

Lessons Learned From 100 Releases



100 Releases Wow!

psu-stewardship / scholarsphere

Unwatch

15

Code

Issues 179

Pull requests 3

Projects 0

Wiki

Settings

Insights

A web application for ingest, curation, search, and display of digital assets. Powered by Hydra technologies (R Blacklight, Solr, Fedora Commons, etc.)

[Add topics](#)

3,187 commits

48 branches

100 releases

17 contributors

Branch: develop

New pull request

Create new file

Upload files

Outline

1. Review Release history
2. Lessons Learned

Releases

What Does 100
Releases really
mean?



<http://bit.ly/2lmdAlp>

Major ScholarSphere Releases

1.0 - Initial Release -
September 11, 2012

2.0 - UI Redesign -
September 10, 2014

3.0 - Multi File Works -
September 26, 2017



<http://bit.ly/2gp4zmj>

Major Sufia Releases

1.0 - Initial Release - April 17, 2013

2.0 - Dropbox and cleanup - June 19, 2013

3.0 - Rails 4 - July 22, 2013

4.0 - UI Updates - August 21, 2014

5.0 - Edit Form Rework - January 20, 2015

6.0 - Fedora 4 - March 27, 2015

7.0 - PCDM - August 1, 2016

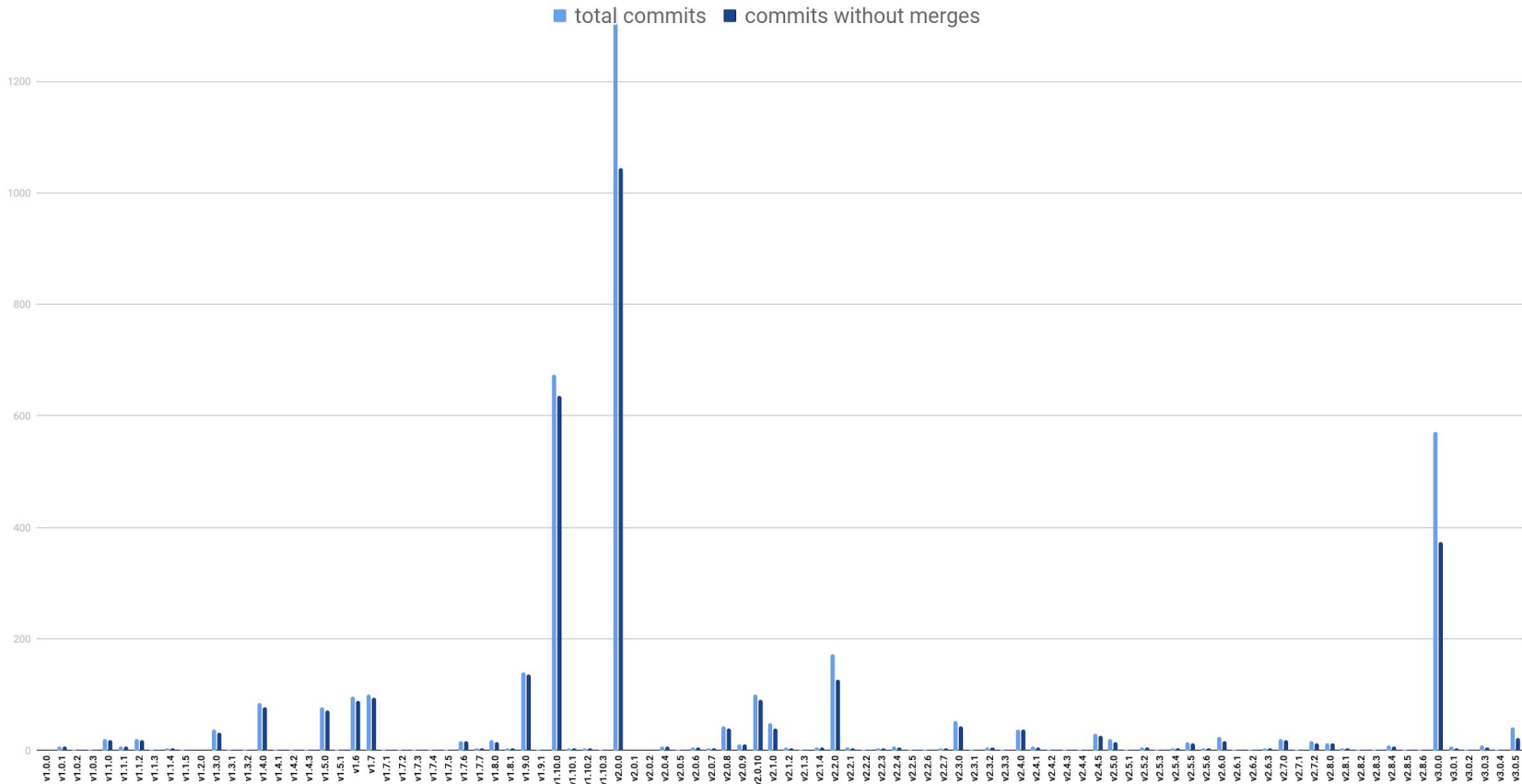


<http://bit.ly/2gtvrFd>

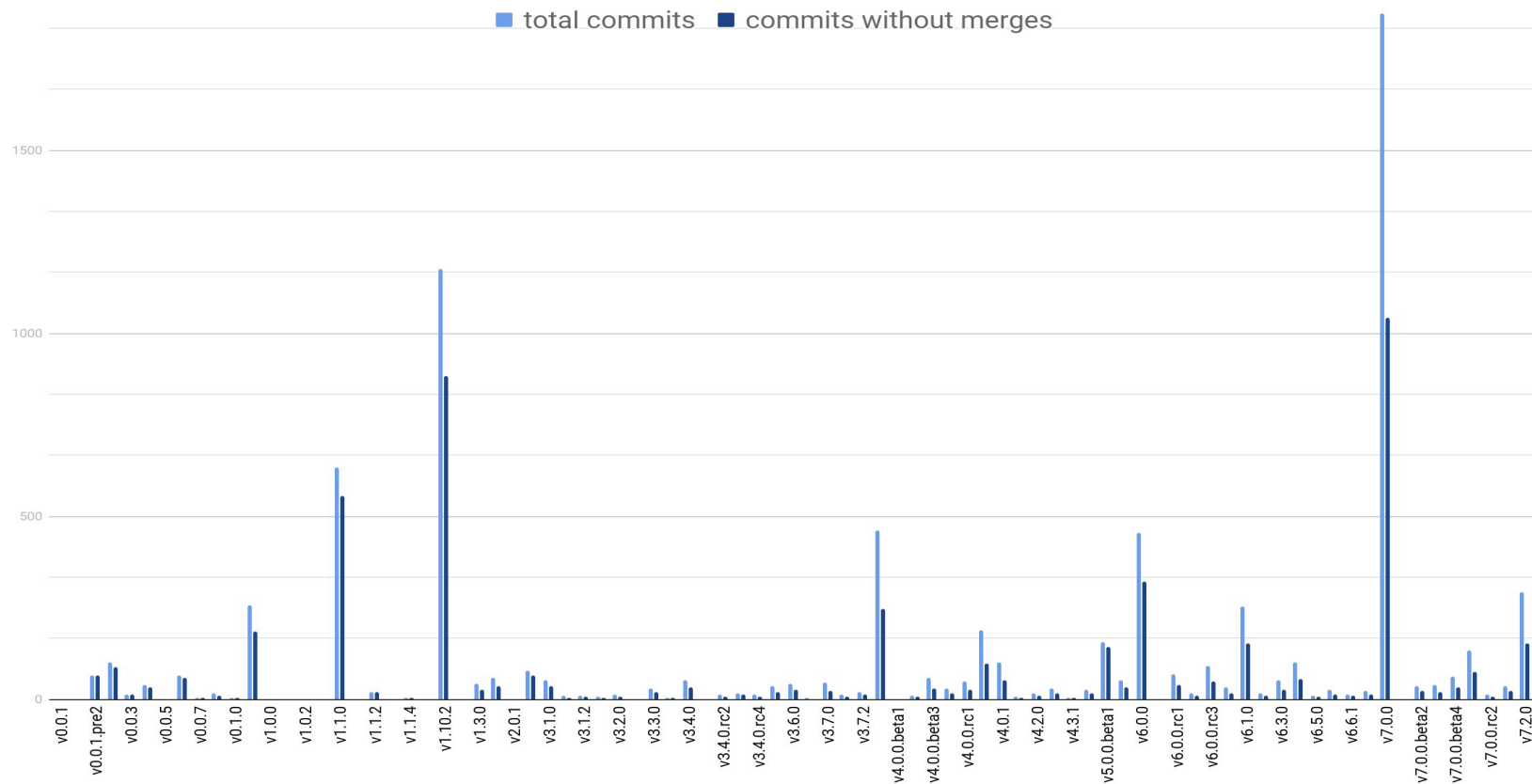
ScholarSphere Commits Per Release

PE

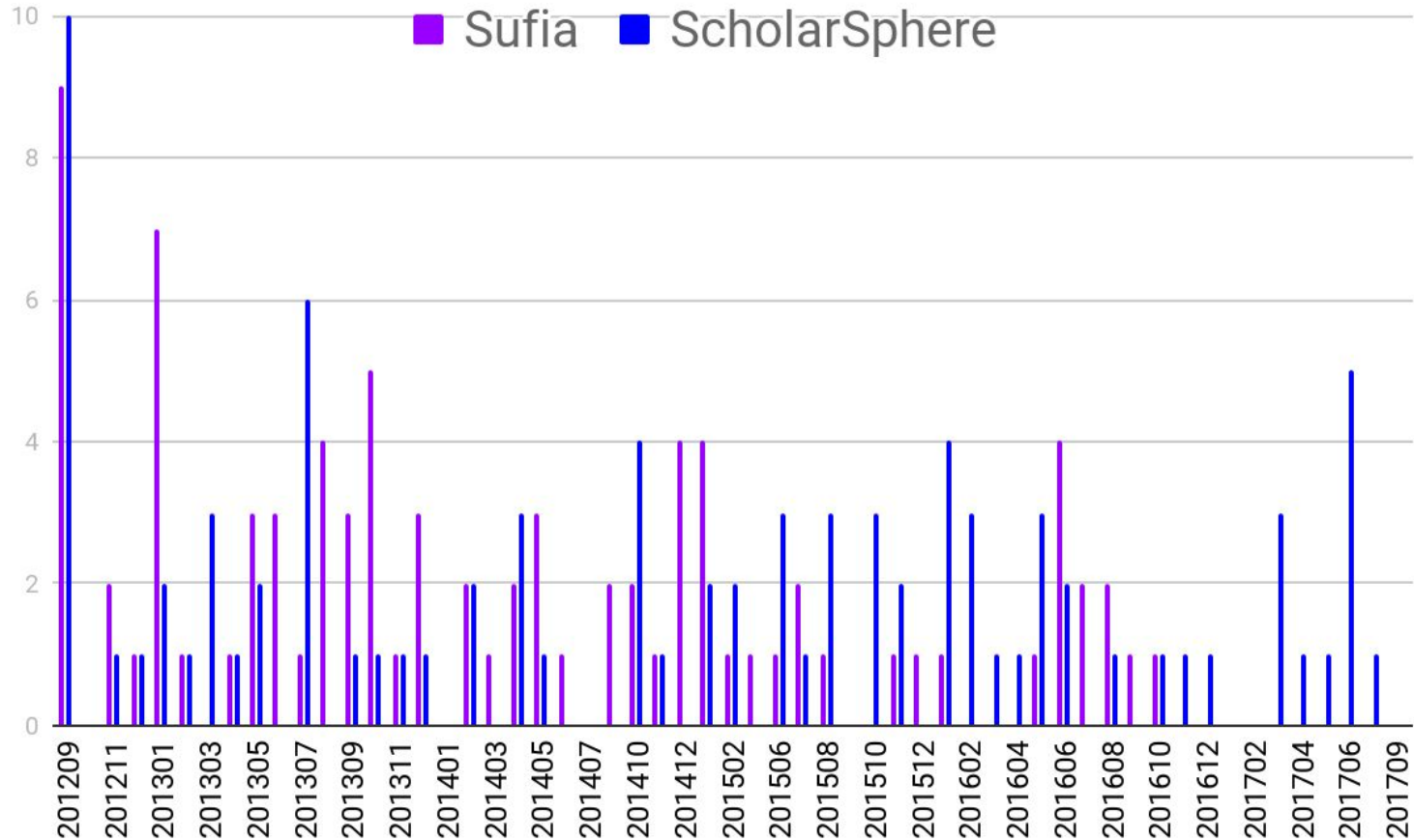
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Sufia Commits Per Release



Releases Per Month



Lessons Learned



Small Changes Are Easier

80% of our Releases
were less than 40
commits



<http://bit.ly/2yamsjK>

Details are important

But are really hard to see when you just commit directly.

Automate your deploy

20ish Commands on 2 machines quickly brings you down



<http://bit.ly/2zKUEPI>

Test Your Deployment

No one wants to be fixing system issues or installing dependencies during a code release.

Release When It Is Good Enough

If you release and continuously improve you will create a product that is more useful to your customers



<http://bit.ly/2iEm0zL>

Test! And Test Again

Thorough automated tests are only one part. You need:

- ❖ Automated testing
- ❖ Human testing
- ❖ End User testing
- ❖ Accessibility testing
- ❖ Performance testing

User Test

And then ignore 50% of what they tell you.



You Read Your Code

“Indeed, the ratio of time spent reading versus writing is well over 10 to 1. We are constantly reading old code as part of the effort to write new code. ...[Therefore,] making it easy to read makes it easier to write.”

- **Robert C. Martin, Clean Code: A Handbook of Agile Software Craftsmanship**

Don't Forget what is behind the code

PENNSYLVANIA
HARDWARE

PENNSYLVANIA
MARIA DB

SOLR

FEDORA

REDIS

FITS

IMAGEMAGICK



Testing Servers are Essential

Especially when rails production mode is different than development mode you may find errors in production that do not occur in development.

Divide and Conquer

PENN  Isolation ~ Stability



<http://bit.ly/2yaDjTO>

Collaboration Is good

If you have the similar goals...

Goals include not just the feature, but also how that feature will be used!

Document Issues

Document the issue
and the solution.
You may see it
again.



<http://bit.ly/2iUh3qu>

The Problem May be Behind the Keyboard

“Do not fear mistakes. You will know failure.
Continue to reach out.”

- Benjamin Franklin

We will Clean up later...

Is a trap! Later never comes and you end up with a real mess.

Communicate!

The single biggest problem in communication is the illusion that it has taken place.

- George Bernard Shaw

Conclusion

“Be faithful in small things because it is in them that your strength lies.”

Mother Teresa

Thank You!

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Questions?



<http://bit.ly/2yAoryc>