In Pursuit of Continuous Delivery at Pluralsight

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Should you be here?

What does our stack look like?
What does our deployment pipeline look like?

```
public class TopClientExample
{
    public static void Main()
    {
        byte[] data = new byte[8];
        using (MemoryStream stream = new MemoryStream(data))
        {
            try
            {
                process = new TopClient(server)
                catch (IOException)
                {
                    Console.WriteLine("Unable to access to server.");
                    return;
                }
            }
            finally
            {
                stream.Close();
            }
        }
    }
}
```

Machine specifications

Stage

Production

TeamCity

Nuget

Jasmine

GitHub

AWS

GO!
With six developers this happened between a couple of times a day to a couple of times a week

What makes this possible?
Continuous integration

Automated testing
Push button deploy and rollbacks
Two sets of eyes on production code

Work in master

This works great for six developers

What about fifty?
Or more?
Microservices to the rescue

Independent bounded contexts that communicate via asynchronous messaging
Each bounded context has its own
repo(s)
build process
deploy process
data store
monitoring
Each bounded context has

Potentially its own stack
The goal is that each bounded context can be worked on and deployed independently.
Everything is perfect, right?
Immutable infrastructure

Different levels of experience and technical maturity
Reinvent the wheel

Team autonomy vs. system health
Releasing frequently to production can actually work

And it’s awesome
Questions?

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