

Devops By Len Bass

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Devops By Len Bass

The First Complete Guide to DevOps for Software Architects DevOps promises to accelerate the release of new software features and improve monitoring of systems in production, but its crucial implications for software architects and architecture are often ignored. In DevOps: A Software Architect's Perspective, three leading architects address these issues head-on.

Devops: A Software Architect's Perspective by Len Bass

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DevOps: A Software Architect's Perspective (SEI Series in ...

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Len has over 50 years' experience in software development, 25 of those at the Software Engineering Institute of Carnegie Mellon. This Introduction to DevOps workshop by Len Bass is a one day, hands on course that touches on the basics of DevOps. Most importantly, it will focus on the technical side of DevOps, not the cultural or organizational side.

[Len Bass Workshop in Barcelona: Introduction to DevOps ...](#)

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Len Bass \(\no affiliation\) Subject DevOps is a set of practices intended to reduce the time between committing a change to a system and placing that change into normal production, while ensuring high quality.

[DevOps Part I – what is DevOps?](#)

Biography. Bass received his Ph.D. degree in Computer Science from Purdue University in 1970 under the supervision of Paul Ruel Young with the thesis, entitled "Hierarchies based on computational complexity and irregularities of class determining measured sets.". Bass was appointed Professor of Computer Science at the University of Rhode Island in 1970. [citation needed] In 1986, he moved to ...

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Len Bass Carnegie Mellon University - Pittsburgh, Pennsylvania. Len Bass is an award-winning author who has lectured widely around the world. His books on software architecture are standards. He and John Klein have just published a book titled "Deployment and Operations for Software Engineers".

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Len Bass – DevOps Summer School

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Academics and practitioners have not developed a unique definition for the term "DevOps." From an academic perspective, Len Bass, Ingo Weber, and Liming Zhu — three computer science researchers from the CSIRO and the Software Engineering Institute — suggested defining DevOps as "a set of practices intended to reduce the time between committing a change to a system and the change being placed into normal production, while ensuring high quality".

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provide the organizational, technical, and operational context needed to deploy DevOps more efficiently, and review DevOps' impact on each development phase. The authors address cross-cutting concerns that link multiple functions, offering practical insights into compliance, performance, reliability, repeatability, and security. This guide demonstrates the authors' ideas in action with three real-world case studies: datacenter replication for business continuity, management of a continuous deployment pipeline, and migration to a microservice architecture. Comprehensive coverage includes

- Why DevOps can require major changes in both system architecture and IT roles
- How virtualization and the cloud can enable DevOps practices
- Integrating operations and its service lifecycle into DevOps
- Designing new systems to work well with DevOps practices
- Integrating DevOps with agile methods and TDD
- Handling failure detection, upgrade planning, and other key issues
- Managing consistency issues arising from DevOps' independent deployment models
- Integrating security controls, roles, and audits into DevOps
- Preparing a business plan for DevOps adoption, rollout, and measurement

Software architecture—the conceptual glue that holds every phase of a project together for its many stakeholders—is widely recognized as a critical element in modern software development. Practitioners have increasingly discovered that close attention to a software system's architecture pays valuable dividends. Without an architecture that is appropriate for the problem being solved, a project will stumble along or, most likely, fail. Even with a superb architecture, if that architecture is not well understood or well communicated the project is unlikely to succeed. Documenting Software Architectures, Second Edition, provides the most complete and current guidance, independent of language or notation, on how to capture an architecture in a commonly understandable form. Drawing on their extensive experience, the authors first help you decide what information to document, and then, with guidelines and examples (in various notations, including UML), show you how to express an architecture so that others can successfully build, use, and maintain a system from it. The book features rules for sound documentation, the goals and strategies of documentation, architectural views and styles, documentation for software interfaces and software behavior, and templates for capturing and organizing information to generate a coherent package. New and improved in this second edition:

- Coverage of architectural styles such as service-oriented architectures, multi-tier architectures, and data models
- Guidance for documentation in an Agile development environment
- Deeper treatment of documentation of rationale, reflecting best industrial practices
- Improved templates, reflecting years of use and feedback, and more documentation layout options
- A new, comprehensive example (available online), featuring documentation of a Web-based service-oriented system
- Reference guides for three important architecture documentation languages: UML, AADL, and SysML

This is a practical guide for software developers, and different than other software architecture books. Here's why: It teaches risk-driven architecting. There is no need for meticulous designs when risks are small, nor any excuse for sloppy designs when risks threaten your success. This book describes a way to do just enough architecture. It avoids the one-size-fits-all process tar pit with advice on how to tune your design effort based on the risks you face. It democratizes architecture. This book seeks to make architecture relevant to all software developers. Developers need to understand how to use constraints as guiderails that ensure desired outcomes, and how seemingly small changes can affect a system's properties. It cultivates declarative knowledge. There is a difference between being able to hit a ball and knowing why you are able to hit it, what psychologists refer to as procedural knowledge versus declarative knowledge. This book will make you more aware of what you have been doing and provide names for the concepts. It emphasizes the engineering. This book focuses on the

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technical parts of software development and what developers do to ensure the system works not job titles or processes. It shows you how to build models and analyze architectures so that you can make principled design tradeoffs. It describes the techniques software designers use to reason about medium to large sized problems and points out where you can learn specialized techniques in more detail. It provides practical advice. Software design decisions influence the architecture and vice versa. The approach in this book embraces drill-down/pop-up behavior by describing models that have various levels of abstraction, from architecture to data structure design.

This is the eagerly-anticipated revision to one of the seminal books in the field of software architecture which clearly defines and explains the topic.

Continuous Architecture provides a broad architectural perspective for continuous delivery, and describes a new architectural approach that supports and enables it. As the pace of innovation and software releases increases, IT departments are tasked to deliver value quickly and inexpensively to their business partners. With a focus on getting software into end-users hands faster, the ultimate goal of daily software updates is in sight to allow teams to ensure that they can release every change to the system simply and efficiently. This book presents an architectural approach to support modern application delivery methods and provide a broader architectural perspective, taking architectural concerns into account when deploying agile or continuous delivery approaches. The authors explain how to solve the challenges of implementing continuous delivery at the project and enterprise level, and the impact on IT processes including application testing, software deployment and software architecture. Covering the application of enterprise and software architecture concepts to the Agile and Continuous Delivery models Explains how to create an architecture that can evolve with applications Incorporates techniques including refactoring, architectural analysis, testing, and feedback-driven development Provides insight into incorporating modern software development when structuring teams and organizations

The Definitive, Practical, Proven Guide to Architecting Modern Software--Fully Updated with New Content on Mobility, the Cloud, Energy Management, DevOps, Quantum Computing, and More Updated with eleven new chapters, Software Architecture in Practice, Fourth Edition, thoroughly explains what software architecture is, why it's important, and how to design, instantiate, analyze, evolve, and manage it in disciplined and effective ways. Three renowned software architects cover the entire lifecycle, presenting practical guidance, expert methods, and tested models for use in any project, no matter how complex. You'll learn how to use architecture to address accelerating growth in requirements, system size, and abstraction, and to manage emergent quality attributes as systems are dynamically combined in new ways. With insights for utilizing architecture to optimize key quality attributes--including performance, modifiability, security, availability, interoperability, testability, usability, deployability, and more--this guide explains how to manage and refine existing architectures, transform them to solve new problems, and build reusable architectures that become strategic business assets. Discover how architecture influences (and is influenced by) technical environments, project lifecycles, business profiles, and your own practices Leverage proven patterns, interfaces, and practices for optimizing quality through architecture Architect for mobility, the cloud, machine learning, and quantum computing Design for increasingly crucial attributes such as energy efficiency and safety Scale systems by discovering architecturally significant influences, using DevOps and deployment pipelines, and managing architecture debt Understand architecture's role in the

organization, so you can deliver more value Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Job titles like “Technical Architect” and “Chief Architect” nowadays abound in software industry, yet many people suspect that “architecture” is one of the most overused and least understood terms in professional software development. Gorton’s book tries to resolve this dilemma. It concisely describes the essential elements of knowledge and key skills required to be a software architect. The explanations encompass the essentials of architecture thinking, practices, and supporting technologies. They range from a general understanding of structure and quality attributes through technical issues like middleware components and service-oriented architectures to recent technologies like model-driven architecture, software product lines, aspect-oriented design, and the Semantic Web, which will presumably influence future software systems. This second edition contains new material covering enterprise architecture, agile development, enterprise service bus technologies, RESTful Web services, and a case study on how to use the MeDICI integration framework. All approaches are illustrated by an ongoing real-world example. So if you work as an architect or senior designer (or want to someday), or if you are a student in software engineering, here is a valuable and yet approachable knowledge source for you.

A professional's guide to solving complex problems while designing modern software Key Features Learn best practices for designing enterprise-grade software systems Understand the importance of building reliable, maintainable, and scalable systems Become a professional software architect by learning the most effective software design patterns and architectural concepts Book Description As businesses are undergoing a digital transformation to keep up with competition, it is now more important than ever for IT professionals to design systems to keep up with the rate of change while maintaining stability. This book takes you through the architectural patterns that power enterprise-grade software systems and the key architectural elements that enable change such as events, autonomous services, and micro frontends, along with demonstrating how to implement and operate anti-fragile systems. You'll divide up a system and define boundaries so that teams can work autonomously and accelerate the pace of innovation. The book also covers low-level event and data patterns that support the entire architecture, while getting you up and running with the different autonomous service design patterns. As you progress, you'll focus on best practices for security, reliability, testability, observability, and performance. Finally, the book combines all that you've learned, explaining the methodologies of continuous experimentation, deployment, and delivery before providing you with some final thoughts on how to start making progress. By the end of this book, you'll be able to architect your own event-driven, serverless systems that are ready to adapt and change so that you can deliver value at the pace needed by your business. What you will learn Explore architectural patterns to create anti-fragile systems that thrive with change Focus on DevOps practices that empower self-sufficient, full-stack teams Build enterprise-scale serverless systems Apply microservices principles to the frontend Discover how SOLID principles apply to software and database architecture Create event stream processors that power the event sourcing and CQRS pattern Deploy a multi-regional system, including regional health checks, latency-based routing, and replication Explore the Strangler pattern for migrating legacy systems Who this book is for This book is for software architects and aspiring software architects who want to learn about different patterns and best practices

to design better software. Intermediate-level experience in software development and design is required. Beginner-level knowledge of the cloud will also help you get the most out of this software design book.

Software Systems Architecture is a practitioner-oriented guide to designing and implementing effective architectures for information systems. It is both a readily accessible introduction to software architecture and an invaluable handbook of well-established best practices. It shows why the role of the architect is central to any successful information-systems development project, and, by presenting a set of architectural viewpoints and perspectives, provides specific direction for improving your own and your organization's approach to software systems architecture. With this book you will learn how to Design an architecture that reflects and balances the different needs of its stakeholders Communicate the architecture to stakeholders and demonstrate that it has met their requirements Focus on architecturally significant aspects of design, including frequently overlooked areas such as performance, resilience, and location Use scenarios and patterns to drive the creation and validation of your architecture Document your architecture as a set of related views Use perspectives to ensure that your architecture exhibits important qualities such as performance, scalability, and security The architectural viewpoints and perspectives presented in the book also provide a valuable long-term reference source for new and experienced architects alike. Whether you are an aspiring or practicing software architect, you will find yourself referring repeatedly to the practical advice in this book throughout the lifecycle of your projects. A supporting Web site containing further information can be found at www.viewpoints-and-perspectives.info

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