## Outline

- Introduction to Continuous Delivery
- Continuous Delivery Benefits
- 3 Continuous Delivery Requirements
- 4 Continuous Deployment

#### A Definition

Continuous Delivery is a software development discipline where you build software in such a way that the software can be released to production at any time.

— Martin Fowler

### Benefits of CD

- Faster reaction times
- Reduced risk; increased stability
- ullet Exposed inefficiencies and costs  $\implies$  increased productivity
- Flexible release options

Continuous Delivery Benefits

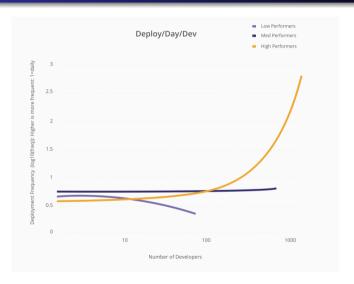
## Software Delivery Performance

Aspect of Software Delivery Performance	Elite*	High	Medium	Low
<b>Deployment frequency</b> For the primary application or service you work on, how often does your organization deploy code?	On-demand (multiple deploys per day)	Between once per hour and once per day	Between once per week and once per month	Between once per week and once per month
Lead time for changes For the primary application or service you work on, what is your lead time for changes (i.e., how long does it take to go from code commit to code successfully running in production)?	Less than one hour	Between one day and one week	Between one week and one month <sup>b</sup>	Between one month and six months <sup>b</sup>
Time to restore service For the primary application or service you work on, how long does it generally take to restore service when a service incident occurs (e.g., unplanned outage, service impairment)?	Less than one hour	Less than one day	Less than one day	Between one week and one month
Change failure rate For the primary application or service you work on, what percentage of changes results either in degraded service or subsequently requires remediation (e.g., leads to service impairment, service outage, requires a hotfix, rollback, fix forward, patch)?	0-15%	0-15%	0-15%	46-60%

 $Source: \ Accelerate: \ State \ of \ DevOps \ 2018 \ by \ DORA \\ \ https://cloudplatformonline.com/2018 \cdot state \cdot of \cdot devops.html$ 

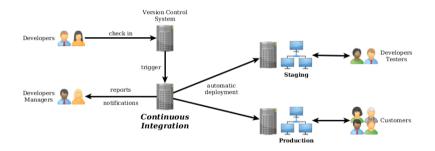
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# Scaling Development Teams — Brooks's Law



Source: 2015 State of Dev Ops Report by puppet labs https://puppet.com/resources/white-paper/2015-state-of-devops-report

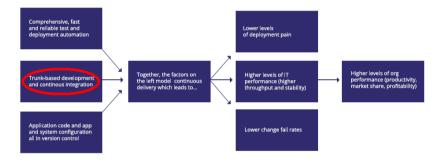
### Infrastructure



Source: U Meding

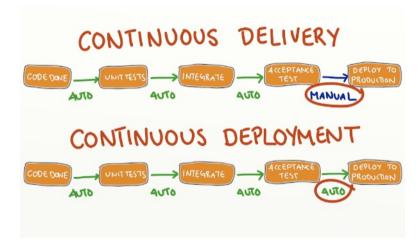
http://uwemeding.com/making-the-case-for-continuous-integration/

## Continuous Delivery Factors/Ingredients and Effects



 $Source:\ 2015\ State\ of\ Dev\ Ops\ Report\ by\ puppet\ labs\ https://puppet.com/resources/white-paper/2015-state-of-devops-report$ 

## Continuous Delivery versus Continuous Deployment



Source: Y Sundman

http://blog.crisp.se/2013/02/05/yassalsundman/continuous-delivery-vs-continuous-deployment

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## Questions

- Why should we even try to achieve Continuous Delivery?
- What about software quality how will features be tested if we have to ship at any point?
- How will we deal with the fact that at any given point in time some features are not complete?
- How do we get a new feature coded on a developer's laptop into the hands of a user?
- How often should the team collaborate and integrate their work?

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