



ReleaseTEAM

June 2016



Welcome to our June 2016 Newsletter!

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IBM Technotes



To see the latest IBM Rational TechNotes

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What DevOps Isn't

Ask around in the industry what DevOps is and chances are you will get as many different answers as there are compilers in the marketplace. However, sometimes it is helpful to look at what something isn't rather than what it is. So with that in mind, here are some things DevOps isn't.

1. DevOps is not a cure all.

Without the correct processes and culture in place you are setting yourself up for failure. It requires constant review and revision to allow innovation to flourish.

2. DevOps is not a tool

It is a process and culture. Yes, you use tools but those are only a small part of what constitutes DevOps.

3. DevOps requires you to use tool XYZ

No one tool creates a DevOps environment. There are a myriad of tools out there essentially doing the same thing. The choice of tool always comes down to what works best for your organization and its needs.

4. DevOps isn't only about speed

It is about removing bottlenecks and embedded collaboration between teams.

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5. DevOps is not easy

It takes a dedicated team with buy-in from the assorted groups and managers who are key to the adoption of DevOps principals.

6. DevOps is not a one size fits all strategy

No two companies have the same culture and team structure. That's why the definition of DevOps is constantly fluid. Find what will be best for your teams. It's important to apply the same tenets of DevOps to your DevOps strategy. Embrace change, gather metrics, understand feedback, fail fast and correct your course quickly.

7. DevOps isn't bought

DevOps is built through change in processes and culture.

8. DevOps is just about automation

Automation constitutes a vital component of DevOps, but automating a few processes doesn't mean you've achieved anything.

9. DevOps is not simply combining Development and Operations teams.

DevOps combines a set of processes and practices to be adopted throughout the entire delivery pipeline and spans multiple stakeholders. A couple of the key practices within DevOps adoptions include continuous integration (CI) and continuous delivery (CD). Simply combining two teams and calling it DevOps cannot accomplish those practices.

ReleaseTEAM at Atlassian Summit



Atlassian has announced the dates for Summit and are searching for Speakers.
Would you like a free summit ticket?

[Check out how to apply to be a speaker here.](#)

Partner News Round-up

GitLab

GitLab 8.8.2 Released:

<https://about.gitlab.com/2016/05/25/gitlab-8-dot-8-dot-2-released/>

GitLab goes heavy on Docker registry support, light on restrictions

<http://www.infoworld.com/article/3072886/application-development/gitlab-goes-heavy-on-docker-registry-support-light-on-restrictions.html>

Electric Cloud

Weekly Top 10- Keeping DevOps Pulse on Teams, Testing, Innovation

<http://electric-cloud.com/blog/2016/05/weekly-top-10-keeping-devops-pulse-teams-testing-innovation/>

GitHub

Finding limitations on private repositories frustrating? Check out this announcement for unlimited private repositories from GitHub.

<https://github.com/blog/2164-introducing-unlimited-private-repositories>

GitHub ushers in unlimited private repositories. Both personal and organizational accounts on the code-hosting site will get unlimited private repos and a simplified pricing structure

<http://www.infoworld.com/article/3069275/application-development/github-ushers-in-unlimited-private-repositories.html>

Tasktop

New Tasktop Dev Features to Improve Your Software Development Lifecycle

<https://dzone.com/articles/new-tasktop-dev-features-to-improve-your-software-1>

Take Two: The Changing Role of Release Engineering in a DevOps World

Did you miss us at MERGE 2016?

No worries, because we're bringing the conference experience straight to you! Revisit The Changing Role of Release Engineering in a DevOps World by attending our webinar on June 1st at 10:00 a.m. PDT with J. Paul Reed of Release Engineering Approaches, and Perforce's own John Williston!

The rise of DevOps is revitalizing age-old topics in release engineering and application lifecycle management, and aspects of software delivery that DevOps doesn't magically solve. If you're responsible for the release engineering function in your organization, see what the new world looks like and which aspects of the industry it's leaving behind.

So don't shy away from the challenges on the road towards DevOps and Release Engineering's happy union, and instead attack the hoard of new tools and methodologies with a powerful battle cry. Simply put, learn to thrive in this brave, new world.

Here's what you can expect from J. Paul Reed aka Preed's mind-blowing broadcast. In this 30-minute webinar you will learn:

- How to define DevOps and it's tools for success
- How Release Engineering and DevOps collide, and their benefits
- How continuous delivery will define your organization in the future

Can't wait for your second chance at MERGE content? [Save your seat now!](#)

<https://www.perforce.com/blog/160525/take-two-changing-role-release-engineering-devops-world>

The Puzzler

Now for this month's puzzler:

Three different numbers are chosen at random, and one is written on each of three slips of paper. The slips are then placed face down on the table. The objective is to choose the slip upon which is written the largest number.

Here are the rules: You can turn over any slip of paper and look at the amount written on it. If for any reason you think this is the largest, you're done; you keep it. Otherwise you discard it and turn over a second slip. Again, if you think this is the one with the biggest number, you keep that one and the game is over. If you don't, you discard that one too, and must keep the final number.

Are your chances 1 in 3, or is there a strategy to better your odds?

Here is last month's question:

There is a five-letter word in which you can remove the first letter, and the resulting four-letter word is a homophone, a word pronounced the same. Additionally, one can remove the second letter of this five-letter word and get yet another homophone. What is this word? For example, if we take the word "Track", and remove the second letter, it would be "Tack", and if we remove the first letter, it would be "Rack", neither of which are homophones of "Track".1)

Answer: The five letter word was Scent. Removing the first letter gives you Cent, and removing the second letter gives you Sent. Scent, sent, and cent are all homophones.

The winner this month is Mike L.! Email puzzler@releaseteam.com to claim 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!