# Making DevOps Friendlier for Developers

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# The Story So Far

- Earlier application developers and builders were different set of people

- Containers shifted left application building

- This led to self sufficient teams and the rise of agile culture

- But Ops people were still responsible for managing clusters and doing deployments

- So in a sense, developers were still not self sufficient

# Enter DevOps

- DevOps tried to make developers more independent

- The idea was for Ops people to set up processes that enabled developers to be self sufficient

- This was in an attempt to help organizations iterate and ship changes faster

- But the way different organizations went about it led to a lot problems
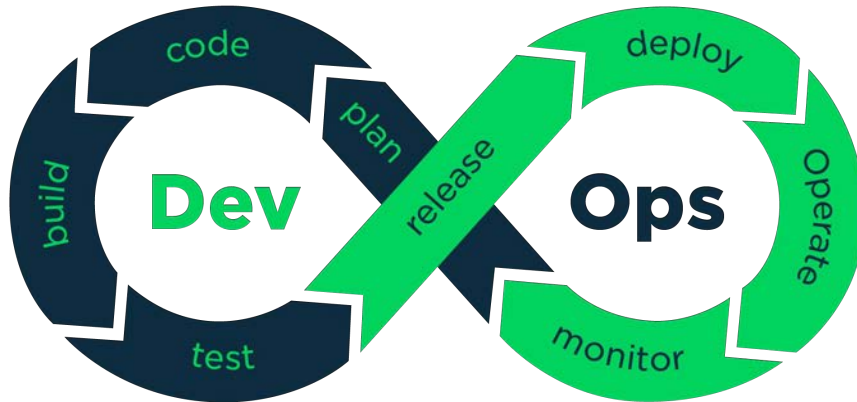
# Ways Most Organisations Went About It

- CI/CD Pipelines
- Staging Environments

# The Dev Side of the Story

- The development still happens in an environment that is nothing like production

- Have to rely on Ops people to create a production like environment locally

- CI/CD pipelines and staging environments are still far from the developer

- Feedback loop while writing code becomes longer

# The Ops Side of the Story

- Have to still configure environments for each developer
- Dealing with non replicable environments is frustrating

# How Do We Fix This?

- Upgrading to Cloud Development Environments

- If everything happens in the cloud, why shouldn't your dev environments live there too?

- Development should happen in an environment that's exactly like production

- And developers shouldn't have to rely on Ops everytime for such an environment
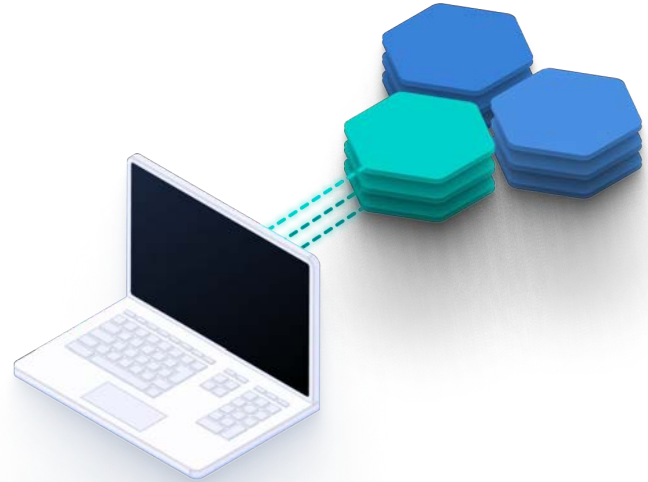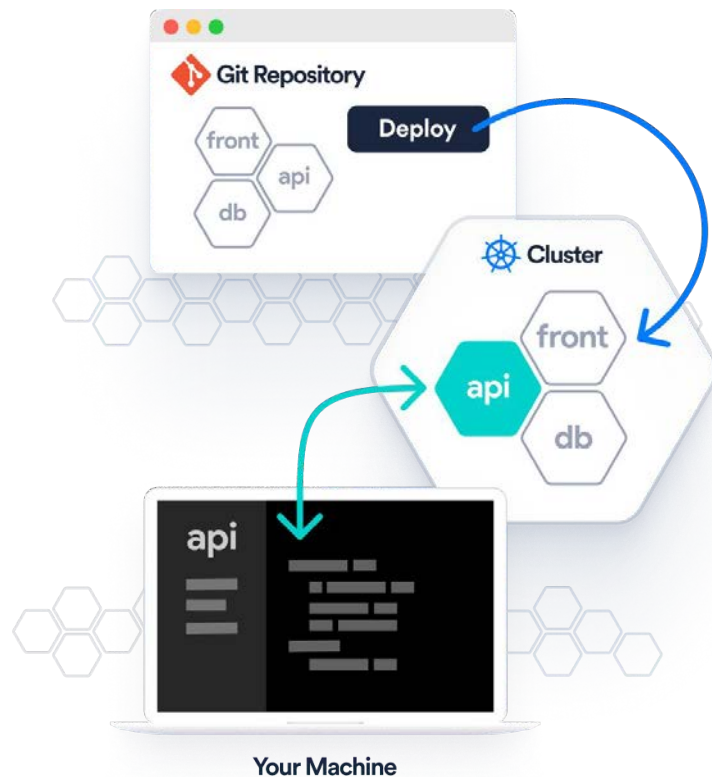
# An OSS Solution: Okteto CLI

- Ops configures an Okteto Manifest which contains all the instructions to spin up a dev environment
- The Dev Environment gets deployed in a Kubernetes cluster
- Two way file synchronization service is started for development
- https://github.com/okteto/okteto
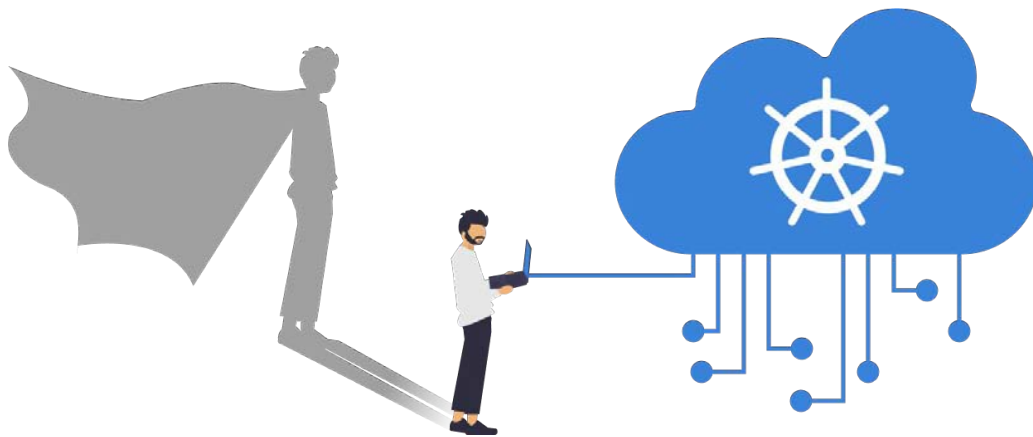
# Benefits

- Get to the "code writing" phase faster by skipping any configuration required during development

- Exactly like production

- Instantaneous feedback which makes development loop faster

- Removes friction from the dev workflow

- Developing **for the cloud** *in the cloud* creates a mindset shift that betters how you code

# Thanks!

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