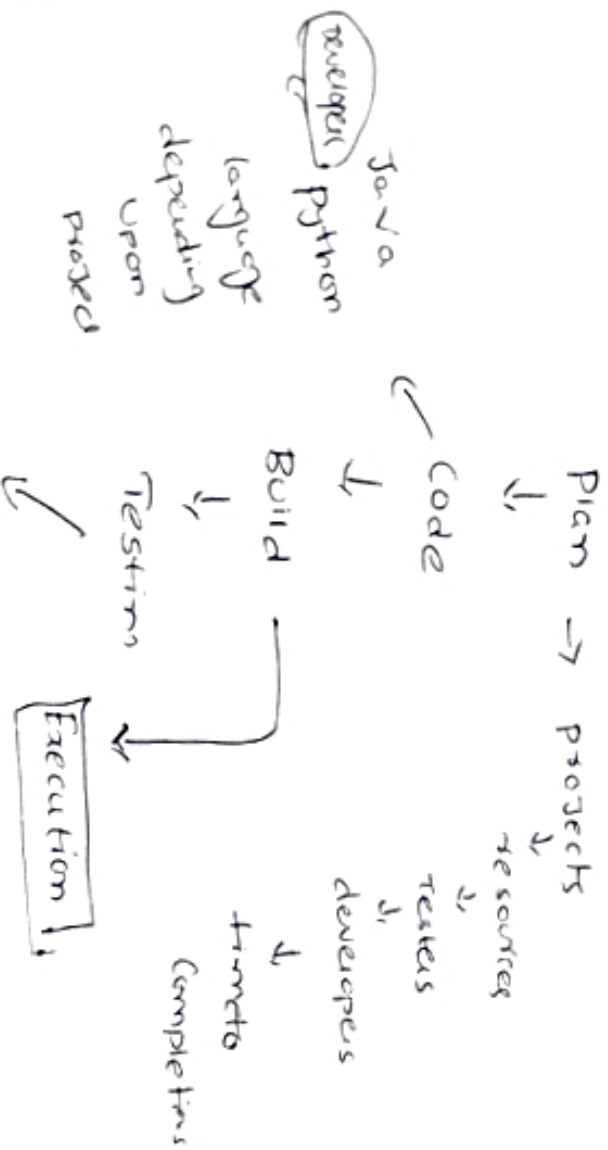


DevOps

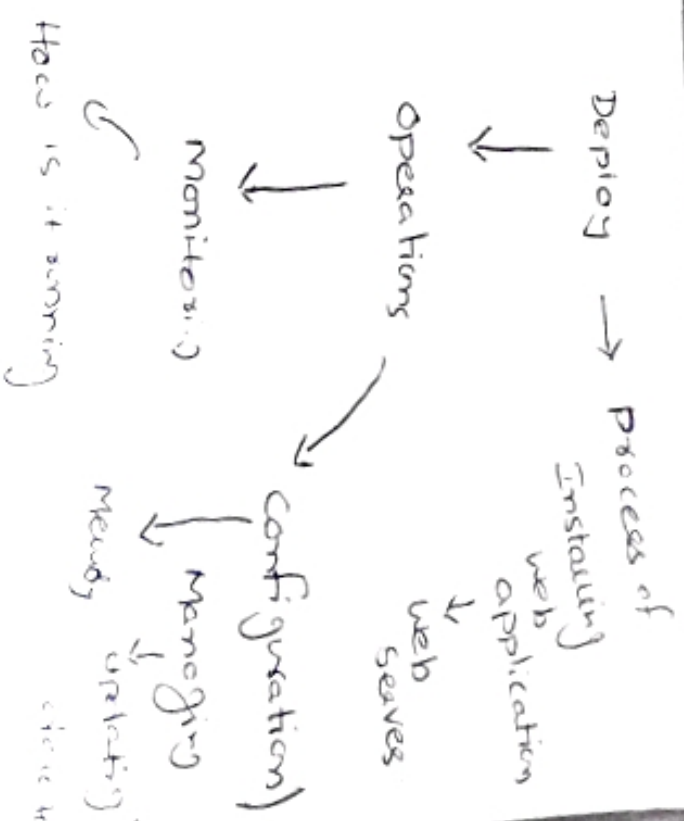
- It is not a technology
- It is a methodology

SDLC
↓
Roles

Development Team



Operations Teams



Before develops

① Waterfall methodology

↓

Sequential development process
that flows like a waterfall
through all phases of a project

↓

Analysis

design

development

testing etc. with each

Phase completely wrapping up
before next phase begins

Advantages

- ① Simple & easy to understand
- ② Easy to manage due to rigidity of model
- ③ phases are processed & completed one at a time
- ④ works well for smaller projects where requirements are very well understood.

Model

Requirement

Design

coding
Architecture

Implementation

Verification

Maintenance

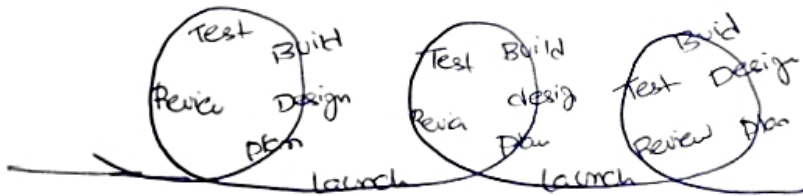
object
oriented project
Real world em
like 2nd object
entity

Disadvantages

- ① you cannot go back to step
- ② Not a good model for complex projects (object oriented project)
- ③ High amount of risk (&) uncertainty

Agile Methodology

- ① It is a practise that promotes continuous iteration of development and testing throughout SDLC of project.
- ② Both development and testing activities are concurrent.
- ③ Time-line of project is fixed



Disadvantage

- Ⓐ Not effective for smaller project
- Ⓑ Expensive
- Ⓒ Needs Experience Member to be involved
- Ⓓ Replacement of team mate is not easy

Scrum → Scrum is a Sub-group of Agile

It is a framework that helps teams work together

→ set of meetings, tools & roles that work to help team structure and manage their work

Process

Planning

Sprint cycle

Closure

6 principles

- ① Control over project
- ② Self organization
- ③ Collaboration
- ④ Value-based prioritization
- ⑤ Time Boxing
- ⑥ Iterative development

Product owner → Scrum Master → Scrum Team Members

DEVops History

- originated in 2008
- ~~2009~~, it was discussed b/w two people called Andrew clay & patrick Debios
- 2009, summit on discuss chesare, what comes of Devops come, 2014 report published on Devops
- Father of Devops patrick Debios