

Mastering ARM template deployments with Azure DevOps

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What to expect from this session

- How Azure DevOps can support your ARM template deployment process
- · Repo management
- · Pipeline management
- · Demos

What NOT to expect from this session

- · Enough content to leave this session as an expert
- Swiss chocolate giveaways

About me

- Marcel Zehner
- · make it noble
- Microsoft Azure MVP
- · Speaker, writer & blogger
- Community champion
- Experts Live CH & EU



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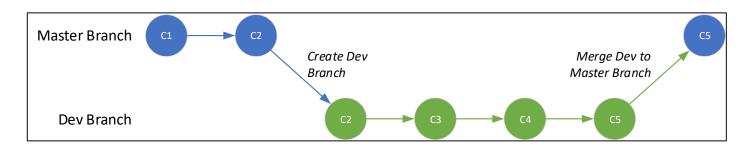
Manage your ARM templates code

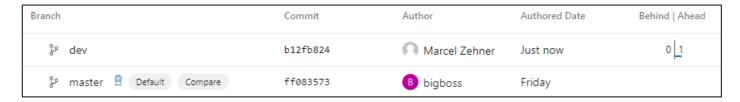
Manage your code

- · Use source control management (SCM)
 - · Git
 - Protect your code with policies
 - Track code changes
- · Use a distributed repo approach
 - Store repo on Azure DevOps
 - Clone/pull it to your dev box
 - · Change, commit and push back

Branches

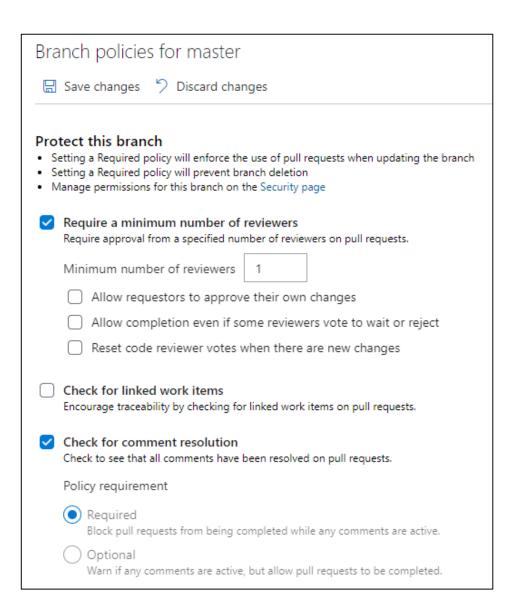
- Master branch
 - Contains code version that is production-ready
 - Must be protected
- Dev branch
 - · Based on master branch
 - Used to change your code
 - Test and test-deploy your code
 - Merge into master in a controlled way
 - Destroy dev branch





Protect the master branch

- Store Git repo on Azure DevOps
- Configure a branch policy
 - No direct commits to the master branch
 - Dev needs to create a pull request
 - Pull request is analyzed, discussed and (maybe) approved



Create a pull request

- Compare files
- Comment and discuss
- Approve changes
- Merge dev into master branch
- Delete dev branch
 - · Create a new one if you plan your next code changes

Pipelines



Release your code

- · We need a consistent way to release our code
 - Dev box is OK to test your code
 - · For int, stage, prod environment this is a no-go!
- Use Azure DevOps pipelines instead
 - · Structured approach to prepare and release your code
 - · Process is identical, no matter who triggers it
- · Gives you good control
 - · Multiple stages, steps, tasks etc.
 - Quality gates and approvals

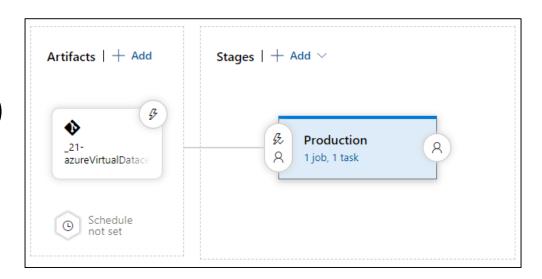
Types of pipelines

· Classic

- Build pipelines (test and prepare code)
- · Release (release code to Azure)
- Graphics designer

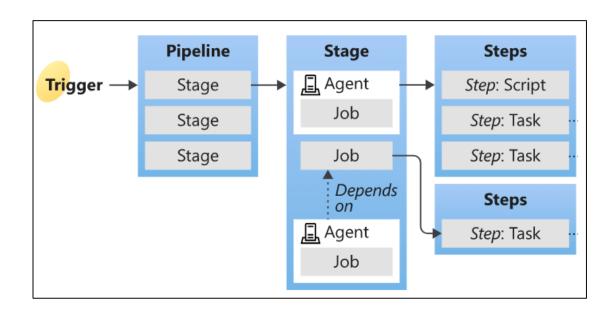
· Modern

- · All in one (build & release)
- Code designer
 - · Pipeline as code
 - Allows to re-use code (templates)



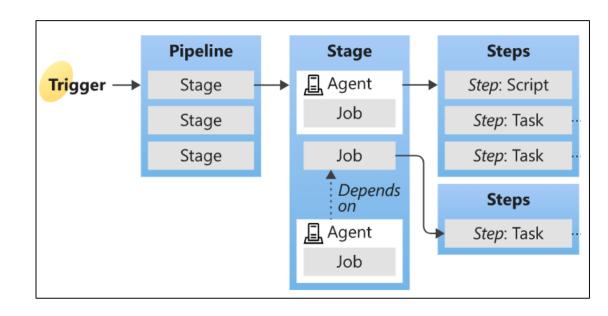
Components 1

- Artifacts
 - Code that needs to be released
 - Azure DevOps Git repo
- Stages
 - · Major division inside a pipeline to build a logical boundary
 - Pre- and post actions



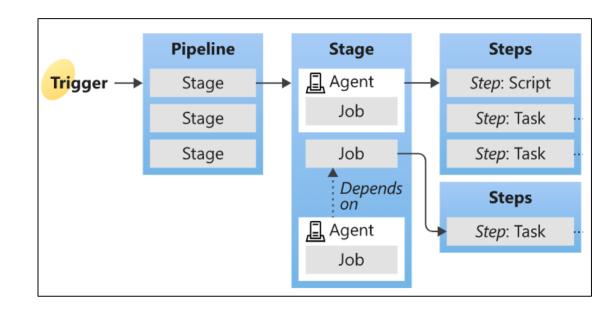
Components 2

- Agent Jobs
 - Part of a stage
 - Contains steps that need to be executed
 - Executed by an agent
 - Agent pool (hosted or own)
 - Server (Azure DevOps Server)
 - Containerized



Components 3

- · Steps
 - · Effective work
 - Different types of steps
 - Script > Powershell, bash etc. script
 - Task > Packaged script/procedure that can be used from a catalog



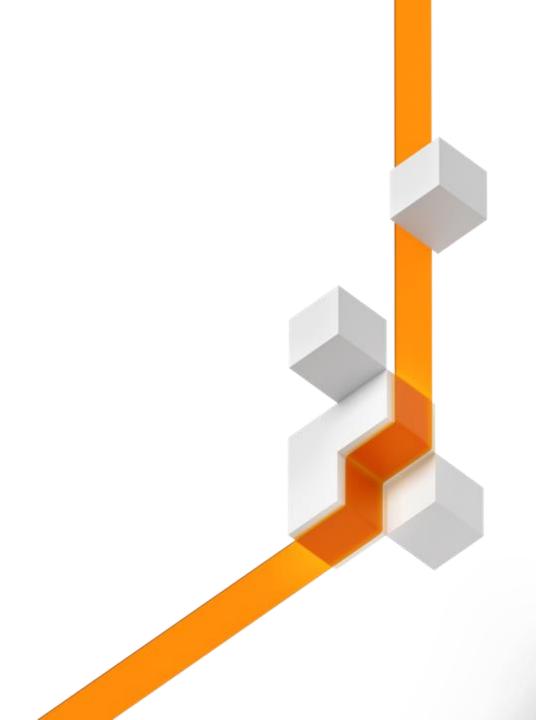
Other important stuff

- Approval & gates
 - · Stage pre- and post deployment conditions
 - Approvals by persons
 - · Quality gates (e.g. Azure governance status, monitoring etc.)
- Conditions
 - When to continue with a step/stage
- Triggers
 - Automatically (Git commit, pull request)
 - Manual

Demo



Key takeaways



Key takeaways

- Azure DevOps is your friend to manage your code and releases
- Protect and control your code
- · Use structured approaches to release your code
- In a perfect world, only the pipeline can modify your resources



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