Mobile release evolution @XING

Vilnius, 10/2018



XING

+1 k employees (30+ nationalities)
+200 developer
+40 product teams

Founded 2003 as "Open BC" since 2006 - listed company HQ Hamburg

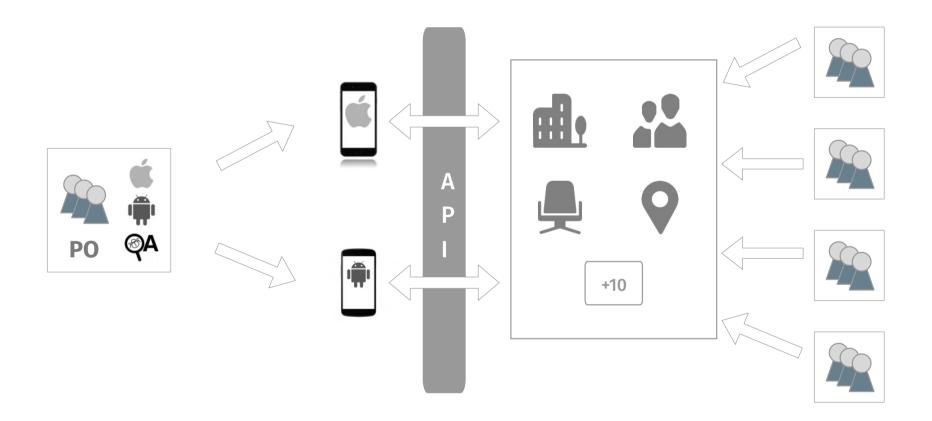
Professional network
People, Jobs, News, Events
+13 Mio users, DACH focus



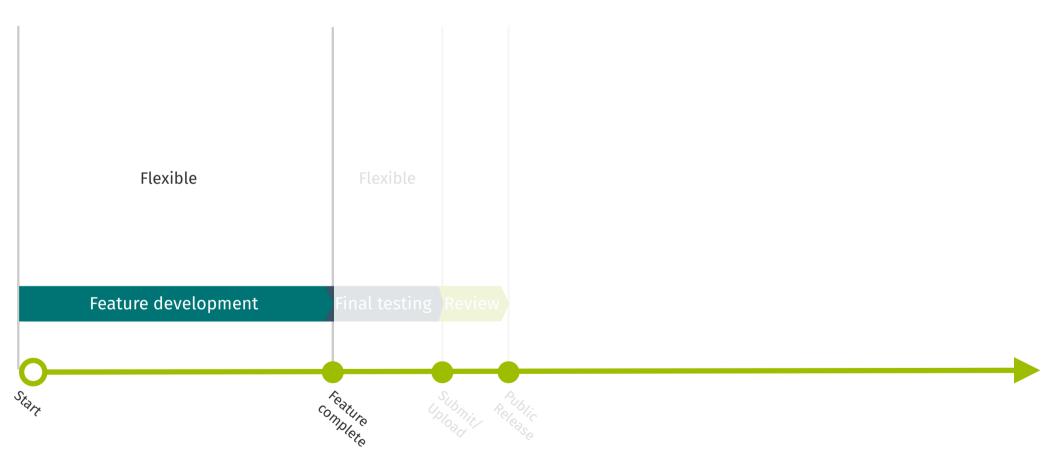
How did it start 2010-2012



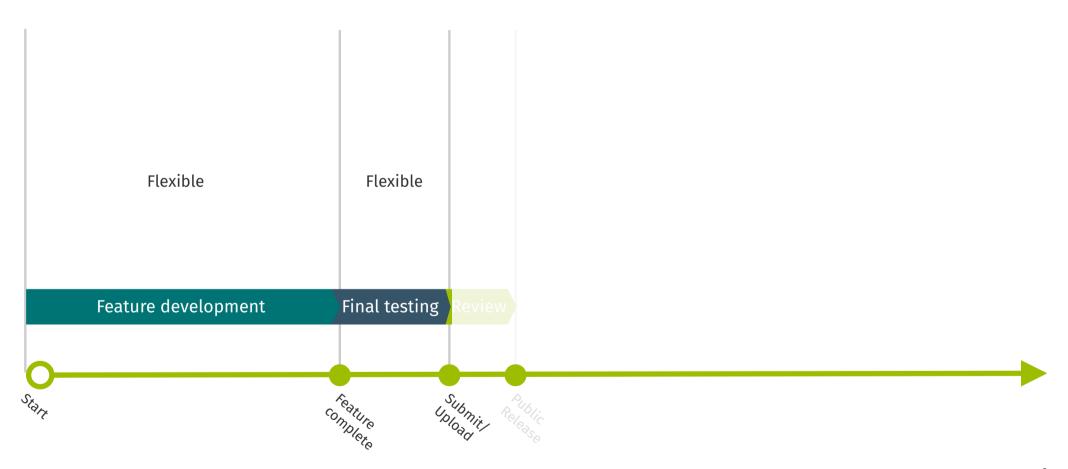
Development setup



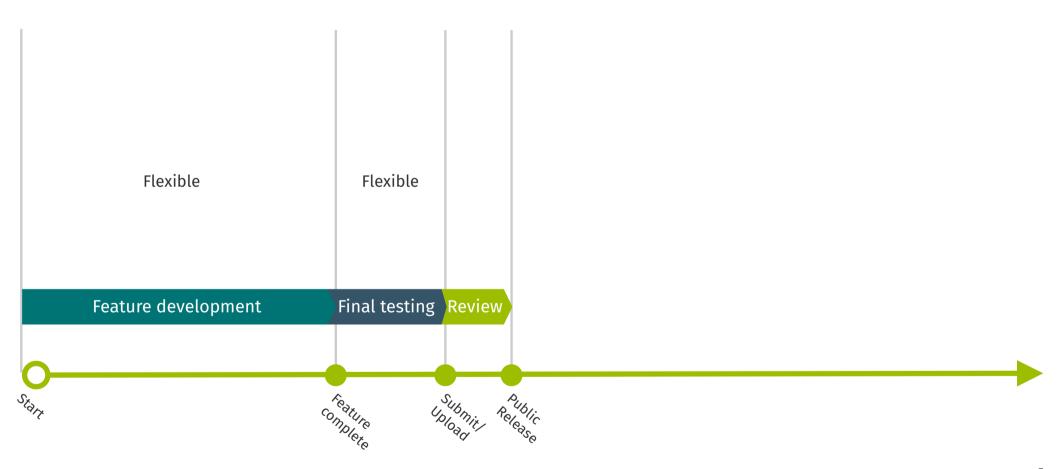






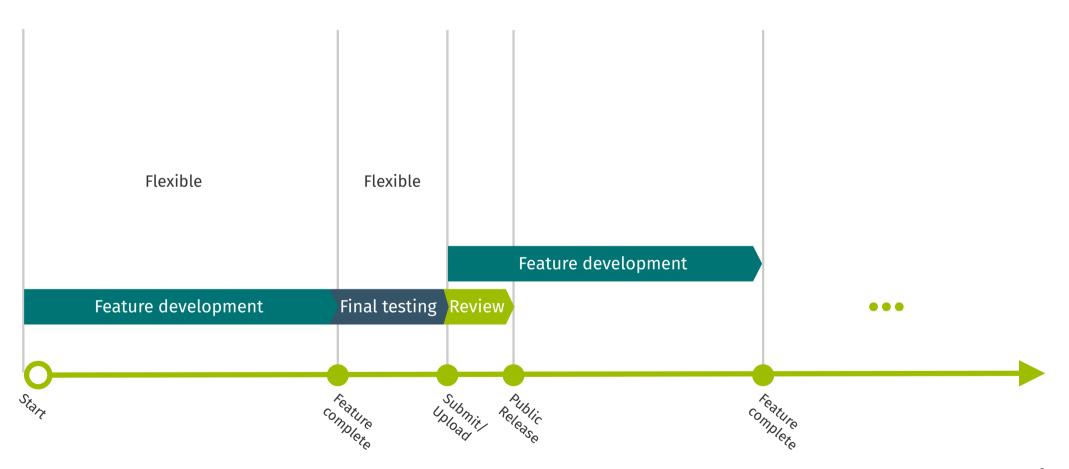






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Facts

Central product, development & release 2 iOS / 2 Android devs

Feature driven releases

Few releases per year

Challenges

Slow "time to customer"

Mobile and API Teams- Bottleneck

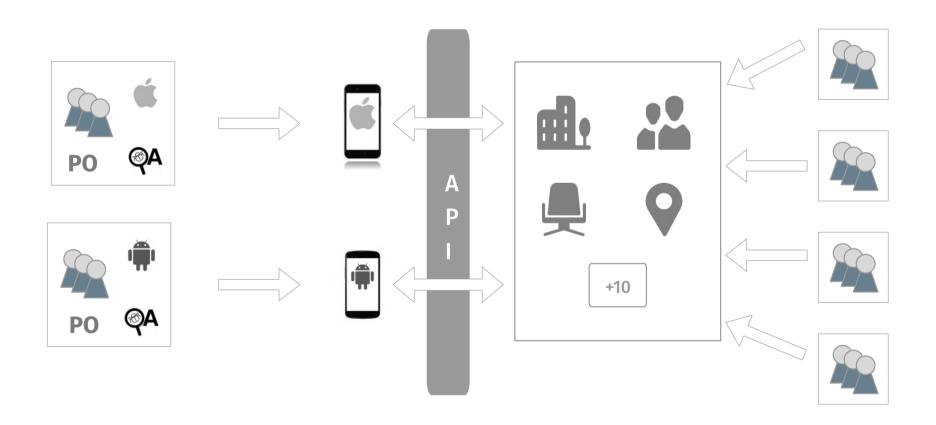
Too many stakeholders / topics



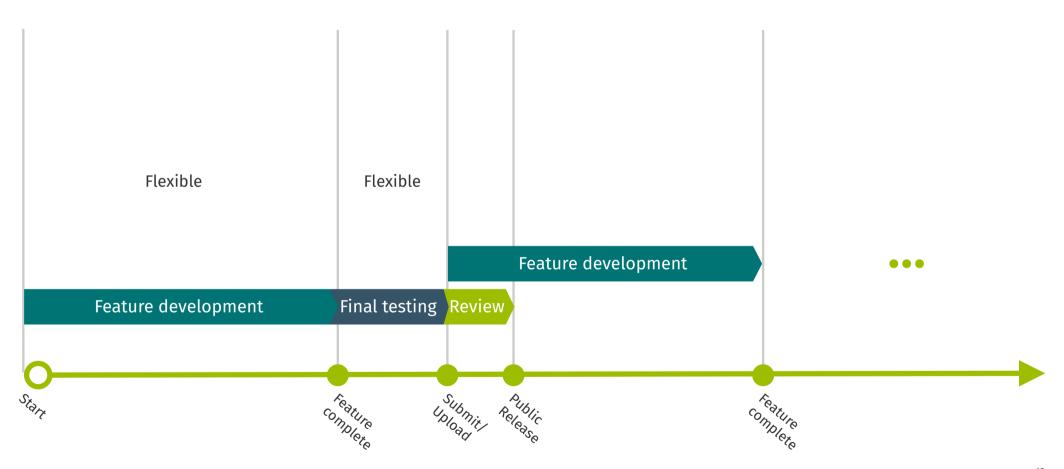
Team split 2013



Development setup

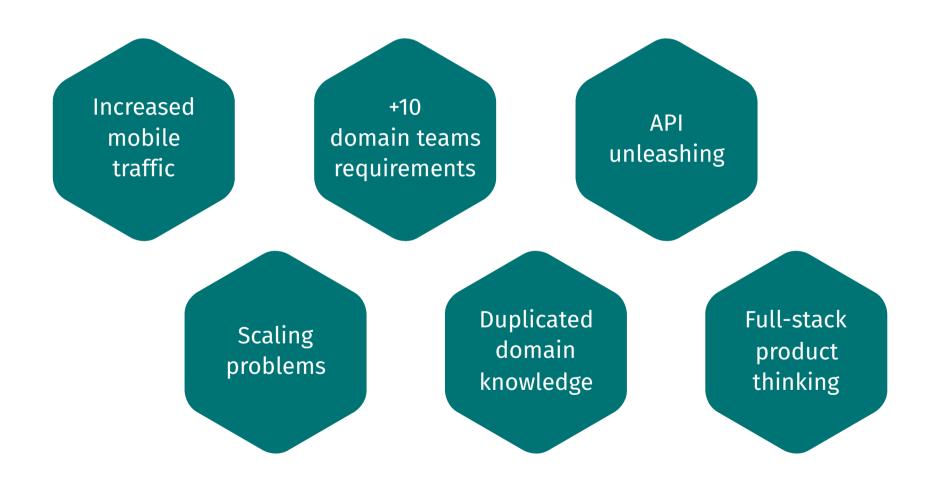








Why change?

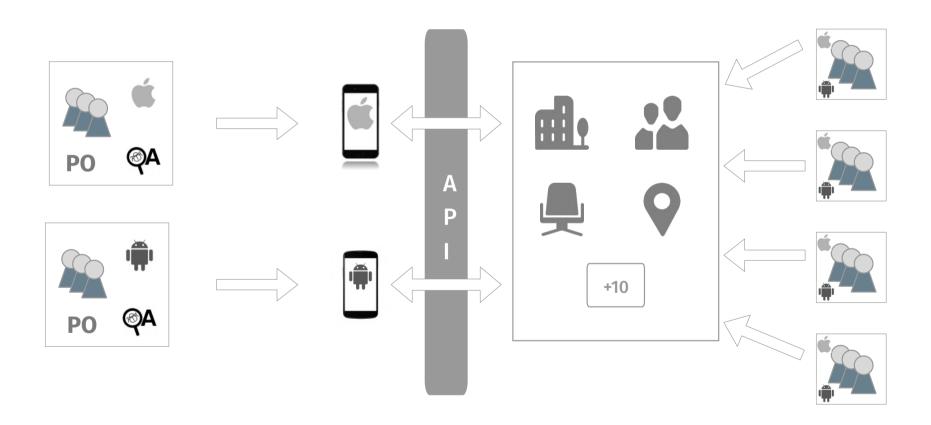




Mobile Unleashing 2014



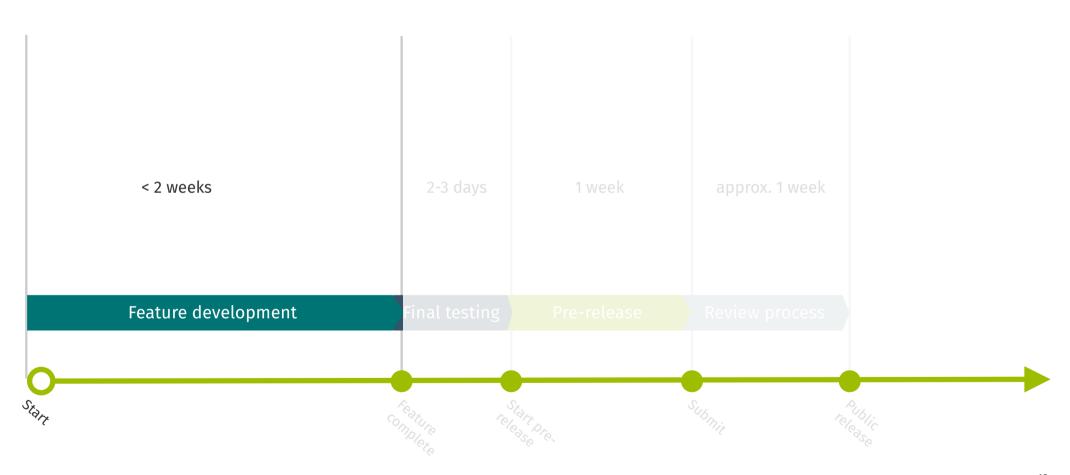
Development setup



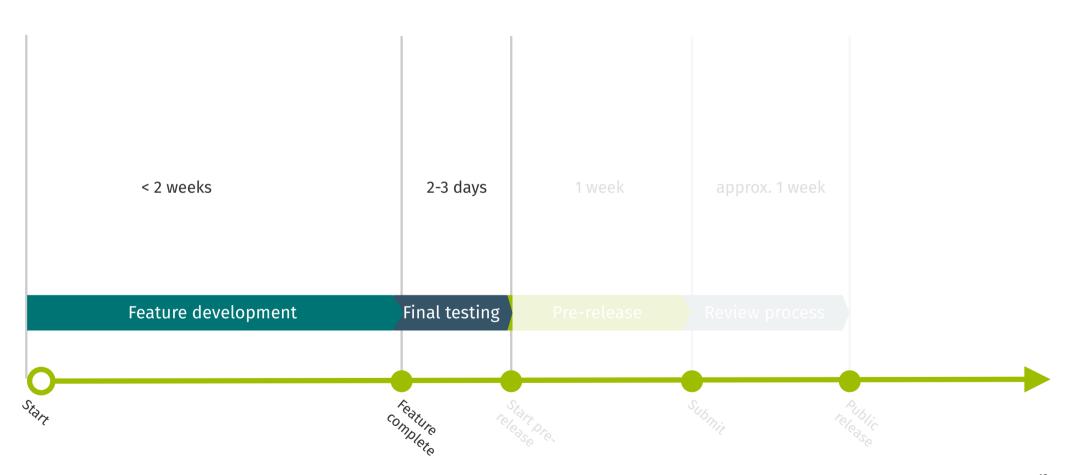


Release Train

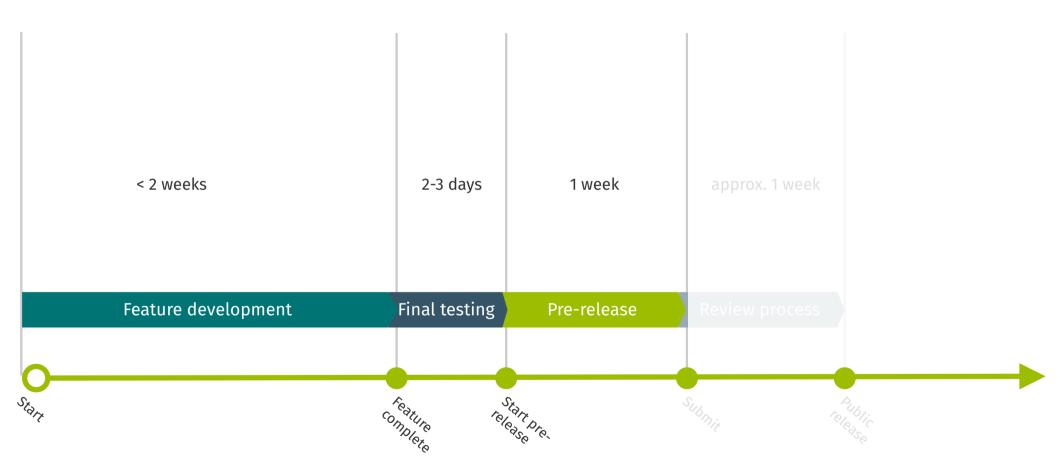




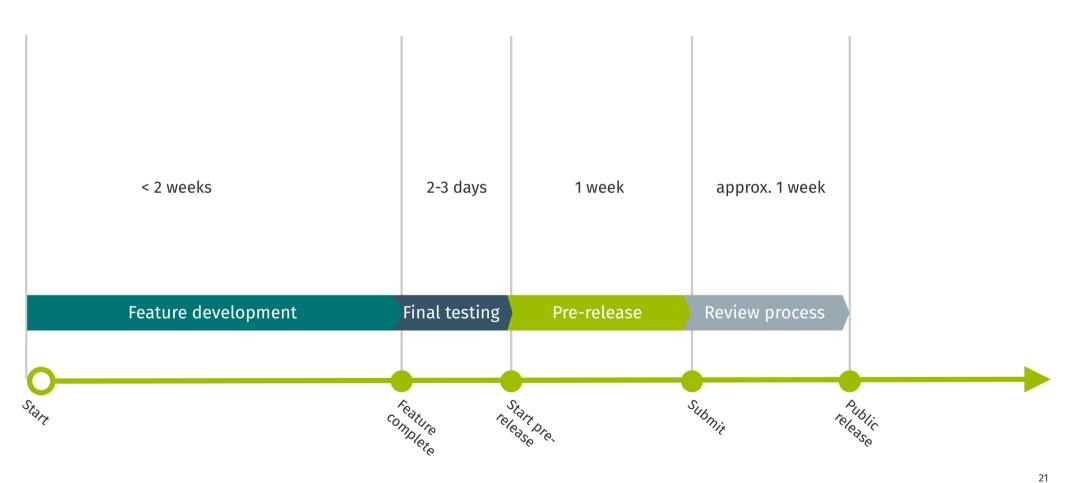




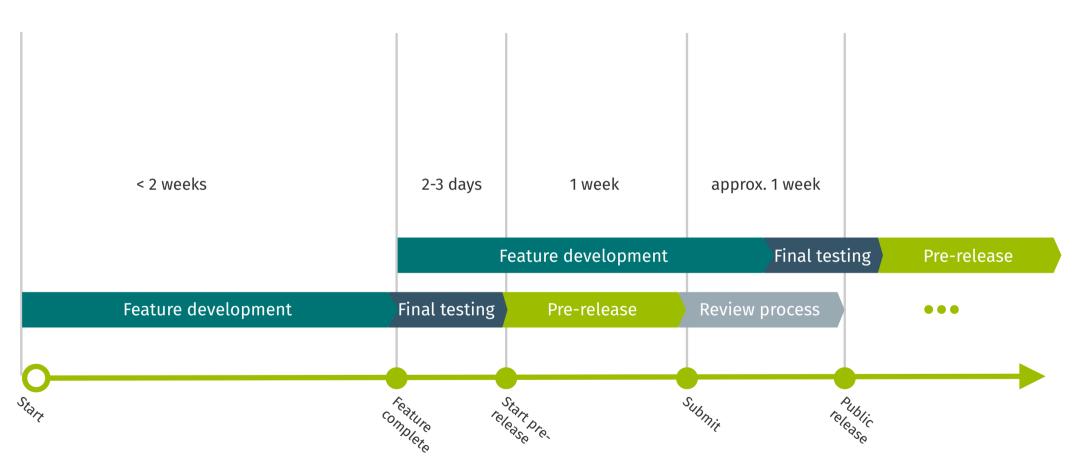




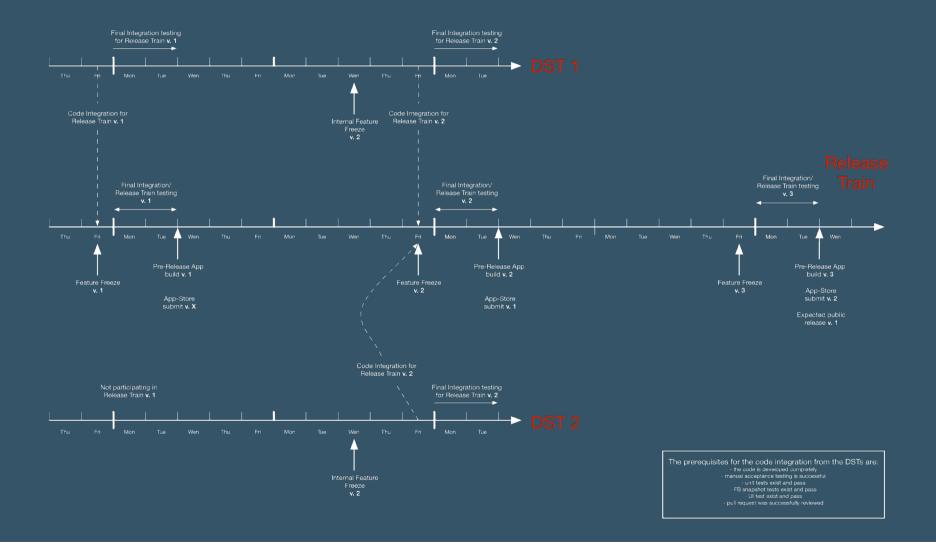




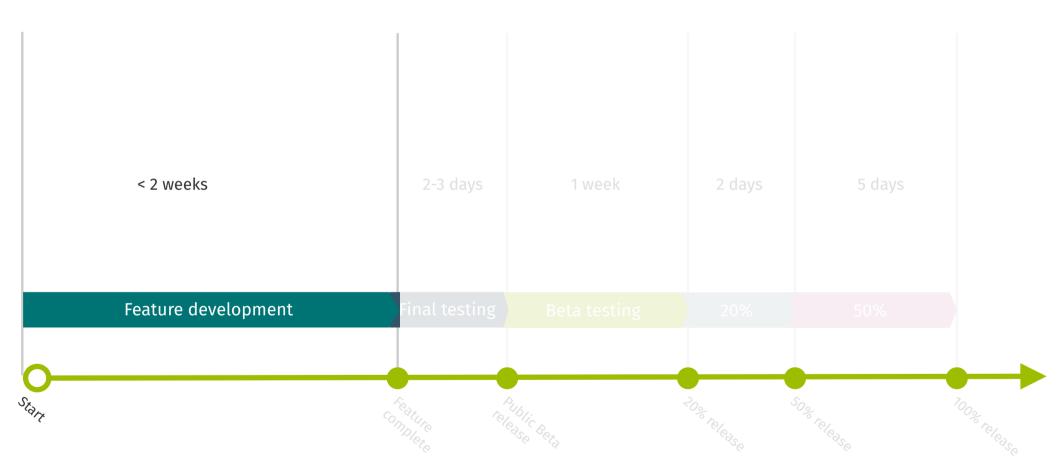




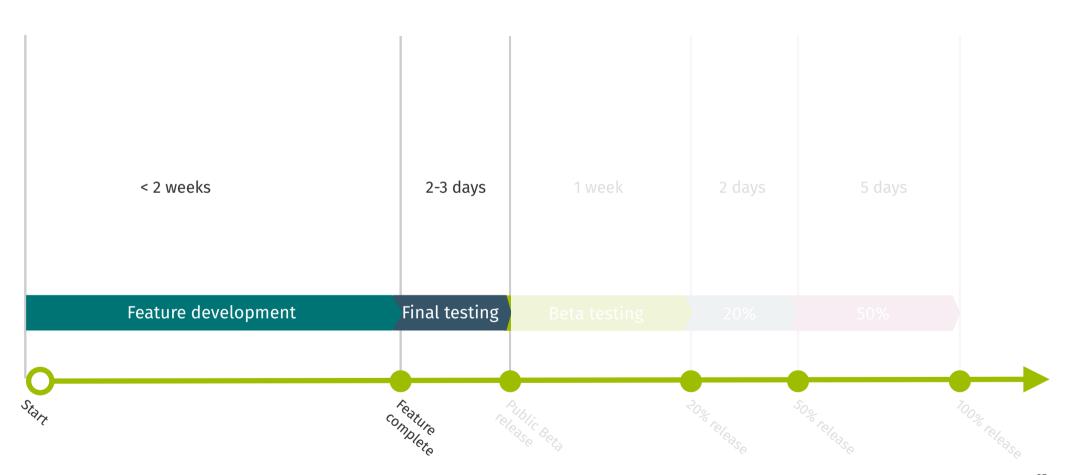
iOS Release Train



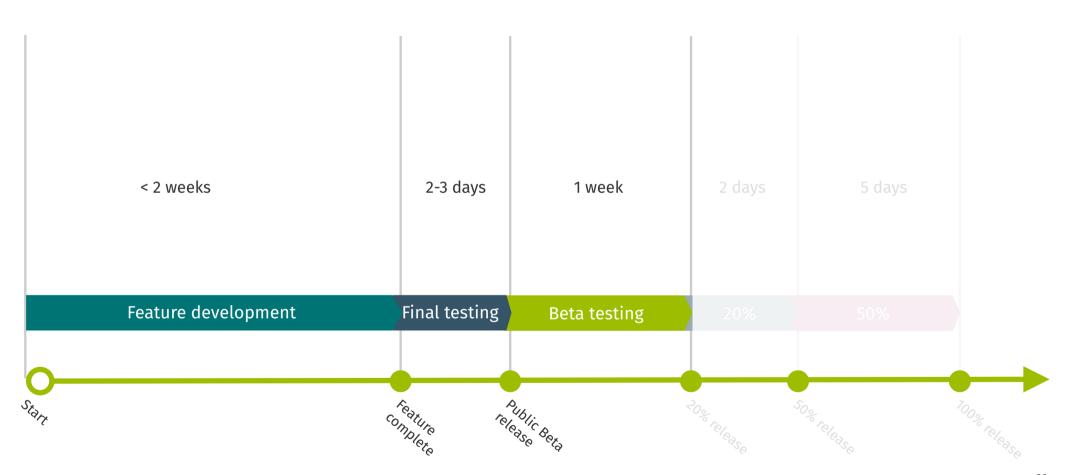




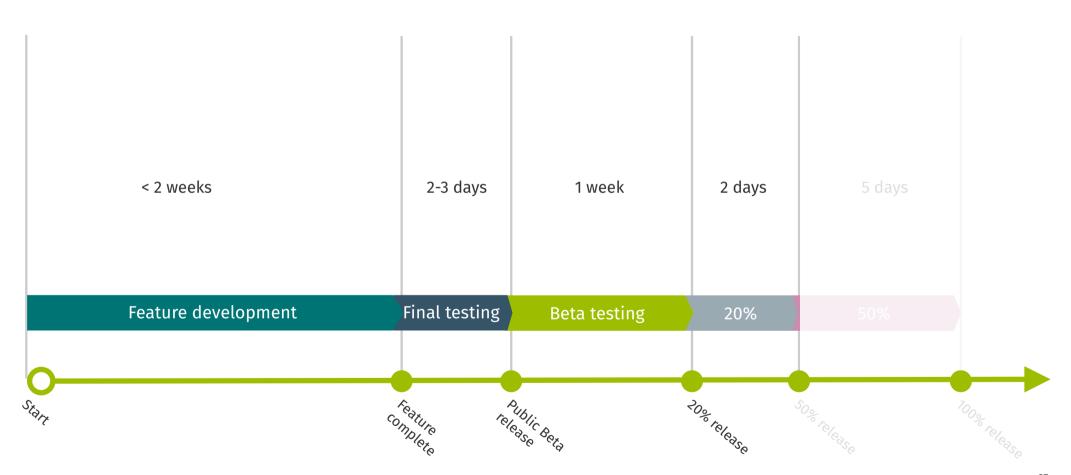




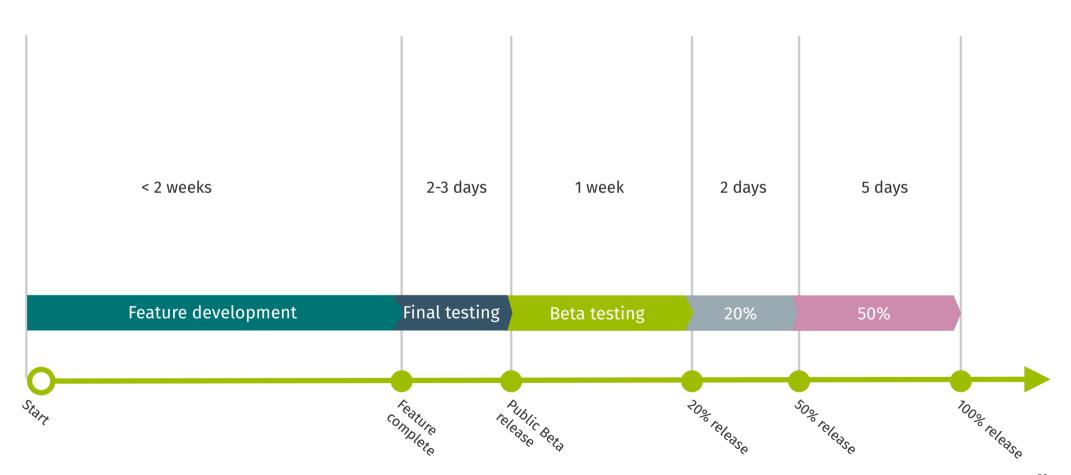




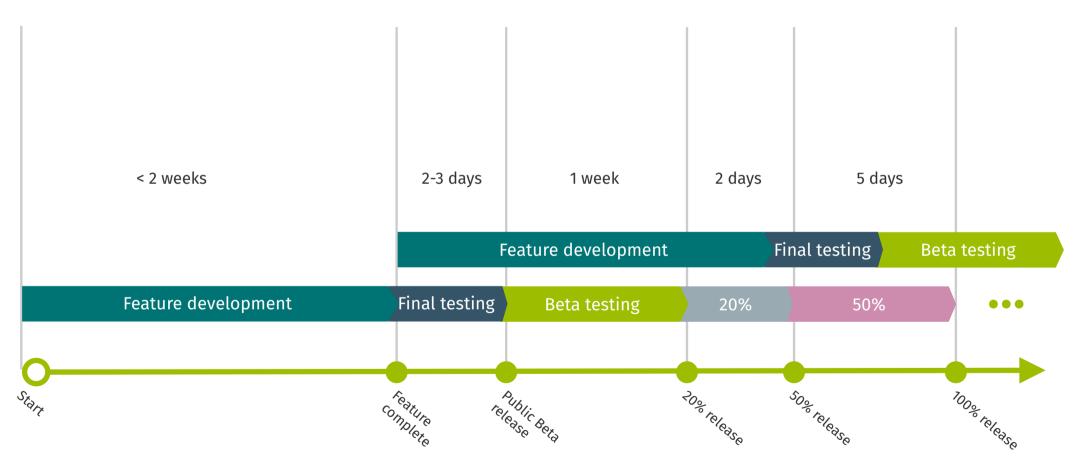


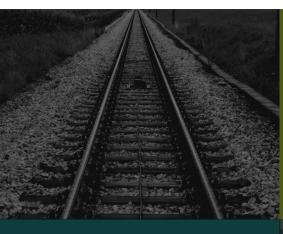




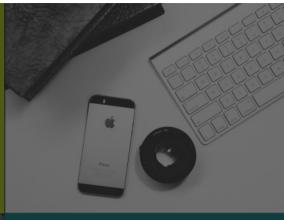








Test automation





Unified tooling



Team cooperation

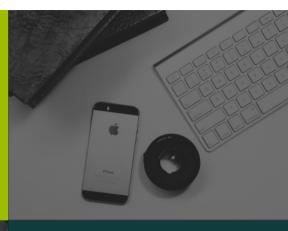








Test automation





Unified tooling



Team cooperation

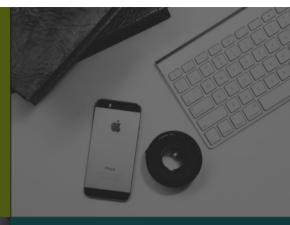








Test automation





Unified tooling

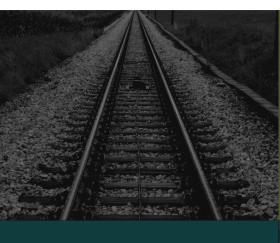


Team cooperation

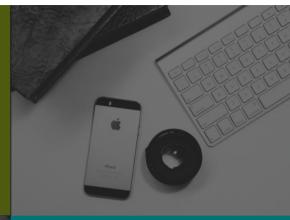








Test automation





Unified tooling



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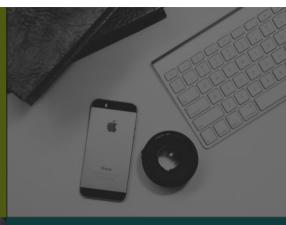








Test automation





Unified tooling



Team cooperation







Prerequisites Test automation Unified tooling Team responsibility Patterns

Team cooperation

Prerequisites Test automation Unified tooling Team cooperation

Patterns

Facts

Distributed asynchronous product development

10 iOS / 10 Android devs

Centralized release per platform

Development start —> release
4 weeks cycle

Challenges

Several versions simultaneously in roll out phase

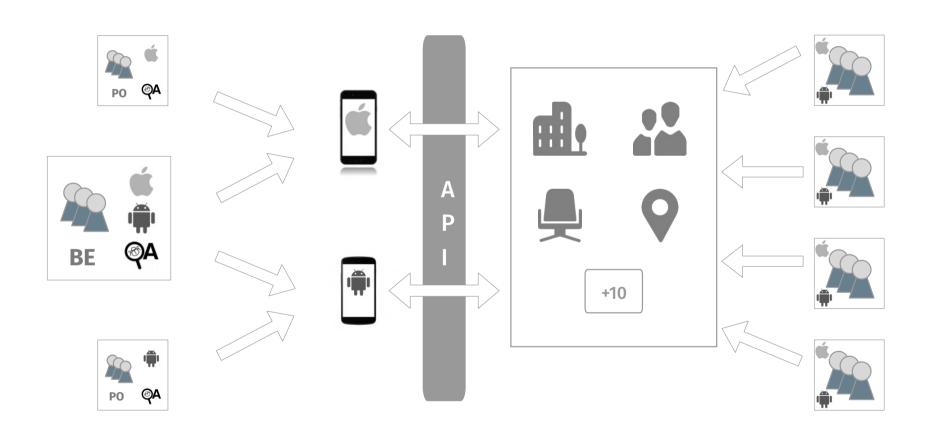
Different processes for iOS and Android

Mandatory tools/processes





Development setup





Who is doing what?

Platform teams + DST's:

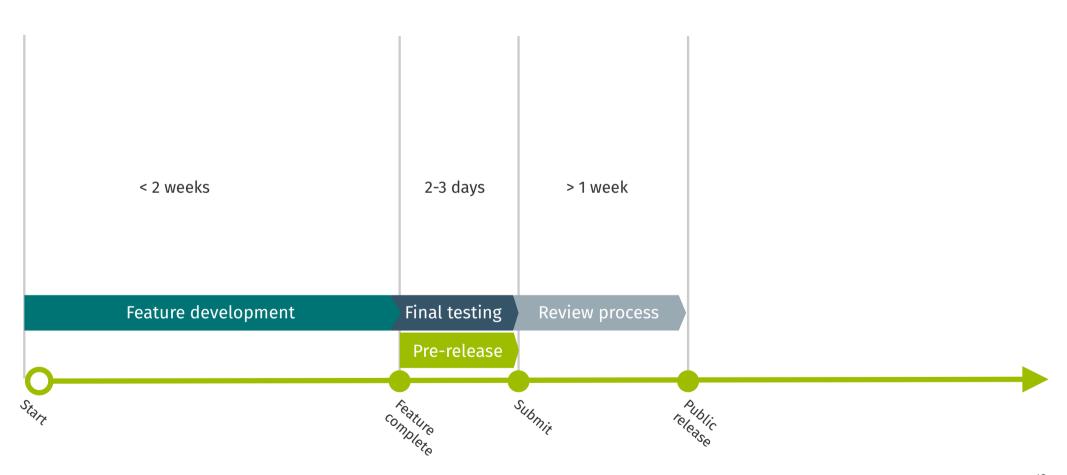
Releases Team:

What (content)

How (process)

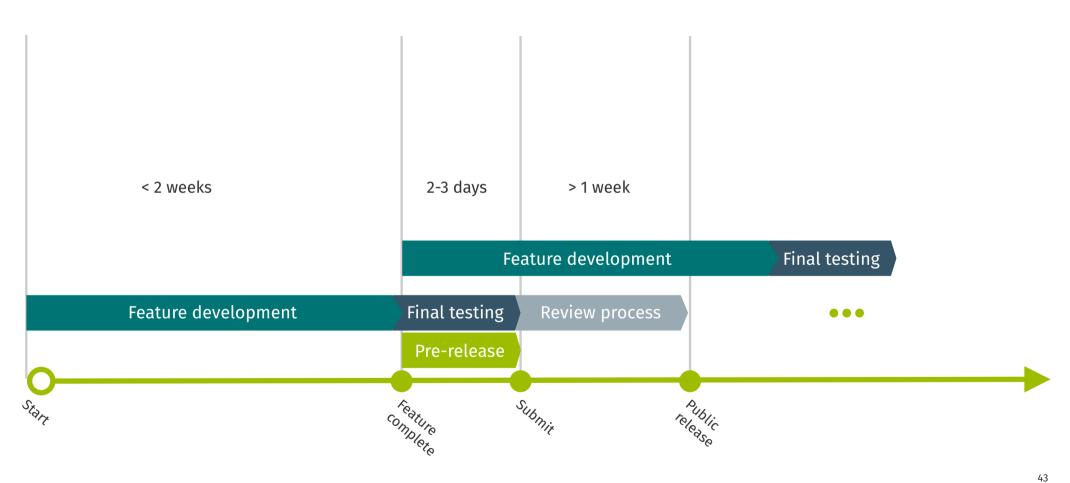


Regular release trains for iOS



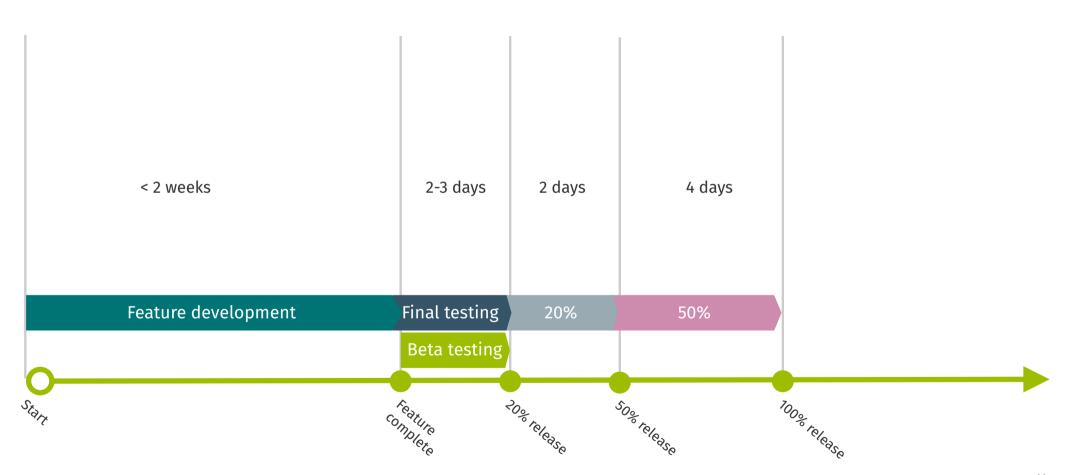


Regular release trains for iOS



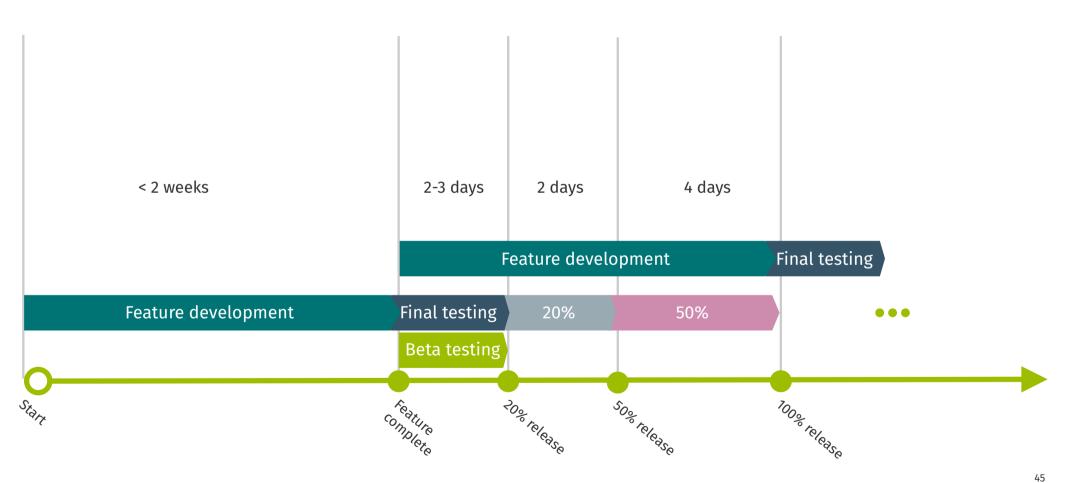


Regular releases trains for Android





Regular releases trains for Android



Facts

Distributed product development +30 iOS / +20 Android

Centralized unified release

Development start —> release up to 3 weeks

Challenges

Releases Team responsibilities

Automatic enforcement of rules

HotFixes too easy?



- Central development
- Feature driven release
- Few releases per year

Unleashing



- Distributed development
- Regular release trains
- Platforms doing releases
- 4 weeks cycles







- Distributed development
- Regular release trains
- Central release team
- Unified processes
- 3 weeks cycles



- Central development
- Feature driven release
- Few releases per year

Unleashing



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- Platforms doing releases
- 4 weeks cycles







- Distributed development
- Regular release trains
- Central release team
- Unified processes
- 3 weeks cycles



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- Feature driven release
- Few releases per year







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Unleashing





- Distributed development
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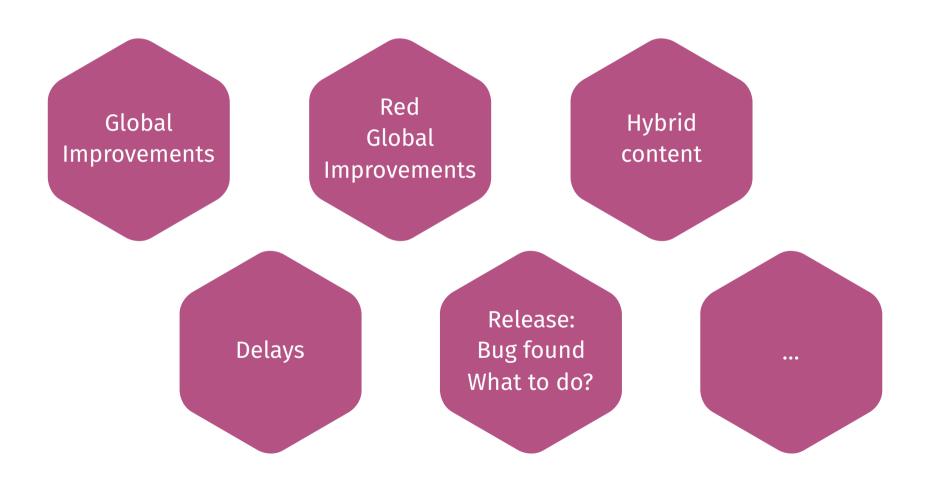
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- Central release team
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- 3 weeks cycles

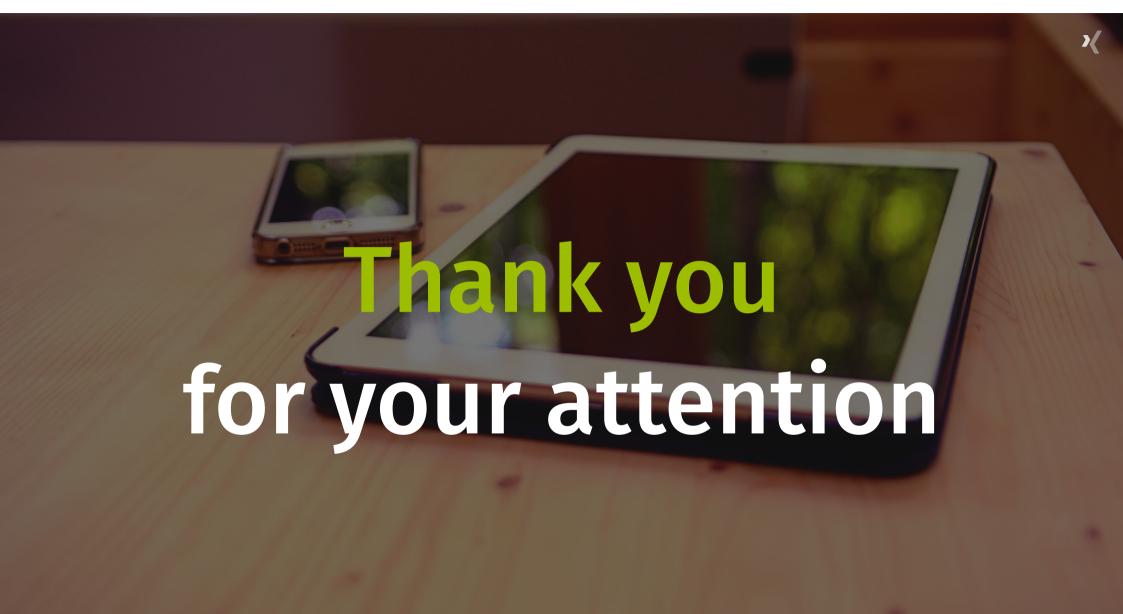


Experiments continue



A lot of new challenges...







Links and References

https://apievangelist.com/2013/08/25/api-testing-and-monitoring-finding-a-home-in-your-companies-existing-qa-process/