

# USE OF CI/CD IN PROFESSIONAL SW PROJECTS: A CONCRETE EXAMPLE FROM OWN EXPERIENCE

trial lecture  
presentation by  
Marcus Zinn

## Brief CV

### Business Roles

- 5,5 years mobile leader (IIOT Mobile Apps)
- 5 years leader for patents (focusing AI and Software patents)
- 12 years software engineering
- ...

### Hobbies

- Lecturer since 2004 (Mobile Apps, Informatics, Software Engineering, Data Warehouse, ..)
- Support / Supervision for bachelor / master thesis (28)
- IIOT Beekeeping
- AI based image generation (Stable diffusion / comfyUI)
- ...

Good morning!

# AIMS

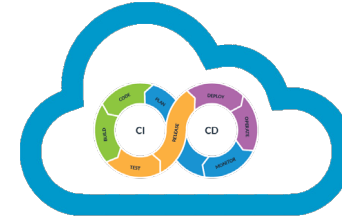
## teaching objectives

1. CI/CD explain the concept
2. CI/CD how to (not) start
3. CI/CD today's view

## Other objectives

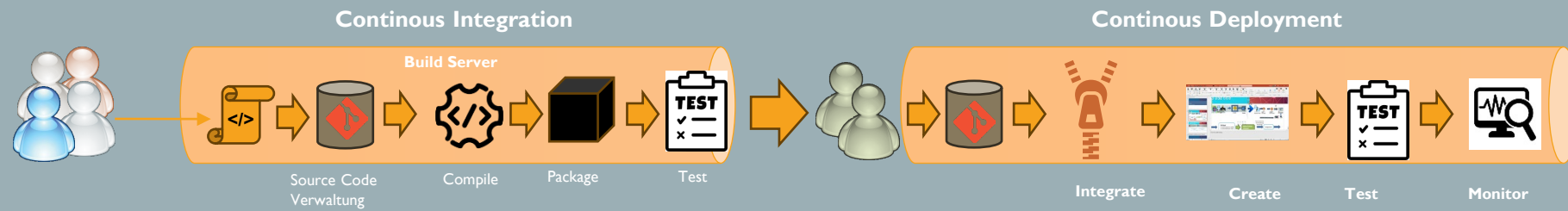
- Show my english presentation skills for the professorship
- Show my way of handling lecture topics e.g. exam preparation
- Some ideas for CI/CD bachelor thesis topics

# TOPICS

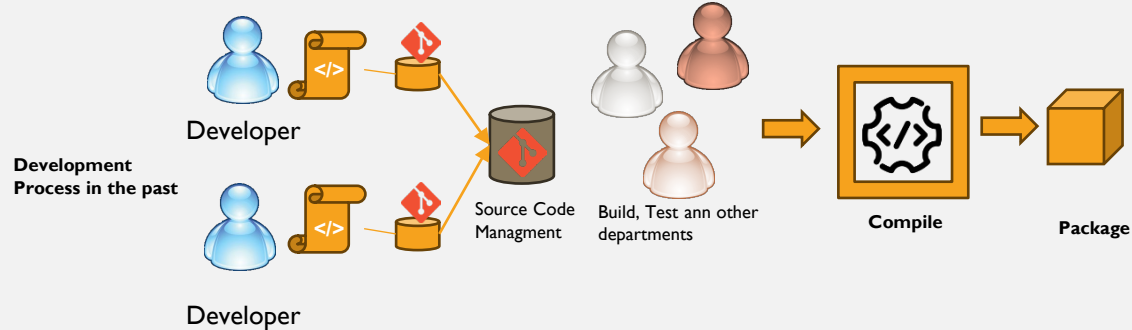


- Part I – Introduction into Continuous Integration/Continuous Deployment
- Part II – Real world scenario „Consolidate 180 Apps into 3“
- Part III – Successful and unsuccessful approaches of CI/CD in the real-world scenario
- Part IV - Best Practices CI/CD in the Cloud + Live Demo
- Part V – Summary and future CI/CD topics

# PART I – INTRODUCTION INTO CONTINUOUS INTEGRATION/CONTINUOUS DEPLOYMENT



# THE (HISTORICAL) CHALLENGES IN DEVELOPMENT PROCESS PART I

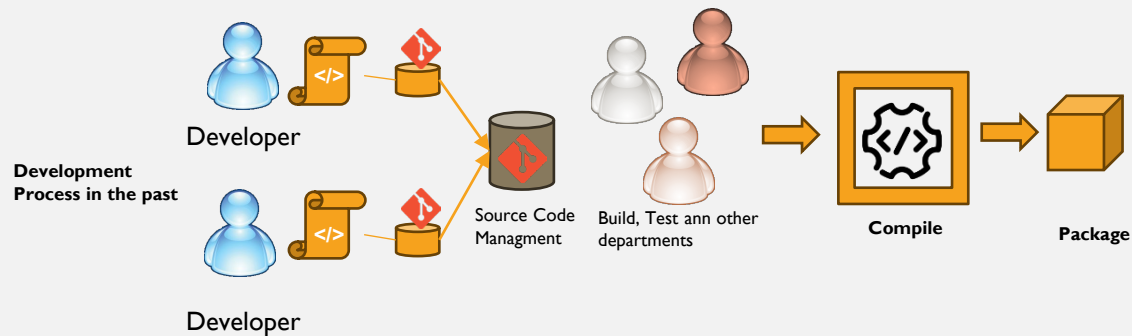


Typical challenges in development process

- **Scaling Challenges:** As team size increased, manual integration processes became more cumbersome and harder to manage.
- **Underutilized Resources:** Resources may have been wasted as developers spent time manually integrating code instead of working on new features.
- **Inconsistent Build Environments:** Different development environments and build processes led to inconsistencies and compatibility issues.
- **Difficulty in Code Reuse:** Without a consistent integration strategy, it was challenging to effectively reuse code and maintain shared libraries.
- **Lack of Development Continuity:** Without Continuous Integration, there may have been no clear continuity in the development process, leading to unpredictable outcomes and project delays.



# THE (HISTORICAL) CHALLENGES IN DEVELOPMENT PROCESS PART 2

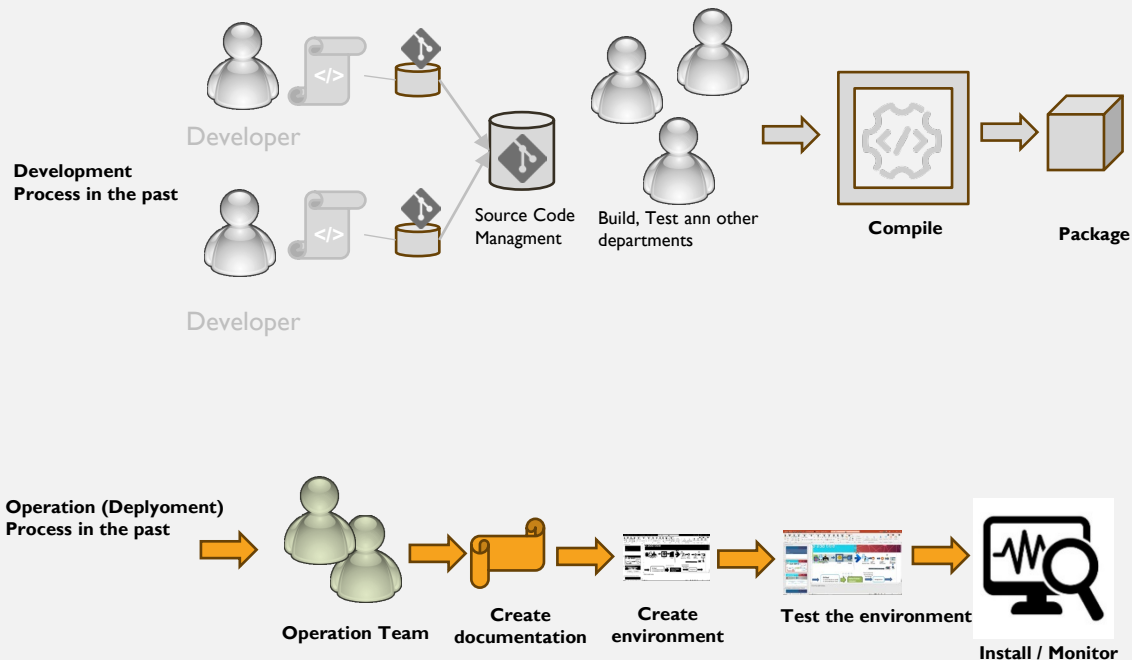


Typical challenges in development process

- **Manual Integration Processes:** Manual integration processes often led to human errors and prolonged development cycles.
- **Code Fragmentation:** Developers often worked on isolated codebases, leading to fragmentation and incompatibility.
- **Difficulty in Debugging:** Bugs were often discovered late in the development cycle, making debugging time-consuming and complex.
- **Lack of Transparency:** There was often no clear view of the status of the code and integrations, leading to uncertainties within the team.
- **Long Feedback Loops:** Without continuous integration, there were long wait times for feedback, affecting efficiency and productivity.



# THE (HISTORICAL) CHALLENGES IN DEPLOYMENT PROCESS

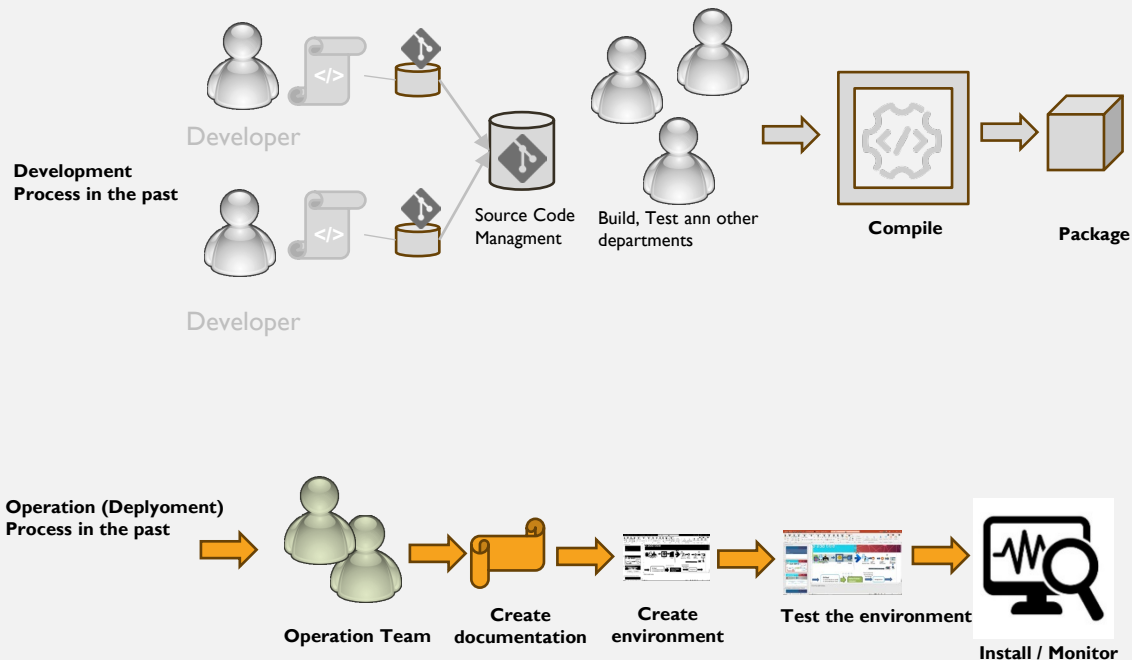


Typical challenges in development process

- **Manual Deployment Processes:** Manual deployment processes were error-prone and time-consuming, leading to delays and inconsistencies in releasing software.
- **Deployment Bottlenecks:** Manual approval processes and dependencies on specific individuals for deployment caused bottlenecks and slowed down the release cycle.
- **Limited Visibility:** Lack of visibility into the deployment process made it difficult to track the status of deployments and identify issues quickly.
- **Risk of Human Error:** Manual deployments increased the risk of human error, such as deploying incorrect versions or configurations, leading to downtime and customer dissatisfaction.
- **Inconsistent Environments:** Differences between development, testing, and production environments often caused deployment issues due to lack of consistency.



# THE (HISTORICAL) CHALLENGES IN DEPLOYMENT PROCESS



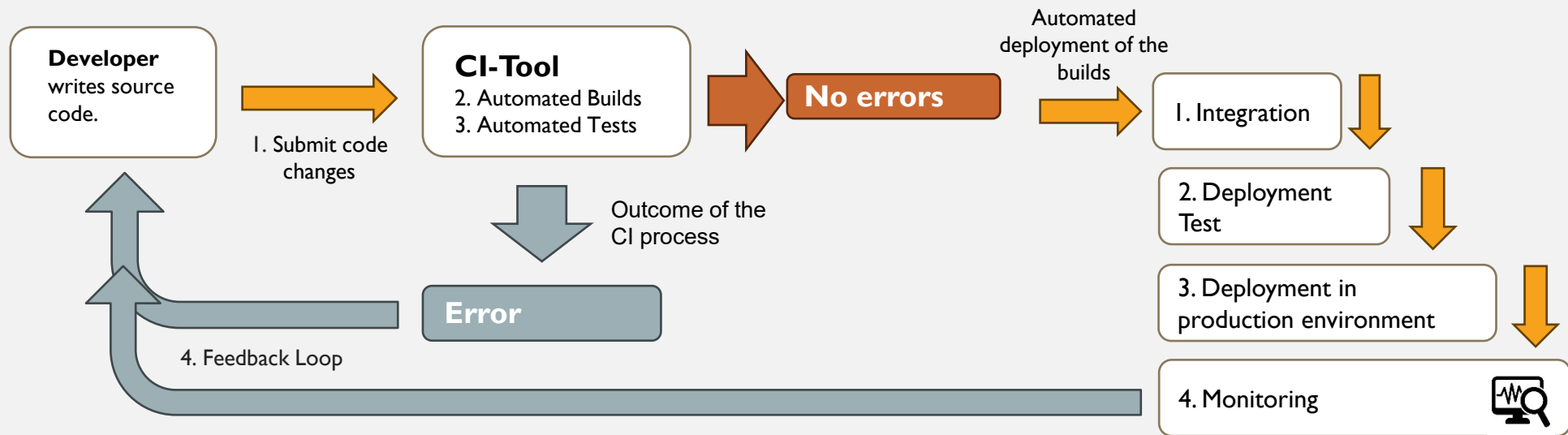
Typical challenges in development process

1. **Delayed Feedback:** Without Continuous Deployment, feedback on new features and bug fixes was delayed, impacting the ability to iterate quickly and respond to customer needs.
2. **Deployment Rollbacks:** Manual deployment rollbacks were complex and time-consuming, making it challenging to revert to a stable state in case of issues.
3. **Deployment Coordination:** Coordinating deployments across teams and environments was challenging and prone to miscommunication, leading to deployment failures.
4. **Compliance and Security Risks:** Manual deployment processes made it difficult to enforce compliance and security policies consistently across environments.
5. **Limited Release Frequency:** Manual deployment processes limited the frequency of releases, hindering the ability to deliver value to customers rapidly and stay competitive in the market.





# CONTINUOUS INTEGRATION/DEPLOYMENT AS SOLUTION CONCEPT



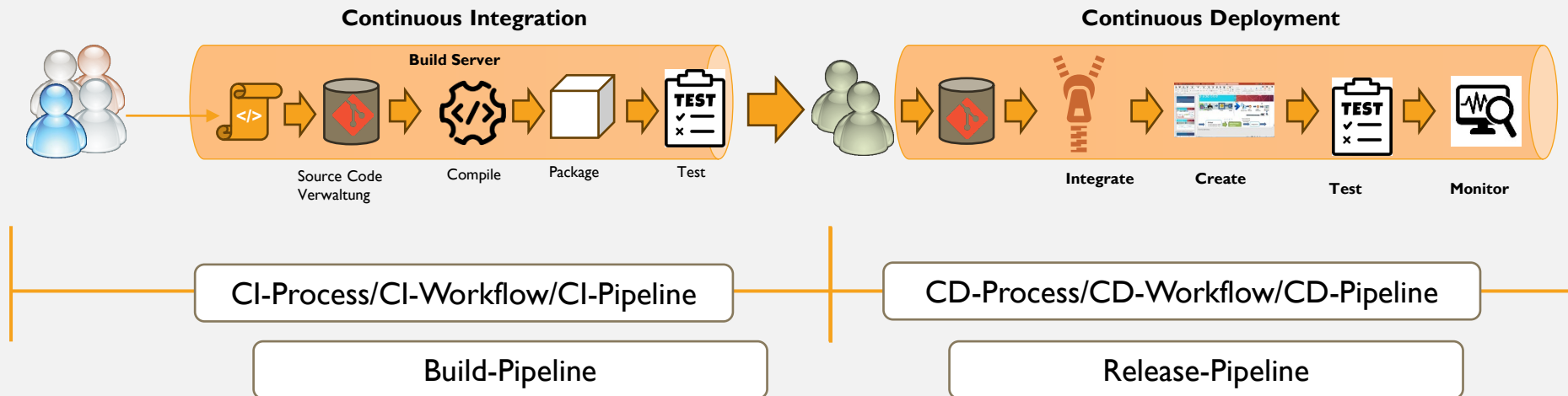
Continuous Integration

Continuous Deployment

Continuous monitoring



# WHAT IS A PIPELINE?

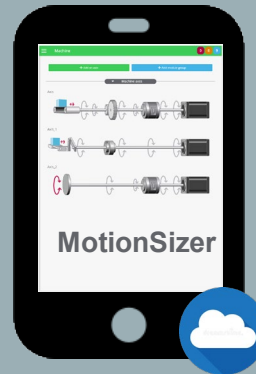


# PART II – REAL WORLD SCENARIO

## „CONSOLIDATE 180 APPS INTO 3“



LED Blinking Scanner



MotionSizer



Drive Mobile KeyPad

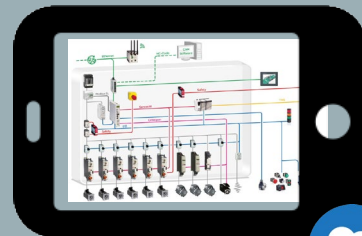


Read values from PacDriveController

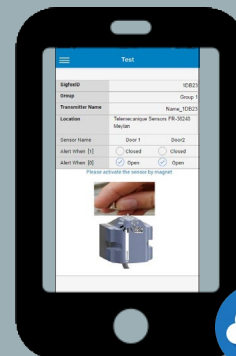


Share it

Mobile Diagnostic Tool and AR Diagnostic Tool



System Viewer (Netplan)



C2C & eXLhoist

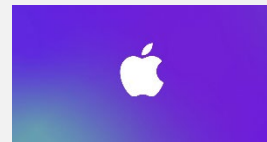
Engine Plate Scanner



# WHAT HAPPENED?

- What happened ?

- Apple called!



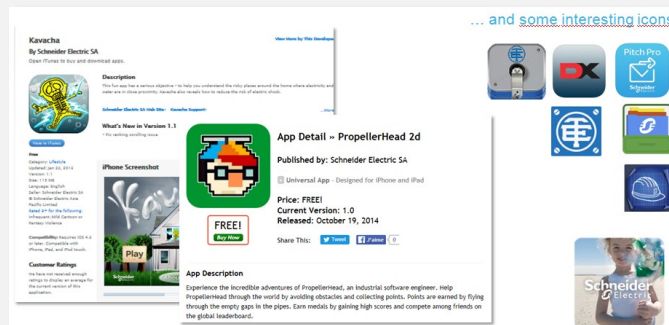
- Your 400 apps are
    - Partly not used
    - Partly the same
    - Partly not follow our rules

- Why is this a challenge?

- Technology incompatible
  - No Funding
  - Project closed already
  - No Experts
  - No Documentation
  - Architecture incompatible
  - ....

- First solutions

- Build a corporate group
  - Agreement with apple on consolidation plan



App Examples

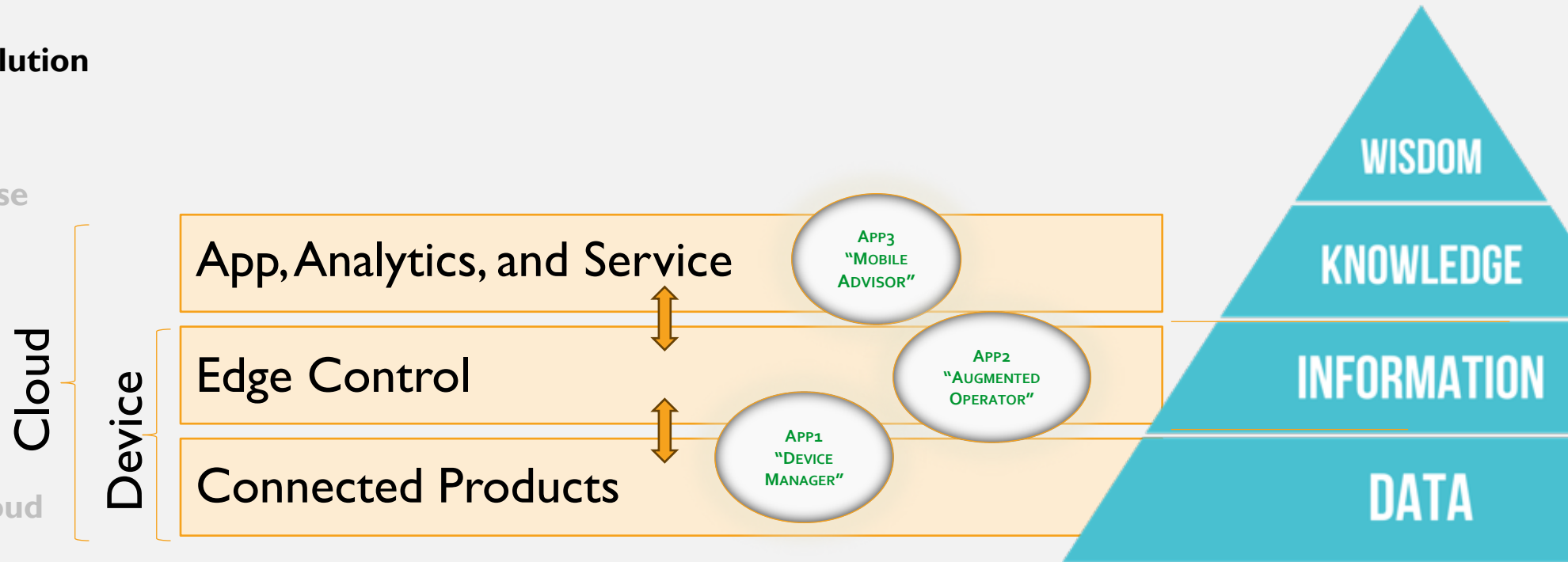
# SOLUTION ARCHITECTURE SUMMARY

- Analyze existing and planned features domains (IIOT/I4.0/COM/DIAG)
- Define 3 Master apps a solution domains
- Define technology and base architecture
- Create IIOT Framework
- Create App Architecture
- Create MicroService / Cloud Application and Service



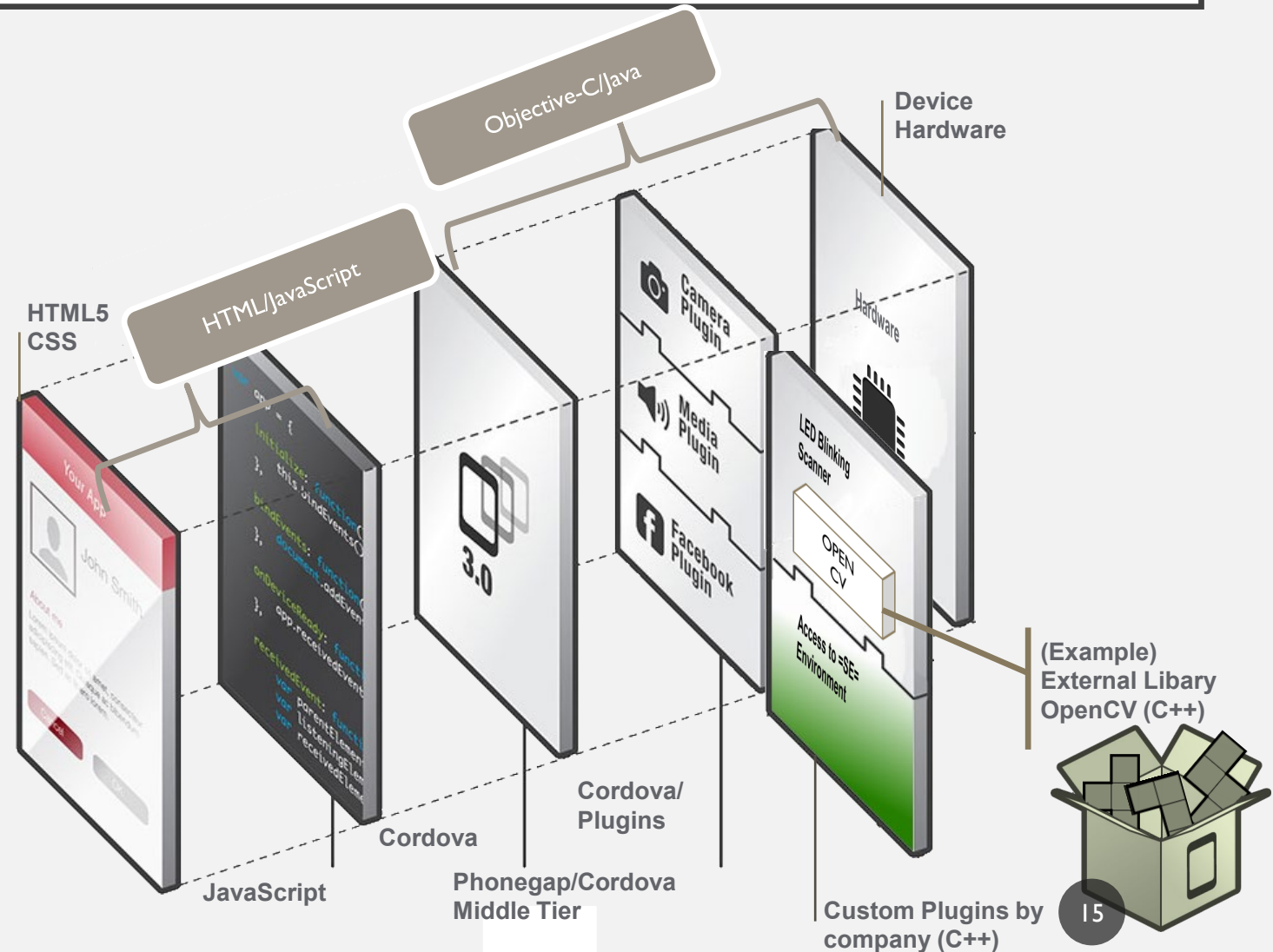
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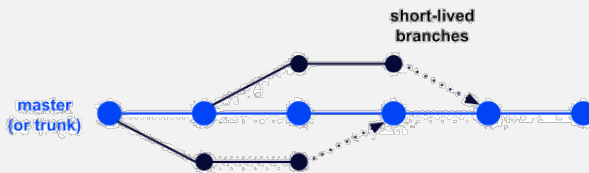
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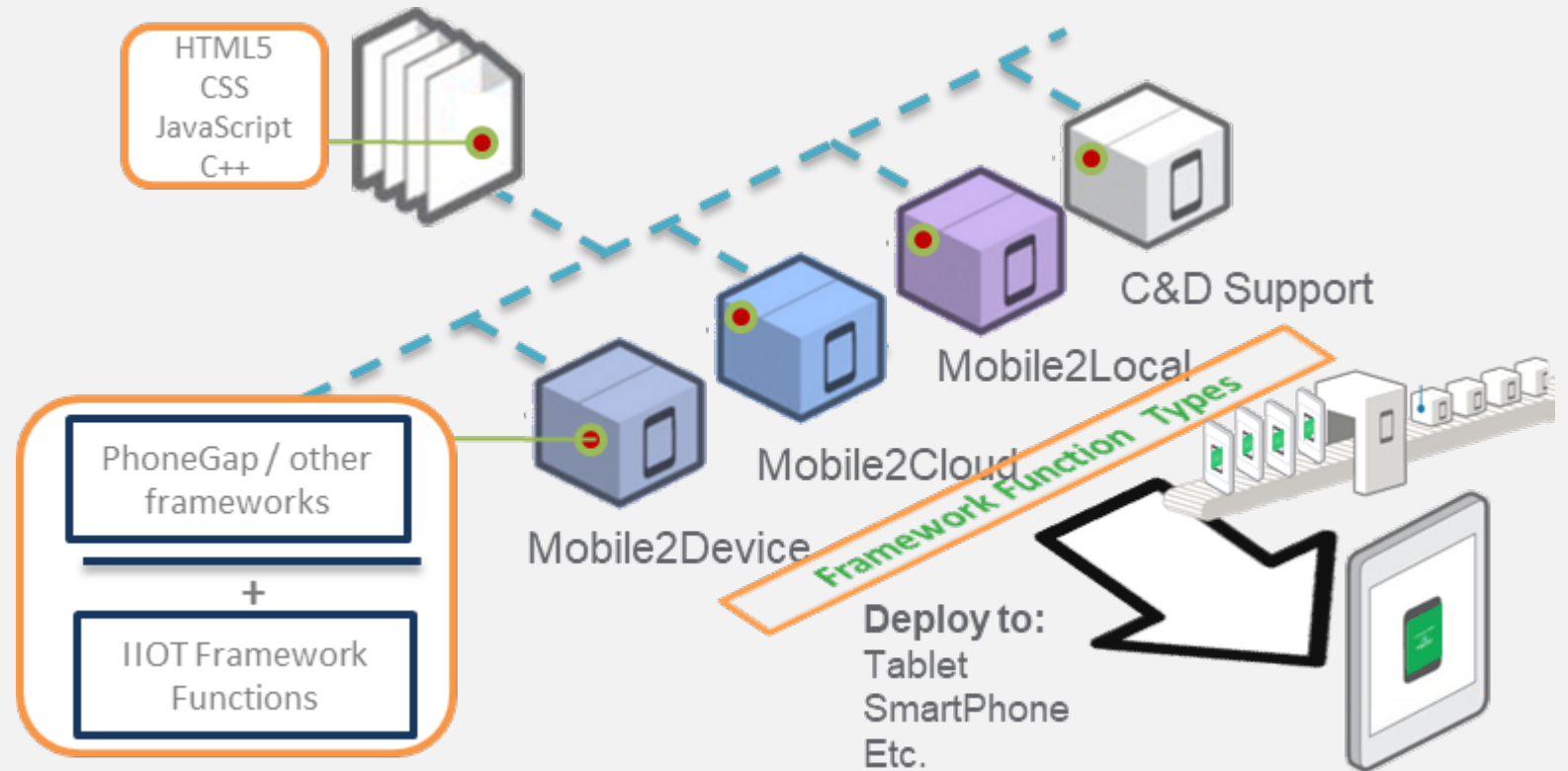
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Trunk-based development



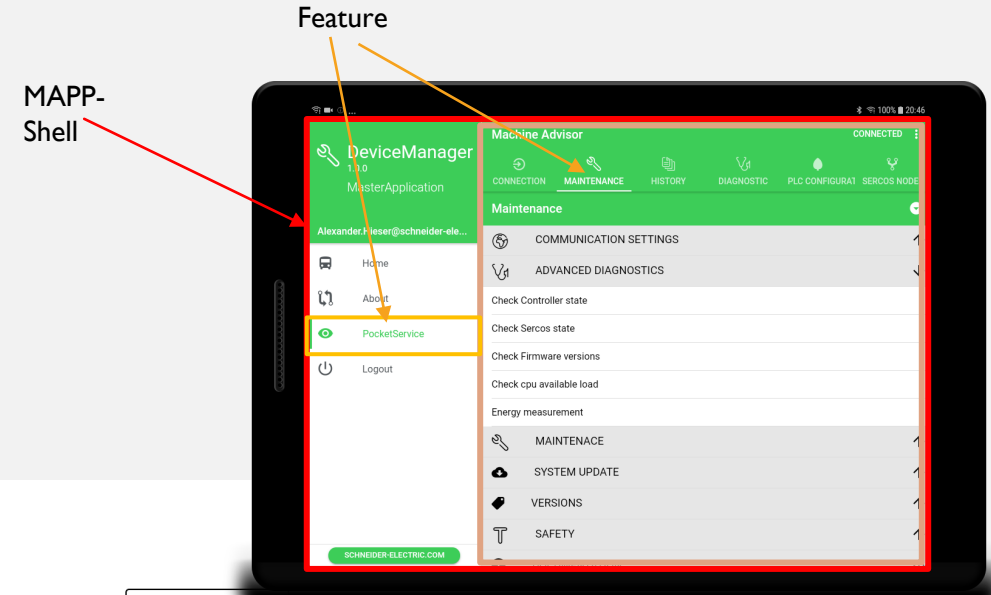
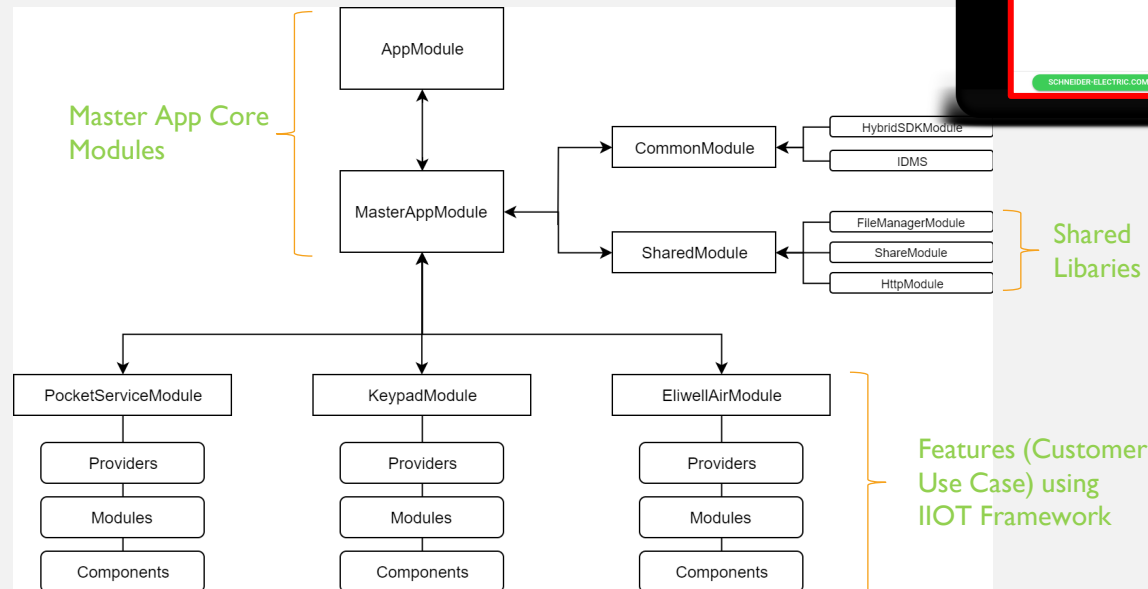
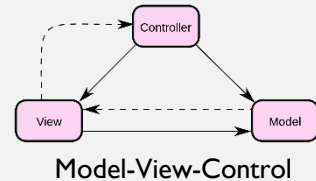
merging is done more frequently and more easily for shorter branches





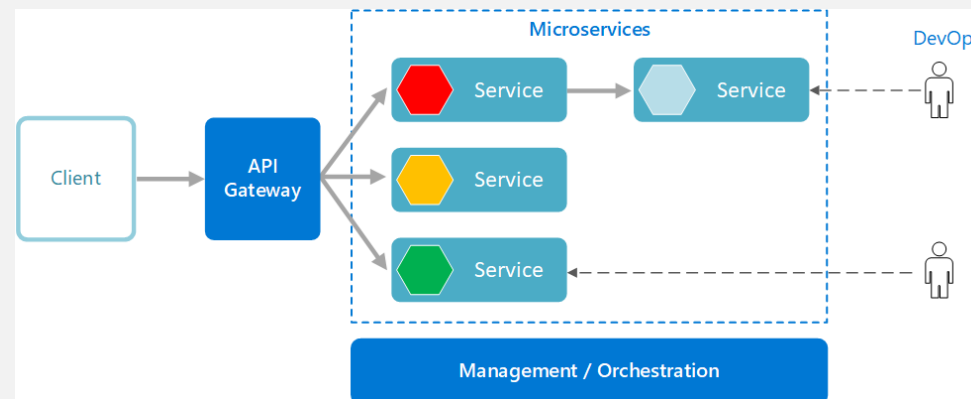
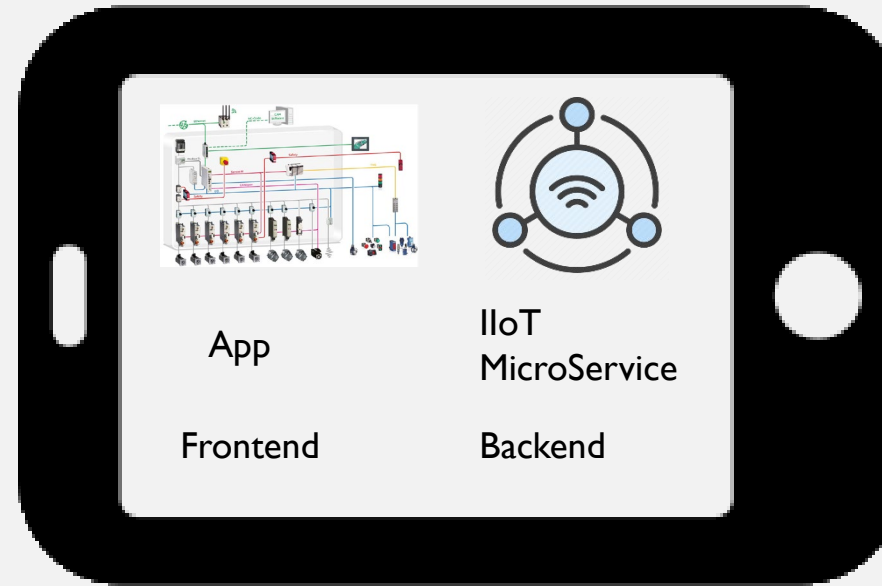
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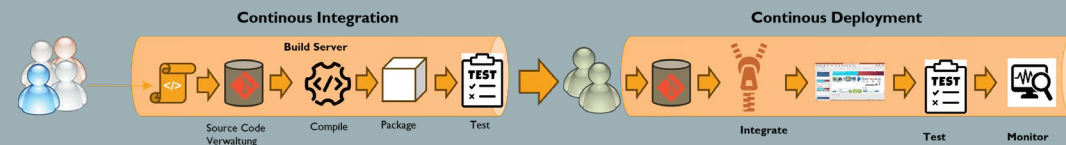
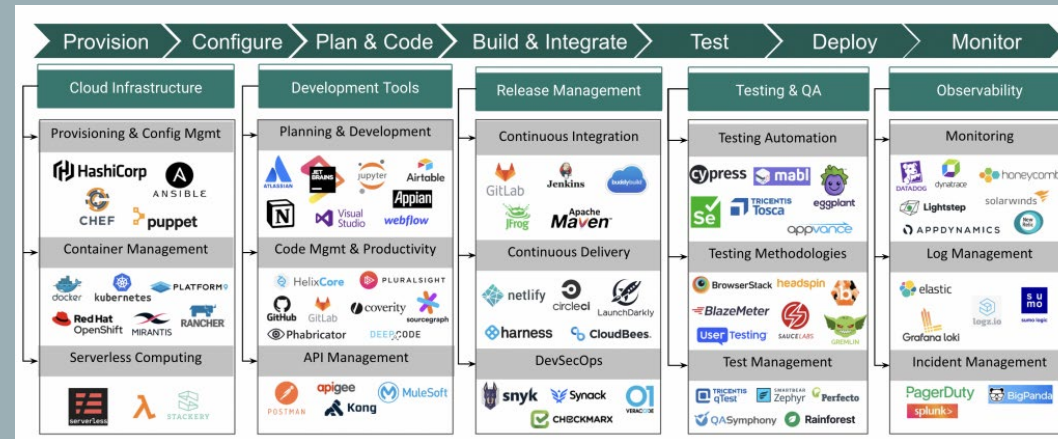
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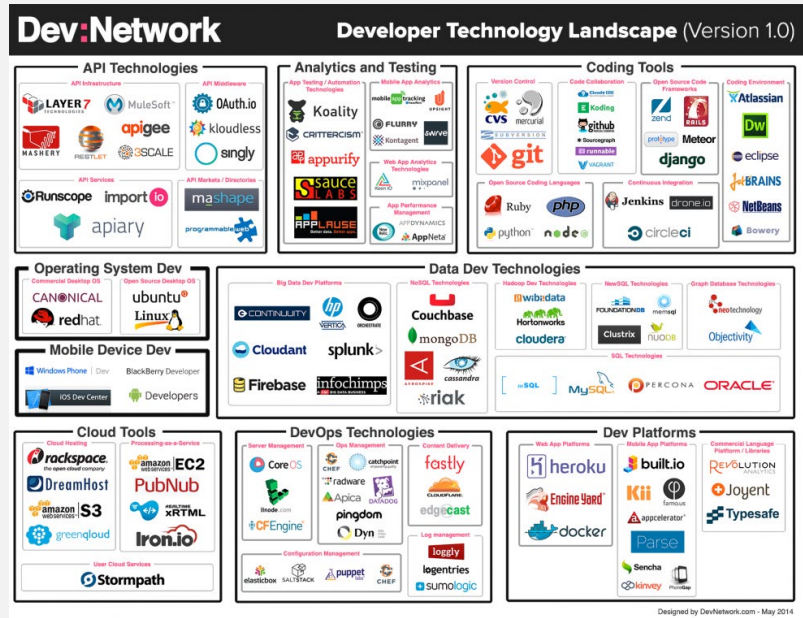
MicroService Architecture (Quelle: Microsoft, 2024)

# PART III – SUCCESSFUL AND UNSUCCESSFUL APPROACHES OF CI/CD IN THE REAL-WORLD SCENARIO

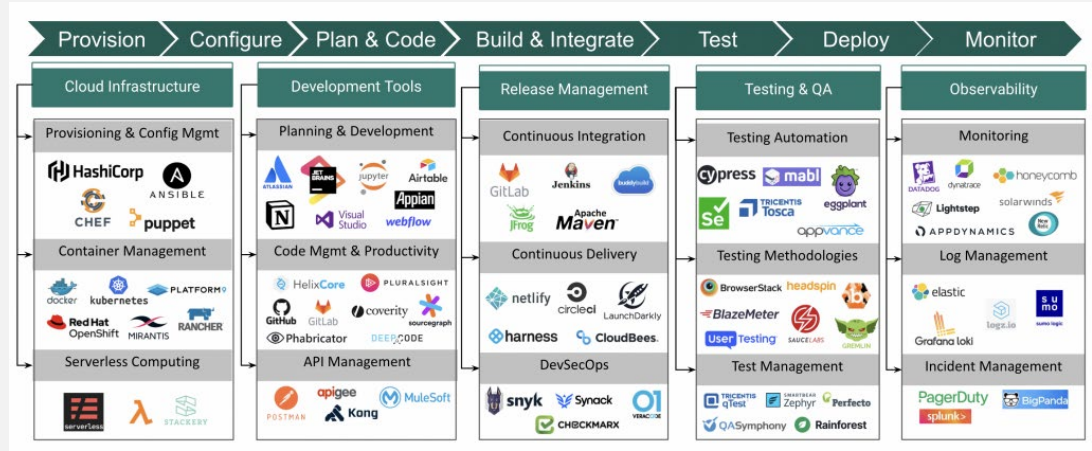
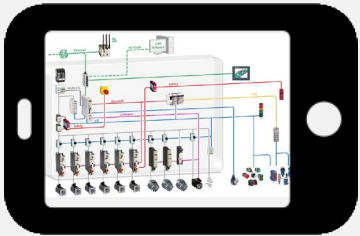


Analysis of Current Development Practices: Begin by conducting an analysis of the current processes and challenges in app development within your company or organization.

# CI/CD IN MOBILE APP DEVELOPMENT - ANALYSIS OF DEVELOPMENT PRACTICES OF OLD & NEW PROJECTS

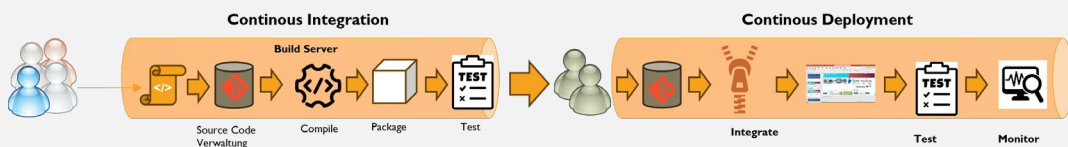
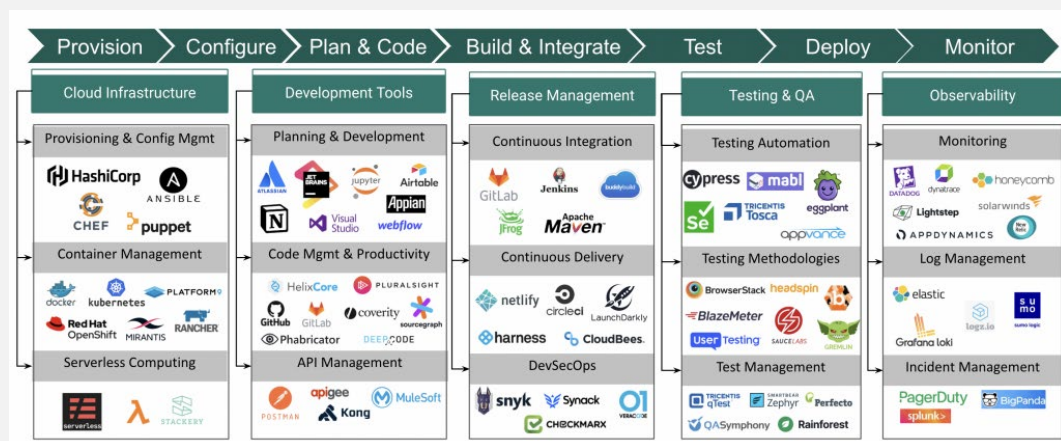


- Analysis of old/new projects
  - Features created
  - Technologies used
  - Toolchain, Dev process & assets used



- **Analysis of Current Development Practices:** Begin by conducting an analysis of the current processes and challenges in app development within your company or organization.
- **Introduction of CI/CD Concepts:** Explain the fundamentals of Continuous Integration (CI) and Continuous Deployment (CD), as well as their benefits for software development, especially for applications.

# CI/CD IN MOBILE APP DEVELOPMENT - INTRODUCTION OF CI/CD CONCEPTS



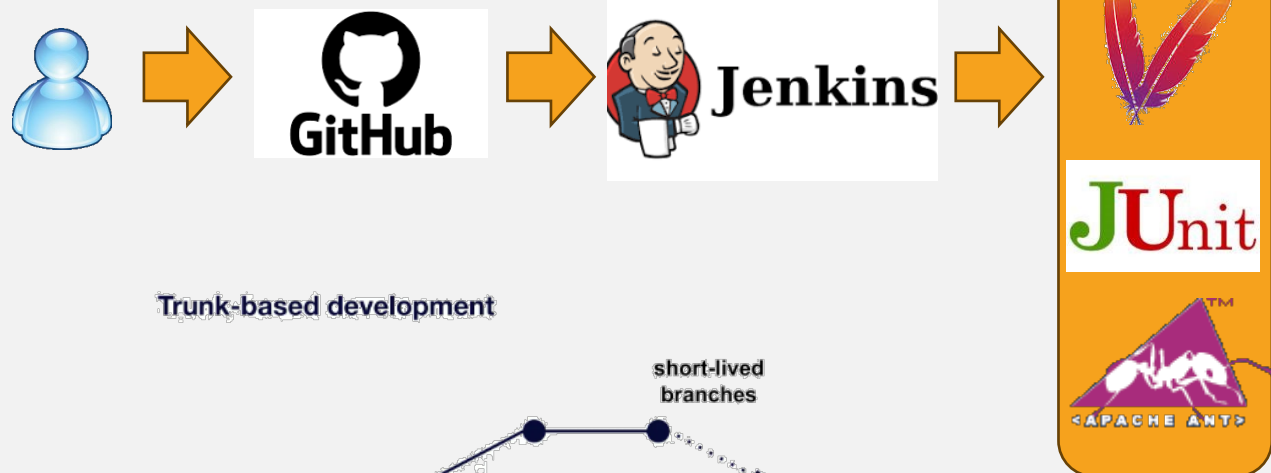
- Define a CI/CD process as draft
  1. Used tools for CI
  2. Used tools for CD
  3. Current state of the art tool analysis
  4. Analyse the added value of each tool
    - Pro: Identification of use cases i.e. for test & build & deploy
    - Con: Tool versions changed and their features



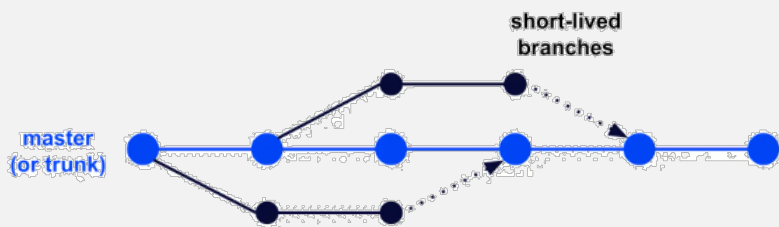
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# CI/CD IN MOBILE APP DEVELOPMENT - SELECTION OF SUITABLE TOOLS AND PLATFORMS

In 2016/17 CI/CD with Jenkins

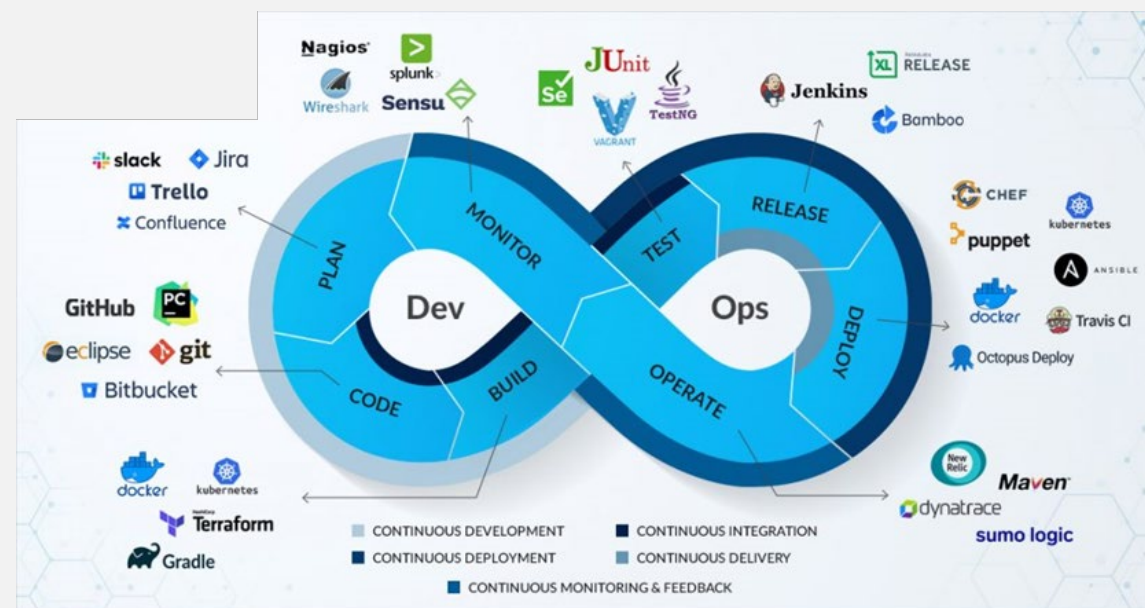


Trunk-based development



merging is done more frequently and more easily for shorter branches

In 2019 change to Devops



# CI/CD IN MOBILE APP DEVELOPMENT - ESTABLISHMENT OF AN AUTOMATED BUILD PIPELINE

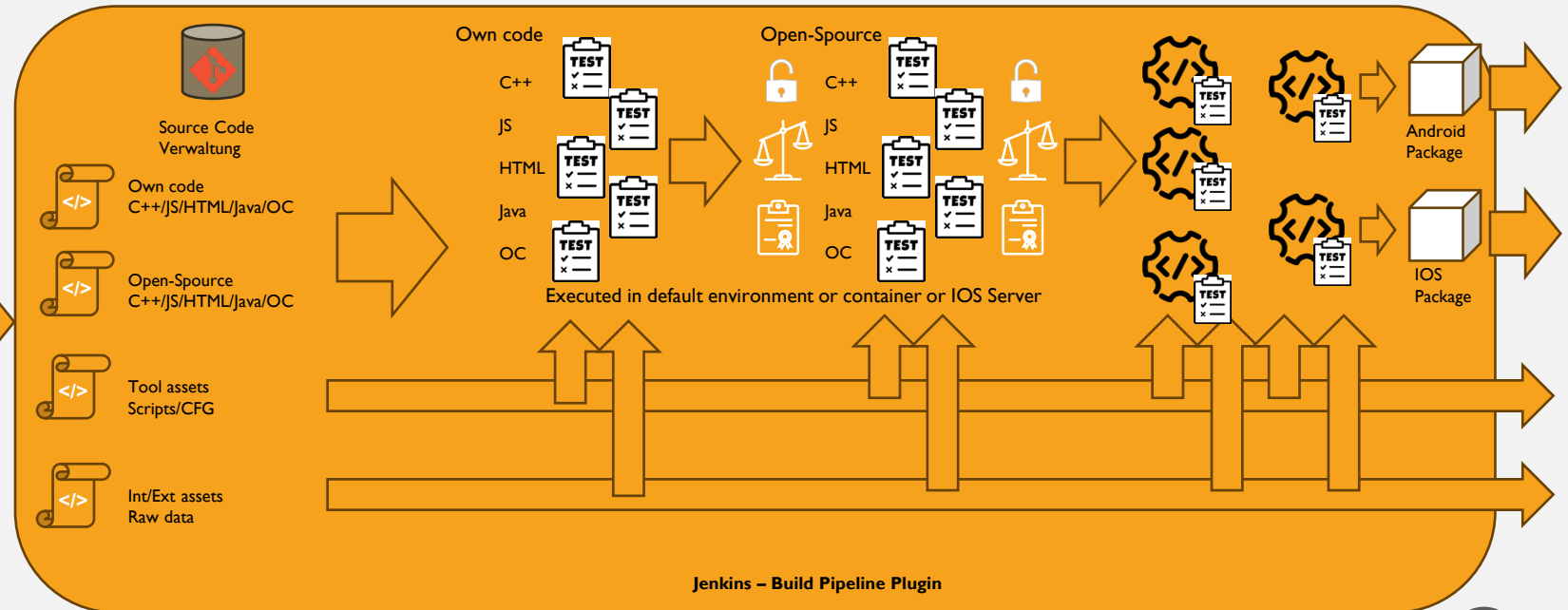
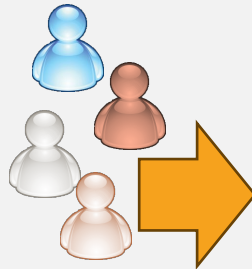
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I for IIOT-  
Framework

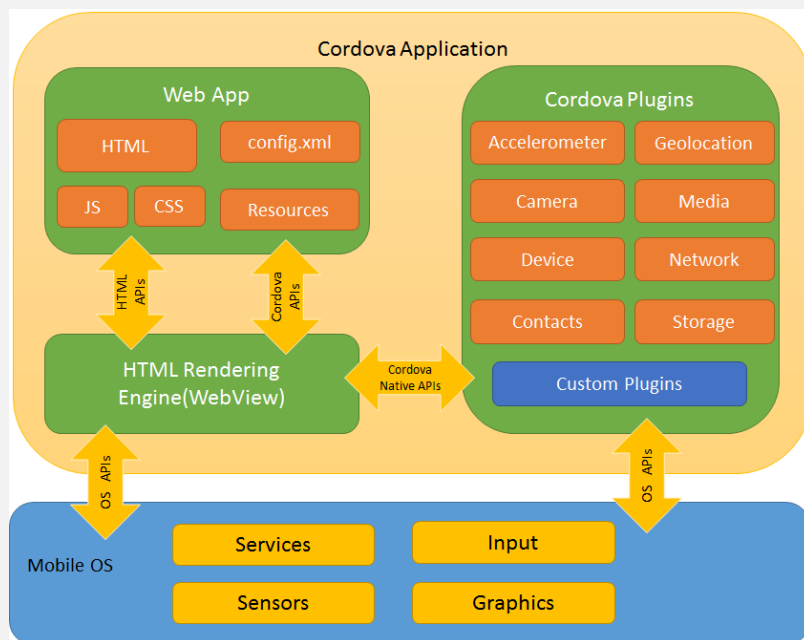
I per MicroService

I per Plugin

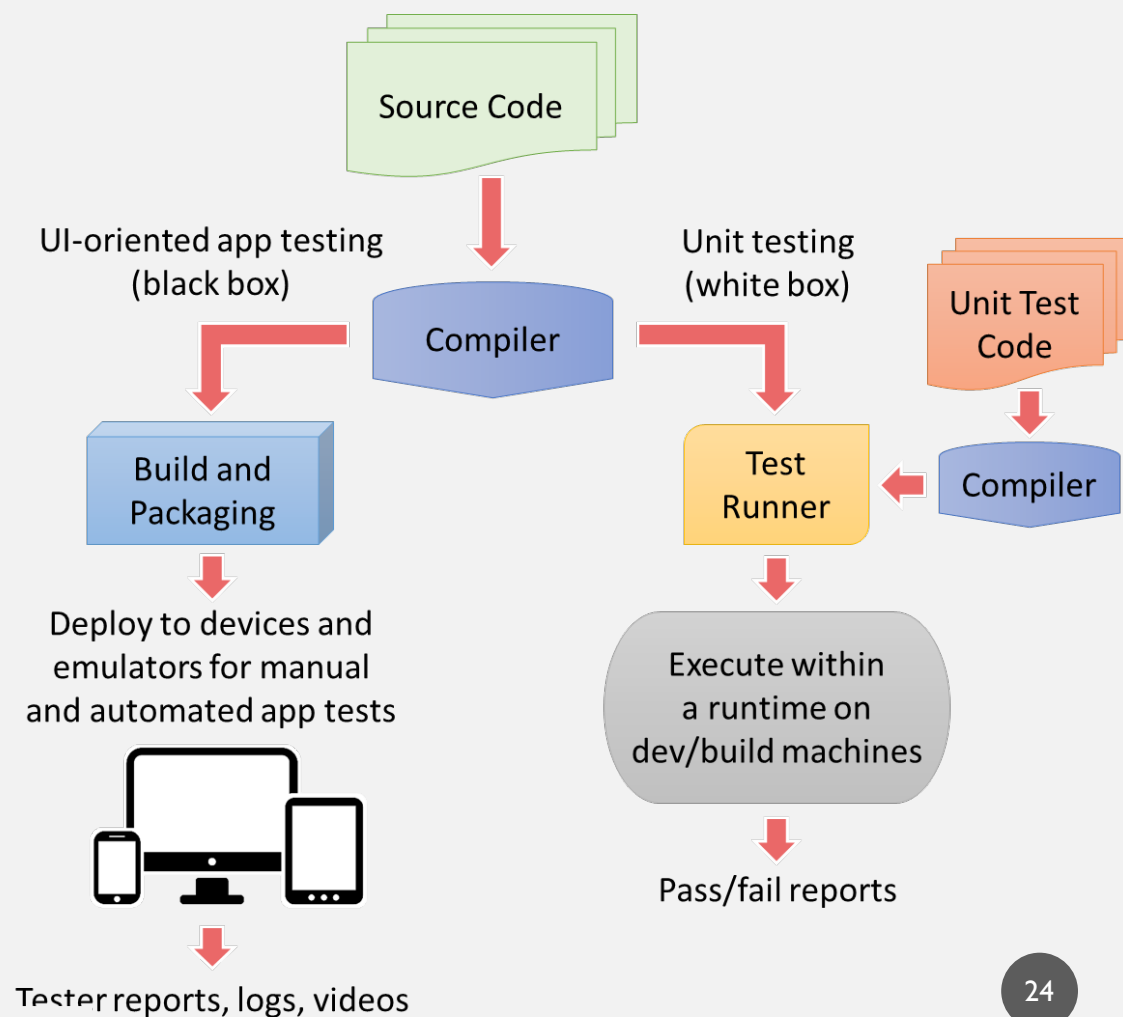
I per MasterApp



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- **Integration of Tests:** Explain the integration of automated tests into the CI/CD process to ensure that every code change is thoroughly tested and the quality of the application is maintained.



## CI/CD IN MOBILE APP DEVELOPMENT - INTEGRATION OF TESTS

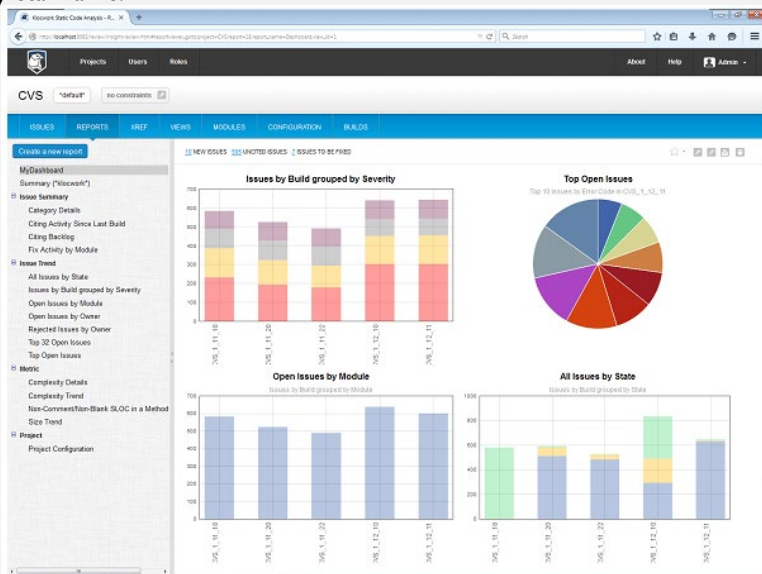




# CI/CD IN MOBILE APP DEVELOPMENT - IMPLEMENTATION OF CODE QUALITY METRICS



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- **Implementation of Code Quality Metrics:** Discuss the implementation of code quality metrics and the integration of static code analysis tools to ensure that the code meets the defined quality standards.



## ★ SonarQube Findbugs Plugin

November 28, 2016 2:00 PM Version 3.4.4

Issues Measures Code Administration

Quality Gate

Passed

Bugs & Vulnerabilities

Leak Period: last 30 days  
started 2 months ago

0

Bugs

0

Vulnerabilities

0

New Bugs

0

New Vulnerabilities

Code Smells

2d

Debt

73

Code Smells

0

New Debt

0

New Code Smells

Duplications

0.0%

Duplications

0

Duplicated Blocks

—

Duplications on New Code

FindBugs is a program that uses static analysis to look for bugs in Java code. It can detect a variety of common coding mistakes, including thread synchronization problems, misuse of API methods.

2.4k

Lines of Code

Java 2.1k

XML 290

Quality Gate

(Default) SonarQube way

Quality Profiles

(Java) Sonar way

(XML) Sonar way

Home

Issues

Sources

Developer connection

Key

org.sonarsource.sonar-findbugs-plugin:sonar

Events

All

Version: 3.4.4

November 28, 2016

Quality Gate: Green (was Red)

November 28, 2016

# CI/CD IN MOBILE APP DEVELOPMENT - VERSIONING AND RELEASE AND DEPLOYMENT MANAGEMENT



- Using Github and Jenkins for Versioning and Release
  - Configure Build Pipeline with Github ReleaseNotes
  - Configure Google/Apple Certification for uploading
  - **NOT USED: Automated upload in google/apple store. Coporate team request review stage gate**
  - Manual upload files by coporate team with deployment information by deploynebt pipline
- Using app stores for deployment managment
  - Prepare releases
  - Manual „Go“ Button



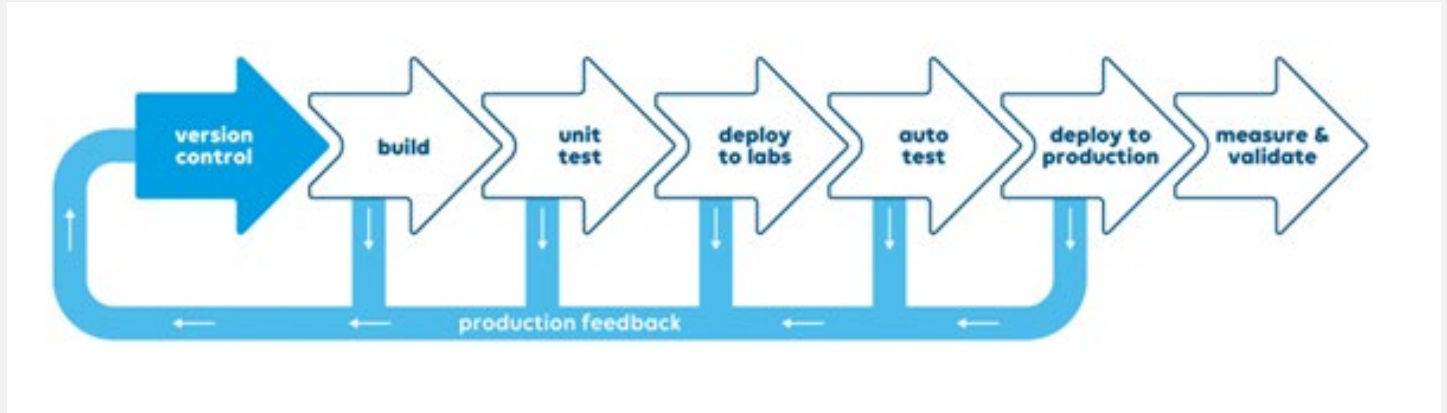
# CI/CD IN MOBILE APP DEVELOPMENT - TRAINING AND SUPPORT FOR DEVELOPMENT TEAMS

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- **Versioning and Release Management:** Explain the importance of version control and release management in a CI/CD workflow for mobile apps and how these processes can be effectively implemented.
- **Training and Support for Development Teams:** Emphasize the importance of training and support for development teams in the adoption of new CI/CD practices and tools to ensure a smooth transition.

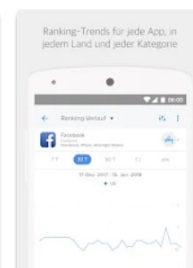
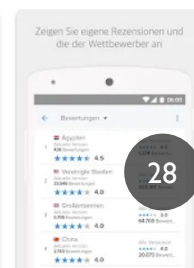
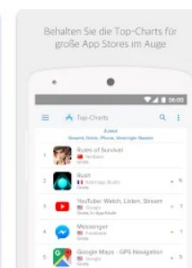
- Added courses for elemental tools to training path
- Added courses for technology i.e. cordovae , JS, etc
- Added courses for IIOT Framework
- Live learning course for CI/CD



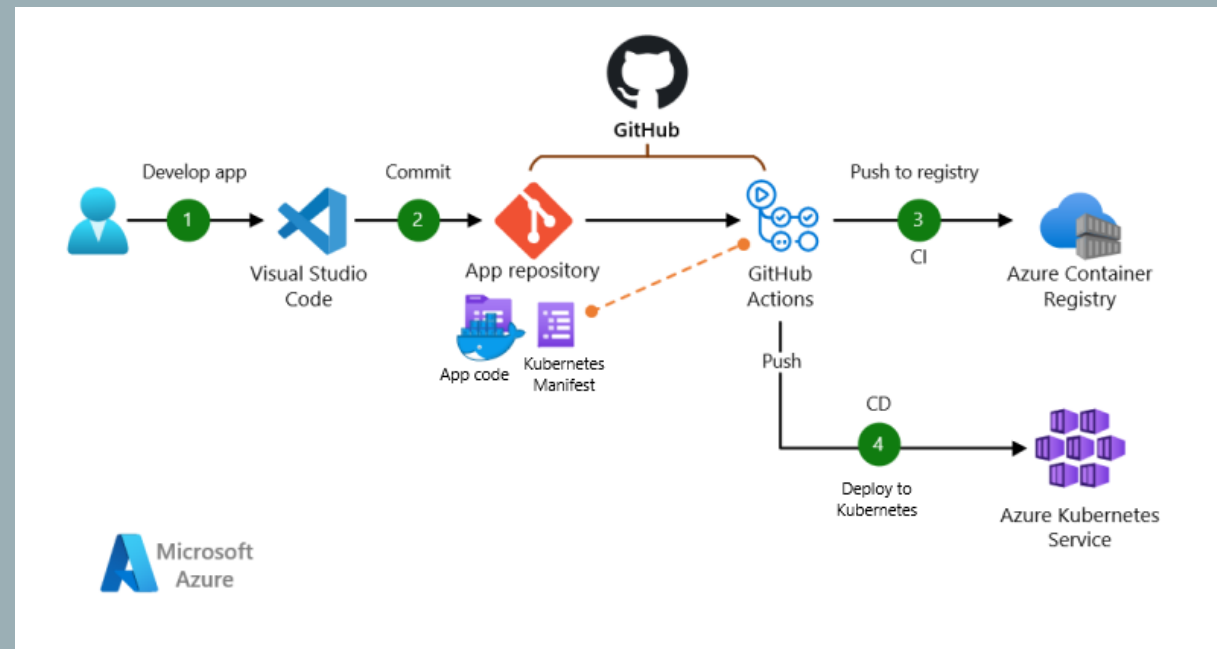
# CI/CD IN MOBILE APP DEVELOPMENT - MONITORING AND FEEDBACK LOOPS



- Using Jenkins to
  - Get feedback from tool in CI and CD i.e. Junit, SonarCobe
- Using monitor features for deployment
  - Google Analytics
  - App Annie (Business)



# PART IV - BEST PRACTICES CI/CD IN THE CLOUD



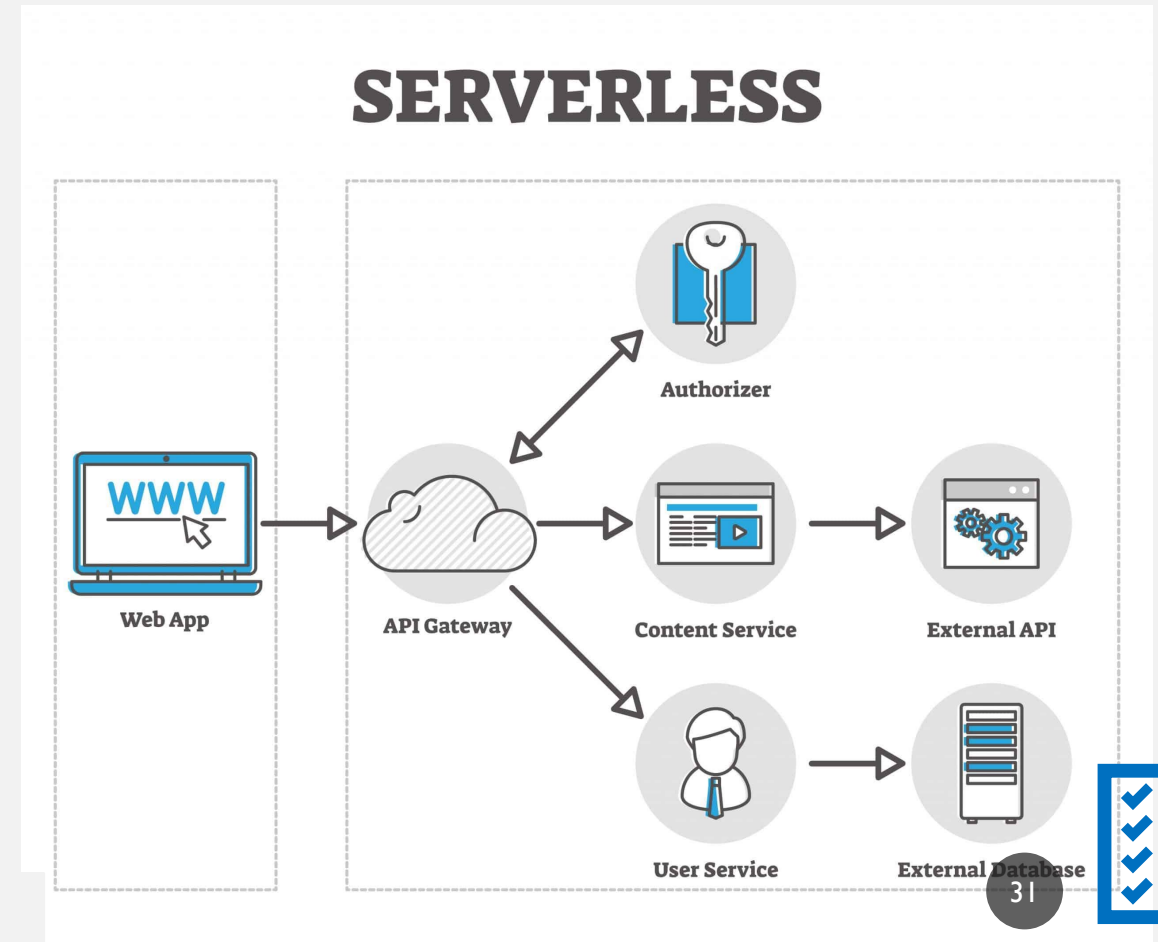
## RELEVANCE FOR THE EFFICIENCY AND QUALITY OF SOFTWARE DEVELOPMENT PROCESSES

- Modularity
  - Division into independent modules.
  - More efficient work for developers.
  - Faster development, testing, and deployment.
  - Reduced impact of changes.
  - Facilitated maintainability and scalability.
- Cohesion
  - Clear and specific tasks in modules.
  - Reduction of unwanted dependencies and complexity.
  - Increase in efficiency.
  - Better structured code and simpler testing procedures.
  - Enhancement of software quality and maintainability.
- Scalability
  - Response to increasing demands.
  - Rapid adaptation to spikes in load.
  - Maintenance of performance and stability.
  - Reliable functioning under increasing stress.
  - Sustaining high quality.
- Automation
  - Reduction of manual effort and human errors.
  - Enhancement of efficiency and consistent results.
  - Release of time for developing new features and quality improvements.
  - Acceleration of development processes.
  - Faster time to market for software products.



# CI/CD ARCHITECTURE PATTERNS IN THE CLOUD

- Serverless Architecture:
  - Deployment of functions or microservices in independent units without having to worry about the underlying infrastructure.
  - Granular scalability and precise resource utilization.
  - Suitable for event-driven or scalable applications, offering high flexibility.
- Advantages for CI/CD:
  - Rapid deployment (of services).
  - Easily integrable into CI/CD pipelines as they consist of small, independent functions.
  - Automated build and deployment scripts can be used to deploy functions.
  - CI/CD pipelines can conduct automatic tests for each function to ensure quality.
  - Cost optimization (pay-as-you-go pricing model).
  - Scalability (granular scaling at the function level).



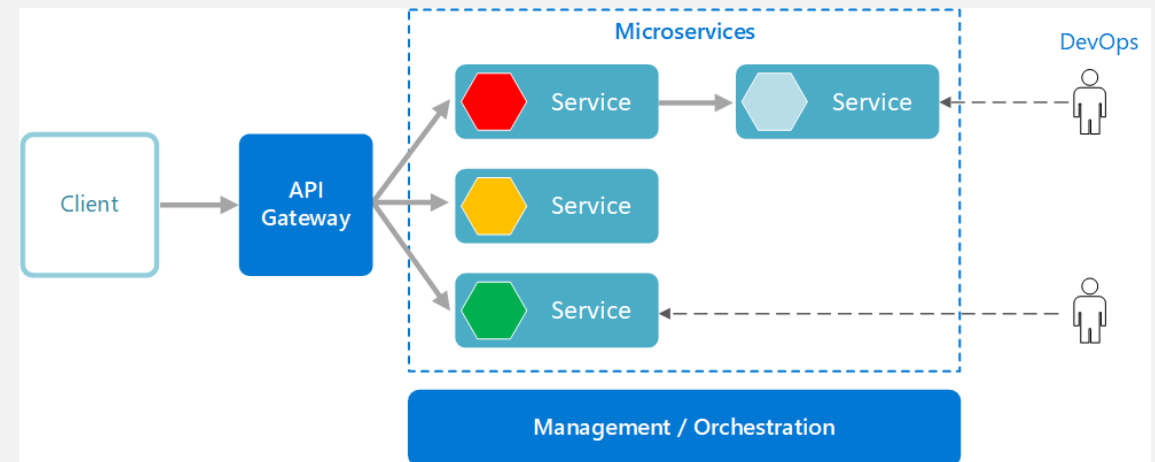
# CI/CD ARCHITECTURE PATTERNS IN THE CLOUD

- **Microservice Architecture:**

- Microservice architecture involves breaking down an application into smaller, independent services or microservices, each fulfilling a specific function.
- Independent development and deployment: Each microservice can be developed, tested, deployed, and scaled independently, enhancing the maintainability, scalability, and flexibility of the application.
- Standardized communication: Microservices communicate via standardized interfaces such as APIs and can be implemented in various programming languages and technologies.

- **Advantages for CI/CD:**

- Independent deployment: By dividing into microservices, updates or new features can be deployed independently without affecting other parts of the system.
- Scalability: Microservices can be scaled separately to respond to changing requirements or spikes in load, enabling efficient resource utilization.
- Technological diversity: Each microservice can be implemented in a different technology or programming language, fostering flexibility and innovation.



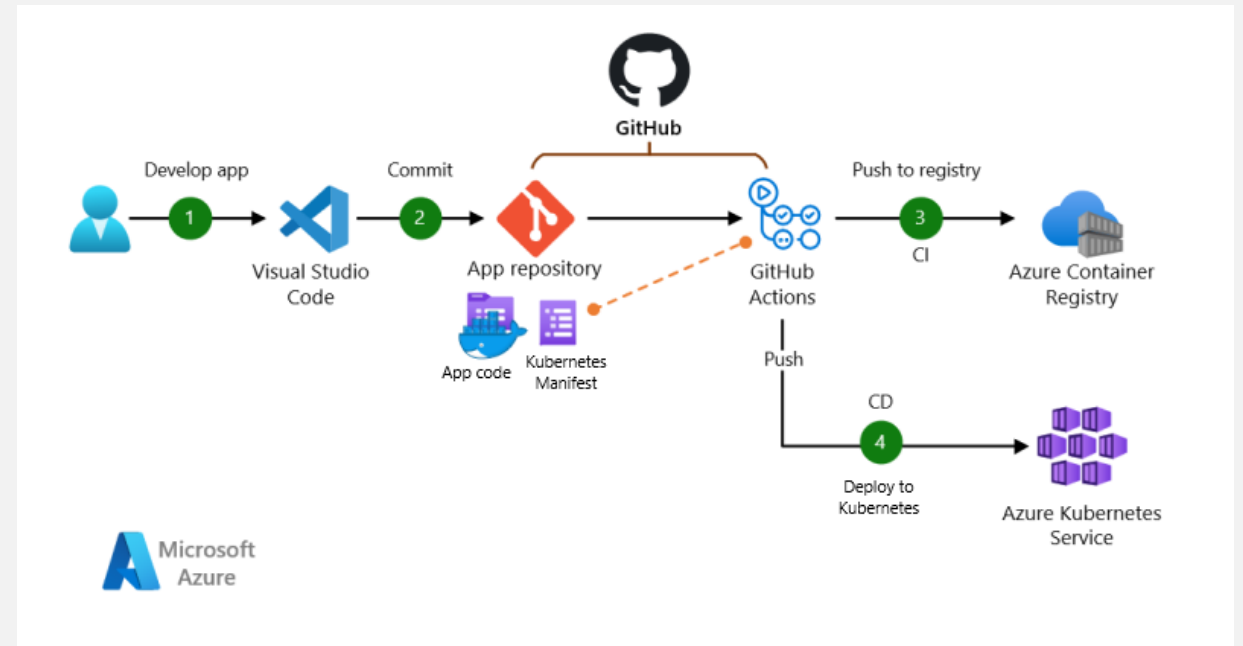
*MicroService Architectur (Source: Microsoft, 2024)*





# CI/CD ARCHITECTURE PATTERNS IN THE CLOUD

- Container orchestration:
  - Container orchestration systems like Kubernetes enable the management and orchestration of containers in distributed environments.
  - Containers provide consistent deployment of applications across different environments and reduce dependency on the underlying infrastructure.
  - Kubernetes allows for the automation of container deployment, scaling, load balancing, and recovery, thereby improving operational efficiency and reliability.
- Benefits **CI/CD**:
  - Container orchestration systems like Kubernetes facilitate the integration of containers into CI/CD pipelines.
  - Developers can use automated scripts to build, test, and deploy container images to Kubernetes clusters.
  - CI/CD pipelines can also perform automatic rollbacks if tests fail or issues arise.
  - Consistent deployment, Automated scaling, High availability



*Push-based Architecture using GitHub Actions for CI and CD.*

(Source: Microsoft, 2024)



# SHOWCASE „GITHUB ACTIONS“

Code Blame 16 lines (16 loc) · 596 Bytes Code 55% faster with GitHub Copilot

```
1  name: Test2 project      # Name of the job
2  on: workflow_dispatch    # User manual starts the workflow
3  jobs:                    # Define jobs
4    test-job:              # Name of the first job
5      runs-on: windows-latest # Define OS to run
6      steps:               # Steps to run for a job
7        - name: Get Code    # Name of the step
8          uses: actions/checkout@v4
9        - name: Install NodeJS
10         uses: actions/setup-node@v4
11         with:
12           node-version: 18
13        - name: Install dependencies
14          run: npm install
15        - name: Run tests
16          run: npm test
```

The screenshot shows the GitHub Actions interface for a workflow run. The top navigation bar includes links for Code, Issues, Pull requests, Actions (selected), Projects, Security, Insights, and Settings. The main header shows the repository 'zinn-university / CI-CD-Realistic' and a search bar. Below the header, the workflow run is titled 'Test2 project #4' with a red 'X' icon indicating failure. A 'Re-run jobs' button is visible. The left sidebar shows the workflow file 'test-job' with a red 'X' icon. The main content area displays the job 'test-job' with a status of 'failed now in 40s'. A list of steps is shown with their status and duration:

Step	Status	Duration
Set up job	✓	1s
Get Code	✓	11s
Install NodeJS	✓	19s
Install dependencies	✗	6s
Run tests	⌚	0s
Post Install NodeJS	⌚	0s
Post Get Code	✓	1s
Complete job	✓	0s

# PART V – SUMMARY AND FUTURE CI/CD TOPICS

## CURRENT REASEARCH TOPICS IN CI/CD

### **Development of Cloud Technologies**

Cloud platforms will continue to evolve to offer more features and services that enhance the automation, scalability, and security of CI/CD processes.

### **Integration of AI and ML**

Artificial Intelligence (AI) and Machine Learning (ML) will increasingly be integrated into CI/CD pipelines to enable automatic error detection, deployment optimization, and prediction of performance issues.

### **Micro-Frontends**

Similar to microservices, micro-frontends will emerge to divide frontend applications into small, independent components, leading to more flexible deployment and update processes.

### **Infrastructure as Code (IaC)**

IaC is already being used in many CI/CD pipelines, but this trend is expected to further strengthen. The use of tools like Terraform or Ansible for automating infrastructure configuration enables consistent deployment of infrastructure resources across different environments.

# USE OF CI/CD IN PROFESSIONAL SW PROJECTS: A CONCRETE EXAMPLE FROM OWN EXPERIENCE

trial lecture  
presentation by  
Marcus Zinn

## Brief CV

### Business Roles

- 5,5 years mobile leader (IIOT Mobile Apps)
- 5 years leader for patents (focusing AI and Software patents)
- 12 years software engineering
- ...

### Hobbies

- Lecturer since 2004 (Mobile Apps, Informatics, Software Engineering, Data Warehouse, ..)
- Support / Supervision for bachelor / master thesis (28)
- IIOT Beekeeping
- AI based image generation (Stable diffusion / comfyUI)
- ...



# Thank you!