



From Traditional to GitOps

A tale of modernization

#ossummit @tuxtor



The false assumption

By migrating to newer cloud technologies -e.g. Serverless, BaaS, Microservices- companies will automatically achieve scale -i.e. support more users with less money - and launch new faster.

Approach for building modern computing systems on dynamic environments such as private and public clouds.

- Reactive systems
- 12 cloud native factors
- Cloud native design patterns
- Domain Driven Design
- Microservices chassis and/or service mesh
- Container orchestration, serverless, BaaS
- Cloud

- (We want) Reactive systems
- (A battle tested approach is) 12 cloud native factors
- (Common mistakes and solutions are described by) Cloud native design patterns
- (Hence we divide the system with) Domain Driven Design
- (And develop the systems by using) Microservices chassis and/or service mesh
- (Running the workloads over) Container orchestration, serverless, BaaS
- (Hence the) Cloud

The Cloud Native migration projects, are in real life Macro-Projects that should be carried out properly

Vodafone's Cloud-Native Journey

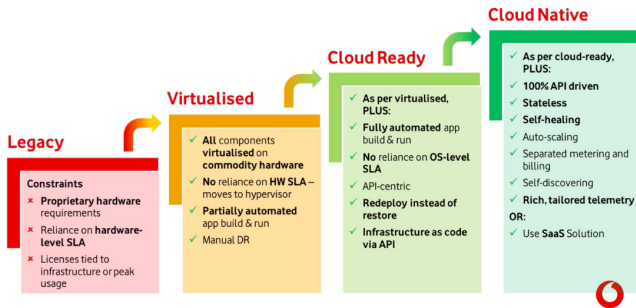


Image Credits: Joanna Newman, Vodafone Keynote

The migration project(s)

Cloud native - The government wants to go Cloud Native

Under NDA, but still . . .

- Government institution = Local data required by law
- Institution 1:
 - NodeJS based solution
 - Docker based monolith
 - CI/CD with GitLab
- Institution 2:
 - Java EE based solution
 - Apache TomEE based monolith
 - No CI/CD at all

Both systems provide services for 16m potential users, 1000-5000 concurrent users at any time.

These **units** where part of the same **government sector**.

Cloud native - The PMI approach

- Conception & initiation
 - Software architecture and developer diagnose
- Definition and planning
 - Roadmap definition
- Launch or execution
 - Implementation
 - Acquisitions
 - Training
 - Software development
- Performance & control
 - Tech: Deliverable and quality metrics
 - Project: Budget, deadlines, viability
- Project close
 - Live documentation
 - Continuous improvement

No more than two brainstorming sessions. Two hours on average

Mandatory stakeholders:

- Software architect (Tech Lead, Dev. Sr.)
- Infrastructure (Sysadmin, SRE)
- Direct contact point


Key questions:

- Motivation
- Current team's size and skills
- Tech Stacks


Architecture review


- Issues
- Possible solutions, approaches and **actions**
- Roadmap with options (consultants, outsourcing, training)
- Contracts based on deliverables

Definition and planning

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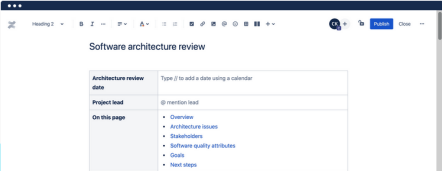
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Software architecture review template

BY ATLASSIAN

Map out your software architecture and review your software quality

Use template



Architecture review date	Type () to add a date using a calendar
Project lead	@ mention lead
On this page	<ul style="list-style-type: none">OverviewArchitecture issuesStakeholdersSoftware quality attributesGoalsNext steps

Overview

Project - Description - Estimated time - Provided opportunities

Siguientes pasos

Los siguientes pasos describen proyectos que pueden utilizarse como base para la implementación del sistema completo DevOps.

Proyecto	Descripción	Tiempo estimado	Oportunidades de tercerización
Implementación de automation testing en front-end y back-end	<p>Para la implementación de testing se necesita:</p> <ul style="list-style-type: none">• Capacitar a los desarrolladores en fundamentos de testing para Java (Spring Testing), JavaScript(Karma y Protractor) y herramientas complementarias (Docker, TestContainers)• Definir un porcentaje de cobertura de testing como criterio de aceptación en el servidor de integración continua• Automatizar la ejecución de pruebas mediante las herramientas de construcción	<p>1 mes de capacitación</p> <p>El tiempo de testing sobre los nuevos servicios es proporcional a la cantidad de servicios a desarrollar</p>	<ul style="list-style-type: none">• Capacitación del personal existente• Contratación de un QA Automation Developer

1-Contact point, 2-Direct means of communication , 3- Non-repudiable means of communication

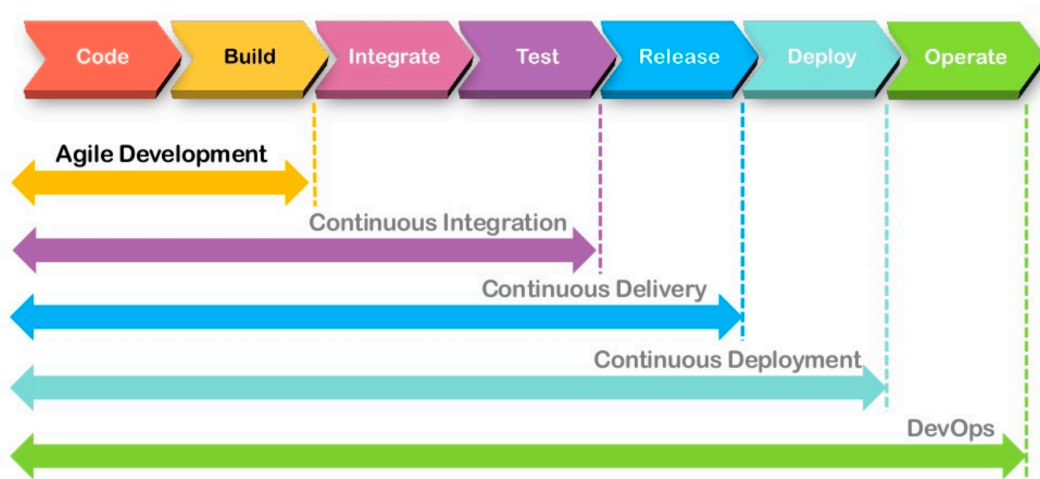
- Culture
 - DevOps
 - Test Driven Development
- Infrastructure
 - Remote access
 - VCS, CI/CD
 - Cloud Native Platform -e.g. Openshift, Kubernetes, Amazon EKS, Oracle Kubernetes Engine-
 - Observability -e.g. Linkerd, Prometheus, Grafana, ELK, alarms-

Ideally make one presentation/technology transfer per deliverable.

All phases produce **"live documentation"**.

- Training and development
 - Bootstrap archetypes (also pet projects)
 - SCM -e.g. Maven, NPM -
 - TDD, DDD, Microservice Chassis, infrastructure as code
 - CI/CD Pipelines
 - Don't kill the monolith, create an ecosystems around
 - New project with mandatory cloud native factors

Launch or execution - DevOps



Launch or execution - CI/CD


 Pipeline #147 triggered 2 weeks ago by  Victor Orozco

Reading key from p12

 4 jobs for `develop` in 3 minutes and 11 seconds (queued for 8 seconds)

 `latest`

 `faa7fa5f` 

 No related merge requests found.

Pipeline Needs Jobs 4 Failed Jobs 1 Tests 4

Compile

 build 

 sonarqube-c... 

Package

 image for cer... 

Deploy

 deploy for cer... 

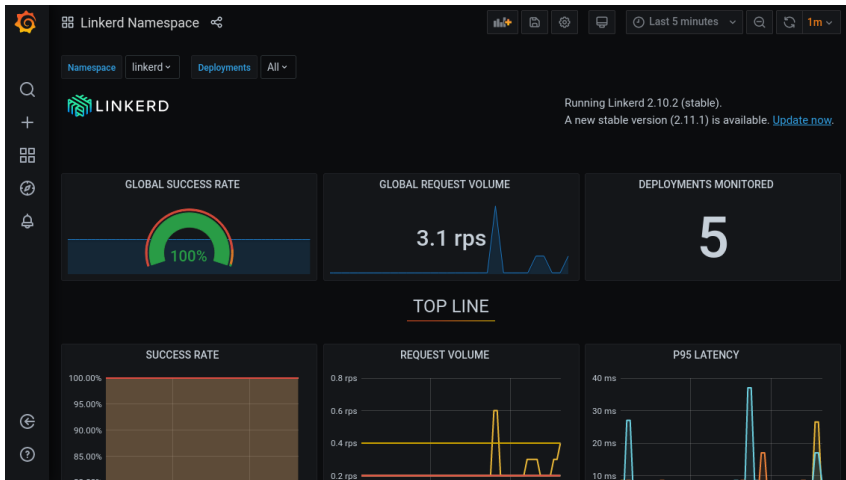
- Tech
 - Code quality-e.g. coverage, code smells, bugs, vulnerabilities-
 - Performance -e.g. network latency and failures-
 - Instrumentation
 - How many services have been migrated
- Project
 - Budget
 - Deliverables vs. deadlines
 - Users and developers perceptions

Performance & control - Quality

The screenshot displays the SonarQube web interface. The top navigation bar includes links for Projects, Issues, Rules, Quality Profiles, Quality Gates, and Administration, along with a search bar and a user icon. The left sidebar contains filters for Quality Gate (Passed: 3, Failed: 0), Reliability (A: 2, B: 0, C: 1, D: 0, E: 0), Security (A: 2, B: 0, C: 0, D: 1, E: 0), and Security Review (A: ≥ 80%, 1). The main content area shows a list of 3 projects. Each project entry includes a star icon, a search box, a status badge (Passed), the last analysis time, and a table of metrics: Bugs, Vulnerabilities, Hotspots Reviewed, Code Smells, Coverage, and Duplications. The first project has 787 lines of code and 0.0% coverage. The second project has 9.9k lines of code and 42.6% coverage. The third project has 548 lines of code and 49.1% coverage.

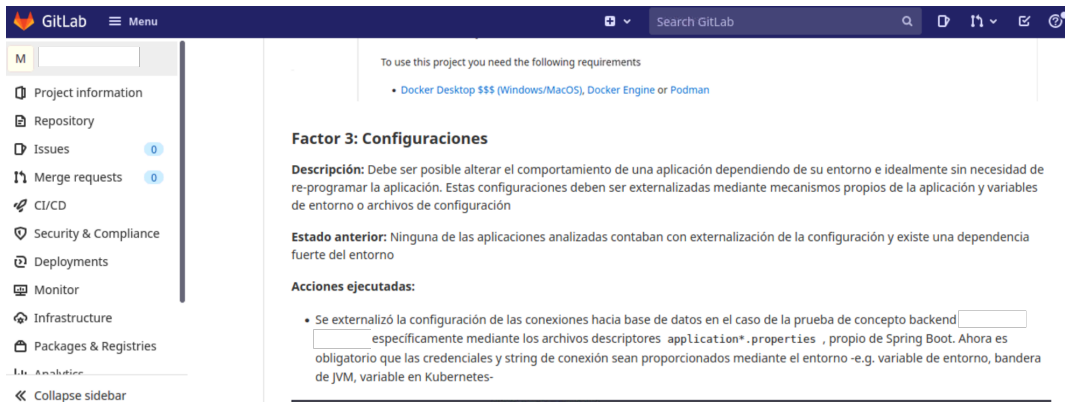
Project	Status	Last analysis	Bugs	Vulnerabilities	Hotspots Reviewed	Code Smells	Coverage	Duplications	Lines	Language
[Star] [Search]	Passed	16 days ago	A	A	E	A	0.0%	0.0%	787	Java, XML...
[Star] [Search]	Passed	14 days ago	C	A	E	A	42.6%	0.0%	9.9k	CSS, Typ...
[Star] [Search]	Passed	14 days ago	A	D	A	A	49.1%	0.0%	548	Java, XML

Performance & control - Instrumentation



- Implementation **should** transition to support
- Live documentation
- What could be done better?

Project close - Live documentation



The screenshot shows the GitLab web interface. The top navigation bar includes the GitLab logo, a menu icon, a search bar, and several utility icons. The left sidebar contains a list of project sections: Project information, Repository, Issues (0), Merge requests (0), CI/CD, Security & Compliance, Deployments, Monitor, Infrastructure, Packages & Registries, and a collapsed 'Lib. Análisis' section. The main content area displays project requirements and documentation for 'Factor 3: Configuraciones'.

GitLab Menu

Search GitLab

M

To use this project you need the following requirements

- [Docker Desktop \\$\\$\\$ \(Windows/macOS\)](#), [Docker Engine](#) or [Podman](#)

Factor 3: Configuraciones

Descripción: Debe ser posible alterar el comportamiento de una aplicación dependiendo de su entorno e idealmente sin necesidad de re-programar la aplicación. Estas configuraciones deben ser externalizadas mediante mecanismos propios de la aplicación y variables de entorno o archivos de configuración

Estado anterior: Ninguna de las aplicaciones analizadas contaban con externalización de la configuración y existe una dependencia fuerte del entorno

Acciones ejecutadas:

- Se externalizó la configuración de las conexiones hacia base de datos en el caso de la prueba de concepto backend específicamente mediante los archivos descriptores `application*.properties`, propio de Spring Boot. Ahora es obligatorio que las credenciales y string de conexión sean proporcionados mediante el entorno -e.g. variable de entorno, bandera de JVM, variable en Kubernetes-



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