# Azure DevOps YAML CI/CD pipelines - praktické ukázky

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#### **Motivation**

- <u>Last time</u> I have talked mostly in front of the presentation
- This time we would go more deep
- We will see lot's of code, so brace yourselves!



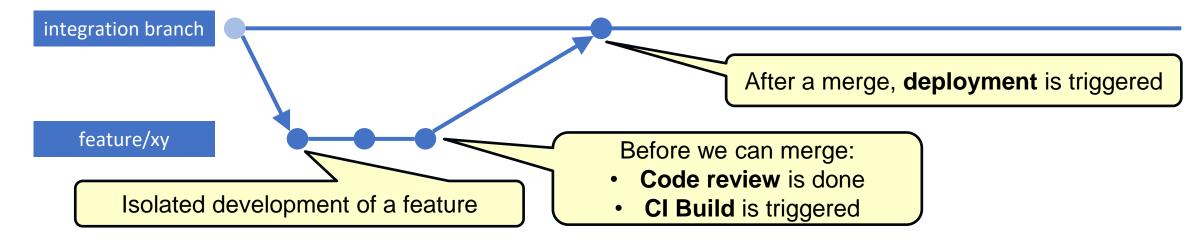
## Agenda

- 1. Brief introduction to CI/CD idea
- 2. Code examples
  - 1. "simple" CI
  - 2. "simple" CD
  - 3. CI/CD pipeline shared
  - 4. Calling it
  - 5. (if time) setting up a new project
  - 6. (if time) pipeline secrets
  - 7. (if time) GitHub actions migration

## Brief introduction to CI/CD idea

#### About CI/CD pipelines

CI/CD: continuous integration and deployment



- Needs to be fully automated
  - Triggered via pull request, push
- CI is about build, unit tests
- CD is about deployment (pushing/deploying package)

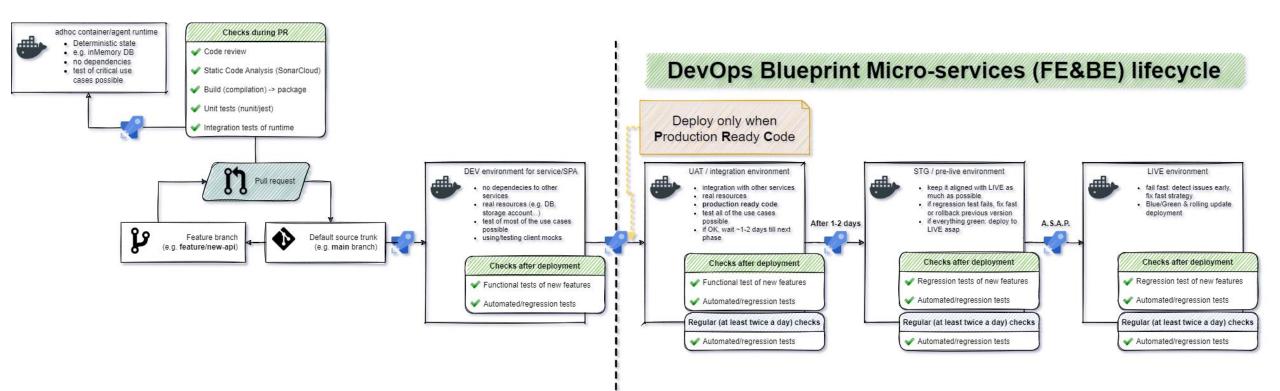


## Oriflame Micro-Service development lifecycle

- Focused on micro service&frontend development
  - ~60 microservices
  - ~50 single page application & components

- Reason: to align teams and to provide a clear process
- (full) implementation **in progress**

## Oriflame Micro-Service development lifecycle



## Let's deep dive to the code

https://dev.azure.com/pipeline-examples/overview

#### **Notes**

- Azure DevOps experience for free projects ☺
  - Agents
  - Forks
- Security
  - Some patterns in the examples, but not fully ready
  - Ideally no "dev" code execution in the deploy pipeline
  - Approvals: great but time consuming

### Self hosted vs azure hosted pipelines

#### Self hosted

- ─ May re-use tools & package etc caches
- ─ May be slower when downloading/using resources
- ⊕ ⊕ Local network access (potential security attack vector)
- © more deterministic state
- ⊗ you need to patch, upgrade tools,...

#### Azure hosted

- ⊗ Not much cores/mem
- ⊗ ⊕ Every time from scratch ("<u>cache</u>" task may help)
- ─ no need to take care about OS patches, tools...
- unpredictive issues because of patches/issues in tools

## That's all folks, thank you!

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