Why we should utilise CI/CD in our UdaPeople project CI/CD Proposal

Why we should utilise CI/CD

Create revenue

- Faster and more frequent Production Deployments
 - By deploying more frequently and more quickly, we will be able to generate income sooner through releasing our features than if we were not to utilise CI/CD.
- Deploy to production without manual checks
 - Manual checks can be quite time consuming so by using CI/CD we do not need to do those manual check as it will be done for us. This means we can release to market much more quickly and generate income sooner.

Why we should utilise CI/CD

Protect revenue

- Automated smoke tests
 - By running automated smoke tests, we can reduce our downtime that could occur from either a crash or bug caused by a recent deployment.
- Automated rollback triggered by job failures
 - If any issue should arise in a deployment which causes our feature to go down, having an automated rollback will undo those changes and return our feature back into a working state.

If UdaPeople goes down, so does our revenue. By automating these processes, we protect our revenue from dropping.

Why we should utilise CI/CD Control costs

- Catch unit test failures
 - This can help to control costs by picking up on bugs in our code early on, meaning developers can act quickly to fix and spend less time in testing.
- Detect security vulnerabilities
 - This can help us to avoid unexpected costs by preventing any embarrassing or costly security holes.
- Automate infrastructure creation
 - By automating our infrastructure creation, there is less chance of human error which means we will be able to deploy sooner.

Why we should utilise CI/CD

Reduce costs

- Catch compile errors after merge
 - This can reduce cost as developers will be spending less time working on issues created, freeing them up to work on other important tasks
- Automate infrastructure cleanup
 - By automating our infrastructure cleanup, this will reduce our costs as it will detect any unused resources which can be removed.