Training for Pantheon Server Environment WebOps

The Basics

Pantheon hosts only Drupal and Wordpress websites.

The Pantheon WebOps workflow supports a best practice development cycle and is set up with 3 totally distinct environments.

Each hosted site comes with a Dev server, a Test server, and a Live server.

Ten additional development environments are available for each site called 'Multidev.'

Multidev

Multidev is unique to Pantheon and allows for teams of developers to work independently on their own separate 'branch.' A branch is forked from any of the 3 environments, however, it is recommended that branches be forked from the Live environment as this will ensure the most up to date code base, database, and content.

The Webmaster is responsible for creating branches.

Version Control

The 'Git' version control system is installed in each environment. Developers commit their updates on their branch then these updates are merged into master and deployed to Dev, Test, and Live by the Webmaster.

The Webmaster is responsible for merging code from branches into the Dev, Test, and Live environments.

Flow of Code and Content

There is a distinction between code and content in the Pantheon WebOps environment. Code moves up and content moves down. What exactly does this mean?

Code can never be developed in either the Test or Live environment. Code can only be developed in a branch (Multidev site) or in the Dev environment. It then must be pushed up to the Test and Live servers. In addition, code changes via SFTP are prevented in Test and Live.

This prevents bringing the Live site down or introducing bugs with unintentional consequences into the Live environment. Code is tested first on a branch, then Dev, and finally Test before deployment to Live.

Content should always be entered into the Live environment and then pushed down to Test, Dev, and branches. This prevents interruptions in the workflow of content editors.

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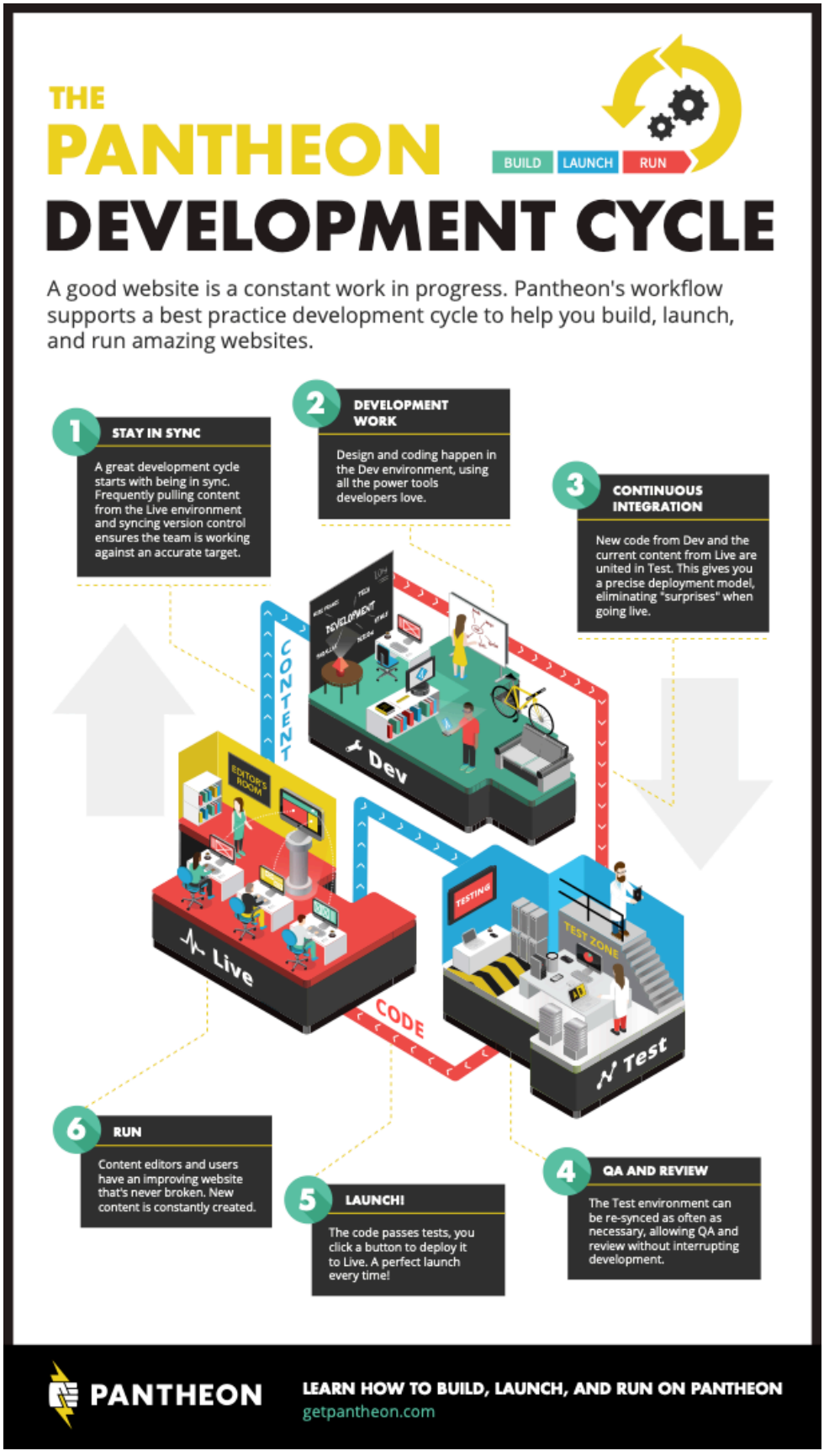
Additional Information

See the attached infographic that visually explains the basics of the Pantheon WebOps.
Also see https://pantheon.io/docs/pantheon-workflow#configuration-management for more detailed information.

Core Competencies Achieved

1. Basic understanding and acknowledgement of the Pantheon server environment including:
    a. Dev, Test, Live environments
    b. Pantheon Multisite and branches
    c. Flow of code and content in the Pantheon environment
    d. Pantheon's development cycle: build, launch, and run
    e. Code version control
2. Understanding the Webmaster's role in the development cycle


THE
PANTHEON
DEVELOPMENT CYCLE
BUILD
LAUNCH
RUN
A good website is a constant work in progress. Pantheon's workflow supports a best practice development cycle to help you build, launch, and run amazing websites.
1
STAY IN SYNC
A great development cycle starts with being in sync. Frequently pulling content from the Live environment and syncing version control ensures the team is working against an accurate target.
2
DEVELOPMENT WORK
Design and coding happen in the Dev environment, using all the power tools developers love.
3
CONTINUOUS INTEGRATION
New code from Dev and the current content from Live are united in Test. This gives you a precise deployment model, eliminating "surprises" when going live.
CONTENT
Dev
Live
Test
CODE
TESTING
TEST ZONE
EDITOR'S ROOM
6
RUN
Content editors and users have an improving website that's never broken. New content is constantly created.
5
LAUNCH!
The code passes tests, you click a button to deploy it to Live. A perfect launch every time!
4
QA AND REVIEW
The Test environment can be re-synced as often as necessary, allowing QA and review without interrupting development.
PANTHEON
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