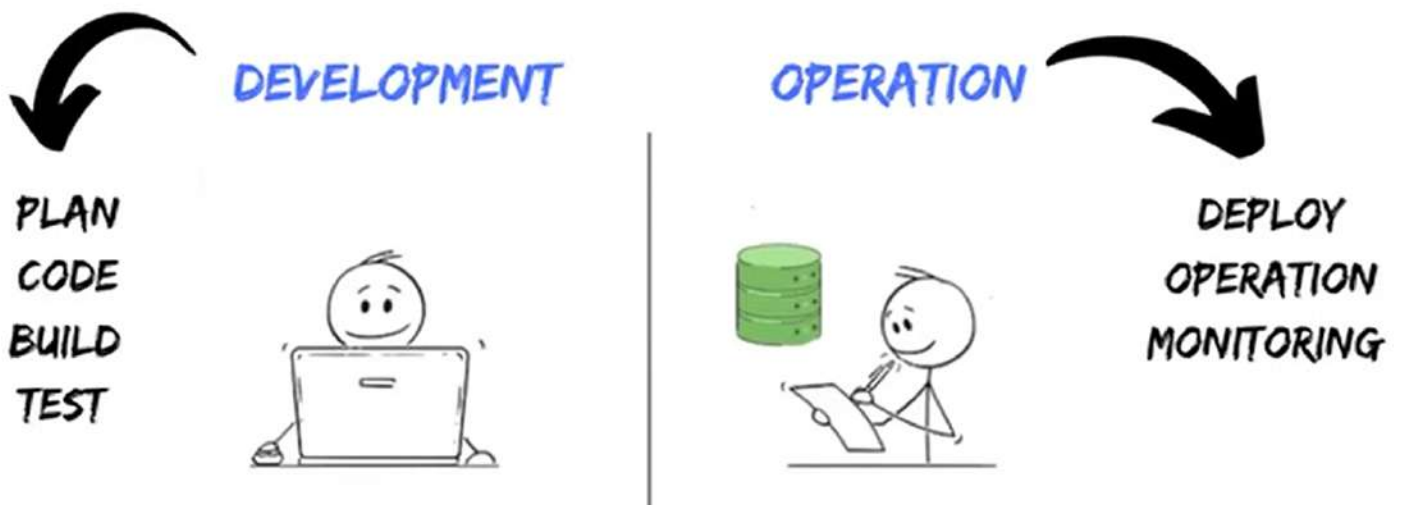


WHY DEVOPS

IN SOFTWARE DOMAIN, WE HAVE 2 TEAMS FOR DEVELOPING THE APPLICATION



PLAN



CODE



BUILD:



TEST:



Pause (Ctrl+P)

BUILD:



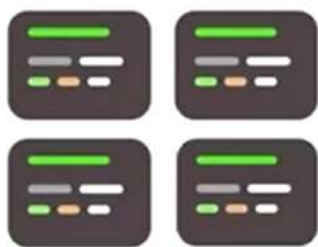
TEST:



DEVELOPMENT

THE DEV TEAM WRITES THE CODE FOR THE ENTIRE APPLICATION AND TOSSES IT TO OPERATIONAL TEAM FOR PRODUCTION

Push it to the
Production



OPERATIONAL

THE OPS TEAM DEPLOYS, MONITOR OPERATE & MAINTAIN THE APPLICATION



There is a lot
of Errors

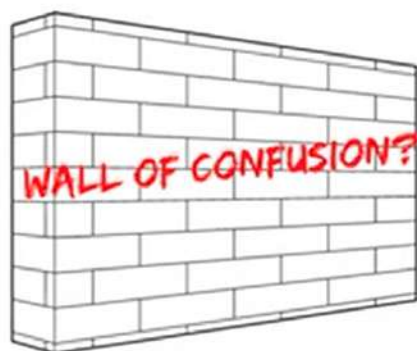
Deployments are
scheduled only once
per month



DEV TEAM

OPS TEAM

I Have given you the
right code



I have deployed the
code you given to me



SO WHAT IF WE BREAK THE WALL?



THAT IS DEVOPS ---> DEV + OPS

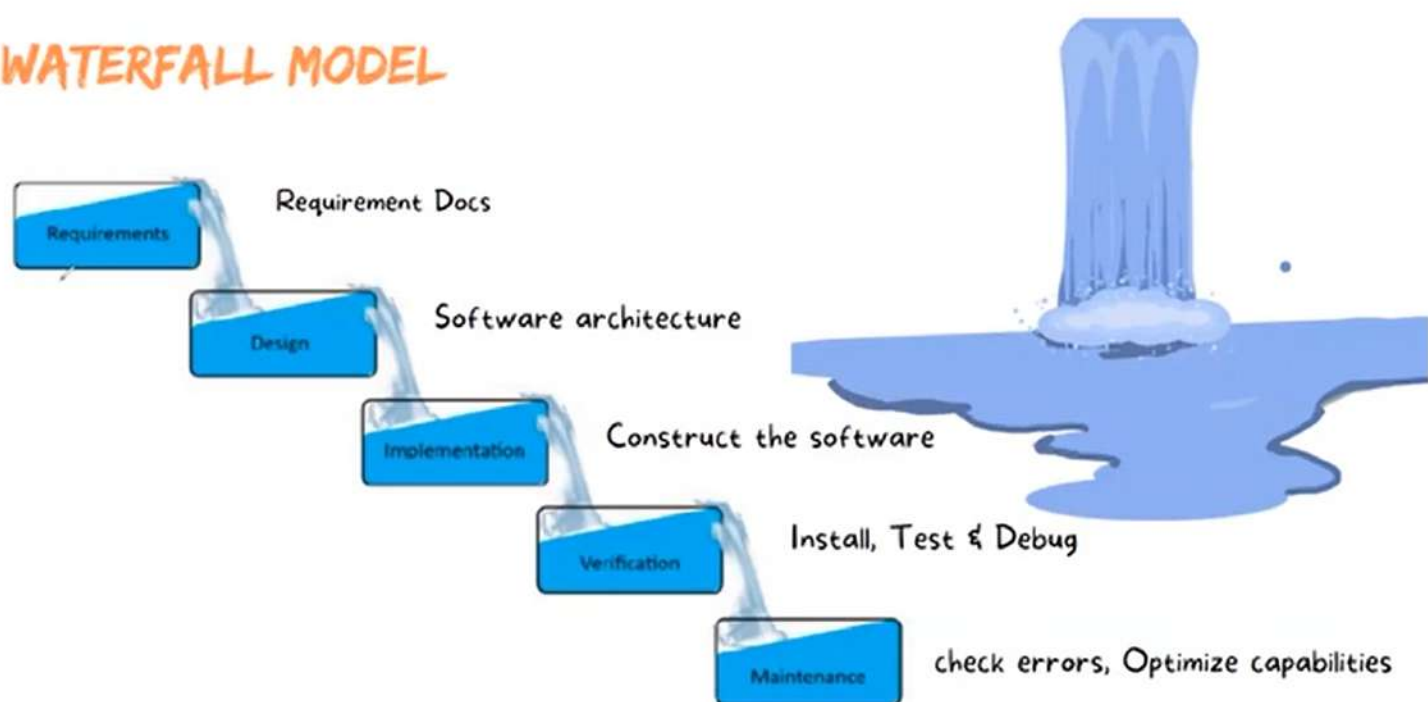
BEFORE DEVOPS?

waterfall methodology

The Waterfall methodology -- also known as the Waterfall model—is a sequential development process that flows like a waterfall through all phases of a project analysis, design, development, and testing, for example, with each phase completely wrapping up before the next phase begins.



WATERFALL MODEL



WATERFALL MODEL

ADVANTAGES

1. Simple, easy to understand, and use
2. easy to maintain due to high rigidity of the model
3. phases are processed and completed one at a time
4. works well for small projects where requirements are very well understood.

DISADVANTAGES

1. you cannot go back a step; if the design phase has gone wrong
2. high amount of risk and uncertainty
3. not a good model for complex and object-oriented projects
4. not suitable for the projects where the requirements are at moderate to high risk of changing.