#### Workflow

Leveraging environments and version control

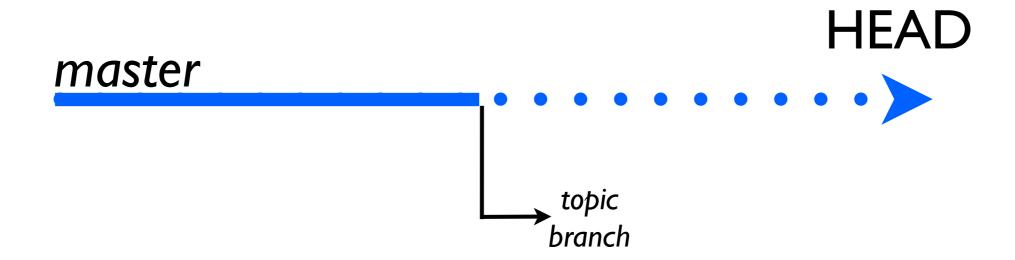
#### Using Git/SVN

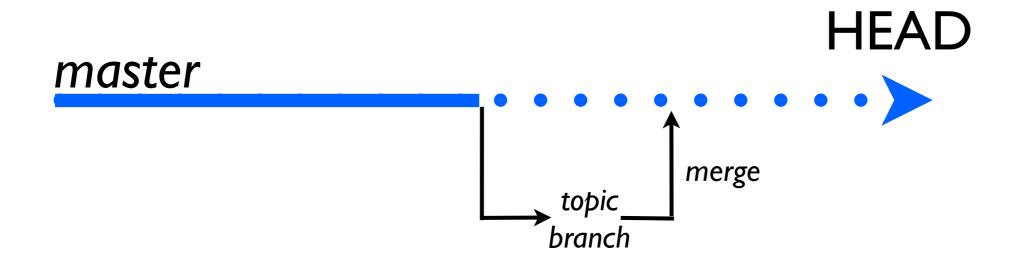
- Puppet manifests are code
- Use revision control to make it versionable
- Visability/control over changes

#### Working with branches

- Raise a ticket to describe the work
- Work in a topic branch
- Merge changes back to the master branch

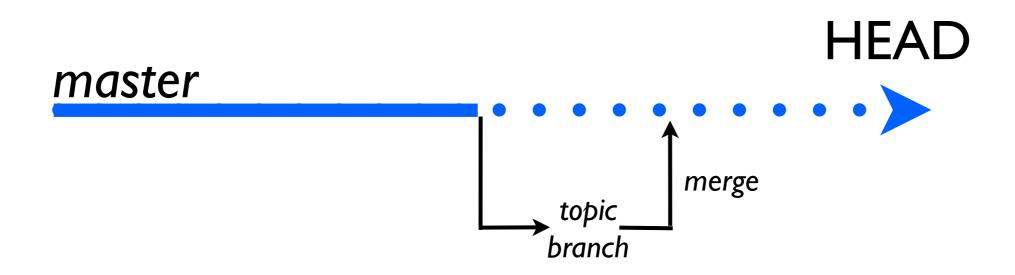
master HEAD

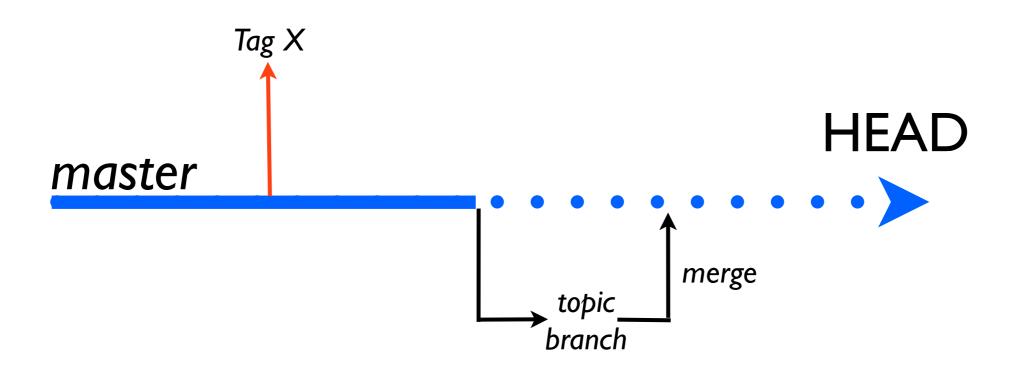


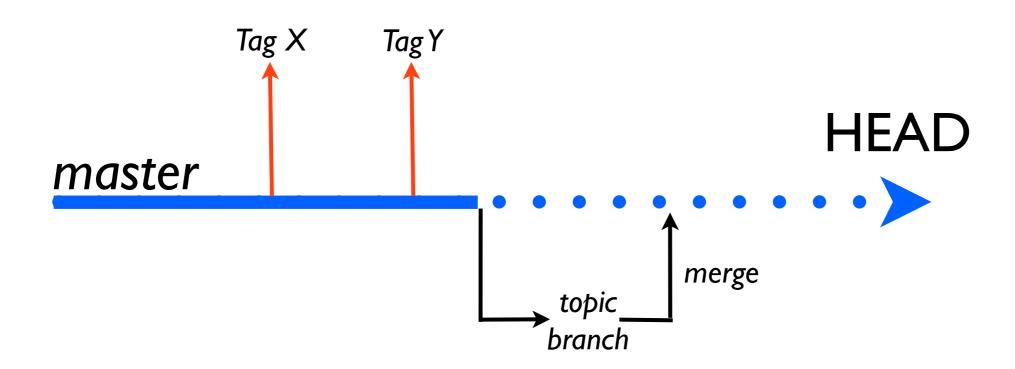


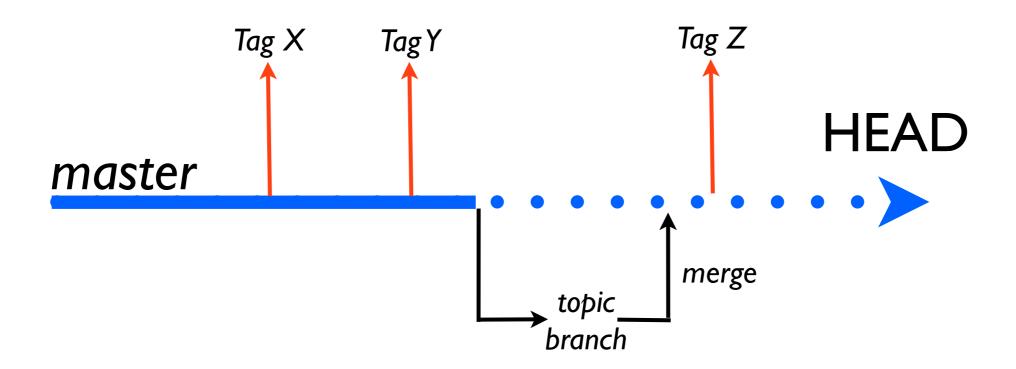
#### Working with tags

Use tags as Puppet code "releases"









#### Tags

- Tags are immutable
- If changes are required, a new tag must be created

### Releasing to Puppet Master

```
# cd /etc/puppet/modules
# git checkout releaseY
```

### Releasing to Puppet Master

```
# ls -las /etc/puppet/
total 16
4 drwxr-xr-x     4 root root 4096 Mar 13 19:48 .
4 drwxr-xr-x. 84 root root 4096 Mar 13 19:47 ..
4 drwxr-xr-x     3 root root 4096 Mar 13 19:47 releaseX
4 drwxr-xr-x     3 root root 4096 Mar 13 19:47 releaseY
```

### Releasing to Puppet Master

### Leveraging environments

```
# cat /etc/puppet.conf
[...]
modulepath=/etc/puppet/$environment/modules
```

### Leveraging environments

```
# cat /etc/puppet.conf
[...]
modulepath=/etc/puppet/$environment/modules
# puppet agent -t
```

#### Leveraging environments

```
# cat /etc/puppet.conf
[...]
modulepath=/etc/puppet/$environment/modules

# puppet agent -t
# puppet agent -t --environment releaseX --noop
```

#### The deployment

#### The rollback

#### Other benefits

- Change control over what is merged into master
- Commits in between tags show exactly what has been released.

# Fear driven release management myths

- Making changes is dangerous
- Don't update unless it's really important
- Make changes as infrequently as possible

# Fear driven release management facts

- Making many changes at once is dangerous
- Change is good
- If you fear making changes the problem is likely elsewhere (eg: testing!)

# Fear driven release management increases risk

#### Release little and often

- Minor incremental updates are easier to manage
- Finding bugs easier
- Rollback less impacting
- Greater visability
- Good testing practices make this easy