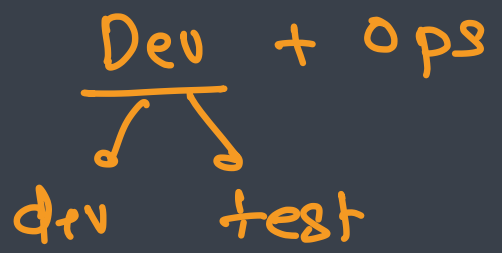
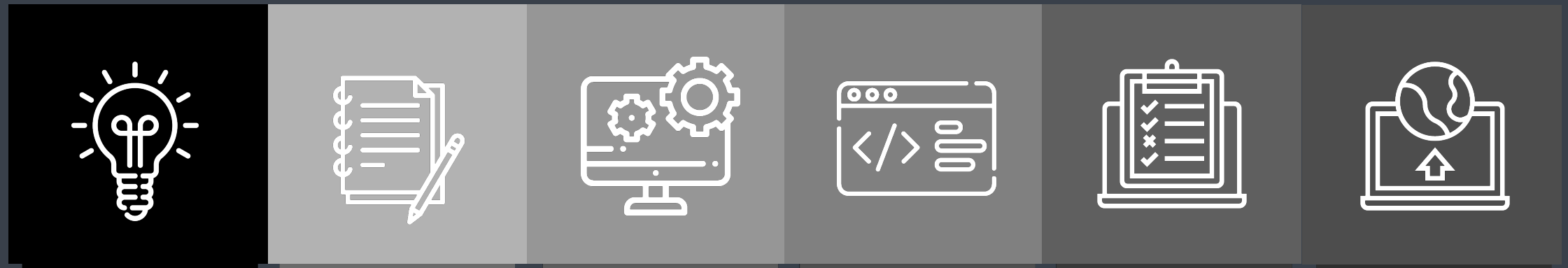


DevOps

Software Development Lifecycle



PLANNING

Talk to customer and understand the requirements

DEFINING

Define the requirements and stick to them

SRS

DESIGNING

Design the solution with right approach

DDS

BUILDING

Development following guidelines

dev Unit testing

TESTING

Make sure that your code is working

testers

DEPLOYMENT

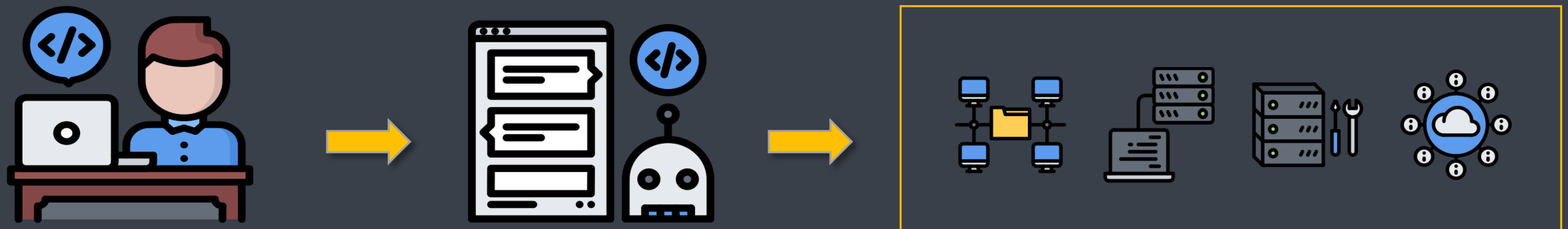
Make your app available for rest of the world

Operations

Waterfall Model

- Requirement Specification
- System Design
- Design Implementation
- Verification & Testing
- System Deployment
- Software Maintenance

Entities involved



Developer

Testers

Operations Team

Responsibilities

Developers and Testers

- Developers
  - Develop the application
  - Package the application
  - Fix the bugs
  - Maintain the application
- Testers
  - Thoroughly test the application manually or using test automation
  - Report the bugs to the developer

Operations Team

- Make all the necessary resources ready
- Deploy the application
- Maintain multiple environments
- Continuously monitor the application
- Manage the resources

Challenges

Developers and Testers

- The process is slow
- The pressure to work on the newer features and fix the older code
- Not flexible

latest versions

[React : 18.x
Express : 4.9
MySQL : 8.7]

⇒

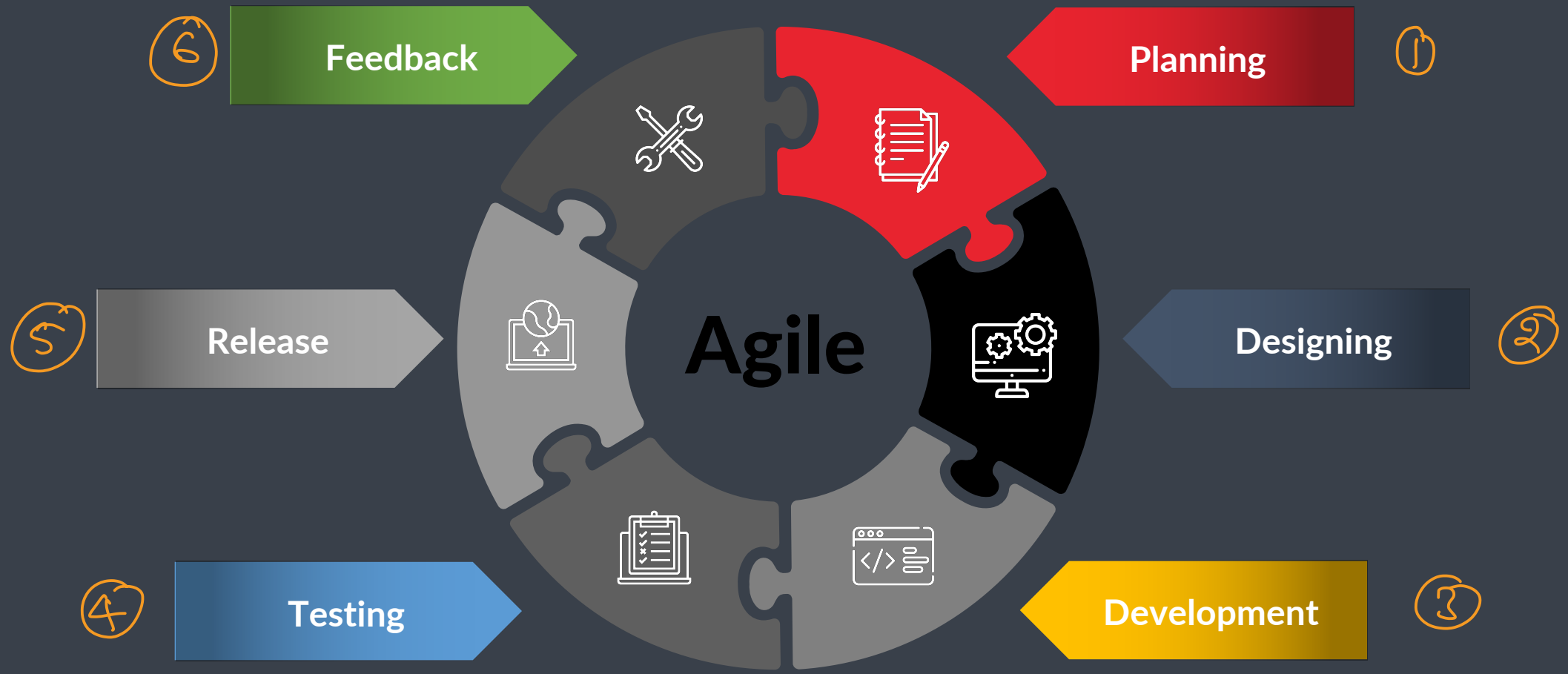
Operations Team

- Uptime
- Configure the huge infrastructure
- Diagnose and fix the issue

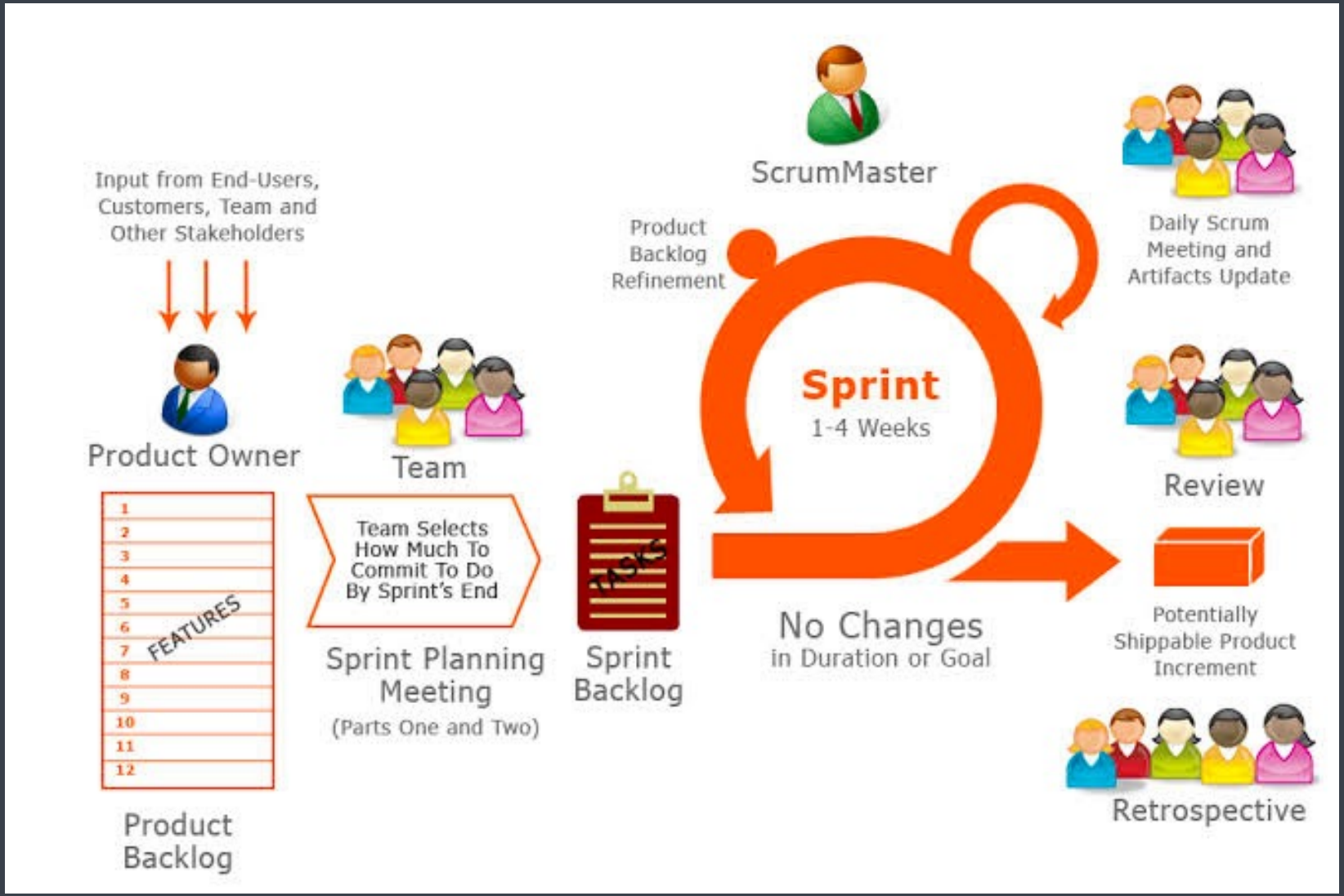
Stable version

[MySQL : 8.0
Express : 4.2]

Agile Development



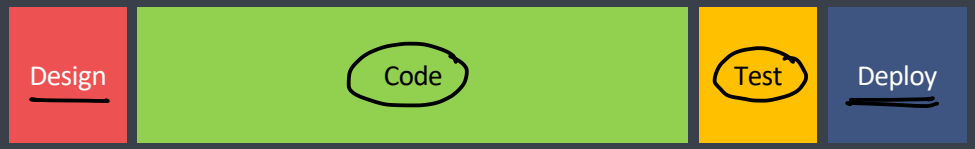
Scrum Process



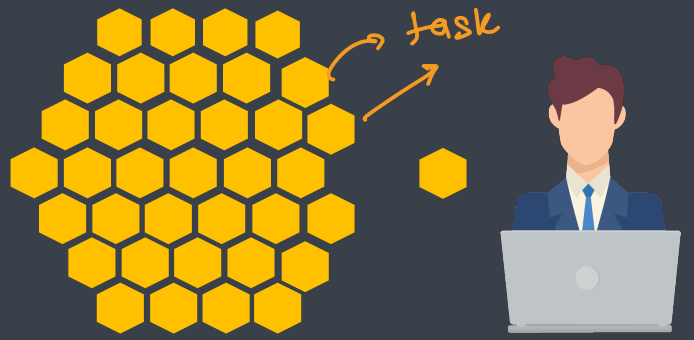
Waterfall Vs Agile

The Waterfall Process

This project has got so big.
I am not sure I will be able to deliver it!

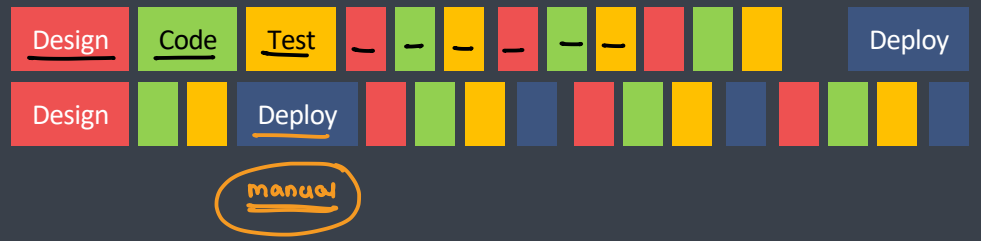


The Agile Process



It is so much better delivering
this project in bite-sized sections
tasks

Agile →



Problems

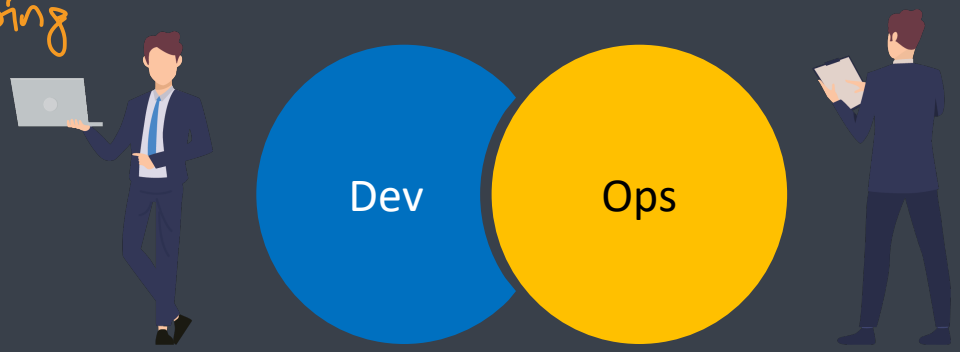
- Managing and tracking changes in the code is difficult
- Incremental builds are difficult to manage, test and deploy
- Manual testing and deployment of various components/modules takes a lot of time
- Ensuring consistency, adaptability and scalability across environments is very difficult task
- Environment dependencies makes the project behave differently in different environments

Solutions to the problem

- Managing and tracking changes in the code is difficult: **SCM tools** → git
- Incremental builds are difficult to manage, test and deploy: **Jenkins** → CI/CD pipeline
- Manual testing and deployment of various components/modules takes a lot of time: **Selenium** automated testing
- Ensuring consistency, adaptability and scalability across environments is very difficult task: **Puppet** → continuous configuration management
- Environment dependencies makes the project behave differently in different environments: **Docker** containerization

What is DevOps?

- DevOps is a combination of two words development and operations
- Promotes collaboration between Development and Operations Team to deploy code to production faster in an automated & repeatable way
  - deployment is automated → CI/CD
- DevOps helps to increases an organization's speed to deliver applications and services
- It allows organizations to serve their customers better and compete more strongly in the market
- Can be defined as an alignment of development and IT operations with better communication and collaboration
- DevOps is not a goal but a never-ending process of continuous improvement
- It integrates Development and Operations teams
- It improves collaboration and productivity by
  - Automating infrastructure → continuous configuration tools
  - Automating workflow → CI/CD
  - Continuously measuring application performance → continuous monitoring



Why DevOps is Needed?

- Before DevOps, the development and operation team worked in complete isolation
- Testing and Deployment were isolated activities done after design-build. Hence they consumed more time than actual build cycles.
- Without using DevOps, team members are spending a large amount of their time in testing, deploying, and designing instead of building the project.
- Manual code deployment leads to human errors in production
- Coding & operation teams have their separate timelines and are not in synch causing further delays

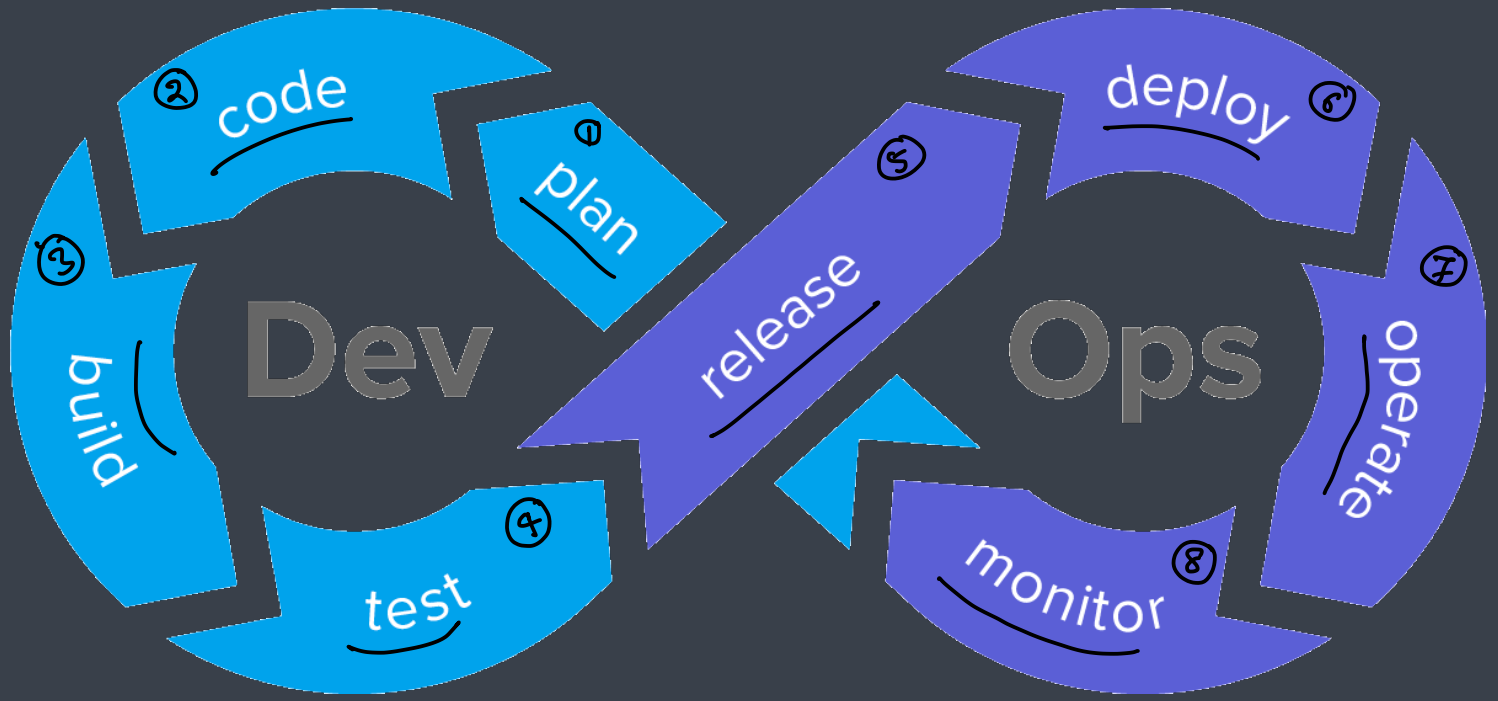
Common misunderstanding

- DevOps is not a role, person or organization
- DevOps is not a separate team
- DevOps is not a product or a tool
- DevOps is not just writing scripts or implementing tools

Reasons to use DevOps

- **Predictability**
  - DevOps offers significantly lower failure rate of new releases
- **Reproducibility**
  - Version everything so that earlier version can be restored anytime
- **Maintainability**
  - Effortless process of recovery in the event of a new release crashing or disabling the current system
- **Time to market**
  - DevOps reduces the time to market up to 50% through streamlined software delivery
  - This is particularly the case for digital and mobile applications
- **Greater Quality**
  - DevOps helps the team to provide improved quality of application development as it incorporates infrastructure issues
- **Reduced Risk**
  - DevOps incorporates security aspects in the software delivery lifecycle. It helps in reduction of defects across the lifecycle
- **Resiliency**
  - The Operational state of the software system is more stable, secure, and changes are auditable

DevOps Lifecycle

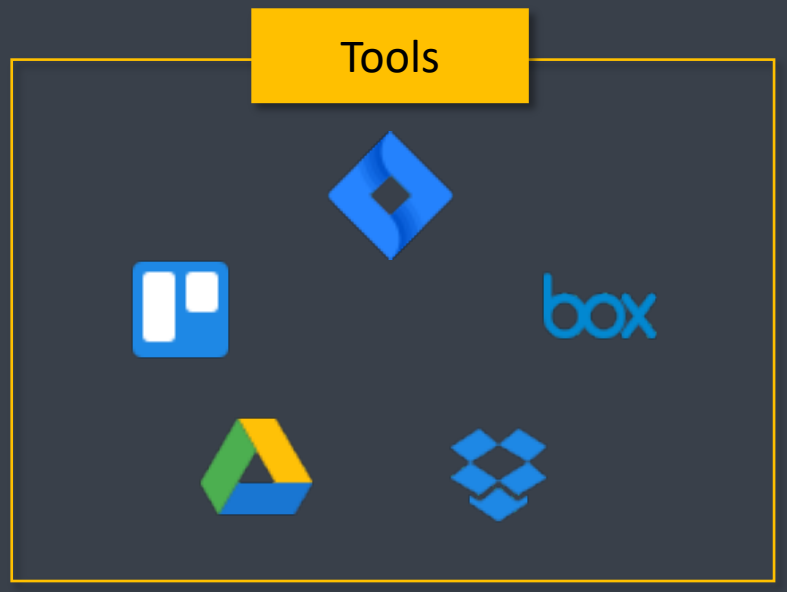


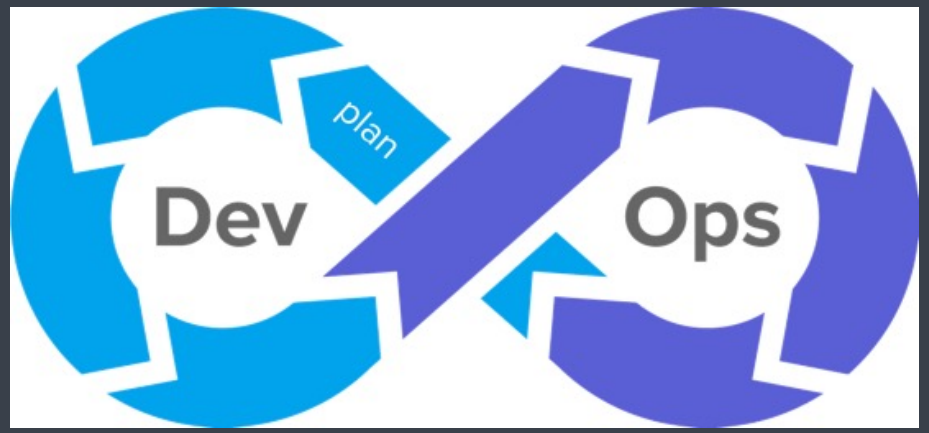
DevOps Lifecycle - Plan

- First stage of DevOps lifecycle where you plan, track, visualize and summarize your project before you start working on it

- google sheet / drive
- text files / excel etc
- shared drive → drive, box

- tracking applications
  - trello
  - jira ***





DevOps Lifecycle - Code : programming

- Second stage where developer writes the code using favorite programming language

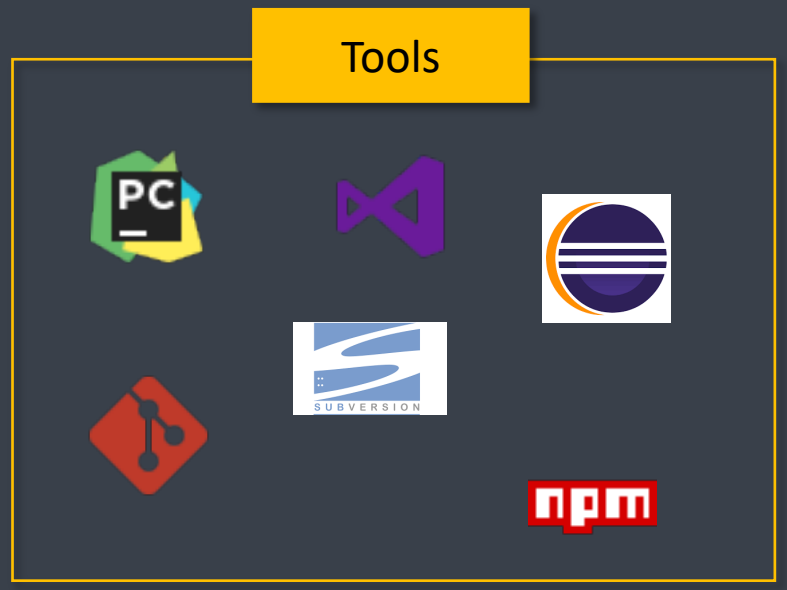
→ languages : C, C++, C#, JS, TS, Ruby, Python, PHP, Perl, Rust, Go, Java

→ platforms : Node, .Net, Java

→ IDE : visual studio, Eclipse, PyCharm, WebStorm

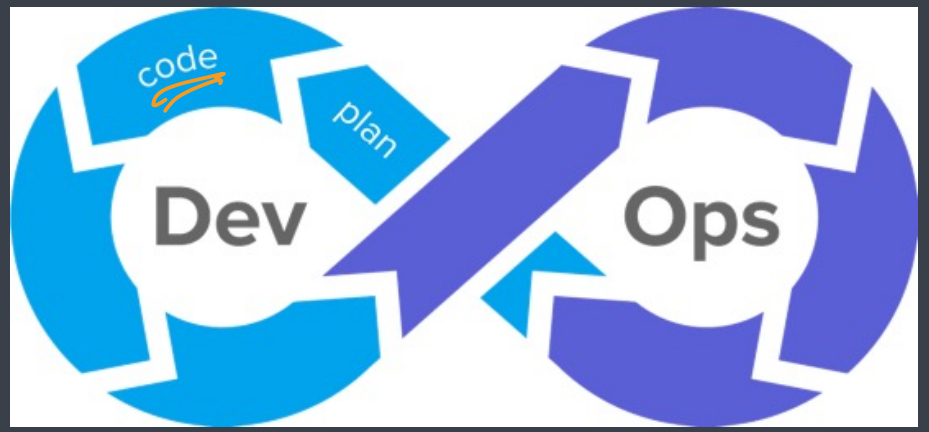
→ package managers : JS/TS → npm, yarn, pnpm
Python → pip

Tools



- SDK : C# SDK, JDK

→ SCM : git, SVN, CVS etc



DevOps Lifecycle -Build

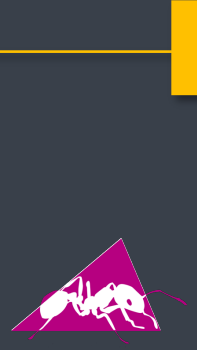
building = compiling + library integration + package creation

- Integrating the required libraries
- Compiling the source code
- Create deployable packages

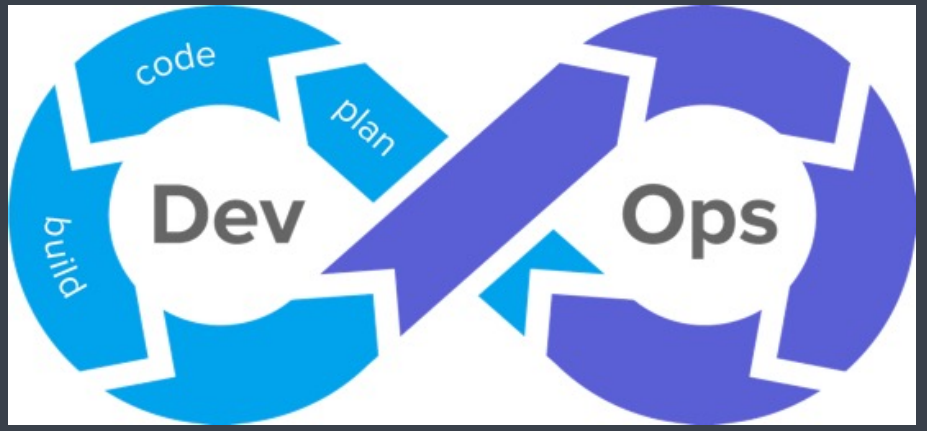
tools → Gradle, maven, ant

package → ios - ipa, android - apk.
web - webpack, bundler, parcel

Tools



maven



DevOps Lifecycle - Test

- Process of executing automated tests
- The goal here is to get the feedback about the changes as quickly as possible

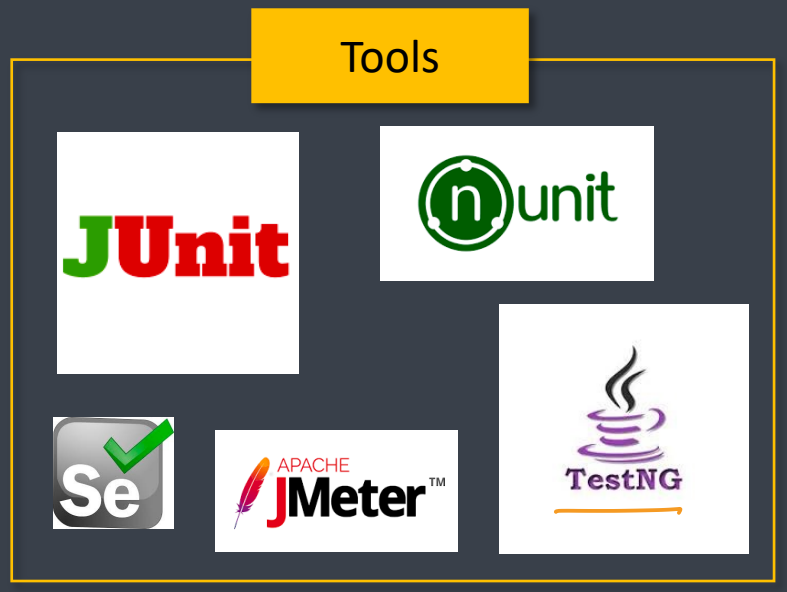
Unit testing → Jest, Jasmine, Pyunit, NUnit_JUnit

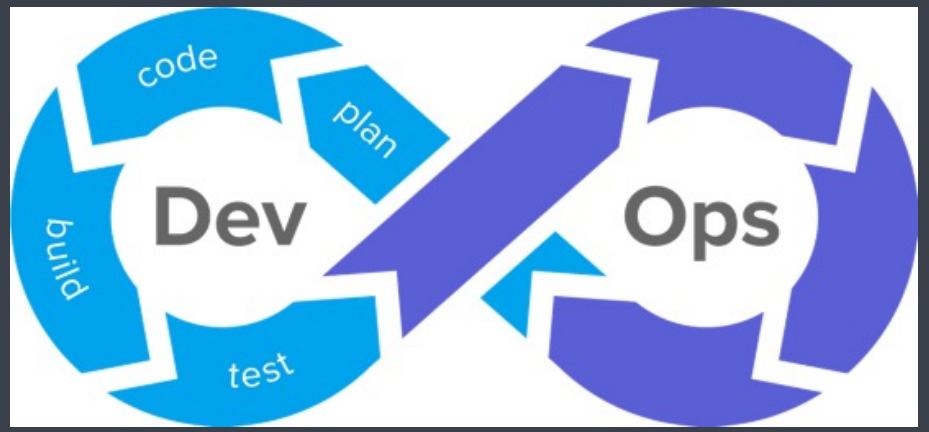
end-to-end (e2e) → Jasmine

Web UI → selenium, cypress, TestNG

Stress & load testing → WinRunner, LoadRunner, JMeter

Tools

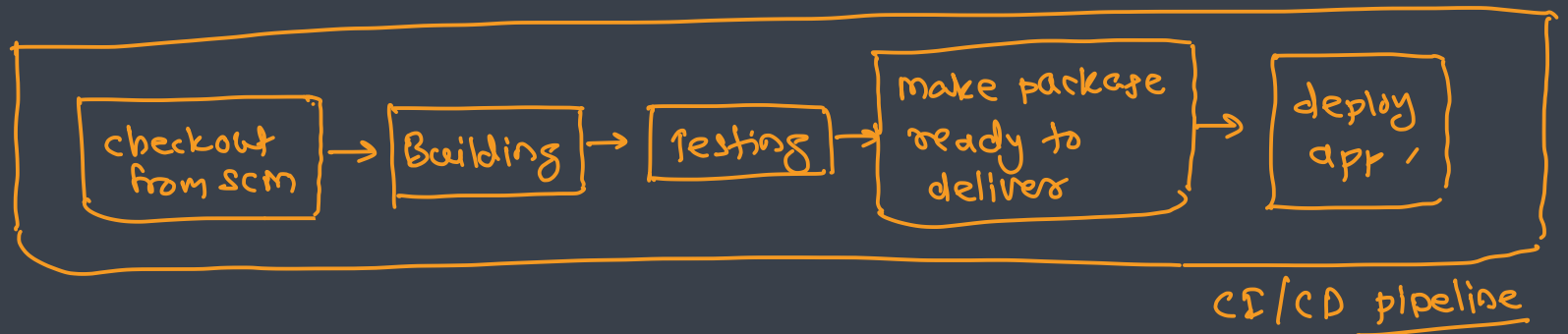


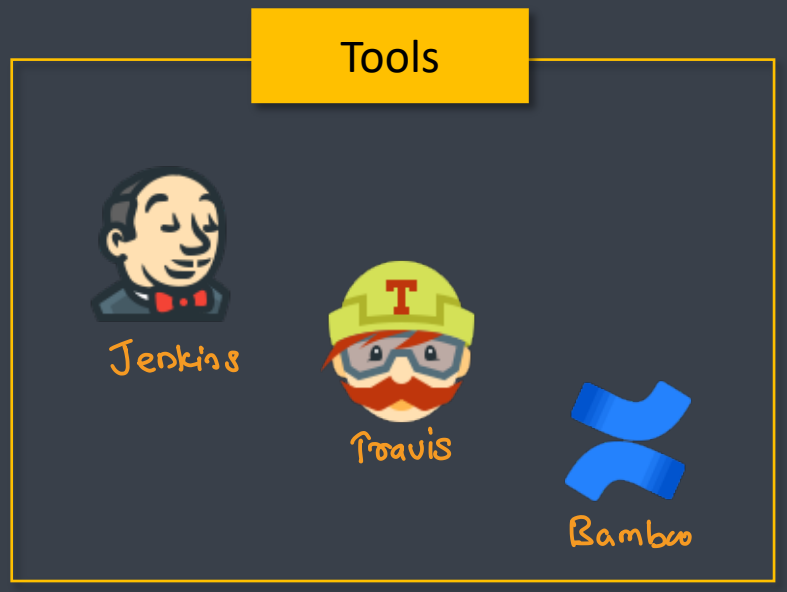


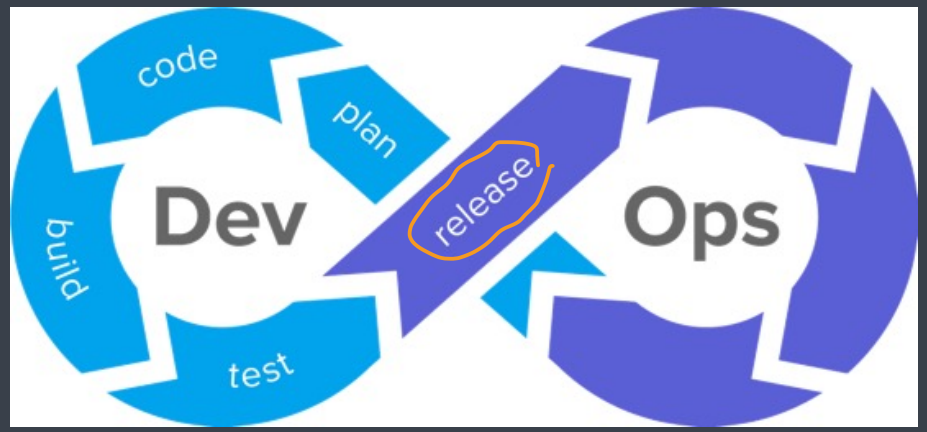
DevOps Lifecycle - Release

- This phase helps to integrate code into a shared repository using which you can detect and locate errors quickly and easily

tools → Jenkins, TravisCI, Bamboo, GitHub Actions, GitlabCI



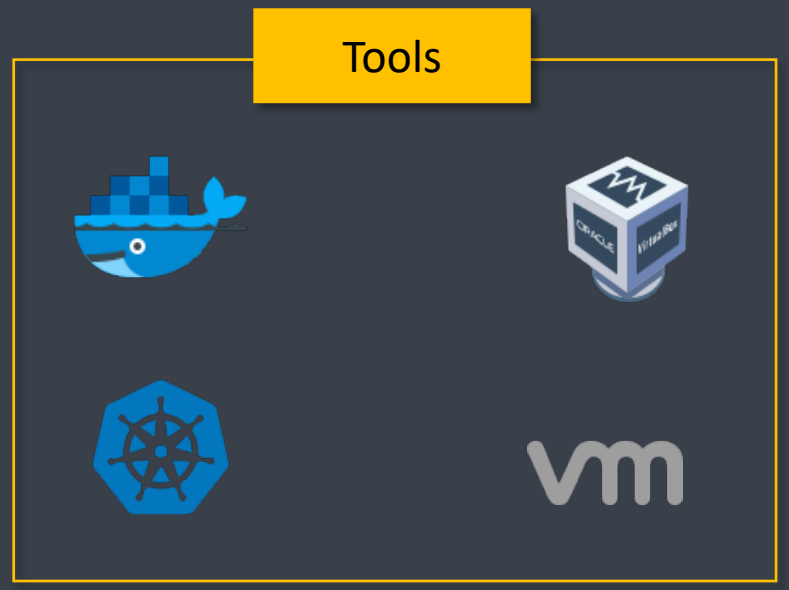


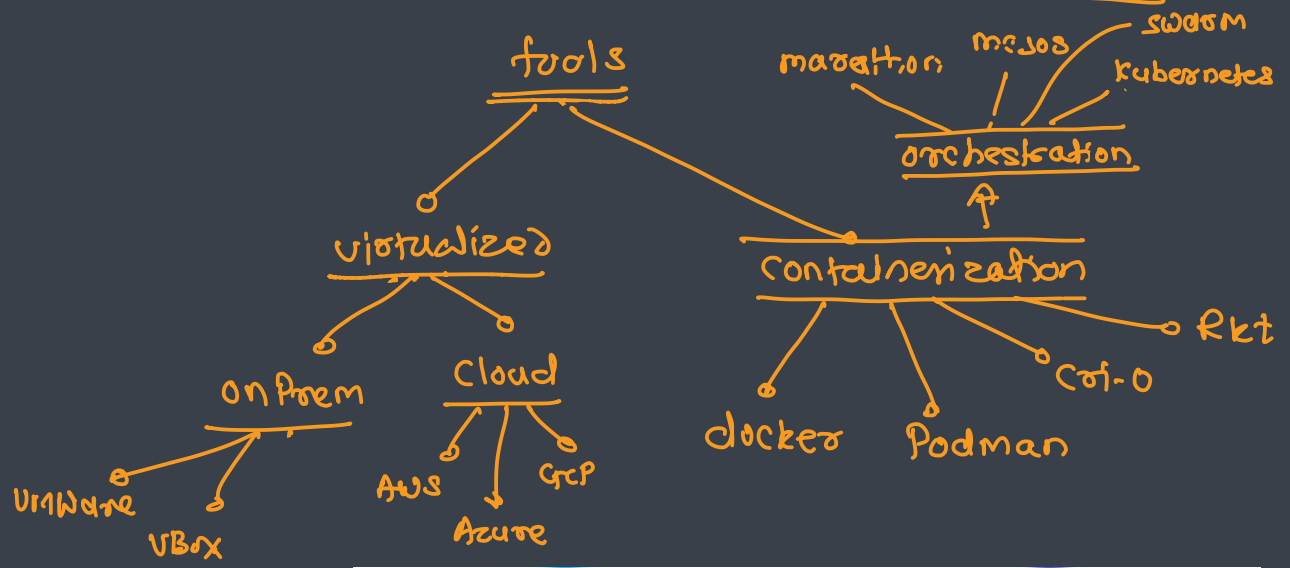


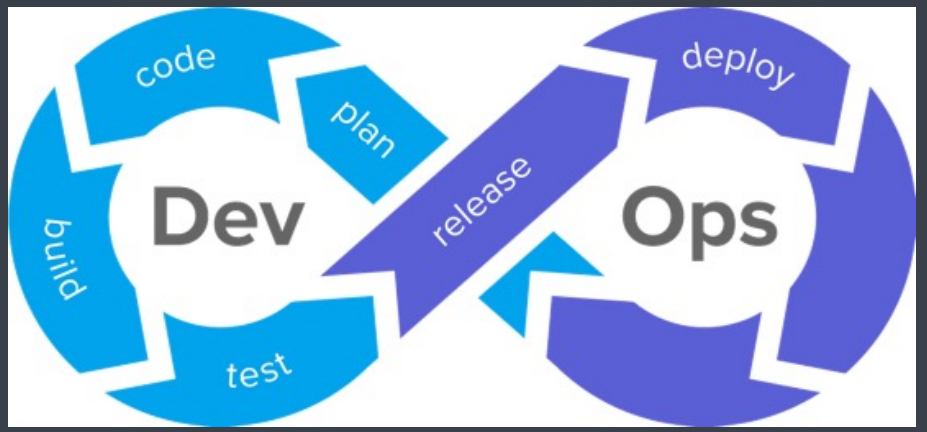
DevOps Lifecycle - Deploy

- Manage and maintain development and deployment of software systems and server in any computational environment

- traditional deployment → using physical machines
- virtualized deployment → using VM
- containerized deployment → using containers



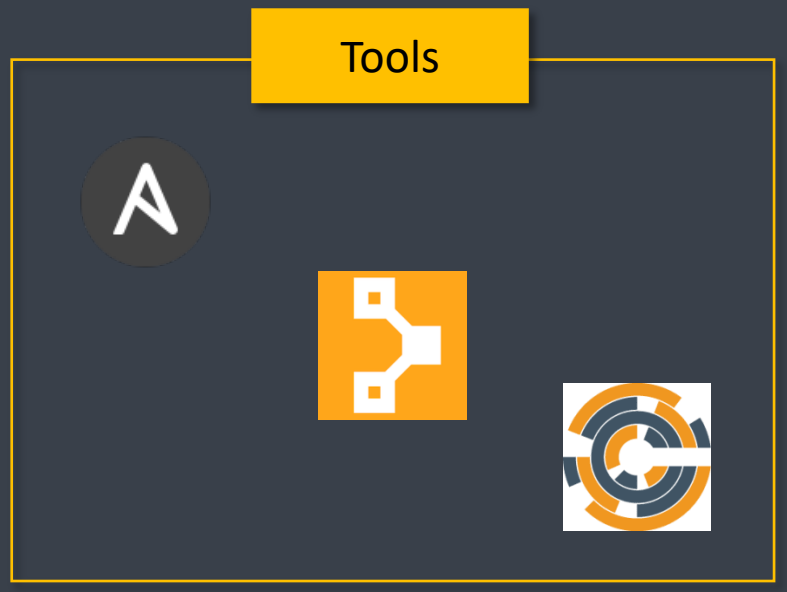


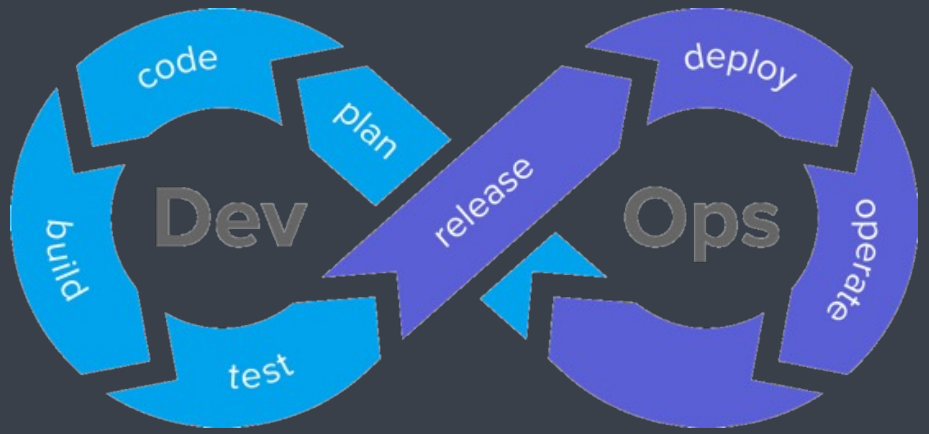


DevOps Lifecycle - Operate

- This stage where the updated system gets operated

Configuration tools – chef, ansible, saltstack, puppet, vagrant, terraform





DevOps Lifecycle - Monitor

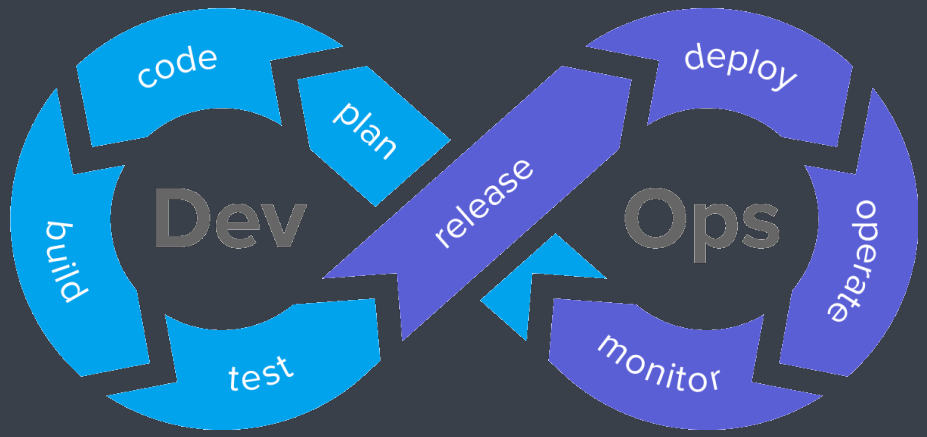
- It ensures that the application is performing as expected and the environment is stable
- It quickly determines when a service is unavailable and understand the underlying causes

Tools

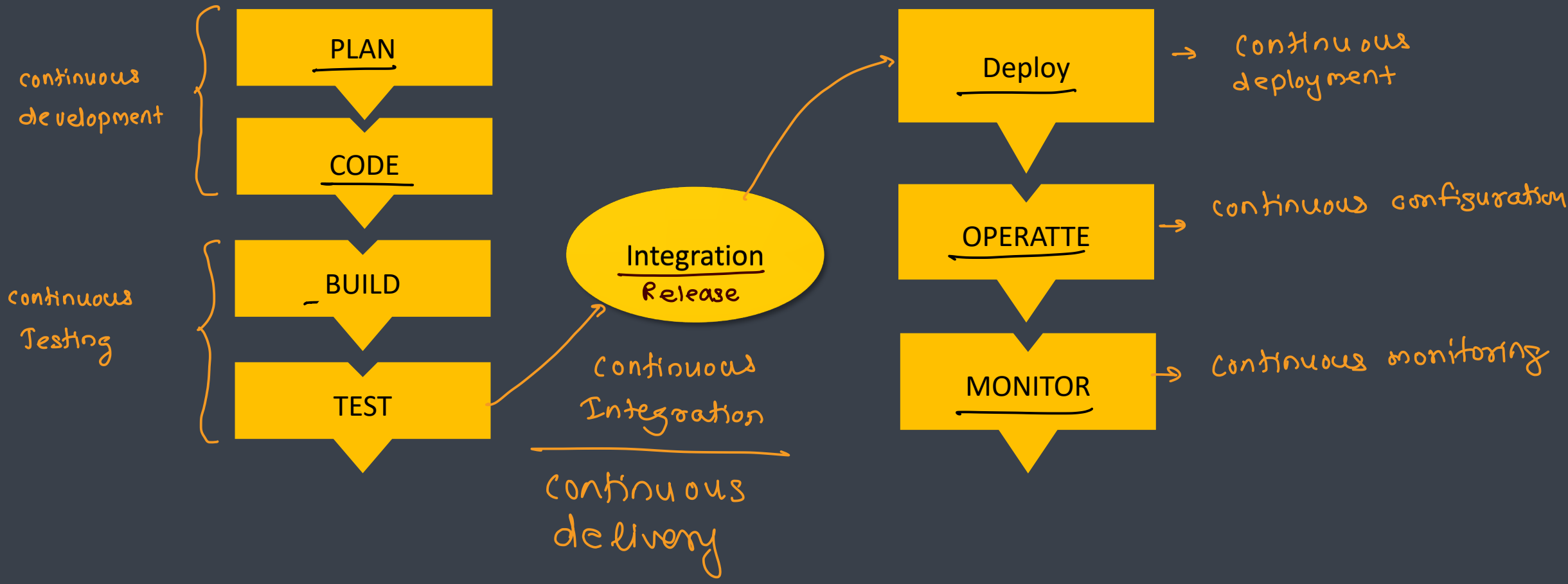
splunk>

DATADOG

Nagios®

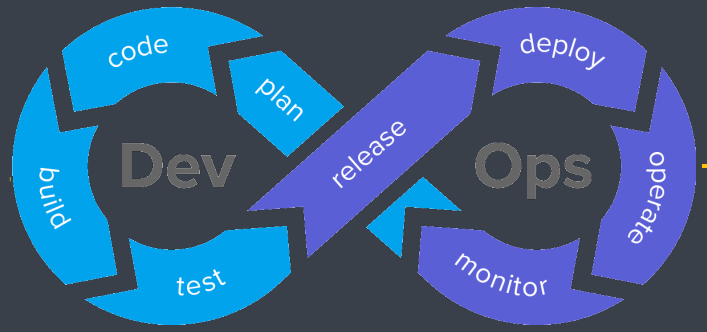


DevOps Terminologies



Responsibilities of DevOps Engineer

- Be an excellent sysadmin
- Deploy Virtualization
- Hands-on experience in network and storage
- Introduction to coding



- Soft skills
- Automation tools
- Software Testing knowledge
- IT security

Skills of a DevOps Engineer

Skills	Description
Tools	• Version Control – Git/SVN • Continuous Integration – Jenkins • Virtualization / Containerization – Docker/Kubernetes • Configuration Management – Puppet/Chef/Ansible • Monitoring – Nagios/Splunk
Network Skills	• General Networking Skills • Maintaining connections/Port Forwarding
Other Skills	• Cloud: AWS/Azure/GCP • Soft Skills • People management skill