

Role of a tester in regular releases at odnoklassniki.ru



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Content

- release approach
- development lifecycle
- roles and responsibilities
- tester duties

about Одноклассники
ok.ru



40 000 000

daily unique users

liveinternet



2 000 000 000

pageviews daily

liveinternet





“Under the hood”

More than 5 000 servers

Java, GWT, Cassandra, own solutions

A bright orange Lotus Evija electric hypercar is parked in a garage. The car is positioned on a black and white checkered floor. The garage has a yellow wall on the left with a framed picture and red straps hanging on it. In the background, there are black cabinets, a shelf with various items including a blue bottle and a wheel, and a red fire extinguisher hanging on the wall. The ceiling has a white track system with a red light fixture. The text "Customer - ourselves" is overlaid in the center of the image.

Customer - ourselves



Customer — our users

- 3 offices
- \pm 14 cross-functional teams
- 80 projects

Need for release

- planned development
- partners and promo-events
- production needs
- emergency needs

Evolution



How to go to production?

- regular update
- technical update
- special update
- independent / self-guided update



Regular release cycle

M T W T F S S M T W T F S S M T W T F S S

UPD-1

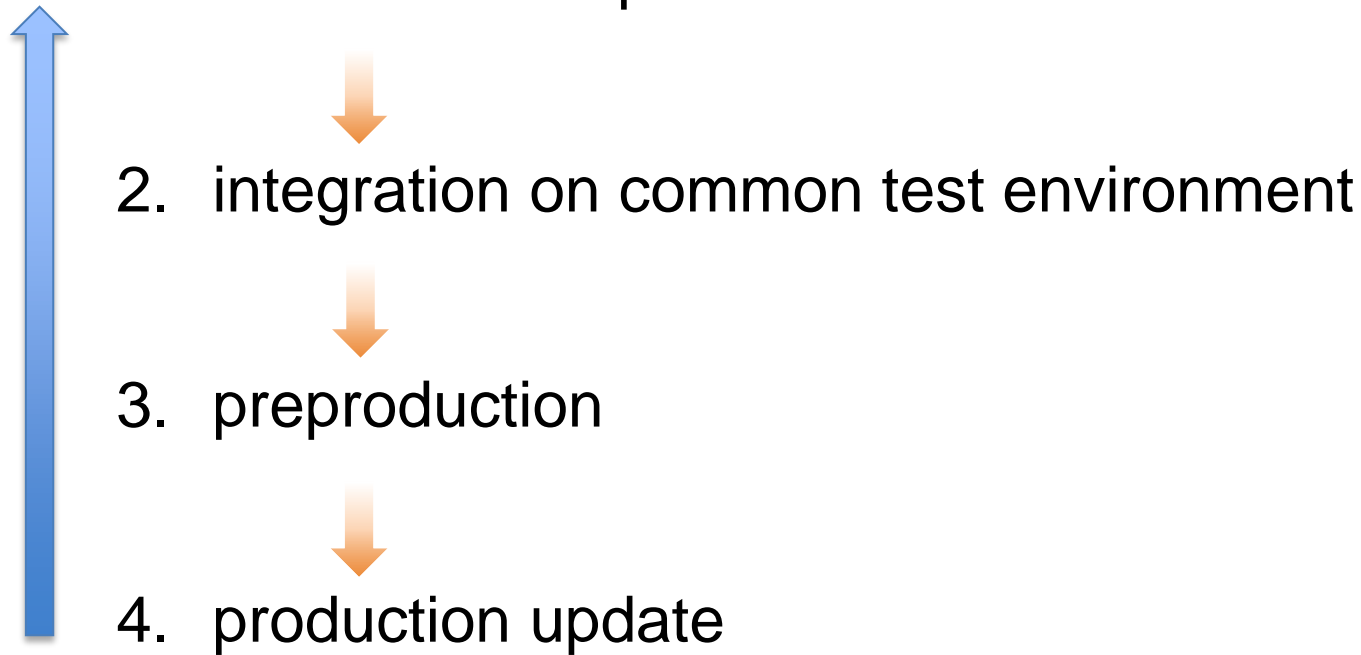
UPD-2

UPD-3

UPD-4



Release run-up





Inside the team

1. feature development
2. functional and UI-testing on dev-VM
3. code review
4. commit to master

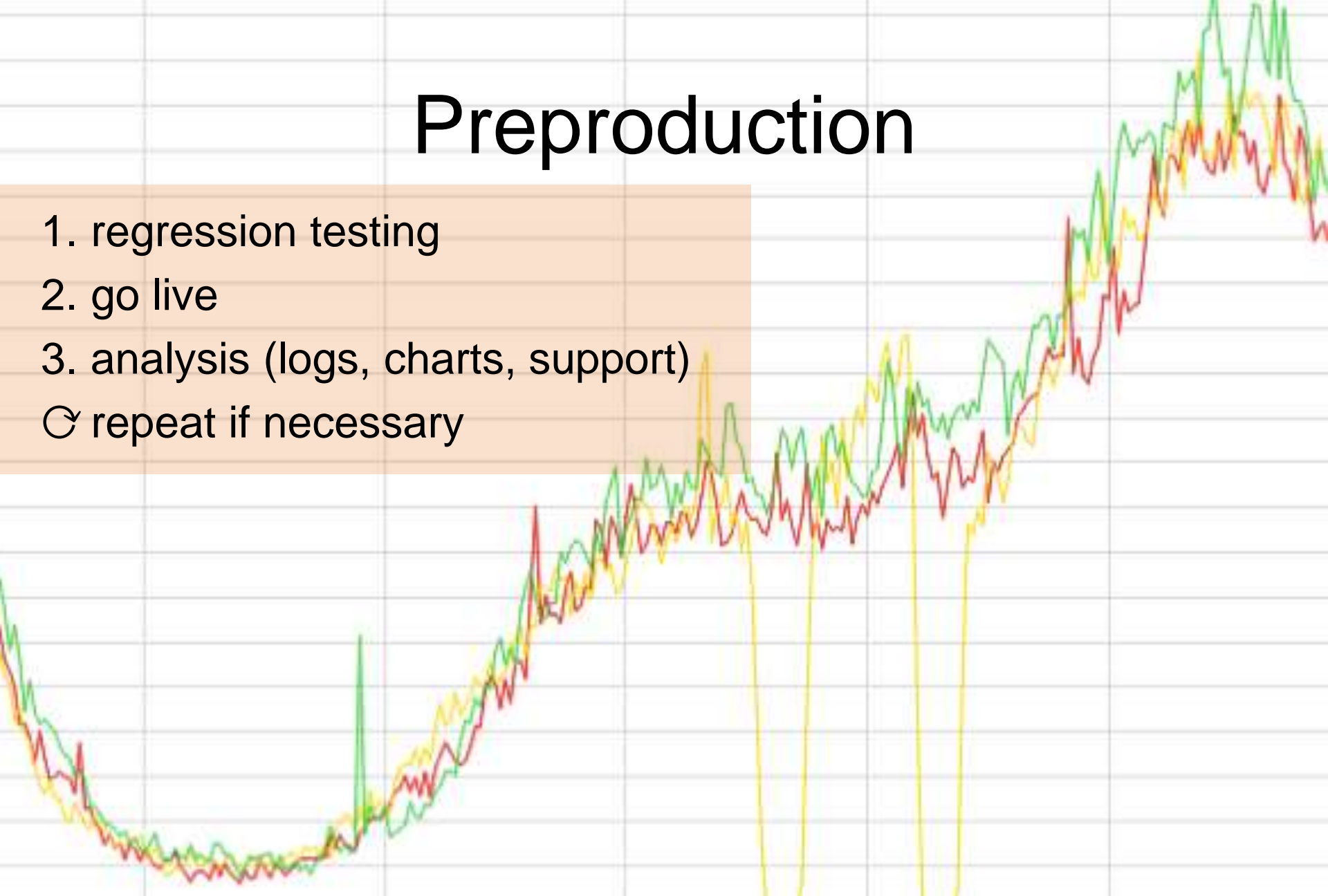
Common test environment

1. commits to master
2. updates of the environment
3. functional tests
4. integration tests



Preproduction

1. regression testing
 2. go live
 3. analysis (logs, charts, support)
- ↻ repeat if necessary



Release to production

1. module update
2. smoke-testing
3. analysis
 - all gone wrong – roll-back
 - a bit wrong – fix
 - not so good – file a bug
4. report on observations

Roles for regular release

developer-on-duty

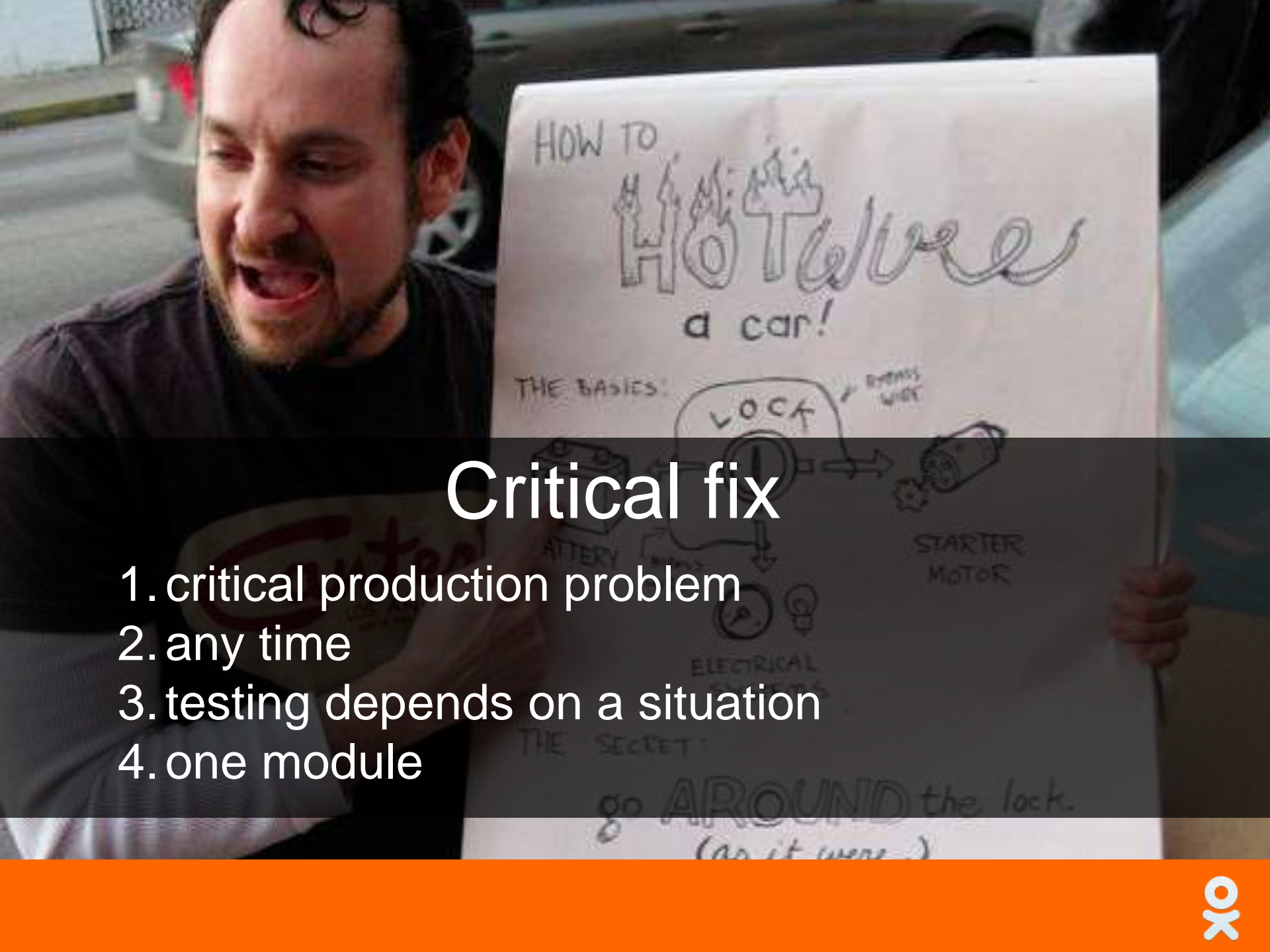
tester-on-duty

system administrator

release manager

Critical fix

1. critical production problem
2. any time
3. testing depends on a situation
4. one module



After the release

Stable indicators

- monitoring charts
- user support
- **all works as before**



Feature launch

Feature launch (an experiment)

1. launch plan



2. go live on a part of users



3. result analysis



4. go live for all



5. monitoring





How testers can help

- launch plan
- feedback
- conflicts
- business knowledge



← **BROAD** →



DEPTH

T-shaped tester

Results

- different growth possibilities
- testers provide convenient service
 - QA on all stages
 - management
 - release assistance
 - product development
- rapid development and release





Technical drawing of a jet engine, showing various components and dimensions. The drawing includes labels such as "FRONT HEADLAMP", "JET ENGINE COMPARTMENT", "OUTLINE OF TIRE BELOW FENDER", "FORETLESTAT PANEL RAISES UP", "MACHINE GUN HOUSING (BOTH SIDES)", "ELASTIC PROOF VISERS", "CLOSED HATCH AREA", "OPEN HATCH POSITION", "UPPER SWAY LOCKS", "AFTERBURNERS", "MUFFLER BEARINGS", "EXHAUST PORTS", "FEAR BRAKE AIR INTAKE", and "JET ENGINE COMPARTMENT". Dimensions are provided for various parts, including "54.6", "53.3", "1.27", "1.80", "1.36", "1.04", "1.0", "2.82", "2.92", "6.58", "90", "154", and "30".

Thank you

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