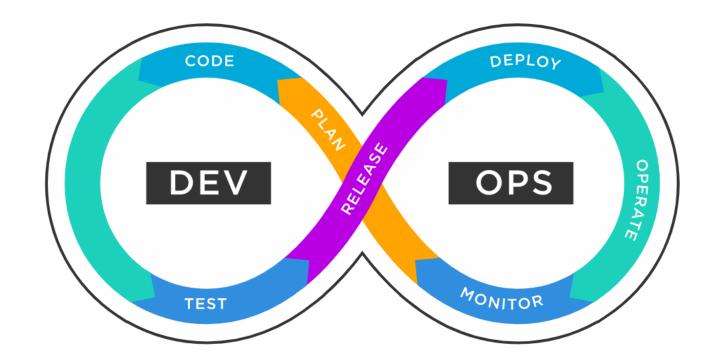
# UdaPeople

Human Resources Unlocked!!

### Proposal:

- Introduce CI/CD for our **Udapeople** product to be able to respond to market needs with agility.
- CI/CD tools to adopt DevOps way of working in the team



### What is CI/CD ?:

CI/CD is set of tools to be able

CI: The practice of merging all developers' working copies to a shared mainline several times a day. It's the process of "Making". Everything related to the code fits here, and it all culminates in the ultimate goal of CI

CD: A software engineering approach in which the value is delivered frequently through automated deployments. Everything related to deploying the artifact fits here. It's the process of "Moving" the artifact from the shelf to the spotlight.

### Benefits of CI (Continuous Integration):

#### **Reduced COST:**

- ☐ Less developer time on issues from new developer
- ☐ Reduced Infrastructure costs because you can remove /delete the unused resources

#### **Avoid COST:**

- ☐ Less bugs in Production
- ☐ Less time in testing because of automation
- ☐ Prevent security breaches , loop holes by incorporating security scans
- ☐ Less human error and faster deployments which can avoid unnecessary delays.

### Benefits of CD (Continuous Delivery):

## **Increased Revenue:** ☐ Less time to market ☐ Response to market needs can be improved ☐ New features can be released more quickly and frequently **Protect Revenue:** ☐ Quick rollback in case of failures or issues ☐ Reduced downtime from deploy related crash or major bug On maturity, virtually zero downtime can be achieved

### Conclusion:

- Adoption of DevOps way of working would lead to multiple benefits to be project and ultimately to the organisation.
- Using CI/CD tools we could increase revenue by responding to market needs in minimal time, avoiding downtimes.
- Upon maturity we could achieve virtually Zero downtime for our business generating Applications.
- We could also adopt these pipelines to our other products to harvest the benefits proven by Udapeople.