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Continuous Delivery and Quality Monitoring

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We're all involved in some software/physics projects. As a rule of thumb projects start really simple - a couple of scripts, classes and a few external dependencies. At this phase delivering a release to our clients is simple. We can compile the project locally and deliver compiled sources, for example by e-mail. Unfortunately, in most cases the growth of projects is inevitable. Our simple approaches to build, test and deliver applications are not sufficient. We start to spend more and more time on these 'administrative' procedures than on the real developments. As the project grows, our productivity declines and we are less responsive to requests from our clients.

In this lecture I will try to present common delivery patterns and tools which facilitate these processes. After introducing Continuous Delivery, I will switch the topic and try to answer the question how much should we invest in quality and how to do it efficiently. My observations reveal that software quality is often considered as the slowing down force. Following this false belief I would like to convince people that software quality can accelerate development within our projects.

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