

From the desktop to the cloud

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What do we need to make, build and deploy an app to the cloud?

Orchestration

Do everything in a consistent way

Dependencies and Build

Provide everything our app needs and create binaries

Tests and Linting

Ensure quality of application

Package

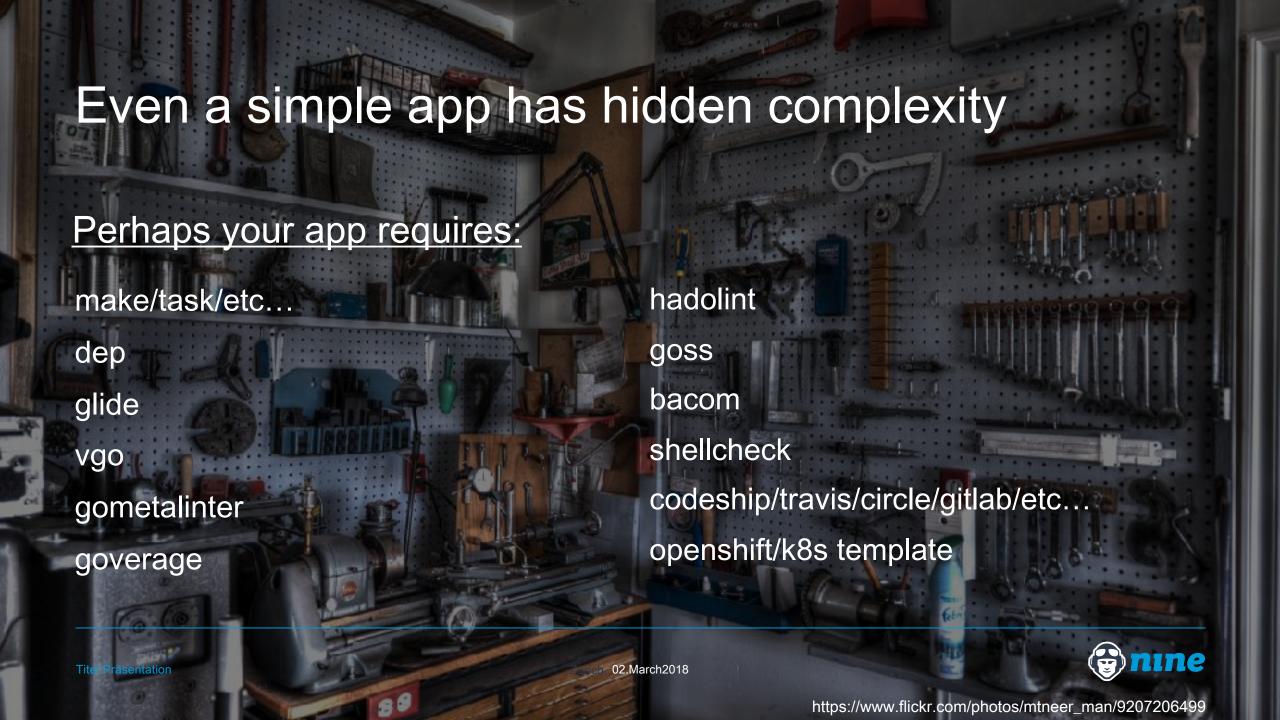
Put our application into something we can deploy

Deployment

Deliver our application to the cloud of our choosing







How do we manage this complexity across environment boundaries?

Develop

Test

Deploy

- Containerising the application provides a stable and reproducible environment
- Containerisation is the 'native' format of the cloud
- Reduces complexity around scaling
- However introduces increased complexity around tooling



Lets explore this with an example application...

Func TestNewRequest(*testing.T) {

os.Getenv("FLICKRAPI"))

args["tags"] = "lomo,kodak"

args["sort"] = "date-posted-desc"

args["tag_made"] = "all"

t.PhotosSearch(args)

"https://api.flickr.com/services/rest/",

https://github.com/twhiston/gophers10



Application/Pipeline Dependencies

Golang toolchain (https://golang.org/dl/)

Task (https://github.com/go-task/task)

GoMetaLinter (https://github.com/alecthomas/

gometalinter)

Titel Präsentation

Dep (https://github.com/golang/dep)

Packr (https://github.com/gobuffalo/packr)

Docker (https://www.docker.com)

Goss (https://github.com/aelsabbahy/goss)

Codeship Ci (https://app.codeship.com/

twhiston)

Openshift (https://openshift.nine.ch:8443/

console/)

Our simple one page app has 9 explicit dependencies once we have satisfied all our concerns!



Conclusion

- It doesn't matter about the size of the application, the tooling will always be similar
- Almost our entire toolchain can be in golang
- Complexity is manageable by standardisation
- Complexity across environments requires infrastructure as code approach
- Continuous deployment is the easy part





Thank You!