



Cloud Native Development



RAMIRO BERRELLEZA | @RBERRELLEZA

About @rberrelleza

- Co-founder of Okteto
- Former architect @ Atlassian, engineer @ Microsoft Azure
- @rberrelleza

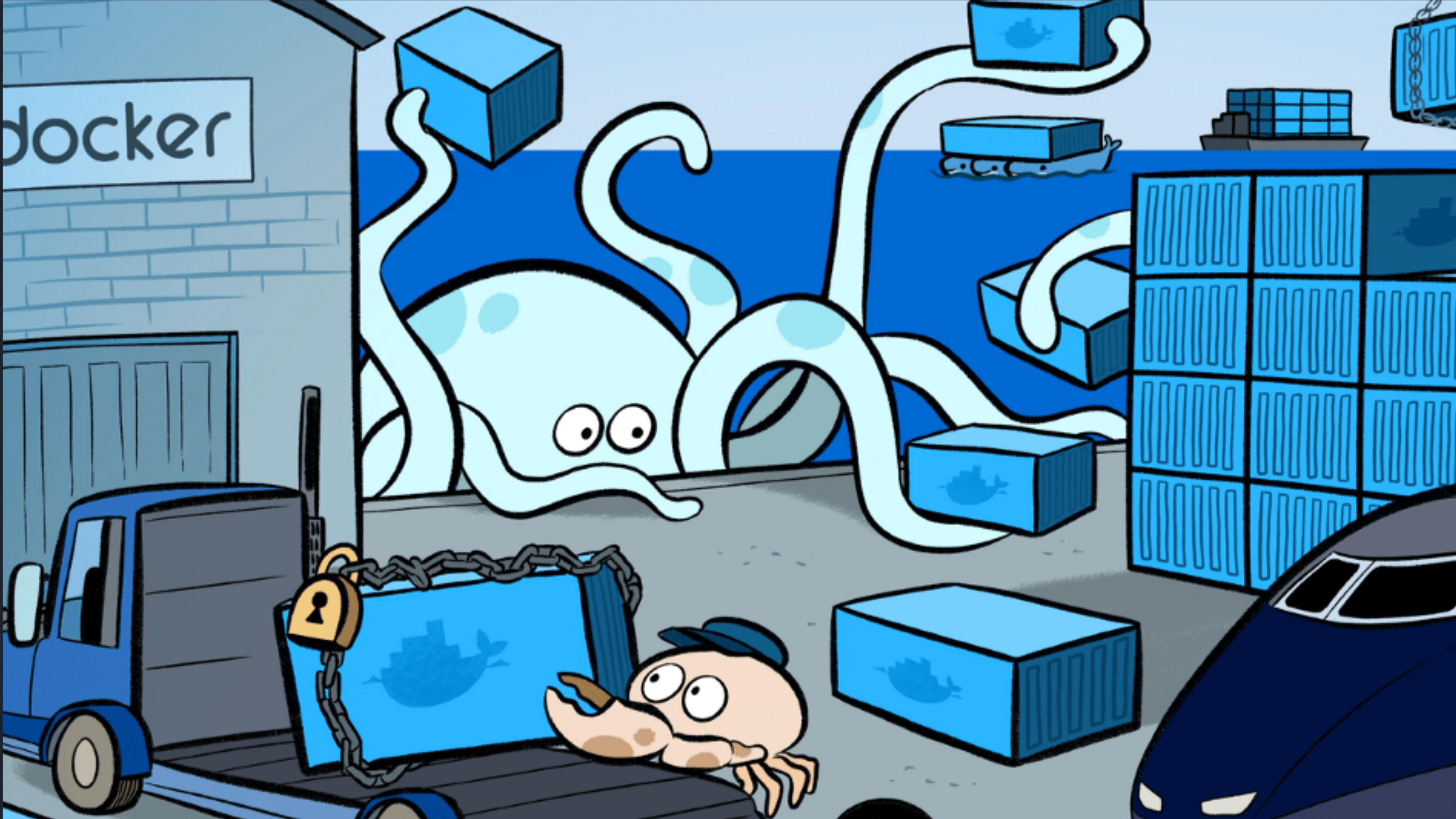


Agenda

- Current state of application development
- Developing cloud native applications is hard
- Cloud Native Development makes it easier
- Demo



Current State of Application Development



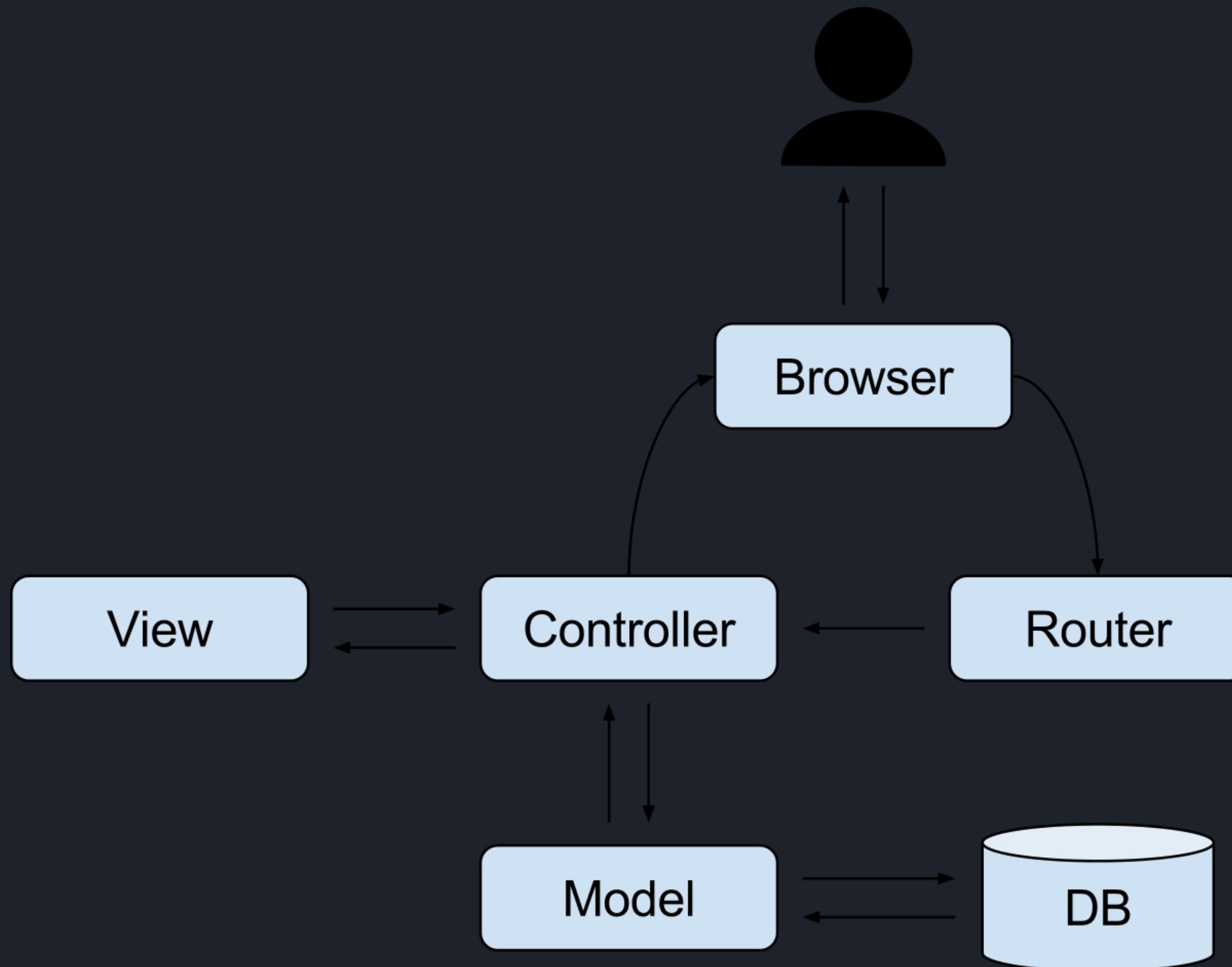
Supported by Google's
internal systems
environments
supports multiple cloud and bare-metal
0% **Open source**, written in Go
ge applications, not machines

Google Cloud



Docker and Kubernetes
have made it easier to
create and run applications
at high scale ...

... at the expense of the
developer experience

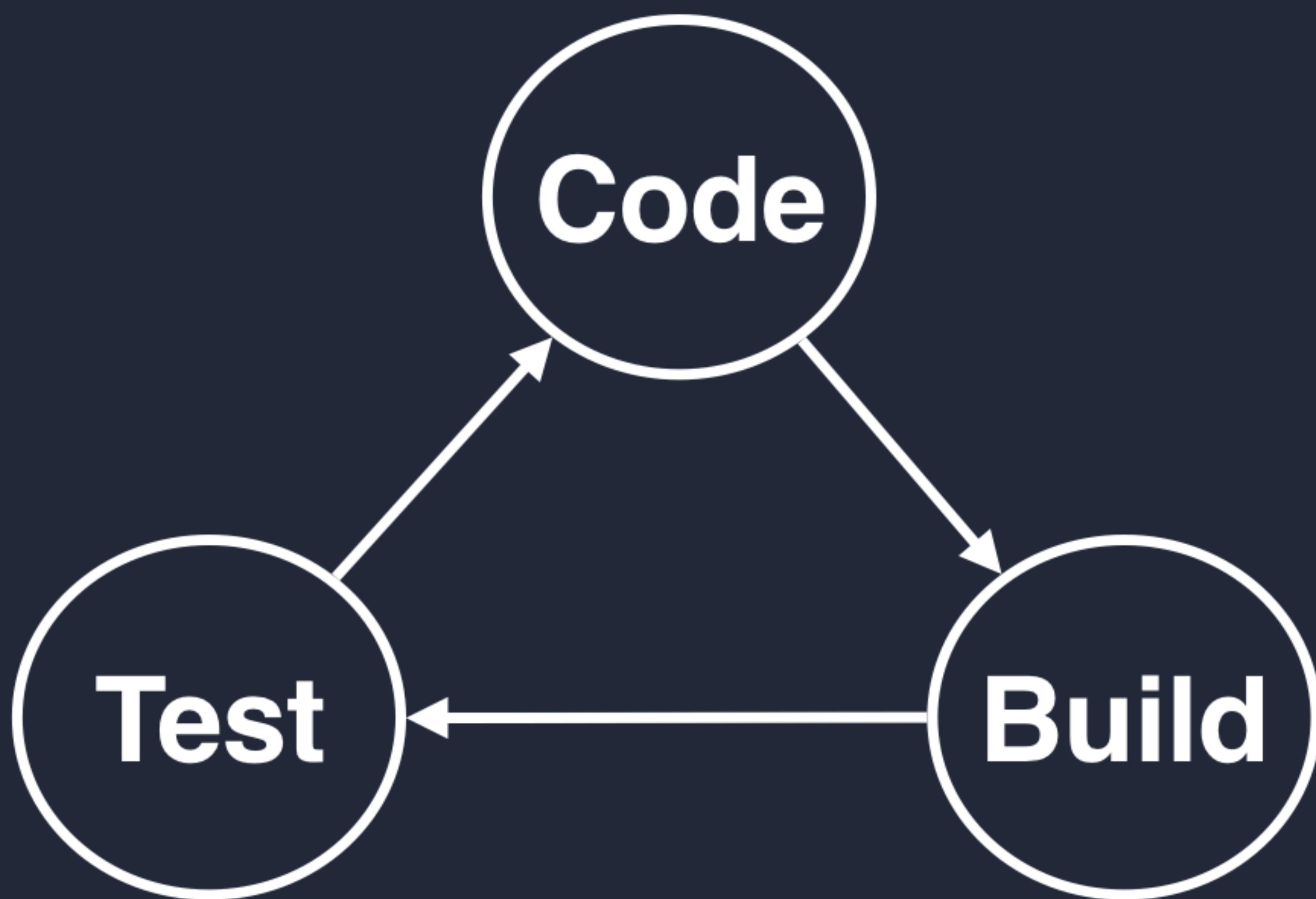


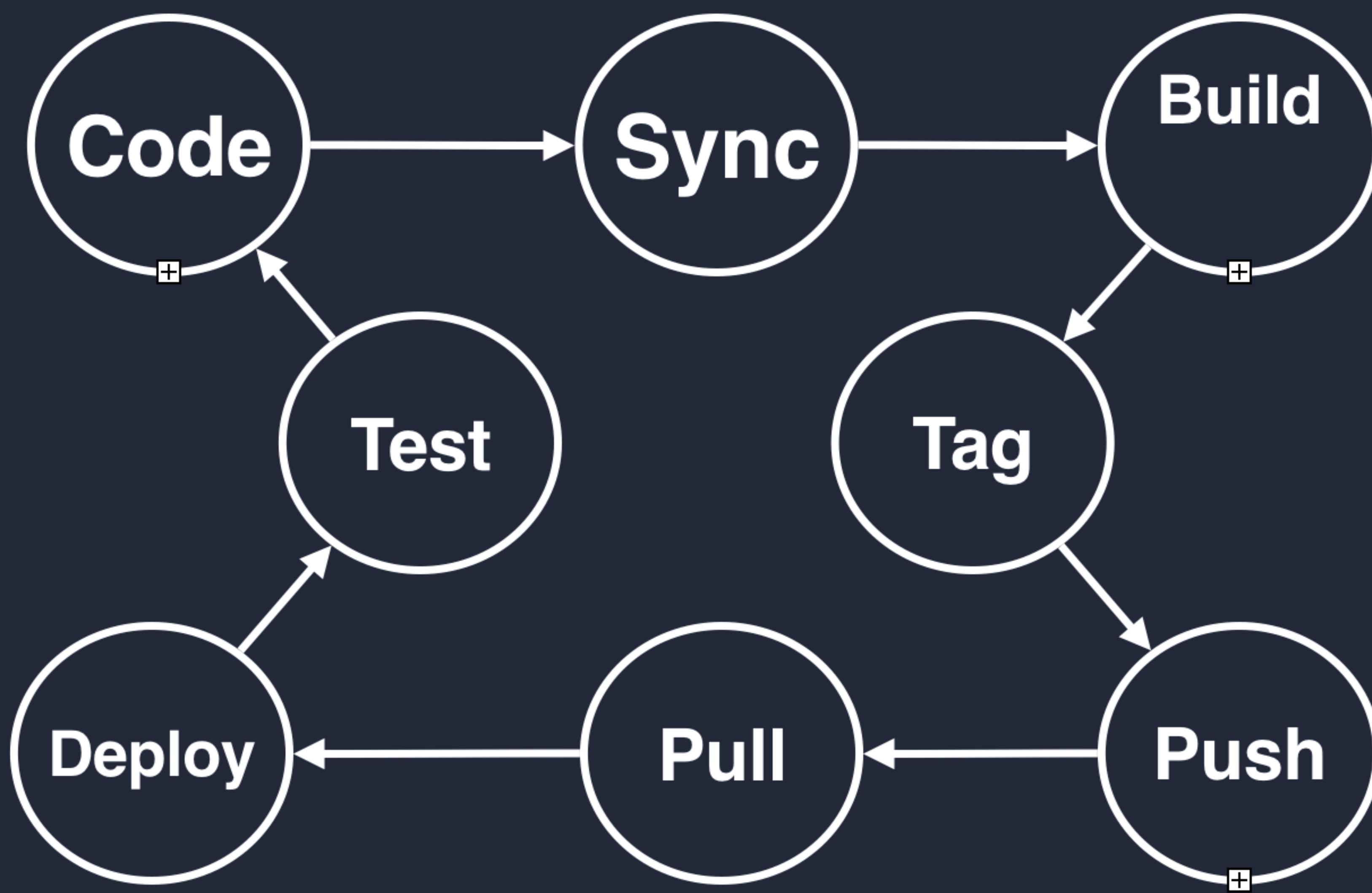




Developing Cloud Native Applications Is Hard

An inner loop full of friction
makes it harder to develop
even the simpler features





The community is trying to
solve this issue in different
ways

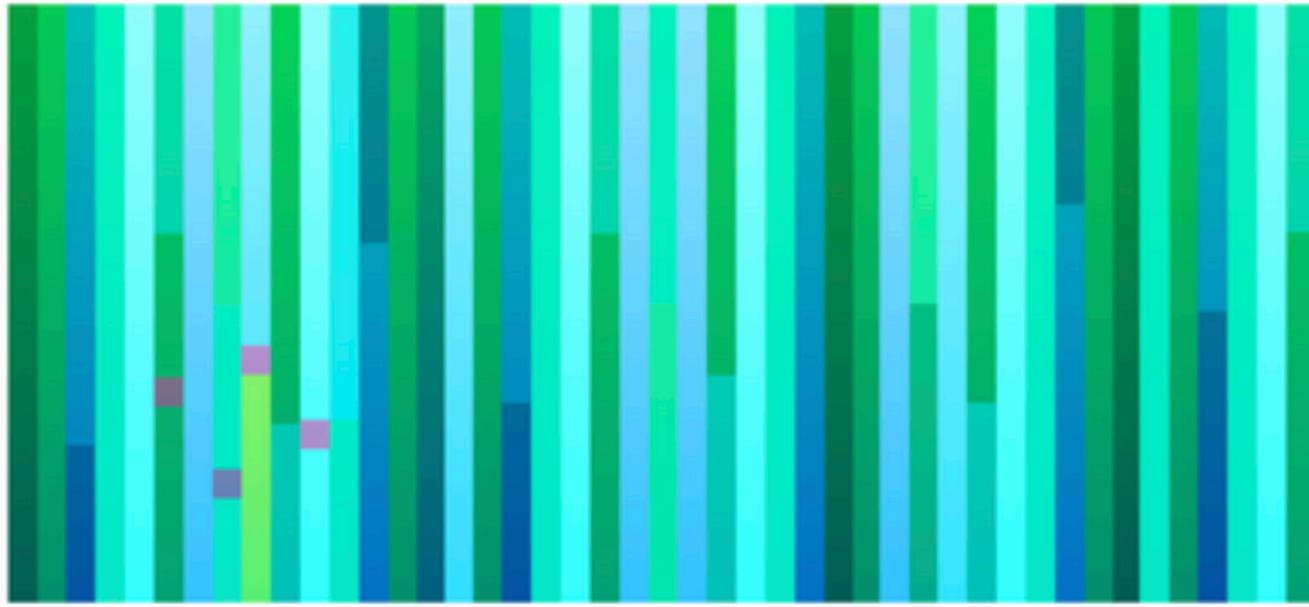


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@ellenkorbes

Follow



Here are the slides for my talk, The State of Kubernetes Development Tooling, at
[@ConDaysEU #CDS19 #ContainerDays!](#)



The State of Kubernetes Development Tooling
June 2019
The State of Kubernetes Development Tooling
A presentation created with Slides.
garden.slides.com

2:32 AM - 25 Jun 2019

<https://twitter.com/ellenkorbes/status/1143451907492655105>

But is still hard

- Development environment is not replicable.
- Manifest explosion (docker-compose, k8s manifests, Jenkins configurations, etc...)
- Environment explosion (dev, integration, stage, prod...)

But is still hard

- Can't run the entire app locally due to size and dependency
- Shared integration environments that are typically always broken
- Too much responsibility on CI for end to end validation



Cloud Native Development Makes It Easier

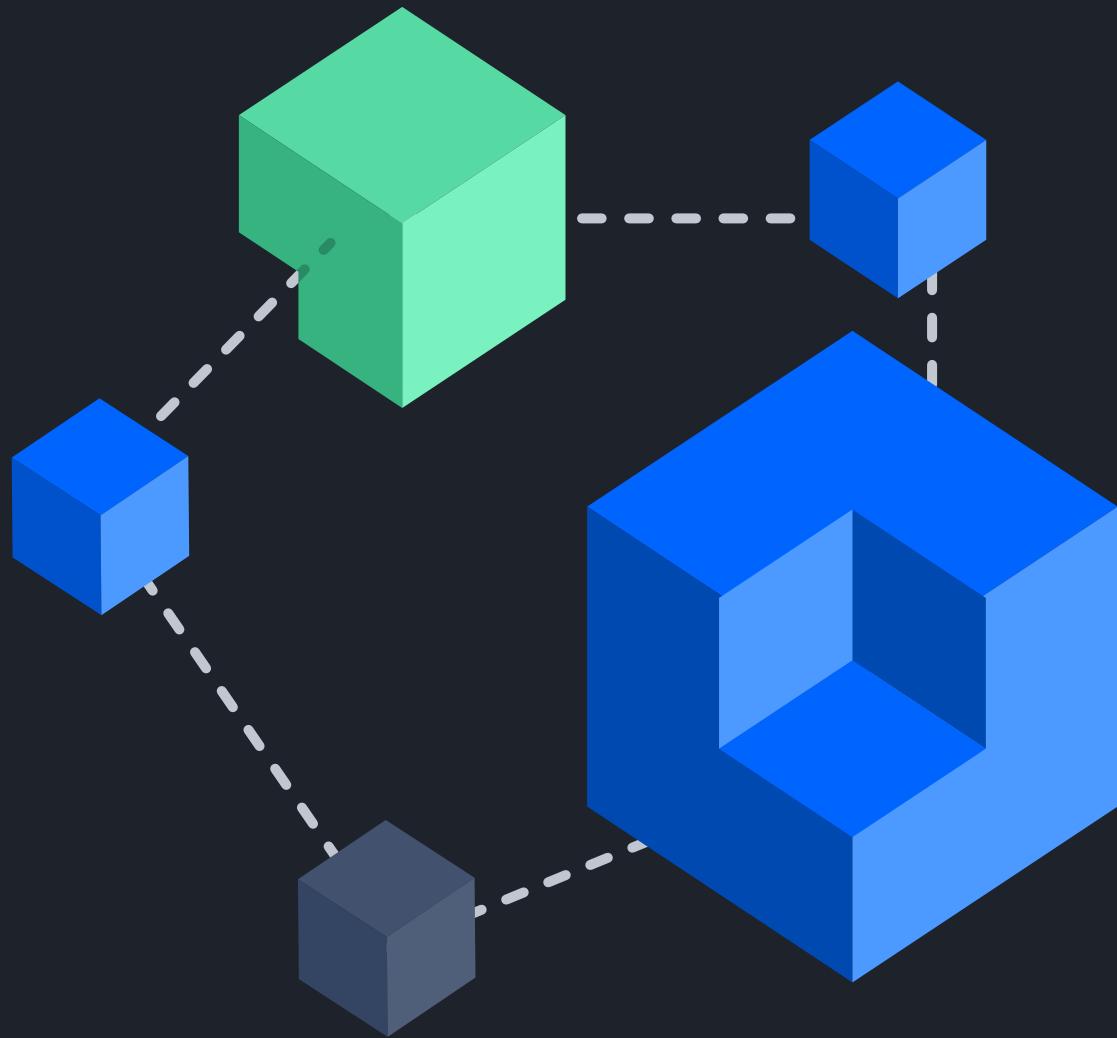


DEVELOP YOUR
APPLICATIONS IN
THE SAME
ENVIRONMENT
WHERE THEY ARE
GOING TO RUN

After a couple of years of
building cloud native
applications, we ended up
with this workflow



Use the same cluster
configurations for dev
and prod



Don't mock your
dependencies, use
them from the very
beginning



Invest in an agile development workflow.

**Don't build/push/
deploy on every
change.**



Reuse your artifacts.

The first phase of a multi-build container makes a great development environment.



Leverage Kubernetes
on-demand compute
and create ephemeral,
on-demand dev
environments

We did found some challenges

- Developers need self-service access to dev clusters
- But sharing clusters means developers can get on each other's business
- We don't want everyone to be cluster-admin

We did found some challenges

- Kubernetes SIG-Multitenancy is looking at some of these issues
- But we build tools to start solving some of the issue we had: <https://github.com/okteto/okteto>



Demo

Walkthrough available at [https://okteto.com/docs/
samples/golang](https://okteto.com/docs/samples/golang)

Screencast available at <https://youtu.be/6nX0-dfSUI4>

More resources

- Star it, fork it and collaborate: <https://github.com/okteto/okteto>
- Try it yourself at <https://cloud.okteto.com>
- Posts on cloud native development: <https://medium.com/okteto>
- Stay in touch! <https://twitter.com/rberrelleza>



Thank you!



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