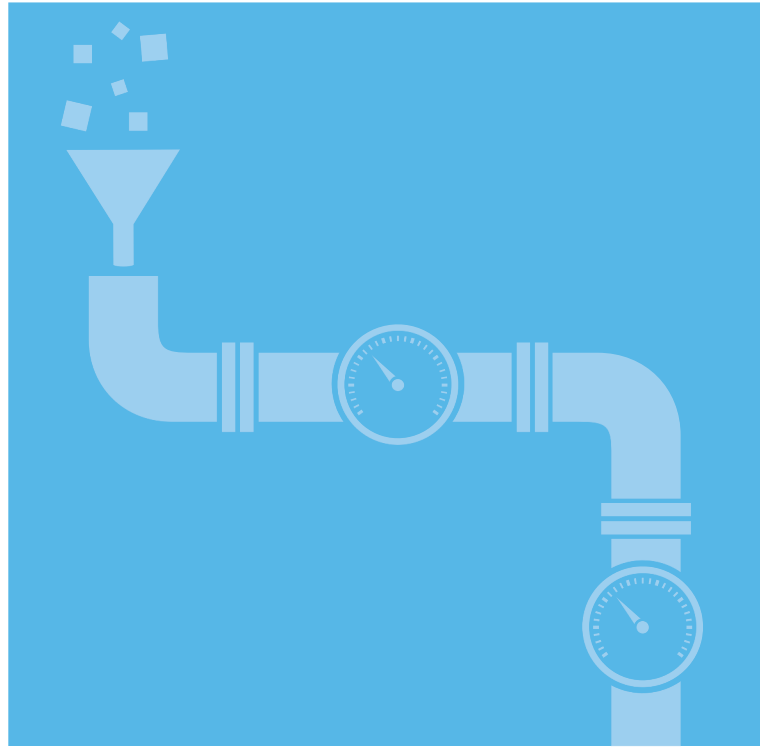
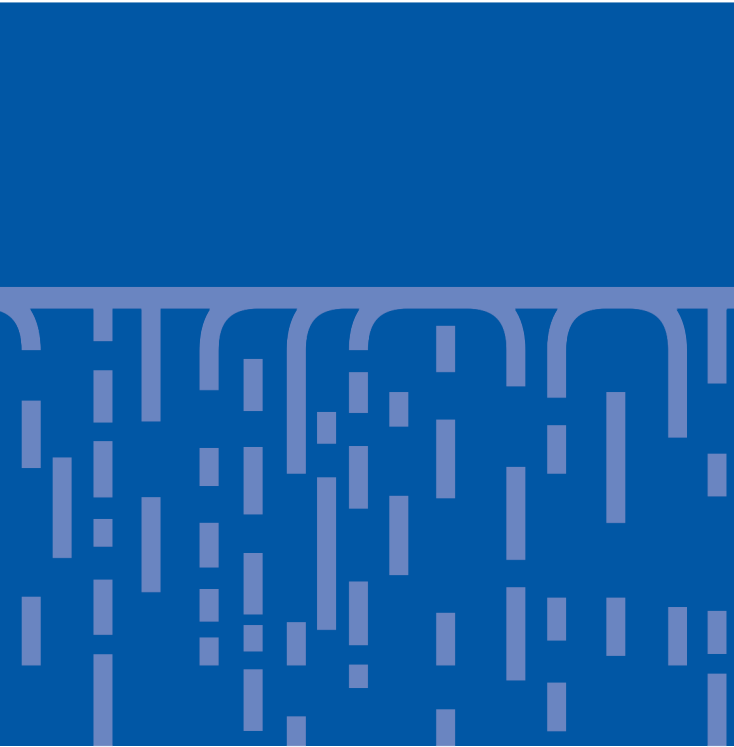


CONTINUOUS EVERYTHING

The complete ABC of DevOps



BART DE BEST



DevOps Continuous Everything

The complete ABC of DevOps

Bart de Best

Edited by
Louis van Hemmen

Colophon

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***"We build our computer (systems)
the way we build our cities:
over time, without a plan, on top of ruins."***

by Ellen Ullma

Table of Contents

1	INTRODUCTION.....	1
1.1	OBJECTIVE	1
1.2	TARGET GROUP	1
1.3	BACKGROUND	1
1.4	STRUCTURE	2
1.5	APPENDICES	4
1.6	READING GUIDELINES	4

PART I. CONTINUOUS PLANNING

1	PREFACE CONTINUOUS PLANNING.....	7
1.1	OBJECTIVE	7
1.2	POSITIONING	7
1.3	STRUCTURE	7
2	BASIC CONCEPTS AND BASIC TERMS	9
2.1	BASIC CONCEPTS.....	9
2.2	BASIC TERMS	11
3	CONTINUOUS PLANNING DEFINITION	17
3.1	BACKGROUND	17
3.2	DEFINITION.....	17
3.3	APPLICATION	17
4	CONTINUOUS PLANNING ANCHORING.....	19
4.1	THE CHANGE PARADIGM	19
4.2	VISION	20
4.3	POWER	21
4.4	ORGANISATION	24
4.5	RESOURCES	25
5	CONTINUOUS PLANNING ARCHITECTURE.....	27
5.1	ARCHITECTURE PRINCIPLES	27
5.2	ARCHITECTURE MODELS.....	30
6	CONTINUOUS PLANNING DESIGN.....	33
6.1	CONTINUOUS PLANNING VALUE STREAM.....	33
6.2	CONTINUOUS PLANNING USE CASE DIAGRAM	33
6.3	CONTINUOUS PLANNING USE CASE	34
7	CONTINUOUS PLANNING MODEL.....	39
7.1	INTRODUCTION	39
7.2	BALANCED SCORECARD	39
7.3	ENTERPRISE ARCHITECTURE	44
7.4	PRODUCT VISION	46
7.5	ROADMAP	51
7.6	PRODUCT BACKLOG	52
7.7	RELEASE PLAN	53
7.8	SPRINT PLANNING	54

PART II. CONTINUOUS DESIGN

1	INTRODUCTION CONTINUOUS DESIGN	59
1.1	GOAL	59
1.2	POSITIONING	59
1.3	STRUCTURE	60
2	BASIC CONCEPTS AND BASIC TERMS.....	63
2.1	BASIC CONCEPTS	63
2.2	BASIC TERMS	64
3	CONTINUOUS DESIGN DEFINITION	67
3.1	BACKGROUND	67
3.2	DEFINITION	67
3.3	APPLICATION	67
4	CONTINUOUS DESIGN ANCHORING	69
4.1	THE CHANGE PARADIGM	69
4.2	VISION	70
4.3	POWER.....	71
4.4	ORGANISATION	74
4.5	RESOURCES	75
4.6	WATERFALL VERSUS CONTINUOUS DESIGN	76
5	CONTINUOUS DESIGN ARCHITECTURE	79
5.1	ARCHITECTURE PRINCIPLES	79
5.2	ARCHITECTURE MODELS	81
6	CONTINUOUS DESIGN DESIGN	83
6.1	CONTINUOUS DESIGN VALUE STREAM	83
6.2	CONTINUOUS DESIGN USE CASE DIAGRAM	83
6.3	CONTINUOUS DESIGN USE CASE	84
7	BUSINESS VIEW	89
7.1	INTRODUCTION	89
7.2	SYSTEM CONTEXT DIAGRAM	89
7.3	VALUE STREAM CANVAS.....	92
8	SOLUTION VIEW	97
8.1	INTRODUCTION	97
8.2	USE CASE DIAGRAM	97
8.3	SYSTEM BUILDING BLOCKS	101
8.4	VALUE STREAM MAPPING	112
9	DESIGN VIEW	115
9.1	INTRODUCTION	115
9.2	USE CASE.....	116
10	REQUIREMENT VIEW	123
10.1	INTRODUCTION	123
10.2	BEHAVIOR DRIVEN DEVELOPMENT	124
11	TEST VIEW	127
11.1	INTRODUCTION	127
11.2	TEST DRIVEN DEVELOPMENT	128

12	CODE VIEW	131
12.1	INTRODUCTION	131
12.2	CONTINUOUS DOCUMENTATION DEVELOPMENT.....	132
13	CONTINUOUS DESIGN AT ASSURITAS	139
13.1	ASSURITAS.....	139
13.2	CONTINUOUS DESIGN.....	141

PART III. CONTINUOUS TESTING

1	INTRODUCTION CONTINUOUS TESTING	149
1.1	GOAL.....	149
1.2	POSITIONING	149
1.3	STRUCTURE	149
2	BASIC CONCEPTS AND BASIC TERMS	151
2.1	BASIS CONCEPTS.....	151
2.2	BASIC TERMS	151
3	CONTINUOUS TESTING DEFINITION.....	155
3.1	BACKGROUND	155
3.2	DEFINITION.....	155
3.3	APPLICATION	155
4	CONTINUOUS TESTING ANCHORING	157
4.1	THE CHANGE PARADIGM	157
4.2	VISION.....	158
4.3	POWER	160
4.4	ORGANISATION	163
4.5	RESOURCES	165
5	CONTINUOUS TESTING ARCHITECTURE	167
5.1	ARCHITECTURE PRINCIPLES	167
5.2	FAST AND LATE FEEDBACK	170
5.3	TEST TYPE MATRIX	171
5.4	TEST TECHNIQUE MATRIX	172
5.5	TEST OBJECT MATRIX	173
5.6	TEST TOOL MATRIX.....	174
6	CONTINUOUS TESTING DESIGN	177
6.1	CONTINUOUS TESTING VALUE STREAM.....	177
6.2	CONTINUOUS TESTING USE CASE DIAGRAM	178
6.3	CONTINUOUS TESTING USE CASE	179
7	CONTINUOUS TESTING BEST PRACTICES.....	183
7.1	BEHAVIOR DRIVEN DEVELOPMENT.....	183
7.2	TEST DRIVEN DEVELOPMENT	184
7.3	UNIT TEST POLICIES	186
7.4	GENERIC TEST STRATEGY	187
7.5	OTHER.....	188

PART IV. CONTINUOUS INTEGRATION

1	INTRODUCTION CONTINUOUS INTEGRATION	193
1.1	OBJECTIVE	193
1.2	POSITIONING	193
1.3	STRUCTURE	193
2	BASIC CONCEPTS AND BASIC TERMS.....	195
2.1	BASIS CONCEPTS	195
2.2	BASIC CONCEPTS	197
3	CONTINUOUS INTEGRATION DEFINITION	201
3.1	BACKGROUND	201
3.2	DEFINITION	202
3.3	APPLICATION	202
4	CONTINUOUS INTEGRATION ANCHORING	205
4.1	THE CHANGE PARADIGM	205
4.2	VISION	206
4.3	POWER.....	208
4.4	ORGANISATION	211
4.5	RESOURCES	213
5	CONTINUOUS INTEGRATION ARCHITECTURE	215
5.1	ARCHITECTURE PRINCIPLES	215
5.2	VERSION CONTROL	217
5.3	FAST AND LATE FEEDBACK	224
6	CONTINUOUS INTEGRATION DESIGN.....	227
6.1	CONTINUOUS INTEGRATION VALUE STREAM	227
6.2	CONTINUOUS INTEGRATION USE CASE DIAGRAM.....	227
6.3	CONTINUOUS INTEGRATION USE CASE	228
7	CONTINUOUS INTEGRATION BEST PRACTICES	233
7.1	CONTINUOUS INTEGRATION ROADMAP	233
7.2	COLLABORATION – BRANCHING & MERGING	234
7.3	COLLABORATION – GREEN BUILD	237
7.4	COLLABORATION – KAIZEN.....	238
7.5	CODE QUALITY	239
7.6	NON-FUNCTIONAL REQUIREMENTS	240
7.7	OTHER	241

PART V. CONTINUOUS DEPLOYMENT

1	INTRODUCTION CONTINUOUS DEPLOYMENT	247
1.1	OBJECTIVE	247
1.2	POSITIONING	247
1.3	STRUCTURE	247
2	BASIC CONCEPTS AND BASIC TERMS.....	249
2.1	BASIC CONCEPTS	249
2.2	BASIC TERMS	250

3	CONTINUOUS DEPLOYMENT DEFINITION	253
3.1	BACKGROUND	253
3.2	DEFINITION.....	253
3.3	APPLICATION	253
4	CONTINUOUS DEPLOYMENT ANCHORING.....	255
4.1	THE CHANGE PARADIGM	255
4.2	VISION.....	256
4.3	POWER	258
4.4	ORGANISATION	261
4.5	RESOURCES	263
5	CONTINUOUS DEPLOYMENT ARCHITECTURE.....	265
5.1	ARCHITECTURE PRINCIPLES	265
5.2	CONTINUOUS DEPLOYMENT VS. DELIVERY	269
5.3	FAST AND LATE FEEDBACK	269
5.4	CONTINUOUS DEPLOYMENT ROADMAP	269
5.5	CONTINUOUS DEPLOYMENT PATTERNS.....	270
6	CONTINUOUS DEPLOYMENT DESIGN.....	273
6.1	CONTINUOUS DEPLOYMENT VALUE STREAM	273
6.2	CONTINUOUS DEPLOYMENT USE CASE DIAGRAM.....	273
6.3	CONTINUOUS DEPLOYMENT USE CASE	274
7	CONTINUOUS DEPLOYMENT BEST PRACTICES	277
7.1	CONTINUOUS DEPLOYMENT ROADMAP	277
7.2	ENVIRONMENT BASED DEPLOYMENT PATTERNS	279
7.3	APPLICATION BASED DEPLOYMENT PATTERNS.....	283
7.4	COMBINATION OF PATTERNS	285

PART VI. CONTINUOUS MONITORING

1	INTRODUCTION CONTINUOUS MONITORING.....	289
1.1	OBJECTIVE	289
1.2	POSITIONING	289
1.3	STRUCTURE	289
2	BASIC CONCEPTS AND BASIC TERMS	291
2.1	BASIC CONCEPTS.....	291
2.2	BASIC TERMS	293
3	CONTINUOUS MONITORING DEFINITION	295
3.1	BACKGROUND	295
3.2	DEFINITION.....	295
3.3	APPLICATION	295
4	CONTINUOUS MONITORING ANCHORING.....	297
4.1	THE CHANGE PARADIGM	297
4.2	VISION.....	298
4.3	POWER	299
4.4	ORGANISATION	302
4.5	RESOURCES	304

5	CONTINUOUS MONITOR ARCHITECTURE	307
5.1	ARCHITECTURE PRINCIPLES	307
5.2	ARCHITECTURE MODELS	311
6	CONTINUOUS MONITORING DESIGN	317
6.1	CONTINUOUS MONITORING VALUE STREAM	317
6.2	CONTINUOUS MONITORING USE CASE DIAGRAM	317
6.3	CONTINUOUS MONITORING USE CASE.....	319
7	BUSINESS SERVICE MONITORING	327
7.1	INTRODUCTION	327
7.2	VALUE STREAM MONITORING	327
7.3	INFORMATION FLOW MONITORING.....	329
7.4	REAL USER MONITORING	331
8	INFORMATION SYSTEM SERVICE MONITORING	335
8.1	INTRODUCTION	335
8.2	END USER EXPERIENCE MONITORING	335
8.3	E2E INFRASTRUCTURE MONITORING	336
8.4	DOMAIN INFRASTRUCTURE MONITORING.....	337
9	APPLICATION SERVICE MONITORING.....	339
9.1	INTRODUCTION	339
9.2	APPLICATION INTERFACE MONITORING	339
9.3	INFRASTRUCTURE SERVICE MONITORING.....	340
10	COMPONENT SERVICE MONITORING.....	343
10.1	INTRODUCTION	343
10.2	INTERNAL SERVICE MONITORING	343
10.3	EVENT MONITORING	344
10.4	RESOURCE MONITORING	346
10.5	BUILT-IN MONITORING	348
11	MONITOR FUNCTIONALITY CHECKLIST.....	349
11.1	MONITOR CHECKLIST	349
11.2	BUSINESS SERVICE MONITORING CHECKLIST.....	349
11.3	INFORMATION SYSTEM SERVICE CHECKLIST	350
11.4	APPLICATION SERVICE CHECKLIST	350
11.5	COMPONENT SERVICE CHECKLIST	350

PART VII. CONTINUOUS LEARNING

1	INTRODUCTION CONTINUOUS LEARNING.....	355
1.1	GOAL	355
1.2	POSITIONING	355
1.3	STRUCTURE	355
2	BASIC CONCEPTS AND BASIC TERMS.....	357
2.1	BASIC CONCEPTS	357
2.2	BASIC CONCEPTS	363
3	CONTINUOUS LEARNING DEFINITION	367
3.1	BACKGROUND	367

3.2	DEFINITION.....	367
3.3	APPLICATION	367
4	CONTINUOUS LEARNING ANCHORING	369
4.1	THE CHANGE PARADIGM	369
4.2	VISION.....	370
4.3	POWER	372
4.4	ORGANISATION	373
4.5	RESOURCES	375
5	CONTINUOUS LEARNING ARCHITECTURE	379
5.1	ARCHITECTURE PRINCIPLES	379
5.2	ARCHITECTURE MODELS.....	382
6	CONTINUOUS LEARNING DESIGN	387
6.1	CONTINUOUS LEARNING VALUE STREAM	387
6.2	CONTINUOUS LEARNING USE CASE DIAGRAM.....	387
6.3	CONTINUOUS LEARNING USE CASE	388
7	CONTINUOUS LEARNING BEST PRACTICES.....	395
7.1	INTRODUCTION	395
7.2	VALUE CHAIN STRATEGY	395
7.3	ROLES.....	400
7.4	COMPETENCES	404
7.5	BODY OF KNOWLEDGE.....	405
7.6	ROADMAP	407
7.7	CERTIFICATION	411

PART VIII. CONTINUOUS ASSESSMENT

1	INTRODUCTION CONTINUOUS ASSESSMENT	415
1.1	GOAL.....	415
1.2	POSITIONING	415
1.3	STRUCTURE	415
2	BASIC CONCEPTS AND BASIC TERMS	417
2.1	BASIC CONCEPTS.....	417
2.2	BASIC TERMS	418
3	CONTINUOUS ASSESSMENT DEFINITION	421
3.1	BACKGROUND	421
3.2	DEFINITION.....	421
3.3	APPLICATION	421
4	CONTINUOUS ASSESSMENT ANCHORING.....	423
4.1	THE CHANGE PARADIGM	423
4.2	VISION.....	424
4.3	POWER	425
4.4	ORGANISATION	428
4.5	RESOURCES	429
5	CONTINUOUS ASSESSMENT ARCHITECTURE	431
5.1	ARCHITECTURE PRINCIPLES	431

5.2	ARCHITECTURE MODELS	433
6	CONTINUOUS ASSESSMENT DESIGN	439
6.1	CONTINUOUS ASSESSMENT VALUE STREAM.....	439
6.2	CONTINUOUS ASSESSMENT USE CASE DIAGRAM	439
6.3	CONTINUOUS ASSESSMENT USE CASE.....	440
7	DEVOPS CUBE ASSESSMENT MODEL.....	445
7.1	SIDE 1 – FLOW	445
7.2	SIDE 2 – FEEDBACK.....	446
7.3	SIDE 3 – CONTINUAL LEARNING AND EXPERIMENTING.....	448
7.4	SIDE 4 – GOVERNANCE	448
7.5	SIDE 5 – E2E DEPLOYMENT PIPELINE	449
7.6	SIDE 6 – QUALITY ASSURANCE.....	450
8	DEVOPS CE ASSESSMENT MODEL	453
8.1	DEVOPS CE MODEL, CP	453
8.2	DEVOPS CE MODEL, CN.....	455
8.3	DEVOPS CE MODEL, CT	458
8.4	DEVOPS CE MODEL, CI	461
8.5	DEVOPS CE MODEL, CD.....	464
8.6	DEVOPS CE MODEL, CM.....	467
8.7	DEVOPS CE MODEL, CL	470
8.8	DEVOPS CE MODEL, CY	473
8.9	OVERVIEW BY ASPECT AREA.....	476
8.10	ADDITIONAL ASSESSMENTS	481
	APPENDIX A, LITERATURE LIST	489
	APPENDIX B, GLOSSARY.....	493
	APPENDIX C, ABBREVIATIONS.....	509
	APPENDIX D, WEBSITES	513
	APPENDIX E, INDEX.....	515

Figures

FIGURE 1-1, DEVOPS LEMNISCATE.	1
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PART I. CONTINUOUS PLANNING

FIGURE 2-1, ROADMAP TO VALUE MODEL.	9
FIGURE 2-2, CONTINUOUS PLANNING MODEL.	10
FIGURE 2-3, CONTINUOUS PLANNING & DESIGN MODEL.	10
FIGURE 2-4, BALANCED SCORE CARD [KAPLAN 2004].	11
FIGURE 2-5, ENTERPRISE ARCHITECTURE.	12
FIGURE 2-6, ROADMAP.	13
FIGURE 2-7, VALUE CHAIN OF PORTER, SOURCE: [PORTER 1998].	14
FIGURE 2-8, RECURSIVE VALUE CHAIN OF PORTER, SOURCE: [PORTER 1998].	15
FIGURE 2-9, RECURSIVE VALUE CHAIN OF PORTER, SOURCE: [PORTER 1998].	15
FIGURE 2-10, SoR AND SOE, SOURCE HSO THE RESULT COMPANY.	16
FIGURE 4-1, CHANGE PARADIGM.	19
FIGURE 4-2, CHANGE PARADIGM - VISION.	20
FIGURE 4-3, CHANGE PARADIGM - POWER.	22
FIGURE 4-4, CHANGE PARADIGM - ORGANISATION.	24
FIGURE 4-5, CHANGE PARADIGM - RESOURCES.	26
FIGURE 5-1, ROADMAP TO VALUE, BRON: [LAYTON 2017].	30
FIGURE 5-2, CONTINUOUS PLANNING MODEL.	31
FIGURE 5-3, PLANNING & DESIGN MODEL.	32
FIGURE 6-1, CONTINUOUS PLANNING VALUE STREAM.	33
FIGURE 6-2, USE CASE DIAGRAM FOR THE SET-UP OF CONTINUOUS PLANNING.	34
FIGURE 7-1, CONTINUOUS PLANNING MODEL.	39
FIGURE 7-2, BALANCED SCORECARD.	40
FIGURE 7-3, CASCADED BALANCED SCORECARD.	41
FIGURE 7-4, EXAMPLE OF A COMPLETED BALANCED SCORCARD.	42
FIGURE 7-5, OPERATING MODEL.	43
FIGURE 7-6, AN ENTERPRISE ARCHITECTURE PICTURE.	44
FIGURE 7-7, TEMPLATE SYSTEM BUILDING BLOCKS – GENERAL.	45
FIGURE 7-8, EXAMPLE OF INFORMATION SYSTEM BUILDING BLOCKS OF A COFFEE SERVICE.	46
FIGURE 7-9, RELEASE PLAN.	54
FIGURE 7-10, DEFINITION OF DONE.	56

PART II. CONTINUOUS DESIGN

FIGURE 1-1, SoR, SOE AND SoI (SOURCE HSO THE RESULT COMPANY).	60
FIGURE 2-1, CONTINUOUS DESIGN PYRAMID.	63
FIGURE 2-2, NON CONTINUOUS DESIGN PYRAMID.	64
FIGURE 4-1, CHANGE PARADIGM.	69
FIGURE 4-2, CHANGE PARADIGM - VISION.	70
FIGURE 4-3, CHANGE PARADIGM - POWER.	71
FIGURE 4-4, CHANGE PARADIGM - ORGANISATION.	74
FIGURE 4-5, CHANGE PARADIGM - RESOURCES.	75
FIGURE 4-6, COMPLETED CHANGE PARADIGM FOR CONTINUOUS DESIGN CHARACTERISTICS.	77
FIGURE 4-7, COMPLETED CHANGE PARADIGM FOR WATERFALL DESIGN CHARACTERISTICS.	77
FIGURE 5-1, CONTINUOUS DESIGN PYRAMID WITH DELIVERABLES AND QUESTIONS TO BE ANSWERED.	81

FIGURE 5-2, CONTINUOUS DESIGN PLANNING MODEL	82
FIGURE 6-1, CONTINUOUS DESIGN VALUE STREAM.	83
FIGURE 6-2, USE CASE DIAGRAM FOR CONTINUOUS DESIGN.	84
FIGURE 7-1, BUSINESS VIEW.	89
FIGURE 7-2, SYSTEM CONTEXT DIAGRAM TEMPLATE.	90
FIGURE 7-3, SYSTEM CONTEXT DIAGRAM EXAMPLE.....	91
FIGURE 7-4, VALUE STREAM CANVAS TEMPLATE.	93
FIGURE 7-5, VALUE STREAM CANVAS EXAMPLE.....	95
FIGURE 8-1, SOLUTION VIEW.	97
FIGURE 8-2, USE CASE DIAGRAM BASIS TEMPLATE.	98
FIGURE 8-3, USE CASE DIAGRAM TEMPLATE WITH A INCLUDE USE CASE.	99
FIGURE 8-4, USE CASE DIAGRAM TEMPLATE WITH EXTEND USE CASE.....	99
FIGURE 8-5, 16-CELL MODEL.....	100
FIGURE 8-6, EXAMPLE USE CASE DIAGRAM ‘COFFEE SERVICE’.	101
FIGURE 8-7, TEMPLATE SYSTEM BUILDING BLOCKS – GENERAL.	102
FIGURE 8-8, TEMPLATE SYSTEM BUILDING BLOCKS – INFORMATION.	104
FIGURE 8-9, TEMPLATE SYSTEM BUILDING BLOCKS – APPLICATION.....	106
FIGURE 8-10, TEMPLATE SYSTEM BUILDING BLOCKS – TECHNOLOGY.	109
FIGURE 8-11, EXAMPLE OF INFORMATION SYSTEM BUILDING BLOCKS OF A COFFEE SERVICE.	110
FIGURE 8-12, EXAMPLE OF APPLICATION SYSTEM BUILDING BLOCKS OF A COFFEE SERVICE.	111
FIGURE 8-13, EXAMPLE OF TECHNOLOGY SYSTEM BUILDING BLOCKS OF A COFFEE SERVICE.	111
FIGURE 8-14, VALUE STREAM MAPPING TEMPLATE.	113
FIGURE 8-15, EXAMPLE-1 VALUE STREAM MAPPING COFFEE SERVICE.	114
FIGURE 8-16, EXAMPLE-2 VALUE STREAM MAPPING COFFEE SERVICE.	114
FIGURE 9-1, DESIGN VIEW.....	115
FIGURE 9-2, TEMPLATE USE CASE SCENARIO.	121
FIGURE 9-3, EXAMPLE OF TWO USE CASE SCENARIOS.....	122
FIGURE 10-1, REQUIREMENT VIEW.	123
FIGURE 11-1, TEST VIEW.....	127
FIGURE 12-1, CODE VIEW.	131
FIGURE 13-1, BEMORE FOR AN FSA AT ASSURITAS.....	141
FIGURE 13-2, FSA VISION AT ASSURITAS.	142
FIGURE 13-3, THE CURRENT AND DESIRED DOCUMENTATION METHOD AT ASURITAS.....	142
FIGURE 13-4, FSA POWER AT ASSURITAS.....	143
FIGURE 13-5, FSA ORGANISATION AT ASSURITAS.....	144
FIGURE 13-6, IMPLEMENTATION CONTINUOUS DESIGN AT ASSURITAS.	144
FIGURE 13-7, FSA TEMPLATE.	145
FIGURE 13-8, FSA USAGE IN THE DEVELOPMENT PROCESS.....	145
FIGURE 13-9, FSA RESOURCES.....	146

PART III. CONTINUOUS TESTING

FIGURE 4-1, CHANGE PARADIGM.	157
FIGURE 4-2, CHANGE PARADIGM - VISION.	158
FIGURE 4-3, CHANGE PARADIGM - POWER.	160
FIGURE 4-4, CHANGE PARADIGM - ORGANISATION.....	163
FIGURE 4-5, CHANGE PARADIGM - RESOURCES.....	165
FIGURE 5-1, IDEAL TEST PYRAMID.	170
FIGURE 5-2, NON-IDEAL TEST PYRAMID.	171
FIGURE 6-1, VALUE STREAM FOR CONTINUOUS TESTING.	177

FIGURE 6-2, USE CASE DIAGRAM FOR CONTINUOUS TESTING.	179
FIGURE 7-1, TEST UNIT EXAMPLE.....	187

PART IV. CONTINUOUS INTEGRATION

FIGURE 2-1, FROM SOURCE CODE TO BINARY CODE.	195
FIGURE 2-2, BUILDING A SOLUTION.	196
FIGURE 2-3, AGILE PROGRAMMING.	197
FIGURE 2-4, BASIC CONCEPTS OF CONTINUOUS INTEGRATION.	197
FIGURE 4-1, CHANGE PARADIGM.....	205
FIGURE 4-2, CHANGE PARADIGM - VISION.....	206
FIGURE 4-3, CHANGE PARADIGM - POWER.	209
FIGURE 4-4, CHANGE PARADIGM - ORGANISATION.	211
FIGURE 4-5, CHANGE PARADIGM - RESOURCES.	213
FIGURE 5-1, CLASS MODEL VERSION CONTROL.	218
FIGURE 5-2, LOCAL BACK-UP VERSION CONTROL.	219
FIGURE 5-3, LOCAL MANUAL VERSION CONTROL.	219
FIGURE 5-4, LOCAL VERSION CONTROL SYSTEM.....	220
FIGURE 5-5, CENTRAL VERSION CONTROL SYSTEM.	221
FIGURE 5-6, DISTRIBUTED VERSION CONTROL SYSTEM.....	222
FIGURE 6-1, CONTINUOUS INTEGRATION VALUE STREAM.	227
FIGURE 6-2, USE CASE DIAGRAM FOR CONTINUOUS INTEGRATION.	228
FIGURE 7-1, GIT TOOLS.	235
FIGURE 7-2, GIT VERSIONING.....	236
FIGURE 7-3, EXAMPLE OF INCREMENTAL AND ITERATIVE PROGRAMMING.	242

PART V. CONTINUOUS DEPLOYMENT

FIGURE 2-1, DTAP-STREET.	249
FIGURE 2-2, CI/CD SECURE PIPELINE.	250
FIGURE 2-3, SOURCE CODE VERSUS OBJECT CODE.	251
FIGURE 2-4, REPOSITORIES.....	252
FIGURE 4-1, CHANGE PARADIGM.....	255
FIGURE 4-2, CHANGE PARADIGM - VISION.....	256
FIGURE 4-3, CHANGE PARADIGM - POWER.	258
FIGURE 4-4, CHANGE PARADIGM - ORGANISATION.	261
FIGURE 4-5, CHANGE PARADIGM - RESOURCES.	263
FIGURE 5-1, CONTINUOUS DEPLOYMENT ROADMAP.	270
FIGURE 6-1, CONTINUOUS DEPLOYMENT VALUE STREAM.	273
FIGURE 6-2, USE CASE DIAGRAM FOR CONTINUOUS DEPLOYMENT.	274
FIGURE 7-1, CONTINUOUS DEPLOYMENT ROADMAP.....	277
FIGURE 7-2, BLUE / GREEN PATTERN.	280
FIGURE 7-3, CANARY RELEASING PATTERN.	280
FIGURE 7-4, CLUSTER IMMUNE SYSTEM PATTERN.	281
FIGURE 7-5, CONTAINER PATTERN.	282
FIGURE 7-6, CONTAINERS IN THE DTAP STREET.	282
FIGURE 7-7, TRAIN METAPHOR.	284
FIGURE 7-8, THE TRAIN METAPHOR IN USE.	285
FIGURE 7-9, CONTINUOUS DEPLOYMENT ROADMAP.....	286

PART VI. CONTINUOUS MONITORING

FIGURE 2-1, CONTINUOUS MONITORING GOVERNANCE MODEL.....	291
FIGURE 2-2, CONTINUOUS MONITORING LAYER MODEL.	293
FIGURE 2-3, SoR AND SOE, BRON HSO THE RESULT COMPANY.	294
FIGURE 4-1, CHANGE PARADIGM.	297
FIGURE 4-2, CHANGE PARADIGM - VISION.	298
FIGURE 4-3, CHANGE PARADIGM - POWER.	300
FIGURE 4-4, CHANGE PARADIGM - ORGANISATION.....	302
FIGURE 4-5, CHANGE PARADIGM - RESOURCES.....	304
FIGURE 5-1, CONTINUOUS MONITORING GOVERNANCE MODEL.	312
FIGURE 5-2, CONTINUOUS MONITORING LAYER MODEL.	313
FIGURE 5-3, LEAD AND LAG PERFORMANCE INDICATOR CONTROL MODEL.	314
FIGURE 5-4, MONITOR MONITOR HIERARCHY.....	315
FIGURE 6-1, CONTINUOUS MONITORING VALUE STREAM.	317
FIGURE 6-2, USE CASE DIAGRAM FOR CONTINUOUS MONITORING SETUP.	318
FIGURE 6-3, USE CASE DIAGRAM FOR CONTINUOUS MONITORING OPERATION.....	318
FIGURE 7-1, VALUE STREAM MONITORING.	329
FIGURE 7-2, REAL USER MONITORING ARCHITECTURE.	333

PART VII. CONTINUOUS LEARNING

FIGURE 2-1, CONTINUOUS LEARNING MODEL.....	357
FIGURE 2-2, BLOOM'S TAXONOMY [BLOOM 1956].	358
FIGURE 2-3, ENERGY LEVEL MODEL.	359
FIGURE 2-4, I-T-E SHAPED MODEL.	359
FIGURE 2-5, HIGH PERFORMANCE MODEL BASED ON [WESTRUM].	360
FIGURE 2-6, SCHNEIDER CULTURE SYSTEMS MODEL.	361
FIGURE 2-7, COLOR MODEL OF DE CALUWÉ AND VERMAAK.	361
FIGURE 2-8, VALUE CHAIN OF PORTER, SOURCE: [PORTER 1998].....	364
FIGURE 2-9, RECURSIEVE VALUE CHAIN OF PORTER, SOURCE: [PORTER 1998].	365
FIGURE 2-10, RECURSIEVE VALUE CHAIN OF PORTER, SOURCE: [PORTER 1998].	365
FIGURE 4-1, CHANGE PARADIGM.	369
FIGURE 4-2, CHANGE PARADIGM - VISION.	370
FIGURE 4-3, CHANGE PARADIGM - POWER.	372
FIGURE 4-4, CHANGE PARADIGM - ORGANISATION.....	374
FIGURE 4-5, CHANGE PARADIGM - RESOURCES.....	376
FIGURE 5-1, CONTINUOUS LEARNING MODEL.....	382
FIGURE 5-2, I-T-E SHAPED MODEL.	384
FIGURE 5-3, HIGH PERFORMANCE MODEL BASED ON[WESTRUM].....	385
FIGURE 6-1, CONTINUOUS LEARNING VALUE STREAM.	387
FIGURE 6-2, USE CASE DIAGRAM FOR THE DIRECTION AND SET-UP OF CONTINUOUS LEARNING.	388
FIGURE 6-3, USE CASE DIAGRAM FOR THE OPERATION OF CONTINUOUS LEARNING.....	388
FIGURE 7-1, CONTINUOUS LEARNING MODEL.....	395
FIGURE 7-2, BALANCED SCORECARD.....	396
FIGURE 7-3, RECURSIEVE VALUE CHAIN OF PORTER, BRON: [BOEK MICHAEL PORTER].....	398
FIGURE 7-4, RECURSIVE BUSINESS BALANCED SCORECARD.	398
FIGURE 7-5, INTERACTION OF HRM.	399
FIGURE 7-6, SWOT ANALYSIS FOR HRM.	400
FIGURE 7-7, HRM BALANCED SCORECARD.	400
FIGURE 7-8, MANAGEMENT PRACTICES ITIL 4.....	402

FIGURE 7-9, ROLES FOR THE OPERATION OF THE CONTINUOUS LEARNING USE CASE DIAGRAM.	402
FIGURE 7-10, EXAMPLE OF SPLITTING HRM MANAGER ROLE.	403
FIGURE 7-11, EXAMPLE OF SPLITTING INCIDENT MANAGER ROLE.	403
FIGURE 7-12, THE BODY OF KNOWLEDGE FRAMEWORK.	406
FIGURE 7-13, OAWOW-TRACK MATRIX.	409

PART VIII. CONTINUOUS ASSESSMENT

FIGURE 4-1, CHANGE PARADIGM.	423
FIGURE 4-2, CHANGE PARADIGM – VISION.	424
FIGURE 4-3, CHANGE PARADIGM – POWER.	425
FIGURE 4-4, CHANGE PARADIGM – ORGANISATION.	428
FIGURE 4-5, CHANGE PARADIGM – RESOURCES.	429
FIGURE 5-1, NECKER CUBE.	434
FIGURE 5-2, FRONT SIDE DEVOPS CUBE.	435
FIGURE 5-3, REAR SIDE DEVOPS CUBE.	435
FIGURE 5-4, DEVOPS CE-SPIDER MODEL.	438
FIGURE 6-1, CONTINUOUS DESIGN VALUE STREAM.	439
FIGURE 6-2, USE CASE DIAGRAM FOR CONTINUOUS ASSESSMENT.	440
FIGURE 8-1, DEVOPS CP-SPIDER MODEL.	455
FIGURE 8-2, DEVOPS CN-SPIDER MODEL.	458
FIGURE 8-3, DEVOPS CT-SPIDER MODEL.	461
FIGURE 8-4, DEVOPS CI-SPIDER MODEL.	464
FIGURE 8-5, DEVOPS CD-SPIDER MODEL.	467
FIGURE 8-6, DEVOPS CM-SPIDER MODEL.	470
FIGURE 8-7, DEVOPS CL-SPIDER MODEL.	473
FIGURE 8-8, DEVOPS CY-SPIDER MODEL.	476
FIGURE 8-9, DEVOPS CO-SPIDER MODEL.	483
FIGURE 8-10, DEVOPS CA-SPIDER MODEL.	485

Tables

TABLE 1-1, CONTINUOUS EVERYTHING ASPECTS.	2
TABLE 1-2, APPENDICES.	4

PART I. CONTINUOUS PLANNING

TABLE 2-1, PLANNING OBJECTS.	13
TABLE 3-1, COMMON PROBLEMS WHEN USING A PLANNING TOOL.	18
TABLE 6-1, USE CASE TEMPLATE.	35
TABLE 6-2, USE CASE FOR CONTINUOUS PLANNING.	38
TABLE 7-1, PI'S OF THE SCORECARD OF OIRSOUW.	48
TABLE 7-2, PROGRAM CONTROL ALTERNATIVES.	49
TABLE 7-3, EXPLANATION PIS OF THE SCORECARD OF OIRSOUW.	50
TABLE 7-4, BSC - STRATEGIC PROJECT MANAGEMENT PERFORMANCE INDICATORS.	51
TABLE 7-5, EXAMPLE APPLICATION OF THE SCORECARD OF OIRSOUW.	51
TABLE 7-6, EXAMPLE OF A ROADMAP.	52
TABLE 7-7, TEMPLATE OF AN EPIC ONE PAGER.	52
TABLE 7-8, TEMPLATE OF AN EPIC ONE PAGER.	55

PART II. CONTINUOUS DESIGN

TABLE 3-1, COMMON PROBLEMS WHEN USING A DESIGN.	68
TABLE 4-1, DIFFERENCES BETWEEN A WATERFALL DESIGN AND A CONTINUOUS DESIGN.	76
TABLE 6-1, USE CASE TEMPLATE.	85
TABLE 6-2, USE CASE FOR CONTINUOUS DESIGN.	87
TABLE 9-1, USE CASE NARRATIVE TEMPLATE.	118
TABLE 9-2, EXAMPLE OF A USE CASE NARRATIVE.	121
TABLE 10-1, GHERKIN FEATURE FILE EXAMPLE.	126
TABLE 11-1, PYTHON UNIT TEST TEMPLATE.	129
TABLE 11-2, PYTHON UNIT TEST EXAMPLE.	129
TABLE 12-1, PYTHON HEADER ANNOTATION EXAMPLE.	136
TABLE 12-2, C++ QT STYLE SCRIPT ANNOTATION EXAMPLE.	137
TABLE 12-3, APPLICATION DOCUMENTATION GENERATED BY DOXYGEN.	138

PART III. CONTINUOUS TESTING

TABLE 3-1, COMMON PROBLEMS WHEN APPLYING TESTS.	156
TABLE 5-1, TEST TYPE-MATRIX TEMPLATE.	172
TABLE 5-2, TEST TYPE MATRIX EXAMPLE.	172
TABLE 5-3, TEST TECHNIQUE MATRIX TEMPLATE.	173
TABLE 5-4, TEST TECHNIQUE MATRIX EXAMPLE.	173
TABLE 5-5, TEST OBJECT MATRIX.	174
TABLE 5-6, TEST OBJECT MATRIX EXAMPLE.	174
TABLE 5-7, TEST TOOL PATTERN.	175
TABLE 5-8, TEST TOOL EXAMPLE.	175
TABLE 6-1, USE CASE TEMPLATE.	180
TABLE 6-2, USE CASE FOR CONTINUOUS TESTING.	182
TABLE 7-1, GHERKIN KEYWORDS.	184
TABLE 7-2, GHERKIN FEATURE FILE EXAMPLE.	184
TABLE 7-3, PYTHON UNIT TEST TEMPLATE.	185
TABLE 7-4, PYTHON UNIT TEST EXAMPLE.	186
TABLE 7-5, TEST STRATEGY TEMPLATE.	188
TABLE 7-6, TEST STRATEGY EXAMPLE.	188

PART IV. CONTINUOUS INTEGRATION

TABLE 3-1, COMMON PROBLEMS WHEN APPLYING SOFTWARE DEVELOPMENT.	202
TABLE 5-1, FEATURES OF VERSION CONTROL SYSTEM.	223
TABLE 5-2, OTHER FEATURES OF VERSION CONTROL SYSTEMS.	223
TABLE 5-3, RISKS OF A VERSION CONTROL SYSTEM.	224
TABLE 5-4, AN OVERVIEW OF SOME VERSION CONTROL SYSTEMS.	224
TABLE 6-1, USE CASE TEMPLATE.	229
TABLE 6-2, USE CASE DIAGRAM FOR CONTINUOUS INTEGRATION.	231
TABLE 7-1, STEPS TO CREATE A REPOSITORY.	236
TABLE 7-2, EXPLANATION OF THE STEPS TO CREATE A REPOSITORY.	237

PART V. CONTINUOUS DEPLOYMENT

TABLE 3-1, COMMON ISSUES WHEN APPLYING CONTINUOUS DEPLOYMENT.	254
TABLE 6-1, USE CASE TEMPLATE.	275
TABLE 6-2, USE CASE DIAGRAM FOR CONTINUOUS DEPLOYMENT.	276

PART VI. CONTINUOUS MONITORING

TABLE 3-1, COMMON PROBLEMS WHEN HANDLING A MONITOR FACILITY.	296
TABLE 5-1, EVENT CORRELATION WITH AI.	315
TABLE 6-1, USE CASE TEMPLATE.	319
TABLE 6-2, USE CASE FOR SETTING UP CONTINUOUS MONITORING.	323
TABLE 6-3, USE CASE FOR THE OPERATION OF CONTINUOUS MONITORING.	326
TABLE 7-1, VALUE STREAM MONITORING.	328
TABLE 7-2, REQUIREMENTS FOR VALUE STREAM MONITORING.	328
TABLE 7-3, INFORMATION FLOW MONITORING.	330
TABLE 7-4, REQUIREMENTS FOR INFORMATION FLOW MONITORING.	331
TABLE 7-5, REAL USER MONITORING.	332
TABLE 7-6, REQUIREMENTS FOR RUM MONITORING.	332
TABLE 8-1, END USER EXPERIENCE MONITORING.	335
TABLE 8-2, REQUIREMENTS FOR EUX MONITORING.	336
TABLE 8-3, E2E INFRASTRUCTURE MONITORING.	336
TABLE 8-4, REQUIREMENTS FOR E2E INFRASTRUCTURE SERVICE MONITORING.	336
TABLE 8-5, DOMAIN INFRASTRUCTURE MONITORING.	337
TABLE 8-6, REQUIREMENTS FOR DOMAIN INFRASTRUCTURE MONITORING.	337
TABLE 9-1, APPLICATION INTERFACE MONITORING.	339
TABLE 9-2, REQUIREMENTS FOR APPLICATION INTERFACE MONITORING.	340
TABLE 9-3, INFRASTRUCTURE SERVICE MONITORING.	340
TABLE 9-4, REQUIREMENTS FOR INFRASTRUCTURE SERVICE MONITORING.	341
TABLE 10-1, REQUIREMENTS FOR COMPONENT MONITORING.	343
TABLE 10-2, INTERNAL SERVICE MONITORING.	344
TABLE 10-3, REQUIREMENTS FOR INTERNAL SERVICE MONITORING.	344
TABLE 10-4, EVENT MONITORING.	345
TABLE 10-5, REQUIREMENTS FOR EVENT MONITORING.	346
TABLE 10-6, RESOURCE MONITORING.	346
TABLE 10-7, REQUIREMENTS FOR RESOURCE MONITORING.	347
TABLE 10-8, BUILT-IN MONITORING.	348
TABLE 10-9, REQUIREMENTS FOR BUILT-IN MONITORING.	348
TABLE 11-1, CHECKLIST FOR BUSINESS SERVICE MONITORING.	350
TABLE 11-2, CHECKLIST FOR INFORMATION SYSTEM SERVICE MONITORING.	350
TABLE 11-3, CHECKLIST FOR APPLICATION SERVICE MONITORING.	350
TABLE 11-4, CHECKLIST FOR COMPONENT SERVICE MONITORING.	351

PART VII. CONTINUOUS LEARNING

TABLE 3-1, COMMON PROBLEMS IN CONTINUOUS LEARNING.	368
TABLE 5-1, CHARACTERISTICS AND BEHAVIORS IN I-T-E SHAPED PEOPLE.	385
TABLE 6-1, USE CASE TEMPLATE.	389
TABLE 6-2, USE CASE FOR CONTINUOUS LEARNING UCD-CL-01.	391
TABLE 6-3, USE CASE FOR CONTINUOUS LEARNING UCD-CL-02.	393

TABLE 7-1, DEFINITION OF A ROLE.....	401
TABLE 7-2, EXAMPLE OF AN INCIDENT MANAGER ROLE PROFILE.....	401
TABLE 7-3, EXAMPLE OF AN INCIDENT MANAGER ROLE PROFILE.....	403
TABLE 7-4, EXAMPLE OF A ROLE PROFILE OF AN INCIDENT ANALYST.....	404
TABLE 7-5, DEFINITION OF A COMPETENCE.....	405
TABLE 7-6, EXAMPLE OF A COMPETENCY PROFILE.....	405
TABLE 7-7, EXAMPLE OF A JOB PROFILE.....	407
TABLE 7-8, ROLE-TRACK-MATRIX.....	408

PART VIII. CONTINUOUS ASSESSMENT

TABLE 3-1, COMMON ISSUES IN DEVOPS MATURITY.....	422
TABLE 5-1, CE MATURITY MODEL.....	436
TABLE 5-2, CONTINUOUS EVERYTHING.....	437
TABLE 5-3, CMMI LEVELS FOR CONTINUOUS EVERYTHING.....	437
TABLE 5-4, PRINCIPLE OF MATURITY LEVELS.....	438
TABLE 6-1, USE CASE TEMPLATE.....	441
TABLE 6-2, USE CASE FOR CONTINUOUS ASSESSMENT.....	444
TABLE 7-1, SIDE 1 QUESTIONS.....	446
TABLE 7-2, SIDE 2 QUESTIONS.....	447
TABLE 7-3, SIDE 3 QUESTIONS.....	448
TABLE 7-4, SIDE 4 QUESTIONS.....	449
TABLE 7-5, SIDE 5 QUESTIONS.....	450
TABLE 7-6, SIDE 6 QUESTIONS.....	451
TABLE 8-1, CP MATURITY CHARACTERISTICS.....	455
TABLE 8-2, CN MATURITY CHARACTERISTICS.....	457
TABLE 8-3, CT MATURITY CHARACTERISTICS.....	461
TABLE 8-4, CI MATURITY CHARACTERISTICS.....	463
TABLE 8-5, CD MATURITY CHARACTERISTICS.....	466
TABLE 8-6, CM MATURITY CHARACTERISTICS.....	469
TABLE 8-7, CL MATURITY CHARACTERISTICS.....	472
TABLE 8-8, CY MATURITY CHARACTERISTICS.....	475

Appendices

APPENDIX A, LITERATURE LIST.....	489
APPENDIX B, GLOSSARY.....	493
APPENDIX C, ABBREVIATIONS.....	509
APPENDIX D, WEBSITES.....	513
APPENDIX E, INDEX.....	515

Introduction

Development & Operations, in short DevOps, has been the starting point for deepening our knowledge of Continuous Everything. This is with reference to the concepts of Continuous Integration/Continuous Deployment (CI/CD) that are frequently discussed in the concept of DevOps. The aspects of DevOps are related to the concept of Continuous and the steps in the development/management cycle (also known as the DevOps Lemniscate).

Understanding DevOps keeps companies busy to provide an optimal interpretation of the 'old' concepts of development and management. Unfortunately, no unambiguous elaboration of DevOps can be found in the literature or on the Internet. It quickly becomes apparent that DevOps is 'a philosophy'. In other words: not strictly defined and explainable and interpreted in several ways. Companies therefore struggle with this concept. The Concept Continuous Everything gives a simple and uniform structure to define the knowledge and knowhow of each Continuous Everything aspect like Continuous Integration and Continuous Deployment.

This book 'Continuous Everything' comprises eight aspects of Continuous Everything, namely Continuous Planning, Continuous Design, Continuous Testing, Continuous Integration, Continuous Deployment, Continuous Monitoring, Continuous Learning and Continuous Assessment. This forms a large book, in which a piece of knowledge and experience that Bart de Best has gathered in the field of Continuous Everything is disclosed.

This book contains a very detailed description of these Continuous Everything aspects of DevOps. This includes the various best practices that are put forward from practical experience in a theoretical context. This context makes it possible to relate the aspects to each other Continuous Everything aspects.

We are proud to have supported Bart with a small group of professionals in the development of all aspects of Continuous Everything. With Bart's unstoppable drive, there is now a very full toolbox with best practices for DevOps. In particular the coherence is a solid addition to the use of the concepts surrounding the aspects of DevOps. Happy reading, flipping through the book, contemplating Continuous Everything!

Dr. Louis van Hemmen – BitAll b.v.

Preface

This book has been compiled from my experiences with Continuous Everything. This concept indicates two aspects of DevOps (Development & Operations), namely Continuous and Everything. The continuous nature of DevOps is mainly reflected in the high frequency of delivery and the fast feedback that is obtained as a result. Everything refers to the fact that not only software must be delivered Continuously, but that all aspects of computerisation must move along with it.

The goal of this book is to give an overview of the Continuous Everything aspects of both the development and operations part of DevOps. This is the basis of getting started with DevOps in a consistent and harmonious way by putting the DevOps puzzle together step by step. This book is a bundle of eight CE books namely Continuous Planning, Continuous Design, Continuous Testing, Continuous Integration, Continuous Deployment, Continuous Monitoring, Continuous Learning, and Continuous Assessment.

This is a snapshot of the best practices I am using right now. Given the speed at which the world of DevOps is developing and the need to give you as many images as possible with as little text as possible on how to deal with this area of Continuous Everything, I have decided to keep this book Agile. This means that in this book I briefly describe every aspect. I hereby share important insights that I have gained during my role as a consultant, trainer, coach, and examiner with regard to related work of this area. Where appropriate, I refer to sources that I myself have consulted for further training. I realise that these best practices will not apply to all information systems and that the approach is a snapshot that may be outdated due to the increasing speed of innovation.

I have already shared many of my experiences in the articles on www.ITpedia.nl. I have also translated the knowledge and skills into various training courses that I provide. These can be found at www.dbmetrics.nl.

I would like to express my sincere thanks to the following people for their inspiring contribution to this book and the great collaboration!

- | | |
|-----------------------------------|--|
| • D. (Dennis) Boersen | Argis IT Consultants |
| • F. (Freeke) de Cloe | smartdocs.com |
| • J.A.E. (Jane) ten Have | - |
| • Dr. L.J.G.T. (Louis) van Hemmen | BitAll B.V. |
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| • W. (Willem) Kok | Argis IT Consultants |
| • N (Niels) Talens | www.nielstalens.nl |
| • D. (Dennis) Wit | ING |

I wish you a lot of fun reading this book and, above all, much success in applying this aspect of Continuous Everything within your own organisation.

If you have any questions or comments, please don't hesitate to contact me. A lot of time has gone into making this book as complete and consistent as possible. Should you nevertheless find shortcomings, I would appreciate it if you would inform me, so that these matters can be incorporated in the next edition.

Bart de Best, Zoetermeer.
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1 Introduction

Reading guide:

The first section of this chapter sets out the purpose of this book (1.1). Then the target group (1.2) is named. Section 1.3 discusses the background of Continuous Everything and section 1.4 the structure and content of the book by briefly stating what is covered by each part. This chapter concludes with a reading guide (1.5).

1.1 Objective

The primary objective of this book is to provide a Continuous Everything toolbox. This book discusses eight key Continuous Everything aspect areas. There are certainly many other aspect areas of Continuous Everything, but the ones selected in this book are a good foundation. The depth of the aspect areas has been kept limited due to the limited publication space. The book is intended as a reference for anyone involved with DevOps.

1.2 Target group

The target group of Continuous Everything are all involved officials in the DevOps teams. This includes the architects, Dev engineers, Ops engineers, Product owners, Scrum masters, Agile Coaches, and representatives of the user organisation. This book is of course also very suitable for line managers, process owners, process managers, etcetera who are involved in the creation of information provision through a DevOps method. Finally, there is a target group that does not develop or manage, but that determines whether the value streams meet the required criteria. This target group includes quality employees and auditors. They can use this book to identify risks that need to be accepted or controlled.

1.3 Background

This book contains various methods and techniques to give content to Continuous Everything in a continuous way. The DevOps Lemniscate provides an overview of the key Continuous Everything aspect areas, as shown in Figure 1-1.

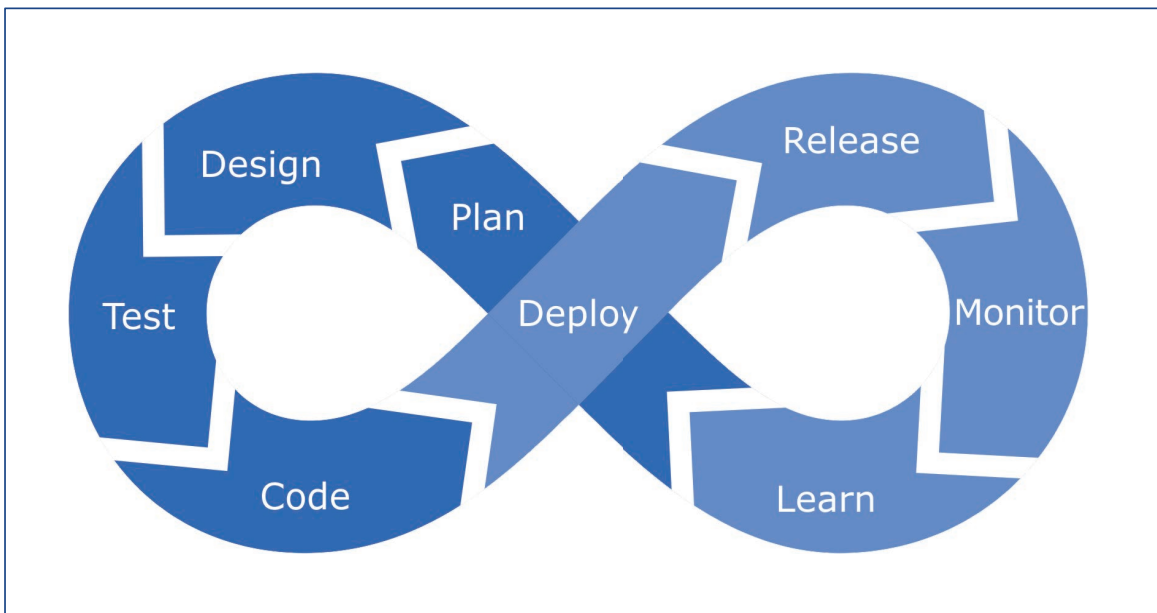


Figure 1-1, DevOps Lemniscate.

The DevOps Lemniscate provides an overview of the phases to be followed to continuously produce software. The DevOps Lemniscate is therefore a good basis for defining the concept of Continuous Everything (CE).

The CE concept describes all phases of the DevOps Lemniscate in the form of activities to be performed continuously. Table 1-1 shows the relationship between the steps of the DevOps Lemniscate and the Continuous Everything aspect areas.

Development		Operations	
1	Continuous Planning (Plan)	6	Continuous Deployment (Release)
2	Continuous Design (Design)	7	Continuous Monitoring (Monitor)
3	Continuous Testing (Test)	8	Continuous Learning (Learn)
4	Continuous Integration (Code)	9	Continuous Auditing (-)
5	Continuous Deployment (Deploy)	10	Continuous Assessment (-)

Table 1-1, Continuous Everything aspects.

Continuous Auditing (9) and Continuous Assessment (10) are not represented in the DevOps Lemniscate, as are other Continuous aspect areas such as Continuous Robotics and Continuous Growth. This is done to keep the DevOps Lemniscate uncomplicated.

The word 'Continuous' refers to a number of characteristics that indicate the work within a DevOps team. Firstly, the frequency of actions is higher than in traditional system development. This relates to both the construction and the deployment of what has been built. This can vary from minutes, hours, and days in deployment frequency. In addition, 'Continuous' refers to a holistic view of the work. For example, monitoring is not limited to the production environment, but all environments are monitored. Also, not only the products and services are monitored, but also value streams and even people's knowledge and skills. This is in line with the people, process, partner, and technology views of ITIL 4. Finally, the term 'Continuous' indicates that all phases of the DevOps Lemniscate are related to each other. For example, Continuous Testing is used in the steps 'Plan', 'Design', 'Code', 'Deploy' and 'Monitor'.

1.4 Structure

This book has been constructed by summarising eight previously published books in this book, namely:

- part I DevOps Continuous Planning
- part II DevOps Continuous Design
- part III DevOps Continuous Testing
- part IV DevOps Continuous Integration
- part V DevOps Continuous Deployment
- part VI DevOps Continuous Monitoring
- part VII DevOps Continuous Learning
- part VIII DevOps Continuous Assessment

1.4.1 Part I, Continuous Planning

Continuous Planning is an approach to get a grip on changes that are made in the information provision in order to realise the outcome improvement of the business processes and thus achieve the business goals. The approach is aimed at multiple levels, whereby an Agile planning technique is provided for each level that refines the higher-level planning. In this way, planning can be made at a strategic, tactical, and operational level and in an Agile manner that creates as little overhead and as much value as possible.

Continuous Planning includes planning techniques such as the balanced scorecard, enterprise architecture, product vision, roadmap, epic one pager, product backlog management, release planning and sprint planning. Also, it is indicated how these techniques are related to each other.

1.4.2 Part II, Continuous Design

Continuous Design is an approach that aims to allow DevOps teams to briefly think in advance about the contours of the information system to be realised and to allow the design to grow during the Agile project (emerging design). This prevents interface risks and guarantees essential knowledge transfer to service management and compliancy with laws and regulations. Elements that guarantee the continuity of an organisation. Continuous Design comprises the Design Pyramid model in which the following design views are defined: business, solution, design, requirements, test, and code view. The Continuous Design encompasses the entire lifecycle of the information system.

The first three views are completed based on modern design techniques such as value stream mapping and use cases.

However, the emphasis of the effective application of a Continuous Design lies in the realisation of the information system by integrating the design into the Behavior Driven Development and Test Driven Development as well as Continuous Documentation.

1.4.3 Part III, Continuous Testing

Continuous Testing is an approach that aims to provide rapid feedback in the software development process by defining the 'what' and 'how' questions as test cases before starting to build the solution. As a result, the concepts of requirements, test cases and acceptance criteria are integrated in one approach. Continuous Testing is defined in this part of the book using a definition, business case, architecture, design, and best practices. Concepts discussed are: the change paradigm, the Ideal Test Pyramid, test metadata, Business Driven Development, Test Driven Development, test policies, test techniques, test tools and the role of unit test cases in Continuous Testing.

1.4.4 Part IV, Continuous Integration

Continuous Integration is a holistic Lean software development approach that aims to produce and put into production continuous software in an incremental and iterative way, with waste reduction as a high priority. The incremental and iterative method of Continuous Integration makes fast feedback possible because functionalities can be put into production earlier. This reduces waste because the corrective actions are faster because they are found earlier and can be solved quicker. Continuous Integration is discussed based on a definition, business case, architecture, design, and best practices. Concepts discussed here are the change paradigm, the application of Continuous Integration, use of repositories, code quality, green code, green build, refactoring, security based development and build-in failure mode.

1.4.5 Part V, Continuous Deployment

Continuous Deployment is a holistic Lean production approach that aims to deploy and release continuous software in an incremental and iterative way, where time to market and high quality are of paramount importance. Continuous Deployment enables fast feedback because errors are detected earlier in production of the CI/CD secure pipeline. This makes repair actions quicker and cheaper, which leads to a waste reduction. Continuous Deployment is discussed based on a definition, business case, architecture, design, and best practices. Concepts that are discussed here are the change paradigm, the application of Continuous Deployment, a step-by-step plan for the systematic arrangement of Continuous Deployment and many patterns to allow deployments to take place.

1.4.6 Part VI, Continuous Monitoring

Continuous Monitoring is an approach to get a grip on both core value streams (business processes) and enable value streams that support these core value streams. Continuous Monitoring differs from classical monitoring because of the focus on outcome improvement and the holistic scope with which value streams are measured, i.e., the entire CI/CD secure pipeline for all four perspectives of PPPT: People, Process, Partners, and Technology. This makes it possible to map and eliminate or mitigate the bottlenecks in value streams.

Continuous Monitoring is discussed using the monitor functions defined in the continuous monitoring layer model. This layer model classifies the monitor tools available on the market. Each monitor archetype is defined in this book in terms of definition, objective, measurement attributes, requirements, examples, and best practices. This part of the book also indicates how Continuous Monitoring can be set up based on the paradigm of the change manager and architecture principles and models.

1.4.7 Part VII, Continuous Learning

Continuous Learning is an approach to get a grip on the competences needed to realise your organisation's strategy. To this end, Continuous Learning offers Human Resource Management an approach that explores the organisational needs of competences step by step and converts these needs into competency profiles. A competence profile is defined here as the set of knowledge, skills, and behavior at a certain Bloom level that produces a certain result. Competence profiles are then merged into roles that in turn form functions. In this way an Agile job house is obtained.

Continuous Learning is discussed based on the Continuous Learning model that makes it possible to translate a value chain strategy step by step into personal roadmaps for employees.

This book also indicates how to set up Continuous Learning in your organisation based on the paradigm of the change manager and architecture principles and models.

1.4.8 Part VIII, Continuous Assessment

Continuous Assessment is an approach that aims to allow DevOps teams to continuously develop in terms of knowledge and skills in the field of business, development, operations, and security. Continuous Assessment provides a tool to make the DevOps teams aware of where they stand in terms of development and which next steps they can take to develop.

Continuous Learning is discussed based on the business case for Continuous Assessment, the architecture of the two assessment models and the assessment questionnaires. The DevOps Cube model is based on the idea that DevOps can be viewed from six different perspectives of a cube, namely: 'Flow', 'Feedback' and 'Continuous Learning', 'Governance', 'Pipeline' and 'QA'. The DevOps CE model is based on the Continuous Everything perspectives: 'Continuous Planning', 'Continuous Design', 'Continuous Testing', 'Continuous Integration', 'Continuous Deployment', 'Continuous Monitoring', 'Continuous Documentation' and 'Continuous Learning'.

1.5 Appendices

The appendices contain important information that helps to better understand Continuous Everything.

Appendix	Subject	Explanation
A	Literature references	In this book reference is made to consulted literature in the form of: [Author Year]. In the appendix, the full name of the author, the title and the ISBN number are given.
B	Glossary	Only the main concepts are explained in this appendix.
C	Abbreviations	Within the world of DevOps many abbreviations are used. Frequently used terms have been abbreviated for the readability of this book. The first time an abbreviation is used, it is shown in brackets behind the full term.
D	Websites	A number of relevant websites are included in this appendix. In this book, these websites are referred to by the reference: [http Name].
E	Index	The index includes references to terms used in this book.

Table 1-2, Appendices.

1.6 Reading guidelines

The number of abbreviations in this book is limited. However, terms that keep coming back are represented as abbreviations to increase readability. Appendix C lists these abbreviations.

Appendices

Appendix A, Literature list

Table A-1 provides an overview of books that are directly or indirectly related to DevOps.

References	Publications
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Table A-1, Literature list.

Appendix B, Glossary

A glossary of terms is included in [Table B-1](#).

Term	Meaning
5S	Japan's principle of order and cleanliness. These Japanese terms with their Dutch equivalent are: Seiri (整理): Sort Seiton (整頓): Arrange Seisō (清掃): Cleaning Seiketsu (清潔): Standardise Shitsuke (躰): Hold or Systematise [Wiki]
A/B testing	A/B testing means that two versions of an application or webpage are taken into production to see which performs better. Canary releasing can be used, but there are also other ways to perform A/B testing.
Acceptance test	For DevOps engineers the acceptance testcases gives the answer "How do I know when I am done?". For the users the acceptance testcases gives the answer "Did I get what I wanted?". Examples of acceptance testcases are Functional Acceptance Testcases (FAT), User Acceptance Testcases (UAT) and Production Acceptance Testcases (PAT). The FAT and UAT should be expressed in the language of the business.
Affinity	DevOps is about collaboration and affinity. Where collaboration is focused on the relationship between individuals in a DevOps team, affinity goes one step further. This DevOps pillar is about shared organisational goals, empathy and learning between different groups of people by sharing stories and learn from each other.
Agile Infrastructure	Within DevOps both Development and Operations work in an Agile way. This requires an Agile Infrastructure that can be changed with the same pace as the application is changed through the deployment pipeline. A good example of an Agile Infrastructure is the use of Infrastructure as Code.
Alternate path	See happy path .
Andon cord	In the Toyota manufacturing plant, above every work centre a cord is installed. Every worker and manager are trained to pull when something goes wrong; for example, when a part is defective, when a required part is not available, or even when work takes longer than planned. When the Andon cord is pulled, the team leader is alerted and immediately works to resolve the problem. If the problem cannot be resolved within a specified time (e.g., fifty-five seconds), the production line is stopped so that the entire organisation can be mobilised to assist with problem resolution until a successful countermeasure has been developed [Kim 2016] .
Anomaly detection techniques	Not all data that needs to be monitored has a Gaussian (normal) distribution. The anomaly detection techniques make it possible to find noteworthy variances using a variety of methods for data that has no Gaussian distribution. These techniques are either used in monitoring tools or require people with statistical skills.
Anti-pattern	An anti-pattern is an example of the wrong interpretation of a pattern . The anti-pattern is often used to explain the value of the pattern .

Term	Meaning
Antifragility	This is the process of applying stress to increase resilience. This term is introduced by author and risk analyst Nassim Nicholas Taleb.
Artefact	An artefact is a product that is manufactured. Within DevOps the output of the commit phase are binaries, reports and meta data. These products are also referred to as artefacts.
Artefact repository	The central storage of artefacts is called the artefact repository. The artefact repository is used to managed artefacts and their dependencies.
Automated tests	Testcases should be automated as much as possible to reduce waste and to increase velocity and quality of the products that are to be delivered.
Bad apple theory	People that believe in the 'Bad Apple Theory' think that a system is basically safe if it were not for those few unreliable people in it. By removing these people, the system will be safe. This results in the anti DevOps pattern of 'name, blame, shame'.
Bad paths	A 'bad path' is a situation where the application does not follow the 'happy path' or 'the alternate' path. In other words, something goes wrong. This exception must be handled and should be monitorable.
Behavior Driven Development (BDD)	The development of software requires that the users are asked to define the (non) functional requirements. Behavior driven development is based on this concept. The difference however is that the acceptance criteria of these requirements should be written in the customer's expectation of the behavior of the application. This can be accomplished by formulating the acceptance criteria in the <u>Given – When – Then</u> format.
Binary	A compiler is used to transform source code to object code. The object code is also known as a binary. The source code is readable for human being, the object code however is only readable for computers since they have been written in hexadecimals.
Blameless post-mortem	Blameless post-mortem is a term coined by John Allspaw. It helps to examine "mistakes in a way that focuses on the situational aspects of a failure's mechanism and the decision-making process of individuals proximate to the failure." [Kim 2016] .
Blamelessness	This approach is about learning rather than punishing. Within DevOps this is one of the basic ideas of learning from mistakes. The energy of the DevOps team is spending on learning from the mistake, rather than on finding the one to blame.
Blue-Green deployment pattern	Blue and green refer to two identical production systems. One is used for the final acceptance of a new release. If this acceptance is successful, then this environment becomes the new production environment. In case of a failure of the production system, the other system can be used instead. This mitigates the risk of downtime since the switchover is likely to be less than a second.
Broken build	A build that fails due to an error in the application source code.
Brown field	There are two scenarios' for applying DevOps best practices: green field and brown field. In case of a green field scenario the whole DevOps organisation has to be established from scratch. The opposite scenario is where there is already a DevOps organisation, but improvements are needed. The colour green refers to the situation that a factory is built on a clean grass field.

Term	Meaning
	The colour brown refers to the situation that a factory is to be built on a place where there has already been a factory that poisoned the ground. In order to build on a brown field, the poison needs to be removed.
Business value	Applying DevOps best practices results in increasing the business value. Research of Puppet Labs (State Of DevOps Report) proves that high-performing organisations using DevOps practices are outperforming their non-high performing peers in many following areas [Kim 2016].
Canary releasing pattern	Normally a release is offered to every user at once. Canary releasing is the approach in which a small set of users is receiving the new release. If this small scope release works fine then the release can be deployed to all users. The term canary refers to the old habit to have a canary in the coal mines to detect toxic gas.
Change categories	Changes can be categorised into standard changes, normal changes and urgent changes.
Change schedules	Changes can be scheduled in order to defined in which order they have to be applied.
Cloud configuration files	Cloud configuration files are used to initiate a cloud service before using it. In this way cloud service providers enable customers to configure the cloud environment for their needs.
Cluster immune system release pattern	The cluster immune system expands upon the <u>canary release pattern</u> by linking our production monitoring system with our release process and by automating the roll back of code when the user-facing performance of the production system deviates outside of a predefined expected range, such as when the conversion rates for new users drops below our historical norms of 15%–20% [Kim 2016].
Code branch	See <u>branching</u> .
Code review methods	Code review can be performed in several ways like “ <u>over the shoulder</u> ”, <u>pair programming</u> , <u>email pass-around</u> and <u>tool-assisted code review</u> .
Codified NFR	A list of Non-Functional Requirements (NFR) that are categorised in categories like availability, capacity, security, continuity et cetera.
Collaboration	One of the four pillars of DevOps is collaboration. Collaboration refers to the way the individuals of a DevOps team works together to achieve the common goal. There are many forms in which this collaboration comes to expression like: <ul style="list-style-type: none"> • peer to peer programming; • demonstrating weekly progress; • documentation; et cetera.
Commit code	Committing code is the action in which the DevOps engineer adds the changed source code to the repository, making these changes part of the head revision of the repository [Wiki].
Commit stage	This is the phase in the CI/CD secure pipeline where the source code is compiled to the object code. This includes the performance of the unit testcases.
Compliance checking	The manual action of a security officer to make sure that the system is built in accordance with the agreed standards.

Term	Meaning
	This is the opposite of security engineering where the DevOps teams works together with the security officer in order to embed the agreed standards in the deliverables and enable continuous monitoring of the standard in the whole lifecycle of the product.
Compliance officer	The compliance officer is a DevOps role. The compliance officer is responsible for ensuring compliance with agreed standards throughout the whole life cycle of a product.
Configuration management	Configuration Management refers to the process by which all artefacts, and the relationships between them, are stored, retrieved, uniquely identified and modified.
Containers	A container is an isolated structure that is used by DevOps engineers to build their application independently from the underlying operating system or hardware. This is accomplished by interfaces in the container that are used by DevOps engineers. Instead of installing the application in an environment, the complete container is deployed. This saves a lot of dependencies and prevents configuration errors to occur.
Conway's law	The following statement of Melvin Conway is called the Conway's law: "organisations which design systems ... are constrained to produce designs which are copies of the communication structures of these organisations." [Wiki].
Cultural debt	There are three forms of debt. Cultural debt, <u>technical debt</u> and <u>information debt</u> . This form of debt refers to the decision to keep flaws in the organisation structure, hiring strategy, values et cetera. This debt costs interest and will result in less maturity growth of the DevOps teams. Cultural debt can be recognised by the exitance of extensive silos, workflow constraints, miscommunications, waste et cetera.
Culture, Automation Measurement, Sharing (CAMS)	CAMS is the abbreviation for Culture, Automation, Measurement and Sharing. <ul style="list-style-type: none"> • Culture: Culture relates to the people and process aspects of DevOps. Without the right culture, automation attempts will be fruitless. • Automation: Release management, configuration management, and monitoring and control tools should enable automation. • Measurement: 'If you can't measure it, you can't manage it.' & 'If you can't measure it, you can't improve it'. • Sharing: Culture of sharing ideas and problems is critical to help organisations to improve. Creates feedback loop.
Cycle time (flow time)	Cycle time measures more the completion rate or the work capability of a system overall, and a shorter cycle time means that less time is being wasted when a request has been made but no progress or work is getting done.
Cycle time (lean)	The average time between two successive units leaving the work or manufacturing process.
Declarative programming	This is a <u>programming paradigm</u> that expresses the logic of a computation without describing its control flow. An example are the database query languages for example TSQL and PSQL.

Term	Meaning
Defect tracking	Defect tracking is the process of tracking the logged defects in a product from beginning to closure and making new versions of the product that fix the defects [Wiki].
Development	Development is an activity that is performed by the DevOps role 'DevOps engineer'. A DevOps engineer is responsible for the complete lifecycle of a configuration item. Within DevOps there is no difference anymore between designer, builder or tester.
Development rituals	The Agile Scrum rituals of development are the sprint planning, daily stand-up, sprint execution, review and the retrospective.
Downward spiral	Gene Kim explains in his book [Kim 2016] that the downward spiral in Information Technology (IT) has three acts. <ul style="list-style-type: none"> • The first act begins in IT Operations where technical debt results in jeopardising our most important organisational promises. • The second act starts with compensating the latest broken promise by promising a bigger, bolder feature or an even larger revenue target. As a result, Development is tasked with another urgent project which results in even more technical debt. • The third stage is where the deployments are getting slower and slower, and outages are increasing. The business value continuously decreases.
E-mail pass-around	E-mail pass-around is a review technique where the source code management system emails code to reviewers automatically after the code is checked in [Kim 2016].
Error path	See <u>happy path</u> .
Fast feedback	Fast feedback refers to the second way of the three ways of Gene Kim. The second way is about having feedback on the functionality and quality of the product that is created or modified as soon as possible in order to maximise the business value.
Feature toggles	A feature toggle is a mechanism that makes it possible to enable or disable a part of the functionality of an application released in production. Feature toggles enables testing the effect of changes on users in production. Feature Toggles are also referred to as Feature Flags, Feature Bits or Feature Flippers.
Feedback	Feedback within the context of DevOps is the mechanism by which errors in the value stream are detected as soon as possible and is used to improve the product and if necessary to improve the value stream as well.
Feedforward	Feedforward within the context of DevOps is the mechanism by which experiences in the present value stream are used to improve the future value stream. Feed forward is the opposite of feedback since feedback is focused on the past and feed forward on the future.
Gaussian distribution	In probability theory, the normal (or Gaussian) distribution is a very common continuous probability distribution. Normal distributions are important in statistics and are often used in the natural and social sciences to represent real-valued random variables whose distributions are not known. A random variable with a Gaussian distribution is said to be normally distributed and is called a normal deviate [Wiki].

Term	Meaning
Given-When-Then	The Given-When-Then format is used to define acceptance criteria in a way that the stakeholders understand how the functionality actually will work. GIVEN – the fact that... WHEN – I do this... THEN – this happens...
Green field	See brown field.
Hand-off Readiness Review (HRR)	The HRR term is introduced by Google. An HRR is set of safety checks for a critical stage of releasing new services. HRR is performed when a service is transitioned from a developer-managed state to an OPS-managed state (usually months after the LRR). HRR makes service transition easier and more predictable and helps create empathy between upstream and downstream work centers.
Happy path	An application supports a business process by receiving, editing, storing and providing information. The assumed steps in which the information processing is performed is called the happy path. The steps in alternate ways are called the alternate path. In that case, the same result will be achieved via another navigation path. The crawl of the application that causes an error is called an error path.
Holocracy	In this type of organisation all decisions are made through self-organising teams rather than through a traditional management hierarchy.
Horizontal splitting of features	A feature can be splitted into stories. Horizontal splitting refers to the result of a feature splitting in which more DevOps teams must work tightly together. They have to align their work continuously in order to deliver together the feature.
I-shaped, T-shaped, E-shaped	I-shaped, T-shaped, E-shaped are the categories to indicate the knowledge and special skills of a person. An I-shaped person is a pure specialist in one area. The T-shaped person has special skills in one field and broad general knowledge. The E-shaped person has special skills in more than one field and broad general knowledge.
Idempotent	Continuous delivery requires that a component can always to be brought fully automatically to the desired status regardless of the component's initial state and regardless of the number of times the component is configured. The characteristic of a component to always be able to get back into the desires is called idempotent.
Imperative programming	This is a <u>programming paradigm</u> that uses statements that change a program's state. Imperative programming focuses on how a program should operate and consists of commands for the computer to perform. Examples are COBOL, C, BASIC et cetera. The term is often used in contrast to <u>declarative programming</u> , which focuses on what the program should accomplish without specifying how the program should achieve the result.
Independent, Negotiable, Valuable, Estimable, Small, and Testable (INVEST)	Independent, Negotiable, Valuable, Estimable, Small, and Testable. <ul style="list-style-type: none"> • Independent: The product backlog item should be self-contained, in a way that there is no inherent dependency on another product backlog item. • Negotiable: Product backlog items, up until they are part of an iteration, can always be changed, rewritten or even discarded. • Valuable: Product backlog item must deliver value to the stakeholders.

Term	Meaning
	<ul style="list-style-type: none"> • Estimable: The size of a product backlog item must always estimable. • Small: Product backlog items should not be so big as to become impossible to plan / task / prioritise with a certain level of certainty. • Testable: The product backlog item or its related description must provide the necessary information to make test development possible.
Information radiators	An Information Radiator is a visual display that a team places in a highly visible location so that all team members can see the latest information at a glance.
Infosec	A team that is responsible for securing systems and data.
Infrastructure as Code (IaC)	Normally infrastructure components have to be configured in order to perform the requested functionality and quality for example a rule set for a firewall or the allowed IP addresses for a network. These configurations normally are stored in configuration files which enable the operators to manage the functionality and the quality of the infrastructure components. Infrastructure as code (IaC) makes it possible to programme these infrastructure component settings and deploy these settings through the CI/CD secure pipeline by the use of machine-readable definition files, rather than physical hardware configuration or interactive configuration tools.
Infrastructure as Code (IaC)	Infrastructure as code (IaC) is a software-based approach to the ICT infrastructure, whereby the systems can be rolled out and adapted in a consistent manner through templates. If a change has to be made, it is implemented in the template which is then rolled out again.
Infrastructure management	Infrastructure management consists of the lifecycle management of all infrastructure products and services in order to support the correct working of the applications that run on top of the infrastructure.
Ji-Kotei-Kanketsu (JKK)	<p>JKK which means 100% completion of an item. This quality way of working means:</p> <ul style="list-style-type: none"> • clear understanding of the goals; • understanding the right way to work; • ensure high quality of work; • getting the work right for 100% completion, never pass defects to the next process; • Definition of Done (DoD) is vital; <p>and then maintaining the required quality without inspections.</p>
Just In Time (JIT)	JIT means building up a stream-lined supply chain with one-piece flow.
Kaizen	<p>Kaizen is Japanese for “improvement”. Kaizen is used to improve production systems. The goals of kaizen are:</p> <ul style="list-style-type: none"> • elimination of waste (<u>muda</u>'s); • <u>JIT</u>; • standardisation of production; • cycle of continuous improvements. <p>Continuous improvement means circulate the Plan-Do-Check-Act (PDCA) cycle daily, weekly.</p> <p>This can be accomplished by finding the root cause of a failure by asking "Why" 5 times. The following steps can be followed:</p> <ul style="list-style-type: none"> • defining problems with supporting data; • making sure everybody recognises the problems clearly;

Term	Meaning
	<ul style="list-style-type: none"> • setting a hypothesis on the problems found; • defining countermeasure actions to verify the hypothesis; • defining countermeasure actions be in daily based activities; • measuring a weekly KPI so people can feel a sense of accomplishment.
Kaizen Blitz (or Improvement Blitz)	A Kaizen Blitz is a rapid improvement workshop designed to produce results / approaches to discrete process issues within a few days. It is a way for teams to carry out structured, but creative problem solving and process improvement, in a workshop environment, over a short timescale.
Kaizen in advance	Kaizen in advance goes one step further than Kaizen. Not only the own activities are improved but also the activities that are performed upstream and that lead to problems downstream. In this way a feedback loop of problems is created which improves the system as a whole.
Kanban	<p>This is system to signal when something is needed. Kanban is a system for managing the logistics production chain. Kanban was developed by Taiichi Ohno, at Toyota, to find a system that made it possible to achieve a high level of production.</p> <p>Kanban is often used for application management. One of the characteristics of Kanban is that it is pull oriented which means that there is not stock of material to be used during the production. Kanban can be used to implement <u>JIT</u> in production systems.</p>
Kata	<p>A kata is any structured way of thinking and acting (pattern of behavior) that is practiced until the pattern becomes a second nature.</p> <p>Four steps can be recognised to accomplish this second nature:</p> <ul style="list-style-type: none"> • direction (target); • current condition (IST situation); • target condition (SOLL situation); • PDCA (Deming wheel). <p>From an architectural viewpoint the migration path might be added to Kata as well. The migration path shows the way to go in order to achieve the SOLL situation.</p>
Kibana dashboards	A Kibana dashboard displays a collection of saved visualisations.
Latent defects	Problems that are not visible yet. Latent defects can be made visible by injecting faults into the system.
Launch Readiness Review (LRR)	The LRR term is introduced by Google. An LRR is a set of safety checks for a critical stage of releasing new services. It is performed and signed off before a service is made publicly available and receive live production traffic. LRR is self-reported by the project teams. LRR is used in the development-managed state.
Launching guidance	To prevent the possibility of problematic, self-managed services going into production and creating organisational risk, launch requirements may be defined that must be met in order for services to interact with real customers and be exposed to real production traffic [Kim 2016].
Lead Time (LT)	Lead time is the time from when a request is made to when the final result is delivered, or the customer's point of view on how long something takes to complete.
Lean tools	<ul style="list-style-type: none"> • A3 thinking (problem solving) • Continuous flow (eliminates waste)

Term	Meaning
	<ul style="list-style-type: none"> • Kaizen • Kanban • KPI (Key Performance Indicator) • Plan Do Check Act (PDCA) • Root cause analysis • Specific, Measurable, Accountable, Realistic, Timely (SMART) • Value stream mapping (depict the flow) • JKK (No defects are passed to next process)
Learning culture	<p>A learning culture is a collection of organisational conventions, values, practices and processes. These conventions encourage employees and organisations to develop knowledge and competence.</p> <p>An organisation with a learning culture encourages continuous learning and believes that systems influence each other. Since constant learning elevates an individual as a worker and as a person, it opens opportunities for the establishment to transform continuously for the better.</p>
Light weight ITSM	<p>This variant of Information Technology (IT) Service Management (ITSM) is strictly focused on business continuity with a set of Minimum Required Information (MRIs). The MRI set for each organisation depends on their business.</p>
Logging levels	<p>Within monitoring systems there are several levels of logging recognised:</p> <ul style="list-style-type: none"> • Debug level: Information at this level is about anything that happens in the program, most often used during debugging. • Info level: Information at this level consists of actions that are user-driven or system specific. • Warn level: Information at this level tells us of conditions that could potentially become an error. • Error level: Information at this level focuses on error conditions Fatal level: Information at this level tells us when we must terminate.
Loosely coupled architecture	<p>Loosely coupled architectures enables that changes can be made safely and with more autonomy, increasing developer productivity.</p>
Micro service	<p>Microservices are a variant of the service-oriented architecture (SOA) architectural style that structures an application as a collection of loosely coupled services.</p> <p>In a microservices architecture, services should be fine-grained, and the protocols should be lightweight [Wiki].</p>
Micro service architecture	<p>This architecture consists of a collection of services where each service provides a small amount of functionality, and the total functionality of the system is derived from composing multiple versions of a service in production simultaneously and to roll back to a prior version relatively easily.</p>
Mini pipeline	<p>In rare cases more than one deployment pipeline is required in order to produce the entire application. This can be accomplished by the use of a pipeline per application component.</p> <p>All these components are then assembled in a central pipeline which puts the entire application through acceptance tests, non-functional tests, and then deploys the entire application to testing, staging, and production environments.</p>

Term	Meaning
Monitoring Framework	A framework of components that together form a monitor facility that is capable to monitor business logic, applications, and operating systems. Events, logs and measures are routed by the event router to destinations [Kim 2016].
Monolithic	A monolithic architecture is the traditional programming model, which means that elements of a software program are interwoven and interdependent. That model contrasts with more recent modular approaches such as a micro service architecture (MSA).
MTTR	Mean Time To Repair (MTTR) is a basic measure of the maintainability of repairable items. It represents the average time required to repair a failed component or device.
Muda	This is a Japanese word for waste. It is used in relationship to production systems.
Non-Functional Requirement (NFR)	NFR are requirements that define the quality of a product like maintainability, manageability, scalability, reliability, testability, deploy ability and security. NFR are also referred to as operational requirements.
Non-Functional Requirement (NFR) testing	NFR testing is the testing aspect that focusses on the quality of the product.
Obeya	Obeya is a war room which serves two purposes: <ul style="list-style-type: none"> • information management; • and on-the-spot decision making.
One piece flow	The Lean approach means that the DevOps team only works at one item at a time as a team with a fast pace and smooth flow. This is also used in the first way of the three ways of Gene Kim.
Operations	Operations is the team often responsible for maintaining the production environment and helping to ensure that required service levels are met [Kim 2016].
Operations stories	The work that has to be done by Ops can be written in stories. In that way that can be prioritised and managed.
OPS liaison	An OPS liaison is an operation employee who is assigned to a development team in order to facilitate the development team for their infrastructural demands.
Organisation archetypes	There are three organisation archetypes: functional, matrix, and market. They are defined by Dr. Roberto Fernandez as follows: <ul style="list-style-type: none"> • Functional: Functional-oriented organisations optimise for expertise, division of labour, or reducing cost. • Matrix: Matrix-oriented organisations attempt to combine functional and market orientation. • Market: Market-oriented organisations optimise for responding quickly to customer needs.
Organisational typology model	This a model of Dr. Ron Westrum in which he defined three types of culture: 'pathological', 'bureaucratic', 'generative'. These organisation types can be recognised by the following characteristics: <ul style="list-style-type: none"> • Pathological organisations are characterised by large amounts of fear and threat. • Bureaucratic organisations are characterised by rules and processes. • Generative organisations are characterised by actively seeking and sharing information to better enable the organisation to achieve its mission.

Term	Meaning
	Dr. Westrum observed that in healthcare organisations, the presence of “generative” cultures was one of the top predictors of patient safety.
Over-the-shoulder	This is a review technique where the author walks through his code while another developer gives feedback.
Packages	A set of individual files or resources which are packed together as a software collection that provides certain functionality as part of a larger system.
Pair-programming	This is review technique where two developers work together using one computer. While one developer writes the code the other reviews it. After one hour they exchange their role.
Peer review	This is a review technique where developers review each other's code.
Post-mortems	After a major incident a post-mortem meeting can be organised in order to find out what the root-cause is of the incident and how to prevent it in the future.
Product owner	The Product Owner is a DevOps role. The Product Owner is the internal voice of the business. The Product Owner is the owner of the product backlog and determines the priority of the product backlog items in order to define the next set of functionalities in the service.
Programming paradigm	A style of building the structure and elements of computer programs.
Pull request process	This is a form of peer review that span Dev and Ops. It is the mechanism that lets engineers tell others about changes they have pushed to a repository.
Quality Assurance (QA)	Quality Assurance (QA) is the team responsible for ensuring that feedback loops exist to ensure the service functions as desired [Kim 2016].
Reduce batch size	The size of a batch has an influence on the flow. Small batch sizes results in a smooth and fast flow. Large batch sizes results in high Work In Progress (WIP) and increases the level of variability in flow.
Reduce number of handoffs	In terms of a software process a handoff means that the work that is performed in order to produce software is stopped and handed over to another team. Each time the work passes from one team to another team, this requires all sorts of communication using different tools and filling up queues of work. To less handoffs the better.
Release managers	This a DevOps role. The release manager is responsible for managing and coordinating the production deployment and release processes.
Release patterns	There are two patterns of releases to be recognised [Kim 2016]: <ul style="list-style-type: none"> • Environment-based release patterns: In this pattern there are two or more environments that receive deployments, but only one environment is receiving live customer traffic. • Application-based release patterns: In this pattern the application is modified in order to make selectively releases possible and to expose specific application functionality by small configuration changes.
Sad path	A specific type of a ' <u>bad path</u> ' is called a 'sad path'. This is the case if the ' <u>bad path</u> ' results in a security-related error condition.
Safety checks	Safety checks are performed during a release of a product. They are typical part of an <u>HRR</u> of an <u>LRR</u> .

Term	Meaning
SBAR	<p>This technique offers guidelines for making sure concerns or critiques are expressed in a productive manner.</p> <p>In this situation the people who concerns it have to follow the following steps:</p> <ul style="list-style-type: none"> • situational information to describe what is happening; • background information or context; • an assessment of what they believe the problem is; • recommendations for how to proceed.
Security testing	Security testing is one of many types of tests. Within DevOps security testing is integrated in the deployment pipeline by using automated tests as early as possible in the flow.
Self service capability	One way of integrating Ops in Dev is the usage of infrastructure self-services.
Shared goals	Delivering value to the customer requires that Dev and Ops are working together in value streams and have shared goals and practices.
Shared Operations Team (SOT)	A SOT is a team that is responsible for managing all the DTAP environments performing daily deployments into those development and test environments, as well as doing periodically production deployments. The reason to use a SOT is to have a team that focusses only on deployments. This results in automation of repeatable work and learning how to fix occurring problems very fast.
Shared version control repository	In order to be able to use trunk-based development DevOps engineers need to share their source code. The source code must be committed into a <u>single repository</u> that also supports version control. Such a repository is called a shared version control repository.
Simian army	<p>Simian Army consists of services (Monkeys) for generating various kinds of failures, detecting abnormal conditions, and testing the ability to survive them.</p> <p>The goal is to keep the cloud service safe, secure, and highly available. Currently there are 3 Monkeys in the Simian Army:</p> <ul style="list-style-type: none"> • Janitor Monkey (unused resources); • Chaos Monkey (try to shut down a service); • Conformity Monkey (non-conformance to rules).
Single repository	A single repository is used to facilitate trunk-based development.
Smoke testing	<p>Smoke testing is one of the test types that is used to determine whether or not the basics of a new or adjusted service works. Only a few testcases are needed to indicate whether or not at least the most important functions are working properly.</p> <p>This test type origins from the hardware manufacturers where engineers tested circuits by powering on the system and checking for smoke which was an alarm of malfunctioning hardware.</p>
Standard deviation	In statistics, the standard deviation (SD, also represented by the Greek letter sigma σ or the Latin letter s) is a measure that is used to quantify the amount of variation or dispersion of a set of data values. A low standard deviation indicates that the data points tend to be close to the mean (also called the expected value) of the set, while a high standard deviation indicates that the data points are spread out over a wider range of values [Wiki] .
Standard operations	The standard operations is the situation in which the system performs as designed. Deviations of the standard operations need to be detected as early as possible.

Term	Meaning
Static analysis	Static analysis is a type of testing that is performed in a non-runtime environment, ideally in the deployment pipeline. Typically, a static analysis tool will inspect program code for all possible run-time behaviors and seek out coding flaws, back doors, and potentially malicious code [Kim 2016] .
Swarming	<p>David Bernstein explains how swarming helps to build an effective team which is able to focus and solve complex problems: "When swarming, the whole team works together on the same problem. It helps to know each other and work well together. Generally, groups need to go through the phases of forming (getting to know each other) and storming (having conflicts and resolving them) before they get to performing (being a highly functional team), so give everyone the space to become a team."</p> <p>According to Dr. Spear, the goal of swarming is to contain problems before they have a chance to spread, and to diagnose and treat the problem so that it cannot recur. "In doing so," he says, "they build ever-deeper knowledge about how to manage the systems for doing our work, converting inevitable up-front ignorance into knowledge." [Kim 2016].</p>
System of Engagement (SoE)	SoE's are decentralised Information Communication Technology (ICT) components that incorporate communication technologies such as social media to encourage and enable peer interaction [What-is] .
System of Information (SoI)	The term SOI includes are all the tools that are used to process and visualise information from SoR systems. Typically, examples are Business Intelligence (BI) systems.
System of Records (SoR)	<p>A SoR is an ISRS (information storage and retrieval system), that is the authoritative source for a particular data element in a system containing multiple sources of the same element.</p> <p>To ensure data integrity, there must be one -- and only one -- system of record for a given piece of information [What-is].</p>
Technology adaption curve	It takes time for new technology to get adapted in the market. The technology adaption curve indicates the stages of market penetration in time.
Technology executives	This is a DevOps role also named 'value stream manager'. The value stream manager is someone who is responsible for "ensuring that the value stream meets or exceeds the customer (and organisational) requirements for the overall value stream, from start to finish" [Kim 2016] .
Test Driven Development (TDD)	Test driven development is the approach in which the source code is written after the completion of the test case definition and execution. The source code is written and adjusted until the test case conditions are met.
Test harness	Software constructed to facilitate integration testing. Where test stubs are typically components of the application under development and are replaced by working components as the application is developed (top-down integration testing), test harnesses are external to the application being tested and simulate services or functionality not available in a test environment.
The Agile Manifesto	The Agile Manifesto (Manifesto for Agile Software Development) was set up during an informal meeting of seventeen software DevOps engineers. This meeting took place from 11 to 13 February 2001 at "The Lodge" in Snowbird, Utah.

Term	Meaning
	<p>The charter and the principles formed an elaboration of ideas that had arisen in the mid-nineties, in response to methods traditionally classed as waterfall development models. Those models were experienced as bureaucratic, slow, and narrow-minded and would hinder the creativity and effectiveness of DevOps engineers. The seventeen people who have drawn up the Agile Manifesto together represented the various Agile movements.</p> <p>After the publication of the charter, several signatories set up the "Agile Alliance" to further convert the principles into methods [Wiki].</p>
The ideal testing automation pyramid	<p>The ideal testing automation pyramid is a way of testing that can be characterised as follows:</p> <ul style="list-style-type: none"> • Most of the errors are found using unit tests as early as possible. • Run faster-running automated tests (e.g., unit tests) before slower-running automated tests (e.g., acceptance and integration tests), which are both run before any manual testing. • Any errors should be found with the fastest possible category of testing.
The Lean movement	<p>An operating philosophy that stresses listening to the customer, tight collaboration between management and production staff, eliminating waste and boosting production flow. Lean is often heralded as manufacturers' best hope for cutting costs and regaining their innovative edge.</p>
The non-ideal testing automation inverted pyramid	<p>The non-ideal testing automation pyramid is a way of testing that can be characterised as follows:</p> <ul style="list-style-type: none"> • Most of the investment is in manual and integration testing. • Errors are found later in the testing. • Slower running automated tests are performed first.
The Simian Army	<p>The Simian Army is a collection of open-source cloud testing tools created by the online video streaming company, Netflix.</p> <p>The tools allow engineers to test the reliability, security, resiliency and recoverability of the cloud services that Netflix runs on Amazon Web Services (AWS) infrastructure [Whatis].</p> <p>Within this Simian Army the following monkeys are recognised: Chaos Gorilla, Chaos Kong, Conformity Monkey, Doctor Monkey, Janitor Monkey, Latency Monkey and Security Monkey.</p>
The three ways	<p>The three ways are introduced in 'The Phoenix Project: A Novel About IT, DevOps, And Helping Your Business Win' by Gene Kim, Kevin Behr and George Spafford.</p> <p>The Three Ways are an effective way to frame the processes, procedures and practices of DevOps, as well as the prescriptive steps.</p> <ul style="list-style-type: none"> • The first way – flow understand and increase the flow of work (left to right); • The second way – feedback create short feedback loops that enable continuous improvement (right to left); • The third way – Continuous Experimentation and Learning (continuous learning).
Theory of constraints	<p>This is a methodology for identifying the most important limiting factor that stands in the way of achieving a goal and then systematically improving that constraint until it is no longer the limiting factor.</p>
Tool-assisted code review	<p>This is a review technique where authors and reviewers use specialised tools designed for peer code review or facilities provided by the source code repositories [Kim 2016].</p>

Term	Meaning
Toyota Kata	Toyota Kata is a management book by Mike Rother. The book explains the Improvement Kata and Coaching Kata, which are a means for making the Continual improvement process as observed at the Toyota Production System teachable [Wiki] .
Transformation team	Introducing DevOps requires a defined transformation strategy. Based on their research, Dr. Govindarajan and Dr. Trimble assert that organisations need to create a dedicated transformation team that is able to operate outside of the rest of the organisation that is responsible for daily operations (which they call respectively the “dedicated team” and “performance engine”). The lessons learned from this transformation team can be used to apply in the rest of the organisation.
Value stream	The process required to convert a business hypothesis into a technology-enabled service that delivers value to the customer [Kim 2016] .
Value Stream Mapping (VSM)	Value stream mapping is a Lean tool that depicts the flow of information, materials, and work across functional silos with an emphasis on quantifying waste, including time and quality.
Vertical splitting of features	A feature can be splitted into stories. Vertical splitting refers to the result of a feature splitting in which more DevOps teams can work independently on their own stories. Together they realise the feature. See also Horizontal splitting of features.
Virtualised environment	An environment that is based on virtualisation of hardware platforms, storage devices and network resources. In order to create a virtualised environment usually VMware is used.
Visualisation	In computing, virtualisation refers to the act of creating a virtual (rather than actual) version of something, including virtual computer hardware platforms, storage devices, and computer network resources. Virtualisation began in the 1960s, as a method of logically dividing the system resources provided by mainframe computers between different applications. Since then, the meaning of the term has broadened [Wiki] .
Walking skeleton	Walking skeleton means doing the smallest possible amount of work to get all the key elements in place.
Waste	Waste comprises the activities that are performed in the manufacturing process that are not adding value to the customer. Examples in the context of DevOps are: <ul style="list-style-type: none"> • Unnecessary software features. • Communication delays. • Slow application response times. • Overbearing bureaucratic processes.
Waste reduction	Minimisation of waste at its source is to minimise the quantity required to be treated and disposed of, achieved usually through better product design and/or process management. Also called waste minimisation [Businessdictionary] .
WIP limit	This is a Key Performance Indicator (KPI) that is used in the Kanban process to maximise the number of items that has been started but that is not completed. Limiting the amount of WIP is an excellent way to increase throughput in your software development pipeline.
Work In Progress (WIP)	Material that has entered the production process but is not yet a finished product.

Term	Meaning
	Work in progress (WIP) therefore refers to all materials and partly finished products that are at various stages of the production process.

Table B-1, Glossary.

Appendix C, Abbreviations

Abbreviation	Meaning
%C/A	Percent Complete / Accurate
AWS	Amazon Web Services
BDD	Behavior Driven Development
BI	Business Intelligence
BOK	Body of Knowledge
BSC	Balanced Score Card
BVS	Business Value System
CA	Competitive Advantage
CA	Continuous Auditing
CAB	Change Advisory Board
CAMS	Culture, Automation, Measurement and Sharing
CD	Continuous Deployment
CE	Continuous Everything
CEM	Central Event Monitor
CEMLI	Configuration, Extension, Modification, Localisation, Integration
CEO	Chief Executive Officer
CFO	Chief Finance Officer
CI	Configuration Item
CI	Continuous Integration
CIA	Confidentiality, Integrity & Accessibility (or Availability)
CIO	Chief Information Officer
CL	Continuous Learning
CM	Continuous Monitoring
CMDB	Configuration Management DataBase
CMMI	Capability Maturity Model Integration
CMS	Configuration Management System
CN	Continuous design
CO	Continuous dOcumentation
CoC	Code of Conduct
CoP	Communities of Practice
CP	Continuous Planning
CPU	Central Processing Unit
CR	Competitive Response
CRAMM	CCTA Risk Assessment Method Methodology
CRC	Cyclic Redundancy Check
CS	Continuous aSessment
CSF	Critical Success Factor
CT	Continuous Testing
CTO	Chief Technical Officer
CY	Continuous security
DevOps	Development & Operations
DML	Definitive Media Library

Abbreviation	Meaning
DNS	Domain Name System
DoD	Definition of Done
DoR	Definition of Ready
DTAP	Development, Test, Acceptance and Production
DU	Definitional Uncertainty
DVS	Development Value System
E2E	End-to-End
ERD	Entity Relation Diagram
ERP	Enterprise Resource Planning
ESA	Epic Solution Approach
ESB	Enterprise Service Bus
ETL	Extract Transform & Load
EUX	End User eXperience Monitoring
FAT	Functionele AcceptatieTest
FSA	Feature Solution Approach
GCC	General Computer Controls
GDPR	General Data Protection Regulation
GIT	Global Information Tracker
GSA	Generic & Specific Acceptatiecriteria
GUI	Graphical User Interface
GWT	Given-When-Then
HRM	Human Resource Management
HRR	Hand-off Readiness Review
IaC	Infrastructure as Code
ICT	Information Communication Technology
ID	Identifier
INVEST	Independent, Negotiable, Valuable, Estimatable, Small and Testable
IPOPS	Information assets, People, Organisation, Products, and services, Systems and processes
IR	Infrastructure Risk
ISAE	International Standard On Assurance Engagements
ISMS	Information Security Management System
ISO	Information Standardisation Organisation
ISVS	Information Security Value System
IT	Information Technology
ITIL	Information Technology Infrastructure Library
ITSM	Information Technology Service Management
JIT	Just In Time
JKK	Ji-Kotei-Kanketsu
JVM	Java Virtual Machine
KPI	Key Performance Indicator
LAN	Local Area Network
LCM	LifeCycle Management
LDAP	Lightweight Directory Access Protocol

Abbreviation	Meaning
LRR	Launch Readiness Review
LT	Lead Time
MASR	Modify, Avoid, Share, Retain
MFA	Multi Factor Authentication
MI	Management Information
MOF	Microsoft Operations Framework
MRI	Minimum Required Information
MT	Module Test
MTBF	Mean Time Between Failure
MTBSI	Mean Time Between System Incidents
MTTR	Mean Time To Repair
MVP	Minimal Viable Product
NC	Non-Conformity
NFR	Non-Functional Requirement
OAWOW	One Agile Way of Working
OLA	Operational Level Agreement
PAAS	Platform As A Service
PAT	Production Acceptance Test
PBI	Productie Backlog Item
PDCA	Plan Do Check Act
PESTLE	Political, Economic, Sociological, Technological, Legislative, Environmental
POR	Project or Organisational Risk
PPT	People, Process & Technology
PST	Performance StressTest
PT	Processing Time
QA	Quality Assurance
QC	Quality Control
RACI	Responsibility, Accountable, Consulted, and Informed
RASCI	Responsibility, Accountable, Supporting, Consulted and Informed
RBAC	Role Based Access Control
REST API	REpresentational State Transfer Application Programming Interface
ROI	Return On Investment
RUM	Real User Monitoring
S-CI	Software Configuration Item
SA	Strategic IS Architecture
SAFe	Scaled Agile Framework
SAT	Security AcceptatieTest
SBAR	Situation, Background, Assessment, Recommendation
SBB	System Building Block
SBB-A	System Building Block Application
SBB-I	System Building Block Information
SBB-T	System Building Block Technology

Abbreviation	Meaning
SIT	System Integration test
SLA	Service Level Agreement
SM	Strategic Match
SMART	Specific, Measurable, Accountable, Realistic, Timely
SME	Subject Matter Expert
SNMP	Simple Network Management Protocol
SoA	Statement of Applicability
SoE	System of Engagement
SoI	Systems of Information
SoR	System of Records
SoX	Sarbanes Oxley
SQL	Structured Query Language
SRG	Standards Rules & Guidelines
SSL	Secure Sockets Layer
ST	System test
SVS	Service Value System
TCO	Total Cost of Ownership
TCP	Transmission Control Protocol
TDD	Test Driven Development
TFS	Team Foundation Server
TISO	Technical Information Security Officer
TOM	Target Operating Model
TPS	Toyota Production System
TTM	Time To Market
TU	Technical Uncertainty
UAT	User Acceptance Test
UML	Unified Modeling Language
UT	Unit Testing
UX design	User eXperience Design
VOIP	Voice over Internet Protocol
VSM	Value Stream Mapping
WAN	Wide Area Network
WIP	Work In Progress
WMI	Windows Management Instrumentation
WoW	Way of Working
XML	eXtensible Markup Language
XP	eXtreme Programming

Table C-1, Abbreviations.

Appendix D, Websites

bigpanda	[Bigpanda]	https://www.bigpanda.io/blog/event-correlation/
Bullseye	[Bullseye]	https://www.bullseye.com/minimum.html
Businessdictionary	[Businessdictionary]	http://www.businessdictionary.com
Collabnet	[CollabNet]	https://www.collab.net
CleanArchitecture	[CleanArchitecture]	https://www.freecodecamp.org/news/a-quick-introduction-to-clean-architecture-990c014448d2/
CleanCode	[CleanCode]	https://cvuorinen.net/2014/04/what-is-clean-code-and-why-should-you-care/
dbmetrics	[dbmetrics]	http://www.dbmetrics.nl
dbmetrics	[dbmetrics publicaties]	https://www.dbmetrics.nl/wp-content/uploads/2021/07/dbmetrics_best-practice-publications_2021-07-22_900.pdf
De Caluwé	[De Caluwé]	https://www.agile4all.nl/het-kleurenmodel-van-de-caluwe-en-vermaak/
DevOps	[DevOps]	http://DevOps.com
DDD	[DDD]	https://www.slideshare.net/skillsmatter/ddd-in-agile
doxygen	[doxygen]	http://www.doxygen.nl/manual/docblocks.html
doxygen example	[doxygen example]	http://www.doxygen.nl/manual/examples/qtstyle/html/class_q_tstyle_test.html#a0525f798cda415a94fedeceb806d2c49
EXIN	[Exin]	http://www.exin.nl
Gladwell	[GLADWELL]	http://www.gladwill.nl
IIR	[IIR]	http://www.IIR.nl
Investopedia	[Investopedia]	https://www.investopedia.com
ITMG	[ITMG]	http://www.ITMG.nl
ITPedia	[ITPEDIA]	http://www.itpedia.nl
Patrick Cousot	[Patrick Cousot]	https://www.di.ens.fr/~cousot/abstract_interpret.shtml
Porter	[Porter]	https://medium.com/@sniloy/value-chain-analysis-value-stream-mapping-and-business-process-mapping-what-is-the-difference-431589d27ea8
Sneider	[Schneider]	https://shift314.com/are-you-using-the-right-culture-model/
Tiobe	[Tiobe]	www.tiobe.com/content/paperinfo/DefinitionOfConfidenceFactor.html
UnitTest	[UnitTest]	https://docs.python.org/3/library/unit_test.html
Westrum	[Westrum]	https://www.delta-n.nl/het-belang-van-cultuur-in-devops/
Wiki	[Wiki]	http://nl.wikipedia.org/wiki/Cloud_computing
Wiki docgen	[Wiki docgen]	https://en.wikipedia.org/wiki/Comparison_of_documentation_generators

Table D-1, Websites.

Appendix E, Index

%

%C/A · 463, 509

A

A/B testing · 447, 459, 493
 acceptance
 - criterium · 155, 449, 466, 480
 - environment · 152, 153
 acceptatiecriterium · 494, 498
 acceptatietest · 493
 accountability · 409
 action event · 325, 328
 actor · 34, 36, 84, 85, 86, 98, 117, 118,
 119, 179, 180, 181, 228, 229, 230, 275,
 276, 319, 320, 321, 324, 389, 390, 392,
 441, 442
 ad hoc deployment · 464, 478
 ad hoc monitoring · 467, 478
 ad hoc testing · 458, 478
 adaptive change · 445
 added value · 13, 46, 80, 89, 97, 99, 112,
 116, 117, 123, 263, 308, 411, 429, 431,
 472
 additional change · 445
 affinity · 493
 Agile · 493, 505, 506
 - planning · 446
 - process · 451
 - project · 2, 7, 13, 19, 30, 46, 47, 69,
 297, 355, 410, 454
 - Scrum process · 448
 - testing · 447
 Agile infrastructure · 493
 Agile Scrum · 9, 10, 13, 18, 22, 23, 28, 31,
 35, 37, 47, 54, 55, 72, 73, 155, 160,
 161, 162, 164, 202, 208, 210, 213, 238,
 254, 258, 259, 260, 283, 300, 301, 355,
 360, 363, 372, 384, 409, 410, 426, 427,
 448, 484, 497
 Agile Scrum framework · 22, 72, 160, 208,
 258, 300, 372, 426
 alternate path · 493
 Amazon Web Services · See AWS
 Andon cord · 493
 anomaly detection technique · 493
 antifragility · 494
 anti-pattern · 20, 21, 23, 63, 70, 71, 73,
 74, 75, 76, 151, 158, 159, 167, 171,
 172, 185, 186, 188, 189, 206, 207, 233,
 234, 237, 238, 239, 240, 241, 242, 243,
 256, 257, 262, 269, 278, 298, 299, 302,
 370, 371, 373, 424, 425, 427, 429, 493
 applicatiebeheer · 500
 applicatiecomponent · 501
 application · 152, 153

- architecture · 12, 107
 - business rule · 133
 - interface monitoring · 339
 - portfolio · 50
 architecture · 7, 12, 48, 247, 355
 - building block · 446
 - framework · 12
 - model · 3, 4, 7, 11, 14, 19, 27, 30, 31,
 36, 44, 50, 61, 70, 75, 79, 81, 89, 97,
 105, 134, 162, 165, 167, 210, 215,
 260, 265, 289, 305, 307, 311, 355,
 356, 357, 364, 373, 374, 375, 379,
 381, 382, 401, 404, 408, 415, 417,
 418, 419, 433
 - principle · 3, 4, 7, 27, 28, 29, 50, 79,
 81, 167, 168, 169, 215, 216, 217, 265,
 266, 268, 289, 307, 310, 355, 379,
 380, 381, 415, 431, 432, 433
 artefact · 494, 496
 artefact repository · 494
 Artefactory · 231, 276
 assessment · 85, 482, 504
 asset · 473, 474
 assisted code review used · 447
 atomic operation · 223
 auditability · 465, 480
 automated regression testing · 459
 automated sign off · 459, 477
 automated test · 494
 availability · 463, 468, 495
 AWS · 509

B

backlog item · 503
 bad apple theory · 494
 bad path · 460, 494
 Balanced Score Card · See BSC
 Balanced scorecard · 2, 9, 11, 17, 31, 39,
 40, 41, 42, 367, 396, 397, 398, 400, 436
 baseline · 460, 462
 BDD · 29, 61, 82, 123, 124, 125, 127, 128,
 132, 133, 134, 146, 150, 172, 183, 187,
 229, 309, 418, 419, 447, 450, 456, 476,
 494, 509
 Behavior Driven Development · 459, See
 BDD
 benchmark · 13, 376, 419, 421
 best practice · 495
 besturingsmodel · 27, 307, 314, 379
 BI · 509
 binary · 494
 binary code · 195
 binary repository · 252
 black box · 21, 110, 152, 153, 180, 299
 blameless post mortem · 448, 477, 494
 blamelessness · 494
 Bloom · 358, 382, 405, 407
 Bloom level · 3, 382, 401, 405, 406, 407

Bloom's taxonomy model · 357
 blue/green deployment · 494
 Body of Knowledge · See BOK
 BOK · 383, 407, 509
 bottleneck · 3, 23, 31, 42, 43, 47, 93, 113, 206, 289, 293, 311, 321, 328, 329, 332, 370, 373, 384, 402, 418, 429
 boundary · 28, 31, 39, 40, 42, 43, 64, 92, 94, 308, 329, 415, 456
 branching · 461, 462, 463, 495
 broken build · 463, 494
 brown field · 494
 BSC · 509
 build · 445, 447, 448, 449, 459, 460, 462, 463, 477, 480, 494, 495, 496, 505
 - automation · 462
 - meta data · 462, 479
 - time · 463
 build-in failure mode · 3, 448, 463, 480
 building block · 45
 business
 - case · 3, 4, 9, 17, 19, 23, 30, 35, 36, 37, 46, 67, 69, 93, 102, 141, 155, 157, 159, 165, 168, 202, 205, 216, 253, 254, 255, 266, 291, 295, 297, 302, 357, 360, 367, 369, 373, 396, 421, 423, 433
 - objective · 42
 - rule · 50
 - service monitoring · 312
 - view · 63
 Business Intelligence · See BI
 business value · 495, 497
 Business Value System · See BVS
 BVS · 509

C

C/A · 93
 CA · 47, 509
 CAB · 449, 509
 CAMS · 496, 509
 canary release · 285, 465
 canary releasing · 495
 capability · 496
 Capability Maturity Model Integration · See CMMI
 capaciteit · 495
 capacity · 463, 468
 CCTA Risk Assessment Method Methodology · See CRAMM
 CD · 151, 436, 461, 466, 467, 476, 477, 478, 479, 480, 495, 499, 509
 CDAAS · 464, 466, 477
 CE · 509
 CE model · 453
 CEM · 509
 CEMLI · 445, 509
 CE-model · 349, 453
 Central Event Monitor · See CEM
 Central Processing Unit · See CPU
 CEO · 509

CFO · 509
 chain · 13, 14, 15, 16, 18, 22, 39, 40, 41, 42, 59, 72, 73, 108, 145, 161, 162, 165, 177, 208, 210, 251, 256, 259, 260, 294, 300, 310, 312, 335, 337, 338, 339, 340, 363, 364, 365, 395, 398, 407, 410, 415, 426, 427, 437, 449, 457, 460, 461, 463, 466, 469, 472
 chain management · 463, 478
 chain manager · 449
 champion · 370
 change
 - authority · 449
 - manager · 449
 - object · 449
 - paradigm · 3, 7, 19, 20, 21, 24, 25, 26, 27, 61, 69, 70, 71, 74, 75, 76, 77, 79, 139, 141, 150, 157, 158, 160, 163, 165, 167, 193, 205, 206, 208, 211, 213, 215, 247, 255, 256, 258, 261, 263, 265, 289, 297, 298, 299, 302, 304, 305, 307, 355, 369, 370, 372, 373, 375, 379, 409, 415, 423, 424, 425, 428, 429, 431
 Change Advisory Board · See CAB
 change category · 495
 change schedule · 495
 check-in · 462, 476, 478, 482
 check-out · 230, 462
 Chief Executive Officer · See CEO
 Chief Finance Officer · See CFO
 Chief Information Officer · See CIO
 Chief product owner · 449
 Chief Technology Officer · See CTO
 CI · 151, 436, 463, 464, 466, 476, 477, 478, 479, 480, 495, 499, 509
 CI/CD secure pipeline · 3, 7, 17, 20, 21, 22, 72, 75, 149, 151, 155, 158, 160, 161, 165, 166, 167, 169, 170, 180, 193, 194, 196, 201, 207, 208, 210, 214, 230, 247, 249, 250, 252, 253, 254, 256, 257, 258, 260, 261, 262, 263, 264, 265, 267, 278, 282, 283, 289, 295, 298, 299, 300, 323, 348, 355, 360, 374, 384, 408, 415, 424, 426, 428, 474
 CIA · 509
 CIO · 509
 CL · 436, 472, 473, 476, 477, 478, 479, 480, 481, 509
 clean deployment · 466
 cloud · 495
 cloud configuration file · 495
 cloud service · 495
 cluster immune system release pattern · 495
 CM · 436, 455, 457, 469, 475, 477, 478, 479, 480, 483, 485, 509
 CMDB · 464, 477, 509
 CMMI · 437, 509
 CMS · 466, 509
 CN · 509
 CO · 436, 483, 509
 coach · 208

- CoC · 509
 - code branch · 495
 - code loss · 223
 - Code of Conduct · See CoC
 - code review form · 495
 - code view · 63, 292
 - codified NFR · 495
 - collaboratie tool · 76
 - collaborating tool · 481
 - collaboration · 495
 - commit code · 495
 - commit stage · 495
 - communicate · 362
 - Communities of Practice · See CoP
 - competence · 470, 471, 472, 478, 481, 493, 498
 - matrix · 471
 - monitor information · 472, 479
 - partnership · 472, 481
 - competency profile · 3, 405
 - Competitive Advantage · See CA
 - Competitive Response · See CR
 - Completeness / Accurateness · See %C/A
 - compliance · 496
 - compliance checking · 496
 - compliance · 460, 462, 463, 496
 - compliance officer · 496
 - component · 499, 502, 505
 - Confidentiality, Integrity & Accessibility · See CIA
 - Configuration Item · See CI
 - configuration management · 496
 - Configuration Management DataBase · See CMDB
 - Configuration Management System · See CMS
 - Configuration, Extention, Modification, Localisation, Integration · See CEMLI
 - consistency check · 39, 446
 - constant pace · 451
 - container · 496
 - contextual inquiry · 447
 - continuity · 463, 495, 501
 - Continuous
 - Assessment · 2, 17, 27, 67, 84, 85, 295, 367, 381, 388, 402, 403, 421, 441
 - Auditing · 2
 - Delivery · 446, 451, 464
 - Deployment · 2
 - Design · 2
 - Design Pyramid · 82
 - Documentation · 446
 - Everything · 193, 437
 - Improvement · 506
 - Integration · 2, 418, 446
 - Learning · 2, 419, 434, 453, 506
 - Monitoring · 2, 446
 - Monitoring Layer model · 293, 294, 313
 - Planning · 2, 35, 389, 391
 - Planning model · 7, 9, 10, 19, 23, 27, 30, 31, 39
 - Testing · 2, 194, 446, 460
 - Testing roadmap · 18
 - Continuous aSessment · See CS
 - Continuous Auditing · See CA
 - Continuous Deployment · See CD
 - Continuous design · See CN
 - Continuous dOcumentation · See CO
 - Continuous Everything · See CE
 - Continuous Integration · See CI
 - Continuous Learning · See CL
 - Continuous Monitoring · See CM
 - Continuous Planning · See CP
 - Continuous securitY · See CY
 - Continuous Testing · See CT
 - control · 248, 449, 473, 474, 475, 477, 496, 504
 - Conway's law · 496
 - CoP · 23, 72, 73, 161, 162, 209, 210, 259, 260, 301, 372, 375, 426, 509
 - core value stream · 24, 31, 44, 291, 308, 309, 327, 331
 - corrective change · 445
 - counter measure · 500
 - countermeasure · 25, 29, 30, 36, 40, 41, 52, 153, 164, 177, 202, 207, 208, 240, 254, 258, 263, 276, 291, 428, 446, 466
 - coverage · 25
 - CP · 509
 - CPU · 467, 509
 - CR · 47, 509
 - CRAMM · 509
 - CRC · 509
 - Critical Success Factor · See CSF
 - CS · 509
 - CSF · 40, 41, 42, 291, 303, 311, 320, 321, 322, 327, 509
 - CT · 436, 460, 461, 476, 477, 478, 479, 480, 509
 - CTO · 509
 - cultural debt · 496
 - Culture, Automation, Measurement and Sharing · See CAMS
 - current state · 92
 - customer perspective · 11, 42, 397
 - CY · 509
 - cycle time · 496
 - Cyclic Redundancy Check · See CRC
-
- ## D
- daily stand-up · 446
 - data driven testing · 460, 479
 - data masking · 460, 479
 - debt · 496
 - declarative programming · 496
 - defect · 449, 460, 463, 466, 501
 - management · 463, 478
 - record · 460, 463, 479
 - defect tracking · 497
 - Definition of Done · See DoD
 - Definition of Ready · See DoR
 - Definitional Uncertainty · See DU
 - Definitive Media Library · See DML

dekkingsgraad · 374
 Demming wheel · 500
 deployment · 447, 460, 464, 465, 493
 - defect · 466, 479
 - frequency · 2, 263
 - management · 466, 478
 - pipeline · 109, 460, 466
 - script · 465
 - strategy · 465, 480
 deployment pipeline · 495
 design · 496, 507, 512
 design view · 63
 Dev engineer · 1, 17, 143, 164, 214, 217, 250, 251
 Dev profile · 448
 development · 493, 494, 497, 499, 500, 502, 504, 505, 506, 507
 Development & Operations · See DevOps
 development ritual · 497
 Development Value System · See DVS
 Development, Test, Acceptance and Production · See DTAP
 deviation · 446
 DevOps · 473, 476, 485, 489, 493, 495, 497, 503, 507, 509
 - Cube model · 4, 431
 - engineer · 17, 18, 21, 26, 28, 31, 53, 68, 71, 72, 73, 75, 86, 141, 168, 169, 170, 181, 195, 199, 202, 206, 207, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 220, 223, 224, 233, 234, 239, 240, 242, 249, 253, 259, 260, 261, 262, 263, 264, 265, 266, 268, 278, 292, 295, 296, 299, 300, 301, 303, 304, 308, 310, 323, 324, 355, 357, 367, 376, 377, 380, 419, 426, 427, 429, 430, 431, 432, 433, 442, 458, 471
 - Lemniscate · 1, 2, 59, 149, 193, 195, 247, 249, 415, 418, 421, 431, 453
 - method · 1, 441
 - team · 445, 446, 449, 459, 461, 463, 464, 465, 466, 469, 470, 471, 472, 481, 482
 DevOps engineer · 493, 495, 496, 497, 504, 505, 506
 DevOps team · 493, 494, 495, 496, 498, 502, 507
 DML · 465, 477, 509
 DML control · 477
 DNS · 510
 document lifecycle management · 482
 documentation coverage · 482
 documentation generating tool · 481
 DoD · 35, 36, 56, 59, 65, 85, 86, 128, 133, 156, 198, 214, 229, 303, 308, 320, 324, 390, 437, 441, 442, 446, 449, 453, 462, 471, 474, 480, 482, 484, 499, 510
 DoD effectiveness · 449
 Domain Name System · See DNS
 DoR · 446, 449, 462, 471, 480, 482, 510
 DoR effectiveness · 449
 downward spiral · 497

DTAP · 447, 460, 465, 466, 468, 477, 504, 510
 DTAP environment · 460
 DTAP environments · 504
 DTAP street · 447, 466
 DTAP-street · 282
 DU · 48, 510
 Duration deployment · 466
 DVS · 14, 40, 364, 390, 396, 397, 408, 409, 474, 510

E

E2E · 434, 449, 460, 466, 468, 469, 477, 480, 510
 - acceptance · 466, 480
 - SIT · 449
 - test · 460
 - UAT · 449
 e-mail pass around · 447, 497
 emerging architecture · 44, 162, 210, 260
 emerging design · 2, 60, 68, 71, 80, 145
 enable value stream · 295, 309, 327
 End User eXperience Monitoring · See EUX
 End-to-End · See E2E
 enterprise architect · 36, 47, 146
 enterprise architecture · 2, 9, 11, 12, 30, 31, 39, 44, 65, 112, 292
 enterprise business rule · 133
 Enterprise Resource Planning · See ERP
 Enterprise Service Bus · See ESB
 Entity Relation Diagram · See ERD
 environment · 464, 465, 466
 epic · 2, 10, 13, 20, 28, 30, 51, 52, 53, 55, 70, 82, 87, 97, 116, 123, 143, 144, 145, 156, 202, 254, 436, 446, 448, 449, 453, 510
 epic owner · 52
 Epic Solution Approach · See ESA
 ERD · 510
 ERP · 22, 72, 104, 161, 208, 259, 300, 426, 510
 error handling · 240
 error path · 497
 ESA · 510
 ESB · 510
 E-shaped · 451, 471, 479, 498
 ETL · 510
 EUX · 335, 510
 event · 311, 324, 325, 446, 447, 454, 467, 468, 469, 479, 502
 - analysis · 468
 - catalogue · 467, 478
 - correlation · 468, 478
 evidence · 371, 473, 474, 475, 484, 485
 evidence collector · 473
 exception · 468
 exception event · 328
 eXtensible Markup Language · See XML
 Extract Transform & Load · See ETL
 eXtreme Programming · See XP

F

failure · 494
 fast feedback · 3, 19, 28, 69, 71, 80, 139, 155, 156, 157, 159, 167, 170, 199, 202, 205, 215, 217, 224, 234, 253, 254, 255, 265, 267, 269, 297, 308, 359, 423, 436
 FAT · 152, 171, 172, 173, 174, 175, 187, 449, 450, 493, 510
 feature · 10, 13, 30, 53, 55, 82, 116, 118, 123, 124, 125, 126, 127, 132, 133, 134, 141, 143, 144, 145, 183, 184, 196, 213, 217, 221, 223, 234, 235, 283, 285, 286, 448, 449, 459, 497, 498, 507
 Feature Solution Approach · See FSA
 feature toggle · 497
 feature-design · 144
 feedback · 434, 446, 447, 458, 459, 460, 461, 462, 464, 466, 472, 476, 478, 480, 496, 497, 500, 503, 506
 feedforward · 497
 festure · 30, 53, 222, 223
 financial perspective · 11, 41
 flow · 4, 327, 330, 445, 446, 448, 463, 468, 471, 496, 499, 500, 501, 502, 503, 504, 506, 507
 four eye-principle · 465
 fragility · 28, 213, 418
 framework · 502
 FSA · 142, 510
 Functional Acceptance Test · See FAT

G

Game days · 448
 GAT · 153
 Gaussian distribution · 493, 497
 GCC · 510
 GDPR · 59, 376, 510
 Gene Kim · 497, 502, 506
 General Computer Controls · See GCC
 General Data Protection Regulation · See GDPR
 Generic & Specific Acceptatiecriteria · See GSA
 Gherkin · 125, 184
 Gherkin language · 29, 65, 74, 80, 81, 124, 125, 128, 133, 177, 183, 309
 Git · 198, 224, 234, 235, 236
 GIT · 510
 GITC · 59
 GitHub · 234, 236
 GitLab · 235
 Given When Then · 448, 498, See GWT
 Global Information Tracker · See GIT
 goal · 34, 35, 389, 391
 golden plated · 76
 governance · 530
 Graphical User Interface · See GUI
 green build · 3, 194, 212, 213, 229, 233, 237, 436, 447, 463

green code · 3, 201, 202, 217
 green field · 498
 groepsdynamiek · 409
 GSA · 510
 guarantee · 425
 GUI · 174, 510
 GWT · 30, 82, 85, 87, 128, 134, 135, 170, 456, 498, 510

H

Hand-off Readiness Review · See HRR
 happy path · 460, 493, 494, 498
 hardware · 496, 499, 507
 health model definition · 468
 health model usage · 468
 holocracy · 498
 horizontal splitting of feature · 498, 507
 HRM · 26, 27, 59, 75, 76, 79, 213, 304, 307, 358, 367, 368, 370, 371, 372, 373, 375, 380, 383, 390, 391, 392, 393, 396, 397, 399, 400, 402, 403, 404, 405, 408, 412, 424, 426, 430, 432, 441, 442, 510
 HRM manager · 390, 391, 392, 393
 HRR · 510
 HTTP · 332, 340
 Human Resource Management · See HRM
 hypothesis driven development · 447

I

IaC · 462, 465, 479, 493, 499, 510
 IaC script · 465, 479
 ICT · 499, 510
 ID · 510
 ideal test pyramid · 506
 Ideal Test Pyramid · 3, 459
 idempotent · 498
 identification · 462
 Identifier · See ID
 impactanalyse · 91
 imparative programming · 498
 incident · 45, 53, 140, 233
 incident manager · 403
 incidents · 238, 262, 269, 303, 314, 321, 324, 345, 376, 410, 417, 418, 447, 455, 470
 independence · 24, 25
 Independent, Negotiable, Valuable, Estimatable, Small and Testable · See INVEST
 information
 - architecture · 12, 105
 - event · 328
 Information assets, People, Organisation, Products and services, Systems and processes · See IPOPS
 Information Communication Technology · See ICT
 information radiator · 499
 information security

- auditing engine · 474
- incident · 475
- risk · 475
- Information Security Management System · See ISMS
- Information Security Value System · See ISVS
- Information Standardisation Organisation · See ISO
- Information Technology · See IT
- Information Technology Infrastructure Library · See ITIL
- Information Technology Service Management · See ITSM
- Infosec · 499
- Infrastructure as Code · See IaC
- infrastructure component · 499
- infrastructure management · 445, 499
- Infrastructure portfolio · 50
- Infrastructure Risk · See IR
- injection into production · 448
- integrated
 - monitoring · 467
 - pipeline · 463
 - test tooling · 459, 477
 - VSM · 460, 463, 466, 469, 472, 482
- International Standard On Assurance Engagements · See ISAE
- INVEST · 498, 510
- IP address · 499
- IPOPS · 510
- IR · 48, 510
- ISAE · 510
- I-shaped · 451, 498
- ISMS · 510
- ISO · 510
- ISO 27001 · 484
- IST · 500
- ISVS · 14, 40, 364, 390, 396, 397, 409, 510
- IT · 497, 501, 506, 510
- ITIL · 401, 402, 403, 404, 407, 510
- ITIL 4 · 2, 14, 15, 39, 43, 365, 400, 401, 402, 403, 404, 407, 409
- ITSM · 501, 510

J

Java Virtual Machine · See JVM
 Ji-Kotei-Kanketsu · See, See JKK
 JIT · 499, 500, 510
 JKK · 499, 510
 Just In Time · See JIT
 JVM · 510

K

Kaizen · 454, 460, 463, 466, 468, 471, 476, 477, 482, 499, 501
 Kaizen Blitz (or Improvement Blitz) · 500
 Kaizen in advance · 500

Kanban · 500, 501, 507
 Kanban board · 54, 55, 453
 Key Performance Indicator · See KPI
 kibana dashboard · 500
 knowledge · 448, 468, 470
 Knowledge management system · 50
 knowledge transfer · 2, 59, 68, 162, 210, 260, 301, 427, 470
 KPI · 40, 41, 42, 65, 291, 292, 311, 320, 321, 322, 327, 446, 454, 457, 460, 461, 463, 466, 469, 472, 475, 500, 501, 507, 510
 KPI trend measurement · 461, 466, 469, 472, 480, 483

L

LAN · 337, 510
 latent defect · 500
 Launch Readiness Review · See LRR
 launching guidance · 500
 launching requirement · 447
 LCM · 445, 469, 510
 LDAP · 510
 Lead Time · 500, See LT
 Lean · 506, 507
 Lean Six sigma analysis · 40
 Lean tool · 500
 learning culture · 501
 learning target · 448
 lifecycle · 497, 499
 LifeCycle Management · See LCM
 Lightweight Directory Access Protocol · See LDAP
 limitation · 24, 41, 42, 43, 80, 92, 311, 322, 328
 line manager · 371
 Local Area Network · See LAN
 local binary · 464
 log · 502
 log aggregation · 468
 logging level · 501
 long lived branch · 223
 loosely coupled architecture · 501
 loosely coupled services · 501
 loosely coupled system · 210
 LRR · 500, 511
 LT · 93, 463, 500, 511

M

main · 236, 237
 Management Information · See MI
 manual

- action · 465
- architecture · 480
- deployment · 464
- framework · 468
- management · 469, 478
- monitoring · 467, 477
- provisioning · 454, 467, 468, 469, 483

- testing · 458, 473, 476, 484
- manufacturing process · 507
- marker · 35, 86, 320, 324, 390
- MASR · 511
- maturity · 64, 72, 73, 161, 162, 178, 209, 210, 240, 259, 260, 301, 302, 311, 374, 375, 396, 411, 415, 417, 418, 419, 421, 422, 425, 426, 427, 429, 431, 432, 435, 436, 437, 438, 441, 445, 453, 455, 457, 461, 463, 466, 469, 470, 472, 473, 475, 483, 485
- max duration · 463
- max latency · 468, 477
- Mean Time Between Failure · See MTBF
- Mean Time Between System Incidents · See MTBSI
- Mean Time To Repair · See MTTR
- measurement information · 328
- merge hell · 224
- merging · 462
- meta data · 479, 482
- meta-data · 494
- metadata · 3, 53, 55, 70, 71, 76, 92, 97, 101, 117, 118, 134, 159, 164, 168, 169, 207, 212, 213, 216, 241, 257, 261, 262, 263, 266, 268, 269, 277, 278, 316, 331, 381, 454, 457, 460, 462, 465
- methodology · 476
- metric · 472
- MFA · 511
- MI · 47, 511
- microservice · 501
- microservice architecture · 501
- Microsoft Operations Framework · See MOF
- migration path · 12, 17, 24, 35, 44, 47, 140, 168, 216, 266
- mini pipeline · 501
- Minimal Viable Metadata · 460
- Minimal Viable Product · See MVP
- Minimum Required Information · See MRI
- mission · 31, 35, 36, 42, 360, 385, 390, 395, 436
- Modify, Avoid, Share, Retain · See MASR
- modulair programming · 133
- module · 174
- Module Test · See MT
- MOF · 511
- monitor facility · 296
- monitor matrix · 26
- monitoring · 467, 468, 469, 477, 480, 502
- monitoring tool · 467, 477
- monolithic · 502
- MRI · 501, 511
- MT · 511
- MTBF · 511
- MTBSI · 511
- MTTR · 502, 511
- muda · 502
- Multi Factor Authentication · See MFA
- MVP · 13, 29, 37, 51, 52, 54, 87, 97, 213, 448, 454, 511

N

- NC · 511
- negotiate · 362
- network connection · 223
- NFR · 495, 502, 511
- Non Conformity · See NC
- Non Functional Requirement · See NFR
- non-ideal test pyramid · 171

O

- OAWOW · 511
- obeya · 502
- obeya room · 446
- object code · 494
- objectcode · 251, 462
- Oirsouw · 47
- Oirsouw's scorecard · 47, 48, 49, 50, 51
- OLA · 511
- One Agile Way of Working · See OAWOW
- one piece flow · 502
- open source · 223
- operating model · 15, 42, 46, 365
- operating system · 223
- Operational Level Agreement · See OLA
- operations · 447, 493, 497, 502, 504, 507
- operations story · 448, 502
- Ops engineer · 1, 17, 21, 26, 143, 201, 251, 253, 257, 266, 267, 299, 304
- Ops liaison · 502
- Ops profile · 448
- organisation archetype · 502
- organisational typology model · 502
- outcome · 184
- over-the-shoulder · 503
- ownership · 462

P

- PAAS · 466, 511
- package · 503
- pair programming · 410, 459, 480, 495, 503
- PAT · 153, 171, 172, 173, 174, 175, 187, 449, 493, 511
- patch · 445
- pattern · 188, 189, 240, 241, 242, 243, 270, 280, 281, 282, 493, 503
 - Container pattern · 270
 - dark launching · 271
 - feature flag · 271
 - forward release · 271
 - full release · 271
 - incremental · 271
- PBI · 171, 172, 174, 175, 511
- PDCA · 500, 501, 511
- peer review · 459, 480, 503
- peer to peer programming · 495
- People, Process & Technology · See PPT

PEP · 26, 374, 375, 379, 430
 perfective change · 445
 performance · 34, 36, 319, 320, 324, 389, 390, 392, 446, 460, 463, 466, 468, 472, 495, 501, 507, 511
 performance bottleneck · 43
 performance indicator · 11, 49, 51, 93, 112, 113, 118, 307, 311
 Performance StressTest · See PST
 PESTLE · 511
 PI · 23, 47, 48, 49, 50, 72, 161, 209, 259, 301, 426
 PI score card Oirsouw · 48
 pipeline · 445, 447, 449, 459, 460, 463, 464, 465, 466, 477, 480, 493, 499, 501, 504, 505, 507
 pipeline phase · 459
 Plan Do Check Act · See PDCA
 Planning & Design model · 10, 19, 31, 32
 Platform As A Service · See PAAS
 Plug-in IDE · 223
 Political, Economic, Sociological, Technological, Legislative, Environmental · See PESTLE
 POR · 48, 511
 Porter · 364, 365, 398
 post mortem · 503
 post-condition · 117
 power · 22, 71, 73, 209, 210, 258, 300, 372, 425
 PPT · 7, 17, 27, 59, 67, 79, 103, 155, 167, 201, 202, 215, 253, 265, 289, 295, 307, 308, 310, 321, 355, 367, 379, 418, 419, 421, 431, 445, 477, 511
 pre-condition · 117
 predictive monitoring · 469
 preventive change · 445
 Processing Time · See PT
 product

- backlog · 2, 18, 21, 22, 23, 25, 27, 28, 29, 31, 37, 40, 52, 53, 54, 55, 70, 71, 73, 79, 82, 85, 94, 108, 116, 149, 150, 171, 172, 187, 238, 301, 320, 349, 380, 427, 433, 436, 446, 449, 453, 474, 484, 503
- backlog item · 73, 499
- backlog items · 301, 427
- backlog tool · 449
- log file · 468
- owner · 449, 503
- roadmap · 9, 10, 30, 35, 37, 40
- vision · 2, 9, 10, 24, 25, 27, 30, 31, 35, 37, 38, 39, 40, 46, 47, 51, 52, 436, 454

 Product Backlog Item · See PBI
 Production AcceptatieTest · See PAT
 production data · 459, 460
 production environment · 501
 programmabesturing · 49
 programmeerstijl · 188
 programming paradigm · 503
 Project or Organisational Risk · See POR
 pseudocode · 241

PSQL · 496
 PST · 153, 171, 172, 173, 174, 175, 187, 511
 PT · 93, 463, 511
 pull request process · 503
 PV · 49
 Python · 129, 135, 185

Q

QA · 434, 503, 511
 QC · 511
 quality · 474
 Quality Assurance · See QA
 Quality Control · See QC

R

RACI · 511
 RASCI · 23, 24, 28, 73, 79, 161, 162, 168, 209, 210, 216, 259, 260, 267, 301, 302, 307, 372, 373, 380, 426, 427, 433, 511
 RBAC · 511
 reactive monitoring · 467, 480
 Real User Monitoring · See RUM
 redo work · 447
 reduce batch size · 503
 reduce number of handoffs · 503
 refactoring · 3, 181, 182, 194, 198, 240, 417, 462, 480, 482
 regression test · 159, 170, 180, 182, 233, 459
 release · 2, 445, 503

- plan · 10, 35, 37, 53, 54, 276, 436, 454
- planning · 2, 9, 30, 37, 39, 51, 53, 54, 247, 453
- schedule · 35, 54
- strategy · 465, 480

 release manager · 503
 release pattern · 503
 repository · 231, 236, 237, 276, 459, 461, 462, 463, 465, 468, 477, 479, 482, 494, 495, 503, 504
 REpresentational State Transfer Application Programming Interface · See REST API
 reproduceability · 466
 requirement · 124, 233, 450, 494, 500, 502, 505, 511
 requirement view · 63, 292
 resource · 7
 Responsibility, Accountable, Consulted and Informed · See RACI
 Responsibility, Accountable, Supporting, Consulted and Informed · See RASCI
 REST API · 484
 REST-API · 174, 474, 511
 retrospective · 497
 Return On Investment · See ROI
 review · 497
 risico · 482, 494, 500

risk · 48, 223, 446, 460, 463, 466, 469
 risk based planning · 25, 29
 risk control · 474, 475
 roadmap · 210, 270, 277, 286
 roadmap planning · 460
 Roadmap to value · 7, 9, 18, 19, 23, 27, 30, 31
 ROI · 47, 49, 50, 51, 207, 511
 rol · 442, 445
 Role-based access control · See RBAC
 rootcause analyse · 501
 RUM · 327, 332, 333, 511

S

SA · 48, 511
 sad path · 460, 503
 SAFe · 511
 SAFe framework · 23, 73
 safety check · 503
 Sarbanes Oxley · See SoX
 SAT · 153, 171, 172, 173, 174, 175, 187, 511
 SBAR · 504, 511
 SBB · 35, 45, 85, 97, 102, 103, 104, 105, 106, 107, 108, 109, 110, 113, 118, 119, 120, 121, 125, 126, 180, 184, 229, 275, 319, 389, 441, 511
 SBB-A · 511
 SBB-I · 118, 119, 120, 125, 126, 184, 511
 SBB-T · 34, 35, 85, 118, 180, 229, 275, 319, 389, 441, 511
 Scaled Agile Framework · See SAFe
 S-CI · 45, 109, 118, 158, 214, 284, 460, 511
 score card Oirsouw · 48, 49

- competitive advantage · 47
- competitive respons · 47
- definitional uncertainty · 48
- infrastructure risk · 48
- management information · 47
- project or organisational risk · 48
- Return On Investment · 47
- strategic IS architecture · 48
- strategic match · 47
- technical uncertainty · 48

 Scrum-of-Scrums · 23
 secure code review · 460
 Secure Sockets Layer · See SSL
 security · 459, 460, 462, 463, 468, 469, 480, 495, 502, 503, 504, 506
 Security Acceptance Test · See SAT
 security officer · 495
 self service capability · 504
 service · 511

- management process · 445
- monitoring · 467, 477
- organisation · 472, 483
- portfolio · 50

 Service Level Agreement · See SLA
 service level manager · 42, 320
 Service Value System · See SVS

shared

- deployment script · 465

 shared goals · 504
 shift-left · 251
 short lived branch · 211, 428, 429
 silo · 24, 74, 302, 428, 507
 Simian army · 448, 504, 506
 Simple Network Management Protocol · See SNMP
 SIT · 152, 171, 172, 173, 174, 175, 187, 447, 450, 512
 Situation, Background, Assessment, Recommendation · See SBAR
 skills · 498
 SLA · 42, 43, 56, 151, 240, 262, 275, 278, 292, 293, 294, 305, 309, 310, 313, 314, 320, 333, 336, 405, 468, 469, 480, 512
 SLA norm · 42, 151, 240, 278, 292, 293, 305, 309, 313, 468
 SM · 47, 512
 SMART · 501, 512
 SME · 23, 73, 90, 161, 210, 259, 301, 372, 426, 512
 smoke testing · 504
 SNMP · 512
 SoA · 512
 SoE · 15, 16, 22, 59, 60, 72, 160, 161, 162, 208, 210, 258, 259, 260, 269, 293, 294, 300, 426, 505, 512
 software · 172, 494, 505, 507
 Software Configuration Item · See S-CI
 software work · 451
 SoI · 16, 59, 60, 294, 505, 512
 SOLL · 500
 solution view · 63
 SoR · 15, 16, 22, 59, 60, 72, 76, 108, 161, 162, 208, 210, 259, 260, 269, 293, 294, 300, 426, 505, 512
 sourcecode · 173, 459, 461, 462, 463, 477, 479, 481, 482, 483, 494, 495, 497, 504, 505, 506
 SoX · 59, 349, 512
 Specific, Measurable, Accountable, Realistic, Timely · See SMART
 Spotify model · 23, 72, 140, 161, 209, 259, 301, 426
 sprint · 13, 497

- backlog · 172, 174
- backlog tool · 449
- goal · 446
- planning · 2, 23, 31, 35, 37, 53, 54, 55, 56, 453
- retrospective · 37, 417

 sprint execution · 497
 sprint planning · 497
 SQL · 512
 squad · 459, 460, 461
 SRG · 198, 460, 462, 465, 468, 477, 480, 482, 512
 SSL · 332, 512
 ST · 450, 512
 stakeholder · 10, 12, 13, 30, 36, 37, 46, 51, 52, 59, 61, 64, 65, 67, 79, 82, 86,

89, 90, 91, 92, 94, 98, 99, 115, 124,
132, 141, 143, 164, 207, 208, 240, 295,
321, 363, 429, 442, 445, 457, 498
standard deviation · 504
standard operations · 504
Standard Rules & Guidelines · See SRG
stand-up · 497
Statement of Applicability · See SoA
static analysis · 505
Storie · 28
story · 13, 30, 55, 76, 449, 460, 462
Story · 30, 53, 115, 285
Strategic IS Architecture · See SA
Strategic Match · See SM
strategy · 3, 7, 9, 11, 17, 18, 21, 23, 24,
25, 28, 29, 31, 35, 36, 38, 39, 40, 41,
42, 47, 48, 51, 59, 149, 150, 151, 153,
164, 171, 173, 177, 180, 181, 187, 188,
193, 194, 233, 247, 261, 262, 265, 271,
277, 279, 280, 283, 284, 289, 303, 327,
355, 357, 361, 362, 367, 370, 371, 373,
380, 383, 389, 390, 391, 395, 396, 397,
401, 404, 405, 406, 415, 436, 456, 460,
461, 462, 464, 465, 467, 470, 472, 480
Structured Query Language · See SQL
Subject Matter Expert · See SME
sustainable · 451
SVS · 14, 15, 40, 364, 365, 390, 396, 397,
401, 403, 404, 407, 408, 409, 512
System Building Block · See SBB
System Building Block Application · See
SBB-A
System Building Block Infrastructure · See
SBB-I
System Building Block Technology · See
SBB-T
System Context Diagram · 85, 89
System Integration Test · See SIT
System of Engagement · See SoE
System of Records · See SoR
System Test · See ST
Systems of Information · See SoI

T

taak · 493
tag · 481, 482
Target Operating Model · See TOM
task · 13, 30, 55, 162, 448, 499
Task · 30, 163, 211
Tasks · 260, 261
taxonomy · 357, 358
TCO · 512
TCP · 332, 512
TDD · 61, 65, 127, 128, 132, 133, 134,
146, 149, 150, 155, 170, 172, 180, 181,
183, 184, 185, 187, 189, 193, 213, 224,
225, 229, 234, 241, 418, 447, 450, 456,
458, 476, 505, 512
Team Foundation Server · See TFS
technical debt · 28, 69, 73, 157, 161, 162,
163, 205, 209, 210, 211, 237, 255, 259,

260, 261, 278, 297, 301, 360, 417, 418,
423, 427, 438, 443, 462, 463, 465, 472,
482, 496, 497
technical debt backlog · 462, 463, 465, 478
technical excellent · 451
Technical Information Security Officer · See
TISO
Technical Uncertainty · See TU
technology adaption curve · 505
technology executive · 505
telemetry · 447, 448
template · 185
test · 177, 220
- automation · 459
- case · 128, 447, 449, 458, 459, 460,
479, 482, 493, 494, 495
- data · 459, 460
- data generating tool · 459
- generation · 459
- harness · 505
- lifecycle · 459
- management · 449, 459, 460, 478
- object · 459, 460
- object-matrix · 174
- pattern · 458, 459
- policy · 3, 186
- script · 459, 479
- soort-matrix · 187
- strategy · 187, 458, 459, 460, 480
- tool · 3, 130, 150, 164, 165, 174, 175,
278, 458
- type · 175, 459, 460
- view · 63
Test Driven Development · See TDD
test technique · 167, 172, 173, 187
- API-testing · 188
- branch testing · 188
- code-driven testing · 188
- error-handling testing · 188
- interface testing · 188
- loop testing · 188
- negative testing · 188
- static testing · 188
tester · 497
TFS · 512
The Agile Manifesto · 505
the ideal testing automation pyramid · 506
The Lean movement · 506
the non-ideal testing automation inverted
pyramid · 506
The Three Ways · 502, 506
theme · 10, 13, 28, 30, 31, 47, 51, 53, 70,
82, 92, 116, 123, 410, 448, 449
theory of constraints · 506
Time To Market · See TTM
time traveling · 466, 480
TISO · 512
TOM · 512
tool assisted code rev · 447
tool-assisted code review · 506
Total Cost of Ownership · See TCO
Toyota Kata · 507
Toyota Production System · See TPS

TPS · 14, 364, 512
 traceability · 67, 70, 71, 86, 100, 159,
 166, 168, 199, 207, 212, 214, 216, 257,
 266, 268, 408, 432, 436, 437, 446, 449,
 462, 463, 465, 477, 480, 483
 trage feedback · 67
 transformation team · 507
 Transmission Control Protocol · See TCP
 trend analysis · 463
 tribe · 459, 460
 trunk · 504
 trust · 451
 T-shaped · 451, 498
 TSQL · 496
 TTM · 512
 TU · 48, 512

U

UAT · 466, 512
 UML · 512
 Unified Modeling Language · See UML
 uniform
 - meta data · 460
 - test process · 459
 - test terminology · 459, 478
 - test tooling · 459, 477
 - testproces · 478
 uniforme WoW · 21, 371, 372, 424, 425
 Unit Test · See UT
 unit test case · 86, 459
 upfront design · 60
 Use Case · 7, 33, 34, 35, 65, 70, 83, 84,
 85, 87, 93, 97, 98, 99, 100, 108, 112,
 113, 115, 116, 117, 118, 119, 120, 121,
 122, 133, 144, 145, 177, 227, 228, 273,
 274, 289, 317, 319, 320, 324, 356, 387,
 389, 391, 416, 439, 456
 - Diagram · 7, 61, 64, 65, 83, 85, 97,
 101
 - Narrative · 116
 User Acceptance Test · See UAT
 User eXperience Design · See UX design
 userstory · 448
 UT · 129, 185, 186, 187, 242, 460, 512
 UX design · 512

V

valuable software · 451
 value chain · 3, 13, 14, 15, 39, 40, 41, 42,
 363, 364, 365, 367, 368, 369, 370, 379,
 383, 390, 391, 395, 397, 404, 406, 407,
 436
 value stream · 31, 33, 52, 83, 89, 92, 93,
 97, 317, 330, 387, 450, 460, 462, 463,
 466, 469, 471, 472, 474, 475, 476, 477,
 478, 482, 497, 501, 504, 505, 507, 512
 - canvas · 85, 89, 91, 93, 329
 - mapping · 85, 462, 463

- monitoring · 41, 44, 46, 47, 53, 327,
 328, 329
 value stream canvas · 31, 40, 43, 436, 456
 Value Stream Canvas model · 61, 64
 Value Stream Mapping · 476, See VSM
 value system · 475
 velocity · 446, 494
 velocity trend · 446
 version · 445
 version control · 217, 218, 219, 278, 462,
 477
 version control system · 219, 220, 221,
 222
 version loss · 224
 versioning · 458, 461, 462
 vertical splitting of feature · 507
 virtualised environment · 507
 vision · 7, 10, 11, 19, 20, 21, 24, 25, 30,
 31, 35, 36, 40, 41, 42, 46, 47, 51, 61,
 69, 70, 71, 139, 150, 157, 158, 159,
 160, 193, 205, 206, 207, 208, 247, 255,
 256, 257, 258, 289, 297, 298, 299, 355,
 369, 370, 371, 372, 390, 395, 415, 423,
 424, 425, 436, 445, 449, 454, 463
 visualisatie · 507
 visualisation · 20, 21, 298, 371, 424, 425
 V-model · 31
 VOI · 49
 Voice over Internet Protocol · See VOIP
 VOIP · 512
 VSM · 97, 463, 507, 512

W

walking skeleton · 507
 WAN · 337, 512
 war room · 502
 waste · 18, 448, 463, 466, 479, 494, 496,
 499, 500, 502, 506, 507
 waste record · 463, 479
 waste reductie · 507
 waste reduction · 3, 42, 151, 155, 158,
 199, 202, 206, 238, 253, 257, 397
 waterfall approach · 77, 78
 Way of Working · See WoW
 Westrum · 360, 368, 502, 503
 Wide Area Network · See WAN
 Windows Management Instrumentation ·
 See WMI
 WIP · 512
 WMI · 512
 Work In Progress · See WIP
 work item · 13
 workflow · 496
 WoW · 19, 22, 23, 55, 69, 72, 74, 157,
 159, 160, 161, 162, 164, 165, 205, 208,
 209, 211, 212, 233, 255, 258, 259, 260,
 297, 299, 300, 302, 369, 404, 405, 423,
 426, 427, 512

X

XML · 332, 512
XP · 512

Z

Zachman · 12, 292

Epilogue

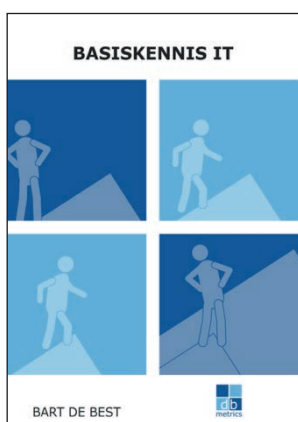
My experience is that the ideas I capture in an article or book continue to evolve. If you are going to work with a certain topic from this book in your own DevOps organisation, I advise you to contact me. Perhaps there are additional articles or experiences in this area that I can share with you. This also applies inversely proportionally. If you have any experiences that complement what is described in this book, I invite you to share them with me. You can reach me via my e-mail address bartb@dbmetrics.nl.

About the author



Drs. Ing. B. de Best RI has been working in ICT since 1985. He has mainly worked in the top 100 of Dutch business and government. He has held positions in all phases of system development, including operation and management, for 12 years. He then focused on the service management field. Currently, as a consultant, he fulfils all aspects of the knowledge lifecycle of service management, such as writing and providing training to ICT managers and service managers, advising management organisations in directing the management organisation, management design, improving management processes, outsourcing (parts of) the management organisation and reviewing and auditing management organisations. He graduated in management field at both HTS level and University level.

Other books by this author



Basiskennis IT

De eerste stap van een leven lang leren.

Het boek Basiskennis IT geeft een goede impressie wat dit vakgebied omvat. Zonder dat vele details worden besproken krijgt de lezer een uitleg van de meest essentiële begrippen en concepten van de IT. De doelgroep van dit boek zijn studenten, schoolverlaters en mensen die zich willen laten omscholen tot een beroep in de IT. Daartoe is het een heel nuttig middel als voorbereiding op IT trainingen.

De content bestaat uit het behandelen van IT begrippen uit vier perspectieven te weten het IT landschap, het ontwikkelen van software, het beheren van software en trends in de IT.

Hierbij worden tal van begrippen en concepten behandeld op het gebied van informatie, maatwerkprogrammatuur, systeemprogrammatuur, softwarepakketten, middleware, hardware, netwerk, processen, methoden en technieken. Op deze wijze bent u snel uw weg vinden in de wereld van IT, het begin van een leven lang leren.

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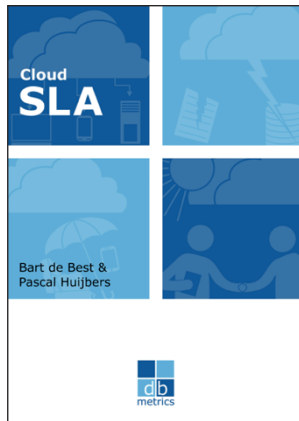
SLA Best Practices

Het volledige ABC van service level agreements.

Het belangrijkste bij het leveren van een service is dat de klant tevreden is over de geleverde prestaties. Door deze tevredenheid verkrijgt de leverancier heraanbopen, wordt hij gepromote in de markt en is de continuïteit van het bedrijf geborgd. Wellicht nog het belangrijkste aspect van deze klanttevredenheid voor een leverancier is dat de betrokken medewerkers een drive krijgen om hun eigen kennis en kunde verder te ontwikkelen om nog meer klanten tevreden te stellen. Dit boek beschrijft de best practices om erachter te komen wat de Prestatie-Indicatoren (PI's) zijn die gemeten moeten worden om de tevredenheid van de klant te borgen.

Het tweede deel beschrijft de documenten die van toepassing zijn om de afspraken in vast te leggen. Het opstellen, afspreken, bewaken en evalueren van serviceafspraken is een vak op zich. Het derde deel geeft de gereedschappen om hier adequaat invulling aan te geven. De werkzaamheden rond serviceafspraken herhalen zich in de tijd. Deel vier van dit boek beschrijft hoe deze werkzaamheden in een proces gevat kunnen worden en hoe dit proces het beste in de organisatie kan worden vormgegeven. Tot slot geeft bespreekt dit boek een aantal raakvlakken van serviceafspraken en een tweetal artikelen met SLA best practices.

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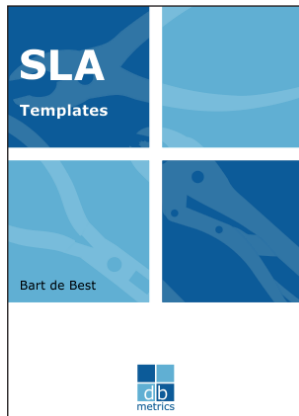
Cloud SLA

The best practices of cloud service level agreements

More and more organisations are opting to replace traditional ICT services with cloud services. Drawing up effective SLAs for traditional ICT services is a real challenge for many organisations. With the advent of cloud services, this initially seems much simpler, but soon the difficult questions such as data ownership, information links and security are addressed. This book describes what cloud services are. The risks that organisations run when entering into contracts and SLAs are discussed. Based on a long list of risks and countermeasures, this book also provides recommendations for the design and content of the various service level management documents for cloud services.

This book first defines the term 'cloud' and then describes various aspects such as cloud patterns and the role of a cloud broker. The core of the book concerns the discussion of contract aspects, service documents, service designs, risks, SLAs, and cloud governance. To enable the reader to immediately get started with cloud SLAs, the book also includes checklists of the following documents: Underpinning Contract (UC), Service Level Agreement (SLA), File Financial Agreements (DFA), Dossier Agreements and Procedures (DAP), External Spec Sheets (ESS) and Internal Spec Sheets (ISS).

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 ISBN (UK) : 978 94 9261 8009



SLA Templates

A complete set of SLA templates

The most important thing in providing a service is that the customer is satisfied with the delivered performance. With this satisfaction, the supplier gets re-purchasing's, promotions in the market and is the continuity of the company ensured. Perhaps the most important aspect of this customer satisfaction for a supplier is that the employees in question get a drive to further develop their own knowledge and skills to satisfy even more customers. This book describes the templates for Service Level Agreements in order to agree with the customer on the required service levels. This book gives both a template and an explanation for this template for all common service level management documents.

The following templates are included in this book:

- Service Level Agreement (SLA)
- Underpinning Contract (UC)
- Operational Level Agreement (OLA)
- Document Agreement and Procedures (DAP)
- Document Financial Agreements (DFA)
- Service Catalogue
- External Spec Sheet (ESS)
- Internal Spec Sheet (ISS)
- Service Quality Plan (SQP)
- Service Improvement Program (SQP)

Author : Bart de Best
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ICT Prestatie-indicatoren

De beheerorganisatie meetbaar gemaakt.

De laatste jaren is het maken van concrete afspraken over de ICT-serviceverlening steeds belangrijker geworden. Belangrijke oorzaken hiervoor zijn onder meer de stringenter wet- en regelgeving, de hogere eisen die gesteld worden vanuit regievoering over uitbestede services en de toegenomen complexiteit van informatiesystemen. Om op de gewenste servicenormen te kunnen sturen, is het belangrijk om een Performance Measurement System (PMS) te ontwikkelen. Daarmee kunnen niet alleen de te leveren ICT-services worden gemeten, maar tevens de benodigde ICT-organisatie om de ICT-services te verlenen.

Het meten van prestaties is alleen zinvol als bekend is wat de doelen zijn van de opdrachtgever. Daarom start dit boek met het beschrijven van de bestuurlijke behoefte van een organisatie en de wijze waarop deze vertaald kunnen worden naar een doeltreffend PMS. Het PMS is hierbij samengesteld uit een meetinstrument voor de vakgebieden service management, project management en human resource management. Voor elk van deze gebieden zijn tevens tal van prestatie-indicatoren benoemd. Hiermee vormt dit boek een onmisbaar instrument voor zowel ICT-managers, kwaliteitsmanagers, auditors, service managers, project managers, programma managers, proces managers, als human resource managers.

Auteur : Bart de Best
 Uitgever : Leonon Media, 2011
 ISBN (NL) : 978 90 7150 1470



Quality Control & Assurance

Kwaliteit op maat.

De business stelt steeds hogere eisen aan de ICT-services die ICT-organisaties leveren. Niet alleen nemen de eisen van de overheid toe in de vorm van wet- en regelgeving, ook de dynamiek van de markt wordt hoger en de levenscyclus van business producten korter. De reactie van veel ICT-organisaties hierop is het hanteren van kwaliteitsmodellen zoals COBIT, ITIL, TOGAF en dergelijke. Helaas verzandt het toepassen van de best practices van deze modellen vaak omdat het model als doel wordt verklaard, hierdoor ontstaat veel overhead. Nut en noodzaak worden niet onderscheiden. In het beste geval is de borging van kwaliteit een golfbeweging met pieken en dalen waarop maar weinig grip op te

krijgen is. Dit boek bespreekt op welke wijze de keuze voor kwaliteit concreet en kwantitatief gemaakt kan worden alsmede hoe de kwaliteit in de ICT-organisatie verankerd kan worden. De voorgestelde aanpak omvat zowel Quality Control (opzet en bestaan) als Quality Assurance (werking) voor ICT-processen. Hierbij worden de eisen die aan de ICT-organisatie worden gesteld vertaald naar procesrequirements (opzet) en worden deze binnen ICT-processen geborgd (bestaan). Periodiek worden deze gemeten (werking). Door requirements te classificeren naar tijd, geld, risicobeheersing en volwassenheid kan het management een bewuste keuze maken voor de toepassing van requirements. Hierdoor wordt kwaliteit meetbaar en blijft de overhead beperkt. Dit boek is een onmisbaar instrument voor kwaliteitsmanagers, auditors, lijnmanagers en proces managers.

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 Uitgever : Leonon Media, 2012
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Acceptatiecriteria

Naar een effectieve en efficiënte acceptatie van producten en services in de informatietechnologie.

Acceptatiecriteria zijn een meetinstrument voor zowel gebruikers als beheerders om te bepalen of nieuwe of gewijzigde informatiesystemen voldoen aan de afgesproken requirements ten aanzien van functionaliteit, kwaliteit en beheerbaarheid. Er komt heel wat bij kijken om acceptatiecriteria te verankeren in beheerprocessen en systeemontwikkelingsprojecten. Het opstellen en het hanteren van acceptatiecriteria voor ICT-producten en ICT-services geschiedt bij veel organisaties met wisselend succes. Vaak worden acceptatiecriteria wel opgesteld, maar niet effectief gebruikt en verworpen ze tot een noodzakelijk kwaad zonder kwaliteitsborgende werking.

Dit boek geeft een analyse van de oorzaken van dit falen van de kwaliteitsbewaking. Als remedie worden drie stappenplannen geboden voor het afleiden, toepassen en invoeren van acceptatiecriteria. De doelgroep van dit boek omvat alle partijen die betrokken zijn bij de acceptatie van ICT-producten en ICT-services: de klanten, de leveranciers en de beheerders. Ook is er nog een doelgroep die niet accepteert, maar vaststelt of correct is geaccepteerd; hiertoe behoren kwaliteitsmanagers en auditors die het boek als normenkader kunnen gebruiken. In dit boek is een aantal casussen opgenomen die diverse manieren laten zien voor het effectief en efficiënt omgaan met acceptatiecriteria.

Auteur : Bart de Best
 Uitgever : Leonon Media, 2014
 ISBN (NL) : 978 90 7150 1784



Beheren onder Architectuur

Het richting geven aan de inrichting van beheerorganisaties.

Veel organisaties zijn al jaren bezig met het vormgeven van de beheerorganisatie door vanaf de werkvloer te kijken wat er fout gaat en op basis daarvan verbetervoorstellen te formuleren. Hierbij wordt meestal gebruik gemaakt van beheermodellen, zoals ITIL, ASL en BiSL, omdat deze veel best practices bevatten. Deze bottom-up benadering werkt een lange tijd goed. De afstemming van de beheerorganisatie-inrichting op de behoefte van de business is daarmee echter nog geen feit. Het wezenlijke verschil met een top-down benadering is dat er eerst een kader gesteld wordt dat richting geeft aan de inrichting van de beheerorganisatie.

Dit kader bestaat uit beleidsuitgangspunten, architectuurprincipes en -modellen. Deze richtinggevendheid is ook van toe passing op de projectorganisatie waarin de producten en services worden vormgegeven die beheerd moeten gaan worden. Het eerste deel van dit boek positioneert dit gedachtegoed binnen de wereld van de informatievoorzieningsarchitectuur. Het tweede deel beschrijft een stappenplan om invulling te geven aan dit gedachtegoed aan de hand van vele best practices en checklists. Het derde deel beschrijft hoe beheren onder architectuur in de organisatie kan worden ingebed. Tot slot geeft het vierde deel een negental casussen van organisaties die het aangereikte stappenplan al hebben toegepast.

Auteur : Bart de Best
 Uitgever : Leonon Media, 2017
 ISBN (NL) : 978 90 7150 1913



Agile Service Management with scrum

Towards a healthy balance between the dynamics of development and the stability of information management.

The application of Agile software development is booming. The terms Scrum and Kanban are already established in many organisations. Agile software development sets different requirements for the implementation of software management. Many organisations are therefore busy considering this new challenge. Especially the interaction between the Scrum development process and the management of the software that the Scrum development process has produced is an important aspect area. This book discusses precisely this interaction.

Examples of topics that are discussed are the service portfolio, SLAs and the handling of incidents and change requests. This book first defines the risk areas when introducing Scrum and Kanban. After that, the various Agile concepts and concepts are discussed. The implementation of Agile service management is described at both organisational and process level. The relevant risks have been identified for each management process. It is also indicated how this can be implemented within the context of scrum.

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 ISBN (UK) : 978 94 9261 8085



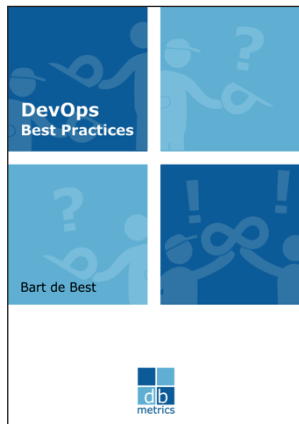
Agile Service Management with Scrum in Practice

Towards a healthy balance between the dynamics of development and the stability of information management.

Many companies are in the process of applying Agile software development in the form of Scrum or Kanban or have already started using the new development process. Sooner or later, the question arises as to how this development process relates to the management processes. This interface has already been examined in the book 'Agile Service Management with scrum' and a number of risks per management process have been identified. Counter-measures that can be taken are also defined. These risks were presented in a survey of ten organisations, and they were asked how they dealt with these risks.

It was also investigated which Agile aspects are applied and in particular those of Scrum or Kanban. Finally, each organisation performed a maturity assessment for both the Agile development process and the change management process. This book is the report on the research into the collaboration of Agile software development and management processes in practice. The target audience of this book includes all parties involved in the application of Agile software development and who would like to know how colleagues have designed this crucial interface for successful service provision. This book also provides a brief description of each organisation about the way in which the Agile development process is designed.

Author : Bart de Best
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 ISBN (NL) : 978 90 7150 1845
 ISBN (UK) : 978 94 9261 8177



DevOps Best Practices

Best Practices for DevOps

In recent years, many organisations have experienced the benefits of using Agile approaches such as Scrum and Kanban. The software is delivered faster whilst quality increases and costs decrease. The fact that many organisations that applied the Agile approach did not take into account the traditional service management techniques, in terms of information management, application management and infrastructure management, is a major disadvantage. The solution to this problem has been found in the Dev (Development) Ops (Operations) approach. Both worlds are merged into one team, thus sharing the knowledge and skills. This book is about sharing knowledge on how teams work together.

For each aspect of the DevOps process best practices are given in 30 separate articles. The covered aspects are Plan, Code, Build, Test, Release, Deploy, Operate and Monitor. Each article starts with the definition of the specifically used terms and one or more concepts. The body of each article is kept simple, short, and easy to read.

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DevOps Architecture

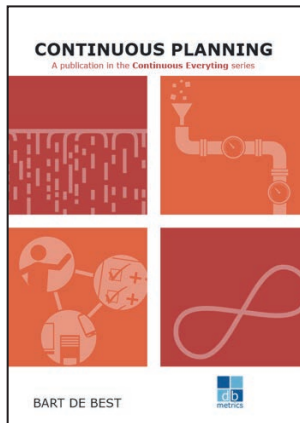
DevOps Architecture Best Practices

The world of systems development is changing at a rapid pace. In addition, Development (Dev) and Operations (Ops) are increasingly integrated so that solutions can be offered to the customer faster and of better quality. The question is how within this new view of DevOps there room is for Agile architecture. This book answers this question by providing many examples of architectural principles and models that guide the organisation and operation of a DevOps organisation. Throughout the book, as much as possible per paragraph, an explanation is given based on an imaginary company Assuritas.

This book consists of several parts, which makes the book modular. So, it does not have to be read from A to Z. The brief outline of the case company is followed by a discussion of the DevOps organisation from an architectural perspective. Then the DevOps management facility is discussed. Both treatises are made transparent based on the case company. After discussing the integration of the Dev and Ops roles, there are two useful analysis tools to determine the maturity of DevOps. The book concludes with a case in which the choice for Agile documentation is made based on architectural principles and models. This work on DevOps architecture is an indispensable tool in the design and implementation of a DevOps service organisation.

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 ISBN (UK) : 978 90 71501 579

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Continuous Planning

A publication in the Continuous Everything series.

Continuous Planning is an approach to get a grip on changes that are made in the information provision in order to realise the outcome improvement of the business processes and thus achieve the business goals. The approach is aimed at multiple levels, whereby an Agile planning technique is provided for each level that refines the higher-level planning. In this way, planning can be made at a strategic, tactical, and operational level and in an Agile manner that creates as little overhead as possible and as much value as possible. This book is a publication in the continuous everything series. The content consists of a discussion of planning techniques such as the balanced scorecard, enterprise architecture, product vision, roadmap, epic one pager, product backlog management, release

planning and sprint planning. It also indicates how these techniques are related to each other. In addition, this book indicates how to set up continuous planning in your organisation based on the change manager paradigm and architecture principles and models. With this integral Agile approach to planning, you have a powerful tool at your disposal to systematically approach your organisation's strategy and thereby realise your business goals.

Author	: Bart de Best
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ISBN (UK)	: 978 94 92618 726



Continuous SLA

A publication in the Continuous Everything series.

Continuous SLA focuses on recognising risks that can harm the outcome of business processes (core value streams). These risks arise as a result of new construction and maintenance of information systems through Agile teams. Within the concept of Continuous SLA, these risks are analysed from different perspectives and provided with countermeasures by the DevOps team, also known as SLA controls. By making these SLA controls measurable, they become suitable planning objects that can be placed on the product backlog.

This book is a publication in the continuous everything series. The content consists of the discussion of techniques to identify and

manage risks such as the use of Lean indicators, value stream mapping and information, application and technical architecture building blocks. In addition to the core value streams, the enable value streams such as management, information security and development value streams are also examined for risks that directly or indirectly harm the outcome. The recognised SLA controls are anchored in the Agile way of working by deepening the collaboration between, among others, the product owner and service level manager. This integrated approach to SLA controls makes it possible to get a grip on quality in Agile projects.

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Uitgever	: Leonon Media, 2023
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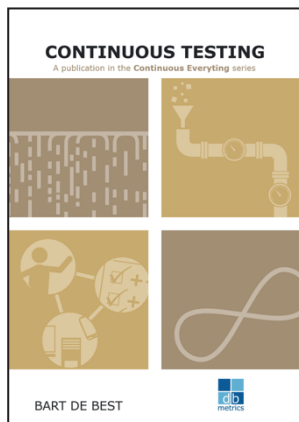
Continuous Design

A publication in the Continuous Everything series.

Continuous Design is an approach that aims to allow DevOps teams to briefly think in advance about the contours of the information system to be realised and to allow the design to grow during the Agile project (emerging design). This prevents interface risks and guarantees essential knowledge transfer to support management and compliance with legislation and regulations. Elements that guarantee the continuity of an organisation. This book is a publication in the continuous everything series. The content consists of the continuous design pyramid model in which the following design views are defined: business, solution, design, requirements, test, and code view.

The continuous design encompasses the entire lifecycle of the information system. The first three views are completed based on modern design techniques such as value stream mapping and use cases. However, the emphasis of the effective application of a continuous design lies in the realisation of the information system, namely by integrating the design in the Behavior Driven Development and Test-Driven Development as well as in continuous documentation. With this Agile approach to design you have a powerful tool at your disposal to get a grip on an Agile development project.

Author	: Bart de Best
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ISBN (UK)	: 978 94 92618 702



Continuous Testing

A publication in the Continuous Everything series.

Continuous Testing is an approach that aims to provide rapid feedback in the software development process by defining the 'what' and 'how' questions as test cases before starting to build the solution. As a result, the concepts of requirements, test cases and acceptance criteria are integrated in one approach. The term 'continuous' refers to the application of test management in all phases of the deployment pipeline, from requirements to production. The term 'continuous' also includes the aspects People, Process and Technology. This makes test management holistic. This book is a publication in the continuous everything series. The content consists of treating continuous testing based on a definition, business case, architecture, design, and best practices.

Concepts discussed are: the change paradigm, the ideal test pyramid, test metadata, Behavior Driven Development (BDD), Test Driven Development (TDD), test policies, test techniques, test tools and the role of unit test cases in continuous testing. In this way you are quickly up to date in the field of DevOps developments and in the field of continuous testing.

Author	: Bart de Best
Publisher	: Leonon Media, 2022
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ISBN (UK)	: 978 94 92618 672



Continuous Integration

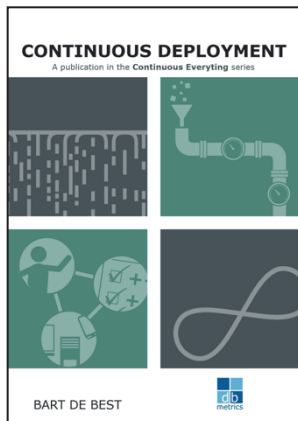
A publication in the Continuous Everything series.

Continuous Integration is a holistic Lean software development approach that aims to produce and put into production continuous software in an incremental and iterative way, where waste reduction is of paramount importance.

The word 'holistic' refers to the PPT concepts: People (multiple expert), Process (knowledge of business and management processes) and Technology (application and infrastructure programming). The incremental and iterative method makes fast feedback possible because functionalities can be put into production earlier. This reduces waste because defects are found earlier and can be repaired faster.

This book is a publication in the continuous everything series. The content consists of treating continuous integration based on a definition, business case, architecture, design, and best practices. Concepts discussed here are the change paradigm, the application of continuous integration, use of repositories, code quality, green code, green build, refactoring security-based development and built-in failure mode. In this way you are quickly up to date in the field of DevOps developments with regard to continuous integration.

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Publisher	: Leonon Media, 2022
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ISBN (UK)	: 978 94 92618 689



Continuous Deployment

A publication in the Continuous Everything series.

Continuous Deployment is a holistic Lean production approach that aims to deploy and release continuous software in an incremental and iterative way, where time to market and high quality are of paramount importance. The word 'holistic' refers to the PPT concepts: People (multiple expert), Process (knowledge of business and management processes) and Technology (application and infrastructure programming). The incremental and iterative deployments enable fast feedback because errors are more likely to be observed in production of the CI/CD secure pipeline, making recovery actions faster and cheaper, leading to a waste reduction.

This book is a publication in the continuous everything series. The content consists of treating continuous deployment based on a definition, business case, architecture, design, and best practices. Concepts that are discussed here are the change paradigm, the application of continuous deployment, a step-by-step plan for the systematic arrangement of continuous deployment and many patterns to allow deployments to take place. In this way you are quickly up to date in the field of DevOps developments in the field of continuous deployment.

Author	: Bart de Best
Publisher	: Leonon Media, 2022
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ISBN (UK)	: 978 94 92618 733



Continuous Monitoring

A publication in the Continuous Everything series.

Continuous Monitoring is an approach to get a grip on both core value streams (business processes) and enable value streams that support these core value streams. Continuous monitoring differs from classical monitoring by its focus on outcome improvement and the holistic scope with which value streams are measured, i.e. the entire CI/CD secure pipeline for all three perspectives of PPT: People, Process and Technology.

The approach includes People, Process and Technology, which makes it possible to identify and eliminate or mitigate the bottlenecks in your value streams.

This book is a publication in the continuous everything series. The content consists of a discussion of the monitor functions defined in the continuous monitoring layer model. This layer model classifies the monitoring tools available on the market. Each monitor archetype is defined in this book in terms of definition, objective, measurement attributes, requirements, examples, and best practices. This book also indicates how to set up continuous monitoring in your organisation based on the change manager paradigm and architecture principles and models. With this integral agile approach to monitoring you have a powerful tool at your disposal to set up the controls for the control of your value streams.

Author	: Bart de Best
Publisher	: Leonon Media, 2022
ISBN (NL)	: 978 94 92618 498
ISBN (UK)	: 978 94 92618 719



Continuous Learning

A publication in the Continuous Everything series.

Continuous Learning is an approach to get a grip on the competences needed to realise your organisation's strategy. To this end, continuous learning offers Human Resource Management an approach that explores the organisational needs and competences step by step and converts these needs into competency profiles.

A competency profile is defined here as the set of knowledge, skills and behavior at a certain Bloom level that produces a certain result. Competency profiles are then merged into roles that in turn form functions. In this way an Agile job house is obtained. This book is a publication in the continuous everything series.

The content consists of a discussion of the continuous learning model that helps you to translate a value chain strategy step by step into a personal roadmap for employees. This book also indicates how to organise Continuous Learning in your organisation based on the paradigm of the change manager and architecture principles and models. With this agile approach to HRM you have a powerful tool to get the competences to the desired level of your organisation.

Author	: Bart de Best
Publisher	: Leonon Media, 2022
ISBN (NL)	: 978 94 92618 528
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Continuous Assessment

A publication in the Continuous Everything series.

Continuous Assessment is an approach that aims to allow DevOps teams to continuously develop in terms of knowledge and skills in the field of business, development, operations, and security. This book provides a tool to make the DevOps teams aware where they stand in terms of development and what next steps they can take to develop. This book is a publication in the continuous everything series.

The content consists of the business case for continuous assessment, the architecture of the two assessment models and the assessment questionnaires.

The DevOps Cube model is based on the idea that DevOps can be viewed from six different perspectives of a cube, namely: 'Flow', 'Feedback', 'continuous learning', 'Governance', 'Pipeline' and 'QA'. The DevOps CE model is based on the continuous everything perspectives, namely: 'continuous integration', 'continuous deployment', 'continuous testing', 'continuous monitoring', 'continuous documentation' and 'continuous learning'. This book is an excellent mirror for any DevOps team that wants to quickly form a complete picture of DevOps best practices to be adopted.

Author	: Bart de Best
Publisher	: Leonon Media, 2022
ISBN (NL)	: 978 94 92618 474
ISBN (UK)	: 978 94 92618 696



Continuous Auditing

A publication in the Continuous Everything series.

Continuous Auditing is an approach that aims to enable DevOps teams to demonstrate in a short cyclical way that they are in control when realizing, putting into production, and managing the new or modified products and services at a rapid pace.

As a result, compliance risks are prevented by already thinking about which risks to mitigate or eliminate from the requirements and the design based on them.

This book is a publication in the continuous everything series.

The content consists of an explanation of the continuous auditing pyramid model that describes the six steps to give substance to continuous auditing, namely: determining scope, determining goals, identifying risks, realizing controls, setting up monitoring facilities and demonstrating effectiveness of controls.

The Continuous Auditing concept thus encompasses the entire lifecycle of risk management. As a result, the risks are continuously under control. With this Agile approach of auditing, you have a powerful tool to get a grip on the compliancy of your Agile system development and management.

Author	: Bart de Best
Publisher	: Leonon Media, 2022
ISBN (NL)	: 978 94 92618 542
ISBN (UK)	: 978 94 92618 757



Continuous Security

A publication in the Continuous Everything series.

Continuous security is an approach that aims to keep an organisation in control from three perspectives:

- The business perspective: Business value streams are in control of the identified risks by continuously testing the effectiveness of the controls deployed and recording evidence.
- The development perspective: Development value streams are in control by integrally including the non-functional requirements for information security in the development.
- The operations perspective: Operations value streams are in control for the production of the new and changed ICT services through an adequate design of the CI/CD secure pipeline in which controls automatically test the non-functional require-

ments. This book is a publication in the continuous everything series. The content consists of a discussion of the application of ISO 27001 on the basis of three sets of security practices, namely Governance, Risk and Quality. The practices are provided with a definition and objective. In addition, examples and best practices are given.

The continuous security concept is designed to be used in Agile Scrum (development) and DevOps (Development & Operations) environments. To this end, it connects seamlessly to common Agile management models. This Agile approach to information security provides you with a powerful tool to get a grip on the compliance of your Agile system development and management.

Author : Bart de Best
 Publisher : Leonon Media, 2022
 ISBN (NL) : 978 94 91480 171
 ISBN (UK) : 978 94 91480 188



Continuous Development

A publication in the Continuous Everything series.

Continuous Everything is the collective name for all Continuous developments that are currently going on in the DevOps world. By placing these under one heading, structure can be applied to individual developments and best practices can be defined on the basis of patterns.

The term 'Continuous' includes the terms: outcome driven development, incremental & iterative working, waste reduction through a Lean approach, holistic working by including people, process, partner & technology in the scope and giving continuous attention to a deliverable (product or service) across the entire lifecycle from an end-to-end approach.

This book is a collection of four Continuous Everything books, namely: Continuous Planning, Continuous Design, Continuous Testing and Continuous Integration. For each Continuous Everything aspect area it is indicated how to organise it in your organisation based on the change manager paradigm and architecture principles and models. The best practices are also discussed per aspect area. With this book in hand, you have a powerful tool to further your DevOps skills.

Author : Bart de Best
 Publisher : Leonon Media, 2022
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 ISBN (UK) : 978 94 92618 764



Continuous Operations

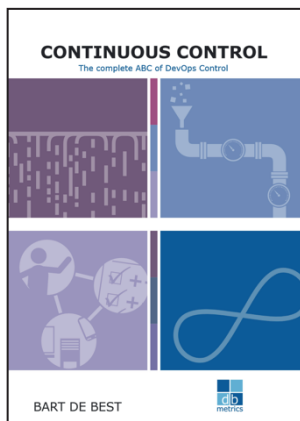
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This book is a collection of four Continuous Everything books, namely: Continuous Deployment, Continuous Monitoring, Continuous Learning and Continuous Assessment. For each Continuous Everything aspect area it is indicated how to organise it in your organisation based on the change manager paradigm and architecture principles and models. The best practices are also discussed per aspect area. With this book in hand, you have a powerful tool to further your DevOps skills.

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Continuous Control

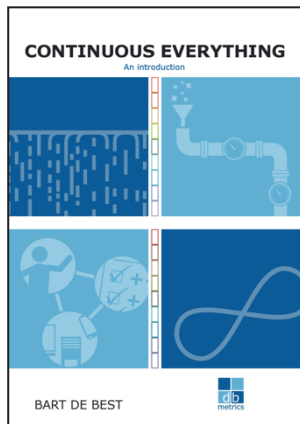
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This book is a collection of three Continuous Everything books, namely: Continuous Assessment, Continuous Security, Continuous Audit. For each Continuous Everything aspect area it is indicated how to organise it in your organisation based on the change manager paradigm and architecture principles and models. The best practices are also discussed per aspect area. With this book in hand, you have a powerful tool to further your DevOps skills.

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Publisher	: Leonon Media, 2022
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ISBN (UK)	: 978 94 91480 201



Continuous Everything an introduction

A publication in the Continuous Everything series.

Continuous Everything is the collective name for all Continuous developments that are currently going on in the DevOps world. By placing these under one heading, structure can be applied to individual developments and best practices can be defined on the basis of patterns.

The term 'Continuous' includes the terms: outcome driven development, incremental & iterative working, waste reduction through a Lean approach, holistic working by including people, process, partner & technology in the scope and giving continuous attention to a deliverable product or service across the entire lifecycle from an end-to-end approach.

This book is an introduction to Continuous Everything aspects, namely: Continuous Planning, Continuous Design, Continuous Testing, Continuous Integration, Continuous Deployment, Continuous Monitoring and Continuous Learning. For each Continuous Everything aspect area the following topics are explained: the basic concepts, the definition, the problems to be solved and the most important models. With this book in hand you have a good overview of what Continuous Everything entails.

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Continuous Everything

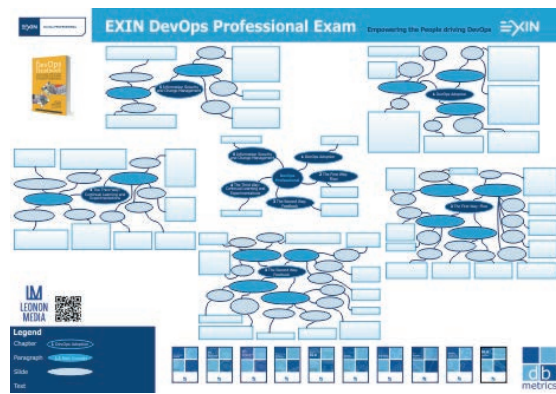
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This book is a collection of eight Continuous Everything books, namely: Continuous Planning, Continuous Design, Continuous Testing, Continuous Integration, Continuous Deployment, Continuous Monitoring, Continuous Learning and Continuous Assessment. For each Continuous Everything aspect area it is indicated how to organise it in your organisation based on the change manager paradigm and architecture principles and models. The best practices are also discussed per aspect area. With this book in hand, you have a powerful tool to further your DevOps skills.

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Author : Bart de Best
 Publisher : Leonon Media, 2018
 Ordering : info@leonon.nl

DevOps Poster

DevOps Professional Exam Poster

This poster lists all the DevOps terms that a student must learn in order to pass the exam of DevOps Professional of Exin. This poster can be ordered at info@leonon.nl.

The subjects on the poster are based on the basic training material of Exin. Since there are many terms to be learned, this poster will help to learn them by reviewing them all at once daily.

CONTINUOUS EVERYTHING

The complete ABC of DevOps

Bart de Best



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1. Continuous Planning
2. Continuous Design
3. Continuous Testing
4. Continuous Integration
5. Continuous Deployment
6. Continuous Monitoring
7. Continuous Learning
8. Continuous Assessment.

For each Continuous Everything aspect area it is indicated how to organize it in your organization based on the change manager paradigm and architecture principles and models. The best practices are also discussed per aspect area.

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