



**SUGE 2012**

**Achieving DevOps through Shared Knowledge**

**Presented by Tracy Ragan, COO OpenMake Software**

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Slide 1

## Just Ops

- DevOps is really just Ops.
  - Turnover process from Development through Test and Production Release
  - Agile practices, such as Continuous Deploy, has exposed that there is a change in the way software is released.

**– how do we simplify the process of moving code through the lifecycle so it can be done quickly and accurately.**

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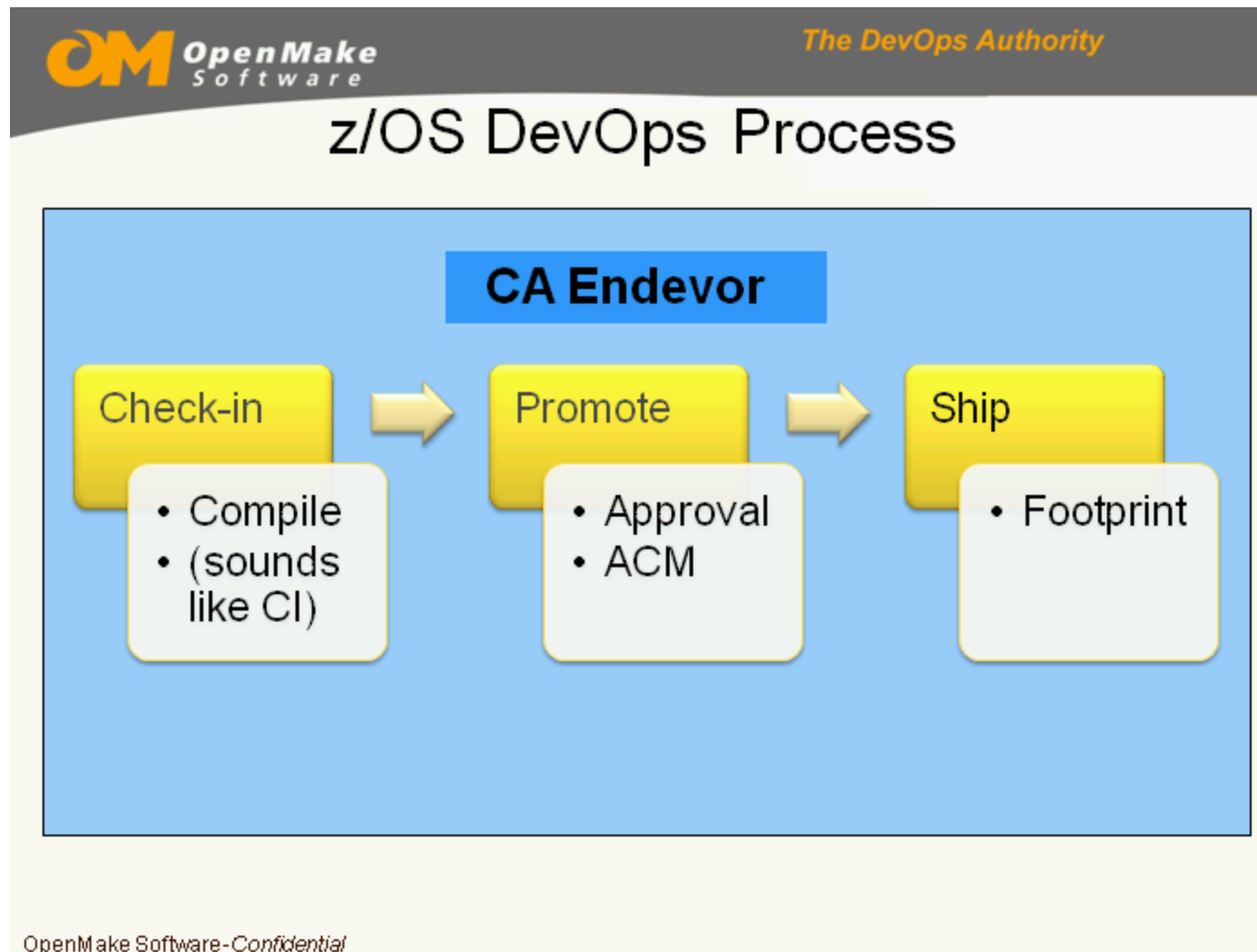
Just Ops

## Just Ops

- z/OS
  - Since the late 80s, the z/OS development and production control teams have worked together to sort out this type of turnover process.
  - The solution was built around a central ALM process with Automation.

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Just Ops



z/OS DevOps Process



The DevOps Authority

## z/OS DevOps Solution

- Core to addressing the problem
  - Eliminated Static compile/link/ship JCL and replaced it with standardized processors across the lifecycle.
  - Dependency Management with accurate incremental processing – ( a change to one COBOL source does not require a full rebuild)
  - Automated Configuration Management (ACM) shows pieces and parts, how they fit and the version of the appropriate technology stack.
  - Centralized approvals allows changes to move quickly through the process.

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z/OS DevOps Solution



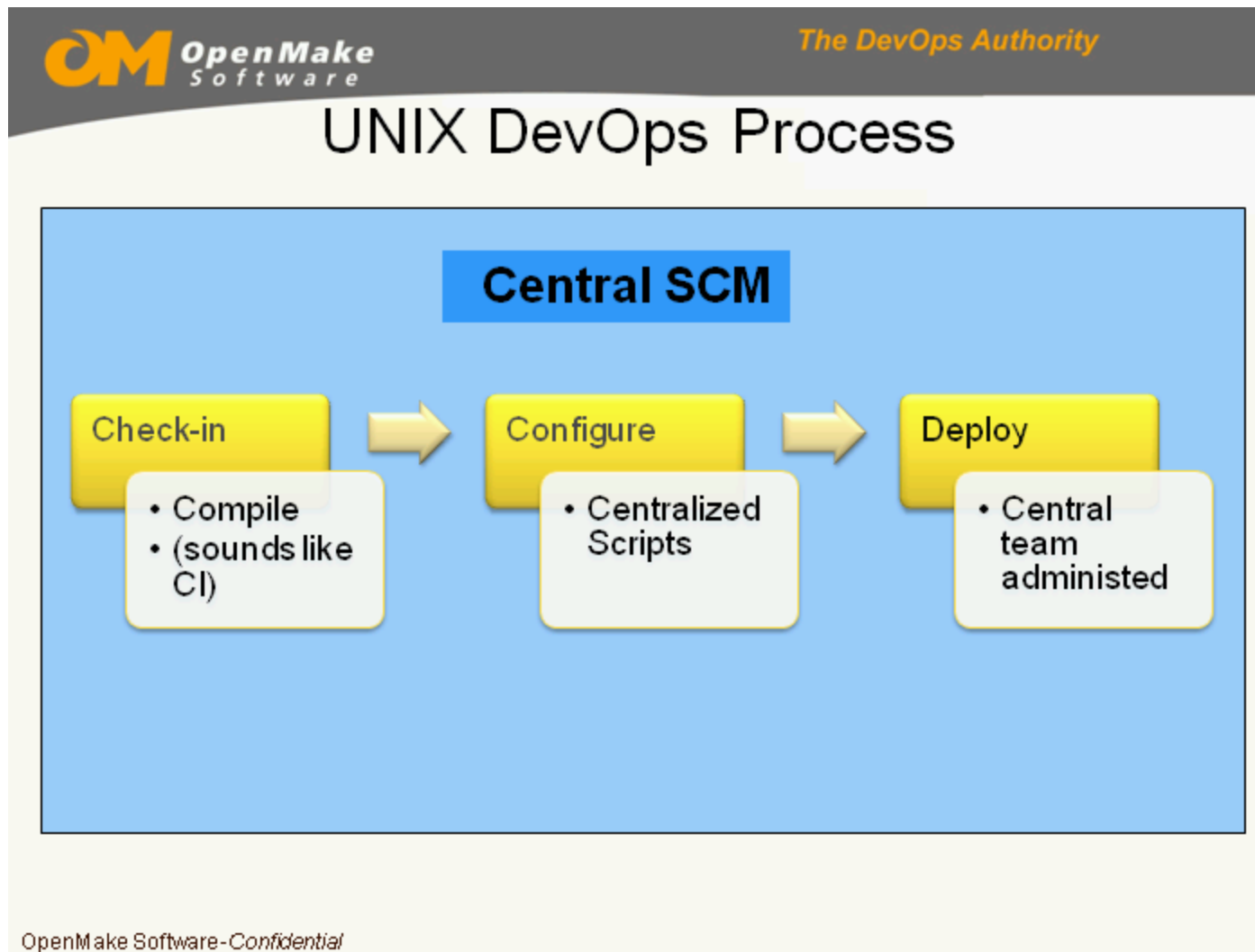
*The DevOps Authority*

## Unix DevOps Solution

- Also during the 80s, the Unix teams were going through their own revolution.
  - Centralization of most administrative processes including:
    - Management of SCM solution (ClearCase was winner)
    - Centralization of all Build (Make) Scripts
    - Centralization of server management
    - Centralization of Deploy Scripts

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Unix DevOps Solution



## UNIX DevOps Process



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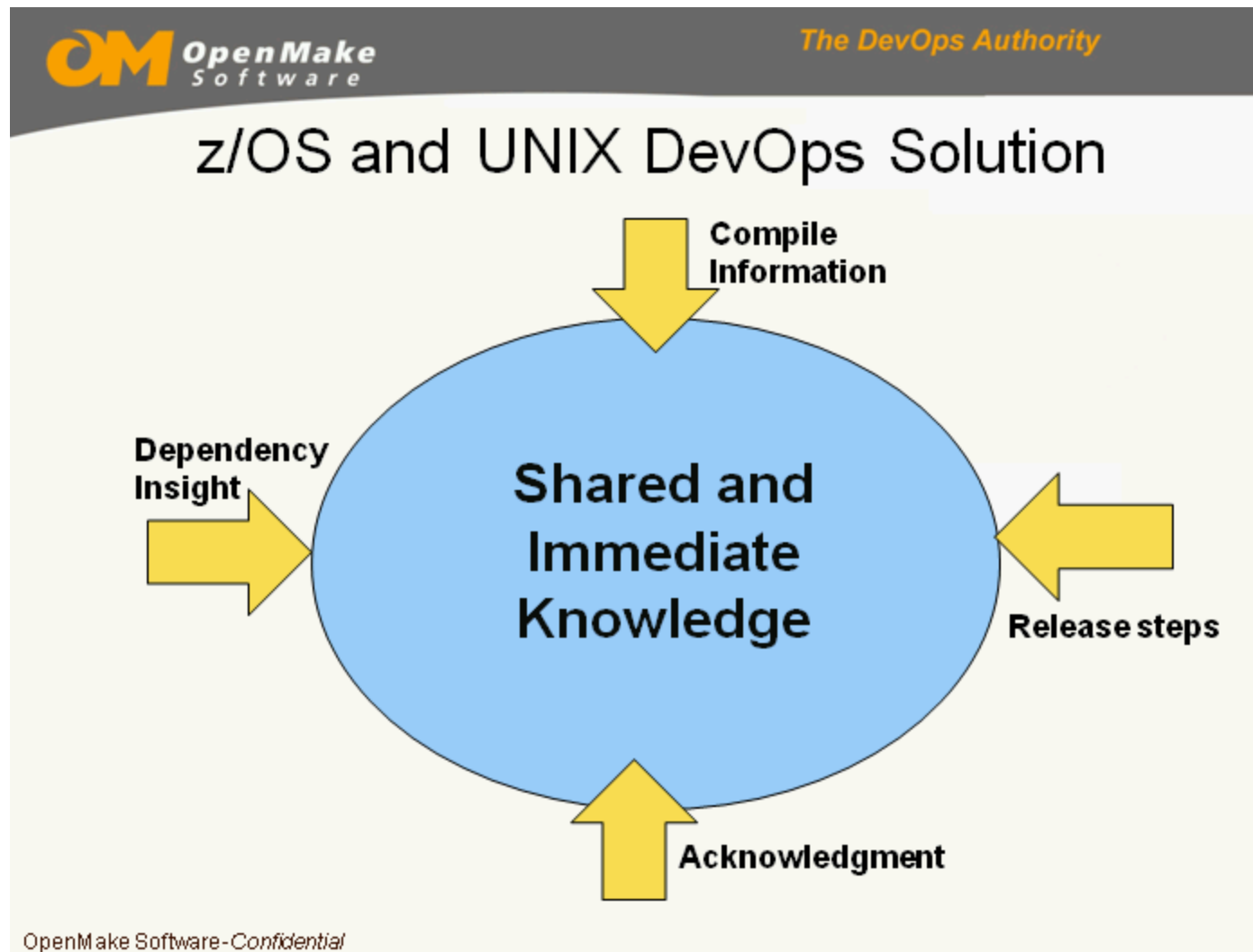
## UNIX DevOps Solution

- Core to addressing the problem
  - Centralized the management of Static Make and Shell commands for building and deploying.
  - Dependency Management incorporated into Make Scripting.
  - Centralized team managed approvals.

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UNIX DevOps Solution





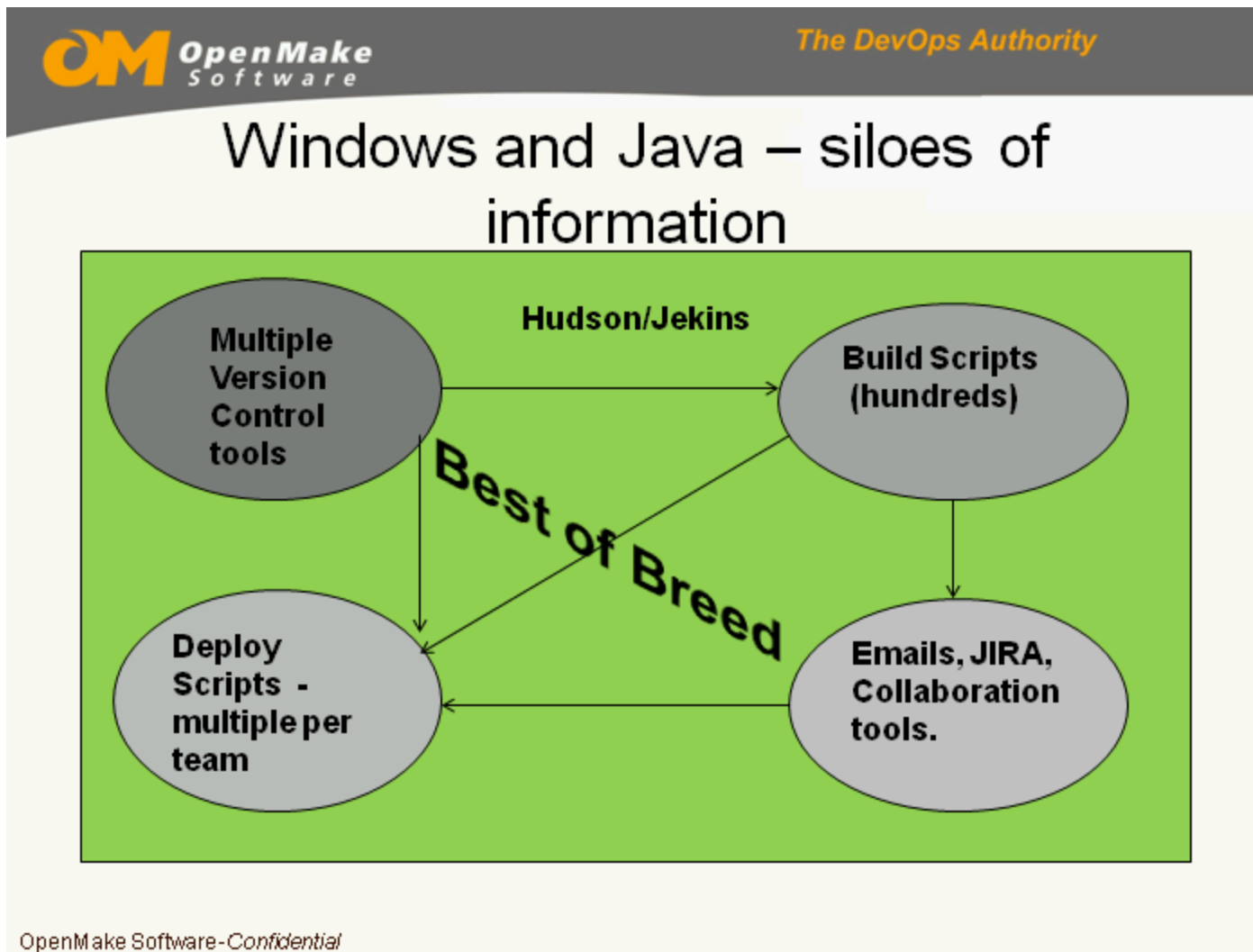
z/OS and UNIX DevOps Solution

## Windows and Java

- Compile and Deploy scripts are managed statically by development.
- No Dependency Information.
  - Bill of Material is not an Audit
  - Difficult to match binaries to the technology stack
- Source Code Management is only a source repository, no matching executables.
- Approval process is often email driven.

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Windows and Java



Windows and Java – siloes of information



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## Evaluate Your Own Process

- How many unique compile and deploy scripts are your developers using?
  - Take an inventory of the scripts that your organization is currently managing
- What are your Security Policies?
- How many different environments are you building and deploying to?
  - Probably fewer than you think.

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Evaluate Your Own Process

## Evaluate Your Own Process

- How are your current tools performing?
  - Best of Breed is not always best for everyone.
- How easy is an audit?
  - Tracking releases against the test and production technology stack is critical.

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Evaluate Your Own Process



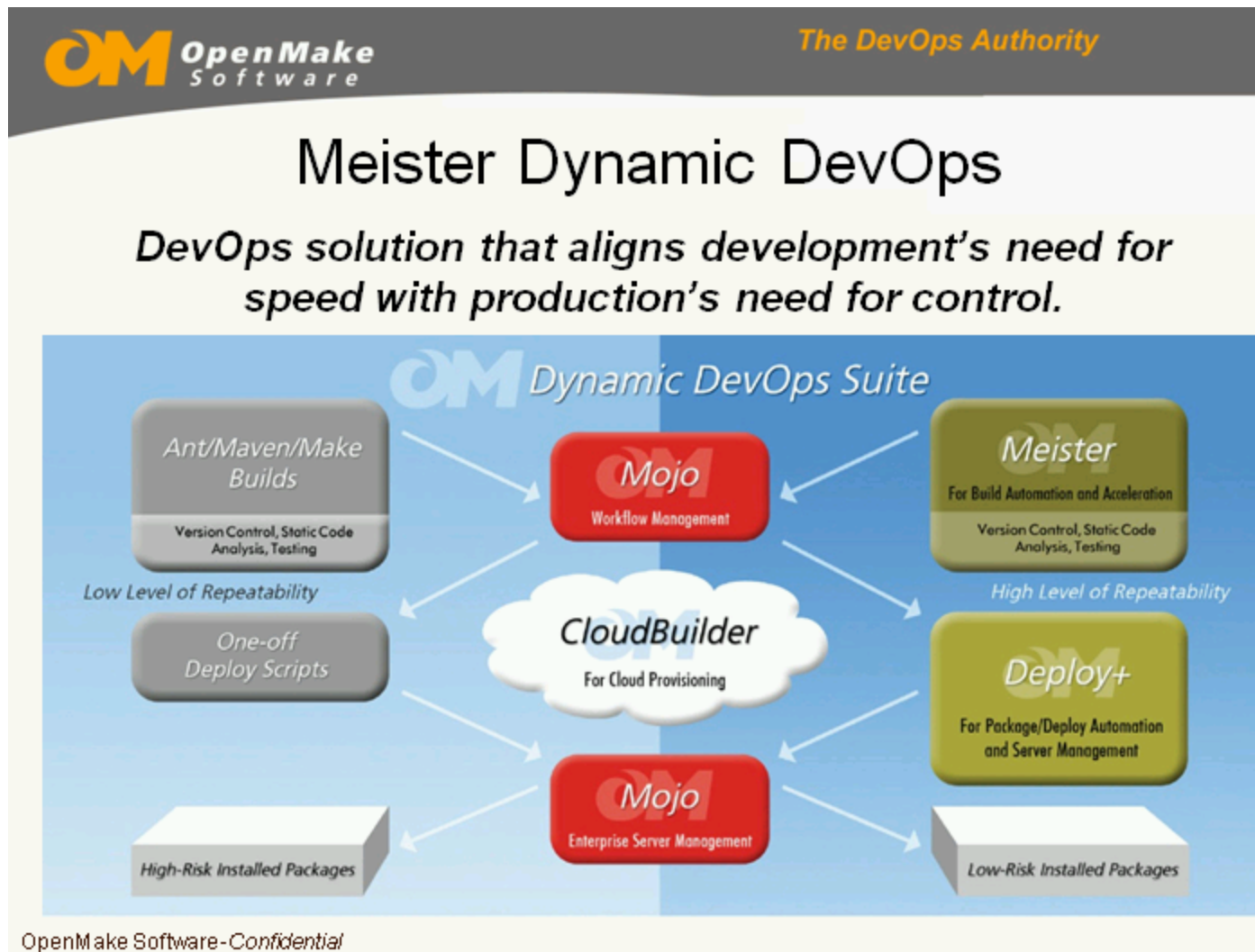
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## OpenMake Solutions

- We deliver a dynamic solution for streamlining, accelerating and standardizing build to deploy activities that can flex to meet your increasing operational demands.

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OpenMake Solutions



## Meister Dynamic DevOps



*The DevOps Authority*

## Meister Dynamic DevOps Suite

- Delivers speed, consistency and control to the process of building and deploying software applications.
- Simplifies the hand-off of tasks between software development teams and IT Operations through community developed standards and centralized configurations.
- From managing the lowest level detail of compile and deploy options to managing the drift between development and production servers, our solution addresses the entire build-to-deploy challenge for physical, virtual and cloud environments

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Meister Dynamic DevOps Suite



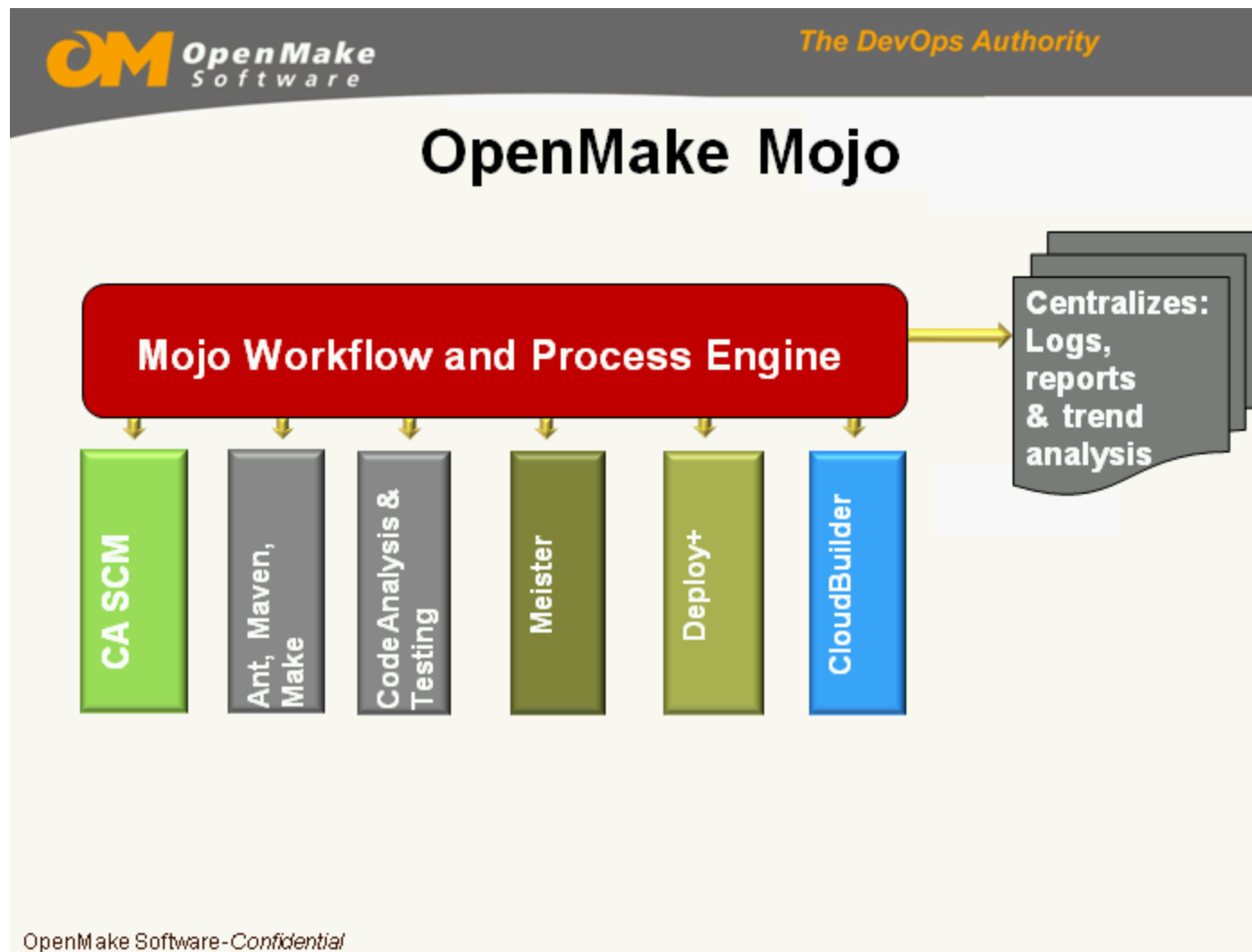
## Mojo – the Command Center

- Mojo is the Suites central command center that delivers an enterprise class DevOps framework for managing the operational tasks between development teams and IT Operations.
- It provides a central location for defining the operational activities supporting “out of the box” integrations with external tools, both Open Source and Commercial, such as Maven and Ant.



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Mojo – the Command Center



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## Meister for Build Management

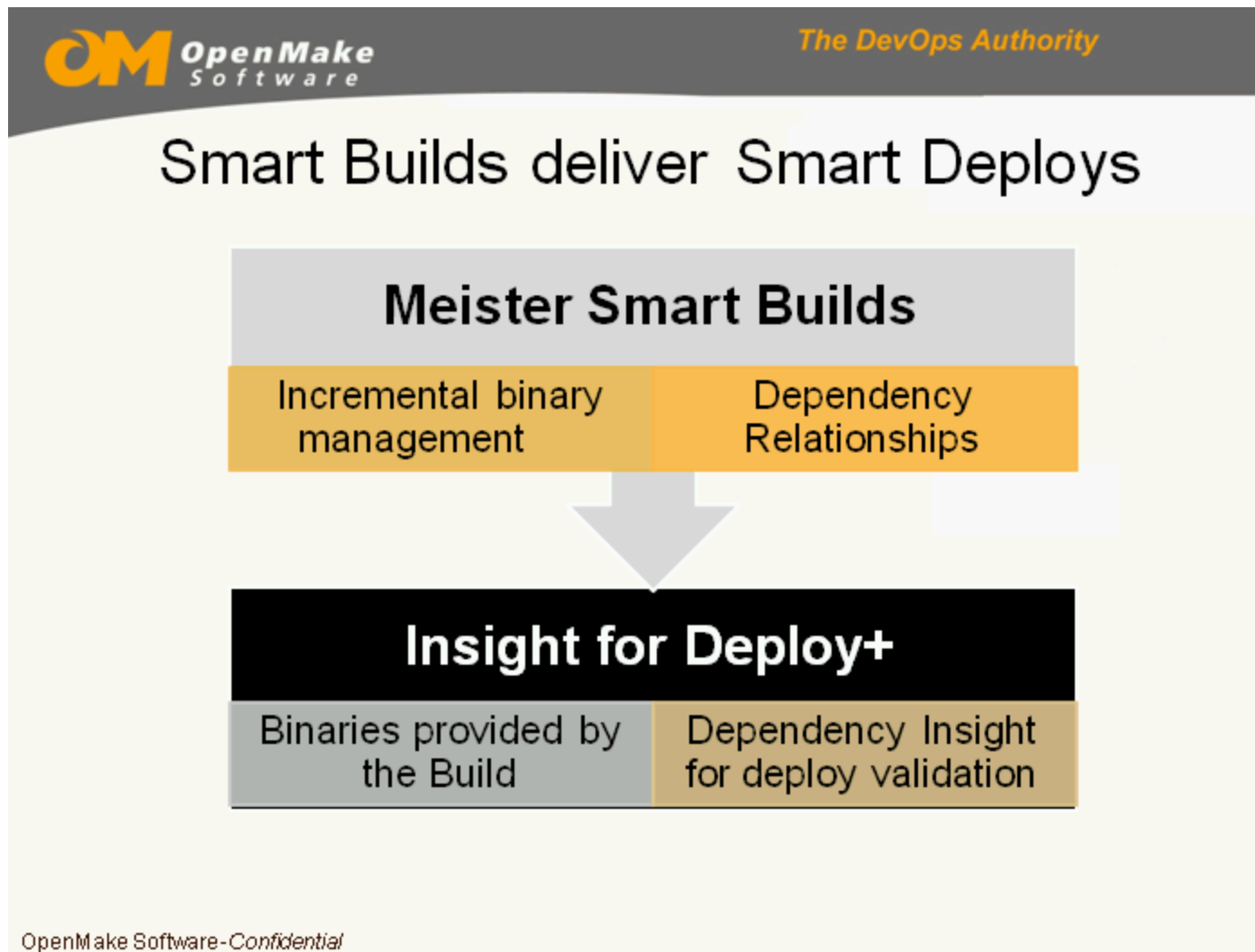
### Key Benefits:

- Manage Smaller Build/Deploy and Decrease Risk
- Intelligent Control over Low Level Tasks
- Accelerated Builds
- Insight into Release Components
- Enterprise Scalability and Cross-Platform Support
- Build Inside or Outside of your IDE
- Support for Microsoft .Net Cross Solution Applications
- Note: Build Services can be called by any external tool such as Hudson



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Meister for Build Management

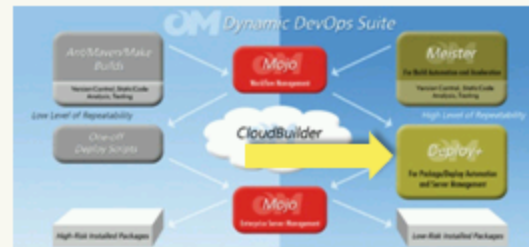


Smart Builds deliver Smart Deploys

## Deploy+ for Release Management

### Key Benefits:

- Easily deploys to N-tier applications in a single step.
- When used in conjunction with OpenMake Meister, it has the intelligence to predict the success or failure of a deployment by identifying mismatched components between your binaries and runtime environment thus minimizing the risk of incompatibility.
- Delivers consistent, repeatable and dynamic software deployments.



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Deploy+ for Release Management

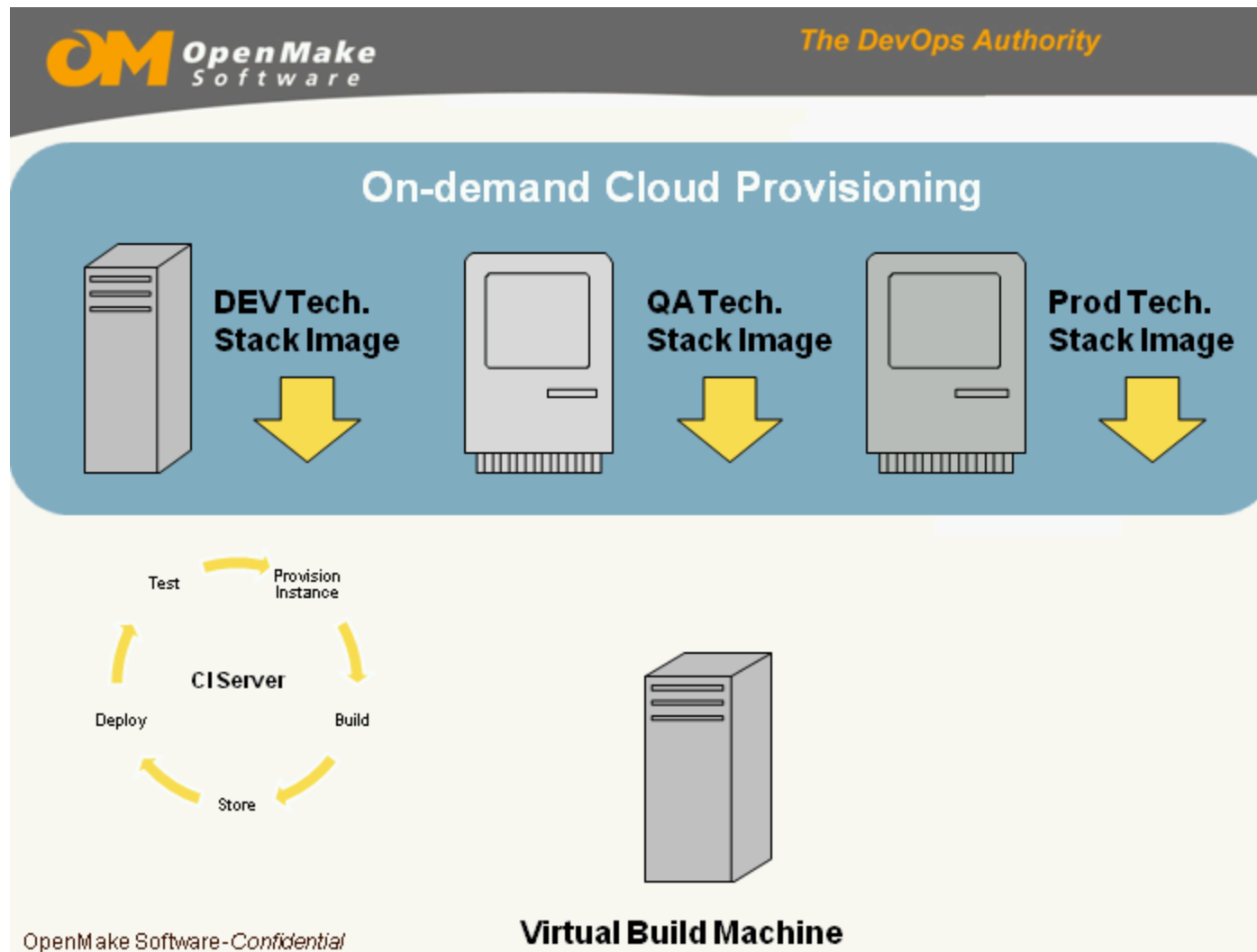
## CloudBuilder

- Allows you to easily leverage Cloud Provisioning.
  - Provides on demand server provisioning reducing operational cost by eliminating redundant physical build and test machines.
  - CloudBuilder leverages both public and private Cloud environments allowing you to provision your virtual Server configurations on-demand. CloudBuilder enforces standardized machine environments eliminating the “drift” across the development to release lifecycle.

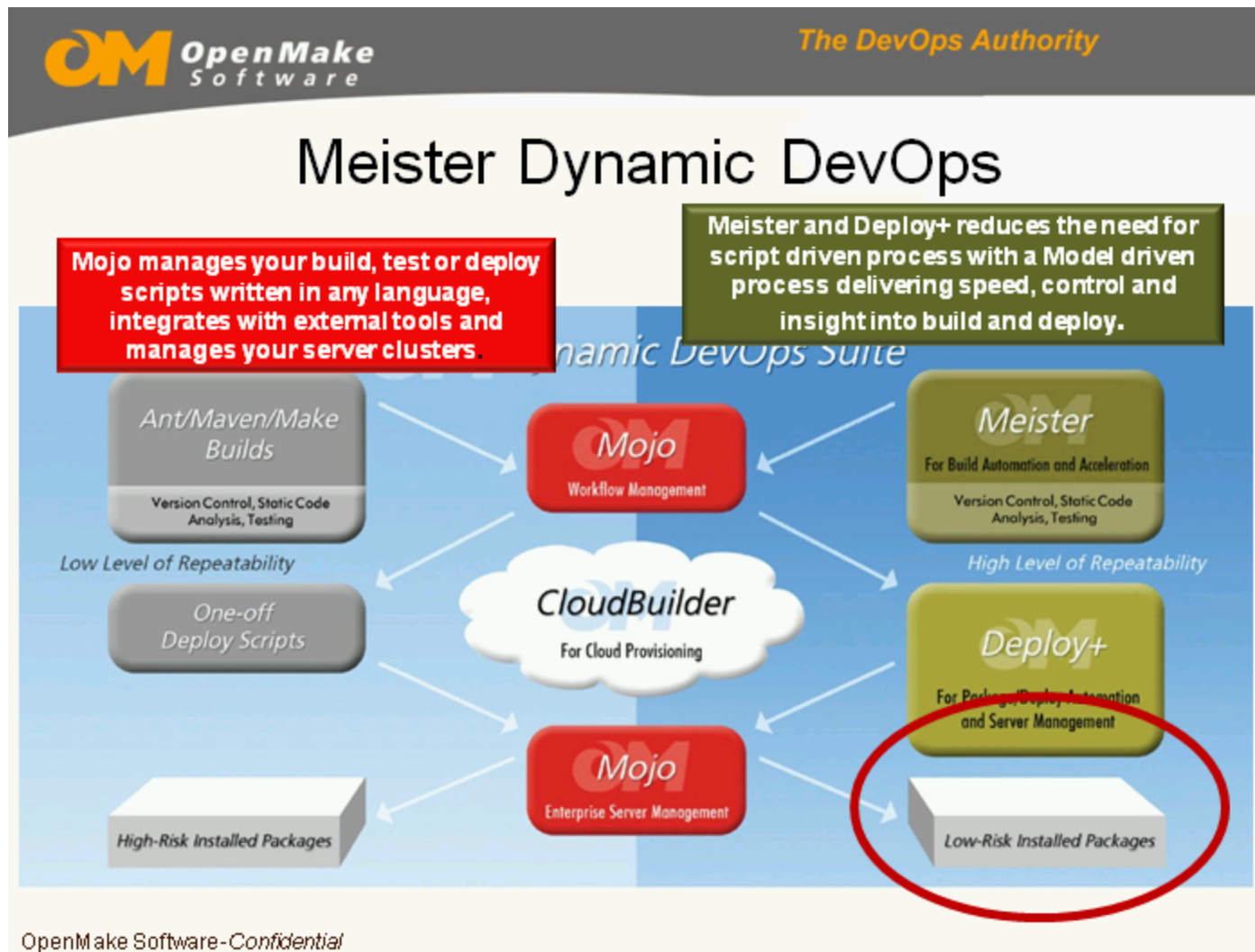


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CloudBuilder

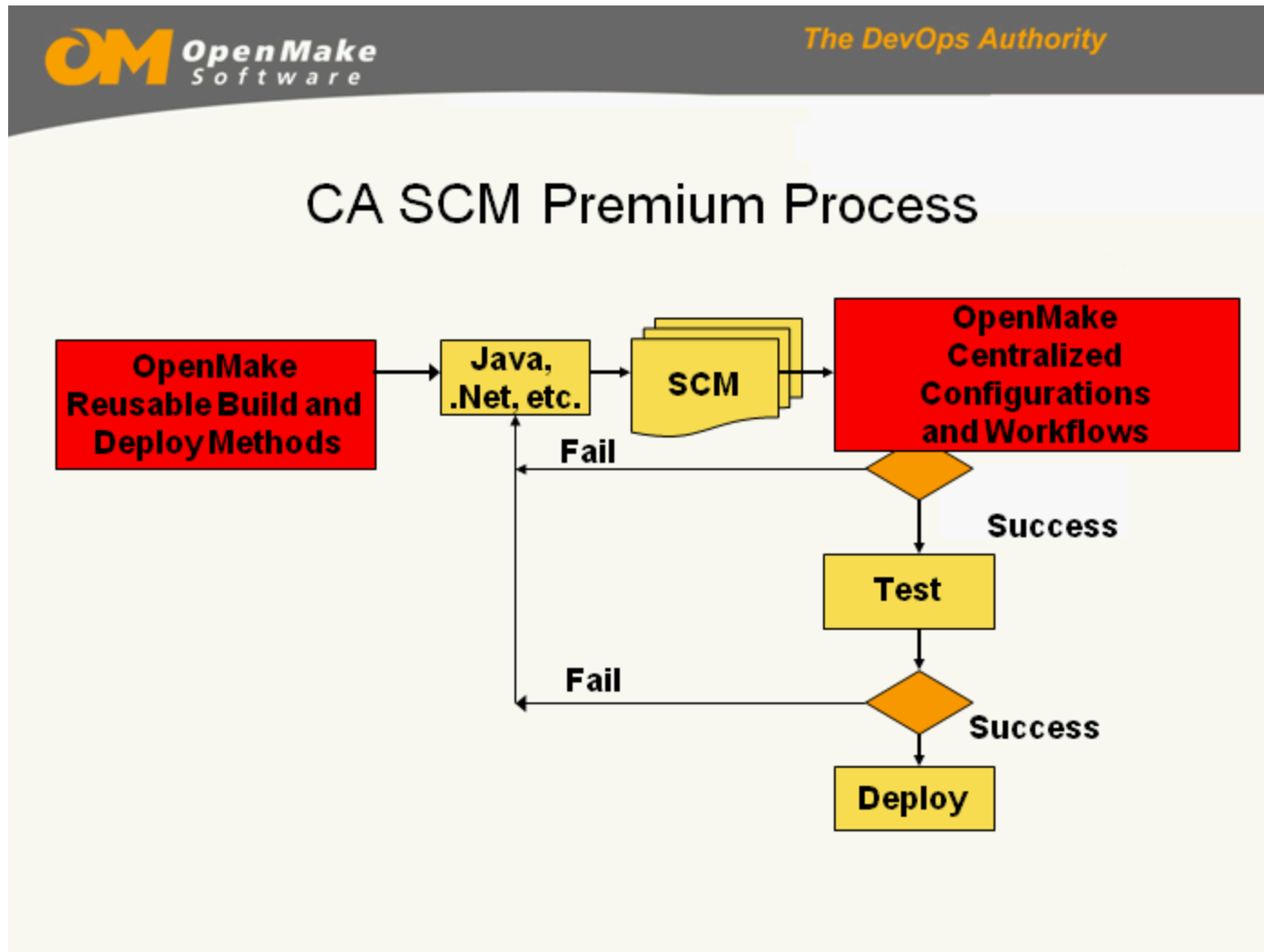


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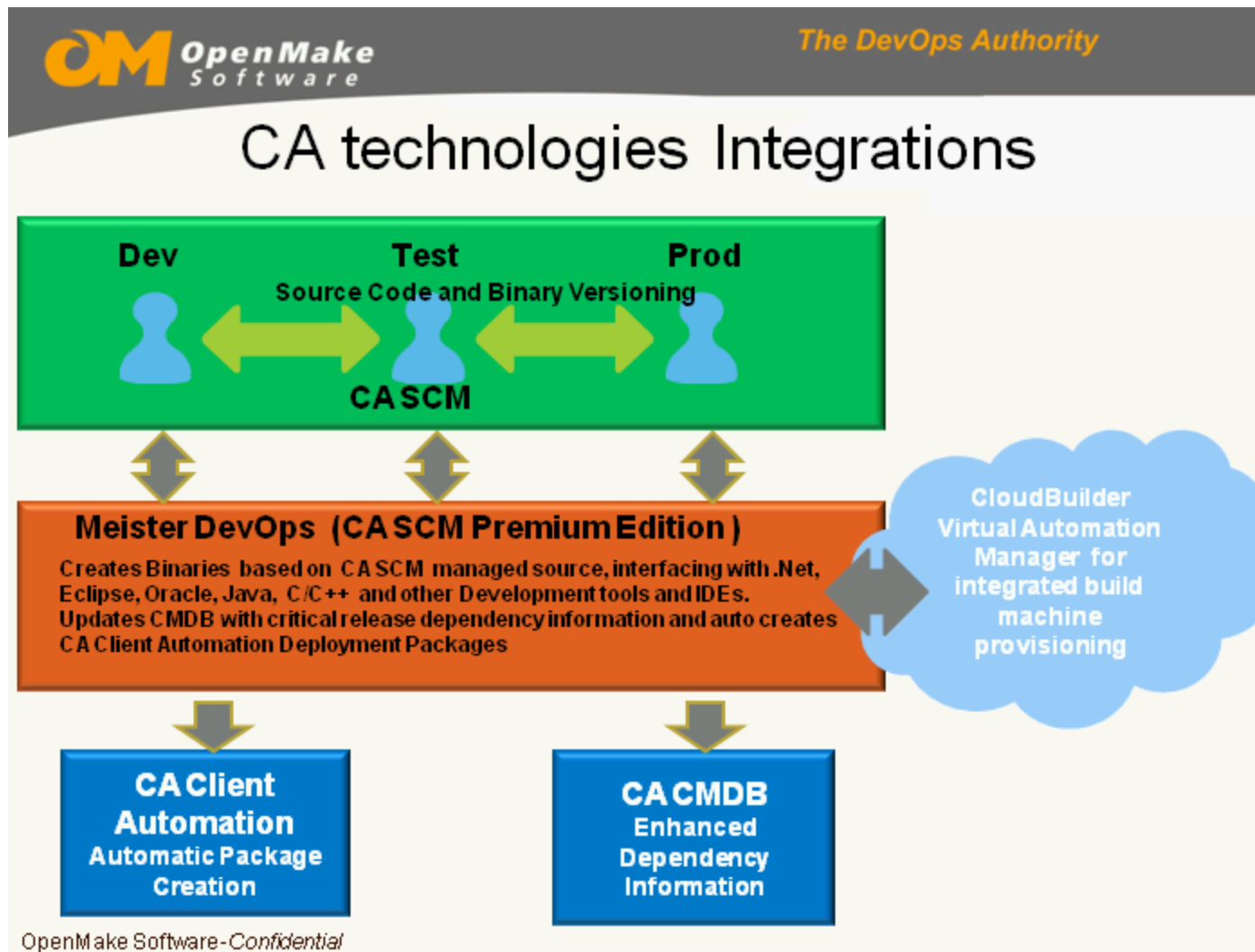


## Meister Dynamic DevOps

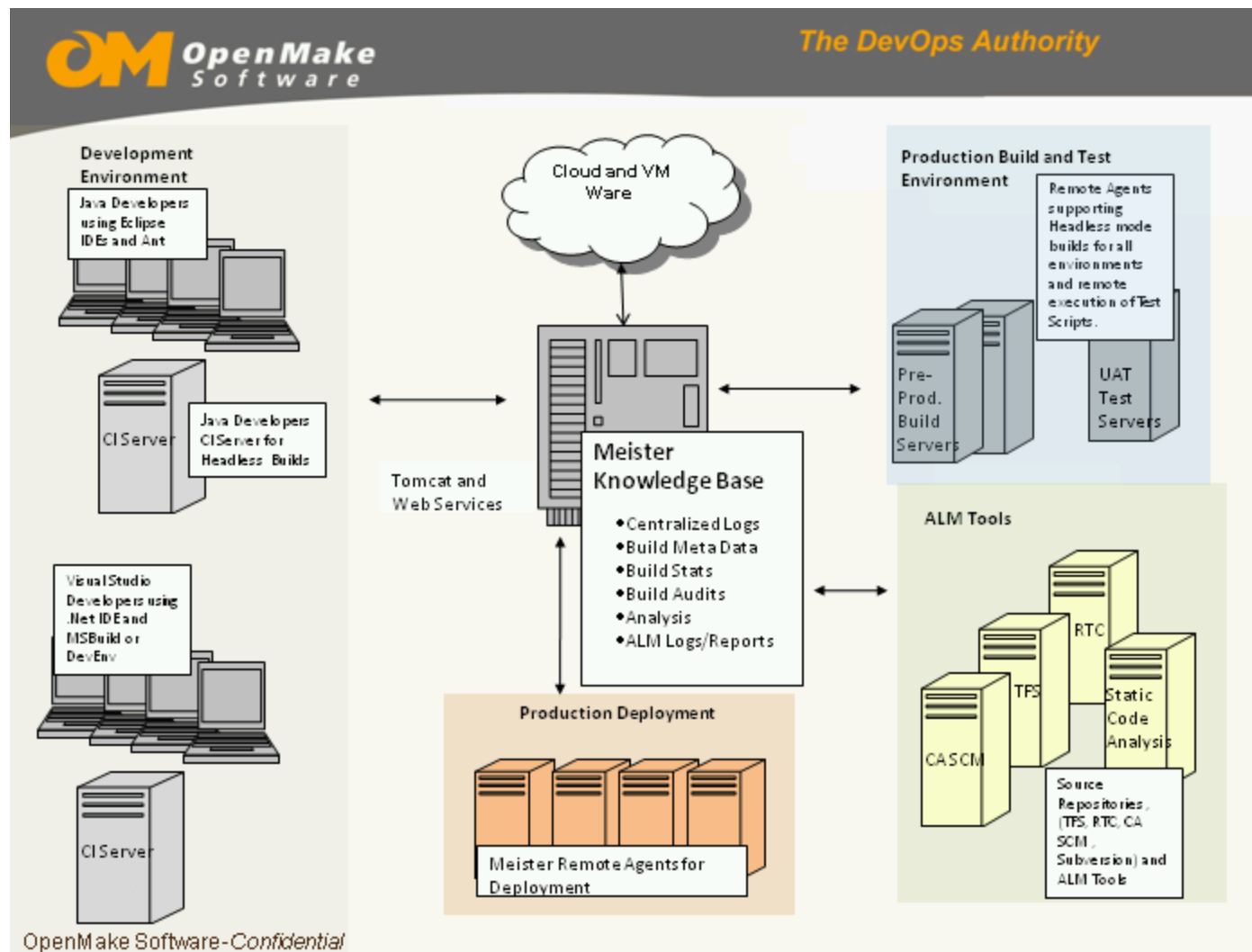




CA SCM Premium Process



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