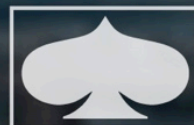


Erwin de Gier

Application Modernization: Creating the digital enterprise



SOGETI

SOGETI

Customer
demand is
changing



User First



Anywhere

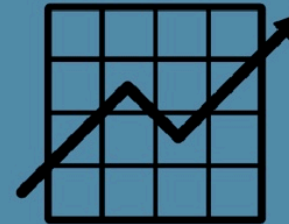


Any time

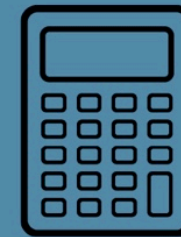
Software
disrupts
business



New Offerings



New Business Models

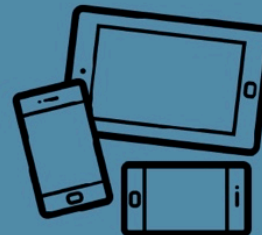


New Cost Structures

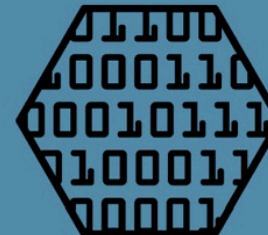
Emerging
trends in
IT



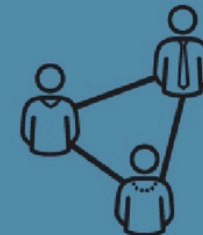
Cloud



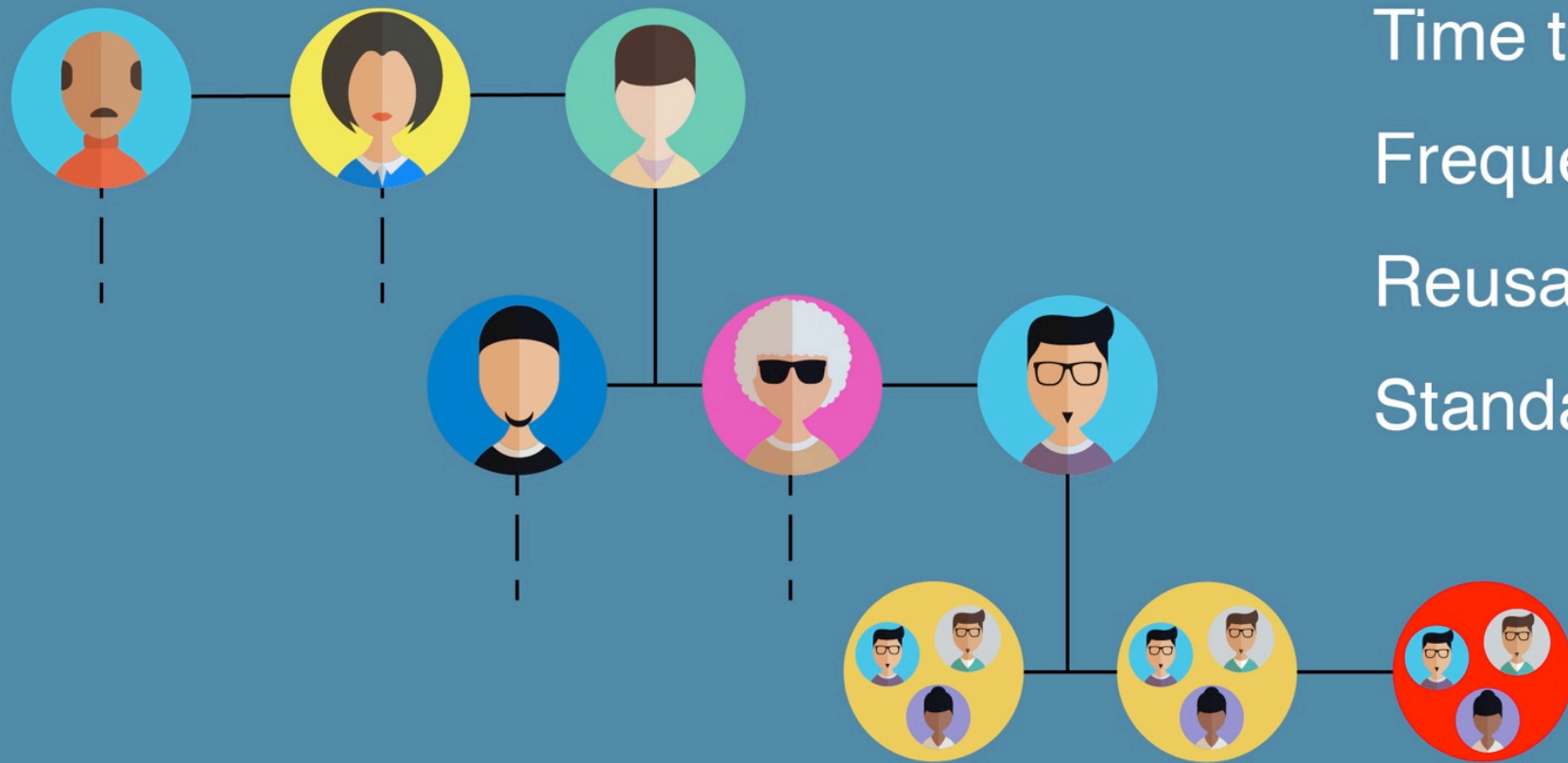
Mobility



Big Data



Social



Alignment

Time to Market

Frequency of Delivery

Reusability

Standardization

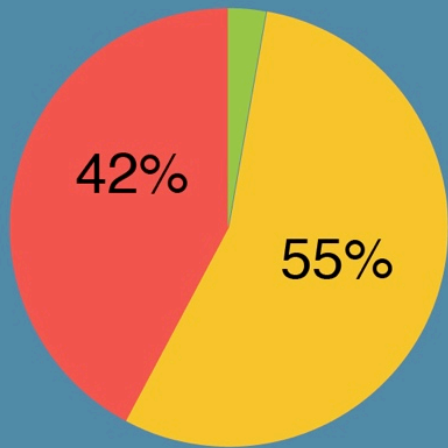
Our agile project

Succes

Challenged

Failure

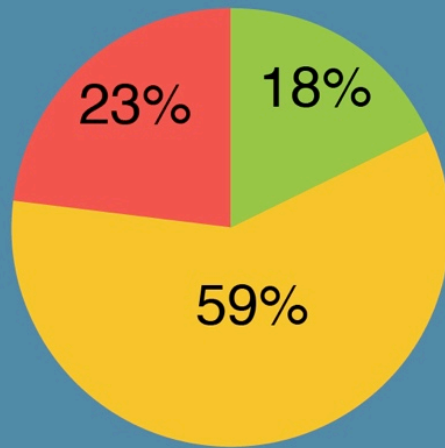
3%



Waterfall

23%

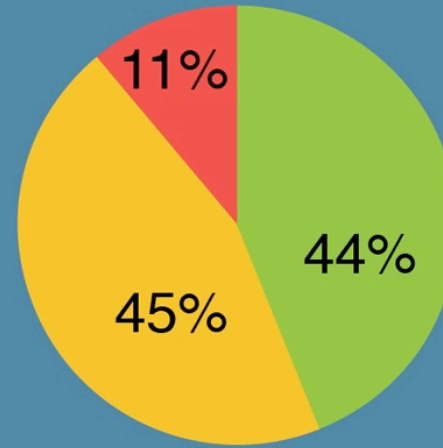
18%



Agile

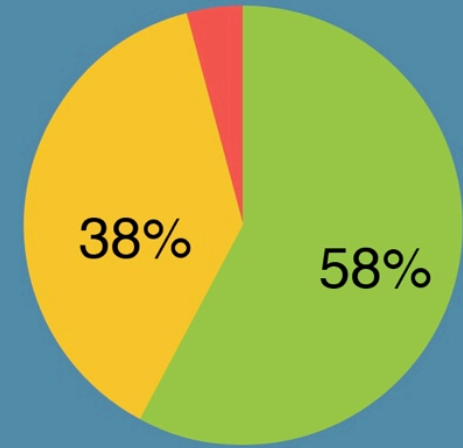
Big projects

11%



Waterfall

4%



Agile

Small projects



Product Owner

Wait time for changes is long

Discussions with other stakeholders

Small fixes need big releases

Release management is planned months ahead



Project Manager

Monolithic complex systems

Legacy technology

Technology constraints

Requesting a new environment takes a long time



Developer



Architect



QA

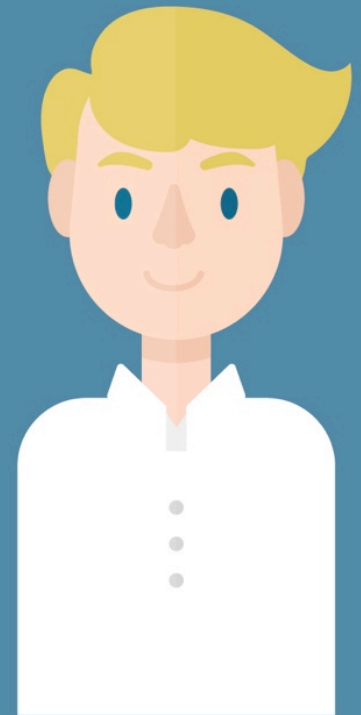
Unclear installation manuals

“It works on my machine”

Manual checks, rules / protocols to follow

Developers are “cowboys” and do not follow rules

Large regression tests



Operations



Agile Development
fixes this

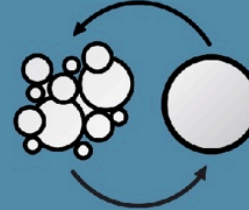
DevOps
fixes this



People & Proces



Traditional Waterfall

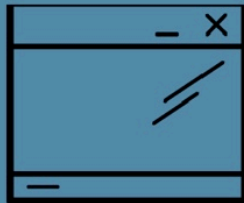


Agile



DevOps

Application Architecture



Monolithic



N-Tier

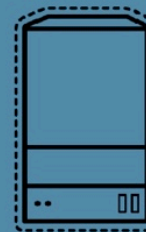


Microservices

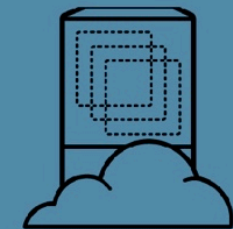
Platform



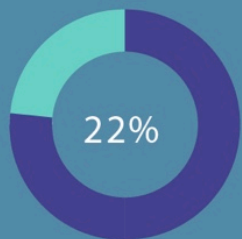
Physical



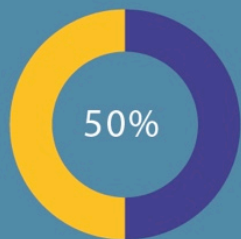
Virtual



Cloud / Containers



Less time
unplanned
work



Less time
remediating
security issues



2.2x Times more likely to
recommend as a great place to work

3x

Lower change
failure rate

200x

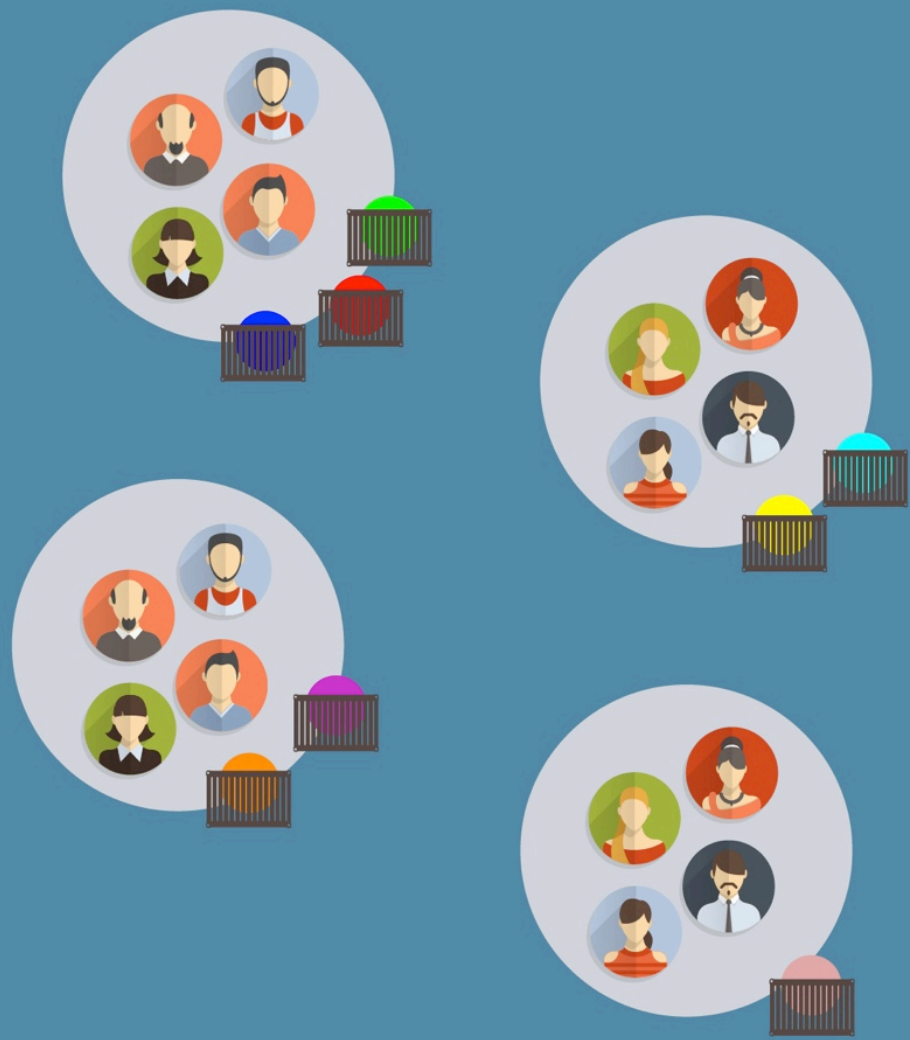
More frequent
deployments

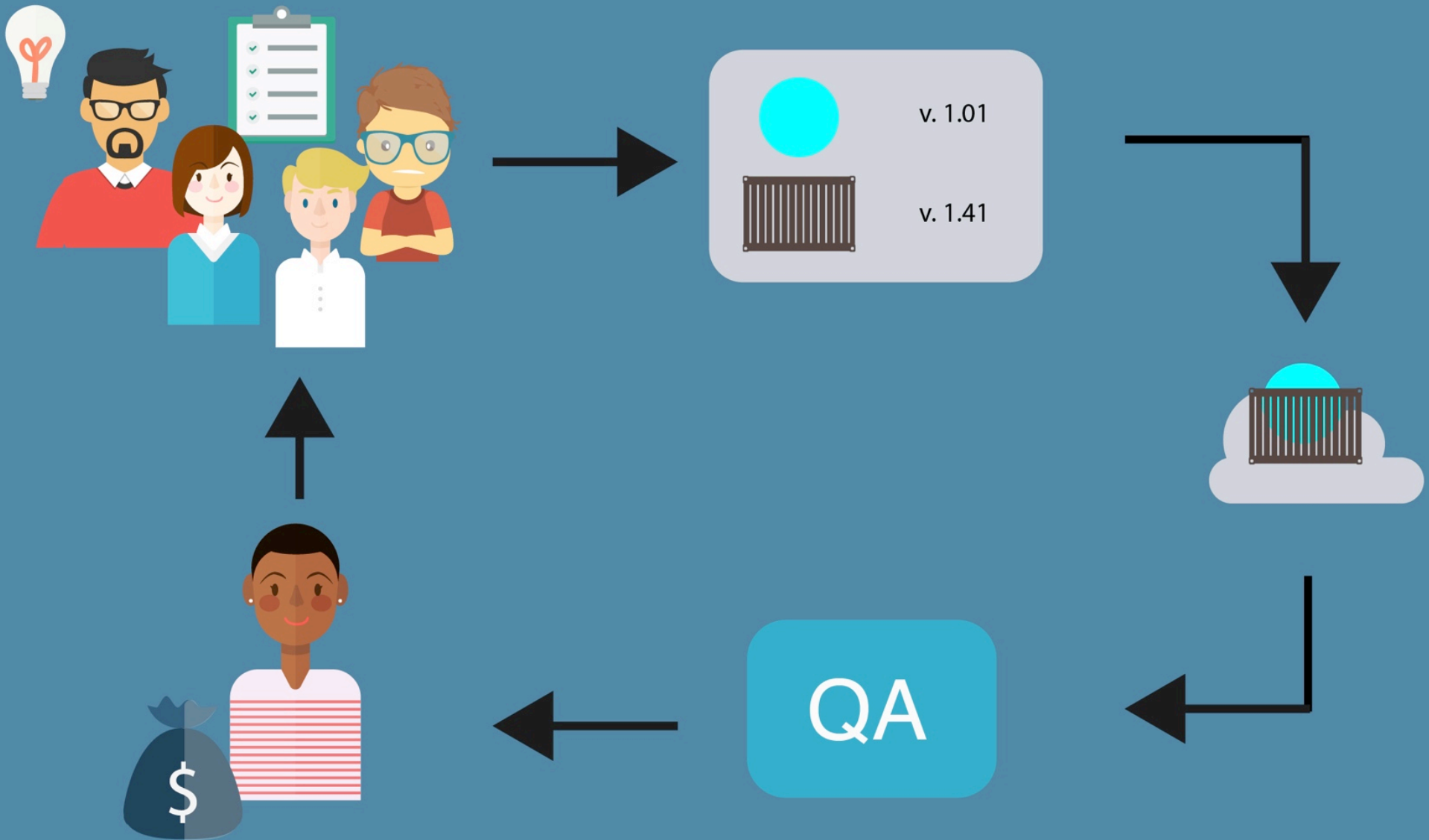
2,555x

Shorter lead
times

24x

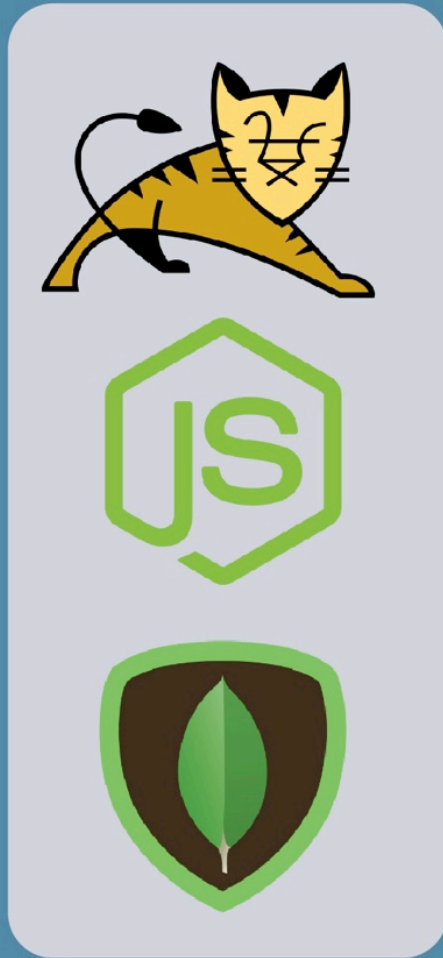
Faster recovery
from failures







Operations



Development





Reduction of time to market

Organisational alignment

Plan with more precision

Owner of smaller applications

Product Owner



Project Manager



Developer

Split out monoliths into smaller services

Freedom of technology (innovation)

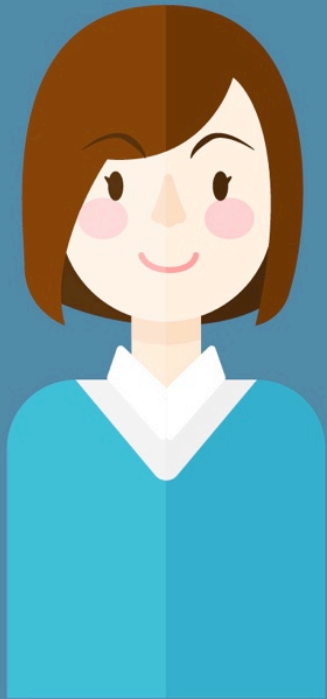
Service re-use (composition)

Self service portals

Versioning of environments



Architect



QA

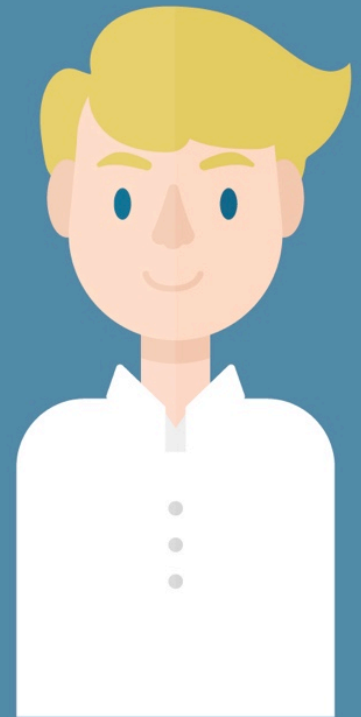
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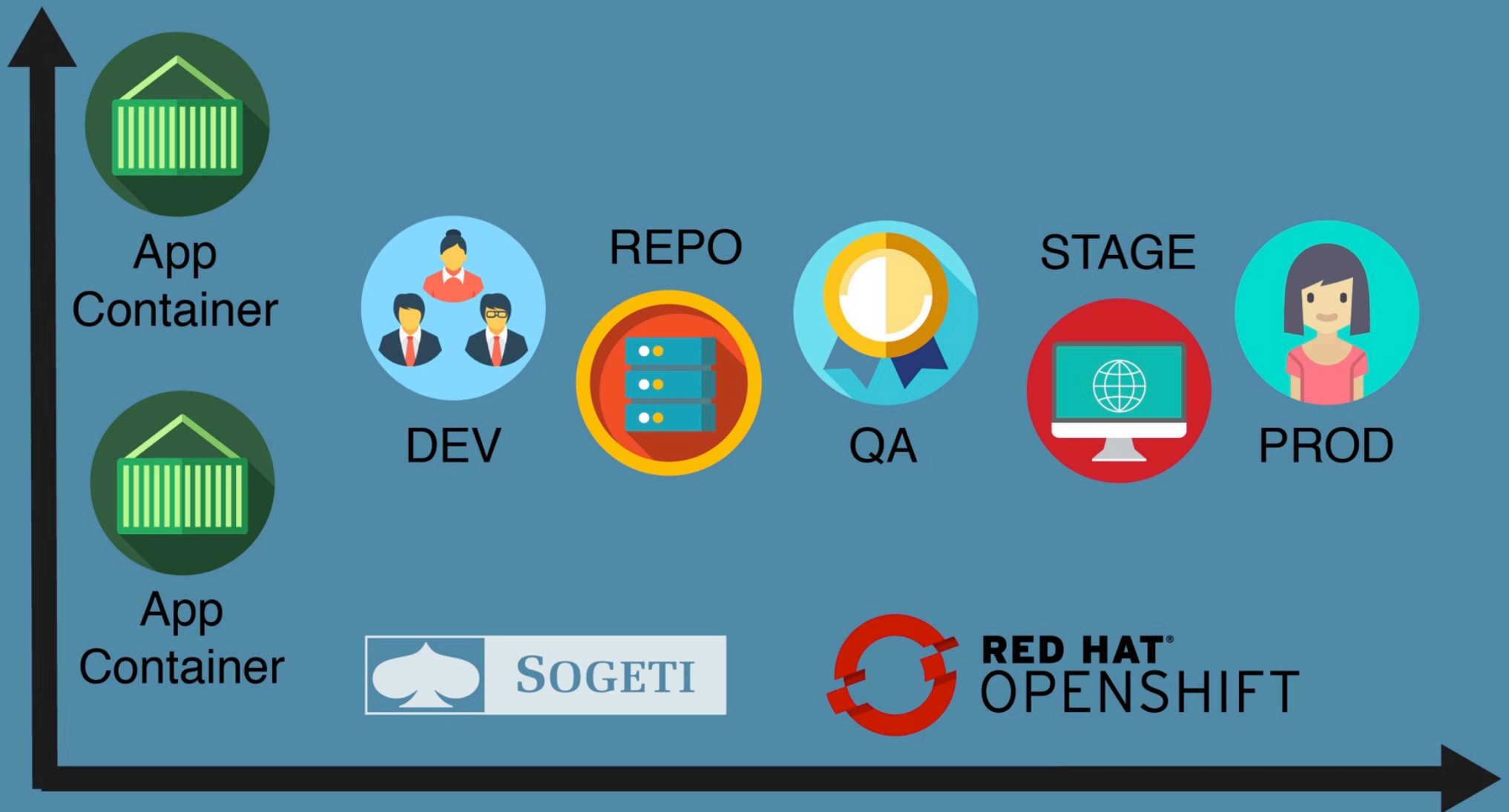
Manual checks, rules / protocols to follow

Developers are “cowboys” and do not follow rules

Large regression tests



Operations





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