Glossary terms from module 3

Terms and definitions from Course 1 Module 3

Artifact: A digital object, like a file or image, that is used in the software development lifecycle

Commit: The specific change made to a file

Configuration drift: When a resource's configuration has altered from its original or expected state

Continuous delivery: Continuous release of software builds to a testing environment

Continuous deployment: Deploys builds into a production environment in real time

Continuous integration: The phase where developers continuously create and update code that's uploaded into a shared repository

Continuous integration and continuous delivery (CI/CD): A process DevSecOps teams use to create software and automate updates

DevSecOps: A culture that consists of guidelines, best practices, and tools that development, operation, and security teams use to collaborate

GitOps: A framework that applies version control, collaboration, compliance, and CI/CD best practices to automate cloud infrastructure

Infrastructure as code (IaC): The practice of automating and managing infrastructure using reusable scripts

Policy as code (PaC): The use of code to define, manage, and automate policies, rules, and conditions using a high-level programming language

Provenance: A description of the processes and tools used to build an artifact

Security hardening: The process of strengthening a system to reduce its vulnerabilities and attack surface

Shift left: Security checks and practices are implemented at the beginning and throughout each phase of the software development lifecycle

Software bill of materials (SBOM): A machine-readable list of each piece of software, and its components involved in the supply chain

Software development lifecycle: A process for developing, testing, and monitoring software

Software pipeline: A process that uses automation and tools to facilitate movement through each phase of the software development lifecycle

Software supply chain: Includes the people, processes, and tools that play a part in software development