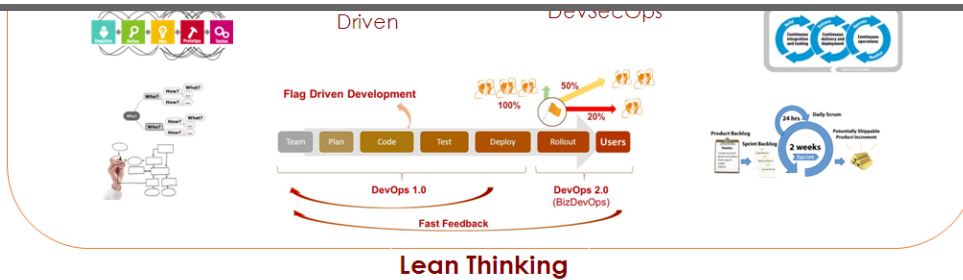


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DEVOPS ONRAMP PLATFORM ENGINEERING LOW-CODE/NO-CODE IT AS CODE MORE



Talking about DevOps is thinking about techniques, patterns and good practices. It will help us to provide our organization with an efficient software architecture—an architecture based on microservices, with everything-as-a-service mentality (XaaS). We are talking about container, automation, elasticity, self-scaling, infrastructure such as code, monitoring, configuration management, self-sustaining and adaptable systems and ecosystem, all of which allow us to deliver value with fast, reliable and frequent developments, not to mention zero downtime and, of course, the ability to undo the changes.

How Do We Prepare to Meet User Expectations?

DevOps aims to help an organization to produce software products and services quickly. But end users are becoming more and more demanding. We must use techniques that allow us to make faster, functional deliveries to the production environment, mitigating the risk involved.

At present, we face users with greater technological knowledge and greater expectations in the dynamic and interactive experience than we used to some years ago. This has evolved and given rise new one called DevOps 2.0 or BizDevOps (business, development and operations).

DevOps 1.0, as the origin of the movement, was focused on operations teams giving continuous feedback to development

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