



ReleaseTEAM

February 2016



Welcome to our February 2016 Newsletter!

Save the Date InterConnect 2016

The Premier Cloud & Mobile Conference

February 21 – 25, 2016

MGM Grand & Mandalay Bay, Las Vegas



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We are excited to be attending the IBM InterConnect conference again this year. With over 24,000 attendees, it will be a great place to network and learn. It all ends with a concert by Elton John. Are you headed to the conference? You should be, because we'll be hosting a private party along with Tasktop on February 23rd, and would love to see you there. Can't wait? Check out this [youtube playlist](#) for a peek at a few sessions and speakers that will be there.

[Register today!](#)

Quick Links

- [ReleaseTEAM Website](#)
- [IBM Rational Website](#)
- [Colorado Rational Users Group](#)
- [ReleaseTEAM's Rational Users Group Page](#)



Both Tasktop Sync and Tasktop Data have a slew of new features in their most recent release. Here are just a few bullet points:

- Extended Ecosystem
- Enhancements to Artifact Management
- Performance and monitoring refinements
- New artifacts and attributes

For the all the detail check out their official release notes for [Sync](#) and [Data](#).

IBM Technotes



To see the latest IBM Rational TechNotes
[CLICK HERE](#)

ReleaseTEAM's Spotlight



Sarah Smith- Account Manager at ReleaseTEAM

Sarah is normally the author of the Spotlight for ReleaseTEAM but this month we wanted to Spotlight her. Sarah started with ReleaseTEAM in April of 2012, bringing a fun, productive energy to our team. We all very quickly began to connect with Sarah. With an unbelievably charming, honest and feisty personality she brought something to the team that acted as a new energy source for everyone. It wasn't long at all before Sarah was closing deals left and right, but more importantly building relationships along the way. The perfect example of this was when I went to a yearly kick off summit earlier this month. Sarah was unable to attend and during most of the conference I was being asked where Sarah was. When I let them know that she was unable to make it, people began to tell me how much they loved working with Sarah and what a great person she is! They are not wrong. From the beginning, Sarah and I hit it off. She is very knowledgeable and a joy to work with. She supports our team in whatever way she can. She always goes above and beyond for her clients, approaching them in a friendly, personable way. The positive attitude and constant jokes from Sarah make the day so much fun. Sarah has been our top salesperson since starting with the company and always has aspired for bigger goals for her future. She is truly an amazing asset.

Prior to her career at ReleaseTEAM:

- Sarah spent 6 years as a Strategic Account Executive at GroupSystems
- Four years at eSoft both as a Business Development Manager and Quality Assurance Supervisor
- She spent 5 years in Customer Service
- Over 20 years in the Technology Industry, 15 of those in Sales

She graduated from Arvada West High School in Colorado and continued her education at Red Rocks Community College getting her associates degree in computer repair. Sarah has a wonderful husband named Dave and two beautiful girls, Merissa and Courtney. She also has a fur baby named Lucky Smith. He is a black lab. They are a very close knit family. Sarah enjoys camping, spending time by the ocean, hiking, skiing, really anything outdoors. The family owns land in the mountains where they keep their camper and spend as much time as possible. Sarah you are truly our rock star! Thank you for all you have done for our team! Sarah will be leaving ReleaseTEAM for family medical reasons. We wish her and her family our very best. We will miss her dearly.

The Internet of Things

There is a lot of talk these days about the Internet of Things (IOT). It seems you cannot find a product these days that doesn't present itself as getting connected. Well maybe not bananas but they have always been the luddites of the fruit world. For example the upcoming IBM Interconnect conference there are 237 sessions that are considered related to the Internet of Things.

Our point is, obviously, that IOT is here and more is coming for the devices and products that we utilize on a daily basis. But what is the IOT? Is it cool new sensors? Hi-tech wearables? New wireless technologies? Cars giving you the weather? Refrigerators reminding you to buy eggs? IBM's Watson diagnosing your illness? For all its promise about improved machine uptime, data gathering, predictive analytics, IT automation, better customer experiences and new as a service business models much of the meat around IOT remains elusive.

The "Internet of Things," a term coined in 1999 by Kevin Ashton, describes a world in which everything—from a living, breathing you to the inanimate objects around you—has a digital identity, to enable computers to organize and manage them. Add to that the concept that each entity could be actively connected with a radio or modem (which allows two-way communication and real-time manipulation) and suddenly the potential for new application explodes, such as "smart" objects that use sensors to understand the environment around them and data collection for things that have never been digitized before, from your morning run to the hundreds of machines on the floor of a massive manufacturing plant.

One point of IOT that is not hard to figure is the fact that IOT will involve a lot of machines talking to one another (often called machine to machine communication or M2M) with humans observing and analyzing and building business plans from the resulting data. It is also a process that is now well under way. Microprocessors are found in all manner of 'things': household machines, cars, credit cards, passport, your family pet, the camera on the street, elevators in your office and many more. Add the magic ingredient of internet connectivity and bake with applications and services that make use of the data gathered by this vastly expanded network, and you've cooked up another technology revolution.

Perhaps the most thought example of the Internet of Things is the 'smart home'. The components include sensor-equipped appliances, security, lighting, heating, ventilation and entertainment devices, among others, all connected to a local server or gateway, which can be accessed by the appropriate service providers — and, of course, the home owner often via their smart phone. But however IOT is viewed the market for it remains vast.

The areas driving this growth are believed to be the automotive industry, with new 'smart' cars; utility companies with smart grids; healthcare and security, along with home automation. According to [Cisco](#), the next nine billion or so devices connected to the internet in 2020 will use M2M technologies. Many of these devices will be used to link the physical world to the internet via sensors that take readings from their local environment and output the information up into the cloud.

For this reason, the entire field is being forced to grapple with questions around data preservation, communication and integrity — and far earlier than other similar technology sectors have had to and then there is the concerns about security. Paddy Francis, chief technology officer for Airbus Group SE's Defense and Space division, warned of the risks posed by increasingly Internet-connect household appliances. Francis also worried that "cyber-assisted burglary" might become increasingly common, with criminals hacking into household networks to extract data from routine items -- like smart-metered lighting or heating systems -- to determine if the occupant was home, looking for the best time to break in.

So maybe the lesson here is, be kind to your toaster. You never know who it is talking to.

2016 Predictions for Version Control and Collaboration

By: Christopher Hoover, Global Vice President of Products and Marketing

Sharing predictions for the coming year has become a tradition at Perforce. This year, we've moved away from more general predictions to focus on our version control and collaboration space.

Here is what we predict for 2016.

The Rise of Hybrid Version Control Environments

Traditionally, collaboration platforms are described as either centralized or distributed. This separation will be increasingly obsolete as organizations adopt a hybrid approach that enables development teams to use distributed version control (DVCS) like Git integrated with a centralized version control that accommodates large files and trunk-based development. The key here is that all digital assets and code are eventually managed in a system-of-record repository.

Foundational to this approach will be...

Operations (re)embrace of the "Mono Repo"

Since the introduction of Git nearly 11 years ago, many startups and open source teams have standardized on lightweight local branching. However, the massively scalable trunk-oriented "mono repo" will reemerge in the public consciousness for the important role it plays in facilitating modern product delivery trends such as Continuous Delivery and DevOps.

And on that subject...

DevOps Takes the Wheel

Development teams' focus on speed and innovation creates burdens for the Ops teams responsible for deployment to production environments, uptime, and stability. Hybrid environments will serve both needs and DevOps will champion adoption of these tools across the development and delivery pipeline.

Who will be joined by...

Security Teams Enter Earlier into DevOps Discussions

With IP theft continuing and new vulnerabilities surfacing throughout the year, organizations will have no choice but to include Security teams in discussions formerly limited to Dev and Ops teams. Then we'll just need to agree on the new name for this practice, be it SecDevOps, DevSecOps, Rugged Ops or something entirely new.

So there you have it... the world of version control as we see it for 2016.

The Puzzler

Now for this month's puzzler:

"There was a green house. Inside the green house there was a white house. Inside the white house there was a red house. Inside the red house there were lots of babies. What is it?"

Here is last month's question:

Can you explain how a password would work while standing up and not while sitting down?

Solution: Someone switched some keys on the keyboard. If you have been typing for a long time, you don't need to look at the keyboard while using it sitting down, but standing up, you are at a different angle, and will need to look at the keys. Typing from muscle memory would work even if the keys are switched, but relying on sight in that situation would result in a wrong password.

The winner of January's puzzler was **Brian M.!** Email us at puzzler@releaseteam.com and let us know where to send your \$27 gift card

Send us in your answers and we will randomly pick a winner from all the correct answers to win a \$27 ReleaseTEAM gift card. If you'd like to send us puzzlers of your own, feel free to do so!

Send your answers to puzzler@releaseteam.com.