

OUTLINE

- ❖ BACKGROUND
- ❖ SDLC MODELS – PRINCIPLES AND ISSUES
- ❖ DEVOPS: PROS AND CONS
- ❖ DEVOPS: THE WAY FORWARD
- ❖ FINAL THOUGHTS

OUTLINE

❖ **BACKGROUND**

❖ SDLC MODELS – PRINCIPLES AND ISSUES

❖ DEVOPS: PROS AND CONS

❖ DEVOPS: THE WAY FORWARD

❖ FINAL THOUGHTS

➤ **BACKGROUND**

❖ **Software Crisis and Lesson Learned From Denver International Airport (DIA) Baggage Handling System**

- ✓ **Quality:** Performed just a fraction of its original automation goals (Only one concourse for one airline)
- ✓ **Past The Deadline:** 16 months past the 2-year deadline
- ✓ **Over budget:** Cost about the extra \$560 million (Original budget: \$238 million.)

➤ **BACKGROUND (Cont.)**

❖ **Software Development Goals**

- ✓ Meeting user requirements (High Quality)
- ✓ Delivery - On Time (Fast development)

❖ **Software Owner Goals**

- ✓ Reduce Cost/ ROI
- ✓ Not just computerized BUT automated system

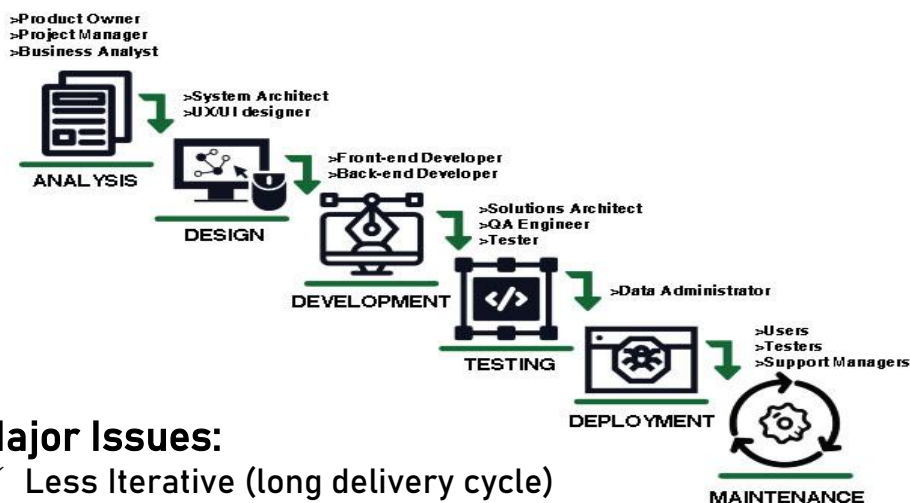
➤ **BACKGROUND (Cont.)**



OUTLINE

- ❖ BACKGROUND
- ❖ SDLC MODELS – PRINCIPLES AND ISSUES
- ❖ DEVOPS: PROS AND CONS
- ❖ DEVOPS: THE WAY FORWARD
- ❖ FINAL THOUGHTS

➤ LINEAR (SEQUENTIAL) MODEL (e.g. Waterfall Model)



➤ Major Issues:

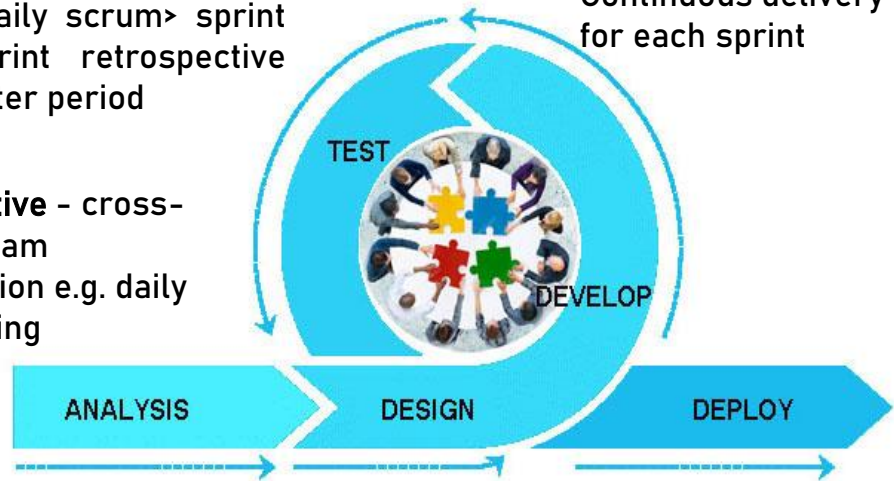
- ✓ Less Iterative (long delivery cycle)
- ✓ Less collaborative

➤ ITERATIVE, COLLABORATIVE & COMMUNICATIVE MODEL (Agile)

- **Iterative** called Sprint >sprint planning> daily scrum> sprint review> sprint retrospective within a shorter period

- **Communicative** - cross-functional team communication e.g. daily scrum meeting

- **Collaborative** - Continuous delivery for each sprint

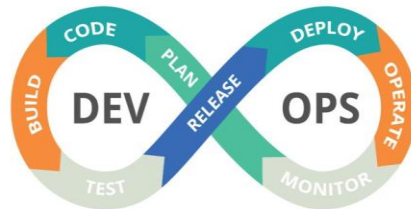


➤ ITERATIVE, COLLABORATIVE & COMMUNICATIVE MODEL (DevOps)

- **Iterative** (Infinity loop >build> test> release> deploy> operate> monitor> plan> code.

- **Collaborative & Communicative**- Focuses on uniting the Dev(elopment) and Op(eration)s teams

- **The plus point:** emphasize on automation (tools) - end-to-end software engineering process - CI/CD pipeline



OUTLINE

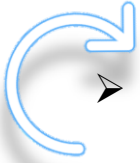
- ❖ BACKGROUND
- ❖ SDLC MODELS – PRINCIPLES AND ISSUES
- ❖ **DEVOPS: PROS AND CONS**
- ❖ DEVOPS: THE WAY FORWARD
- ❖ FINAL THOUGHTS



➤ DEVOPS: PROS <1>

❖ Achieve Software Development Goals

- ✓ Meeting user requirements (High Quality)
- ✓ Delivery - On Time (Fast development)



➤ DEVOPS: PROS <2>

❖ Fast Learning Curve

- ✓ Collaborative & Communicative Approach
- ✓ Automation tools – simplified the manual process



➤ DEVOPS: CONS <1>

❖ High cost and low ROI

- ✓ First Time Setup Cost
- ✓ Training and Technical Supports



➤ **DEVOPS: CONS <2>**

❖ **High Dependency** e.g. Tools, products, brands, etc.

- ✓ Proprietary e.g. licensing
- ✓ Open Source e.g. technical supports

OUTLINE

❖ **BACKGROUND**

❖ **SDLC MODELS – PRINCIPLES AND ISSUES**

❖ **DEVOPS: PROS AND CONS**

❖ **DEVOPS: THE WAY FORWARD**

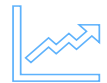
❖ **FINAL THOUGHTS**



[1] No choice (SDG) but DevOps (Adapt it fully!)



✓ DevOps culture and mindset



✓ Collaborative & Communicative across agencies



✓ Continuous improvement – CI/CD pipeline

✓ Automation (Software development vs Application)



[2] Unlocking The Tools (Reduce dependency)



✓ Proprietary vs Open Source

✓ Competency e.g. Contributor to OS

OUTLINE

- ❖ BACKGROUND
- ❖ SDLC MODELS – PRINCIPLES AND ISSUES
- ❖ DEVOPS: PROS AND CONS
- ❖ DEVOPS: THE WAY FORWARD
- ❖ FINAL THOUGHTS

❖ **Point 1** – DevOps is “supposedly not a something new!”

❖ **Point 2** – It is timely for continuous improvement
– CI/CD pipeline

❖ **Point 3** – Unlocking the potential – Open Source!

❖ **Point 4** – Need to go for a full-blown DevOps approach!

