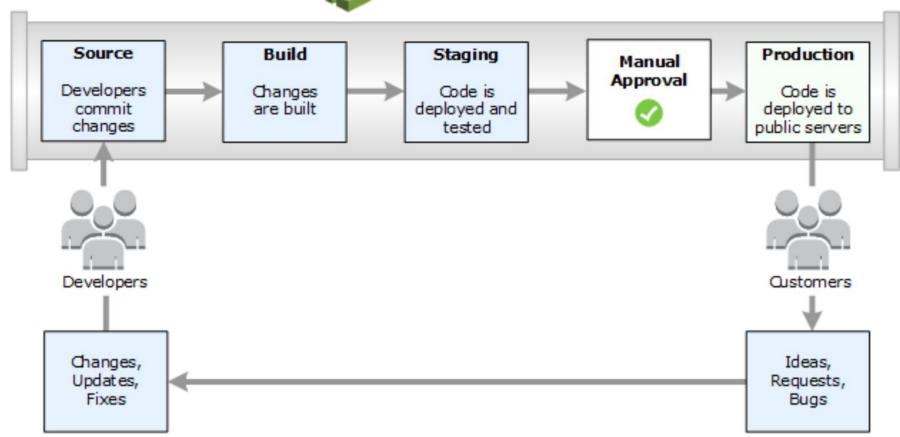


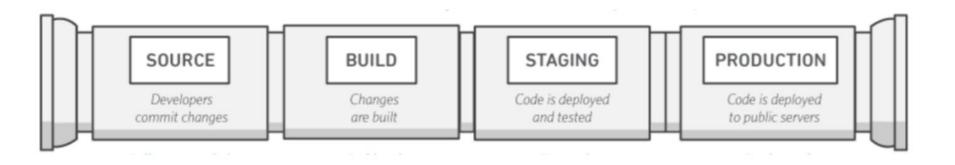
Code pipeline

Automated continuous delivery pipeline for fast and reliable updates



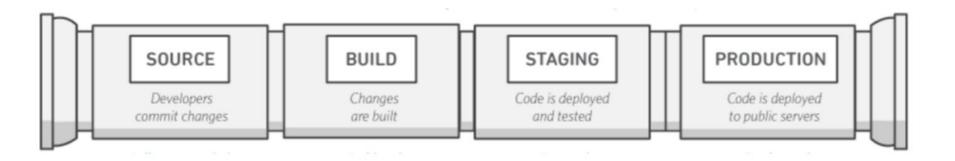


Pipeline



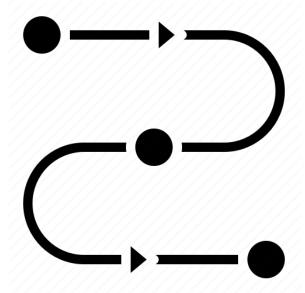
A pipeline is a series of steps that allow a release process

Pipeline



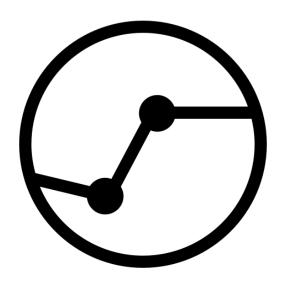
This steps are logically represented in stages

Stages



A stage is a group of logically related actions. They act upon artifacts

Artifacts

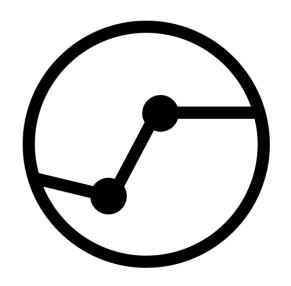


Artifacts are collections of data that can be used by Stages.

Artifacts

Examples of Artifacts:

- 1. Source Code
- 2. Templates
- 3. Dependencies
- 4. Built applications
- 5. etc...



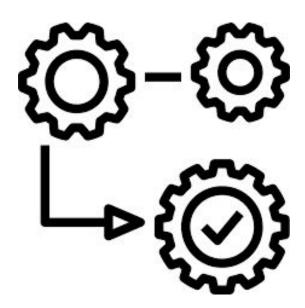
Actions



A set of operations that are part of a Stage.

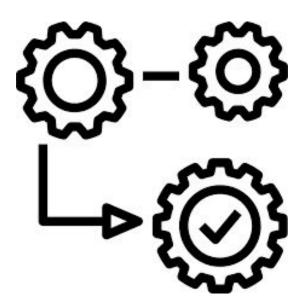
Actions use and produce artifacts

Pipeline Executions



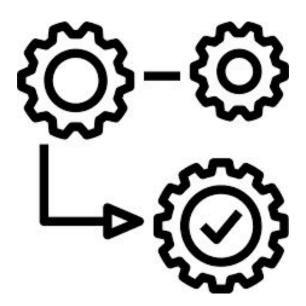
- A set of changes released by a pipeline
- Each pipeline execution is unique and has its own ID.

Pipeline Executions



- A stage only processes one execution at a time
- Stages get locked when they are executing an execution

Pipeline Executions



- Pipelines can process multiple executions at a time
- Pipeline execution traverse pipelines in order.

Stopping Pipeline Executions

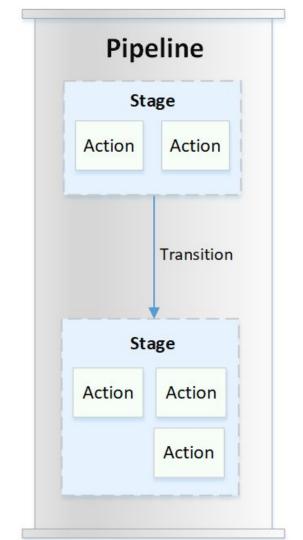
Two types

- Stop and wait
- Stop and abandon

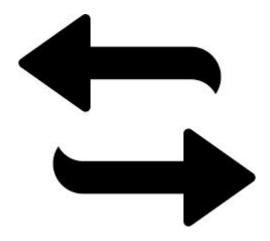


Transitions

The point where a pipeline execution moves to the next stage in the pipeline



Superseded Executions



Executions can be replaced only in transitions. This replaced executions are called superseded executions