

**ACCU  
2023**

# **THE PRACTICES THAT MAKE CONTINUOUS INTEGRATION**

**THIERRY DE PAUW**



Being vulnerable ...

I'm **shy** and **introverted**

# Feature Branching is Evil

Continuous Delivery Conference NL 2016  
Thierry de Pauw, @tdpauw

@tdpauw

thinkinglabs.io

# Continuous Integration Test



everyone in the team commits  
at least once a day to Mainline

every commit to Mainline  
triggers an automated build  
and execution of all  
automated tests




whenever the build fails it gets  
fixed within 10 min



*Continuous Integration is a practice to ensure always working software and to get feedback within a few minutes to whether any given change broke the application.*

*– Jez Humble*

# 14 practices

-  Team Working for CI
-  Coding for CI
-  Building for CI

# Team Work for CI



1. Version Control Everything
2. Agree as a Team to never Break the Build
3. Do not Push to a Broken Build
4. When Broken Revert



**allan kelly**  
@allankellynet

Replying to [@SteveSmith\\_Tech](#) and [@davefarley77](#)

Historically I meet 1 team a year on average who aren't using version/source code control. Common reasons:

- very immature team
- SQL
- PickOS derivative or ERM/CRM system

Last category may even lack tooling

5:34 PM · Nov 8, 2020 · Twitter Web App

## 1. Version Control Everything

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5. Make all changes in Small Increments
6. Commit Frequently
7. Commit Only on Green
8. Decouple the Codebase
9. Adopt Expand-Contract 
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## Without Version Control:

- no single source of truth
- hard to rollback a deployment
- all other CI practices fall flat

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# First practice that requires a tool!

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Version Control System is a communication tool.

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*From now on, our code in revision control will always build successfully and pass its tests.*

– James Shore

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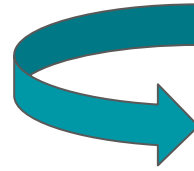
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Stop the line, fix immediately

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## The whole team owns the failure

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# Precondition to Continuous Integration

Fix a broken build within 10 mins

Otherwise ...  
a whole team at stand still  
disables on-demand releases

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Why 10 mins?

because Have a Fast Build

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# Coding for CI



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Break large changes in a series of small incremental changes

=> keep the application always working

=> never tearing the application apart




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This is hard work!



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# Continuous Integration = integrate early and often

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## When not Committing Frequently

- introduce batch work
- integrating becomes time-consuming
- prevents communication with the team



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## When Committing Frequently


- changes are small
- merge conflicts are less likely
- reverting a failing change is easier

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Gentle design pressure to ...

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Only commit when  
the Local Build says SUCCESS  
=> Test Driven Development

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Small increments  
requires a decoupled codebase

=> improves quality

=> reduces engineering time



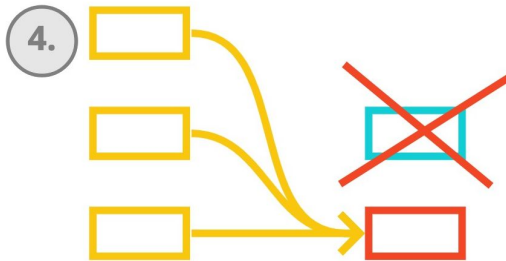
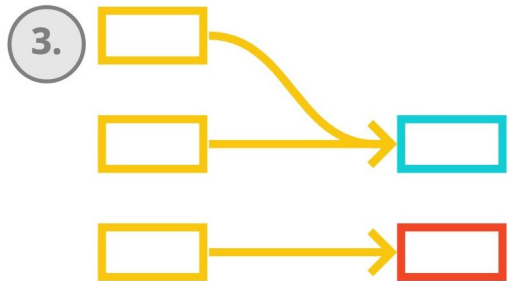
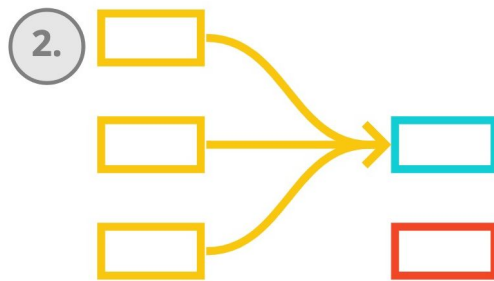
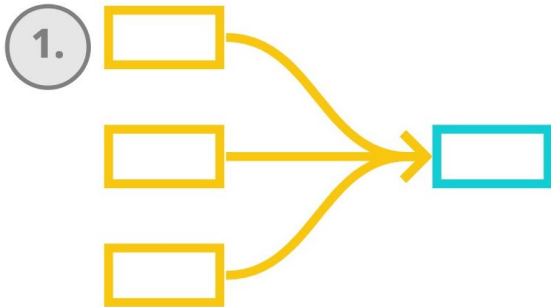
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Little unknown gem

Strong enabler for  
Continuous Integration



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What if a feature  
takes too long to implement?

=> perfectly acceptable to have  
unfinished functionality  
in production




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# Feature Toggles

enabler of Operability and Resilience

but ...

comes with their fair share of problems

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# Building for CI



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## Build Script -> **SUCCESS** or **FAILURE**

Used by  
Local Build and Commit Build

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## Second and last practice that requires a tool!

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Prevent broken build

=> run a Local private Build  
before committing

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Break the Build**

3. Do not Push to a Broken Build

4. Revert When Broken



5. Make all changes in Small  
Increments

6. Commit Frequently

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Quality Automated Tests

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Commit to Mainline

=> triggers the Commit Build

Monitor the Commit Build!

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No tests = no feedback

=> cannot Commit Frequently

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## Gain confidence

- enough automated tests
- and of high-quality

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## Types of tests:

- Unit Tests
- Integration Tests
- Automated Acceptance Tests
- Smoke Tests

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Commit Frequently

=> Fast Build

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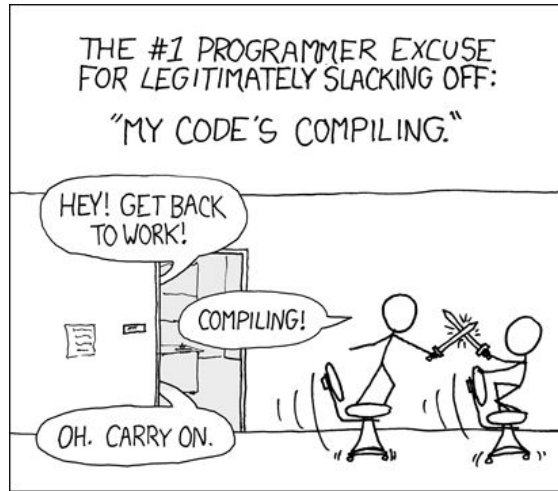


## When the Build is slow

- not executing the Local Build
- execute the Local Build less often


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## What is fast?

- 10 min is the limit
- under 5 min is the focus
- 30s is plain bonus for engineers

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## Non Reliable Tests (aka Flaky Tests)

=> increases delivery lead time

Credits to Maaret Pyhäjärvi ([@maaretp](https://twitter.com/maaretp))

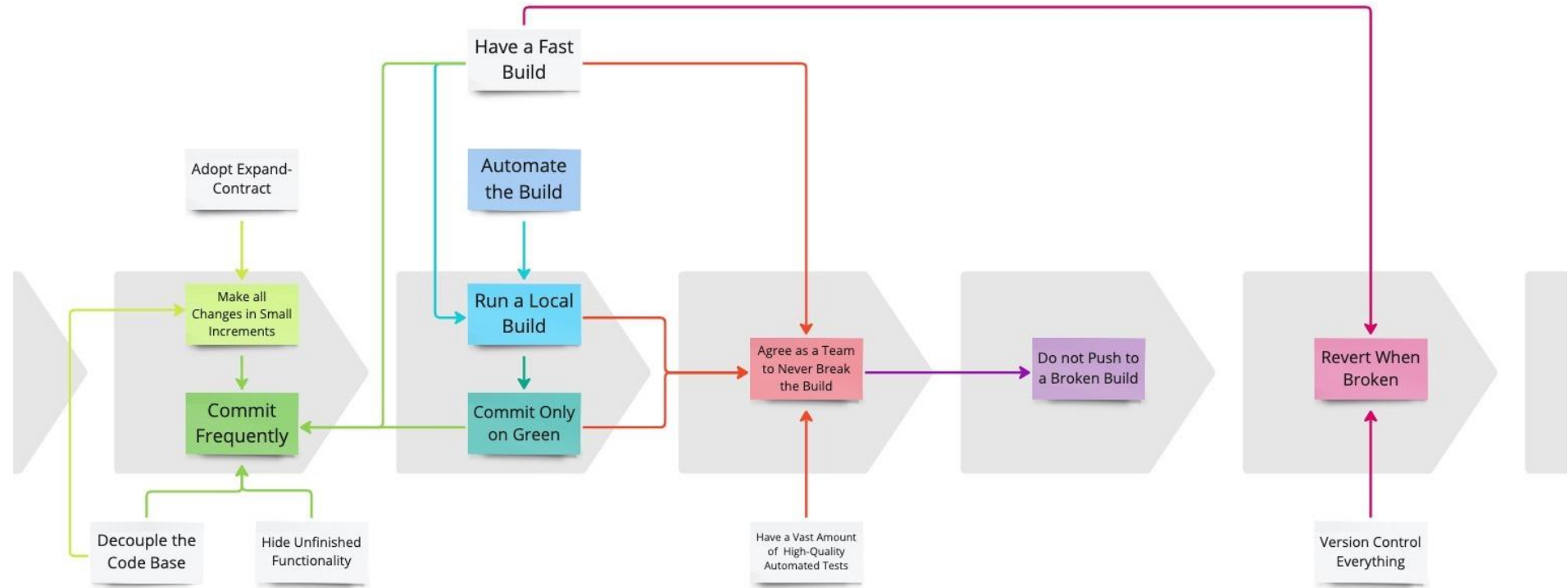
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15. **Have Reliable Tests** 

How can we fix Flaky Tests?  
=> put them in Quarantine

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# Only two tools!

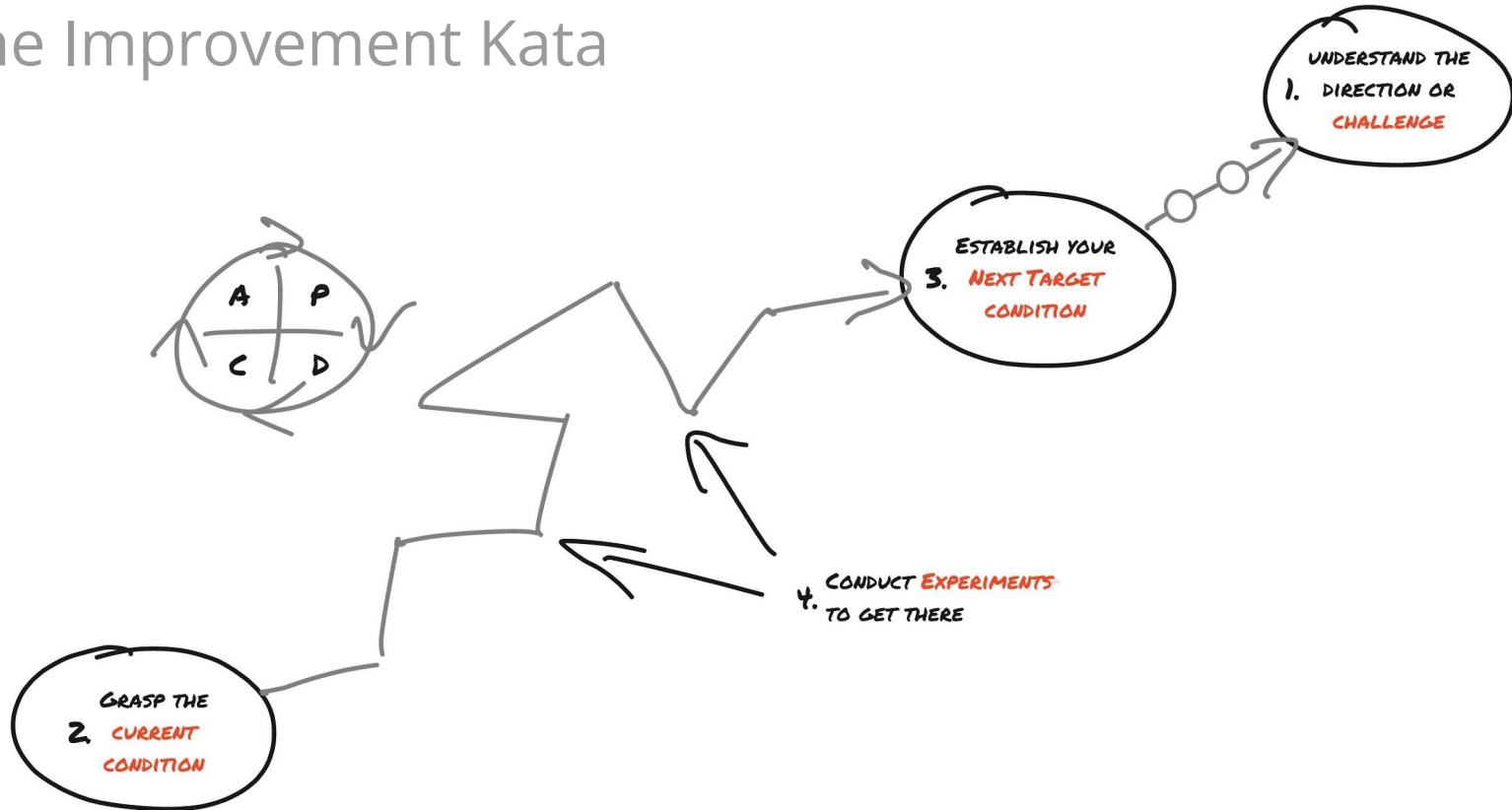
- Version Control System
- Automated build



Adapted from Michael Lihs (@kaktusmimi), ThoughtWorks

Where do we start?

# The Improvement Kata



Continuous Integration  
together with trunk-based development  
predicts  
**higher throughput and quality.**



# Hello, I am Thierry de Pauw

The article series: The Practices that make Continuous Integration

<https://thinkinglabs.io/the-practices-that-make-continuous-integration>

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