

Process and Incidents

Date, time & occasion

www.modio.se



Teams, not solo

Teams

Lower bus factor

Personal responsibility

Teams

Require code reviews

Do code readings

Pair Programming

Not instead of reviewing

Helps newcomers on board

Modularisation

Many small modules

Internal libraries

Modularisation

Internal interfaces

Validate at interface edges

One team, many modules

A team is **responsible** for their module

Other teams send **patches** for review

The Issue Tracker

All development goes through Issue Tracker

All issues go as separate forks or branches

The Issue Tracker

Jira (BitBucket), GitHub, Bugzilla, trac.....

Review Issues

Bugs, Features, Description
Treat them as prose / code

Code Reviews

Require them

(Mailing list, Gerrit, GitHub, etc.)

Code Reviews

Unreviewed code is bad code

Never merge bad code

Track reviews

Flag tricky / interesting commits

Use reviews as teaching aid

Track reviews

Reviewed-by:

Signed-off-by:

Avoid “Velocity”

Prioritize Reviewing over Writing
Reviewing is not Velocity

Avoid singular work

Don't make one dev do all reviewing

Don't make one group spend time reviewing

Teach reviewing

Make management do it
“Should be easy, it’s just reading”

Reward reviewing

Reward teaching

Don't accept lazy management

Managers shouldn't be allowed slack

Involve management

Management should review issues

Involve management

Management works overtime in Crunch

Time based releases

Set schedule

Cut features

Major release

Every 6 / 9 months

Not yearly, too big changes

Minor release

Major + 3 weeks (bugfix)

Major + 8 weeks (bugfix)

Major + 12 weeks (bugfix)

Time based releases

Release every 5-8 weeks

On schedule, mix features & bugs

Time based releases

Track versions of modules

Bump module version with Major release

Use a release repo

Merge-only, release repository

Tag all releases

Sign tags

Use a branching strategy

Tag releases

Branches or Forks for Issues

Branching Strategy

Plenty of well documented ones

Branching Strategy suggestion

master = next-stable

branches/forks = development

release = old-stable (tagged)

Testing

Test teams are great
Unittests are good
Automation rocks

Testing

Is a whole workshop alone

Incident response

Have a process

Incident response

1. Verify
2. Track
3. Document
4. Find
5. Fix
6. Release

Incident response

Needs to be practiced

Use Incident response internally

Don't paper over internal finds

Practice incident response

On security issues caught in review
Use the response process

Not a heavy process

Don't over do it

Make sure many get training

Track externals and respond

Libraries, OS, upgrades

Have a security contact

Don't shoot the messenger

Will ruin your PR
Will impact your future

Respond quickly

< 12 hours

Keep reporter posted

After a compromise

Different process, harder

Compromised?

When?

Why?

What?

How?

Compromised

Clone drives

Dump logs

Compromised?

All servers in UTC timezone?
NTP running?
Timeline wrt. Logs

Compromised?

Backup integrity?

Never restore

Compromised?

New systems in place
You have automation for this

Compromised?

Find their way in before going live

Compromised?

Assume credentials stolen
Of all users with access
Everywhere.

Compromised?

Take your time,
Panic won't help

Compromised?

Audit trails

Logs

Timestamps

Compromised?

That's a whole other course again.
Talk to us if interested.

Have a Process

Practice your process