

Microsoft
tech·days

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Continuous
Delivery




Azure
Pipelines

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Agenda

- What is Continuous Delivery?
- Setting up a delivery pipeline using Azure Pipelines
- Release Management
- Deployment



What do
we want?

More
innovation

Faster

At lower
cost



How?

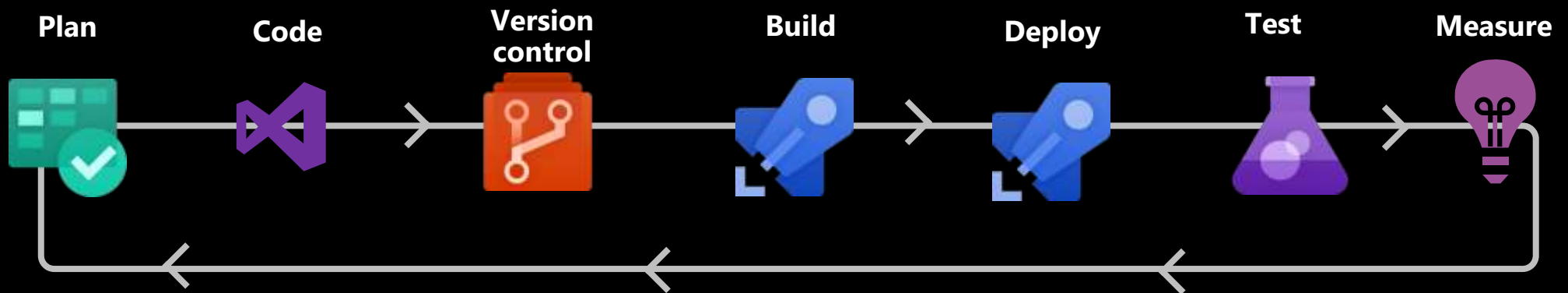
*"Continuous Delivery
is a software development discipline
where you **build software** in such a
way that the software can be **released**
to production at **any time**"*

Deliver what the customer wants!



How?

Continuous Delivery



Azure DevOps



Azure Boards

Deliver value to your users faster using proven agile tools to plan, track, and discuss work across your teams.



Azure Pipelines

Build, test, and deploy with CI/CD that works with any language, platform, and cloud. Connect to GitHub or any other Git provider and deploy continuously.



Azure Repos

Get unlimited, cloud-hosted private Git repos and collaborate to build better code with pull requests and advanced file management.



Azure Test Plans

Test and ship with confidence using manual and exploratory testing tools.



Azure Artifacts

Create, host, and share packages with your team, and add artifacts to your CI/CD pipelines with a single click.

Azure Pipelines

Cloud-hosted pipelines for Linux, Windows and macOS,
with unlimited minutes for open source



Any language, any platform, any cloud
Build, test, and deploy Node.js, Python, Java, PHP, Ruby, C/C++, .NET, Android, and iOS apps. Run in parallel on Linux, macOS, and Windows. Deploy to Azure, AWS, GCP or on-premises



Extensible
Explore and implement a wide range of community-built build, test, and deployment tasks, along with hundreds of extensions from Slack to SonarCloud. Support for YAML, reporting and more



Containers and Kubernetes
Easily build and push images to container registries like Docker Hub and Azure Container Registry. Deploy containers to individual hosts or Kubernetes.



Best-in-class for open source
Ensure fast continuous integration/continuous delivery (CI/CD) pipelines for every open source project. Get unlimited build minutes for all open source projects with up to 10 free parallel jobs across Linux, macOS and Windows

The screenshot displays the Azure DevOps web interface. The top navigation bar shows the project path: Contoso / AdventureWorks Mobile / Pipelines / Builds / 10382. The left sidebar contains a menu with options: Overview, Pipelines, Builds (selected), Releases, Library, and Deployment groups. The main content area is titled 'Enabling feature flags for Preview Attachment and Grid Views' and shows a summary of the build process. A table lists the jobs: Windows Job (Running, 1m 53s), Linux Job (Running, 3m 29s), and macOS Job (Running, 3m 07s). The 'Linux Job' is selected, showing its details. The job is running on a 'Hosted Linux' agent. The task list includes: Prepare job, Initialize job, Get sources, Cmdline, Nodetool, and Install dependencies. The 'Install dependencies' task is expanded, showing a terminal output for 'yarn install v1.7.0'. The output shows the resolution of packages, linking of dependencies, and building of fresh packages. It also shows the removal of certain files from the build directory.

```
yarn install v1.7.0
$ node build/npm/preinstall.js
[1/4] Resolving packages...
[2/4] Fetching packages...
[3/4] Linking dependencies...
[4/4] Building fresh packages...
$ npm run compile
[#####]
> c:\oss-dev-build@1.0.0 compile: ./adventureworks/build
> tsc -p tsconfig.build.json

! Done in 4.89s.
$ node ./postinstall
[##] 2/2 removed './adventureworks/extensions/node_modules/typescript/lib/tsc.js'
removed './adventureworks/extensions/node_modules/typescript/lib/tsserverlibrary.d.ts'
removed './adventureworks/extensions/node_modules/typescript/lib/tsserverlibrary.js'
removed './adventureworks/extensions/node_modules/typescript/lib/typescriptServices.d.ts'
removed './adventureworks/extensions/node_modules/typescript/lib/typescriptServices.js'
```

C:\> Building the right things

From code to user

Is this what
you wanted?

What worked?

- Fast delivery
- Version control
- CI, build once
- CD pipeline (process)
- Anyone can deploy anytime



What's missing?

- No validation
- Only one stage
- No configuration
- No managed environments
- No governance

Building things right – CD practices

- Version control strategy
- Build process
- Build promotion strategy
- Deployment stages
- Validation
- Governance
- Release notes

Setting up the release process



Version control strategy

- Branching model
 - Use what makes sense for your needs
 - GitFlow
 - Feature/topic branches
 - Trunk based development
- Set branch policies
 - Protect master (or other branches)
 - Common requirements
 - Require code review
 - Require work item
 - CI build must pass
- Code integration using pull-requests

Build process

- Core steps
 - Restore packages
 - Compile
 - Run unit tests (L0-1)
 - Run code analysis
 - Package artifacts
- Azure Pipelines run on hosted or private agents
 - And on Window, Mac or Linux
- Very extensible
 - But... be aware of task implementations
- And free for OSS!
 - 10 pipelines for public Azure DevOps project

Build promotion strategy

- Which builds to use where
 - PR builds?
 - CI builds?
 - Release builds?
- Assign a build version
 - Follow SemVer
 - Use build variables to set build version
 - `$(majorVersion).$(minorVersion)$(rev:.r)`
 - Or use build tasks like `GitVersion`

Deployment stages

- Configure artifacts
 - Build, repo, nuget, external, ...
- Define stages for your process
 - Dev, test, prod, ...
- Configure deployment model
 - Fan out/in, incremental roll-out, ...
- Configure triggers for workflow
- Configure deployment process

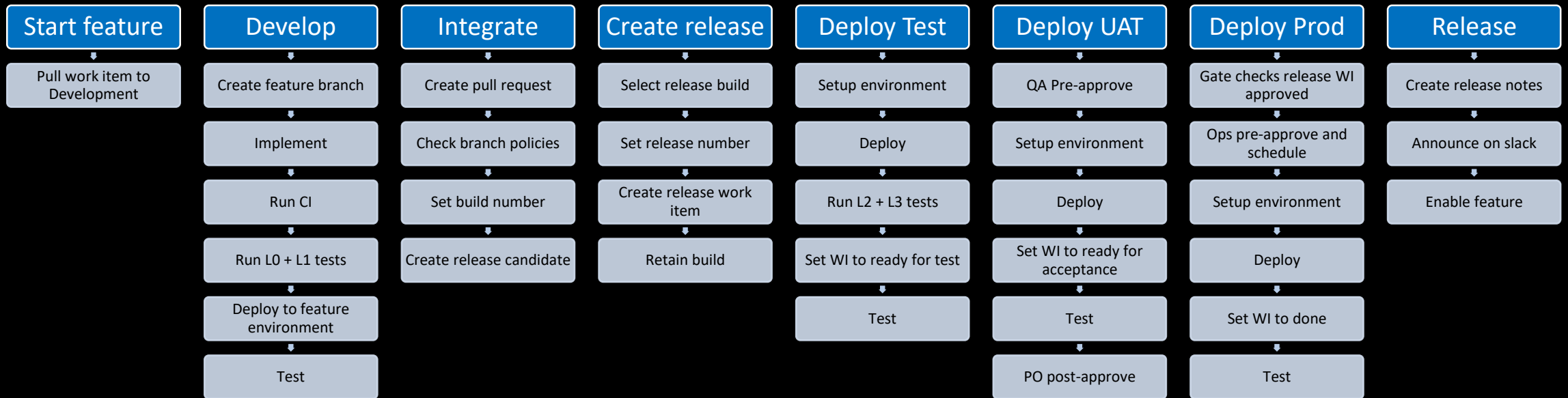
Governance

- Only authorized staff can change deployment process
- Four eyes principle
- Provide end to end traceability

Release notes

- Gives feedback about what has been released
- Automated release notes keeps us honest
 - And saves time

A release process



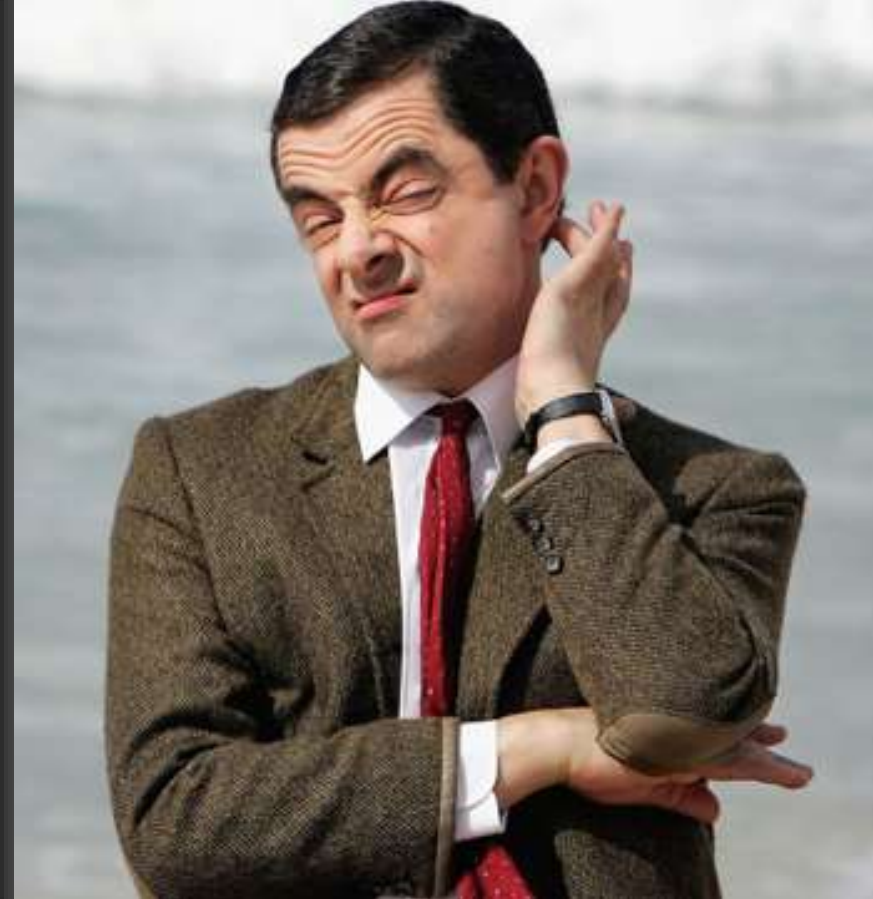
C:\> Building things right

From work items to release notes

Is this what
you wanted?

What worked?

- Version control
- CI, build once
- CD pipeline
- Anyone can deploy anytime
- Many stages
- Release management
- Governance



What's missing?

- No validation
- No managed environments

Buildings things

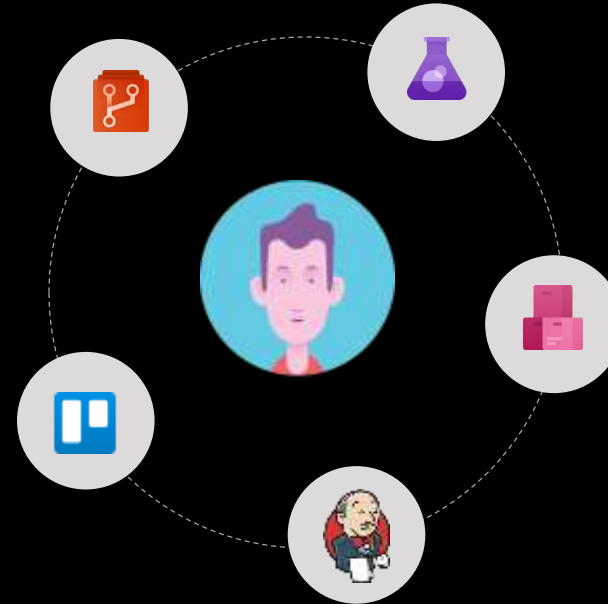
- Managing (heterogeneous) environments
- Deployment strategies
- Infrastructure as code
- Validation

Buildings things

Azure DevOps lets developers choose the tools that are right for them



Mix and match to create workflows with tools from Microsoft, open source or your favorite 3rd party tools



Target any cloud, on-prem or both and deploy to the servers you need



Deployment strategies

- Apply DDD*
- Deal with infrastructure early
- Separate configuration from implementation

*deployment driven development

Infrastructure as code

- Use what makes sense for your infrastructure (engineers)
 - DSC, ARM, Terraform, AZ CLI, Powershell, ...
- Keep it close to the source
- Benefits of IOC
 - Repeatable
 - Reduce risk
 - Traceable
 - Elastic

```
Node $env:COMPUTERNAME
{
    WindowsFeature WebServerRole
    {
        Ensure = "Present"
        Name = "Web-Server"
    }
    "resources": [
    {
        "name": "[parameters('databaseServer')]",
        "type": "Microsoft.Sql/servers",
        "location": "[resourceGroup().location]",
        "tags": {
            "displayName": "SqlServer"
        },
        "apiVersion": "2014-04-01-preview",
        "properties": {
            "administratorLogin": "[parameters('administratorLogin')]",
            "administratorLoginPassword": "[parameters('administratorLoginPassword')]"
        },
        "resources": [
        {
            "name": "[parameters('databaseName')]",
            "type": "databases",
            "location": "[resourceGroup().location]",
            "tags": {
                "displayName": "Database"
            },
        },
    ],
    ],
}
```

Pipelines as code

- We can now define Azure Pipelines in code!
 - Currently only for build
 - No round-trip to visual designer
 - No local runner
- And... Keep it close to the source
- Benefits of PiC
 - Maintainability
 - Reusability
 - Edit using any tool

azure-pipelines.yml

```
1  # .NET Desktop
2  # Build and run tests for .NET Desktop or Windows classic desktop solutions.
3  # Add steps that publish symbols, save build artifacts, and more:
4  # https://docs.microsoft.com/azure/devops/pipelines/apps/windows/dot-net
5
6  pool:
7    vmImage: 'VS2017-Win2016'
8
9  variables:
10   solution: '**/*.sln'
11   buildPlatform: 'Any CPU'
12   buildConfiguration: 'Release'
13
14  steps:
15  - task: NuGetToolInstaller@0
16
17  - task: NuGetCommand@2
18    inputs:
19      restoreSolution: '$(solution)'
20
21  - task: VSBUILD@1
22    inputs:
23      solution: '$(solution)'
24      platform: '$(buildPlatform)'
25      configuration: '$(buildConfiguration)'
26
27  - task: VSTest@2
28    inputs:
29      platform: '$(buildPlatform)'
30      configuration: '$(buildConfiguration)'
31
```

Validation

- Faster releases require automation
- Should be done as a team
- Run automated tests as early as possible
 - “Shift-left”

C:\> Building things

Any tool, any platform, any cloud

Is this what
you wanted?



CD practices

- Version control
 - Code, infrastructure and process
- CI, build once
- CD pipeline
 - Anyone can deploy anytime
 - Multiple stages
- Governance
 - Workflows, approvals, gates
- Deployment process
- Validation
- Configuration
- Dynamic environments

Continuous
Delivery



Azure
Pipelines

helps us
deliver what the customer wants
by
building the right things right

Resources

- Azure DevOps
 - <https://azure.microsoft.com/en-us/services/devops/>
- Azure Pipelines
 - <https://azure.microsoft.com/en-us/services/devops/pipelines/>
- Hands-on labs
 - <https://www.azuredevopslabs.com/>

Thank you!

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