Continuous Integration

The Sign of a Great Shop

By Jared Richardson





State of Software

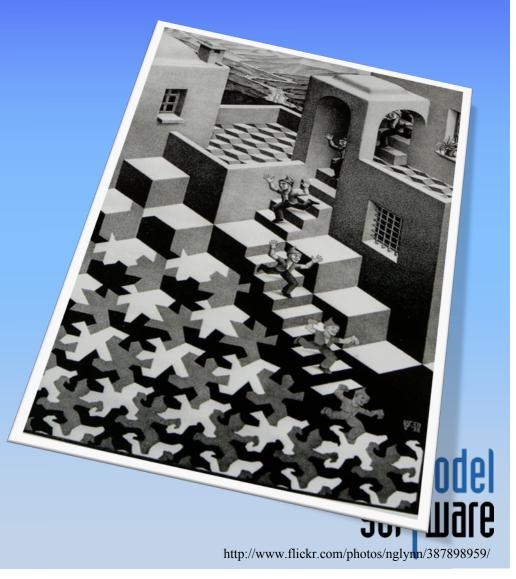


Changing Features

Illustrate

Verify

Update





Compressed Schedules

Minimize coding

Minimize debugging

Maximize focus



http://www.flickr.com/photos/robbie73/3387189144/in/photostream/

HoleModel

Low Quality

Breaks

"Improvements"

Side effects

Brittle





http://www.flickr.com/photos/virgu/37139949/

Three Problems

Changing features

Compressed schedules

Low quality







Different Approaches

Relentless Automation





Different Approaches

Continuous Integration





Define a few terms





Practical



Effective





Definition





Uses your code

Returns a pass/fail result





Automation

No human interaction

Scriptable

http://www.flickr.com/photos/matthileo/3552898254/

Dering

Practical Terms





Unit Tests

One method

No database

Self contained

Very fast





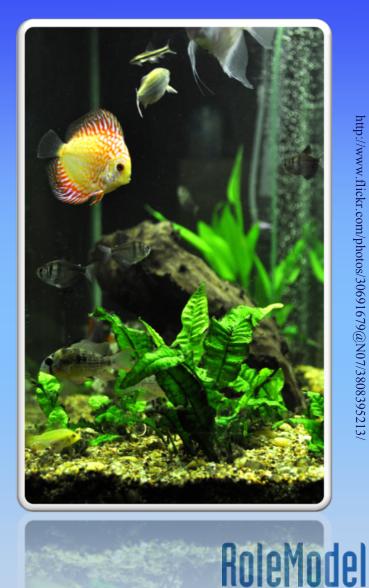


http://www.flickr.com/photos/kevino/1438502858/

API Tests

Subsystem or package level Tests behavior Variable speed





sof ware

Integration Tests

Entire system

End to end



Slow





http://www.flickr.com/photos/bobowen/4501875907/

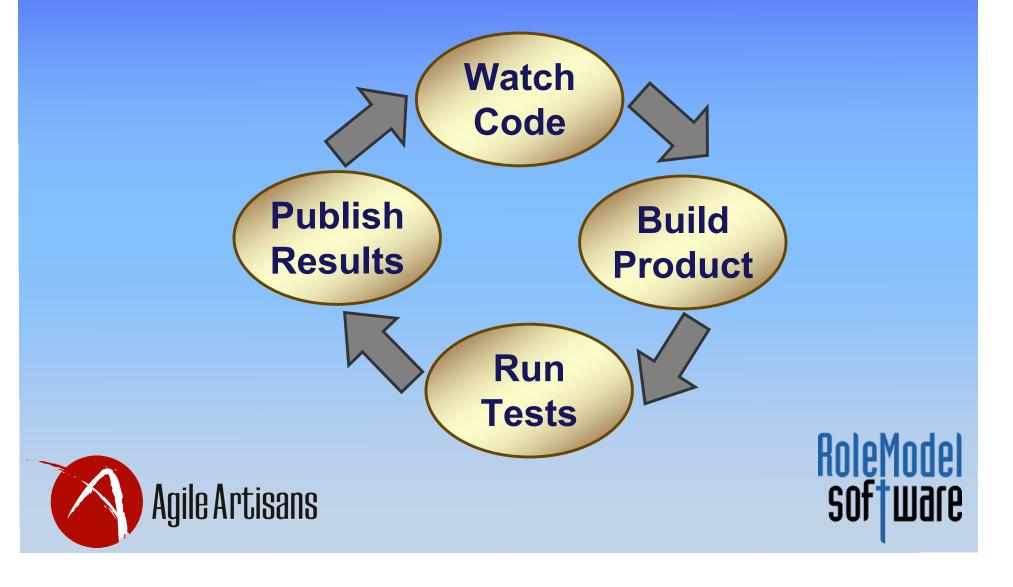
Continuous Integration

Watches your source Compiles on change Runs tests

Shares results

Shines a light

Continuous Integration





Hope is Not a Strategy





Complimentary Approaches

API Driven Development

Defect Driven Testing





API Driven

AKA Tracer Bullet Development

Define APIs

Test them

Code them





Define APIs

System objects

Define your APIs

Public methods





Test Them

Add "canned data"

Make each method "work"





Test Them

Write a test

Add to continuous integration





What Do We Have?

Macro Object Orientation (MOO!) Defined APIs Sample data

Baseline tests created





Remember the Problems?

Changing features

Compressed schedules

Low quality





Benefits

Changing features Compressed schedules Illustrate feature before coding

Measure of "done"

Can't break unnoticed





Defect Driven Testing





DDT

Find a bug

Add a test

Jazz it up



What's Tested?

Modules with bugs





Who's Testing?

Developers of broken modules





When Do You Test?

On demand





Remember the Problems?

Changing features

Compressed schedules

Low quality





Benefits

Incrementally build

Test where needed

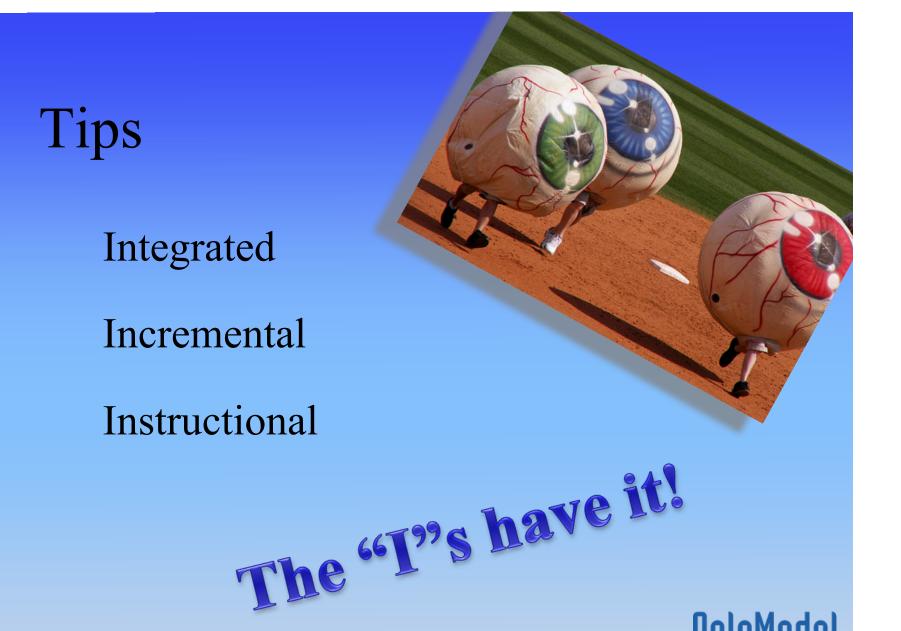
Learn as needed

Improve quality on the fly





Changing features compressed schedules guality. Schedules



RoleModel

sof ware



flickr.com/photos/sis/2435160277/in/photostream/

Integrated

From day one

Developers and testers pair

Developers write tests

Testers advise





Incremental

Not an event

A process

"Getting in shape"





Incremental

Did you add code today?

Then add tests

Not a post ship 3 month event





Instructional

You write tests for your code

NO EXCEPTIONS





Instructional

Who should learn

From your mistakes?





That was the introduction...







Jenkins

http://jenkins-ci.org/





Benefits

Open source

Strong community

Cross platform





Benefits

Multi-machine builds On demand tool installation Trivial UI

Console output during builds





Benefits

Monitors external jobs too "Permanent" links to artifacts Tagging support Many, many plug-ins





Demo...





```
Started by user anonymous
Building remotely on second CI machine
Updating svn://svn-server/junit
U bin/MyMath.class
U bin/TestMyMath.class
At revision 1
no change for svn://svn-server/junit since the previous build
Unpacking http://archive.apache.org/dist/ant/binaries/apache-ant-1.8.2-bin.zip to
/jenkins/tools/Ant_1.8.2 on second CI machine
[junit sample] $ /jenkins/tools/Ant_1.8.2/bin/ant
Buildfile: /jenkins/workspace/junit sample/build.xml
no change for svn://svn-server/junit since the previous build
Unpacking http://archive.apache.org/dist/ant/binaries/apache-ant-1.8.2-bin.zip
```

```
to /jenkins/tools/Ant_1.8.2 on second CI machine
```





Turn off email

Turn of tests

Build nightly/weekly. Call it "CI"





Senior developers write code







Seniors developers write code

QA writes the tests





Seniors developers code

No one writes tests!





Everyone writes code

Buy a tool to write tests





The Theme

Lazy developers Move heaven and earth To maintain the status quo (writing crap)





You Drive the Change

Bring ideas

Suggest improvements

Change the game







http://www.flickr.com/photos/vodcars/4132650949/

Be the change you want to see in the world.

-Gandhi





Be the change you want to see in your shop.

-Jared







Continuous Integration: Sign of a Great Shop

Jared Richardson, RoleModel Software Relentless automation is the sign that your software team has discovered how valuable their time is and how much of their day can be wasted performing trivial tasks. Using Jenkins, an open source tool as an example, Jared Richardson demonstrates how to get started with continuous integration, a powerful automation technique that binds your team together and help ensures that your project runs smoothly and efficiently. The concept is simple—after every code check in, code is compiled and comprehensive automated tests are run. However, like so many great techniques, it's easy to describe but difficult to master. Jared explains how continuous integration, implemented with the appropriate tools, forces frequent developer integrations, thus eliminating a large amount of uncertainty and project jitter. Learn why continuous integration encourages developers to share code more frequently and produces a culture that demands comprehensive and maintainable automated tests.

Find Jared on the web at http://AgileArtisans.com



