

## Release frequency



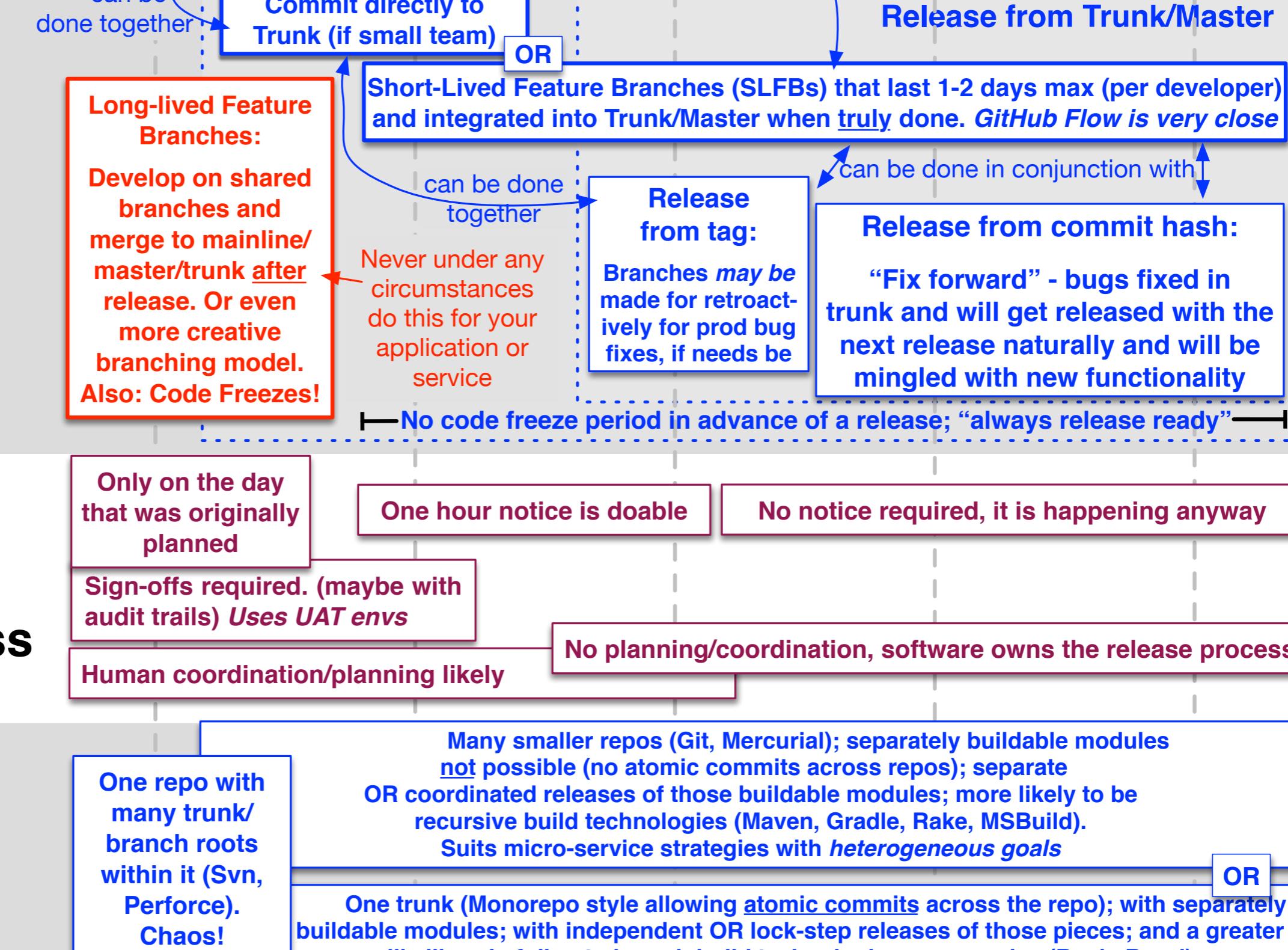
## Examples

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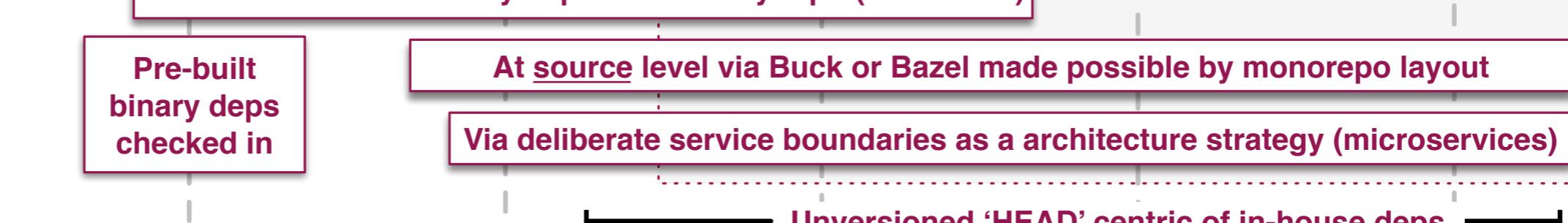
Let me help you migrate to Trunk-Based Development. Monorepos too, if you want to go that far.

<https://devops.paulhammant.com>

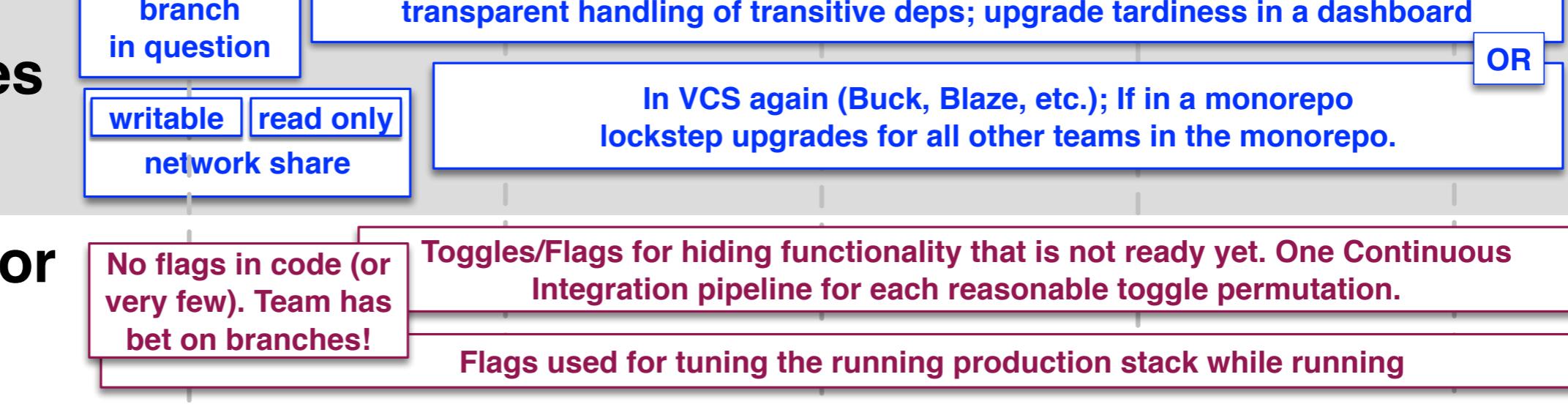
## Branching model



## Release preparation and readiness



## Source Repository organization



## In-house code sharing



## Third-party dependencies



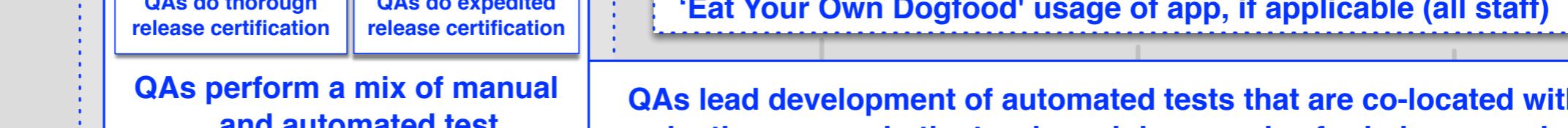
## Use of flags or toggles



## Change that "takes a while"



## Continuous Integration infrastructure & strategy



## QA activities (dev:QA ratio is a factor too)



## Automated QA



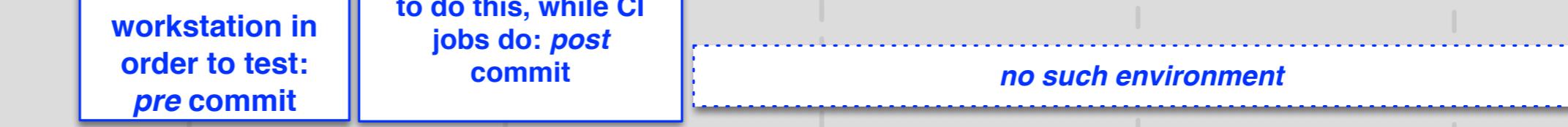
## Shared integration testing environment(s) (AKA "for developers not QA")



## Per-Developer Environments



## Pre-Prod environments (other than the per-dev'r ones)



## Code review



## DB rollbacks (in case of a regretted release)



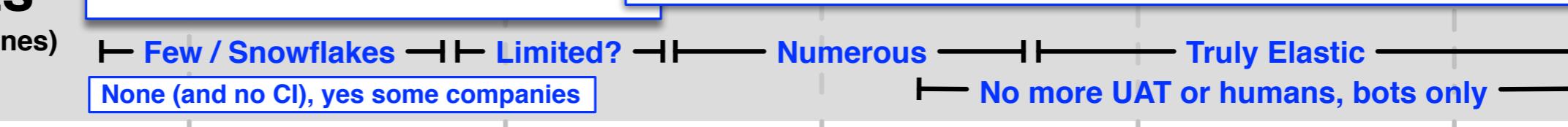
## DB changes (during deployment)



## App config per Environment



## Talent retention



## Developer activity change with proximity to release



## Methodology



## Definition of "the build" (dev on their workstation and CI jobs as applicable)



## Bots make decisions for humans and execute without waiting/asking

