



Ein ❤️ für Entwickler

Die Developer Experience
in Kubernetes verbessern

// Baris Cubukcuoglu



\$(whoami)



Baris Cubukcuoglu

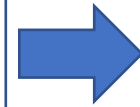
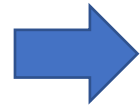
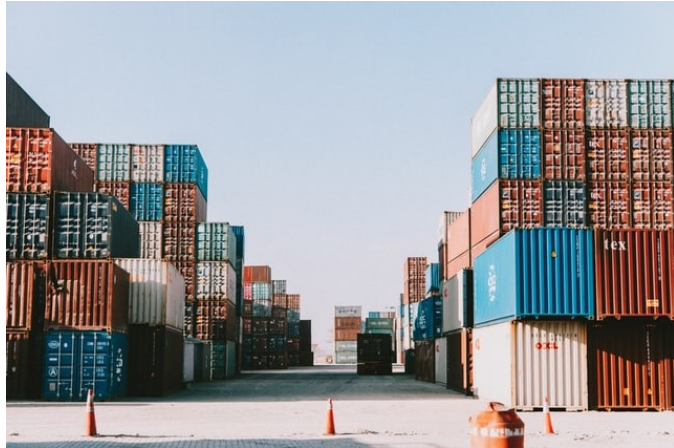
Software Engineer

Loves challenging projects and heavy weights

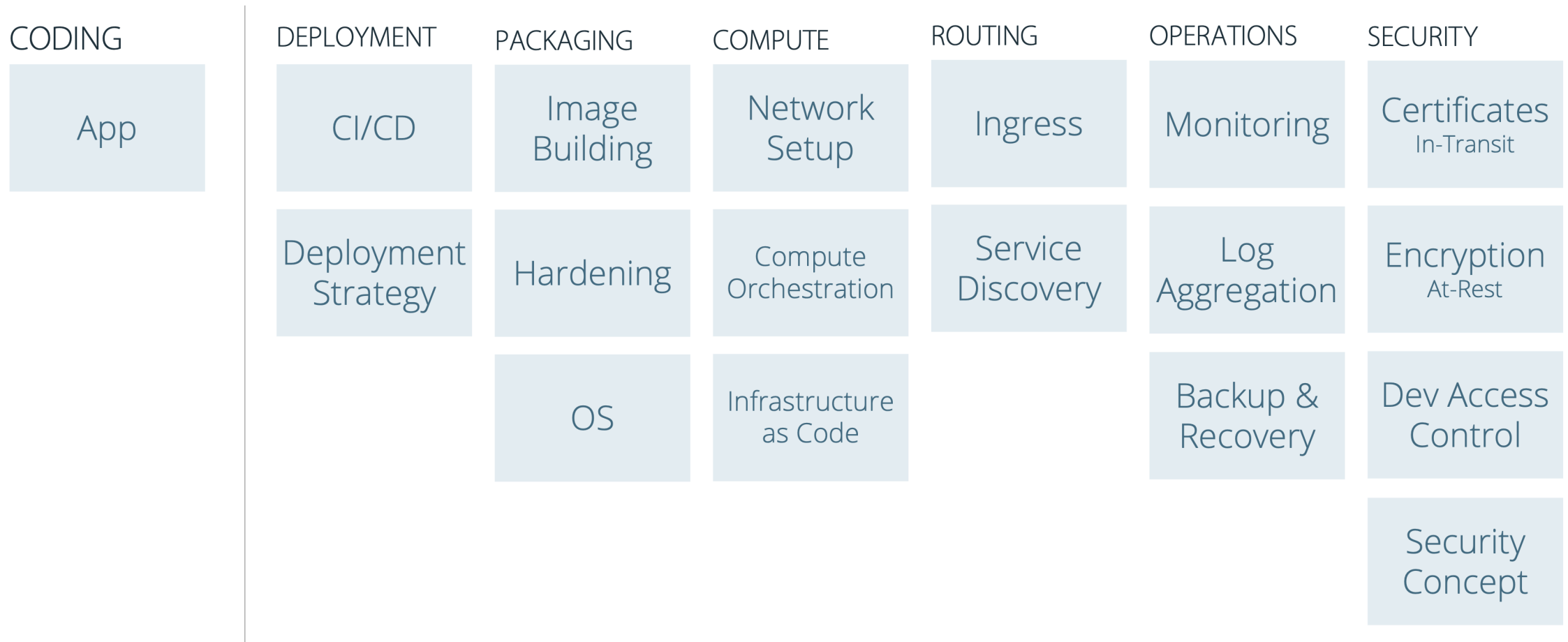
Twitter: @bariscubuk__



Developer Experience



Responsibilities



Business Value Impact

CODING

App

DEPLOYMENT

CI/CD

Deployment Strategy

PACKAGING

Image Building

Hardening

OS

COMPUTE

Network Setup

Compute Orchestration

Infrastructure as Code

ROUTING

Ingress

Service Discovery

OPERATIONS

Monitoring

Log Aggregation

Backup & Recovery

SECURITY

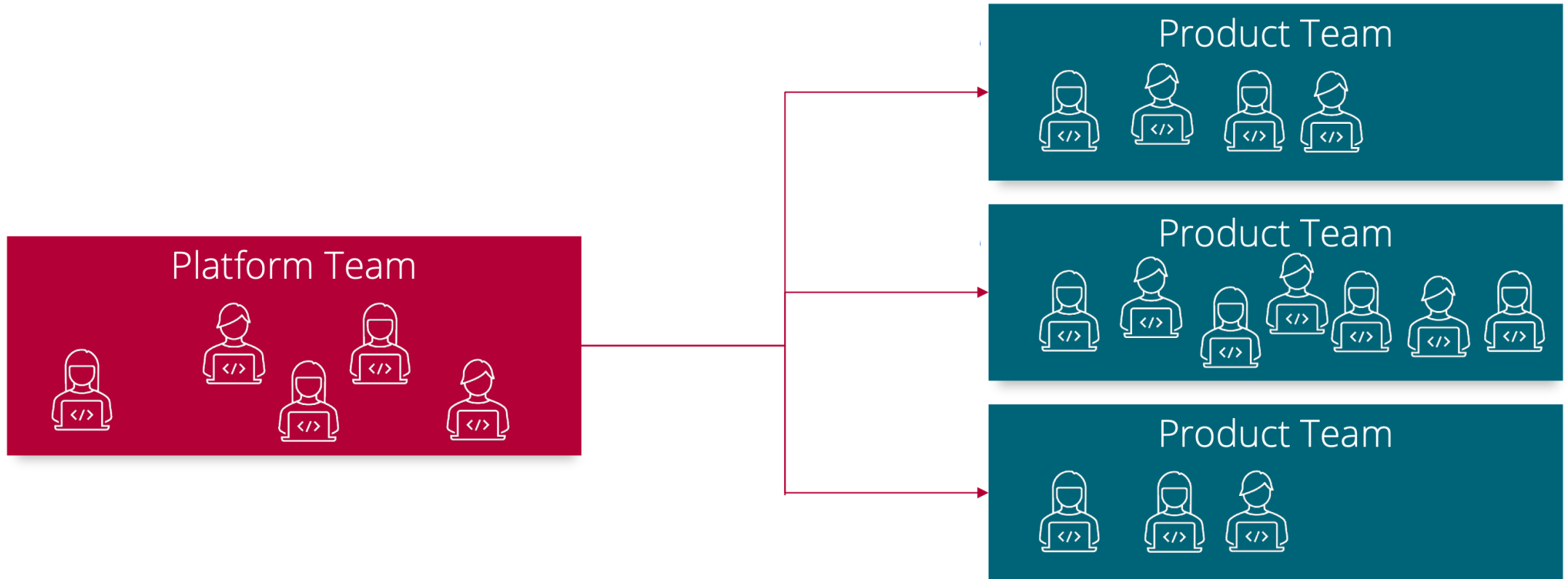
Certificates In-Transit

Encryption At-Rest

Dev Access Control

Security Concept

Separation Is Key



Product Team

CODING

App

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Concept

AND THIS HOW YOU DEPLOY A CONTAINER ON KUBERNETES

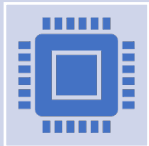


imgflip.com

But why is Kubernetes so difficult?



The many moving parts and new architecture are two hurdles to overcome when learning Kubernetes

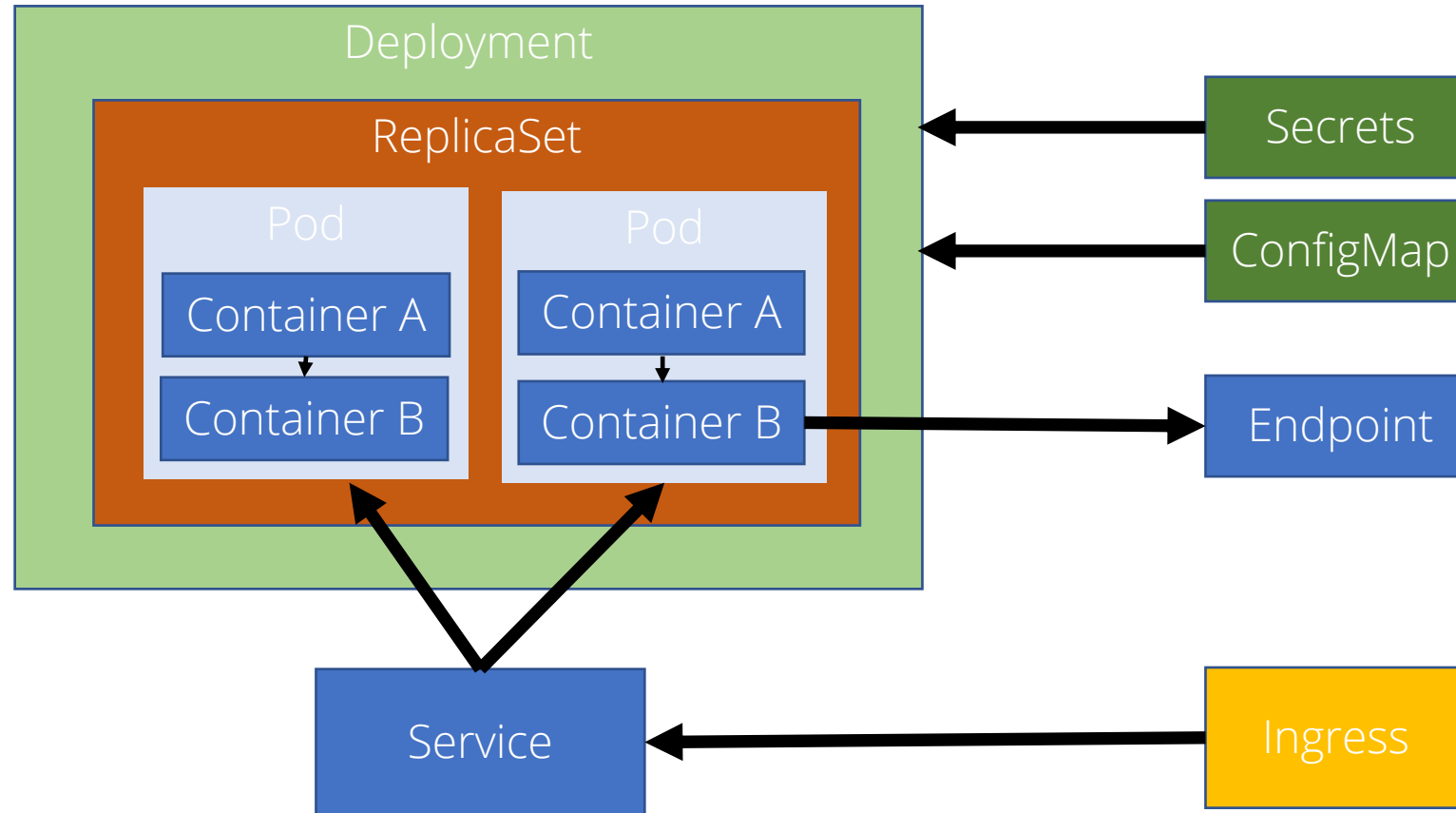


Incorrect configurations could also result in downtime, and this can be troublesome in a continuous integration and deployment environment

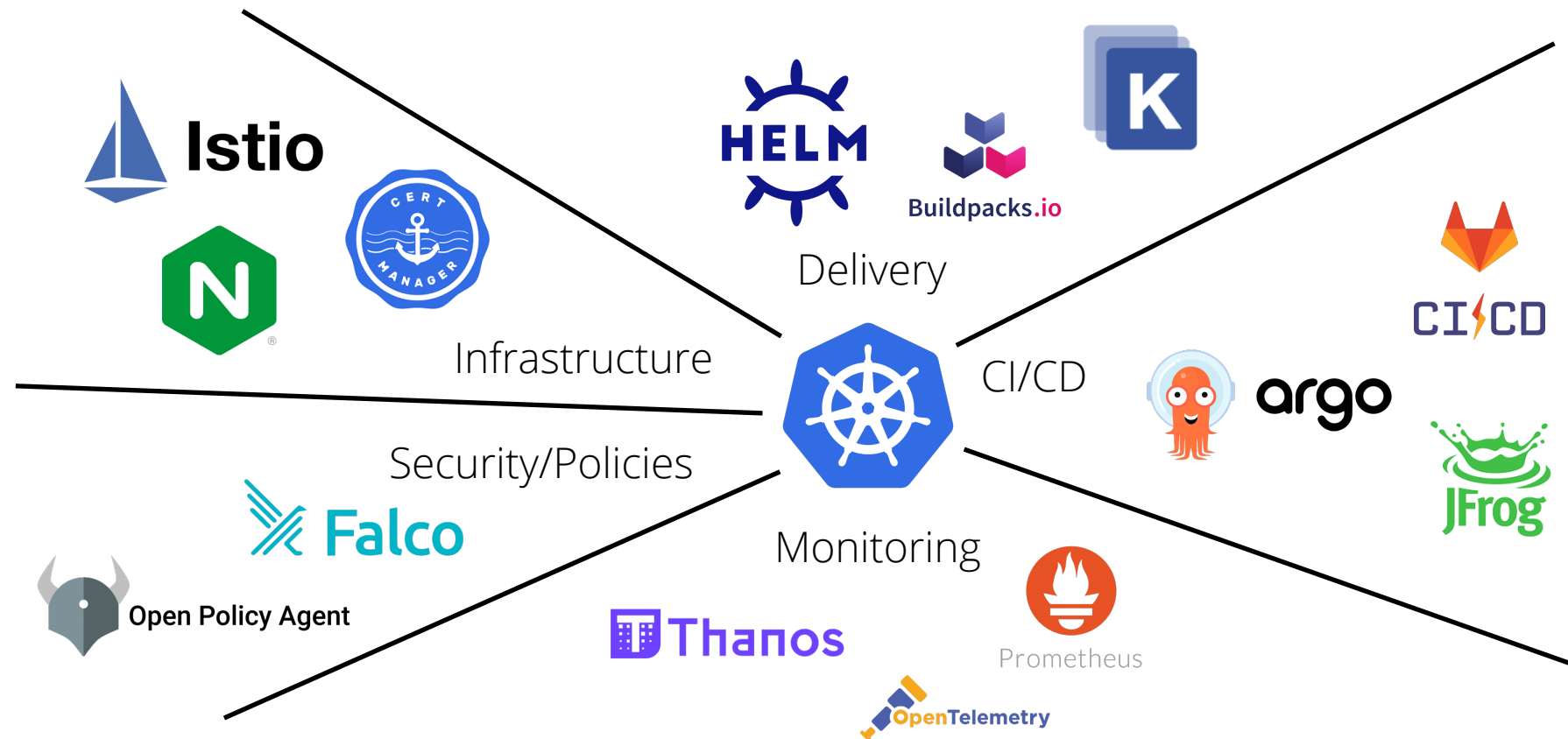


Developers are also unaware of the many ways code can introduce vulnerabilities

Example: A Kubernetes Deployment



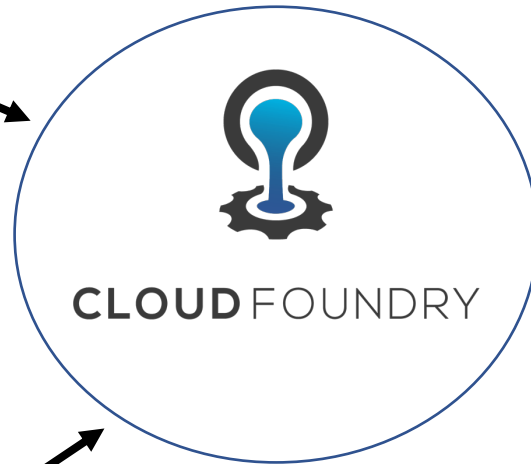
Ecosystem around Kubernetes



CF push

```
├-- bin  
├-- build.gradle  
├-- gradle  
├-- gradle.properties  
├-- gradlew  
├-- gradlew.bat  
├-- manifest.yml  
├-- settings.gradle  
└-- src
```

```
cf push -f manifest.yml
```

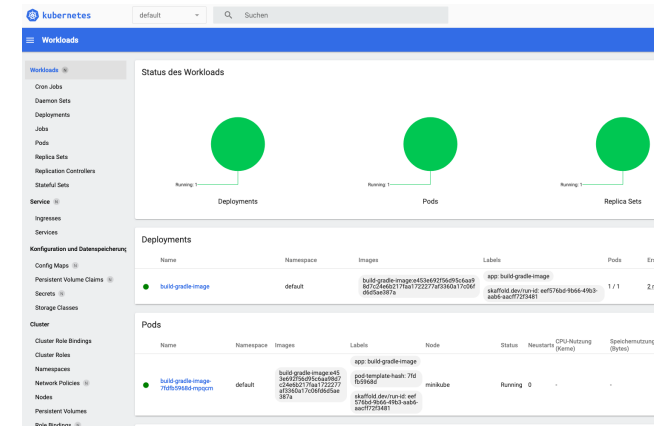
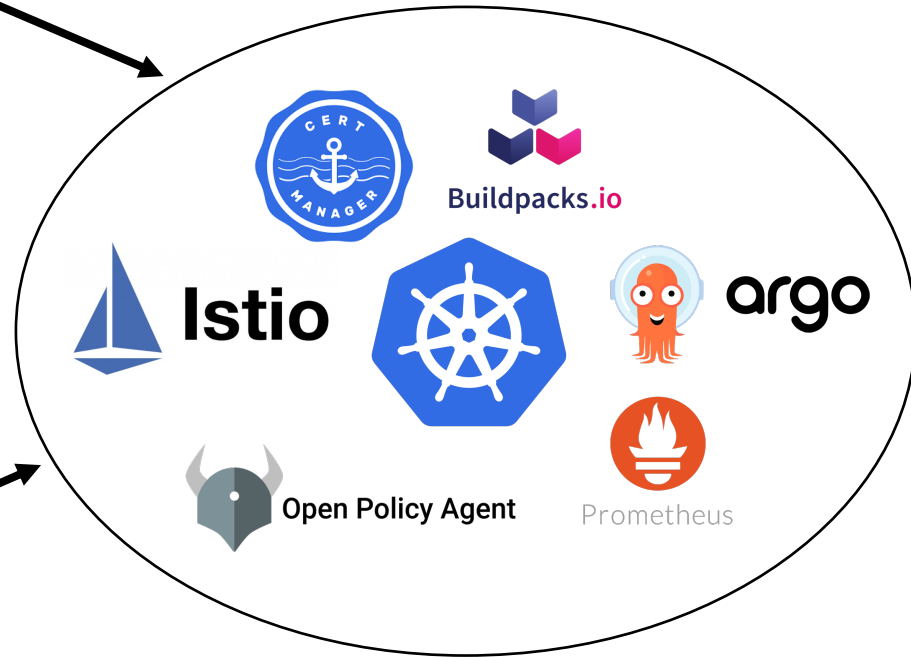


```
Creating app spring-music...  
Mapping routes...  
Comparing local files to remote cache...  
Packaging files to upload...  
Uploading files...  
607.75 KiB / 607.75 KiB  
[=====]  
=====] 100.00% 2s  
  
Waiting for API to complete processing files...  
  
Staging app and tracing logs...  
  Downloading mgb_monitoring_buildpack...  
  Downloading ruby_buildpack...  
  Downloading staticfile_buildpack...  
  Downloading java_buildpack...  
  Downloading mgb_python_buildpack_latest...  
  Downloaded java_buildpack (234.6K)  
  Downloading dotnet_core_buildpack...  
  Downloaded ruby_buildpack (5.2M)  
  Downloading nodejs_buildpack...  
  Downloaded staticfile_buildpack (5.7M)  
  Downloading go_buildpack...  
  Downloaded dotnet_core_buildpack (5.5M)  
  Downloading binary_buildpack...  
  Downloaded nodejs_buildpack (5.3M)  
  Downloading mgb_php_oracle_buildpack_latest...  
  Downloaded go_buildpack (5.2M)  
  Downloading python_buildpack...  
  Downloaded binary_buildpack (9.3M)  
  Downloading mgb_ruby_buildpack...  
  Downloaded python_buildpack (5.2M)  
  Downloading mgb_go_buildpack_latest...  
  Downloaded mgb_go_buildpack_latest...  
  Downloading php_buildpack...  
  Downloaded php_buildpack (7.2M)  
  Downloading nginx_buildpack...  
  Downloaded nginx_buildpack (8.3M)  
  Downloading r_buildpack...
```

Kube push

```
kubectl -n demo apply -f hello-world.yml
```

```
apiVersion: apps/v1
kind: Deployment
metadata:
  name: hello-world
  labels:
    app: hello-world
spec:
  replicas: 1
  selector:
    matchLabels:
      app: hello-world
  template:
    metadata:
      labels:
        app: hello-world
    spec:
      containers:
        - name: hello-world
          image: hello-world
```



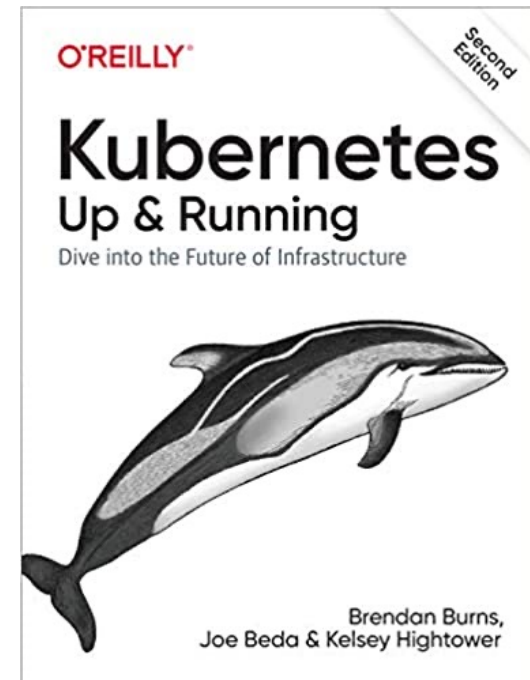


Kelsey Hightower ✓
@kelseyhightower

I'm convinced the majority of people managing infrastructure just want a PaaS. The only requirement: it has to be built by them.

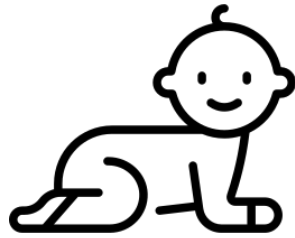
1:08 AM · Apr 12, 2017 · Twitter Web Client

463 Retweets 78 Quote Tweets 1,268 Likes



Source: https://twitter.com/kelseyhightower/status/851935087532945409?s=20&t=qmcl_X-XfUPxBvi_ID3Ndw

Maturity - Crawl / Walk / Run



Crawl-Stage

- Small team
- Junior level experience with Kubernetes
- Concentration on local development



Walk-Stage

- Separation in dev and platform teams
- Workload becomes unwieldy
- Likely stitching collection of CNCF tools



Run-Stage

- Extending existing platform
- Inventing new building blocks



Crawl

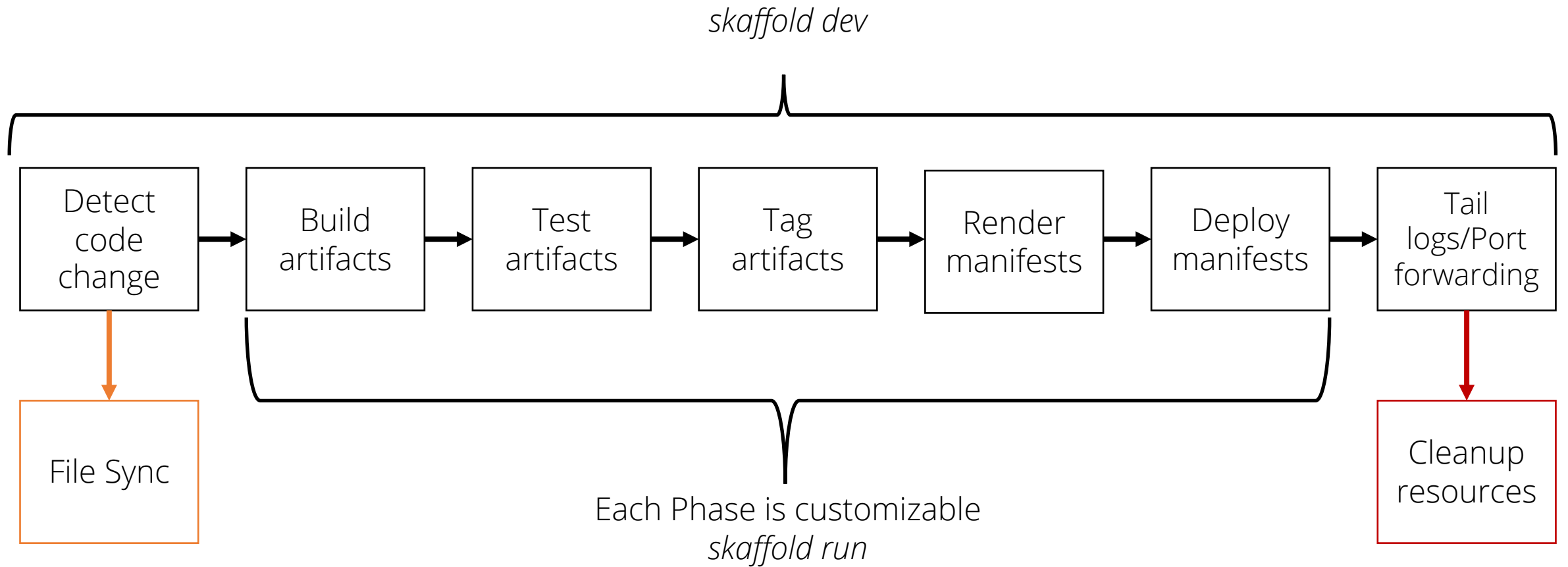


Skaffold



- Handles the workflow for building, pushing, and deploying the application
- It automatically builds, creates and tags artifacts
- Provides building blocks for creating CI/CD pipelines
- The goal is to enable developers to focus on application development, not on acquisition of in-depth knowledge of Kubernetes
- Similar tools are DevSpace and Tilt

Skaffold Workflow





S K A F F O L D

Demo

Walk



Epinio



- Epinio is a Kubernetes-native platform as a service (PaaS)
- Aims to make it easy for every organization to have a platform to satisfy developers
- Uses cert-manager in order to create TLS certificates for the various Ingresses
- Any available paketo buildpack or pre-built images can be used
- Maintained by SUSE folks



EPINIO

Demo

Ketch



- Ketch allows developers to focus on the application code instead of the underlying infrastructure
- Frameworks: Allows Platform Engineers to isolate workloads across different namespaces
- Integration to Crossplane, Terraform and Pulumi



Demo

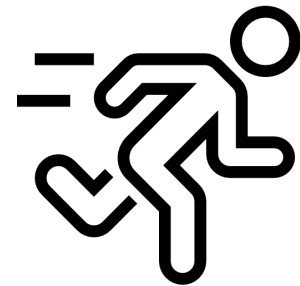
..and what about Cloud Foundry?



- KubeCF uses Fissile to turn cf-deployment BOSH releases into container images.
- Contributed from SUSE and IBM. Is not maintained anymore
- CF-For-K8s replaces almost all of Cloud Foundry with Einiri as backend. Example: Routing based on Istio, logging with Fluentd. Still on incubation
- Cloud Foundry Korifi: New architecture, still on incubation



Run



Considerations



- namespace-as-a-service or cluster-as-a-service
- Pave the pain points
- Documentation/Community are essential
- Maintain a product mindset
 - Make data-driven decisions
 - Continuous evolution

Conclusion

- The developer experience is about minimising the friction from idea to delivery observable business value
- The construction of the 'platform' impacts the developer experience greatly
- Building a better digital work space will help teams to be happier and more productive. This increases the quality of releases



Thank you!

`kubectl apply -f questions.yaml`