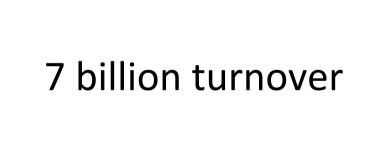
Continuous Delivery: Benefits Explained

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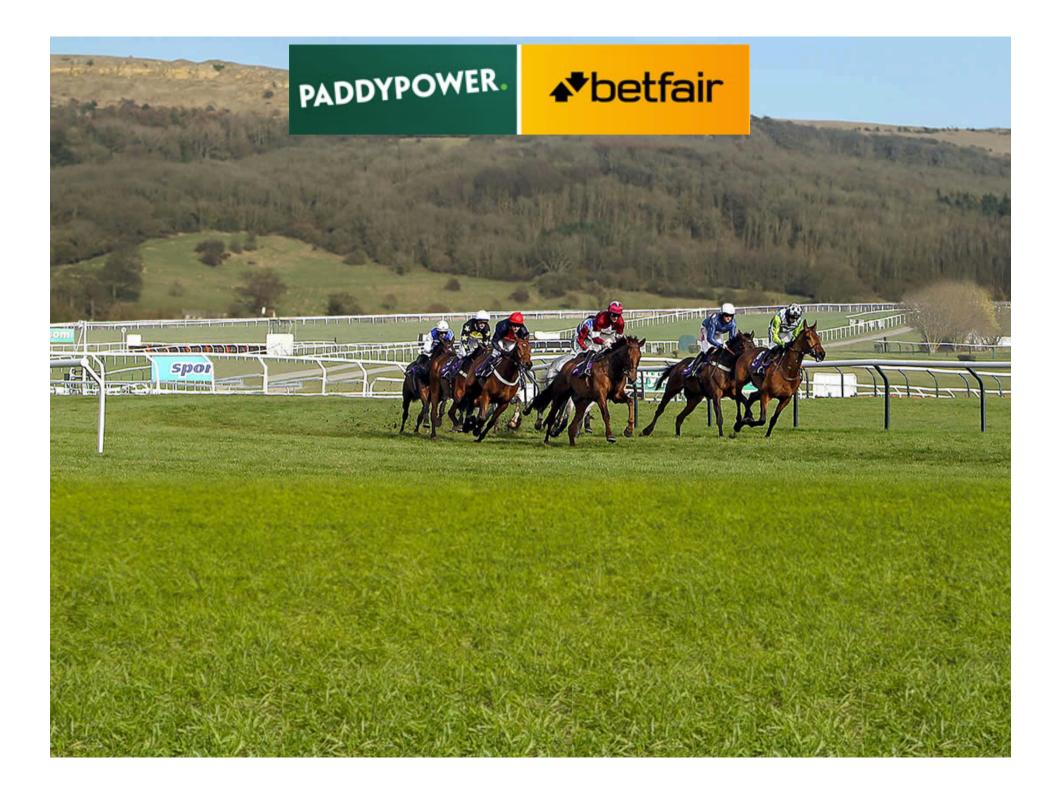
Offers betting/gambling services in regulated markets, through shops, phones, Internet, mobile apps



5000 employees

Relies heavily on an increasingly large number of custom software applications

These applications are developed and maintained by the Technology Department, which employs about 500 people



The world's largest public online betting and gaming company with combined revenues of more than £1.1bn

The 44th largest company on the London Stock Exchange

About four years ago ...

Many releases were a "scary" experience.



Priority 1 incidents

The delivery activities weren't efficient. Just setting up the testing environment could take three weeks.

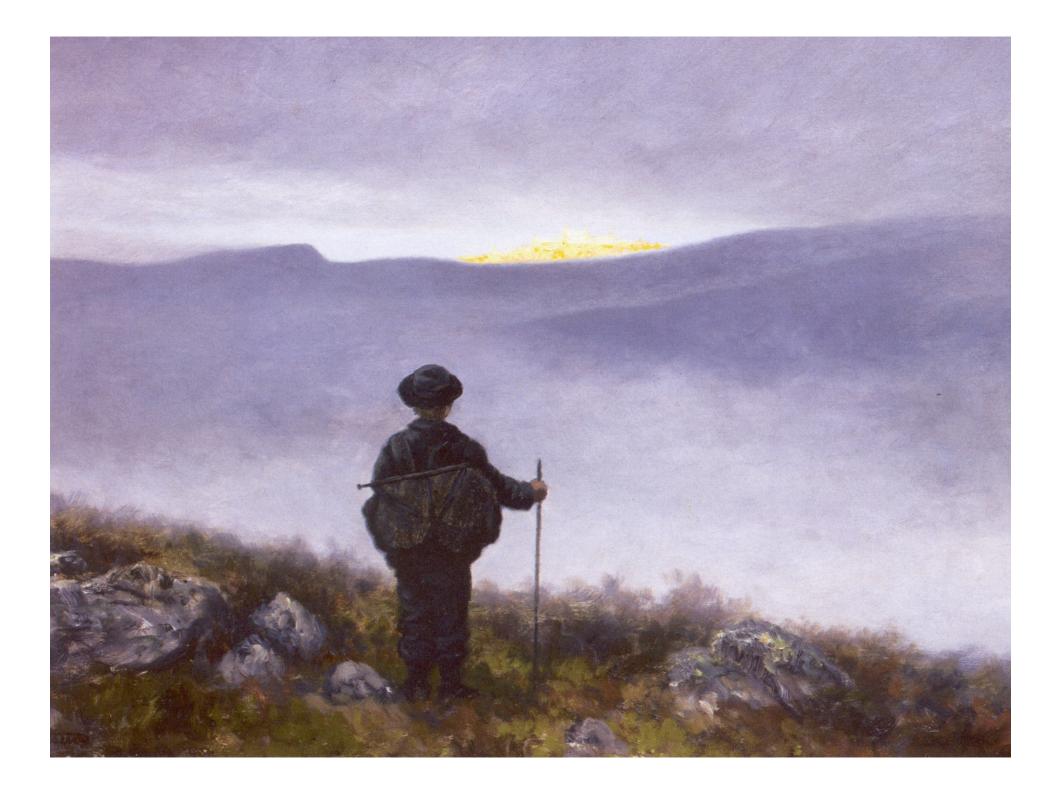
Each application typically had fewer than six releases a year.

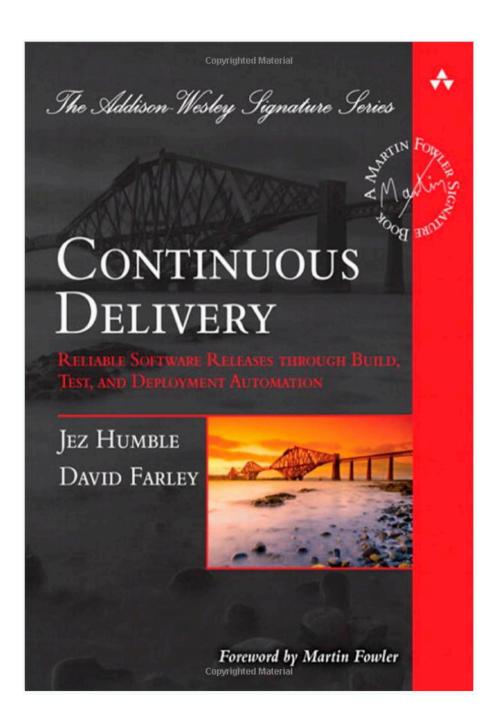
This release model artificially delayed features completed early in the release cycle.

The value these features could generate was lost.

Early feedback on them wasn't available.











Does it really work?

To what extent?

What are the actual benefits that have been realized?

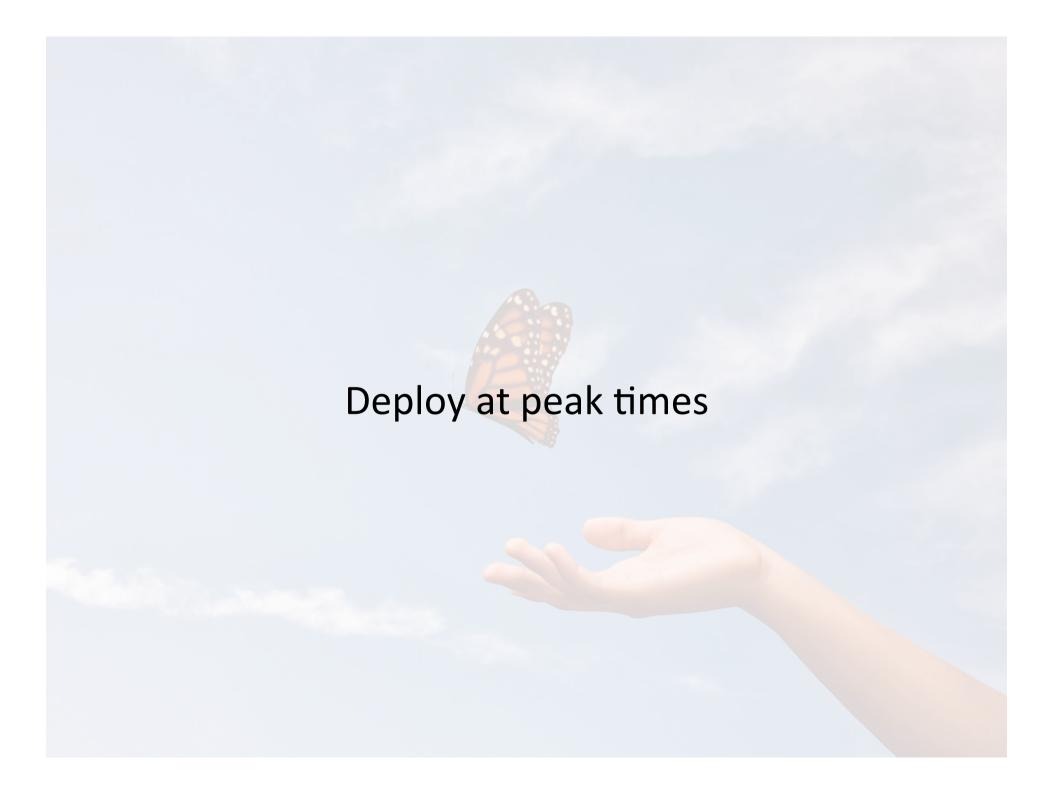
"There is more to Continuous Delivery than wiring together Jenkins instances and buying a new automated deployment tool."

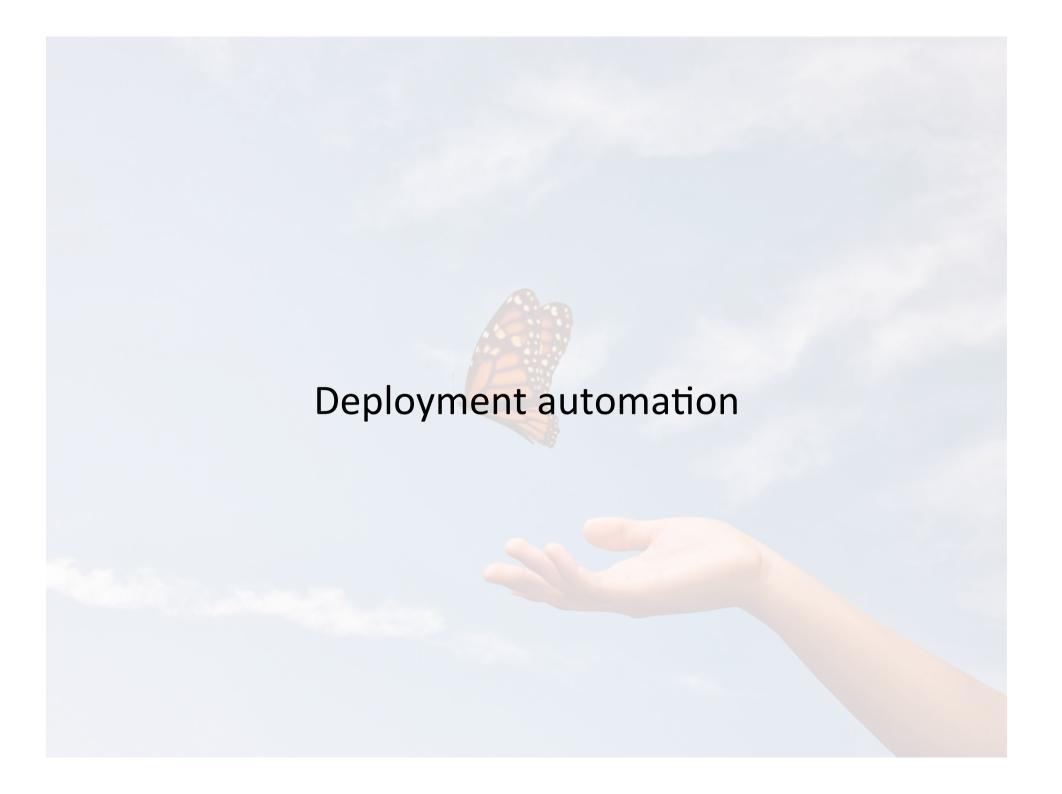
What are those more things?

Reliable Releases

The risks associated with a release have significantly decreased

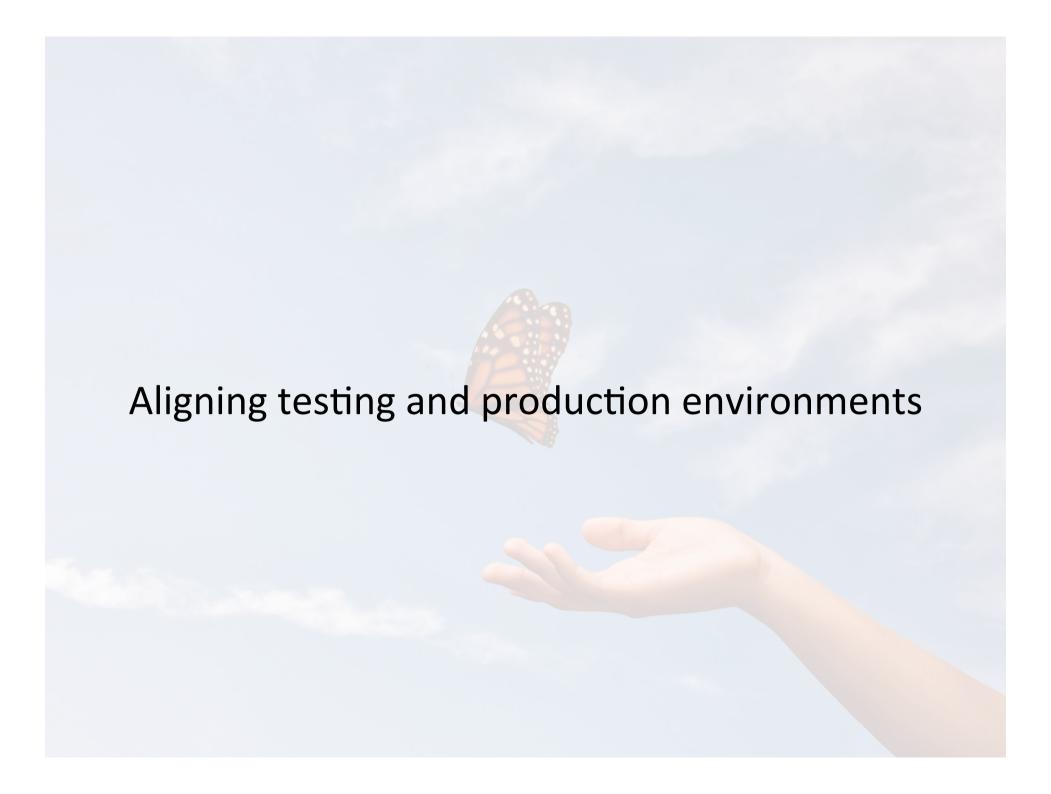
No stress on the release day anymore. That day becomes just another normal day.





According to Gartner, "Through 2015, 80% of outages impacting mission-critical services will be caused by people and process issues"

Source: Colville, R, and Spafford, G. Configuration Management for Virtual and Cloud Infrastructures





Improved Productivity & Efficiency

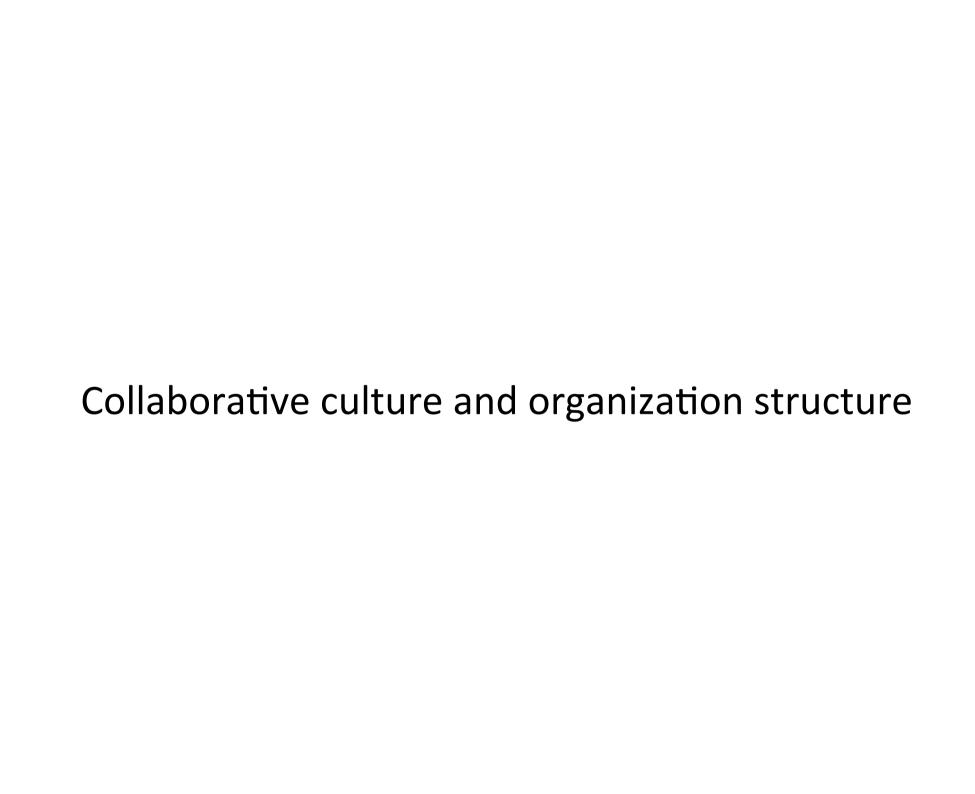
20%

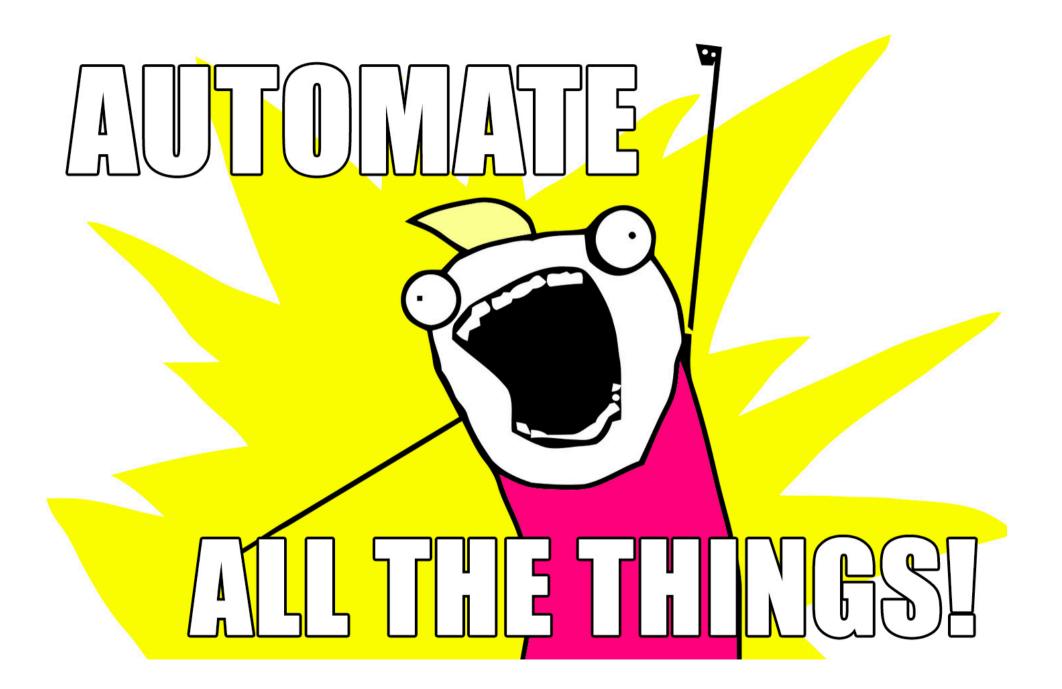
Time saving on setting up and fixing test environments



Saved time on release: A few days' effort by operations engineers -> A click of a button by a developer

Saved effort (and frustration) on troubleshooting and fixing issues caused by the old release practice







Accelerated Time to Market

Release frequency: once every one to six months -> at lease once a week, sometimes multiple times a day

Cycle time: from a user story's conception to production

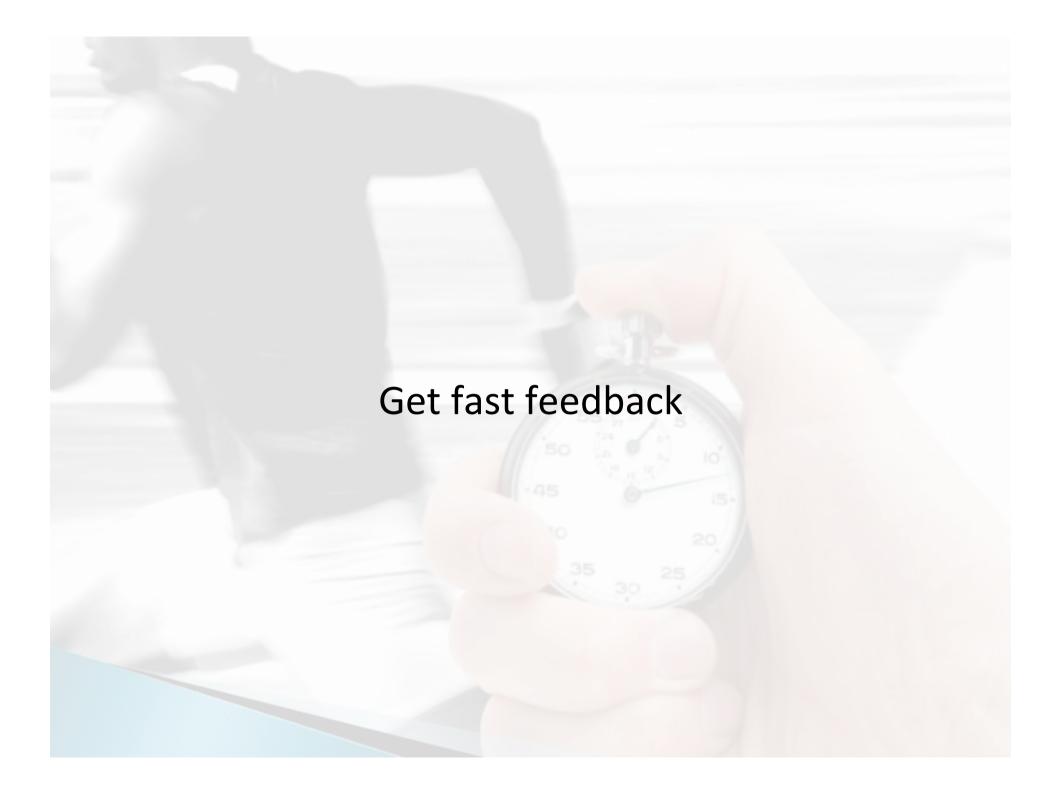
Several months

2-5 days

Deliver the business value inherent in new software releases to our customers more quickly

- Company X: R&D is 10% of revenue, e.g. 100M\$ for a 1B\$ product
- New product development cycle: 12 months
- Option 1: improve efficiency of development by 10%
 => 10 M\$ reduction in development cost
- Option 2: reduce development cycle by 10%
 - => 100M\$ add to top line revenue (product starts to sell 1.2 months earlier)

Cycle time reduction outperforms efficiency improvement



Break a big feature into smaller ones that can be finished in a short time (e.g., within a week)

Architecture: modifiability: allows adding features in small increments

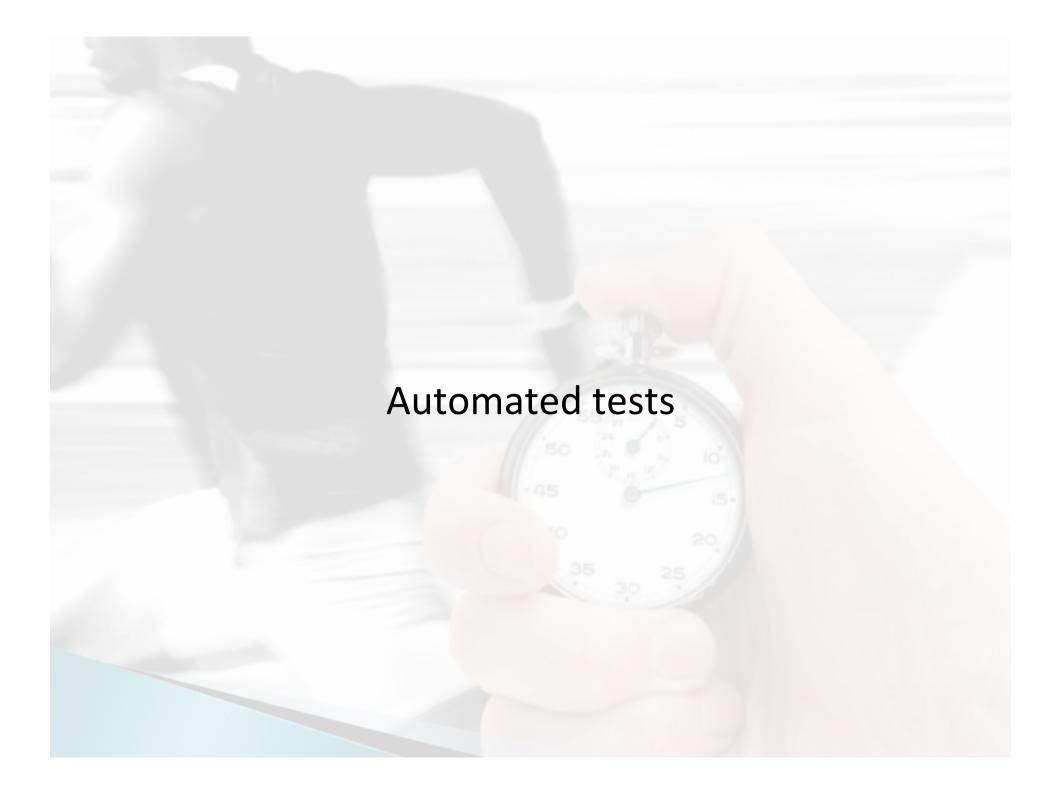
Architecture: deployability: a level of deployability that is acceptable for traditional multi-month release model may not be acceptable for CD

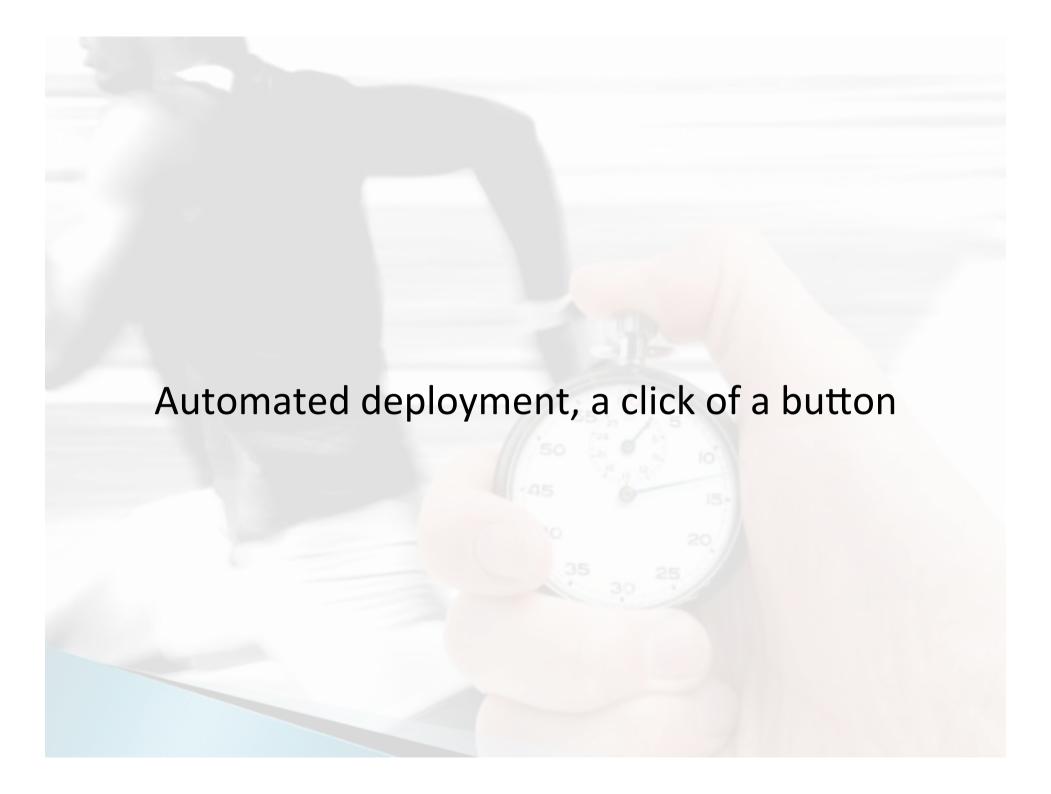
Architecture: testability: testing is not only about writing tests but also about design

What's special compared to architecting in a traditional context?

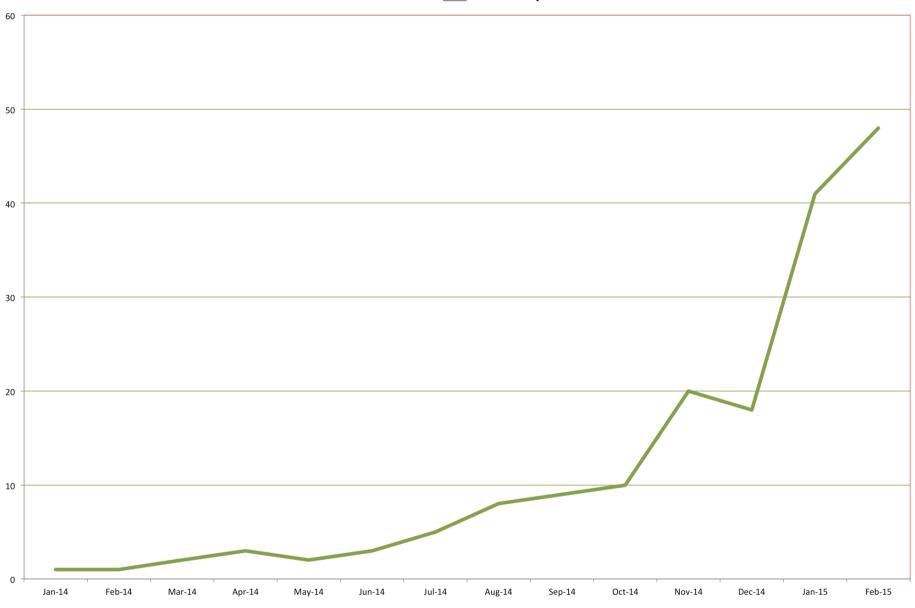
Increased priority: When working in a CD context, we can't trade these ASRs off lightly anymore.

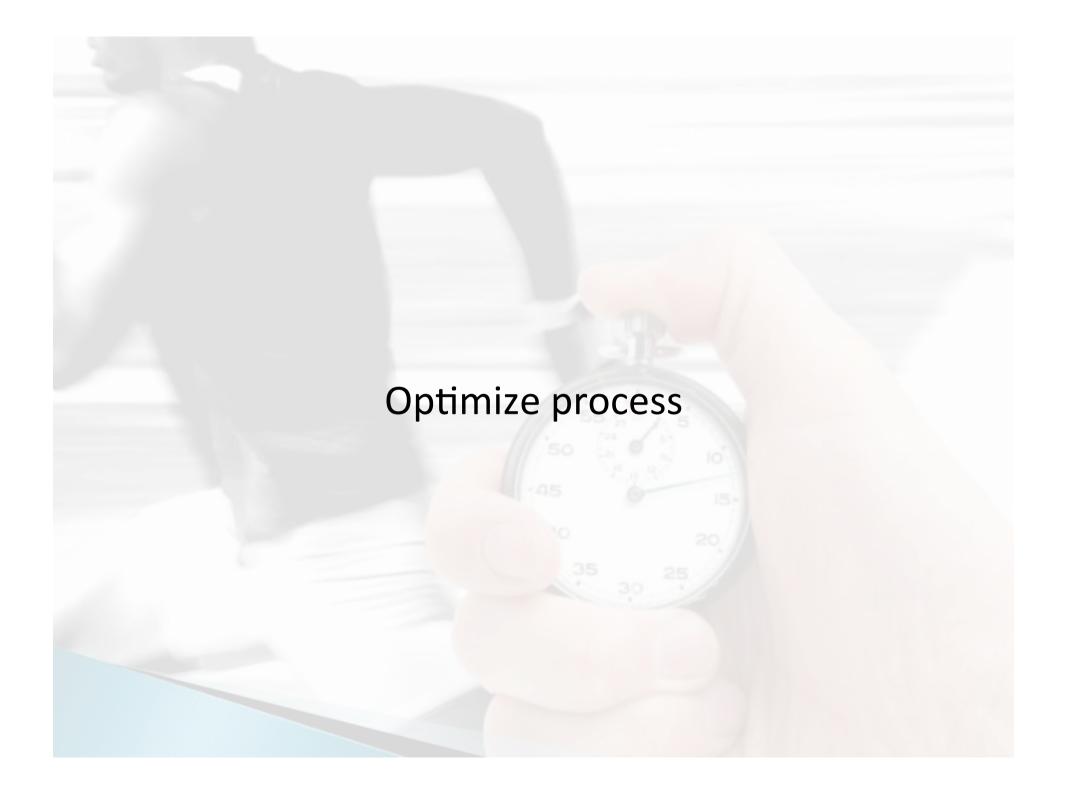
Increased degree: In a CD context, a higher degree of requirement for these ASRs is often needed











Improved Product Quality

Customer Found Bugs



Over 90% Improvement Approximately 30 percent of the workforce was fixing bugs.

Now, usually nobody is working on customerfound bugs. Bugs are so rare that the teams no longer need a bug-tracking system. Any piece of code has to be accompanied by tests. TDD/ATDD/BDD

Eliminate flaky (non-deterministic) tests

Fixing any failing test takes precedence over any other work

Most teams choose to fail the build if the test coverage is below 95%

Tests are treated as first class citizen: they are developed and reviewed using the same quality standard as code



Main Dashboard

Unit Tests Coverage
97.4%

Line Coverage
97.7%

Condition Coverage
96.2%

Lines Of Code Files

3,858

Directories Lines

4,923

A

Functions 348 a

Classes Statements 108 7 1,506 7

Accessors 90 Debt Issues

O

Blocker
Critical
Major
Minor
Info

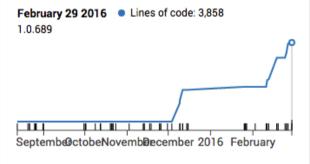
Issues

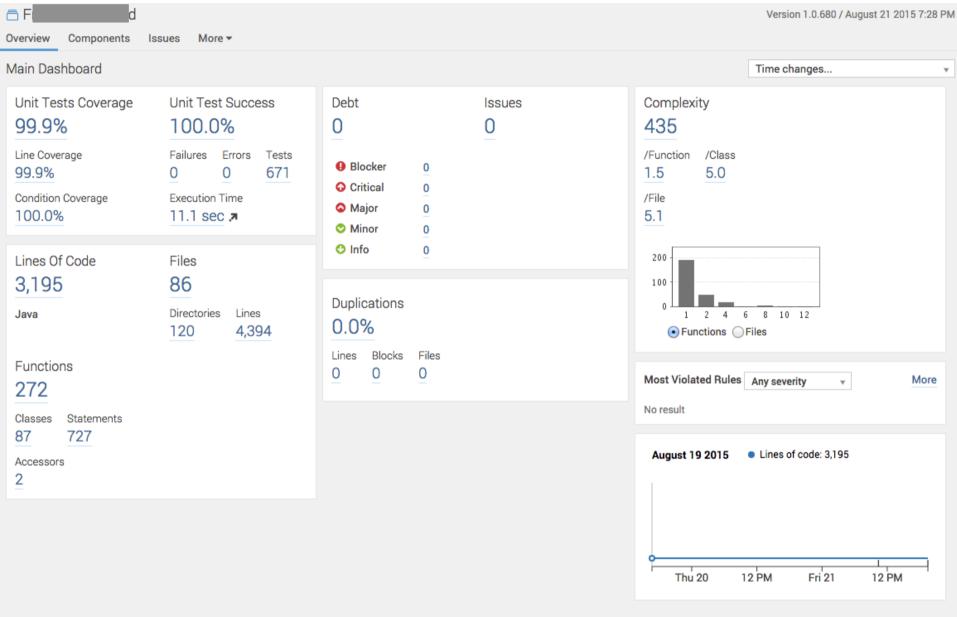
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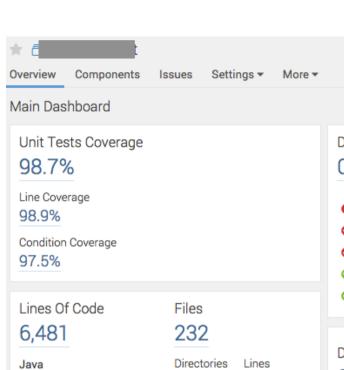
Duplications 0.0%

Lines Blocks Files
0 0 0









6,481

Java

Directories Lines
154

8,579

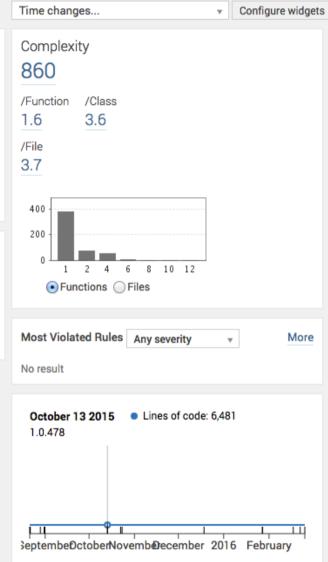
Functions
537

Classes Statements
238

1,441

Accessors
6

Debt Issues Blocker 0 Critical 0 Major 0 Minor 0 O Info 0 **Duplications** 0.0% Blocks Lines Files 0 0 0





Main Dashboard

Unit Tests Coverage
95.0%
Line Coverage
95.7%
Condition Coverage
89.9%

Lines Of Code

17,985

Java

Directories

112

23,460

Functions

1,106

Classes Statements 442 **a** 5,485 **.**

Accessors 1,140

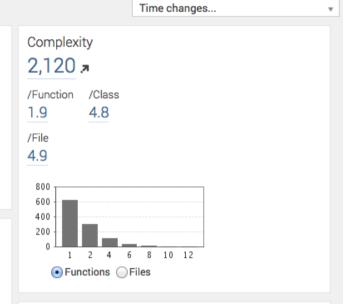
Debt Issues

1d 6h 7

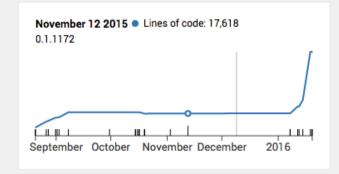
Blocker 0
Critical 11
Major 5
Minor 0
Info 0

Duplications 2.3%

Lines Blocks Files 530 **7** 35 **7** 24 **7**



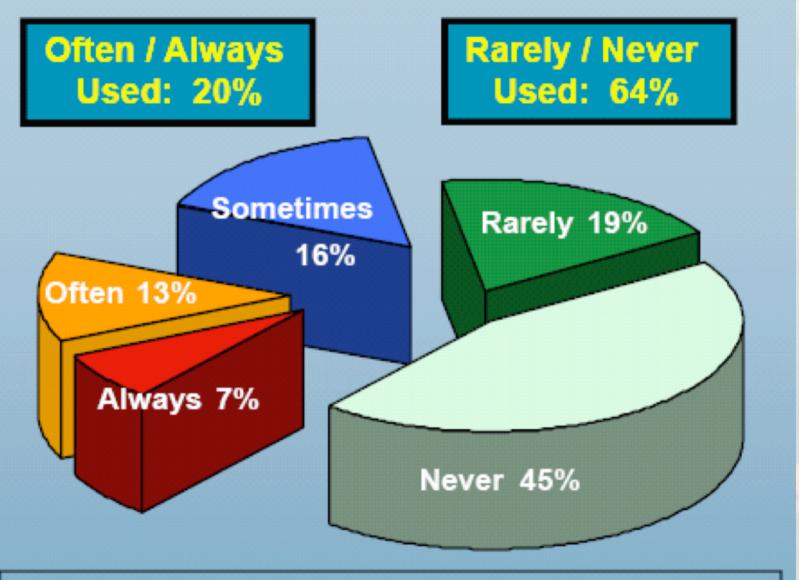




Spending time on writing tests and coming up with elegant design is actually a better option than spending time on fixing lots of bugs.

Building the Right Product

Features / Functions Used in a Typical System



Standish Group Study Reported at XP2002 by Jim Johnson, Chairman

If I'd asked my customers what they wanted, they'd have said a faster horse

Henry T. Ford

You can't just ask customers what they want and then try to give that to them. By the time you get it built, they'll want something new.

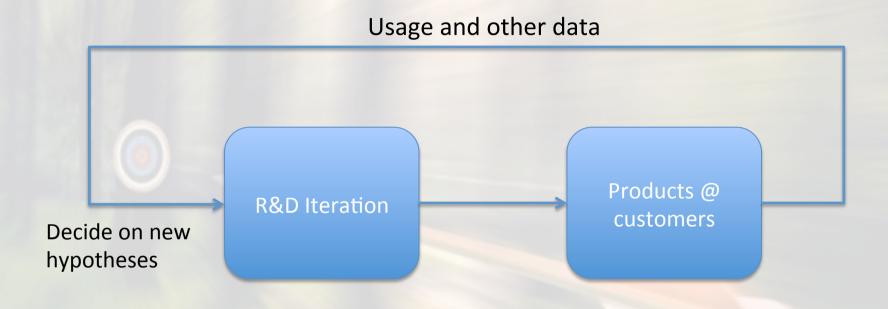
Steve Jobs

Customers don't know what they want. It's very hard to envision the solution you want without actually seeing it.

Marty Cagan

Not Requirements; Hypotheses

The company running the most experiments against the lowest cost per experiment wins

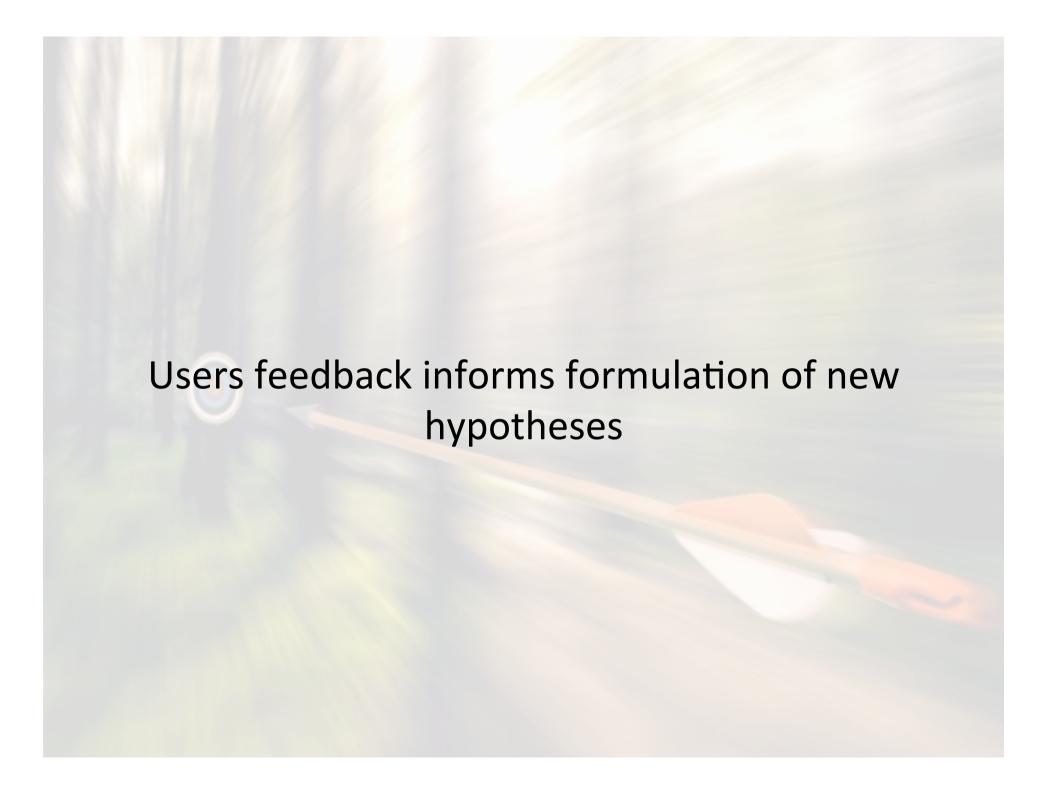


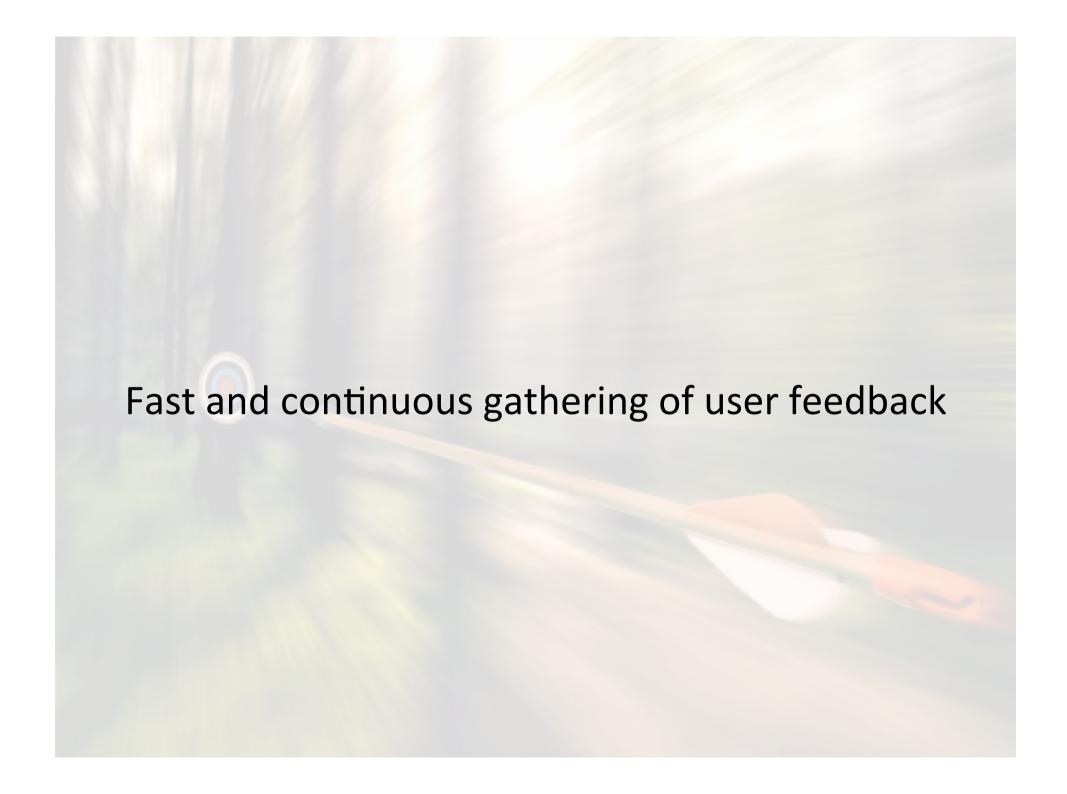
Decisions should be based on DATA, not opinions

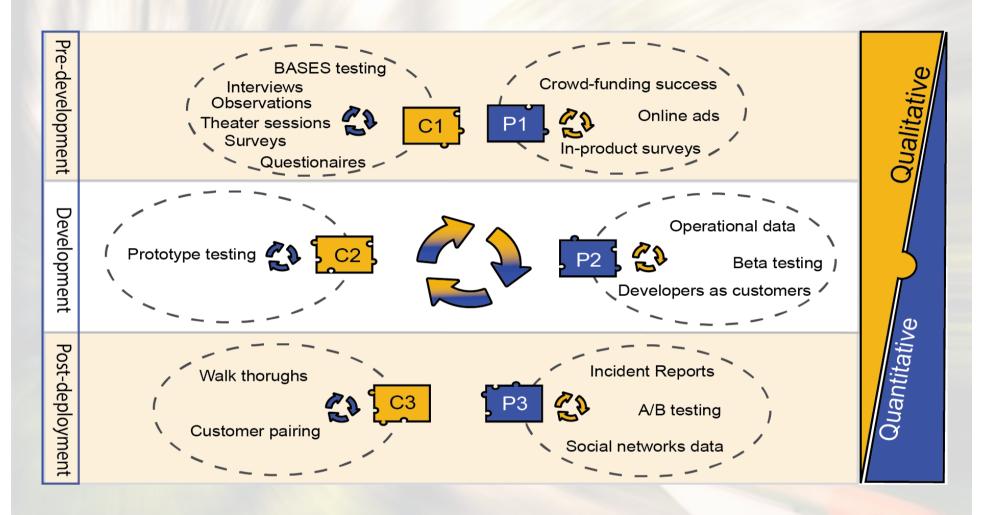
Credit: Jan Bosch

Previously, teams might have worked on features that weren't useful but didn't discover that until after the next big release. By that time, they had already spent months of effort on those features.

Frequent releases let the application development teams obtain user feedback more quickly. This lets them work on only the useful features. If they find that a feature isn't useful, they spend no further effort on it.

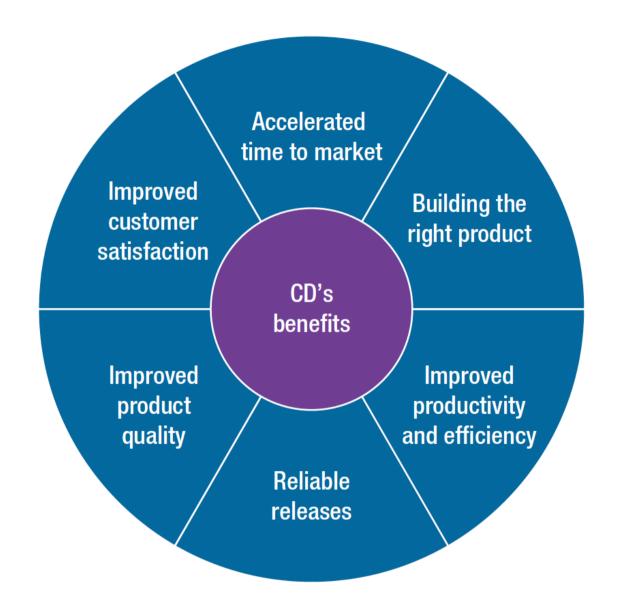






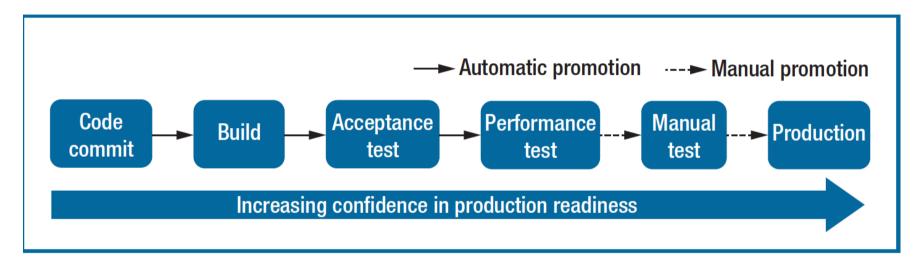
Source: A. Fabijan, H. H. Olsson, and J. Bosch, "Customer Feedback and Data Collection Techniques in Software R&D: A Literature Review," in *Software Business: 6th International Conference, ICSOB 2015, Braga, Portugal, June 10-12, 2015.*





Source: L. Chen, "Continuous Delivery: Huge Benefits, but Challenges Too," IEEE Software, vol. 32, 2015.

However, to achieve/maximize these benefits, we need to seriously take CD as a holistic approach.



An example CD pipeline. (Source: L. Chen, "Continuous Delivery: Huge Benefits, but Challenges Too," IEEE Software, vol. 32, 2015.)

- 1. Requirements as hypotheses
- Break big feature into smaller ones than can be finished in a short time (e.g., within a week)
- **3. Architecting** for CD
- 4. TDD/ATDD/BDD
- 5. Eliminate flaky (non-deterministic) **tests**
- Fixing any failing test takes precedence over any other work
- Test automation
- 8. Tests are treated as first class citizen: they are developed and reviewed using the same quality standard as code
- 9. Automate deployment/release
- 10. Aligning testing and production environments
- 11. Fast and continuous gathering of user feedback
- 12. Optimize process
- 13. Collaborative culture/organization structure

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