

# Scaling CD Down

The How and Why of CD for Small Teams and Individual Developers

16 January 2020

Jonathan Hall

DevOps Evangelist / Go Developer / Clean Coder / Salsa Dancer

## Show of hands

Raise your hand, and keep it up if...

# Metadata

- Recently joined Lana's management team
- We're hiring (remote!) -- [lana.xyz](http://lana.xyz) (<http://lana.xyz>)
- Formerly at Bugaboo as Dev Manager for eCommerce
- Career-long developer, BE and Ops focused



[jhall.io/posts/scaling-cd-down](https://jhall.io/posts/scaling-cd-down) (<https://jhall.io/posts/scaling-cd-down>)

# Story Time



Image by The U.S. Army (<https://www.flickr.com/photos/soldiersmediacenter/3351707140>)

## Story Time



## Story Time





## Story Time



## Story Time

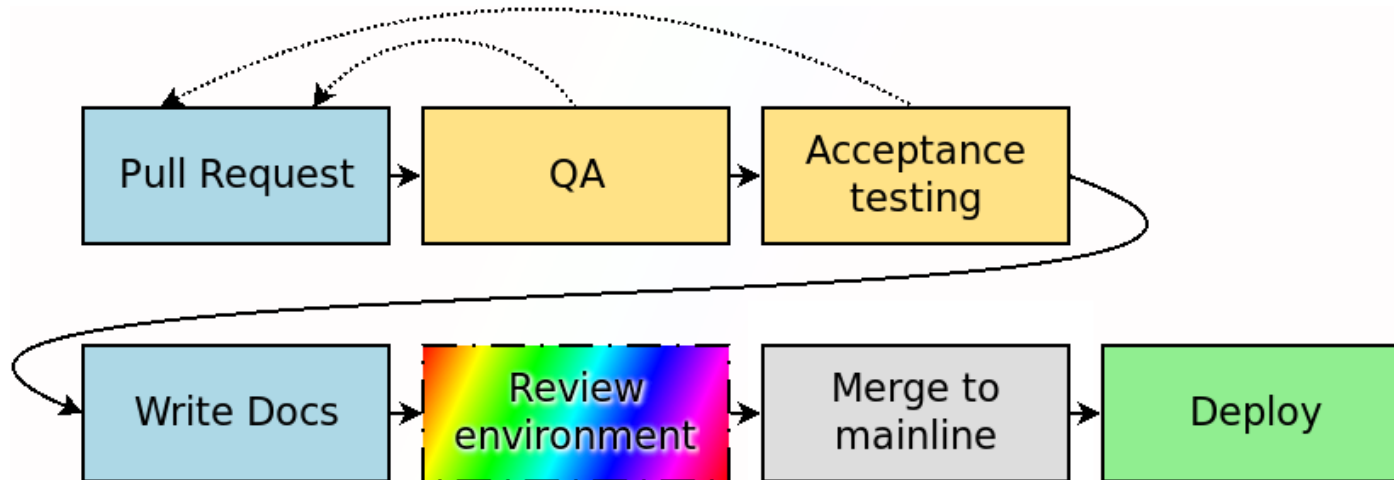
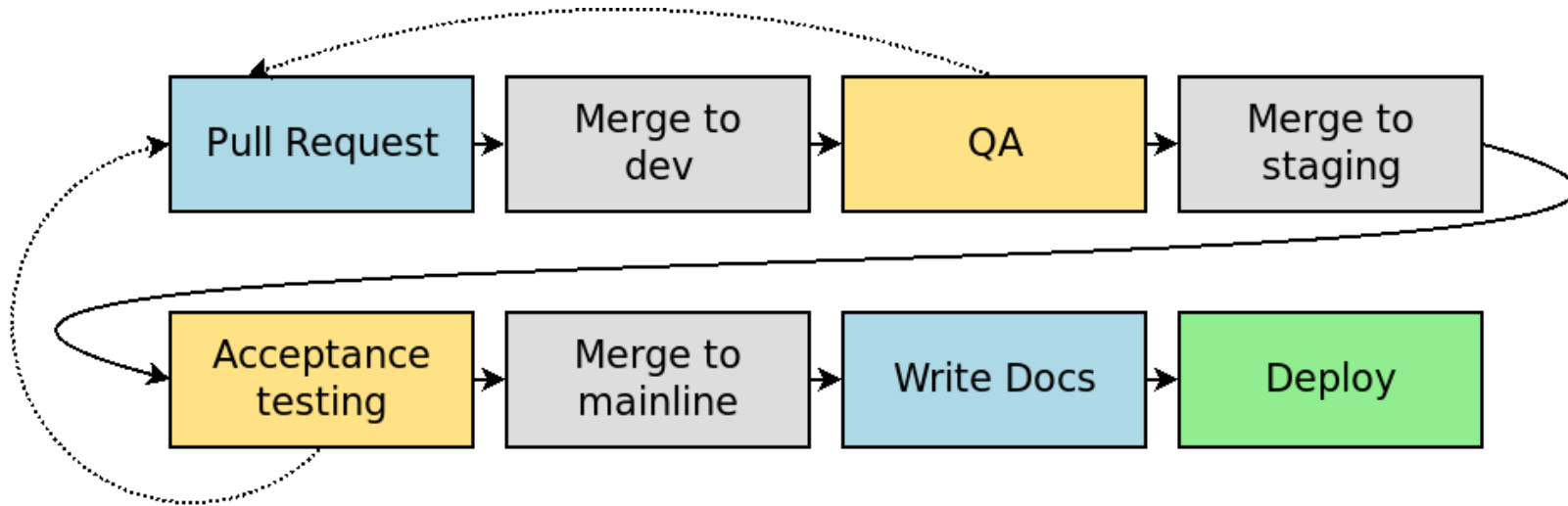




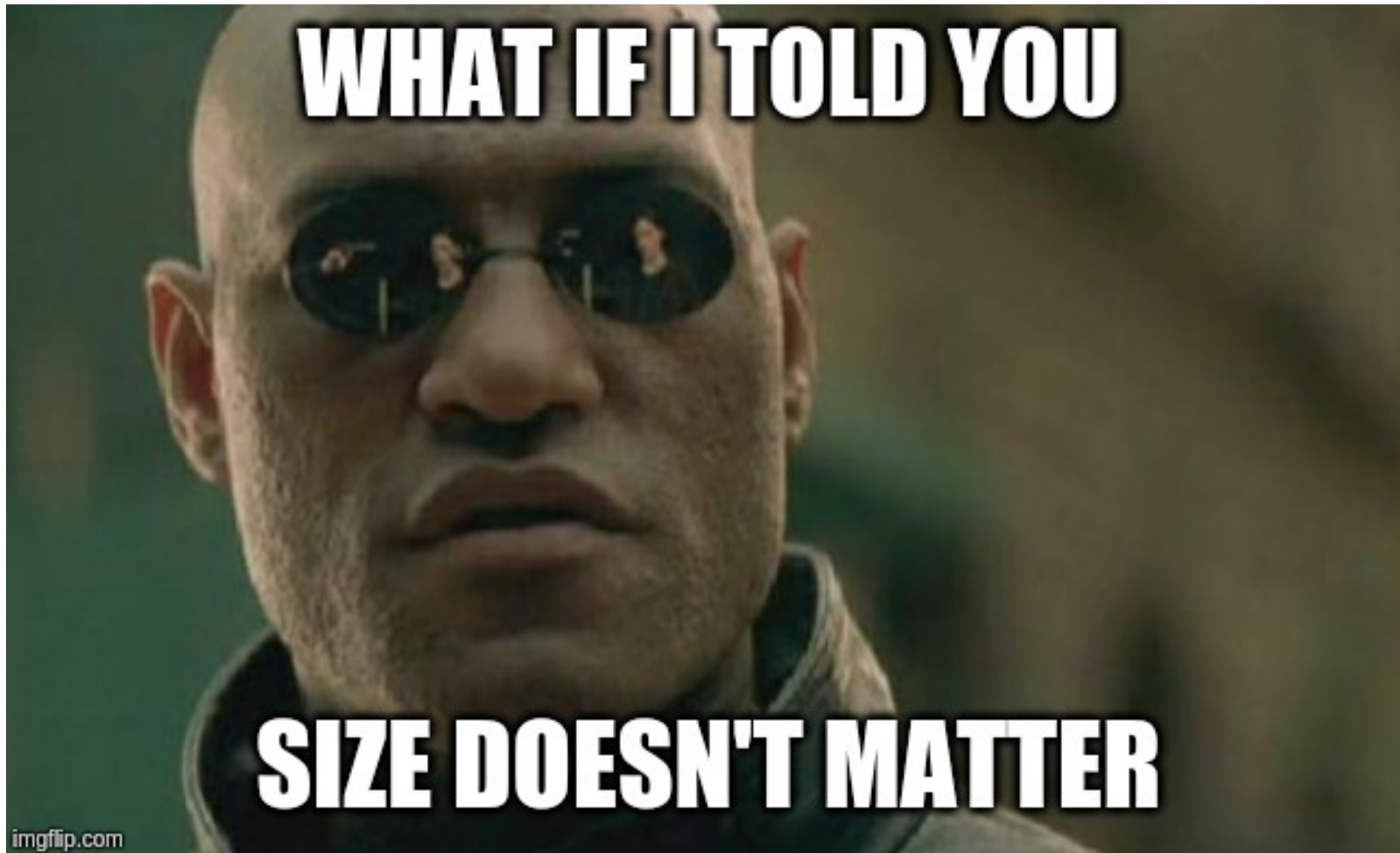
## Continuous Delivery to the Rescue



# Common components of CI/CD



Most of these stages are independent of team size

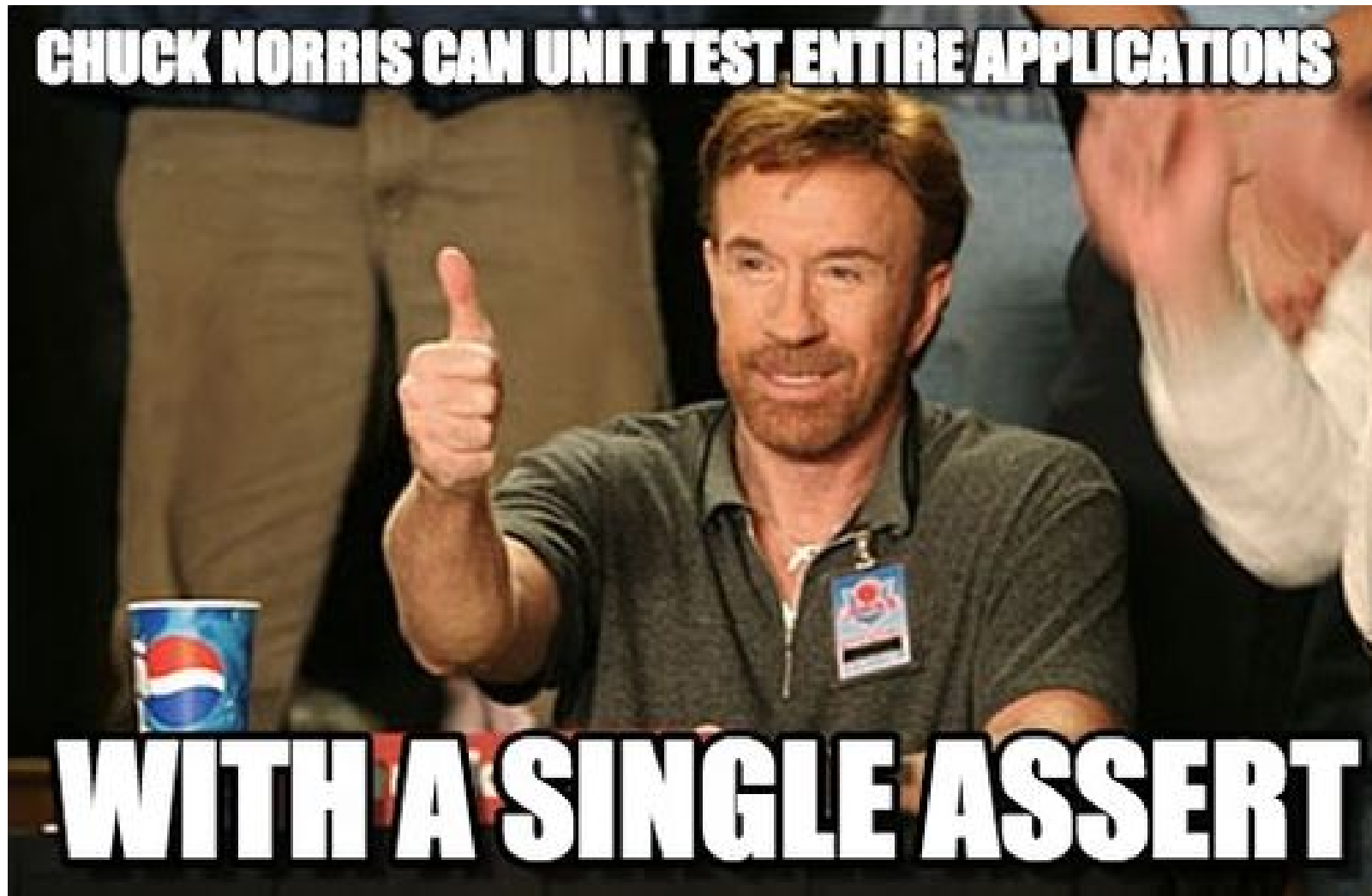


## Trunk-Based Development

A source-control branching model, where developers collaborate on code in a single branch called 'trunk'.

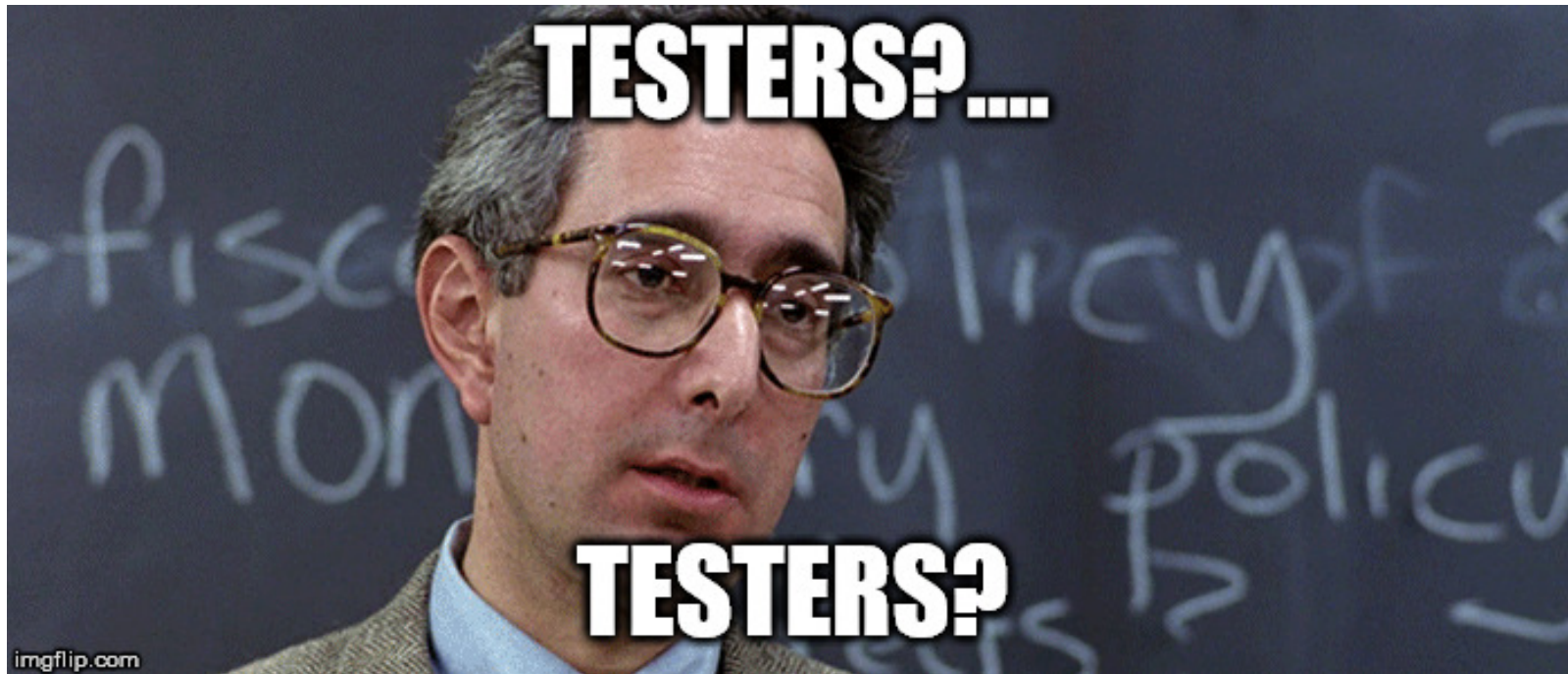


## Automated Testing





# Quality Assurance & Acceptance Testing

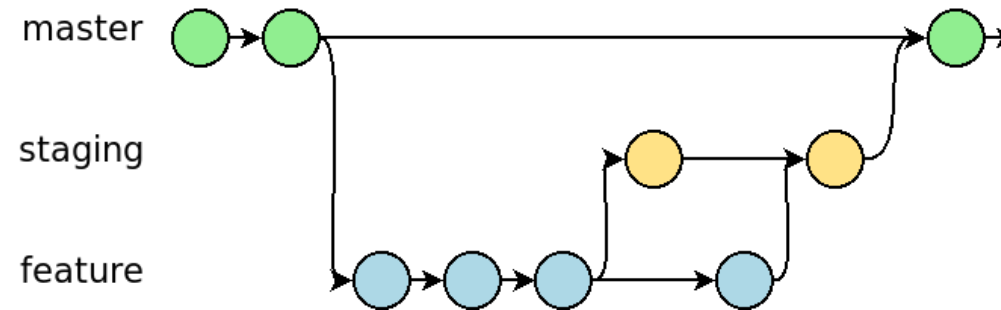


Related blog post: [CD Without CI](https://jhall.io/posts/cd-without-ci/) (<https://jhall.io/posts/cd-without-ci/>)

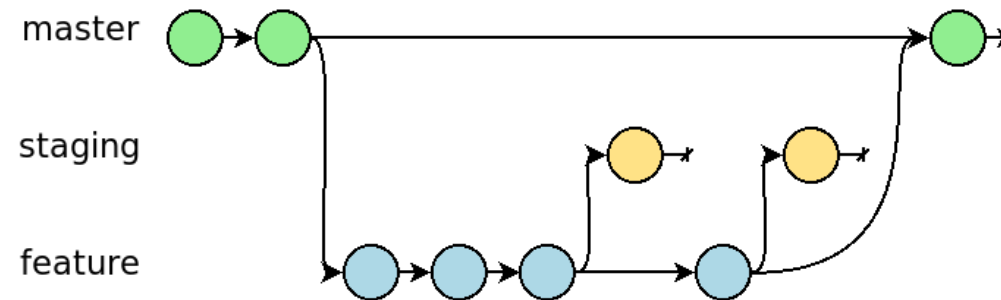


## QA Part 2: Pre-merge staging

Typical staging:



Trunk-based staging:



## QA Part 3: Review environments



Being small has big advantages



## Happily Ever After?



We'll see



# Questions?

Notes, Slides and Video(?) online:



[jhall.io/posts/scaling-cd-down](https://jhall.io/posts/scaling-cd-down) (<https://jhall.io/posts/scaling-cd-down>)



# Thank you

Jonathan Hall

DevOps Evangelist / Go Developer / Clean Coder / Salsa Dancer

[jonathan@jhall.io](mailto:jonathan@jhall.io) (mailto:jonathan@jhall.io)

<https://jhall.io/> (https://jhall.io/)

[@DevOpsHabits](http://twitter.com/DevOpsHabits) (http://twitter.com/DevOpsHabits)

