



## DEVOPS

### B.Tech III Year I-Sem

<b>III-I: CSE</b>								
<b>Course Code</b>	<b>Category</b>	<b>Hours/Weak</b>			<b>Credits</b>	<b>Max Marks</b>		
<b>23CS503</b>	<b>Professional Core</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>	<b>CIE</b>	<b>SEE</b>	<b>Total</b>
		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>	<b>40</b>	<b>60</b>	<b>100</b>
<b>Contact Classes: 48</b>	<b>Tutorial classes: Nil</b>	<b>Practical classes: Nil</b>					<b>Total Classes: 48</b>	

#### Pre-requisites:

1. Software Engineering
2. Software Project Management

#### Course Objectives

- Describe the agile relationship between development and IT operations.
- Understand the skill sets and high-functioning teams involved in DevOps and related methods to reach a continuous delivery capability.
- Implement automated system update and DevOps lifecycle.

#### Course Outcomes

- Understand the various components of DevOps environment
- Identify Software development models and architectures of DevOps
- Use different project management and integration tools
- Select an appropriate testing tool and deployment model for project

#### UNIT - I

**Introduction to DevOps:** Introduction, Agile development model, DevOps, and ITIL. DevOps process and Continuous Delivery, Release management, Scrum, Kanban, delivery pipeline, bottlenecks, examples

#### UNIT - II

**Software development models and DevOps:** DevOps Lifecycle for Business Agility, DevOps, and Continuous Testing.

**DevOps influence on Architecture:** Introducing software architecture, The monolithic scenario, Architecture rules of thumb, The separation of concerns, Handling database migrations, Microservices, and the data tier, DevOps, architecture, and resilience.



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### **UNIT - III**

**Introduction to project management:** The need for source code control, The history of source code management, Roles and code, source code management system and migrations, Shared authentication, Hosted Git servers, Different Git server implementations, Docker intermission, Gerrit, The pull request model, GitLab.

### **UNIT - IV**

**Integrating the system:** Build systems, Jenkins build server, Managing build dependencies, Jenkins plugins, and file system layout, The host server, Build slaves, Software on the host, Triggers, Job chaining and build pipelines, Build servers and infrastructure as code, Building by dependency order, Build phases, Alternative build servers, Collating quality measures.

### **UNIT - V**

**Testing Tools and Deployment:** Various types of testing, Automation of testing Pros and cons, Selenium - Introduction, Selenium features, JavaScript testing, Testing backend integration points, Test-driven development, REPL-driven development

**Deployment of the system:** Deployment systems, Virtualization stacks, code execution at the client, Puppet master and agents, Ansible, Deployment tools: Chef, Salt Stack and Docker.

### **TEXT BOOKS:**

1. Joakim Verona. Practical Devops, Second Edition. Ingram short title; 2nd edition (2018). ISBN-10: 1788392574

### **REFERENCE BOOKS:**

1. Deepak Gaikwad, Viral Thakkar. DevOps Tools from Practitioner's Viewpoint. Wiley publications.
2. Len Bass, Ingo Weber, Liming Zhu. DevOps: A Software Architect's Perspective. Addison Wesley

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