Kubernetes como Plataforma de Desarrollo

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DevOps at Okteto

About Me

Iñaki Respaldiza Hidalgo

- 🔰 @irespaldiza
- Docker Sevilla organizer
- Ex Pixelated Heart
- Ex DevOps at BBVA Solution Portfolio

- Kubernetes for Developers
- github.com/okteto/okteto
- https://cloud.okteto.com



Agenda

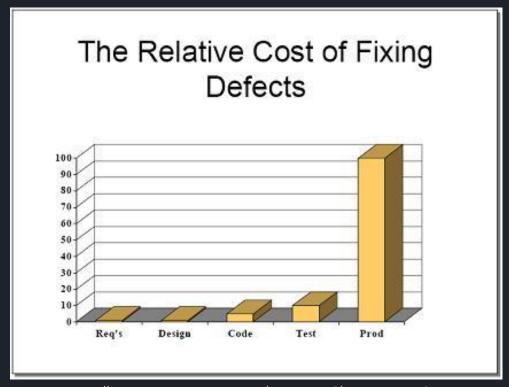
- Developer productivity
- Workflows
- Kubernetes as a development platform
 - Multi-Tenancy
 - Development Experience
- Demo
- Conclusions
- Exercise

Developer Productivity

Developer Productivity

- 24% dealing with development environments
- 16% dealing with integration issues
- 40% of development time is wasted
- Switching contexts decreases productivity

Relative Cost of Fixing Defects



Source: http://www.riceconsulting.com/public_pdf/STBC-WM.pdf

What does Development Environment mean?

- A development environment is a collection of procedures and tools for developing, testing and debugging an application or program.
- Application dependencies:
 - OS
 - OS libraries
 - Programming language libraries
 - Compiler
- External dependencies: MySQL, Redis, Postgres, RabbitMQ
- IDE, debuggers, plugins...

What do I expect?



Replicable



Production-like



Inner Loop

Development Workflows

Local without containers

- Everything installed in my machine. Too much responsibility in Cl.
- UX: fast builds, debuggers, hot reloads...



Local sin Contenedores

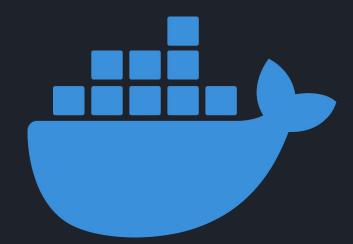






Containers

- Same runtime, but Kubernetes != Docker
- Manifest explosion



Contenedores







Containers



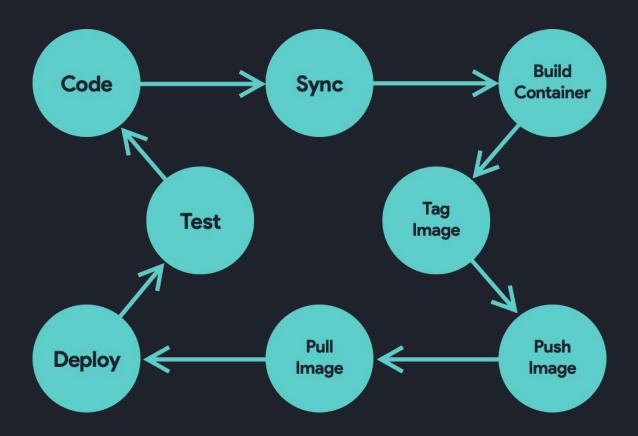
Mocked systems give you mocked confidence

Remote Kubernetes

- Production-like environments
- Fast (and shared) hardware, network
- Collaboration



Kubernetes Remoto



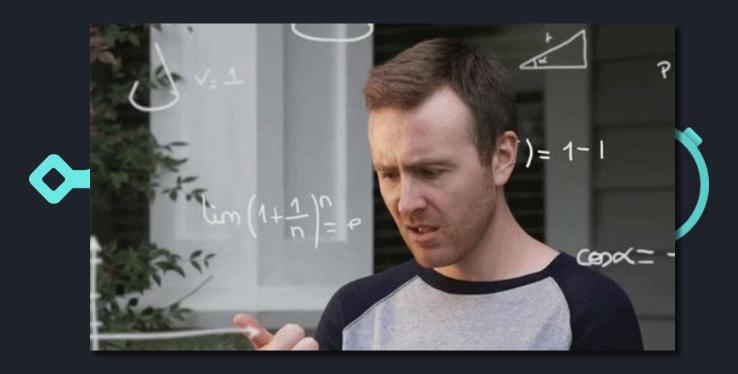
Kubernetes Remoto







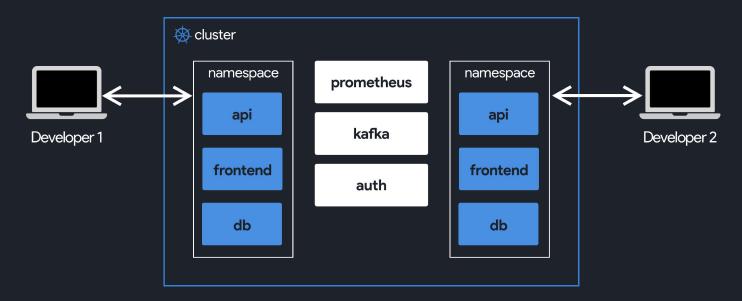
Kubernetes



Multi-Tenancy

Multi-Tenancy

- Each developer works on her own namespace
- Sandboxing using RBAC, network policies, OPA, quotas...
- Access to platform services

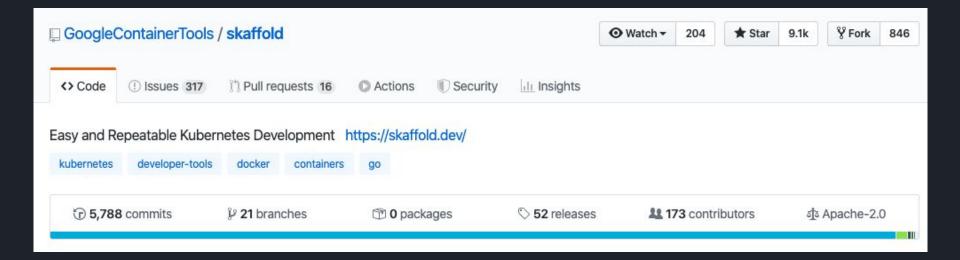


Development Experience

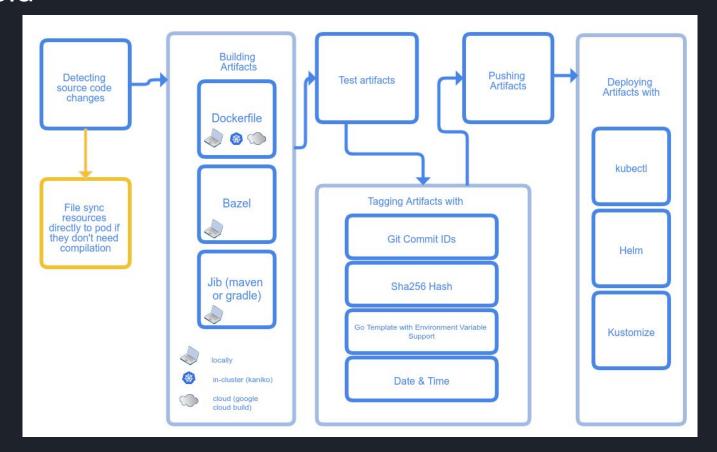
Development Experience

- Skaffold
- Telepresence
- Online IDE
- Okteto

github.com/GoogleContainerTools/skaffold



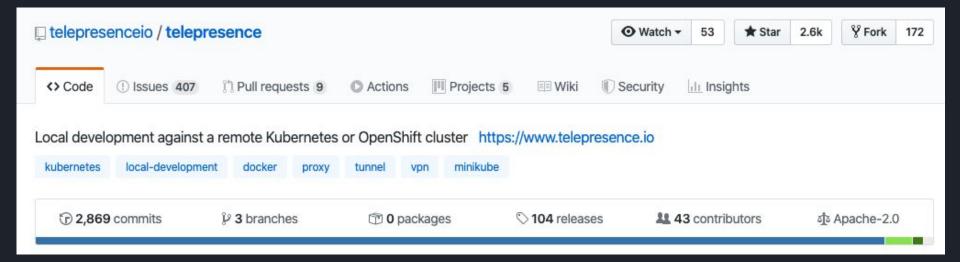
Skaffold



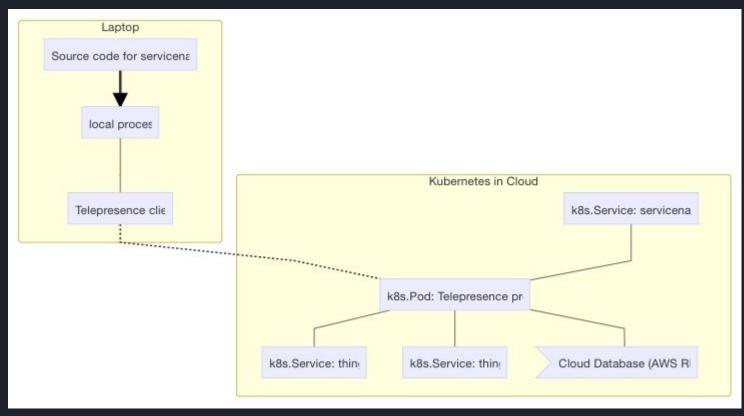
Skaffold Manifest

```
apiVersion: skaffold/v1beta14
kind: Config
build:
  artifacts:
  - image: irespaldiza/vote
  local:
    push: true
deploy:
  kubectl:
    manifests:
    - k8s.yaml
```

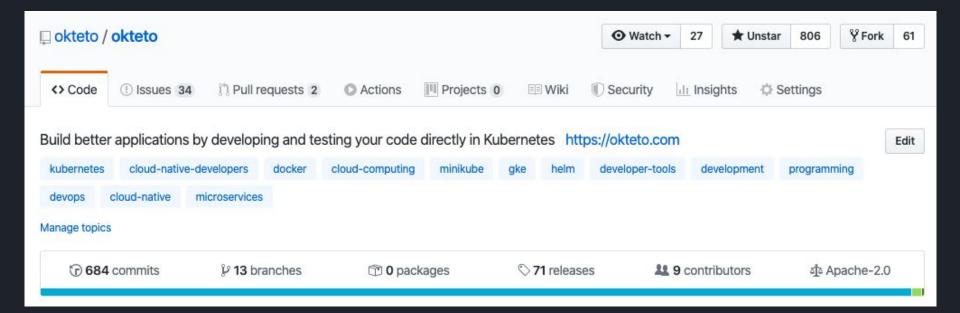
github.com/telepresenceio/telepresence



Telepresence

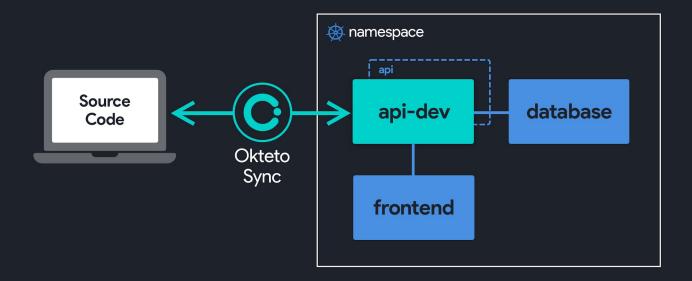


github.com/okteto/okteto



Okteto

- Update pod with dev image: compiler, debugger, linters...
- Synchronize local changes to the remote pod



Okteto Manifest

Demo time!

Skaffold & Okteto

Materials

Exercise

Exercise

Materials

Exercise

Solutions

Okteto Design Principles

- Client-side only
- Works on Windows, Linux & Mac
- Decouple deployment from development: Helm, kubectl, Cl, serverless...
- No need to deal with Docker and Kubernetes in the inner loop
- Local IDE
- Use your own tools

Conclusions







Conclusions



Conclusions

- Kubernetes has great potential as a development platform
- Each developer is sandboxed at the namespace level
- Fast Inner loop is a must
- Docker and Kubernetes must be optional in the inner loop
- Reduce local setup
- Decouple deployment from development

Muchas Gracias!