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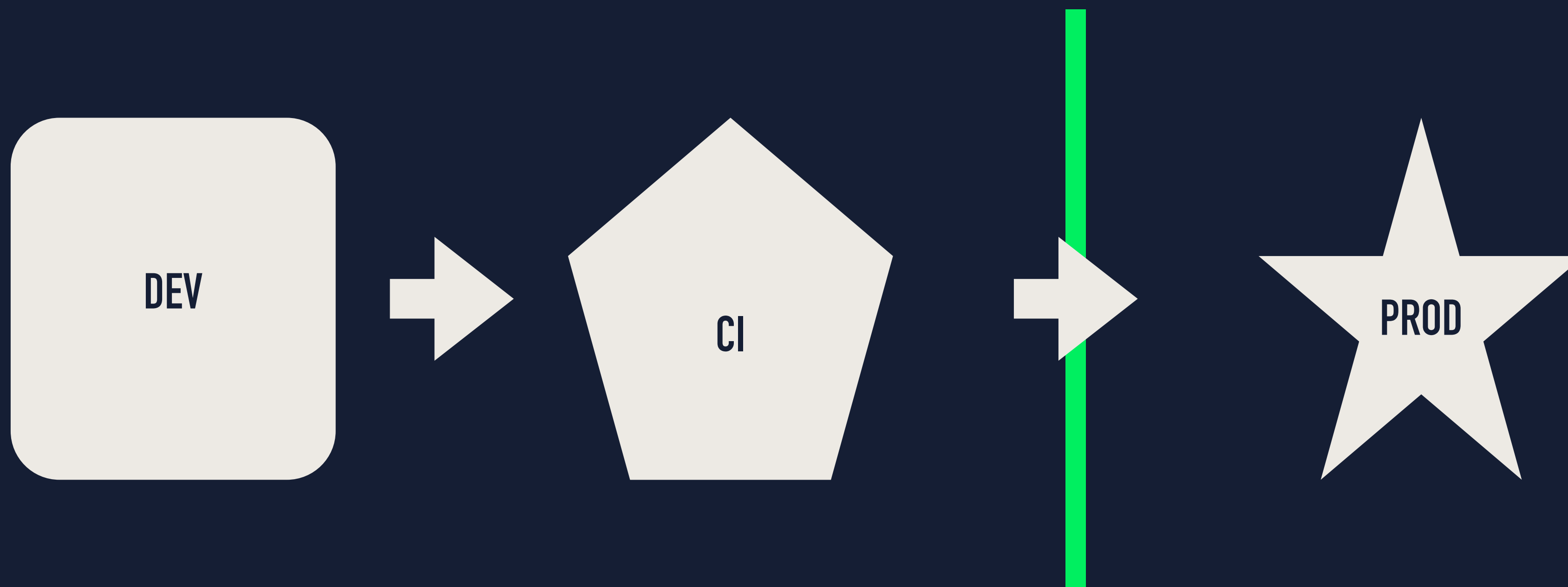
CREATING A CLOUD-NATIVE DEV ENVIRONMENT

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CURRENT STATE IN DEV-ENVIRONMENTS

THE PROBLEM



THE DEVOPS SOLUTION



THE ACTUAL SOLUTION



HOW PEOPLE DEVELOP SOFTWARE CURRENTLY

- ▶ On local machine
- ▶ On a virtual machine
- ▶ BONUS: Mocking of service our application depends on

THE TOOLS

- ▶ Vagrant for **well-configured VMs**
- ▶ Docker for imposing the **correct runtime**
- ▶ Docker Compose for ensuring the **correct stack**

**THAT'S A STEP, BUT
WE ARE NOT THERE YET**

ENTER

12-FACTOR APPS

12-FACTOR APPS; SOFTWARE-AS-A-SERVICE APPS THAT

- ▶ **Minimize divergence** between development and production
- ▶ **Scale up** without significant changes to tooling, architecture, or development practices
- ▶ Have a **clean contract** with the OS, for maximum portability

THE DARK SIDE OF THE MOON

- ▶ Setting up dev environments is not **quick and easy**
- ▶ Development and production environments are not **in par**
- ▶ Development environments are not **disposable**

**OK! LET'S SET UP A
GAZILLION STAGINGS!**

STAGING IS GREAT, BUT

- ▶ It costs **time** and **money**
- ▶ It's still **incomplete**
 - ▶ ...or is costs **more** time and money!
- ▶ You get **locked out**
 - ▶ ...or you need **more** staging environments!

STAGING IS GOOD **ONLY** FOR THE FINAL CHECK,
AN INTERNAL VERSION OF THE PRODUCTION SERVICE

DEAL WITH IT

**HI CLOUD-NATIVE
DEV ENVIRONMENTS!**

DISPOSABLE AND EASY TO REPLICATE

MANAGED

EFFICIENT AND FAST

SHARED CLUSTER

THEY LIVE "ONLINE"

ACCESSIBLE

THE CHALLENGES

THE CHALLENGES

- ▶ How do you provide **easy access** to these environments?
- ▶ How do you allow **developing with your favorite local tools** ?
- ▶ How do you provide an **offline fallback** when the lights go out?

DEMO?

THANKS!

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