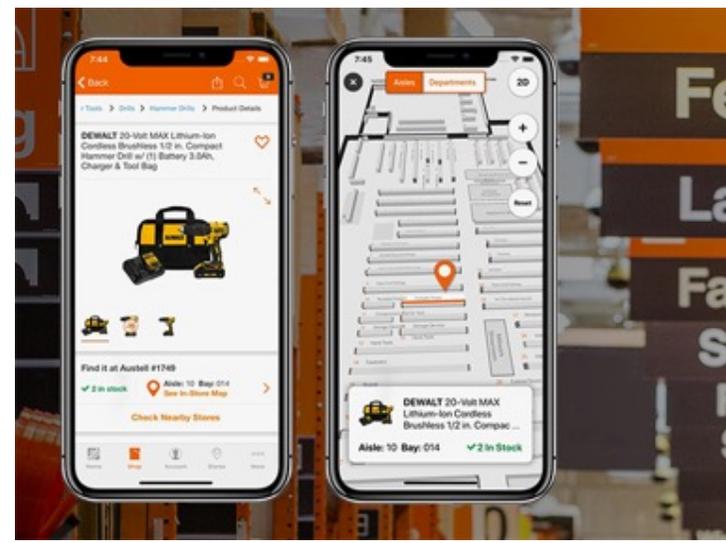
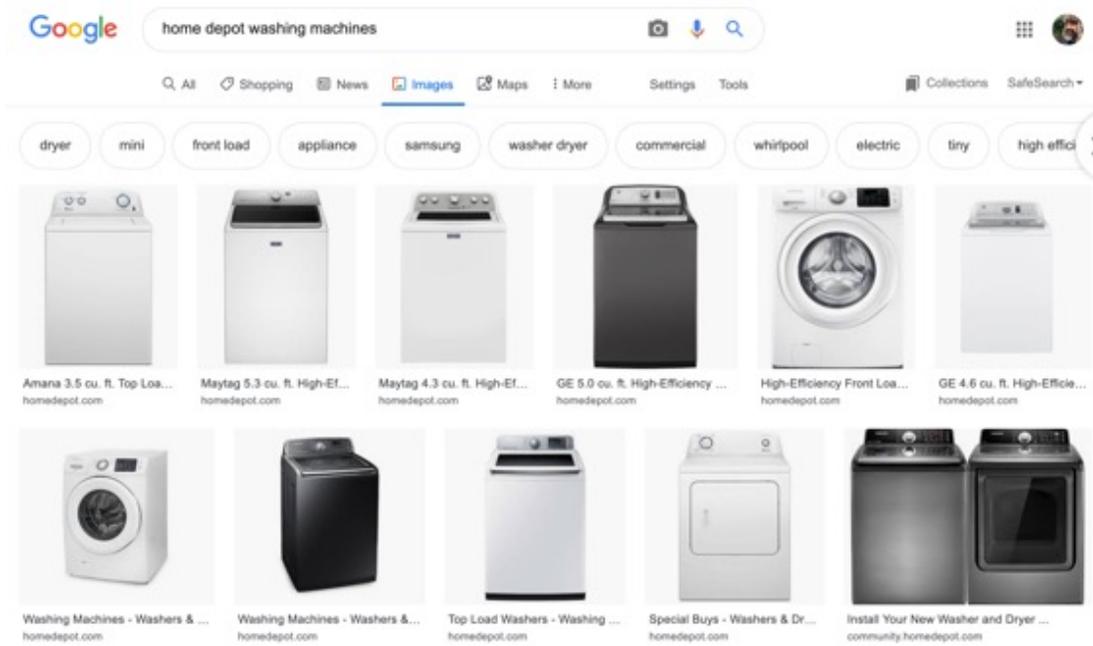


# Daily Builds: Improving Software Delivery Speed and Quality

Building a Path to Production: A  
Guide for Managers and Leaders in  
Platform Engineering, Episode 01

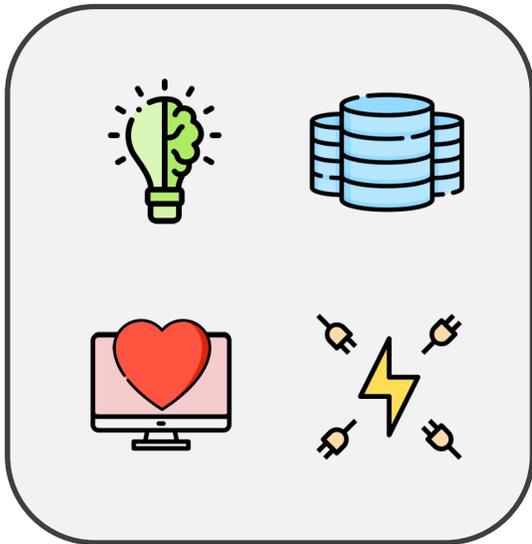
Bryan Ross & Coté

Fall, 2023



# From monoliths to cloud native apps

## Monolith

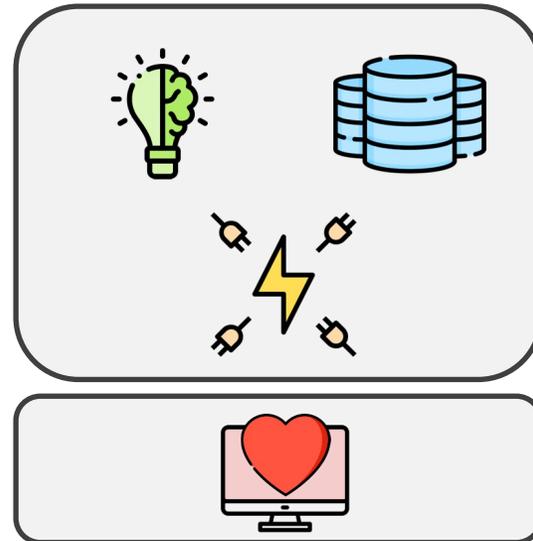


All components in one runtime.

All processing takes place in that runtime.

No network reliance.

## Client Server



Access components run in client runtime.

All other app components run in one runtime.

Processing takes place in client and in app component runtime.

Client to Server communications over network.

## N-Tier

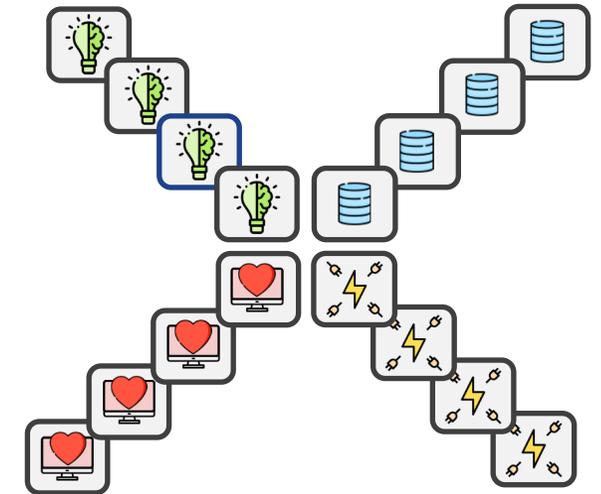


Each component in separate runtime.

Processing takes place in each runtime.

Components communicate over a network.

## Cloud Native



Each component broken down into services all running in own runtime.

Processing takes place in individual runtime.

High network dependency for all components to communicate over network.

# VMware Tanzu App Engine and App Spaces



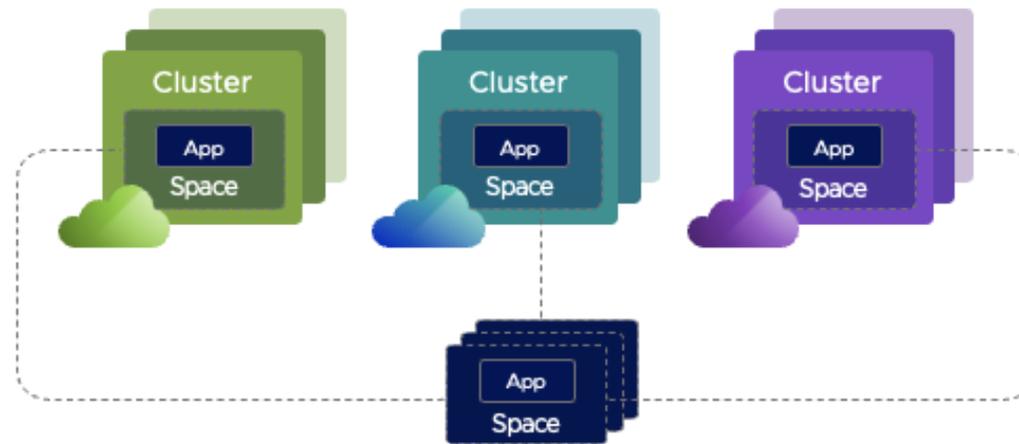
Platform Engineer  
Create and Manage Profiles



App Developers  
Space **Self-Service**  
and Deploy App



Operations Teams  
Create and Manage **Traits**



Each role interacts with just a slice of the overall model at any one time

Operations teams work in parallel maximizing workflow efficiency

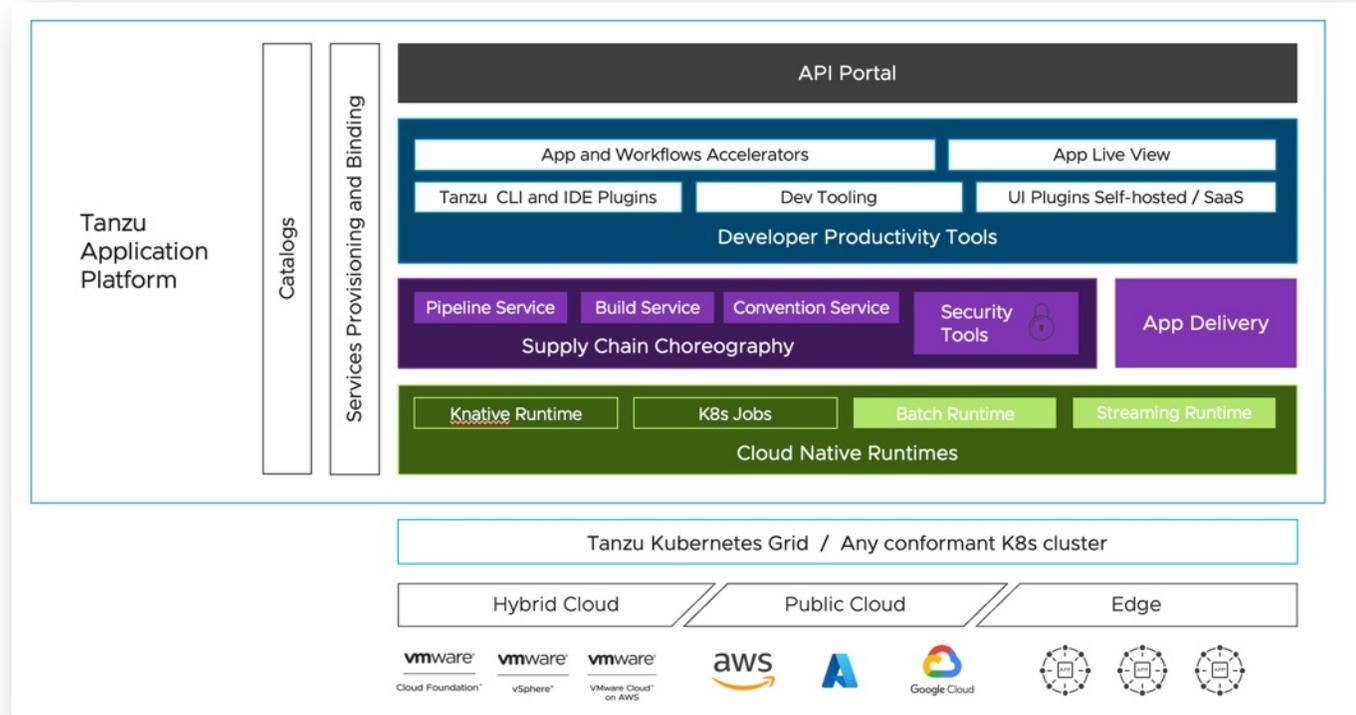
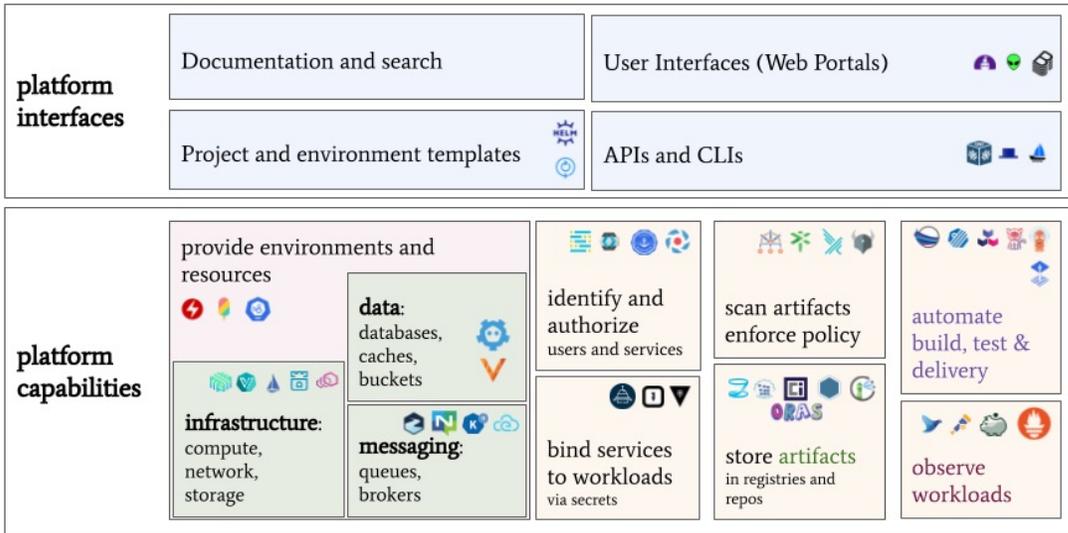
**Clear Separation of Concerns**

**Low-Friction Workflows**

**Boundaries of Self-Service APIs**

Platforms.

Product and application teams



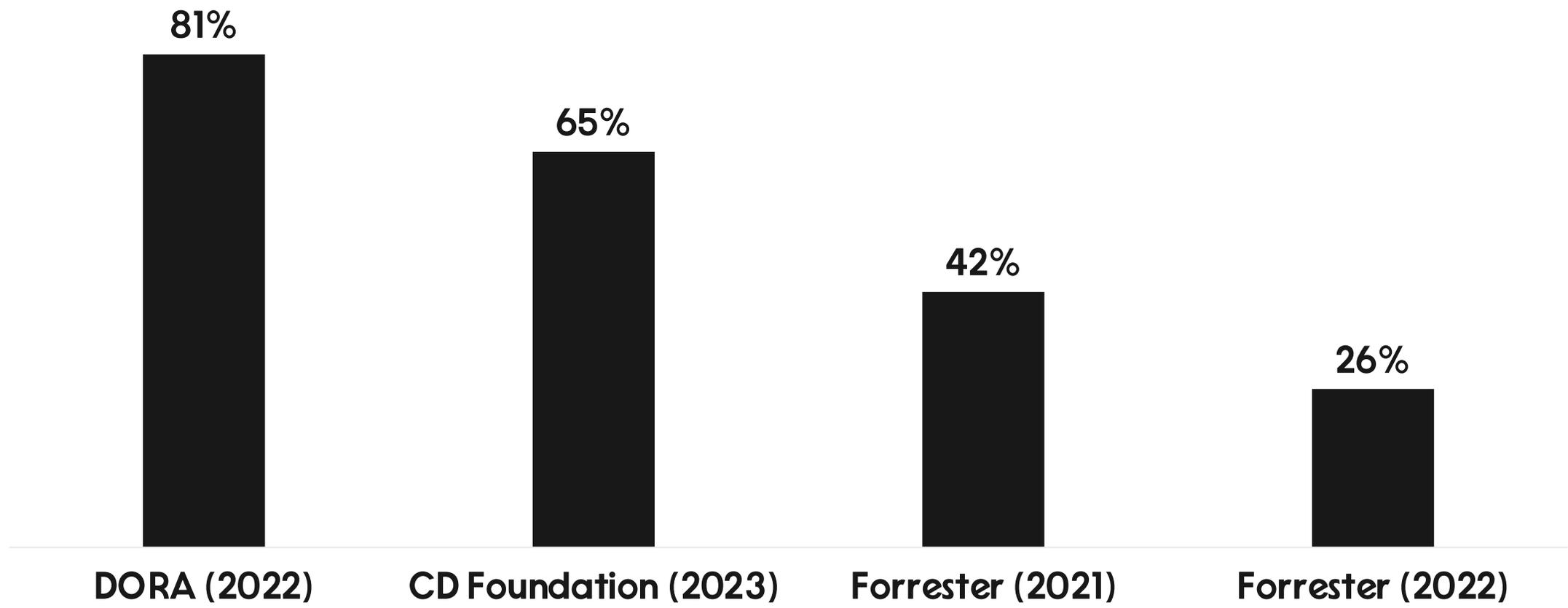
“We are building this platform not for us, we are building it for Mercedes-Benz developers.”

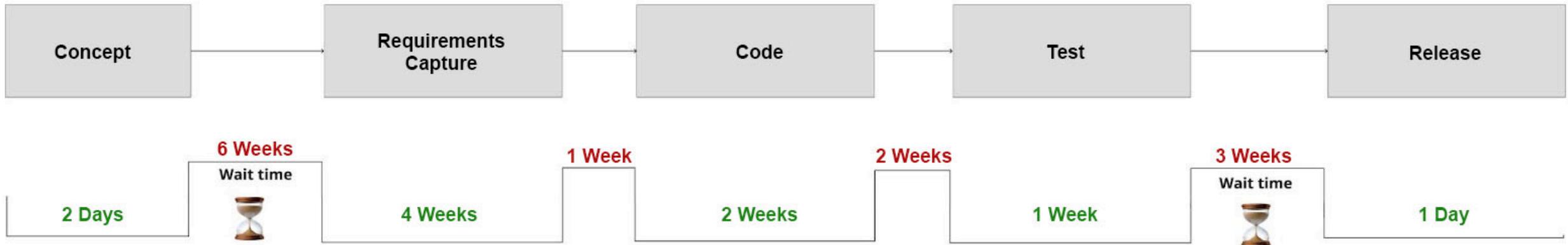
Thomas Müller, Mercedes-Benz



# Accounts of deployment rates vary wildly

## Deploy Monthly or Less



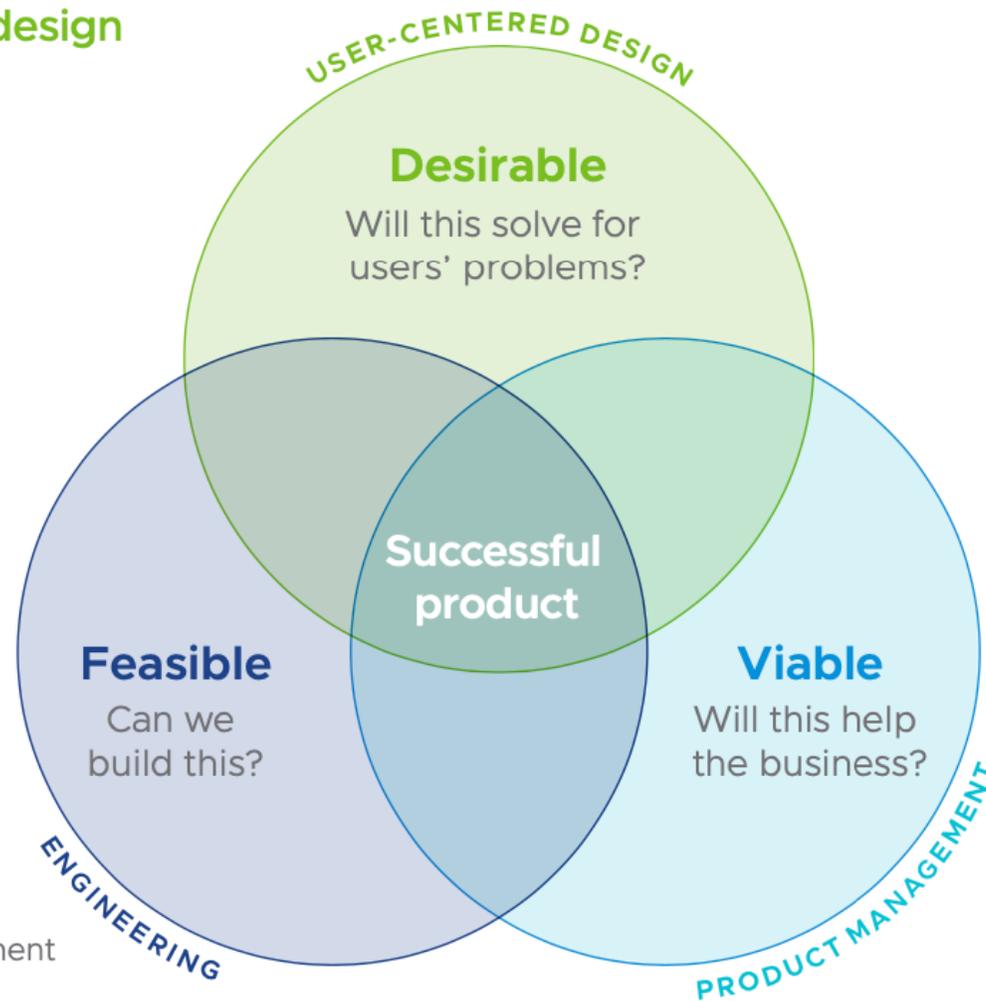


What to do next.

## User-centered design

### ACTIVITIES:

User interviews  
Ethnography  
Define personas  
Usability testing  
Service Design  
UI / UX  
Visual design



## Agile / XP

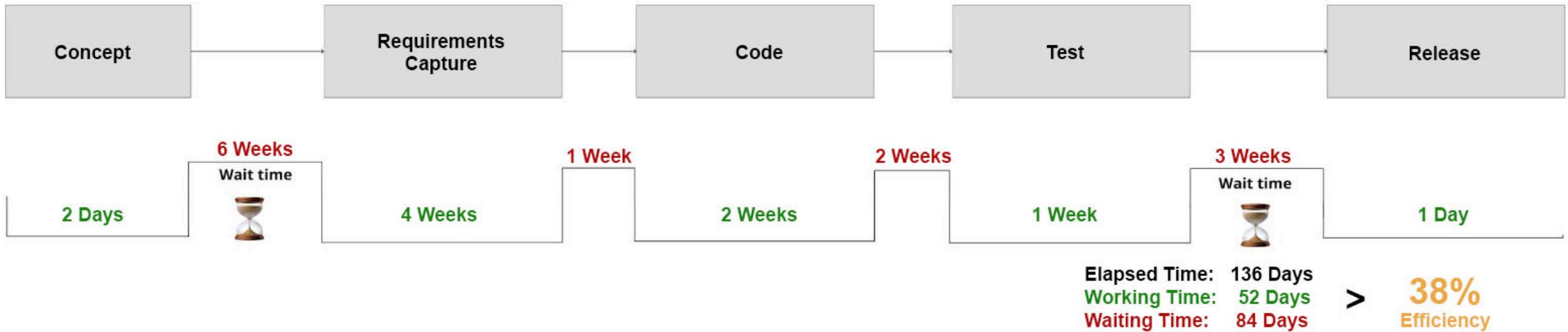
### ACTIVITIES:

Test-driven development  
Pair programming  
Evolutionary design  
Collective code ownership  
Retros  
Short iterations  
CI / CD

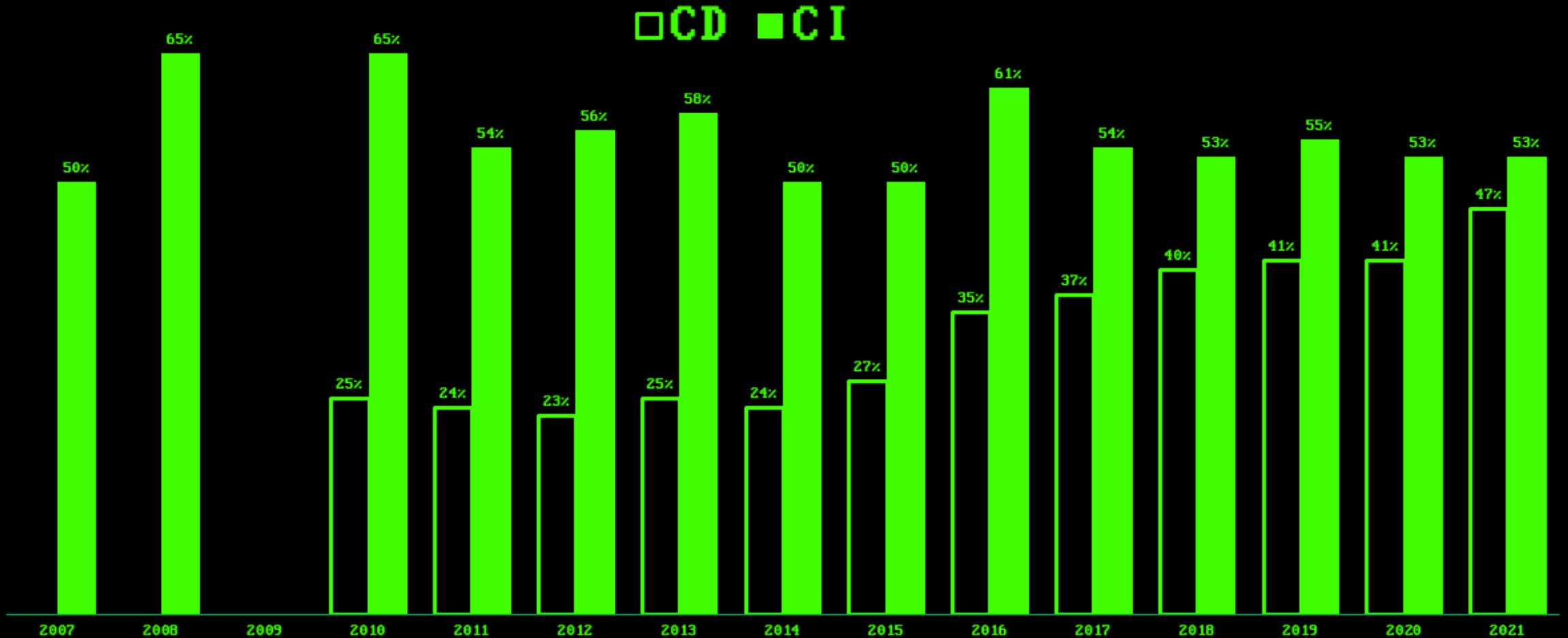
## Lean Startup

### ACTIVITIES:

Define product vision, strategy and roadmap  
Define business model  
Define minimum viable product  
Identify and test assumptions  
Release real product often  
Understand customers  
Adjust direction based on data  
Constrain resources and time



# CI and CD usage, 2007 to 2021



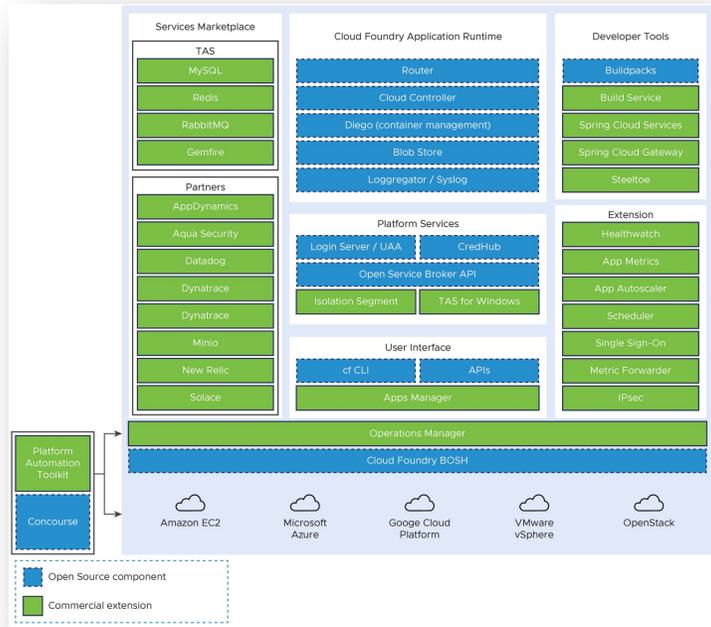
Source: State of Agile Surveys, VersionOne/CollabNet/digital.ai

#code

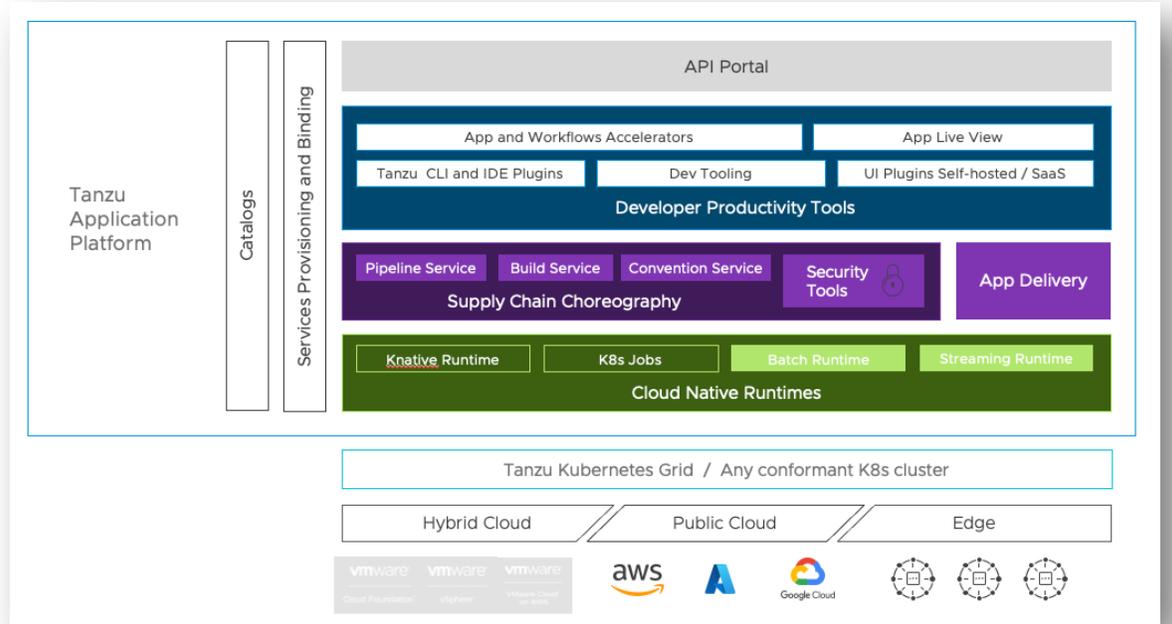
# Find the Developer Toil, Confusion, Blockers

- What are we making?
- We have a strong vision for our product, and we're doing important work together every day to fulfill that vision.
- I have the context I need to confidently make changes while I'm working.
- I am proud of the work I have delivered so far for our product.
- I am learning things that I look forward to applying to future products.
- My workstation seems to disappear out from under me while I'm working.
- It's easy to get my workstation into the state I need to develop our product.
- What aspect of our workstation setup is painful?
- It's easy to run our software on my workstation while I'm developing it.
- I can boot our software up into the state I need with minimal effort.
- What aspect of running our software locally is painful? What could we do to make it less painful?
- It's easy to run our test suites and to author new ones.
- Tests are a stable, reliable, seamless part of my workflow.
- Test failures give me the feedback I need on the code I am writing.
- What aspect of production support is painful?
- We collaborate well with the teams whose software we integrate with.
- When necessary, it is within my power to request timely changes from other teams.
- I have the resources I need to test and code confidently against other teams' integration points.
- What aspect of integrating with other teams is painful?
- I'm rarely impacted by breaking changes from other tracks of work.
- We almost always catch broken tests and code before they're merged in.
- What aspect of committing changes is painful?
- Our release process (CI/CD) from source control to our story acceptance environment is fully automated.
- If the release process (CI/CD) fails, I'm confident something is truly wrong, and I know I'll be able to track down the problem.
- Our team releases new versions of our software as often as the business needs us to.
- We are meeting our service-level agreements with a minimum of unplanned work.
- When something is wrong in production, we reproduce and solve the problem in a lower environment.

# Tanzu Application Service



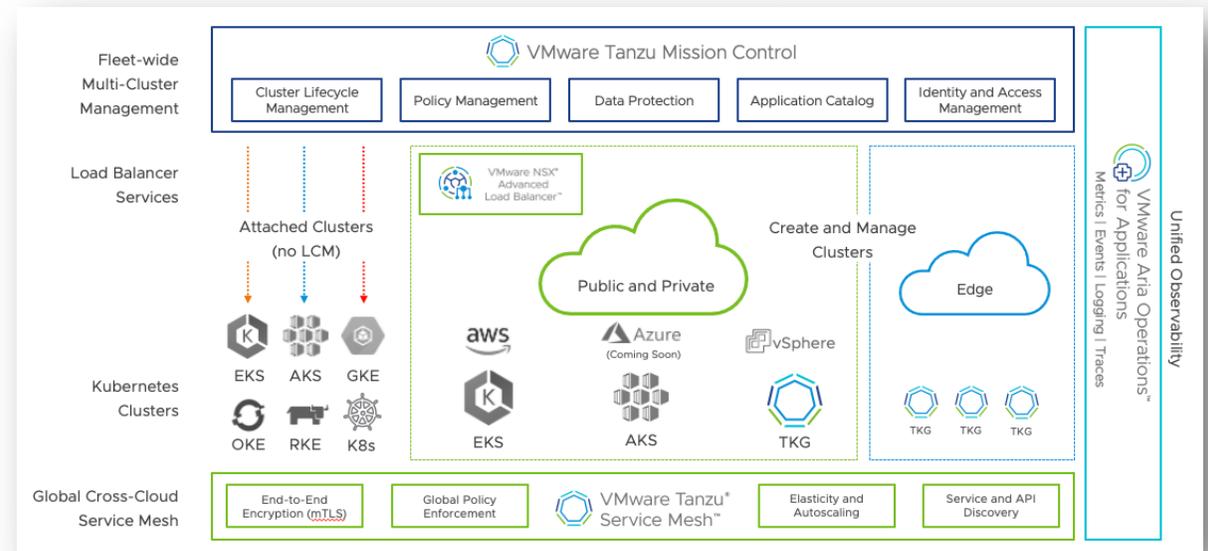
# Tanzu Application Platform



# Tanzu Labs



# Tanzu for Kubernetes Operations



## A Successful Developer Experience (1/2)

1. Customer Focus: Treat internal developers like clients
2. Build, nourish and embrace a community around your platforms
3. Focus on end-to-end & deliver an integrated experience
4. Culture is critical
5. Cloud Blueprints
6. Cloud Parties
7. Self-service everything

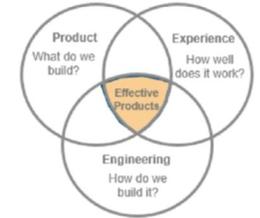


Build a customer-centre culture.  
 \*15 Proven Techniques to Improve Customer Experience (CX)\*  
 Blog by Snigdha Patel on the revechat.com platform

J P M o r g a n C h a s e

## A Successful Developer Experience (2/2)

8. Clear responsibility model, boundaries and platform contract
9. Operationally stable, reliable, and has well-defined SLOs
10. Inherently secure
11. Streamline tooling for CI/CD
12. Enable innovation through managing risk
13. Automate, automate, automate!
14. Short time to Hello World!
15. Partner for success



J P M o r g a n C h a s e

## Gaia Application Platform Speeds and Feeds

**>1522**  
 Production Applications

"LARGEST CLOUD FOUNDRY DEPLOYMENT IN THE WORLD... BY FAR!"  
 VMWARE

**>206k**  
 Container Workloads

**>331k**  
 Running Memory

**37 Pools**  
 16 Data Centers / 3 regions

**~15k**  
 Deployments /Day

J P M o r g a n C h a s e

## Gaia Kubernetes Platform Speeds and Feeds

**>100**  
 GLOBAL CLUSTERS



**>700 TB**  
 Memory Capacity Deployed

**>4000**  
 SERVERS SUPPORTED

**>345**  
 PRODUCTION APPS

**~300**  
 OS REPAVES PER DAY

J P M o r g a n C h a s e