# Real-world CI/CD for SQL Server using Azure DevOps deep dive



#### **Kevin Chant & Sander Stad**

## Thank you, partners 🗘





















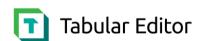




























#### For the next 60 minutes













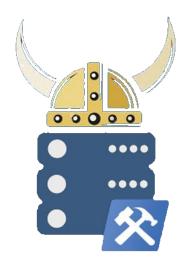


## Sander Stad











@sqlstad



sqlstad.nl



sander@sqlstad.nl



github.com/sanderstad

## **Kevin Chant**

- Data Engineering Manager in the Netherlands
- Worked in IT since Windows 95
- Experience in various sectors
- Various certifications, dual-category MVP

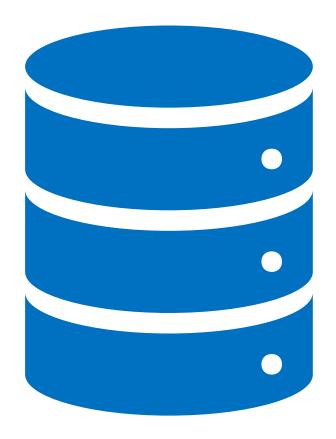
- Twitter/bluesky: @kevchant
- LI: https://www.linkedin.com/in/kevin-chant/
- Blog: <a href="https://www.KevinRChant.com">https://www.KevinRChant.com</a>
- GitHub: https://github.com/kevchant



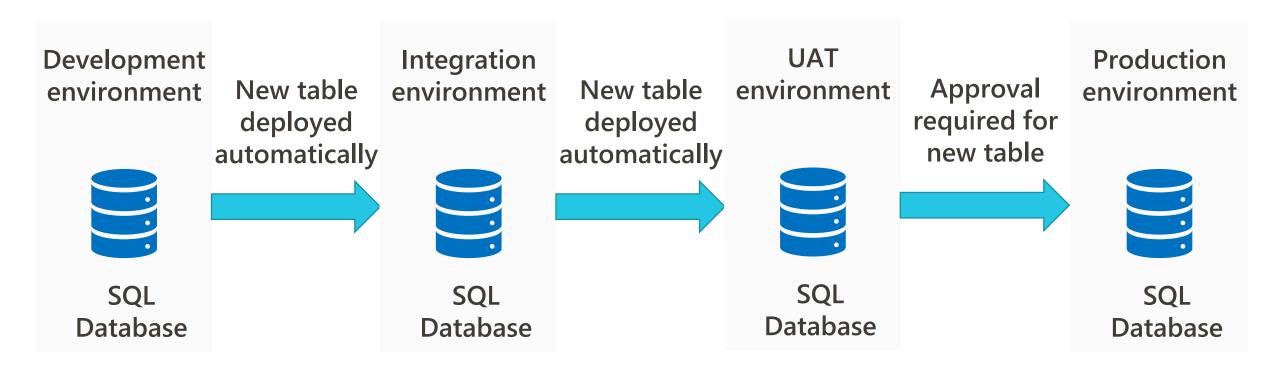




## **SQL** Server instances



# SQL Server pipeline



## **Azure Pipeline Agents**

- Deal with all processing
- Runs on Windows, Ubuntu or MacOS
- Microsoft or self-hosted
- Microsoft-hosted image same as GitHub runner
- Windows & Linux run on Standard\_DS2\_v2 images
- macOS images always run in US

## **Optimal settings**

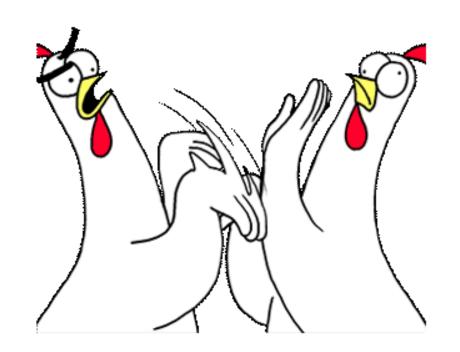
- Microsoft hosted useful for cloud
- Self-hosted for local deployments
- Always self-hosted for custom apps
- Avoid running as service on laptop
- Linux agents have Docker
- Create Agent pool at right level



## Demo



## Classic pipelines or YAML



## Classic Pipeline Pros and Cons

#### **Pros**

- GUI-based
- Makes for good demos

#### Cons

- A few security issues
- Can be tricky to navigate
- Not true Infrastructure as Code

## YAML Pipeline Pros and Cons

#### **Pros**

- Portable
- Secure
- Easy to troubleshoot
- Can be code reviewed

#### Cons

- Well, it's YAML

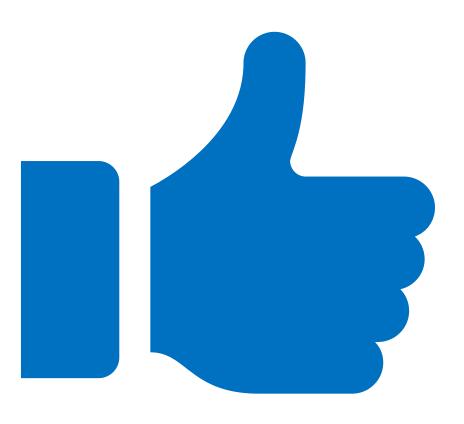
### Demos

- Classic pipelines
- YAML pipeline scenarios
- New type of database project
- Migration-based

# Keep your secrets a secret



# Approvals



#### To recap











# Questions?

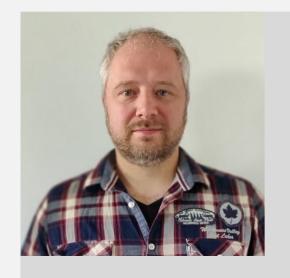


## Session Feedback 🏵





https://bit.ly/dMC2023\_SessionFeedback



### **ThankYou**





Sander Stad





Sqlstad.nl



sanderstad















