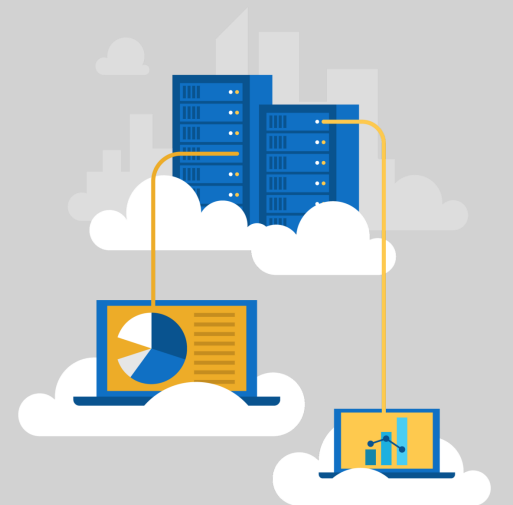


# AZ-400.2

## Module 01: Implementing Continuous Integration in an Azure DevOps Pipeline



# Lesson 01: Continuous Integration Overview



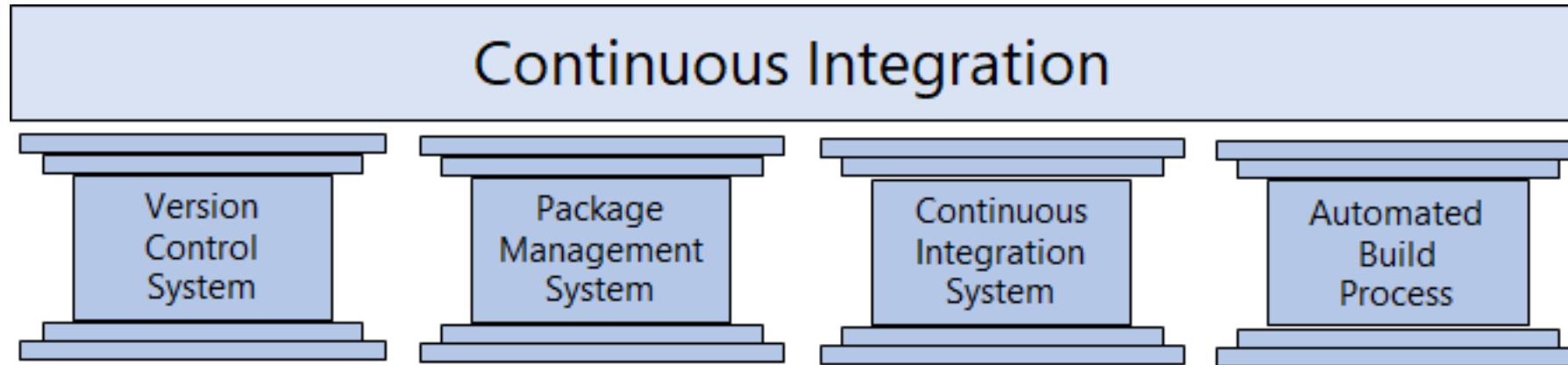
# Lesson 1 Overview

- Introduction to Continuous Integration
- The Four Pillars of Continuous Integration
- Benefits of Continuous Integration
- Continuous Integration Implementation Challenges
- Implementing Continuous Integration in Azure DevOps
- Using Variables to Avoid Hard-coded Values
- Build Number Formatting and Build Status
- Build Authorizations, Timeouts, and Badges
- Configuring Build Retention
- Lab - Enabling Continuous Integration with Azure Pipelines

# Video: Introduction to Continuous Integration

- Continuous Integration (CI) is the process of automating the build and testing of code.
- CI encourages developers to share their code and unit tests by merging their changes into the shared version control repository.
- When a change is detected it triggers an automated build system. The code is built using a build definition. Developers respond to any issues or bugs.
- CI keeps the master branch clean ensuring bugs are caught earlier in the development cycle, which makes them less expensive to fix.

# The Four Pillars of Continuous Integration



- A Version Control System manages changes to your source code over time.
- A Package Management System is used to install, uninstall and manage software packages.
- A Continuous Integration System merges all developer working copies to a shared mainline several times a day.
- An Automated Build Process creates a software build including compiling, packaging, and running automated tests.

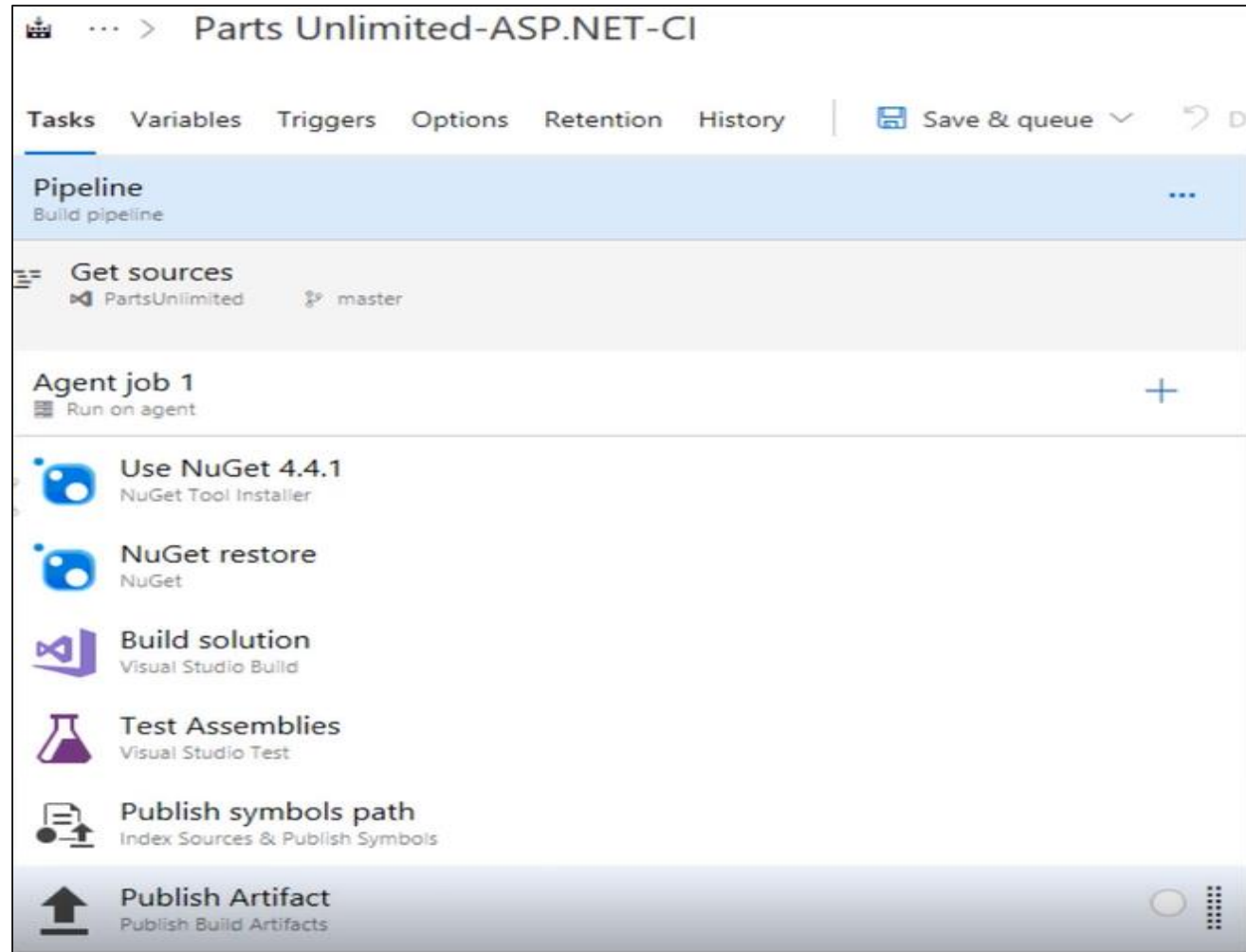
# Benefits of Continuous Integration

- Improving code quality based on rapid feedback
- Triggering automated testing for every code change
- Reducing build times for rapid feedback and early detection of problems (risk reduction)
- Better management of technical debt and code analysis
- Reducing long, difficult, and bug-inducing merges
- Increasing confidence in codebase health long before production deployment
- Rapid feedback to the developer

# Discussion: Continuous Integration

- Have you tried to implement continuous integration in your organization?
- If you were successful, what lessons did you learn?
- If you were not successful, what were the challenges?

# Demonstration: Implementing Continuous Integration in Azure DevOps





# Demonstration: Using Variables to Avoid Hard-coded Values

TasksVariablesTriggersOptionsRetentionHistorySave & queueDiscardSummaryQueue...

Pipeline variablesVariable groupsPredefined variables

Name	Value
BuildConfiguration	release
BuildPlatform	any cpu
system.collectionId	2ec491f3-0a97-4e53-bfef-20bf80c7e1ea
system.debug	false
system.definitionId	6
system.teamProject	Parts Unlimited

# Build Number Formatting and Build Status

- Build number formatting

Build properties  
Define general build pipeline setting

Build number format ⓘ

`$(date:yyyyMMdd)$(rev:.r)`

- Build status (enabled, paused, disabled)

The new build request is processing

- ☒ Enabled - queue and start builds when eligible agent(s) available
- ☐ Paused - queue new builds but do not start
- ☐ Disabled - do not queue new builds

# Authorization and Timeouts, and Badges

- Authorization and Timeouts (scope, job timeout, cancel job timeout)

**Build job**  
Define build job authorization and timeout settings

Build job authorization scope ⓘ

Project collection

Build job timeout in minutes ⓘ

60

Build job cancel timeout in minutes ⓘ

5

- Badges



# Video: Configuring Build Retention

The screenshot shows the 'Retention' configuration page for a build system. The page is divided into two main sections: 'Policies' on the left and 'Settings' on the right.

**Policies:** This section contains a list of retention policies. The first policy, 'Keep for 10 days, 1 good build', is highlighted with a blue background and a red border. It has a branch specification of '+refs/heads/\*'. Below it is a locked policy 'Keep for 30 days, 10 good builds' with a 'Maximum' label. An '+ Add' button is visible in the top right of the Policies section.

**Settings:** This section contains configuration options for build retention. It includes a 'Branch filters' section with a 'Type' dropdown set to 'Include' and a 'Branch specification' dropdown set to 'g\* \*'. Below this is an '+ Add' button. The 'Days to keep' is set to '10' and the 'Minimum to keep' is set to '1'. A section titled 'When cleaning up builds, delete the following:' lists several items with checkboxes: 'Build record' (checked), 'Source label' (unchecked), 'File share' (checked), 'Symbols' (checked), and 'Automated test results' (checked).

**Navigation:** The top navigation bar includes links for 'Tasks', 'Variables', 'Triggers', 'Options', 'Retention' (highlighted with a red box), and 'History'. There are also buttons for 'Save & queue', 'Discard', 'Summary', 'Queue', and a three-dot menu.

# Lab: Enabling Continuous Integration with Azure Pipelines

In this hands-on lab, you will learn how to configure continuous integration with Azure Pipelines. You will perform the following tasks:

- Creating a basic build pipeline from a template
- Tracking and reviewing a build
- Invoking a continuous integration build

✓ Note that you must have already completed the prerequisite labs in the Welcome section.

# Lesson 02: Implementing a Build Strategy



# Lesson 2 Overview

- Automated Build Workflows
- Implementing Build Triggers
- Working with Hosted Agents
- Implementing a Hybrid Build Process
- Configuring Agent Demands
- Implementing Multi-Agent Builds
- Build-Related Tooling
- Creating a Jenkins Build Job and Triggering CI

# Video: Automated Build Workflows

- Azure DevOps can automate a custom workflow that's as large and complex as you need
- Agile teams normally require more than one type of build
- Builds are typically triggered automatically when code is committed
- Builds can also be scheduled – such as a daily build



# Video: Implementing Build Triggers

The screenshot shows the 'Triggers' tab in the Azure DevOps interface for a build definition named 'Parts Unlimited-ASP.NET-CI'. The 'Triggers' tab is highlighted with a red box. The interface includes a top navigation bar with tabs for 'Tasks', 'Variables', 'Triggers', 'Options', 'Retention', and 'History'. A 'Save & queue' button is located to the right of the tabs. Below the tabs, the 'Continuous integration' section is visible, showing a trigger for 'PartsUnlimited' which is currently 'Disabled'. The 'Scheduled' section is also visible, showing a trigger set for '3:00 Mon through Fri'. The 'Build completion' section is at the bottom, showing a trigger set to 'Build when another build completes'. Each section has a '+ Add' button to the right.

Parts Unlimited-ASP.NET-CI

Tasks Variables **Triggers** Options Retention History | Save & queue

Continuous integration

PartsUnlimited  
Disabled

Scheduled + Add

3:00  
Mon through Fri

Build completion + Add

Build when another build completes

# Video: Working with Hosted Agents

The screenshot displays the Azure DevOps Pipelines configuration page for a pipeline named "Parts Unlimited-ASP.NET-CI". The interface is divided into a left sidebar and a main configuration area.

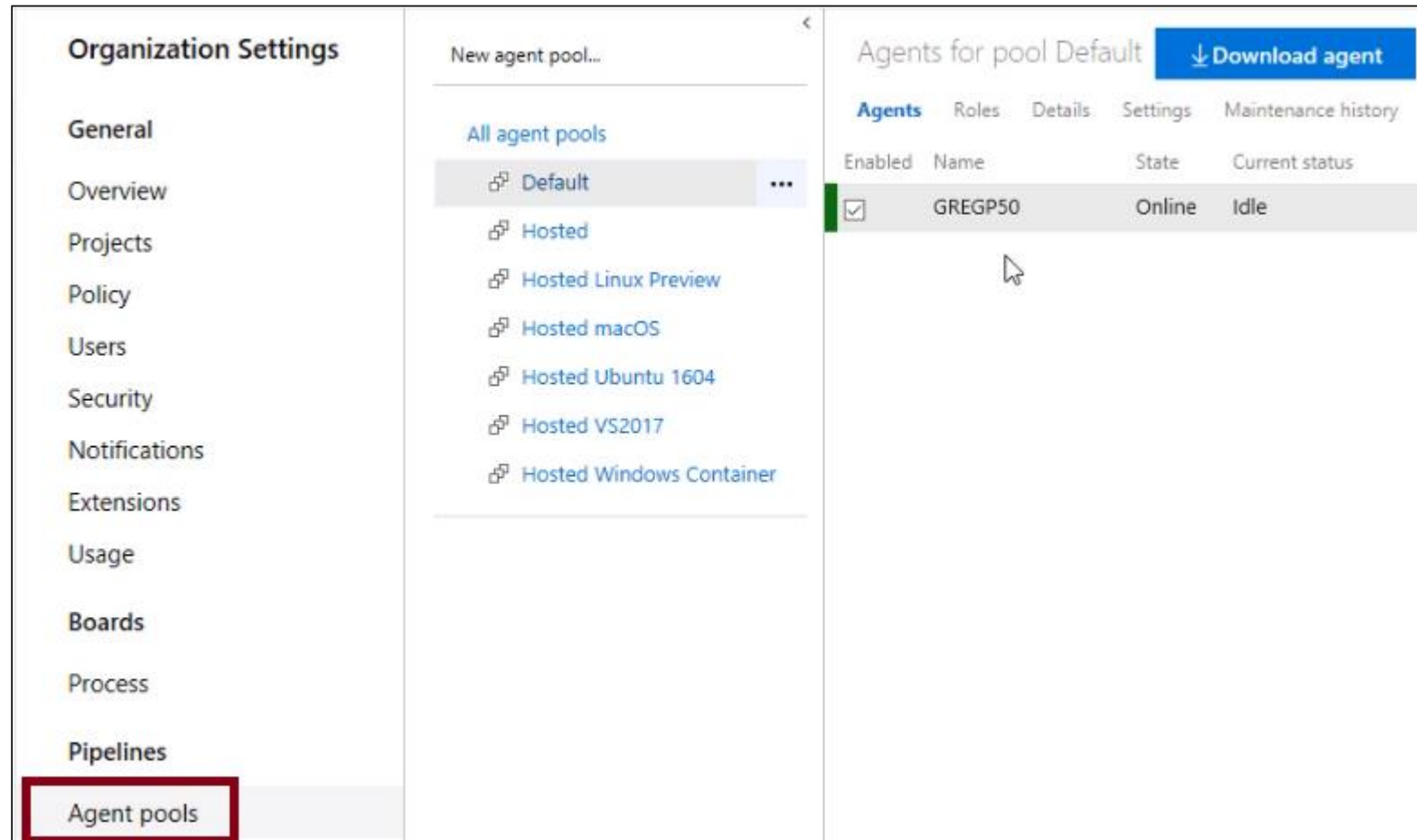
**Left Sidebar:**

- Pipeline:** Build pipeline
- Get sources:** PartsUnlimited (master)
- Agent job 1:** Run on agent
- Tasks:**
  - Use NuGet 4.4.1 (NuGet Tool Installer)
  - NuGet restore (NuGet)
  - Build solution (Visual Studio Build)
  - Test Assemblies (Visual Studio Test)
  - Publish symbols path (Index Sources & Publish Symbols)
  - Publish Artifact (Publish Build Artifacts)

**Main Configuration Area:**

- Name:** Parts Unlimited-ASP.NET-CI
- Agent pool:** Hosted VS2017 (selected from a dropdown menu)
- Agent pool options:** Pool information, Manage
- Hosted agents list:**
  - Hosted
  - Hosted Linux Preview
  - Hosted macOS
  - Hosted Ubuntu 1604
  - Hosted VS2017 (selected)
  - Hosted Windows Container
  - Private
  - Default (No agents)
- View YAML:** Link to view the pipeline's YAML configuration

# Video: Implementing a Hybrid Build Process



**Organization Settings**

- General
  - Overview
  - Projects
  - Policy
  - Users
  - Security
  - Notifications
  - Extensions
  - Usage
- Boards
- Process
- Pipelines
- Agent pools**

New agent pool...

All agent pools

- Default
- Hosted
- Hosted Linux Preview
- Hosted macOS
- Hosted Ubuntu 1604
- Hosted VS2017
- Hosted Windows Container

Agents for pool Default [Download agent](#)

[Agents](#) [Roles](#) [Details](#) [Settings](#) [Maintenance history](#)

Enabled	Name	State	Current status
<input checked="" type="checkbox"/>	GREGP50	Online	Idle


# Configuring Agent Demands

- User Capabilities
- System Capabilities
- Agents can have different authorization and timeout settings

[Requests](#) [Capabilities](#)

**USER CAPABILITIES**

Shows information about user-defined capabilities supported by this host

 Add capability

Save changesUndo changes

**SYSTEM CAPABILITIES**

Shows information about the capabilities provided by this host

Capability name	Capability value
Agent.ComputerName	GREGP50
Agent.HomeDirectory	C:\agent
Agent.Name	GREGP50
Agent.OS	Windows_NT
Agent.OSArchitecture	X64
Agent.OSVersion	10.0.17134
Agent.Version	2.141.2
ALLUSERSPROFILE	C:\ProgramData
APPDATA	C:\Users\Greg\AppData\Roaming
AzurePS	5.7.0
bower	C:\Users\Greg\AppData\Roaming\npm\bower.cmd

# Implementing Multi-Agent Builds

Adding multiple jobs to a pipeline lets you:

- Break your pipeline into sections that need different agent pools, or self-hosted agents
  - Publish artifacts in one job and consume them in one or more subsequent jobs
  - Build faster by running multiple jobs in parallel
  - Enable conditional execution of tasks
- ✓ You can configure the number of parallel jobs

# Discussion: Build-Related Tooling

Azure DevOps can be integrated with a wide range of existing tooling that is used for builds or associated with builds.

- Which build-related tools do you currently use?
- What do you like or don't like about the tools?

# Lab: Creating a Jenkins Build Job and Triggering CI

In this hands-on lab, you will learn how to create a build job in Jenkins and to enable continuous integration. You will learn how to:

- Provision Jenkins on Azure VM using the Jenkins template available on the Azure Marketplace
  - Configure Jenkins to work with Maven and Azure DevOps
  - Create a build job in Jenkins
  - Configure Azure Pipeline to integrate with Jenkins
  - Configure a CD pipeline in Azure Pipelines to deploy the build artifacts
- ✓ In this lab, you will try two approaches to triggering continuous integration

# Module 1: Review Questions

1. What are the four pillars of continuous integration?
2. The build numbers that Azure DevOps generates for you are currently integers. If you would prefer the build to include the date, how would you change this?
3. You want to take your build server offline to make a configuration change. You want it to complete any build that it is currently processing, but you want to queue any new build requests. What should you do?
4. You want to set a maximum time that builds should not run for more than 5 minutes. What configuration change should you make?
5. The hands-on lab for Creating a Jenkins Build Job and Triggering CI described two methods that could be used to enable continuous integration for Jenkins. What were the two methods?