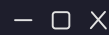# WHY CI/CD

UdaPeople Project

⟶

# /WHAT IS CI/CD

## /CI

The practice of merging all developers' working copies to a shared mainline several times a day. It's the process of "**Making**". Everything related to the code fits here

## /CD

*A software engineering approach in which the value is delivered frequently through automated deployments. Everything related to deploying the artifact fits here. It's the process of "**Moving**" the artifact from the shelf to the spotlight*

# <WHY!>

> SHOULD I USE CI/CD IN MY DEVELOPMENT <

# /Because it can

## /Reduce The cost

Reduce the total cost
of the development

## /Avoid extra cost

Avoid extra
unecessary cost

## /Increase Revenue

Increase the revenue
from features

## /Protect Revenue

By Keep High
reputation

# /IT CAN REDUCE COSTS BY

## /01

> Reduce developer time on issues from new developer code

## /02

> Less infrastructure costs from unused resources

# /IT CAN AVOID COSTS BY

## /01

> Reduce Bugs in production and reduce testing time

## /02

> Prevent embarrassing and costly security holes

## /03

> Reduce human errors & make faster deployments

# /IT CAN **INCREASE REVENUE** BY

## /01

> New Features Quickly

## /02

> Less time from idea to market

INDEX.HTML

# /IT CAN PROTECT REVENUE BY

## /01

> Reduced downtime from a deploy-related crash or major bug

## /02

> Provide Quick undo to return production to working state

# /THANKS!

## /DO YOU HAVE ANY QUESTIONS?

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