Azure Pipelines: CI/CD

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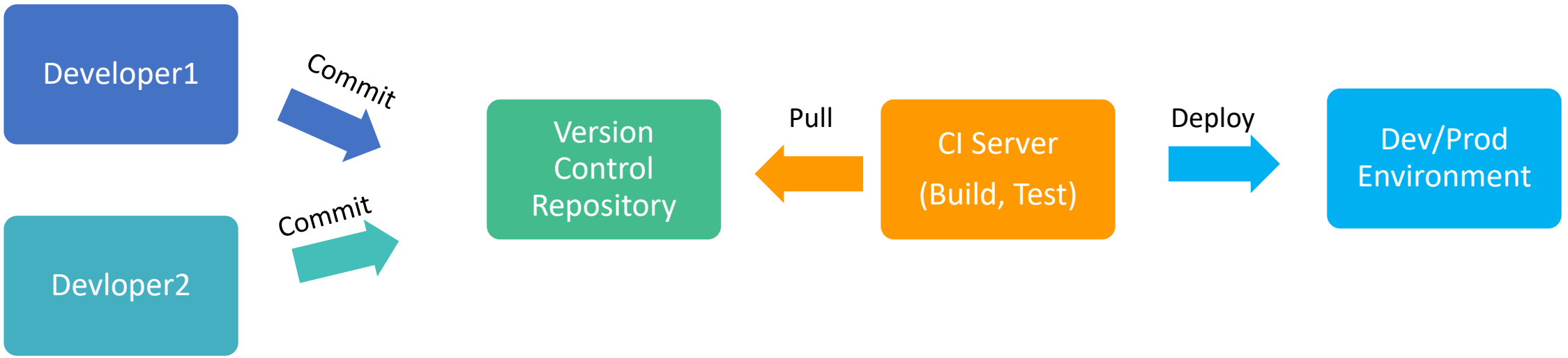
Azure Pipeline

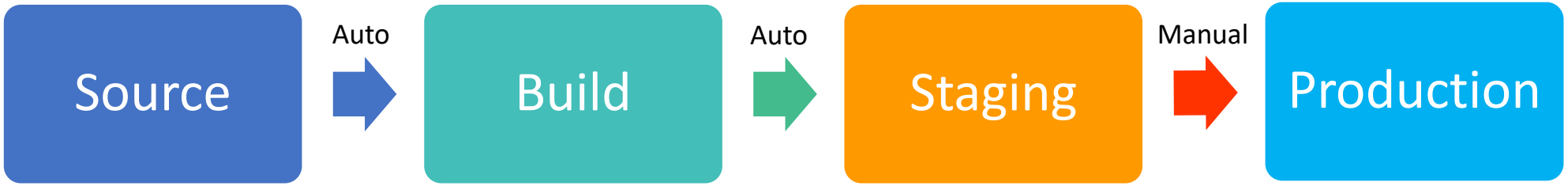
- A cloud service, used to automatically build and test your project code and making it available to users.
- Works with any language or project type.
- Combines continuous integration (CI) and continuous delivery (CD) to constantly and consistently test and build your code and ship it to any target.

Continuous Integration

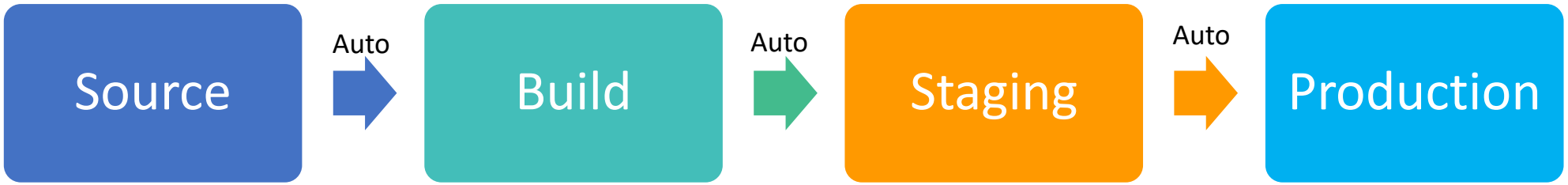
Continuous Delivery (CD)



Continuous Delivery & Continuous Deployment

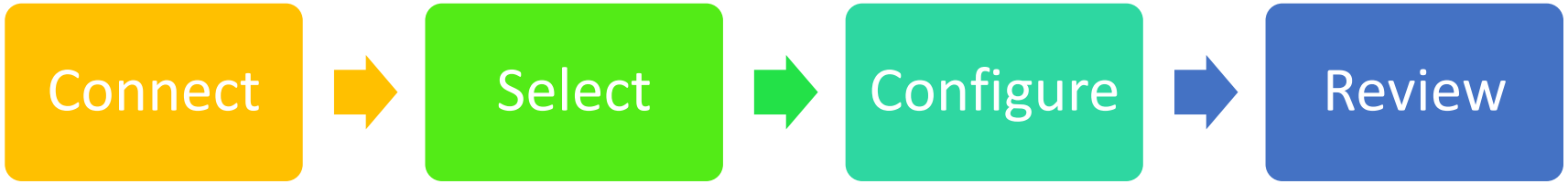


Continuous Delivery

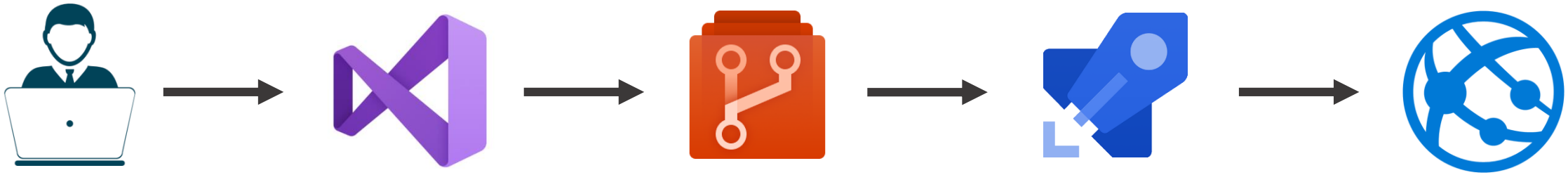


Continuous Deployment

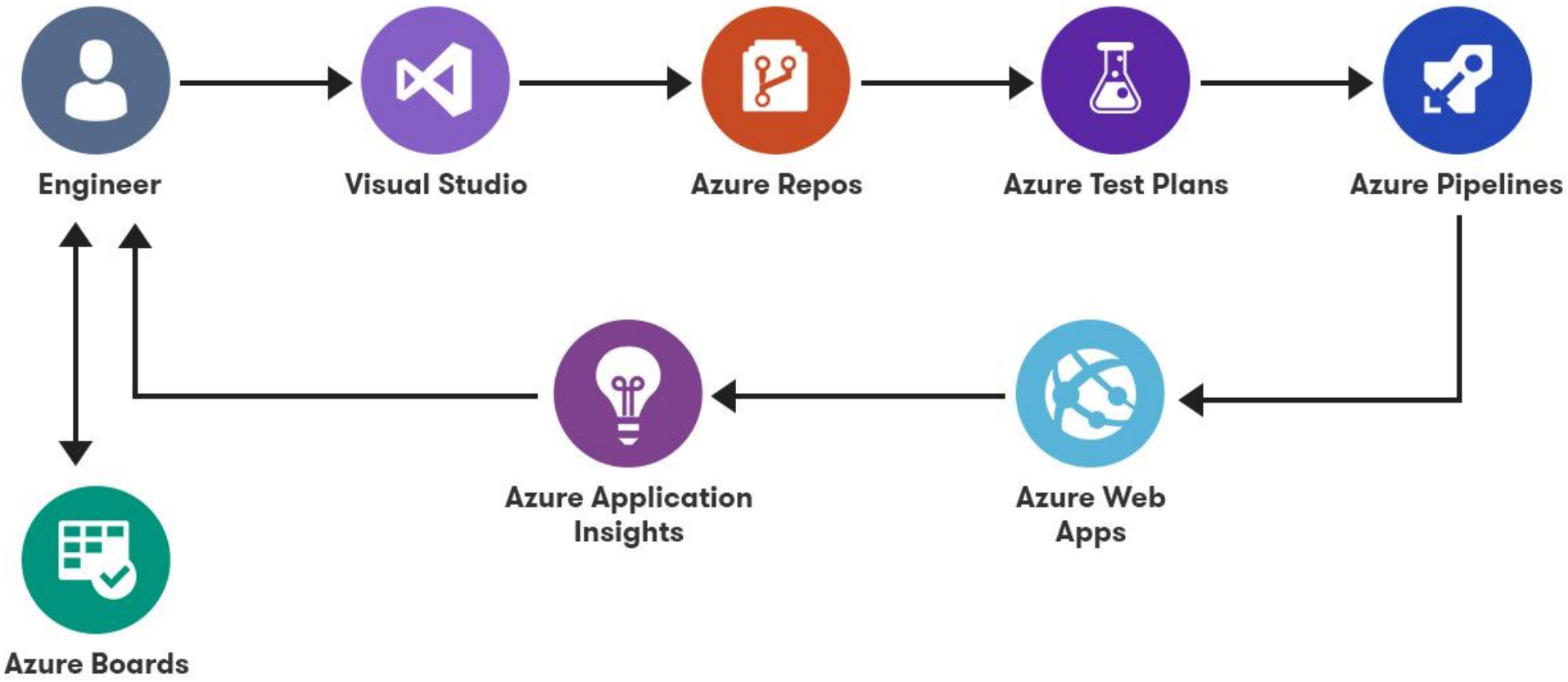
Steps to Configure a Azure Pipeline



Azure Pipeline with Azure Web Apps



Azure Pipeline with Azure Web Apps



Azure Pipelines Platform Support

.NET Core


Android


Docker

Go


Java


Kubernetes


Linux VM

Node.js

npm


NuGet

PHP


Python


Ruby

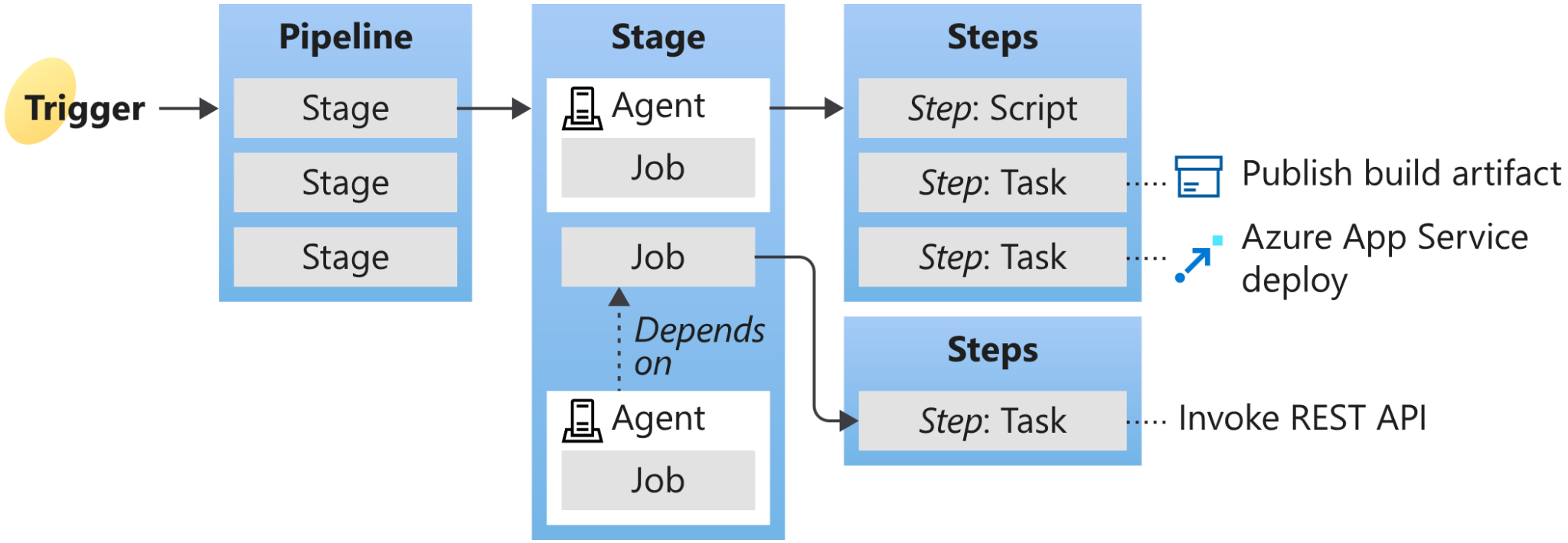

UWP


Xamarin


Xcode

Azure Pipeline Structure

- A pipeline has one or more stages to describe a CI/CD process.
- Stages are the major divisions in a pipeline.



Azure Pipeline YAML Example

```yaml
name: my-pipeline-v1
variables:
 project: xyz
 build_no: 1.0.1

stages:
- stage: Build
  jobs:
  - job: BuildJob
    steps:
    - script: 'echo Building $(project)!'
- stage: Deploy
  jobs:
  - job: Deploy
    steps:
    - script: 'echo Deploying $(build_no)!'
```

Azure Pipeline: Stage

- A stage is a collection of related jobs.
- By default, stages run sequentially. Each stage starts only after the preceding stage is complete.
- Use approval checks to manually control when a stage should run.

```
stages:
- stage: string  # name of the stage (A-Z, a-z, 0-9, and underscore)
  displayName: string  # friendly name to display in the UI
  dependsOn: string | [ string ]
  condition: string
  variables:
  jobs: []
```

Azure Pipeline: Job

- A job is a collection of steps run by an agent or on a server.
- A Job can run conditionally and depend on earlier job.

```yaml
jobs:
- job: string  # name of the job
  displayName: string  # name to display in the UI
  dependsOn: string | [ string ]
  condition: string
  strategy:
    parallel: # parallel strategy
  continueOnError: boolean  # defaults to 'false'
  pool: pool
  workspace:
    clean: outputs | resources | all # clean up before the job runs
  variables: # define variable
  steps: [] # define variable
```

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Azure Pipeline: Steps

- A step is a linear sequence of operations to make a job.
- Each step runs in its own process on an agent and has access to the pipeline workspace.
- Environment variables aren't preserved between steps but file system changes preserved.

```
steps: [ script | bash | pwsh | powershell | checkout | task | templateReference ]
```

Agents

- An agent is a software that runs one job at a time.
- To build your code or deploy your code using Azure Pipelines, you need at least one agent.
- Jobs can be run directly on the host machine of the agent or in a container.
- Two Types of agents : Microsoft-hosted agents, Self-hosted agents

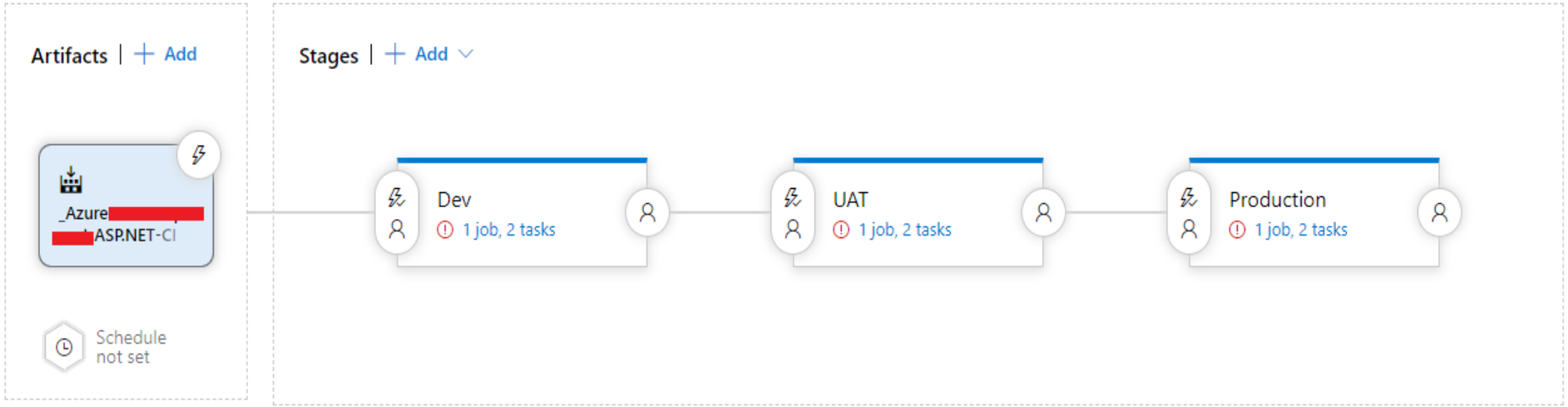
Microsoft-hosted agents

- With Microsoft-hosted agents, maintenance and upgrades are taken care by Microsoft.
- Each time you run a pipeline, you get a fresh virtual machine.
- The virtual machine is discarded after one use.
- Microsoft-hosted agents can run jobs directly on the VM or in a container.

Self-hosted agents

- An agent that you set up and manage to run jobs.
- Self-hosted agents give you more control to install dependent software needed for your builds and deployments.
- A Self-hosted can be installed on Linux, macOS, Windows machines or Docker container.

Release pipelines



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YAML

- YAML is a human friendly data serialization standard for all programming languages.
- Used for defining configuration or in an application where data is being stored or transmitted.
- YAML is introduced in 2001.
- Extension are .yml or .yaml
- YAML is case sensitive.
- YAML supports spaces instead of tabs.

XML vs. JSON vs. YAML

```xml
<Servers>
    <Server>
        <name>server1</name>
        <location>india</location>
        <status>active</status>
    </Server>
</Servers>
```

```json
{
    "Servers": [
        "Server": {
            "name": "server1",
            "location": "india",
            "status": "active"
        }
    ]
}
```

```yaml
Servers:
  - name: server1
    location: india
    status: active
```

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YAML in Action

```yaml
integer: 25
string1: name
string2: "name"
string3: 'name'
float: 25.0
boolean: true
```

Basic: Datatype

```yaml
name: server1
location: india
status: active
```

Key/Value

```yaml
Servers:
  - server1
  - server2
  - server3
```

Array/List: Ordered

```yaml
Servers:
    name: server1
    status: active
    location: india
```

Dictionary/Map: Unordered

```yaml
Servers:
  - server1:
      location: india
      status: active
  - server2:
      location: usa
      status: active
```

Array/Dictionary/Key-value

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```yaml
# ASP.NET Core Azure Build Pipeline YAML

trigger:
- master

pool:
  vmImage: 'ubuntu-latest'
  #vmImage: 'windows-latest'
variables:
  buildConfiguration: 'Release'

steps:
- script: dotnet build --configuration $(buildConfiguration)
  displayName: 'dotnet build $(buildConfiguration)'

- task: DotNetCoreCLI@2
  inputs:
    command: 'publish'
    publishWebProjects: true
    arguments: '--configuration $(buildConfiguration) --output  "$(Build.ArtifactStagingDirectory)"'

- task: PublishBuildArtifacts@1
  inputs:
    PathtoPublish: '$(Build.ArtifactStagingDirectory)'
    ArtifactName: 'drop'
    publishLocation: 'Container'
```

```yaml
# ASP.NET Core Stages
trigger:
- main
pool:
  #vmImage: 'windows-latest'
  vmImage: 'ubuntu-latest'

variables:
  buildConfiguration: 'Release'

stages:
- stage: Dev
  jobs:
    - job:
      steps:
      - script: dotnet build --configuration $(buildConfiguration)
        displayName: 'dotnet build $(buildConfiguration)'
      - task: DotNetCoreCLI@2
        inputs:
          command: 'publish'
          publishWebProjects: true
          arguments: '--configuration $(BuildConfiguration) --output "$(build.artifactstagingdirectory)"'
      - task: PublishBuildArtifacts@1
        inputs:
          PathtoPublish: '$(Build.ArtifactStagingDirectory)'
```

```yaml
# Node.js with Angular Build Pipeline YAML

trigger:
- master

pool:
  vmImage: 'ubuntu-latest'

steps:
- task: NodeTool@0
  inputs:
    versionSpec: '10.x'
  displayName: 'Install Node.js'

- script: |
    npm install -g @angular/cli
    npm install
    ng build --prod
  displayName: 'npm install and build'

- task: PublishBuildArtifacts@1
  inputs:
    PathtoPublish: 'dist/myapp'
    ArtifactName: 'drop'
    publishLocation: 'Container'
```

Azure Pipeline Built-In Variables

- Agent variables - Agent.BuildDirectory, Agent.JobStatus, Agent.Name etc.
- Build variables - Build.ArtifactStagingDirectory, Build.BuildNumber etc.
- Pipeline variables - Pipeline.Workspace
- Deployment job variables - Environment.Name, Environment.Id etc.
- System variables - System.JobName, System.StageName etc.

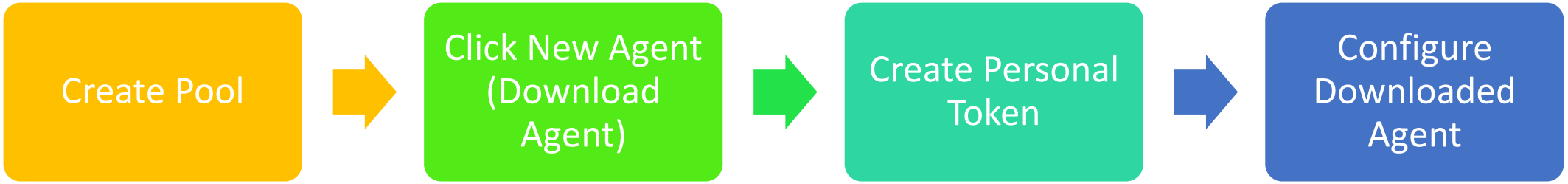
Reference: https://docs.microsoft.com/en-us/azure/devops/pipelines/build/variables

Variable Scopes

- At the root level, to make it available to all jobs in the pipeline.
- At the stage level, to make it available only to a specific stage.
- At the job level, to make it available only to a specific job.

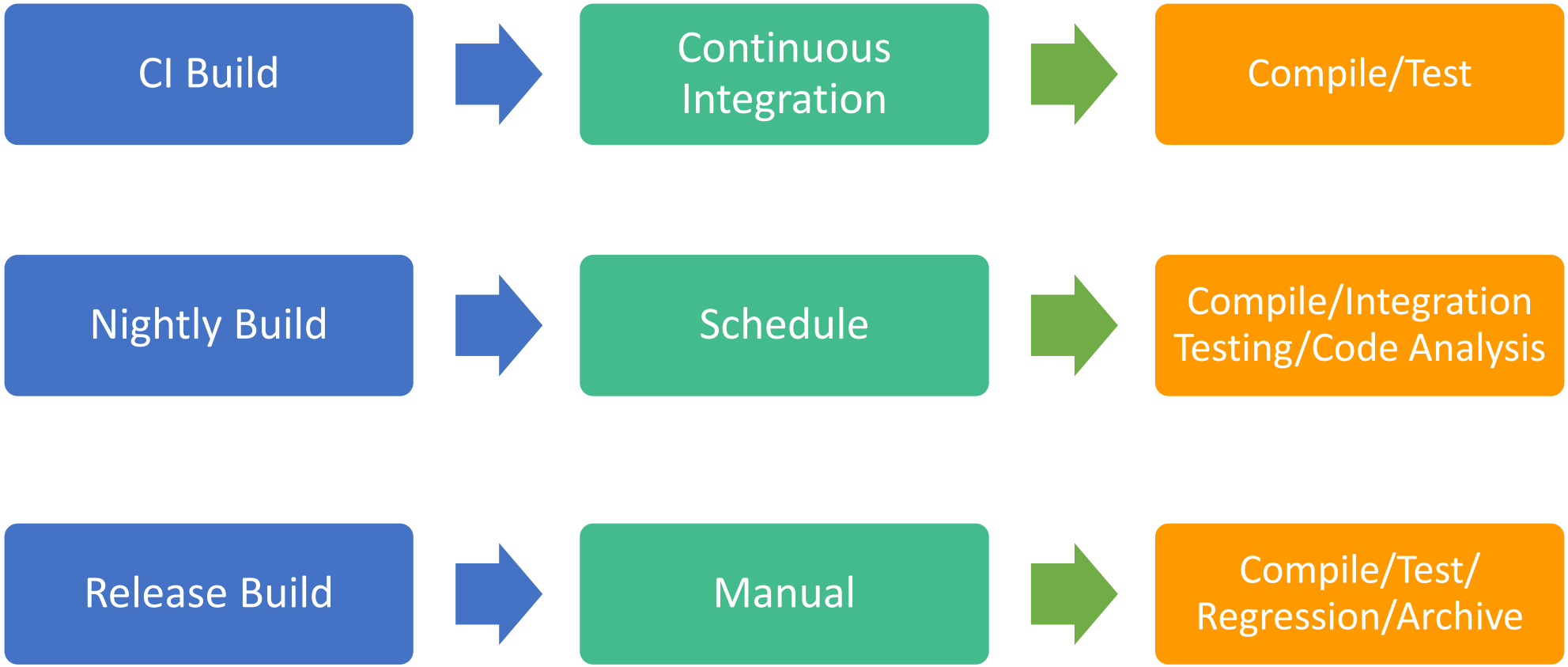
```yaml
variables:
# a regular variable
- name: myvariable
  value: myvalue
# a variable group
- group: myvariablegroup
# a reference to a variable template
- template: myvariabletemplate.yml
```

Steps to Configure a Custom Agent

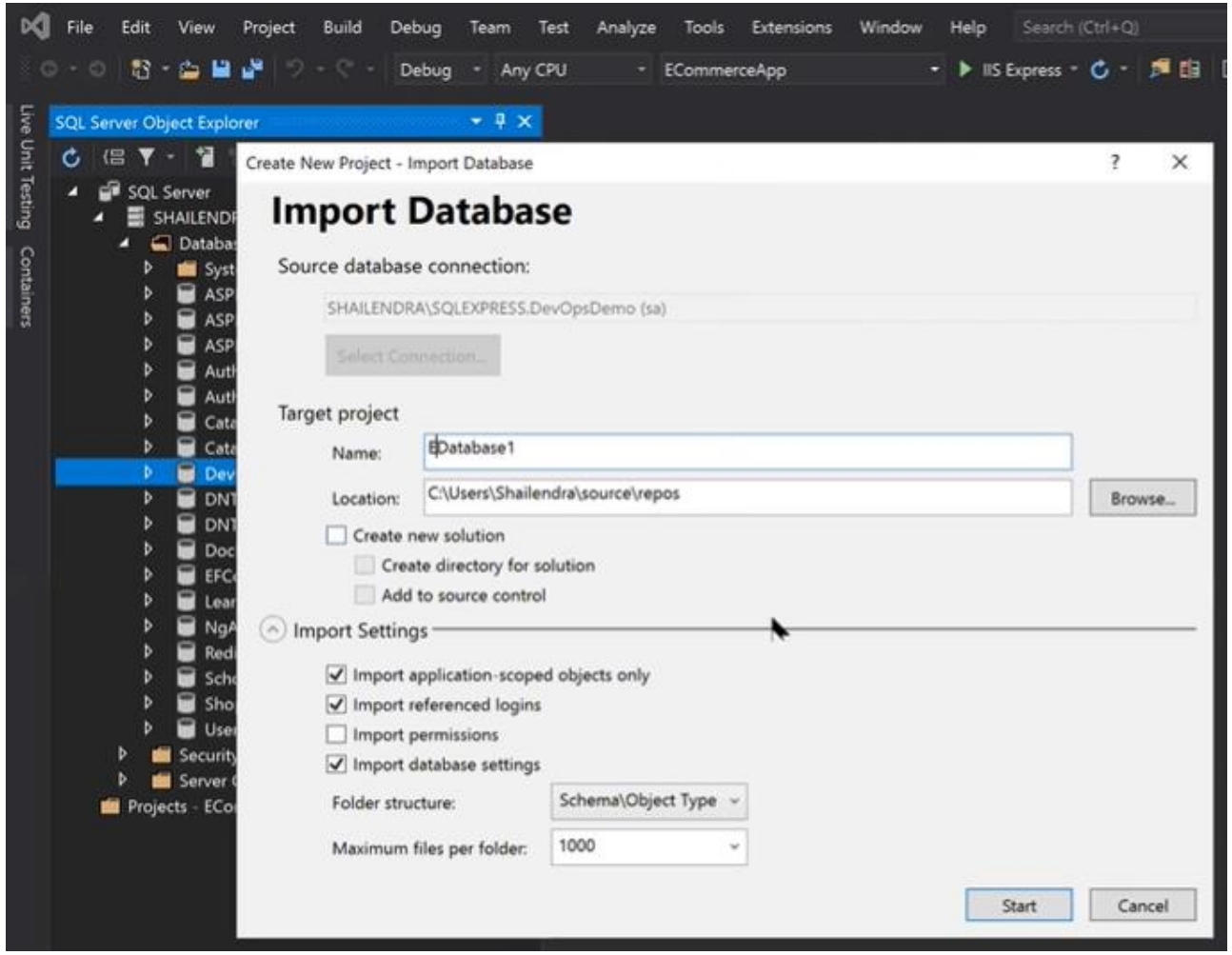


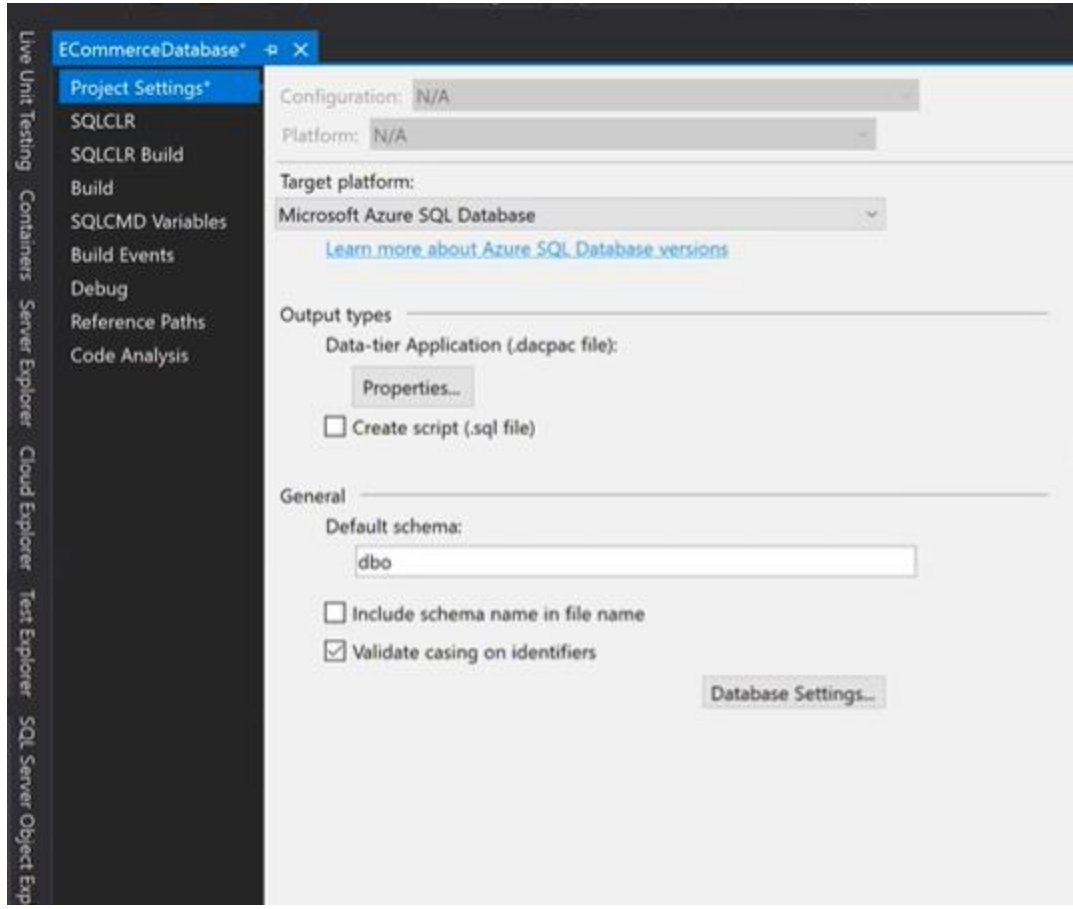

```
> C:\CustomAgent\build>config
> Enter server Url > https://dev.azure.com/dnttestorg
> Enter personal access token > vcrqdthhpmskije7rygnai2grrzet4ock7e4cmztrpll4crqbtxq
> Enter agent pool > Demo Pool
> Enter agent name > MyDemoVm
> Enter work folder > C:\CustomAgent\workdir

-- If it's offline
> C:/CustomAgent> run
```

Different Types of Builds



Database Pipeline: Creating Project





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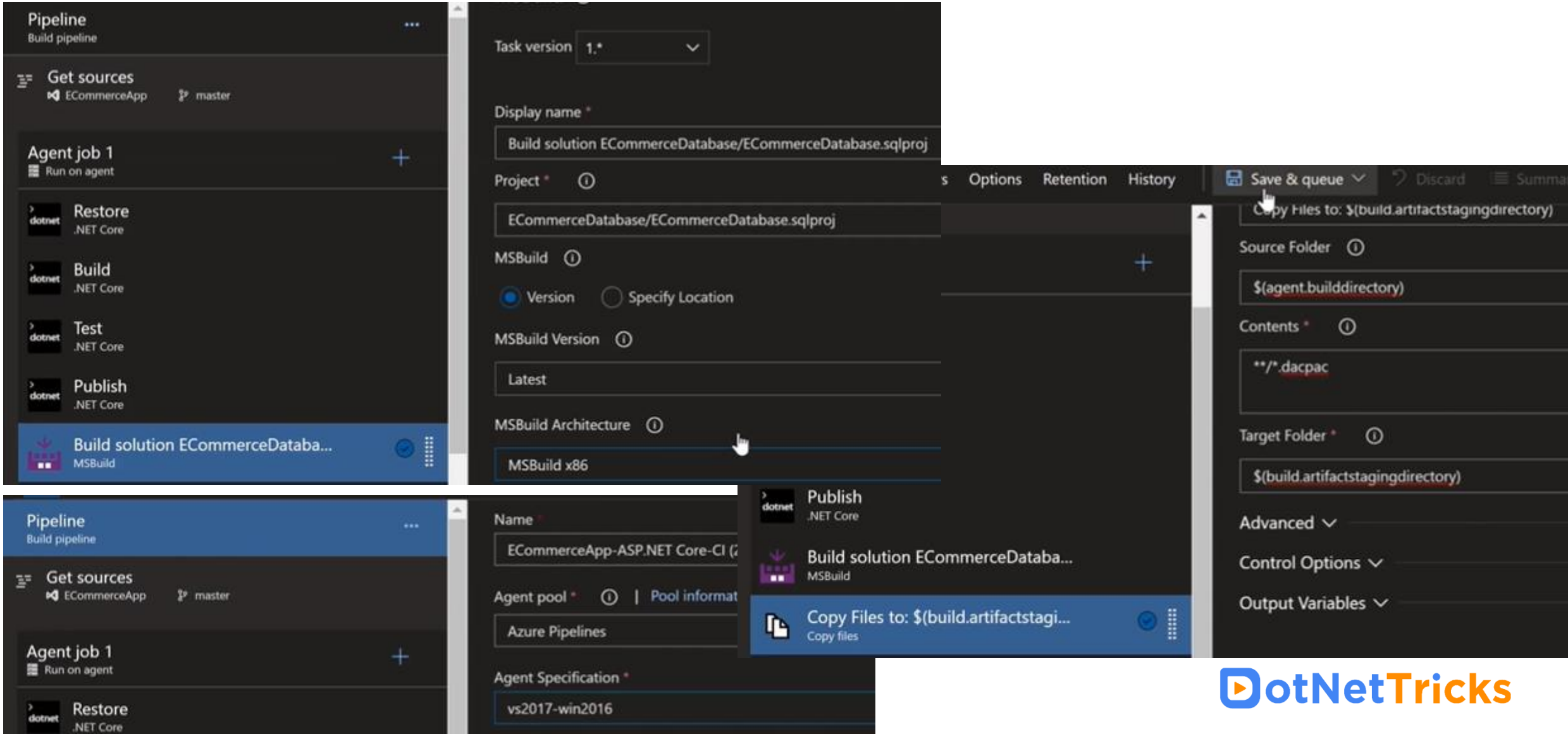
Database Pipeline: Creating Build Pipeline



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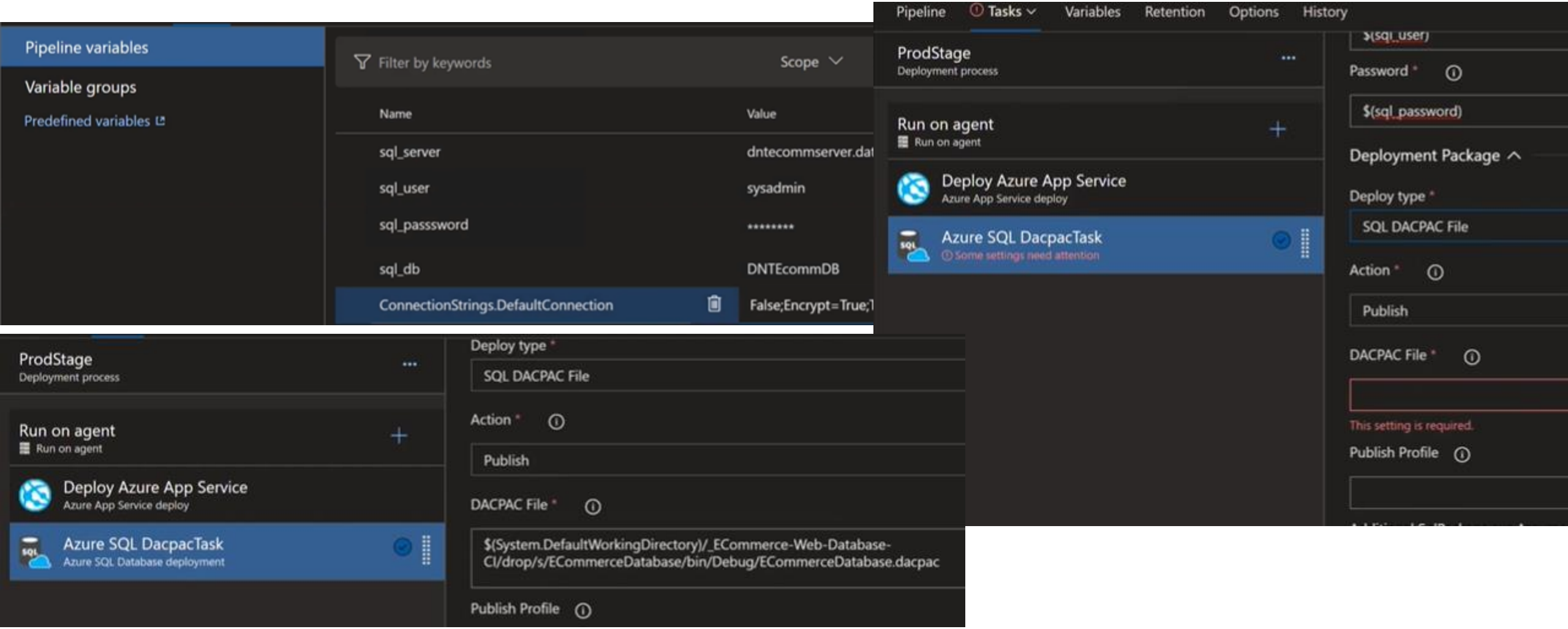
Database Pipeline: Creating Release Pipeline



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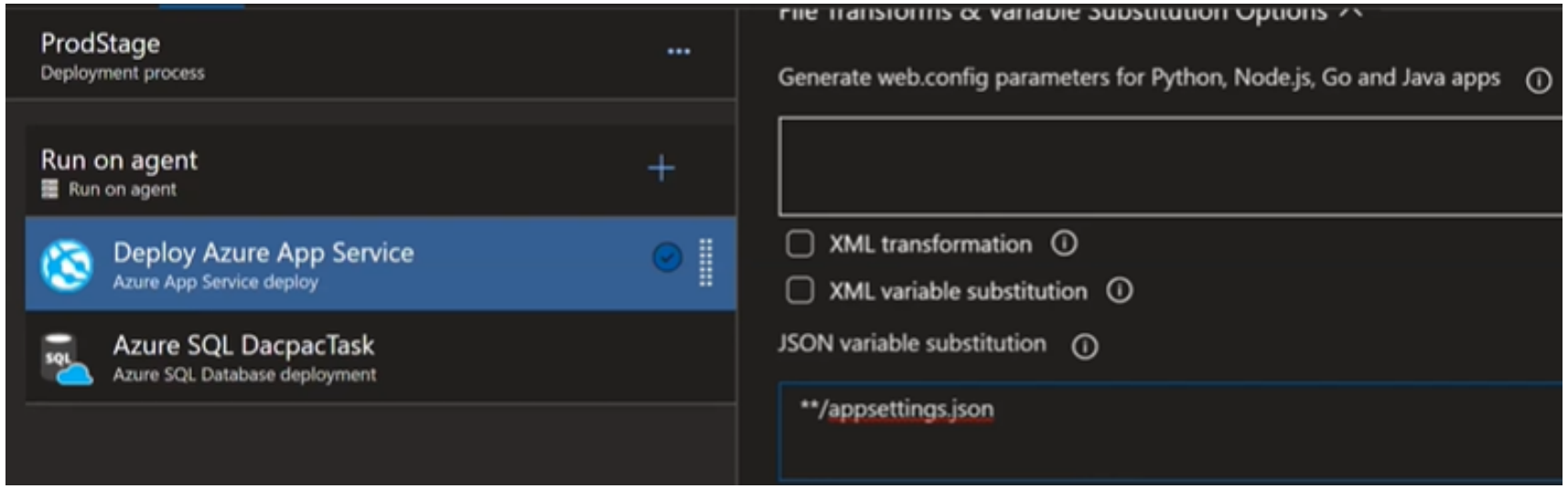
Database Pipeline: Replacing DB Connection



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