



Modern culture to sustainably improve software quality

exploiting automated build, test and delivery schema

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for Economics and Management

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Short resume

Station (1999 – 2007):

Studies of Computer Science at the University of Paderborn

Station (2007 – 2014):

Doctorate at the University of Paderborn
in the field of embedded systems

Research projects:

Approaches to location-based mobile services

Approaches to the digitization of primary care

Station (2007 – today):

Own company for the development of embedded systems

Station (2013 – 2018):

Head of embedded systems development , biozoom
services GmbH, Kassel, Germany

Station (2018 – today):

Professor at FOM University of Applied Sciences, Kassel,
Germany

Research Area: Embedded Systems



About the authors

Kelvin Kühn

- B.Sc. Business Informatics
- IT specialist
- Bachelor degree at FOM University of Applied Sciences, Kassel, Germany
- Business Informatics, IT department, bdks, Baunatal, Germany

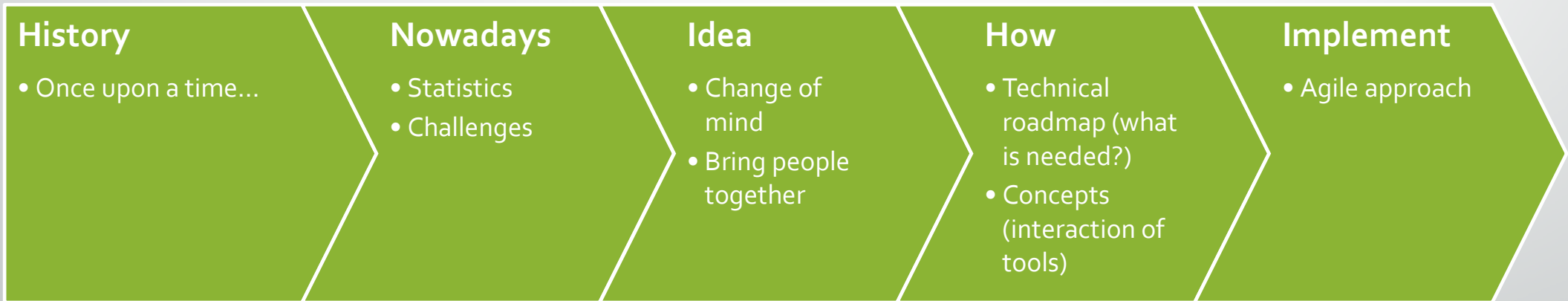


Prof. Dr. Claudius Stern

- Professor at FOM University of Applied Sciences, Kassel, Germany
- Head of embedded systems development, biozoom services GmbH, Kassel, Germany
- PhD in computer science, specialized on embedded systems



Agenda



Once upon a time...

Traditional Development

Requirement Analysis

Specification

Design

Coding

Integration / Testing

Velocity

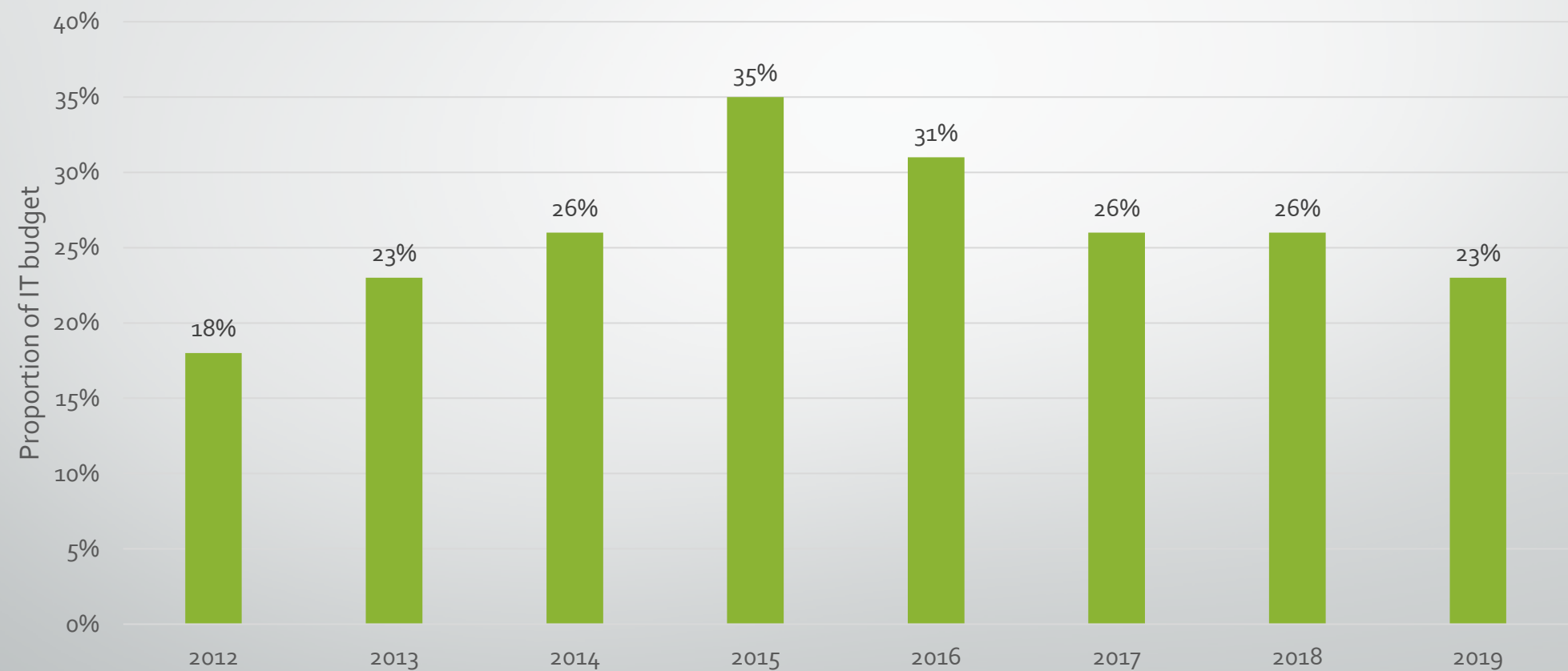
	1970s-1980s	1990s	2000s - Present
Era	Mainframes	Client/Server	Commoditization and Cloud
Typical Technology	COBOL, DB2 on MVS, etc.	C++, Oracle, Solaris, etc.	Java, MySQL, Red Hat, Ruby on Rails, PHP, etc.
Cycle time	1-5 years	3-12 months	2-12 weeks
Cost	\$1M - \$100M	\$100k - \$10M	\$10k - \$1M
At risk	Whole company	A product line or division	A product feature
Cost of failure	Bankruptcy, sell the company, massive layoffs	Revenue loss, CIO's job	Negligible

Source: Adrian Cockcroft, „Velocity and Volume (or Speed Wins)“, presentation at FlowCon, San Francisco, CA, November 2013

Nowadays...

Proportion of budget allocated to quality assurance and testing as a percentage of IT spend from 2012 to 2019

Quality assurance and testing budget allocation as a share of IT spend 2012-2019



Note(s): Worldwide; 2012 to 2019; 1725 respondents; CIOs and other senior technology professionals
 Further information regarding this statistic can be found on [page 8](#).
Source(s): Capgemini; Sogeti; HPE; Micro Focus; [ID 500641](#)

LESS money spent for QUALITY???

Challenges

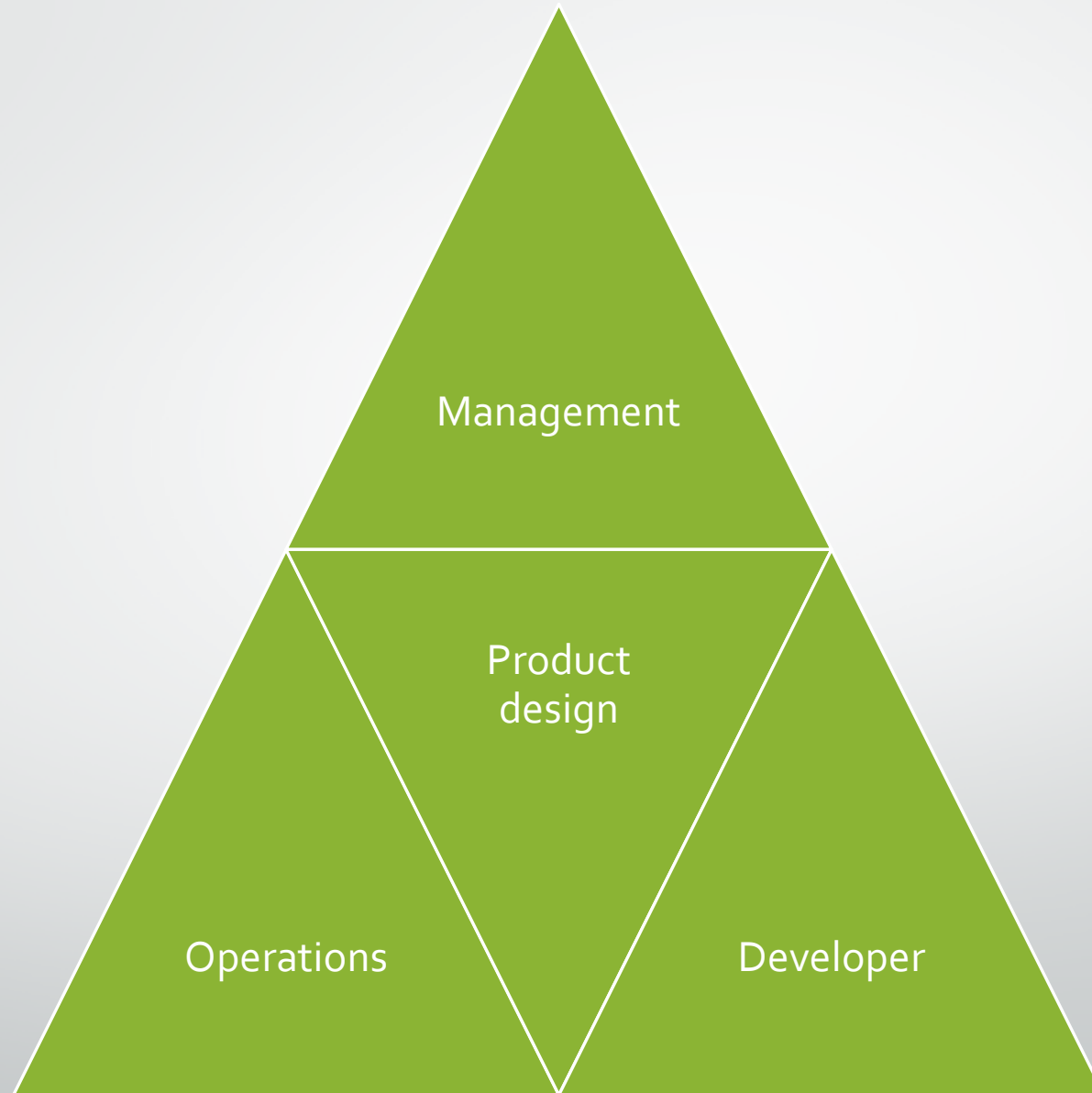
- Splitted Teams
 - Communication problems
 - Manual and double testing
 - The teams expertise is not shared across department borders
- Every Team works on their own
 - No sense of unity

Source: <https://sloanreview.mit.edu/wp-content/uploads/2020/06/FR-Squirrel-Siloed-IT-1290x860-1.jpg>

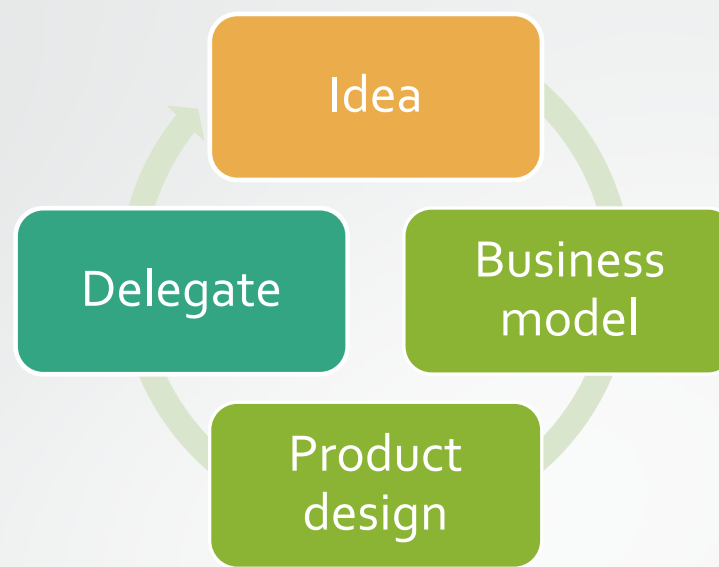




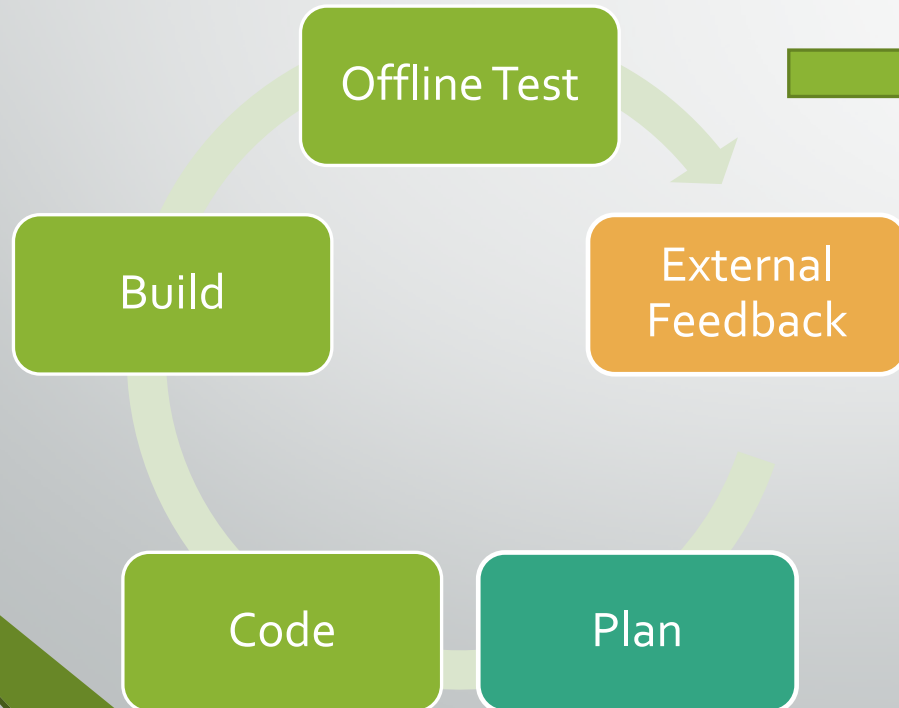
Source: <https://vincentdnl.com/drawings/>



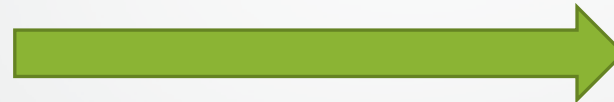
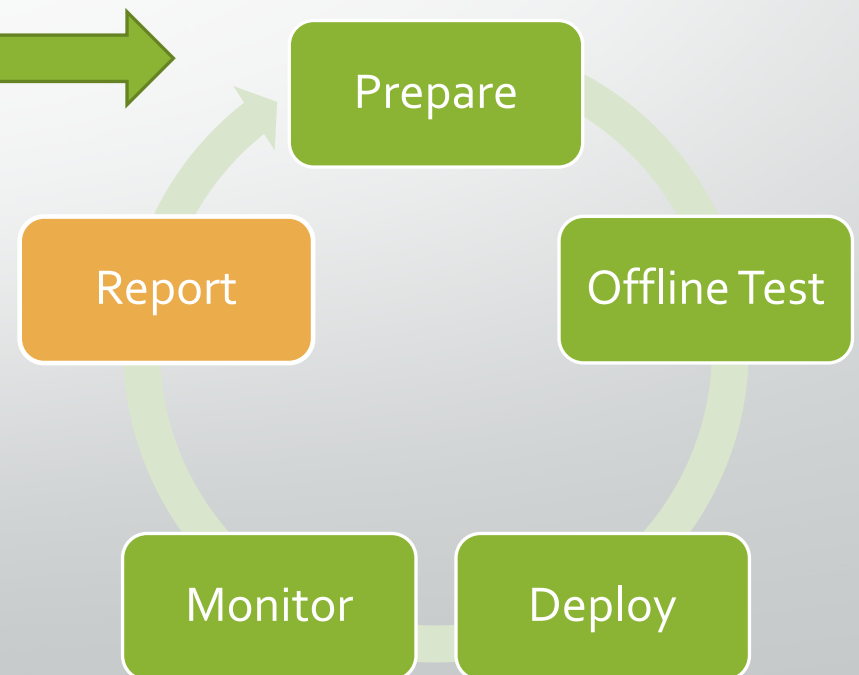
Manager



Developer



Operator



Idea...

What to improve?

Communication

Company knowledge base

Product quality

Cycle time

Human-factor errors

Repetitive tasks

Approaches

Communication

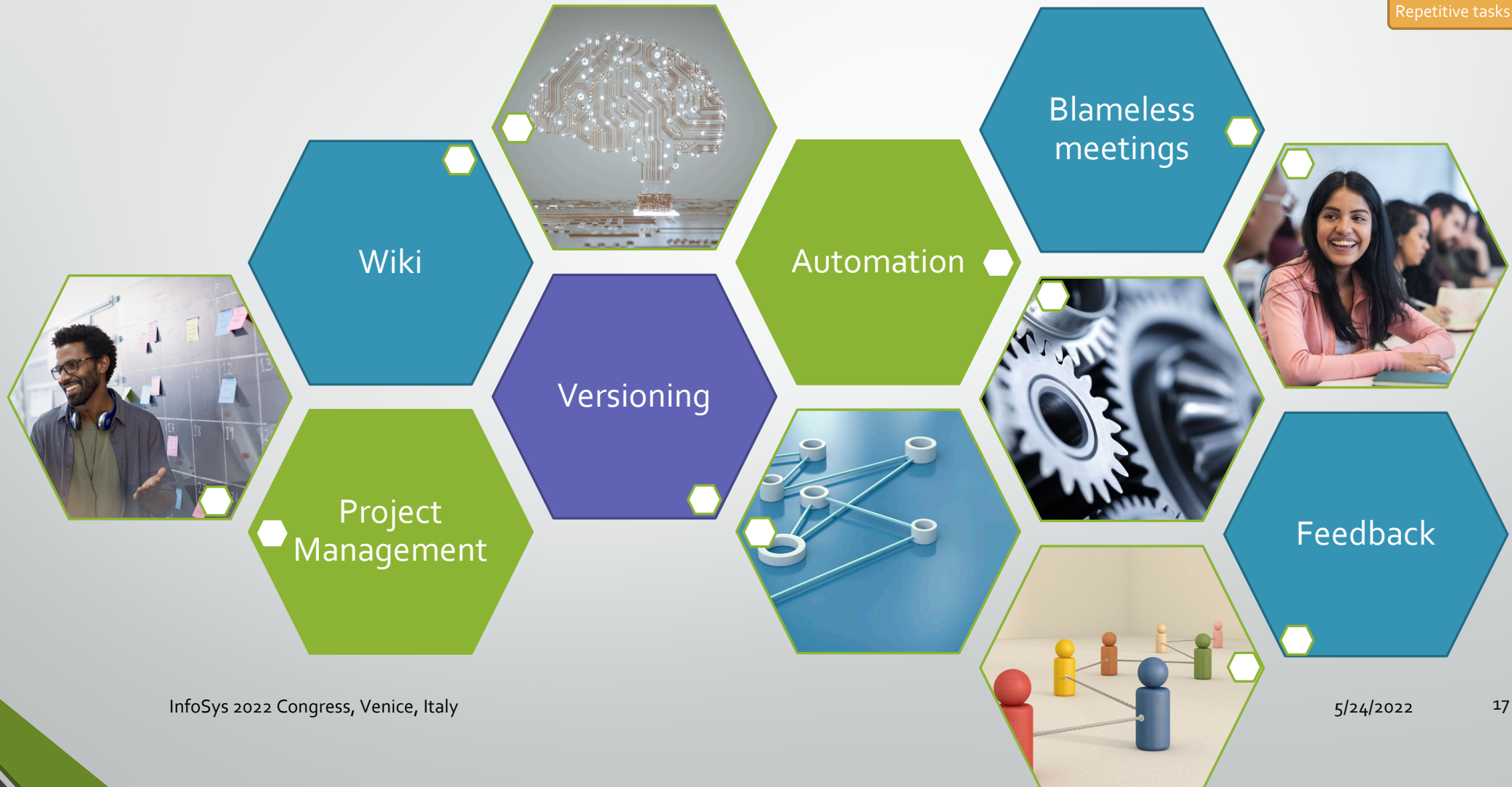
Company knowledge base

Product quality

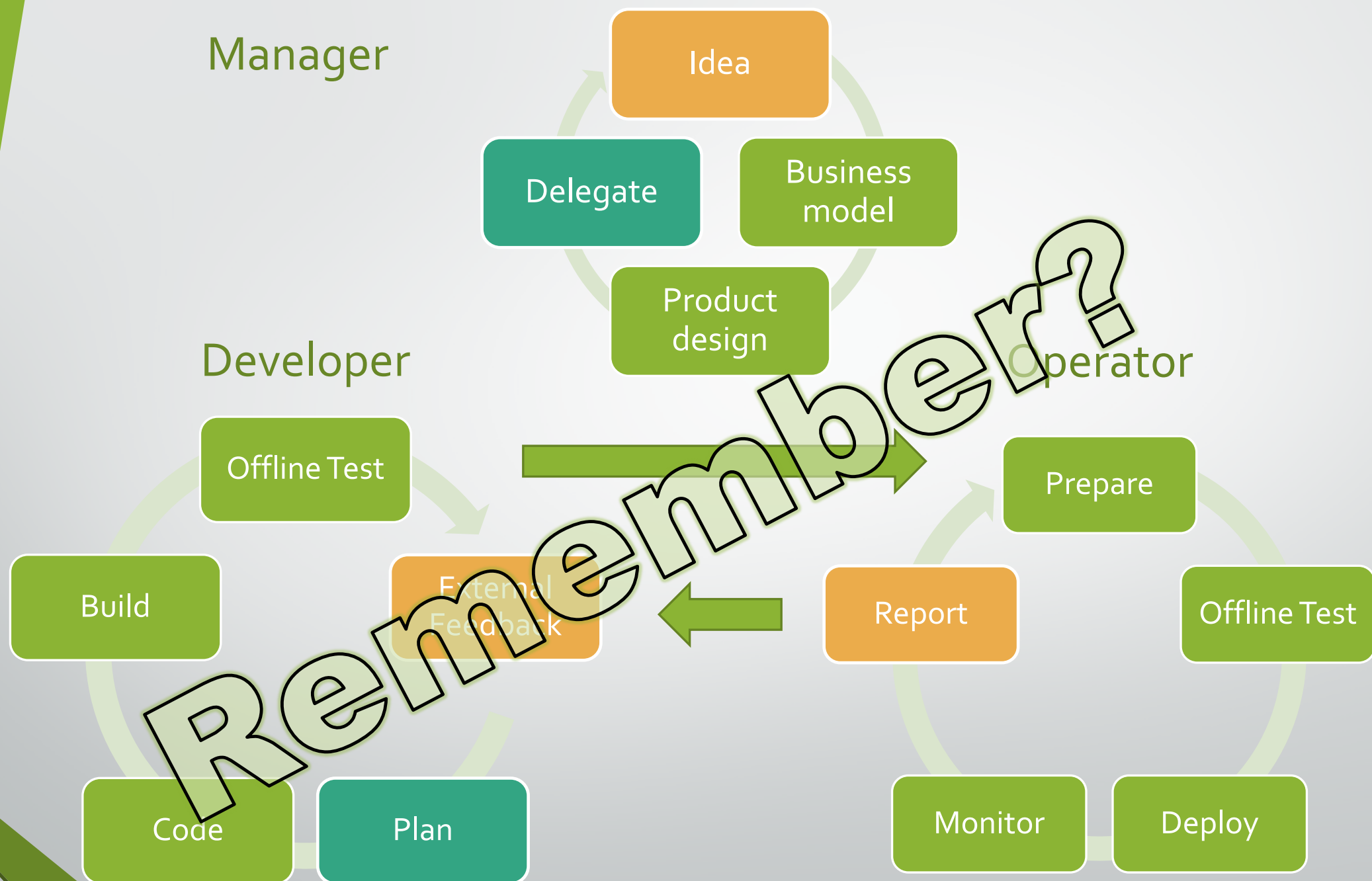
Cycle time

Human-factor errors

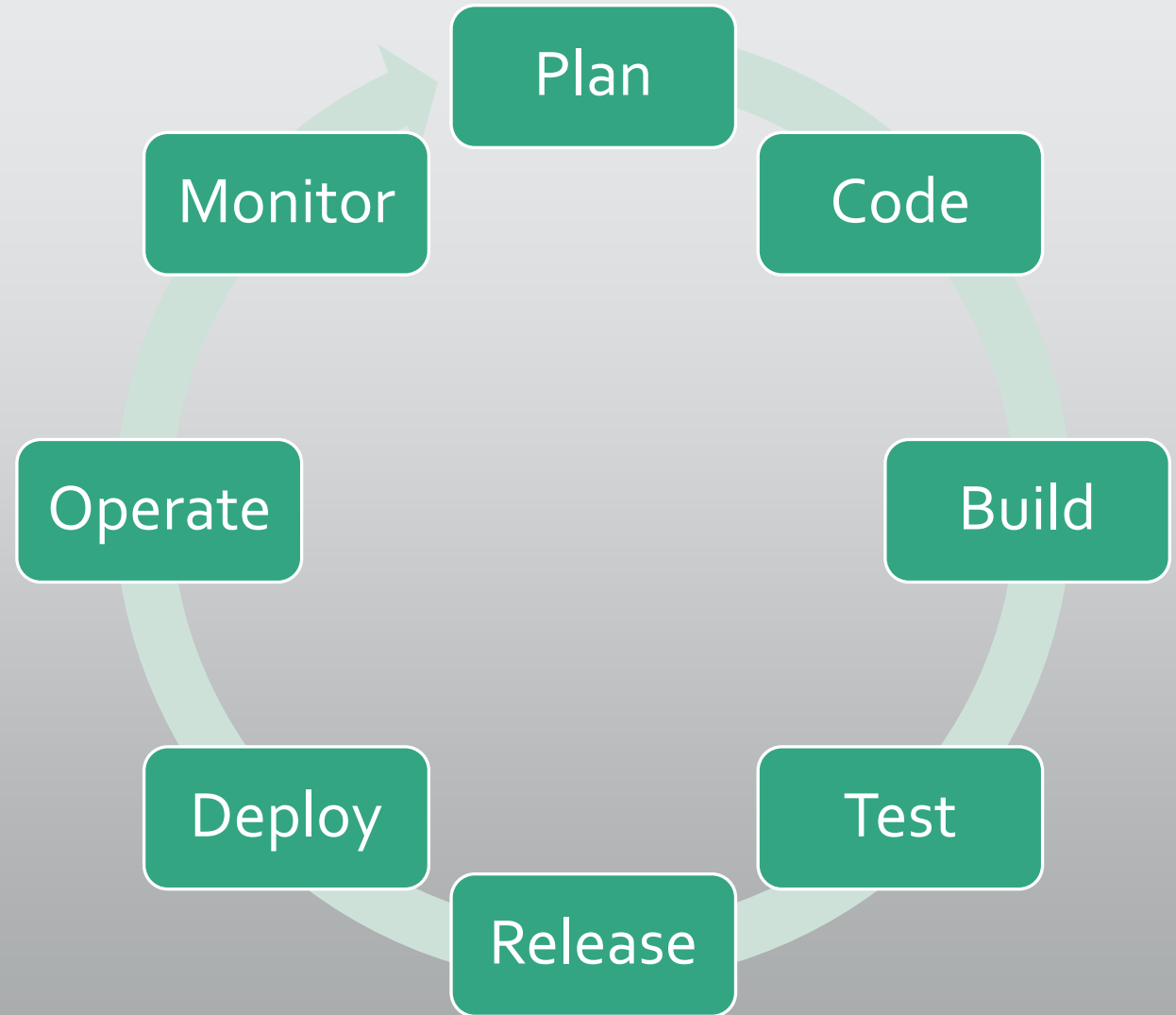
Repetitive tasks



Combine Development & Operations = DevOps

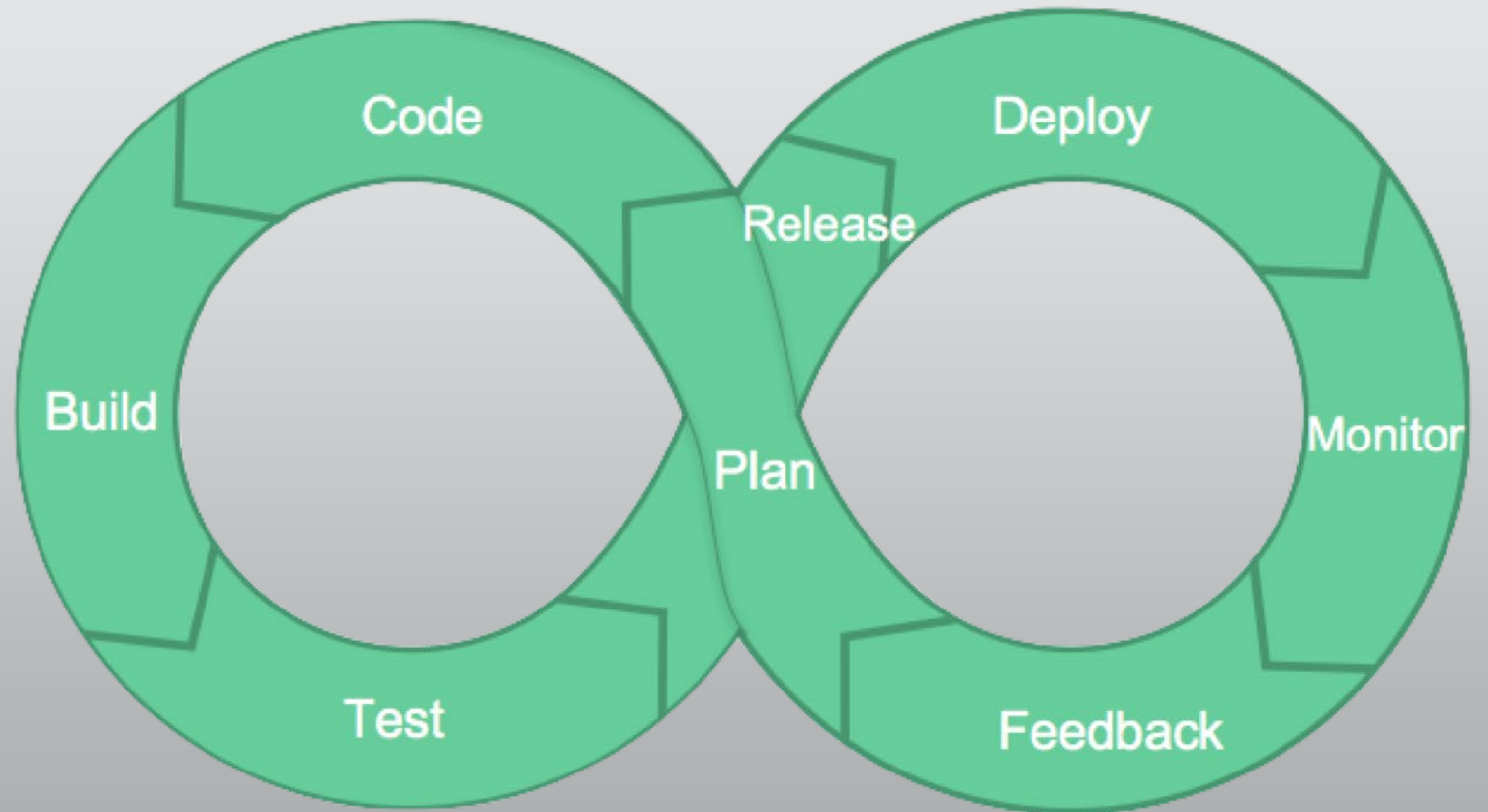


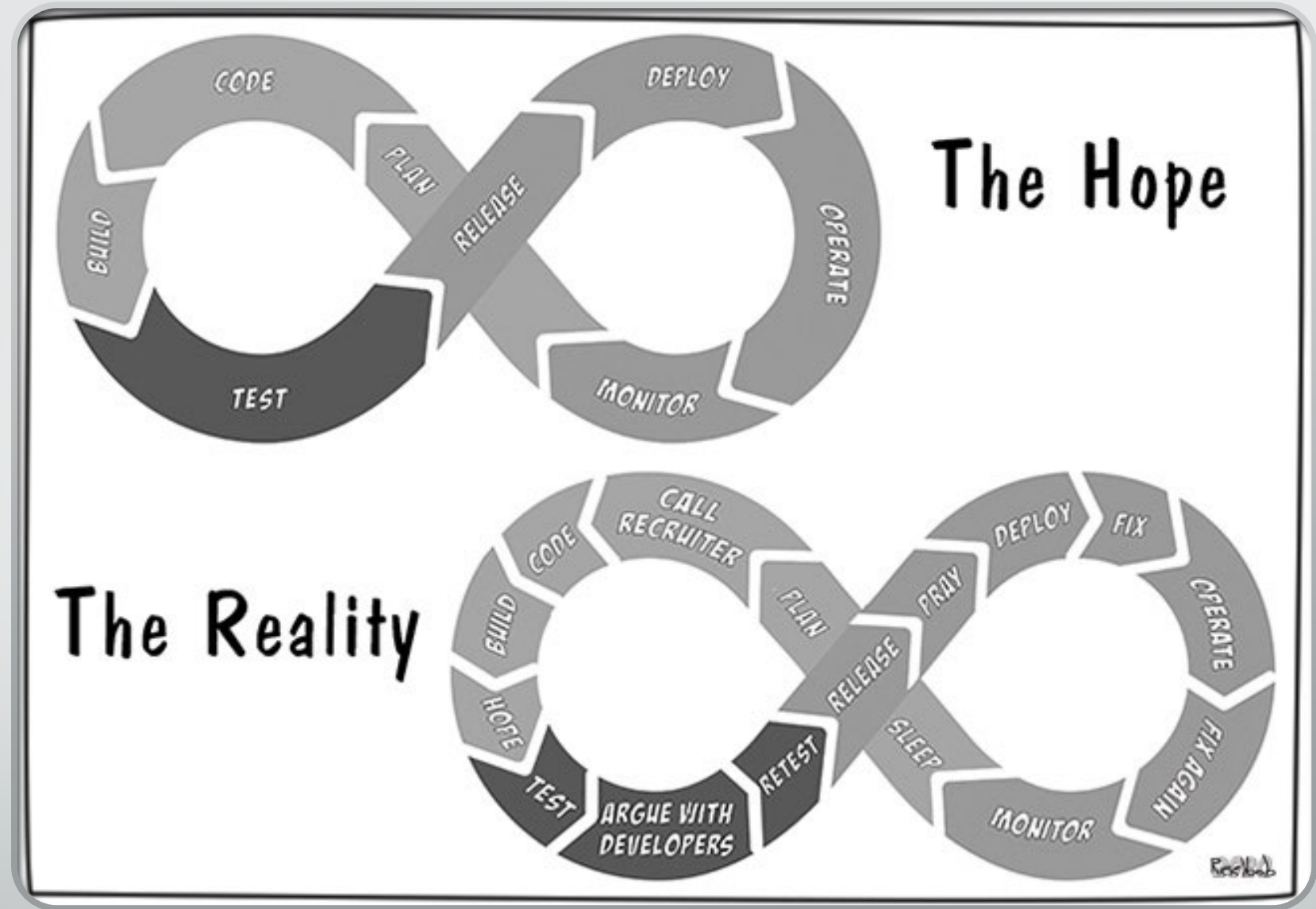
DevOps Lifecycle



DevOps Lifecycle

Source: <https://ovh.github.io/tat/imgs/devops-lifecycle.png>





Source: <https://devops.com/the-devops-life-cycle/>

DevOps Culture

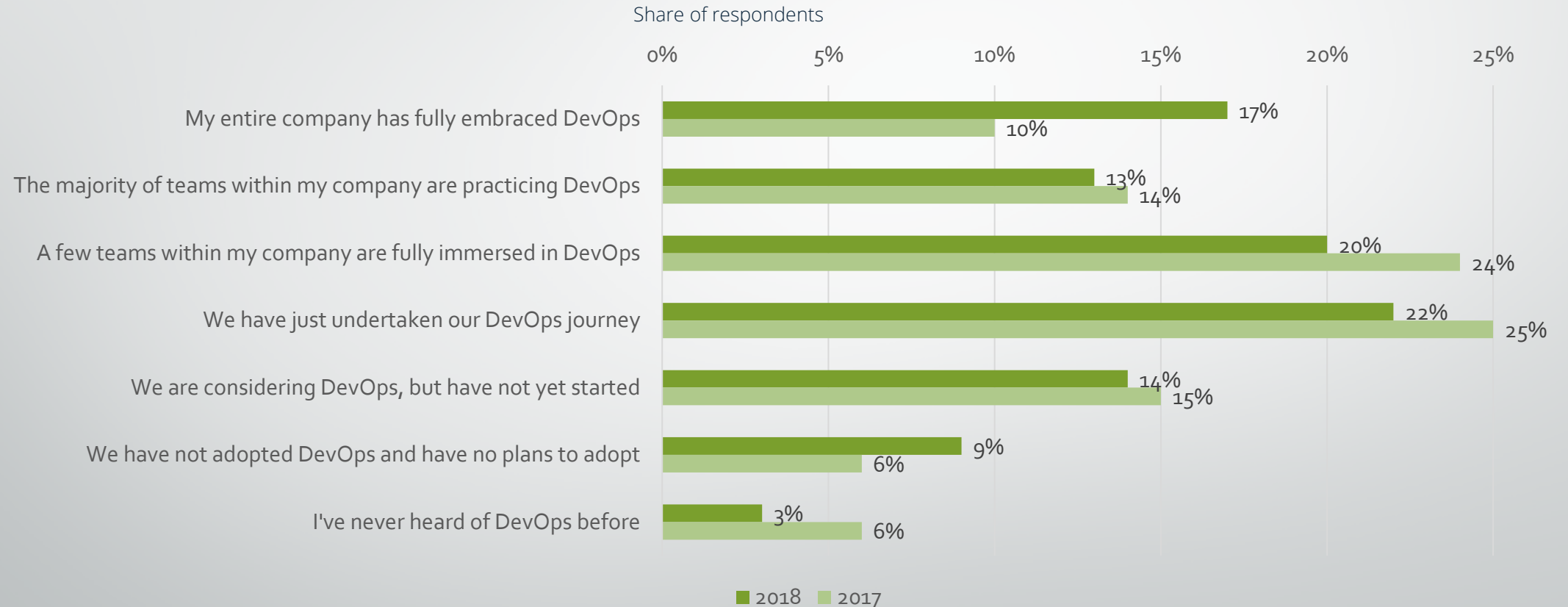
- No naming
- No blaming
- No shaming
- Toyota Production System
 - Andon-Cord
(<https://www.shmula.com/about-peter-abilla/what-is-andon-in-the-toyota-production-system/>)

Source: <https://avani.vn/en/andon-day-keo-huyen-thoi-cua-toyota/>



Extent of DevOps adoption by software developers worldwide in 2017 and 2018

DevOps adoption among software developers globally 2017-2018



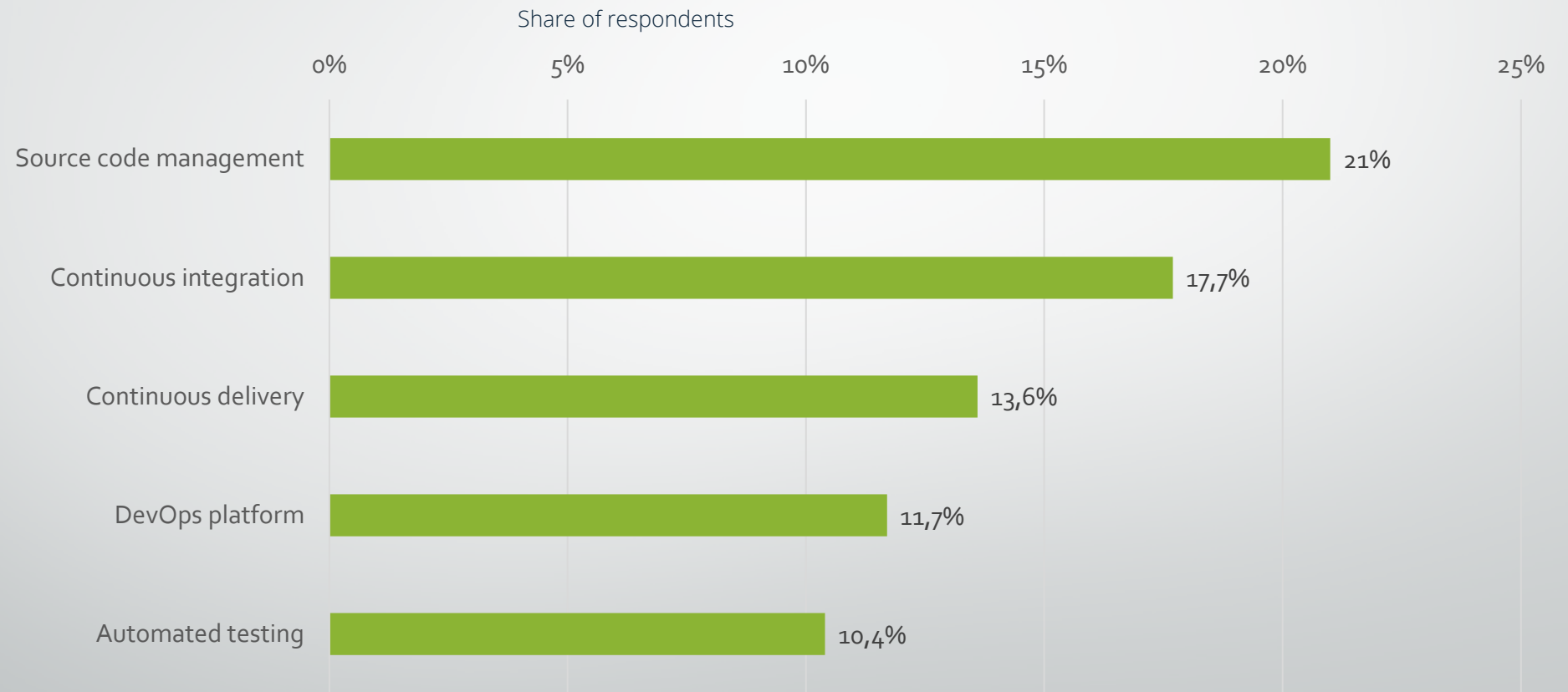
Note(s): Worldwide; 2016 to 2018; 1091 respondents; technology professionals responsible for development and quality of web and mobile applications

Further information regarding this statistic can be found on [page 8](#).

Source(s): Sauce Labs; Dimensional Research; [ID 673505](#)

Changes made to software development process in DevOps teams in organizations worldwide in 2021

DevOps teams software development process changes in organizations worldwide 2021



Note(s): Worldwide; February to March, 2021; 4,294 respondents; developers, operations, and security professionals*
Further information regarding this statistic can be found on [page 8](#).
Source(s): GitLab; ID 1234098

Benefits

- Improved software quality
- Use of modern technologies
- Less cycle time
- Company wide learning
 - Publish in knowledge management system

How to...

How to start implementing an DevOps environment?

- There are thousand ways and tools to build a DevOps infrastructure
 - A blueprint doesn't exist
- Where to start?
 - Understand the concept and phases of DevOps (e.g. lifecycle and practices)
 - Define your companys requirements (e.g. objectives, technologies and budget)

Technologies

- Most used technologies to implement DevOps
 - Source Code Management
 - Infrastructure-as-Code (IaC)
 - Software Container / Container Registry
 - CI/CD platform
 - Container Management









DevOps tools

- Functionality match to purpose
 - Limited to one technology (single part of the tool set)
 - Combining multiple technologies
- Licensing
 - Open Source Software
 - Commercial

Which tools are available?

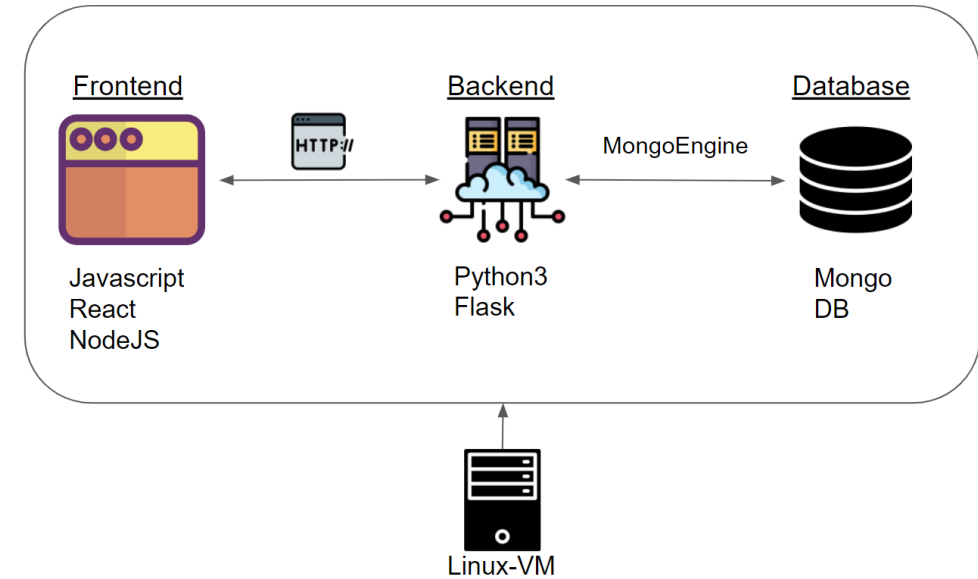
- Stackshare offers a good overview
 - e.g. DevOps Index
 - Shows how often Software is used in a stack
 - Indicates realistic popularity

Source: <https://stackshare.io/index/devops> - retrieved on 2022-05-06

The Top DevOps Tools and Services Ranked By Stacks	
Ranked by the number of tech stacks a tool is included in	
1	 GitHub 211K Stacks Powerful collaboration, review, and code management for open source and private development projects <small>Code Collaboration & Version Control</small>
2	 Git 153K Stacks Fast, scalable, distributed revision control system <small>Version Control System</small>
3	 Docker 130K Stacks Enterprise Container Platform for High-Velocity Innovation. <small>Virtual Machine Platforms & Containers</small>
4	 npm 77.4K Stacks The package manager for JavaScript. <small>Front End Package Manager</small>
5	 GitLab 47.2K Stacks Open source self-hosted Git management software <small>Code Collaboration & Version Control</small>
6	 Jenkins 47.1K Stacks An extendable open source continuous integration server <small>Continuous Integration</small>
7	 Kubernetes 44K Stacks Manage a cluster of Linux containers as a single system to accelerate Dev and simplify Ops <small>Container Tools</small>
8	 Bitbucket 34K Stacks One place to plan projects, collaborate on code, test and deploy, all with free private repositories

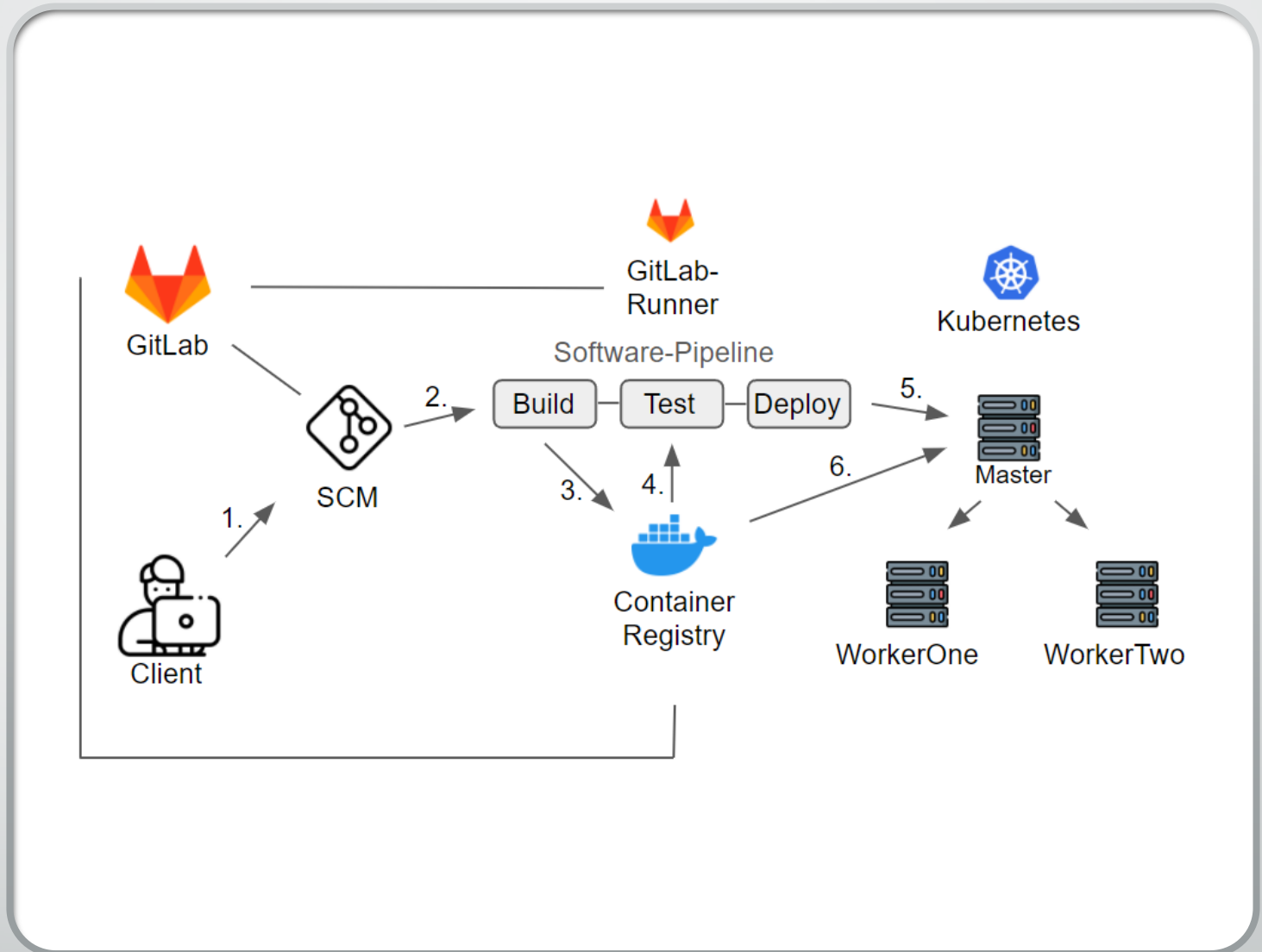
Case Studies

- can help defining what you need



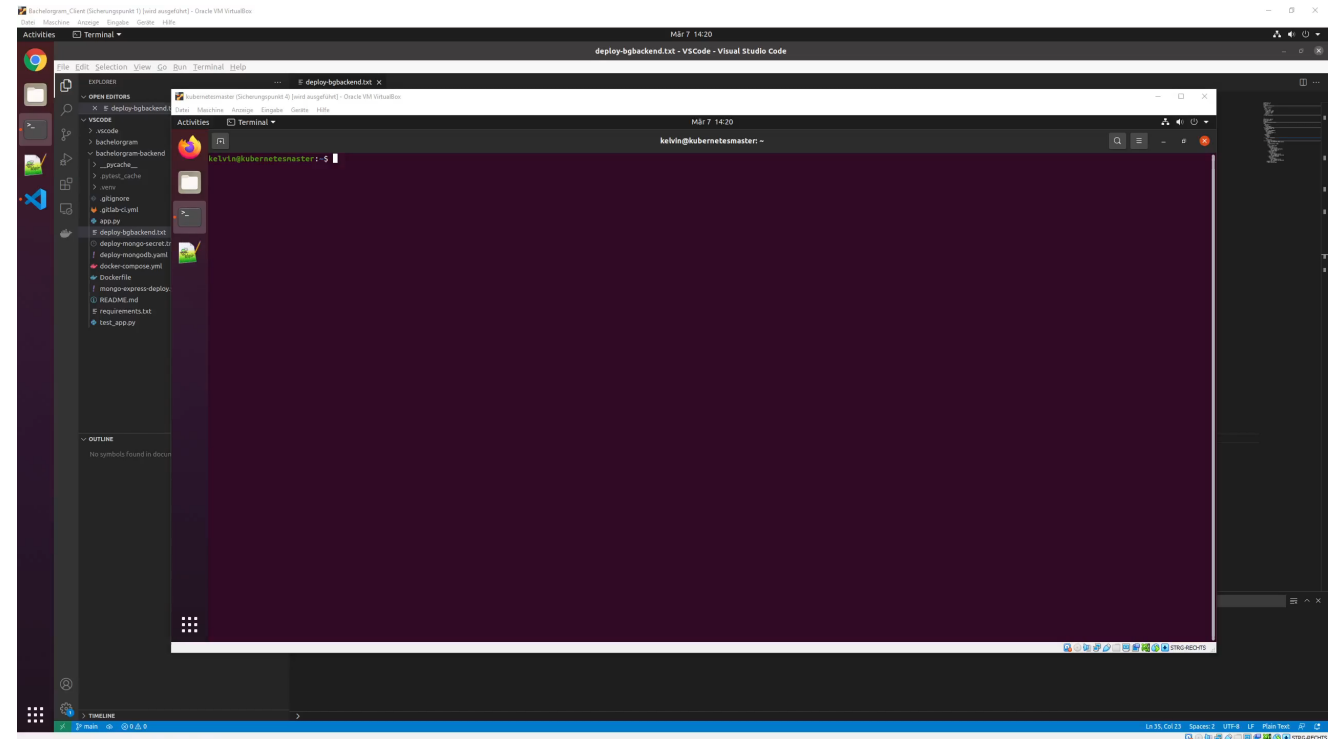
Example DevOps environment

- Full Open Source
 - No license costs
- Scalable
- External monitoring (e.g., Prometheus or Nagios) can be added



Example DevOps environment

- Full Open Source
 - No license costs
- Scalable
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Build

✓ Build

↺

Test

✗ Test

↺

Build

✓ Build

↺

Test

✓ Test

↺

Deploy-mongodb

✓ Deploy-Mon...

↺

Deploy-backend

✓ Deploy-BgB...

↺

Implement...

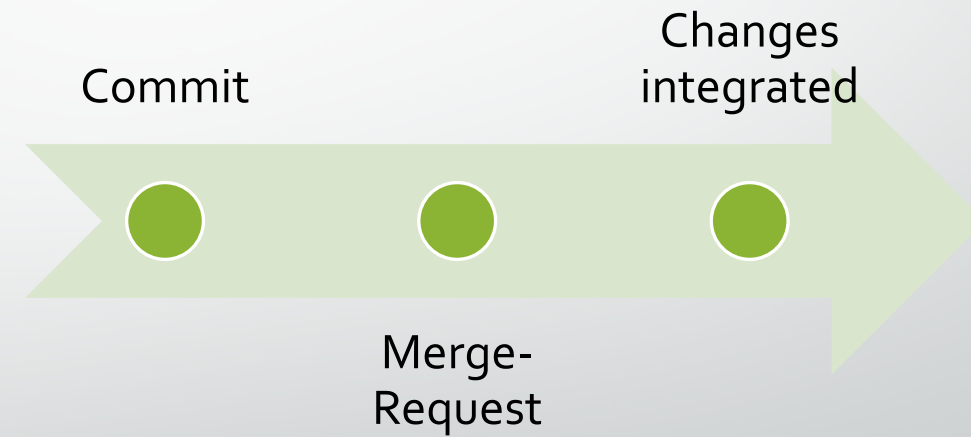
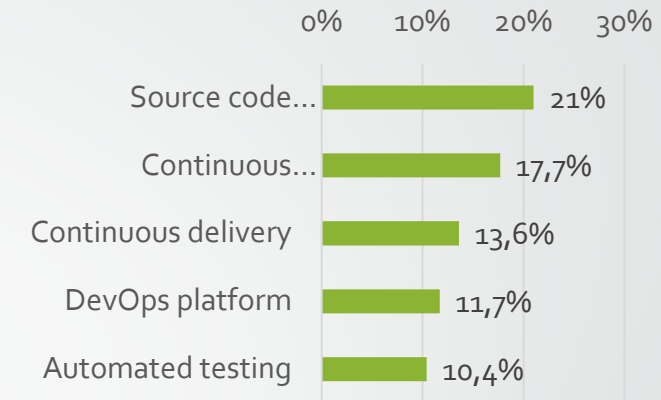
Step-by-Step



- Every technology works on its own and grants immediate benefits
 - Implement one-by-one
 - Finally combine them to automatize your end-to-end value chain
- Most modern companies are already using some of the technologies
 - Create a big picture for your company's own DevOps environment

Versioning

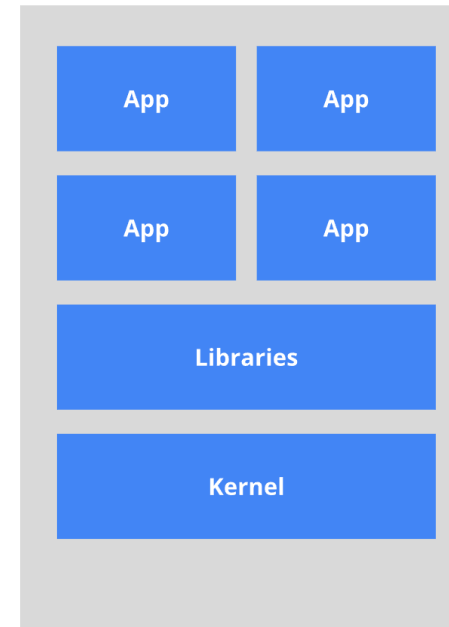
- Good option to start
 - Creates changelog from commit comments
 - Grants version control
 - Source Code
 - Software Container
 - Enables distributed and decentralized working



Software Container

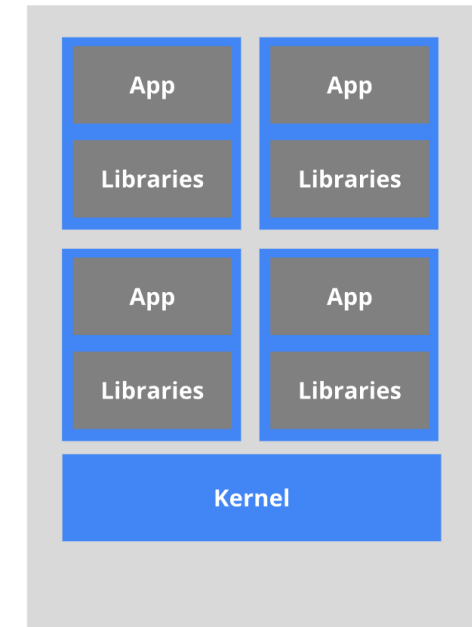
- Portable
- Lightweight
- Fast to use
- Develop and build your software for software containers

The old way: Applications on host



*Heavyweight, non-portable
Relies on OS package manager*

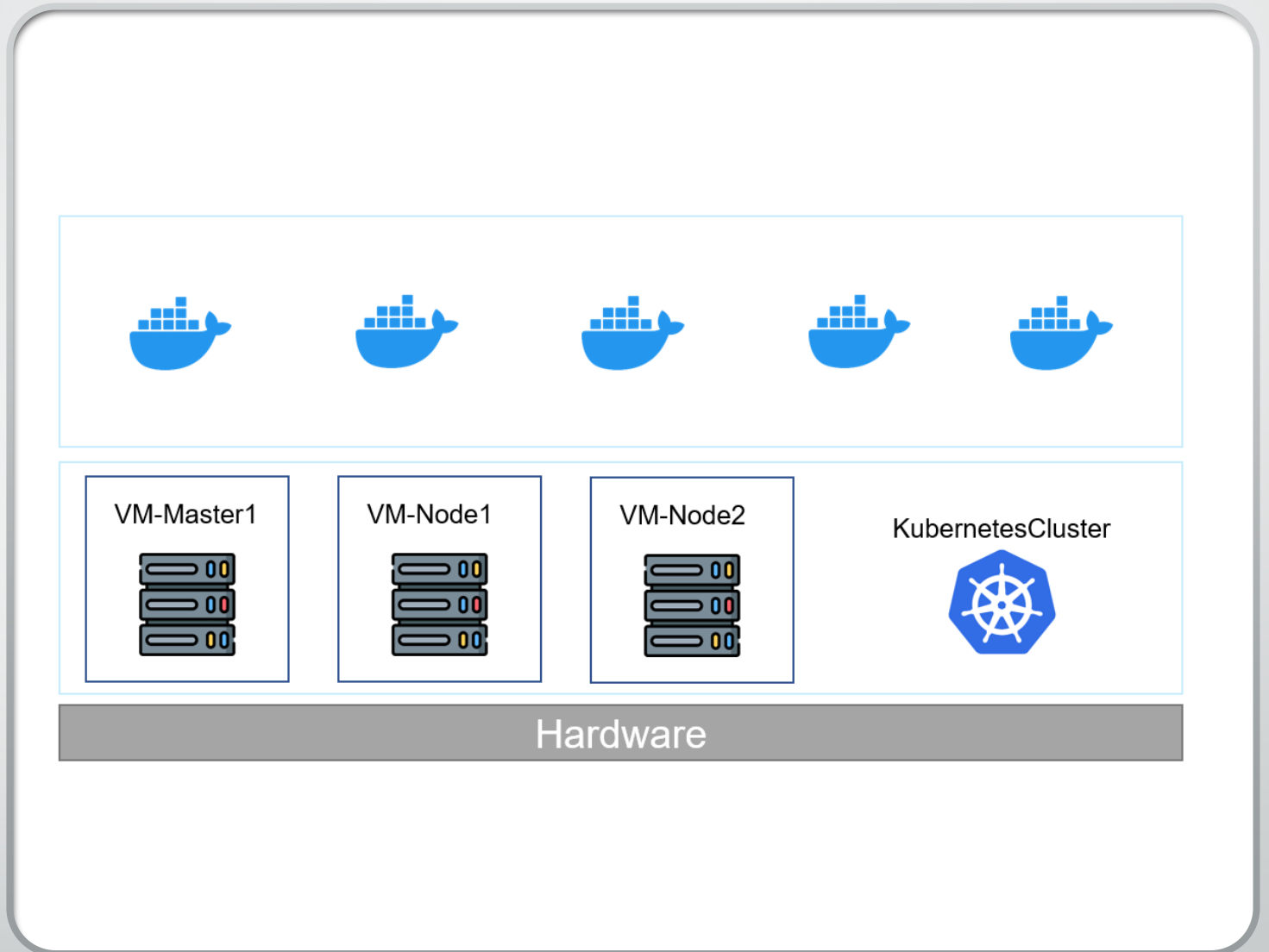
The new way: Deploy containers



*Small and fast, portable
Uses OS-level virtualization*

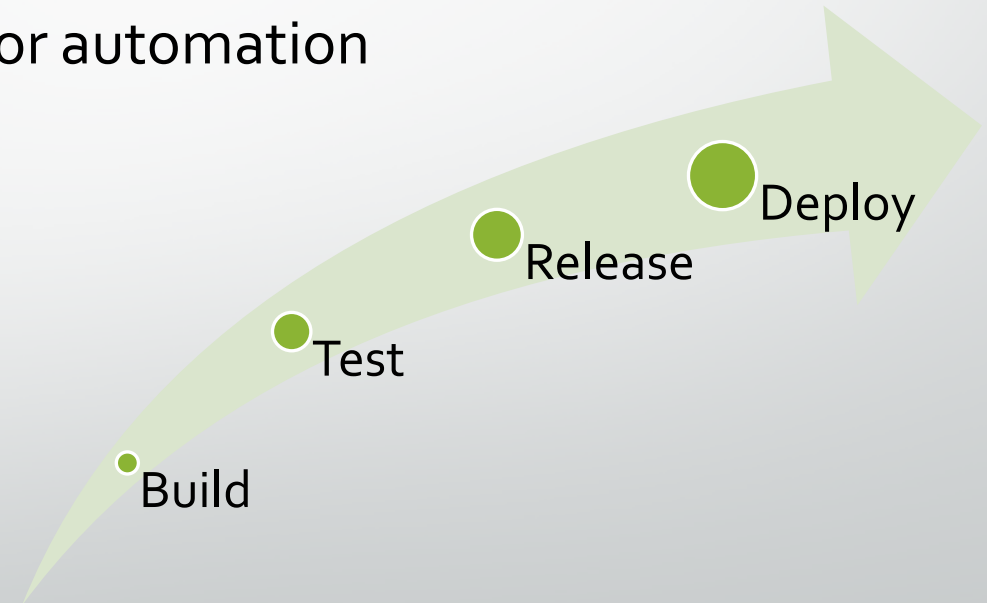
Container Management

- Horizontal scaling (scale-out)
- Infrastructure
- Networking
- Configurations
- Desired state approach to ensure availability



CI/CD platform

- Uses code/artifacts from versioning for automation
 - Building the application
 - Testing (e.g., unit or performance tests)
 - Release and Deploy on environment



Real-World Examples

Start simple

`image: python:3.7`

`stages:`

- test

`cache:`

`paths:`

- "~/platformio"

`before_script:`

- pip install -U configparser
- pip install -U platformio
- platformio update

`job:`

`stage: test`

`script:`

- platformio run -e test

`tags:`

- python27



- Even for embedded systems development!
- Start simple, grow more complex over time
- Actually saved my day...
 - Caught error in a third-party library

WebApp Example

```
image: trion/ng-cli

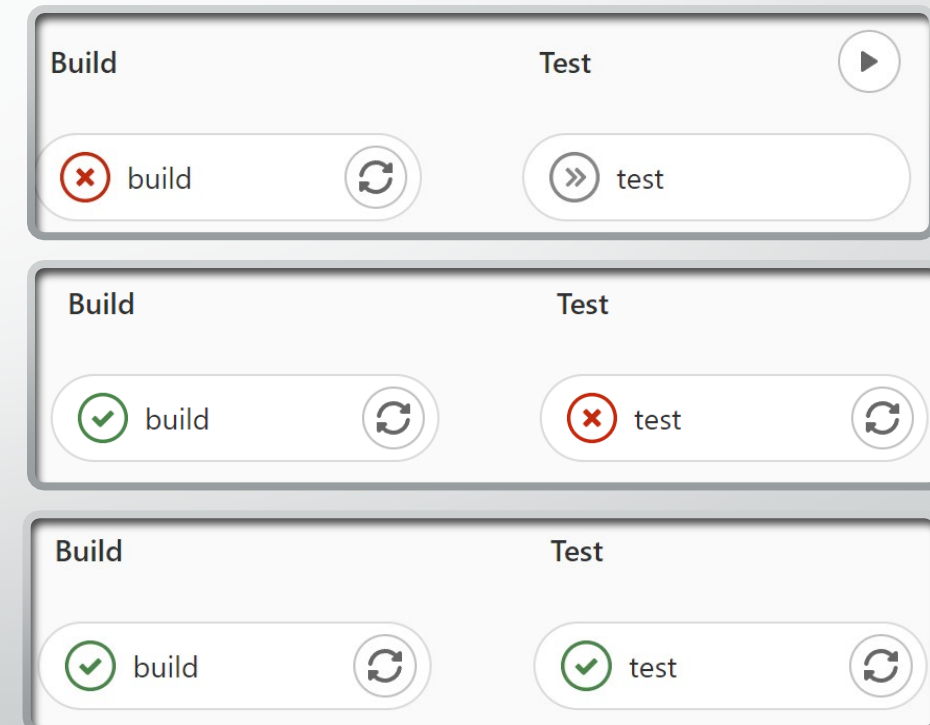
cache:
  paths:
    - node_modules/

build:
  stage: build
  before_script:
    - |
    - NPM_PACKAGE_NAME=$(node -p "require('./package.json').name")
    - NPM_PACKAGE_VERSION=$(node -p "require('./package.json').version")
    - npm ci
    - npm i
    - npm audit fix

script:
  - ng build --configuration production
artifacts:
  expire_in: 1 day
  paths:
    - dist/
tags:
  - docker

test:
  stage: test
  before_script:
    - |
    - NPM_PACKAGE_NAME=$(node -p "require('./package.json').name")
    - NPM_PACKAGE_VERSION=$(node -p "require('./package.json').version")
    - npm i
    - npm audit fix

script:
  - ng lint
tags:
  - docker
```



Technical Things to Remember

- CI
 - „Continuous integration“
 - code, build, test
- CD
 - „Continuous delivery“
 - release (deliver) and deploy
- CF
 - „Continuous feedback“
 - monitor performance and availability
- DevOps
 - Blend of Development and Operations
- Pipeline
 - Connects technologies for automation
 - Only successfully run jobs reach next stage

Culture Things to Remember

- You are part of a community!
- Blameless working environment
- Test driven development
- Failures used to learn

Lessons Learned

- Head-in-the-sand is not a solution
- Rome wasn't built in a day either.
- Start tiny, step-by-step evolution
- Even small steps may lead to big improvement

