

IBM Rational Build Forge

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 What keeps me **Rational**?



Agenda

- Introductions
- Build and Release Challenges
- Build Forge Customers – what do they see
- What Build Forge Does
- Technology Overview
- Demonstration
- What next ?



Build and Release Challenges

Current Conditions

- **Manual**, error-prone build processes
- Proprietary **internally-developed** systems
- **Inconsistent processes** across products and platforms
- **Dependence on build staff** to execute, troubleshoot, and provide feedback
- **Inconsistency** between developer environments and production systems
- **Time consuming** to detect and resolve problems
- Lack of **traceability and compliance** readiness

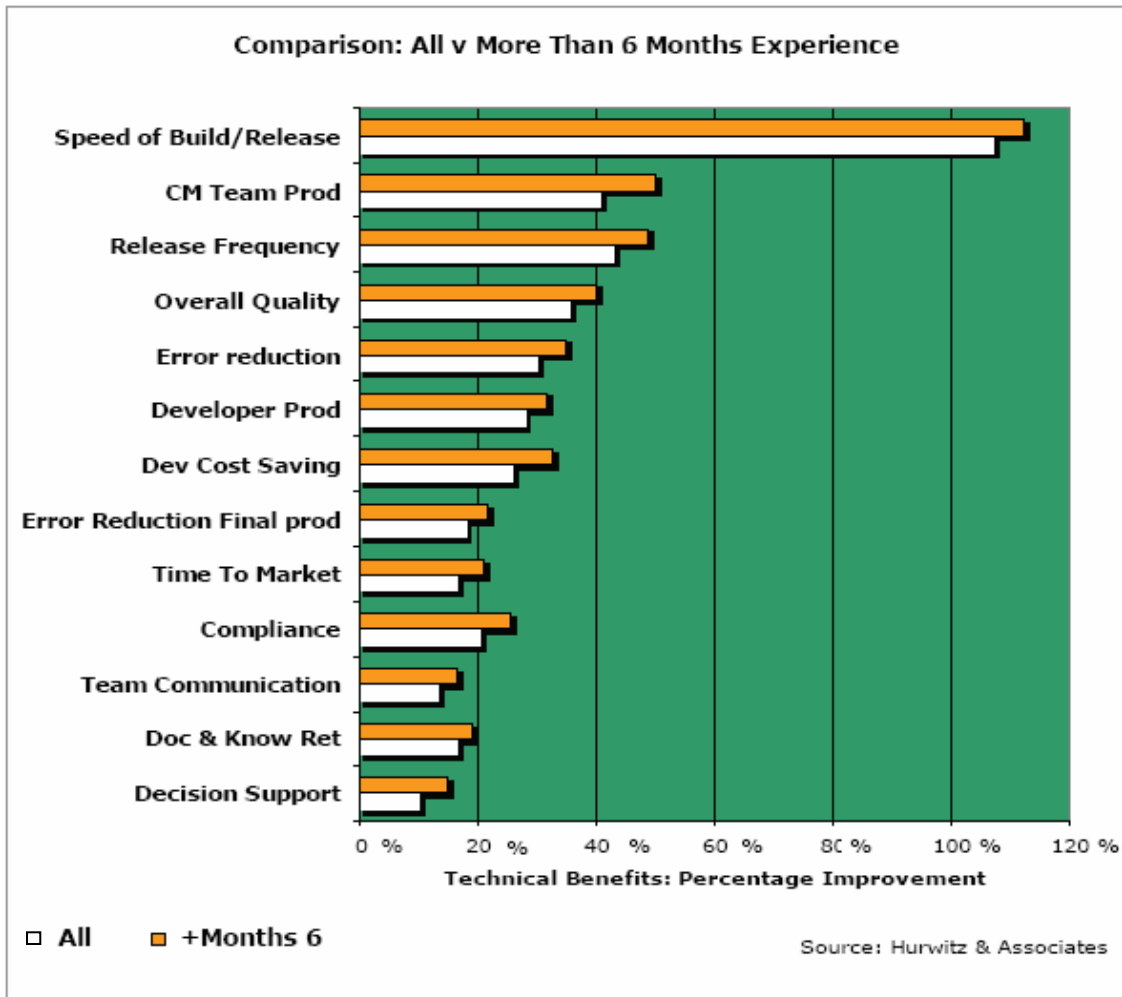
Business Impact

- **Unpredictable** product release cycles
- **Costly** systems to support & maintain with knowledge held by a few
- **Limited repeatability or portability** for new projects and platforms
- **Staff burden, delays, lost productivity,**
- **Unforeseen errors surface** later in the release cycle
- **More people required** to do more work
- Extensive **ad hoc effort** spent in audit preparation

“Software build management increasingly impacts successful software deployments, business and IT productivity and is becoming a focus for IT organizations.” - IDC



Build Forge - Business Benefits



“We discovered that new customers were able to achieve results similar to long-time customers. This validates BuildForge’s claims that the product can be implemented and deployed in a relatively short period of time.”

-- Hurwitz & Associates



Selected Customers



What keeps me Rational? CRM5: Automated build management using IBM Rational Build Forge

What We Do

BUILD/RELEASE FRAMEWORK

Management Console

Centralized Web-based, Collaborative Distributed Access, Role-Based Security

IDE Plug-Ins

Developer Self-Service, Role-Based Security

Workflow

Control

Acceleration

Notification

Scheduling

Log Analysis

Tracking

Reporting

Build and Release Process Automation

Automated, Repeatable Application Development Lifecycle

Development

Source Control

Product Build

Quality Assurance

Package

Release

Scripting

Python, VBscript, Batch, Perl, KSH

IDEs

- RAD
- Eclipse
- Visual .NET

Languages

- Java
- C
- C++
- C#
- etc.

Source Control

- ClearCase
- StarTeam
- Perforce
- CVS
- PVCS
- VSS
- Synergy
- Subversion
- etc.

Change Mgmt

- ClearQuest
- Remedy
- ChangeMan
- DevTrack
- Bugzilla
- etc.

Build Tools

- ClearMake
- Ant
- NAnt
- Make
- GNUMake
- NMake
- Open Source
- etc.

Test Tools

- ClearQuest
- Performance
- Functional
- Robot
- LoadRunner
- TestDirector
- WinRunner
- Junit
- etc.

Release Tools

- Tivoli
- WebSphere
- WebLogic
- WIS
- etc.

Platforms

UNIX, Windows Mac, Linux, Proprietary



Rational Case Study

Rational. software

“Build Forge helped us improve our turnaround times, quality and overall process by giving us a continuous integration system that allows us to notify developers of project status”

Environment

- 47 Active Projects / Products – 3 Locations
- 8 Platforms, 124 Build Machines
- Rational Products
- Windows, All Unix Flavors

- Release Team is bottleneck. No developer capabilities
- Serial and manual work effort
- 24 Hour “Suite” Build, 14 Hour Product Build

Solution

- Implemented Developer self-service in 3 mos.
- “Suite” and point product builds reduced to 3 hours
- Parallel processes implemented.
- Automated packaging



Siemens Medical Case Study

SIEMENS

“We were interested to adopt Agile Development, but were limited by an inflexible, non-standard build process. Each team did their own thing, and there were multiple points of failure on each project.”

Environment

- 1000+ users
- Build machines around the world (US, EMEA, India)
- Continuous unit testing (Cactus and Junit)
- ClearCase, ClearQuest, Test Director

- No standards
- No global access
- Multiple points of failure
- Low developer productivity
- No continuous integration

Solution

- # of build cycles increased 3X
- Build times reduced by 65%
- Secure developer self-service established
- \$6M savings over 3 years



Electronic Arts Case Study



“The environment necessary for a successful build is very complex, and is different for every product. This information must be carefully maintained and consistently used.”

Environment

- 500 Developers – 30 CM's
- 20 Products
- C++, .NET, Perl, Python
- Perforce, DevTrack
- Windows, Xbox, Playstation

- No centralized release mgmt.
- Underutilized server farm
- 60,000+ graphic files built daily that take 30 minutes to 60 hours

Solution

- Build times reduced by as much as 20X. from 60 to 3 hours.
- Machine usage improving – reduced HW buys.
- Management has new intelligence with dashboards.



Rational Build Forge – Driving Customer Value

“We were able to improve from 18 builds per week to over 360 builds per week! Across 50 other projects, that will save us millions annually!” -- Adobe

Customer results: higher productivity, improved quality, faster delivery, reduced cost

- ▶ **Higher productivity/Reduced cost** – typical payback in less than 6 months, millions saved annually.
- ▶ **Increased quality of products** delivered through reliable, repeatable processes and rapid error detection – as much as 70% improvement.
- ▶ **Faster software delivery** through more frequent, iterative development cycles. As much as 3 to 20 times faster.
- ▶ **Better compliance and governance** with integrated audit trails, traceability, and IT controls for each release



Functional Architecture

IMPLEMENT

Build Forge Server

Build Forge Engine

- 3 Tier Architecture
- Centrally Managed
- Orchestrates BuildForge tasks



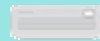
Build Forge Database

- Projects and Steps
- Server Configurations
- Environment Configurations
- User/Permission Information
- Build Statistics
- System Master Log

DB2
Oracle
MySQL
SQL Server
Sybase



Source Code
Repositories



Test Suites



SCM
Applications

Deployment
Tools

Integration

- Command Line
- Adaptors
- API



Data Elements...Building Blocks...



Steps

```
1a. cleartool mkview -tag $BF_TAG \\views\${BF_TAG}
1b. cleartool setcs -tag $BF_TAG config.spec
```

```
2a. gcc main.c -o main.o
2b. gcc main.c -o ui.o
2c. gcc main.o ui.o -o HelloWorld.exe
```

```
3a. testscript.sh -run -r $RELEASE -module HelloWorld.exe
```



Project



Source



Build



Test



Package



Deploy

...

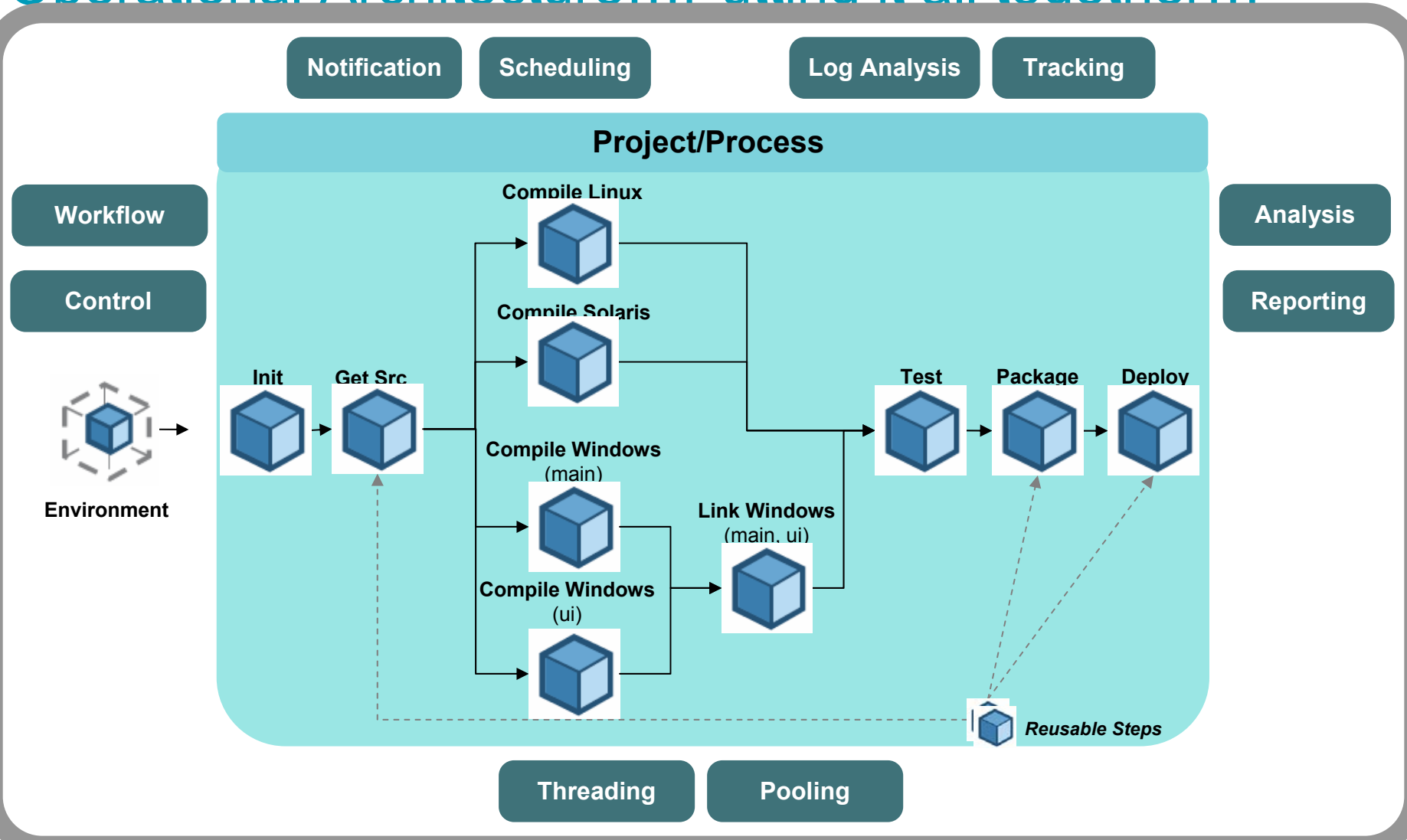


Environment

```
1. RELEASE=Release_1.1
2. JAVA_HOME=C:\Program Files\Java\jdk1.5.0_06
3. PATH=C:\:\Program Files\Java\jdk1.5.0_06\bin
4. ...
```



Operational Architecture...Putting it all together...





Demo





Questions





Thank You

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