **application.js** file. Select the check box next to it.
- In the commit message field, type **Making the unit tests fail**.



- Click **Commit**.

5. If other files are in the Working Directory Changes, click the **Stash all current changes away** icon.



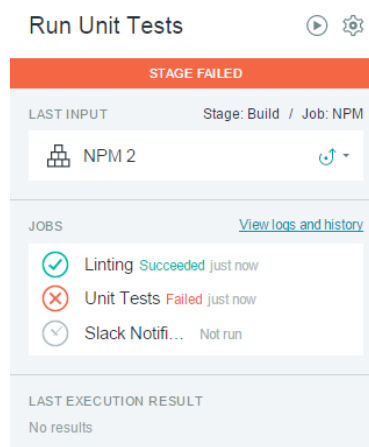
6. In the Active Branch section, in the Outgoing section, you'll see **application.js**. Click **Push** to push the change to your project's remote repository.

You just made a change to your project. Next, you'll see how the toolchain reacts to bad input.

Step 14 - Verify that the tests failed

To see failing tests in action, click **BUILD & DEPLOY**.

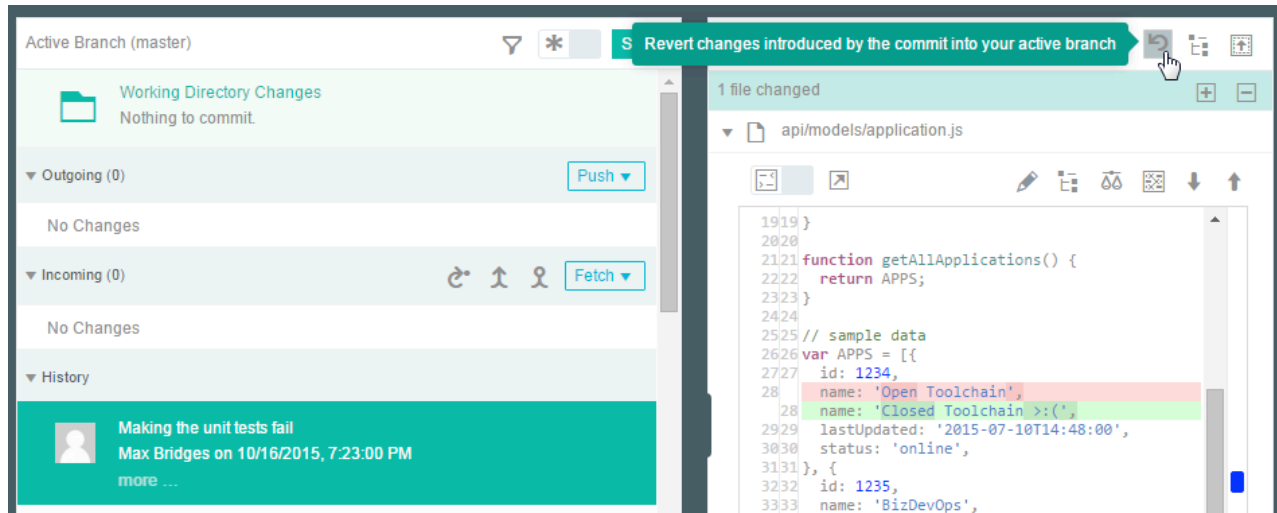
Your unit tests eventually fail because of the change you made. This failure causes the stage to fail, which, by default, means that the rest of the pipeline won't run. This example shows flow control in the pipeline: because the Run Unit Tests stage failed, there is no need to attempt a test deployment.



Step 15 - Revert the change

In the final step, you'll revert the change that caused the pipeline to fail.



1. Click **EDIT CODE**.
2. From the menu on the left, click the **Git Repository** icon.
3. In the Active Branch section, in the History section, select your most recent commit.
4. In the main window, click the **Revert** icon.



5. In the Active Branch section, in the Outgoing section, click **Push**.

Congratulations! You fixed your project! If you click **BUILD & DEPLOY**, you'll see that your Build & run Unit Test stage is completely successfully passing now.


Run Unit Tests




STAGE PASSED

LAST INPUT


Stage: Build / Job: NPM

 NPM 3


 ↻

JOBS


[View logs and history](#)



Linting Succeeded just now



Unit Tests Succeeded just now



Slack Notifi... Succeeded just now

LAST EXECUTION RESULT

No results