



DevOps
INSTITUTE



DevOps Foundation® Exam Study Guide



DevOps Institute's SKIL Framework

DevOps Institute is dedicated to advancing the human elements of DevOps success through our human-centered SKIL framework of Skills, Knowledge, Ideas and Learning.

We develop, accredit and orchestrate SKIL through certifications, research, learning opportunities, events and community connections.

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DevOps Institute is dedicated to advancing the human elements of DevOps success. We fulfill our mission through our SKIL framework of Skills, Knowledge, Ideas and Learning.

Certification is one means of showcasing your skills. While we strongly support formal training as the best learning experience and method for certification preparation, DevOps Institute also recognizes that humans learn in different ways from different resources and experiences. As the defacto certification body for DevOps, DevOps Institute has now removed the barrier to certification by removing formal training prerequisites and opening our testing program to anyone who believes that they have the topical knowledge and experience to pass one or more of our certification exams.

This examination study guide will help test-takers prepare by defining the scope of the exam and includes the following:

- Course Description
- Examination Requirements
- DevOps Glossary of Terms
- Value Added Resources
- Sample Exam(s) with Answer Key

These assets provide a guideline for the topics, concepts, vocabulary and definitions that the exam candidate is expected to know and understand in order to pass the exam. The knowledge itself will need to be gained on its own or through training by one of our Global Education Partners.

Test-takers who successfully pass the exam will also receive a certificate and digital badge from DevOps Institute, acknowledging their achievement, that can be shared with their professional online networks.

If you have any questions, please contact our DevOps Institute Customer Service team at CustomerService@DevOpsInstitute.com.



DevOps Foundation® Course Description

DURATION - 16 Hours

Learn about DevOps to support organizational efforts in reducing costs while increasing agility, quality and customer service; leverage case studies, real-world success stories, and metrics to demonstrate business success in this foundation-level course to support digital transformation.

OVERVIEW

As organizations are facing new entrants in their respective markets, they need to stay competitive and release new and updated products on a regular basis rather than one or two times a year.

The DevOps Foundation course provides a baseline understanding of key DevOps terminology to ensure everyone is talking the same language and highlights the benefits of DevOps to support organizational success.

The course includes the latest thinking, principles and practices from the DevOps community including real-world case studies from high performing organizations including [ING Bank](#), [Ticketmaster](#), [Capital One](#), [Alaska Air](#), [Target](#), [Fannie Mae](#), [Societe Generale](#), and [Disney](#) that engage and inspire learners, leveraging multimedia and interactive exercises that bring the learning experience to life, including the Three Ways as highlighted in the *Phoenix Project* by Gene Kim and the latest from the State of DevOps and DevOps Institute Upskilling reports.

Learners will gain an understanding of DevOps, the cultural and professional movement that stresses communication, collaboration, integration, and automation to improve the flow of work between software developers and IT operations professionals.

The course is designed for a broad audience, enabling those on the business side to obtain an understanding of microservices and containers. Those on the technical side will obtain an understanding as to the business value of DevOps to reduce cost (15-25% overall IT cost reduction) with increased quality (50-70% reduction in change failure

rate) and agility (up to 90% reduction in provision and deployment time) to support business objectives in support of digital transformation initiatives.

Unique and exciting exercises will be used to apply the concepts covered in the course and sample documents, templates, tools, and techniques will be provided to use after the class.

This certification positions learners to successfully complete the DevOps Foundation examination.

COURSE OBJECTIVES

The learning objectives for DevOps Foundation include an understanding of:

- DevOps objectives and vocabulary
- Benefits to the business and IT
- Principles and practices including Continuous Integration, Continuous Delivery, testing, security and the Three Ways
- DevOps relationship to Agile, Lean and ITSM
- Improved workflows, communication and feedback loops
- Automation practices including deployment pipelines and DevOps toolchains
- Scaling DevOps for the enterprise
- Critical success factors and key performance indicators
- Real-life examples and results

AUDIENCE

The target audience for the DevOps Foundation course includes Management, Operations, Developers, QA and Testing professionals such as:

- Individuals involved in IT development, IT operations or IT service management
- Individuals who require an understanding of DevOps principles
- IT professionals working within, or about to enter, an Agile Service Design Environment
- The following IT roles: Automation Architects, Application Developers, Business Analysts, Business Managers, Business Stakeholders, Change Agents, Consultants, DevOps Consultants, DevOps Engineers, Infrastructure Architects, Integration



DevOps Foundation® Course Description

Specialists, IT Directors, IT Managers, IT Operations, IT Team Leaders, Lean Coaches, Network Administrators, Operations Managers, Project Managers, Release Engineers, Software Developers, Software Testers/QA, System Administrators, Systems Engineers, System Integrators, Tool Providers

LEARNER MATERIALS

- Sixteen (16) hours of instructor-led training and exercise facilitation
- Learner Manual (excellent post-class reference)
- Participation in unique exercises designed to apply concepts
- Sample documents, templates, tools and techniques
- Access to additional value-added resources and communities

PREREQUISITES

Familiarity with IT terminology and IT related work experience are recommended.

CERTIFICATION EXAM

Successfully passing (65%) the 60-minute examination, consisting of 40 multiple-choice questions, leads to the DevOps Foundation Certificate. The certification is governed and maintained by the DevOps Institute.

COURSE OUTLINE

- Module 1: Exploring DevOps
 - Defining DevOps
 - Why Does DevOps Matter?
- Module 2: Core DevOps Principles
 - The Three Ways
 - The First Way
 - The Theory of Constraints

- The Second Way
 - The Third Way
 - Chaos Engineering
 - Learning Organizations
- Module 3: Key DevOps Practices
 - Continuous Testing, Integration, Delivery, Deployment
 - Site Reliability & Resilience Engineering
 - DevSecOps
 - ChatOps
 - Kanban
- Module 4: Business and Technology Frameworks
 - Agile
 - ITSM
 - Lean
 - Safety Culture
 - Learning Organizations
 - Continuous Funding
- Module 5: Culture, Behaviors & Operating Models
 - Defining Culture
 - Cultural Debt
 - Behavioral Models
 - Organizational maturity models
 -
- Module 6: Automation & Architecting DevOps Toolchains
 - CI/CD
 - Cloud, Containers, and Microservices
 - AI and Machine Learning
 - Automation
 - DevOps Toolchains

- Module 7: Measurement, Metrics, and Reporting
 - The Importance of Measurement
 - DevOps Metrics - Speed, Quality, Stability, Culture
 - Change lead/cycle time
 - Value Driven Metrics

- Module 8: Sharing, Shadowing and Evolving
 - DevOps in the Enterprise
 - Roles
 - DevOps Leadership
 - Organizational Considerations
 - Getting Started
 - Challenges, Risks, and Critical Success Factors



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DevOps Foundation®

Examination Requirements

DevOps Foundation® Certification

DevOps Foundation is a freestanding certification from DevOps Institute. The purpose of the certification and its associated course is to impart, test and validate knowledge of DevOps basic vocabulary, principles and practices. The vocabulary terms, concepts and practices are documented in the course learner materials. DevOps Foundation is intended to provide individuals with an understanding of basic DevOps concepts and how DevOps may be used to improve communication, collaboration and integration between software developers and IT operations professionals.

Eligibility for Examination

Although there are no formal prerequisites for the exam, DevOps Institute highly recommends the following to prepare candidates for the exam leading to DevOps Foundation certification:

- It is recommended that candidates complete at least 16 contact hours (instruction and labs) as part of a formal, approved training course delivered by an accredited Education Partner of DevOps Institute

Examination Administration

The DevOps Foundation examination is accredited, managed and administered under the strict protocols and standards of DevOps Institute.

Level of Difficulty

The DevOps Foundation certification uses the Bloom Taxonomy of Educational Objectives in the construction of both the learning content and the examination.

- The DevOps Foundation exam contains Bloom 1 questions that test learners' **knowledge** of DevOps concepts and vocabulary terms
- The exam also contains Bloom 2 questions that test learner's **comprehension** of these concepts in context

Format of the Examination

Candidates must achieve a passing score to gain the DevOps Foundation Certificate.

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| Exam Type | 40 multiple choice questions |
| Duration | 60 minutes |
| Prerequisites | It is recommended that candidates complete the DevOps Foundation course from an accredited DevOps Institute Education Partner |
| Supervised | No |
| Open Book | Yes |
| Passing Score | 65% |
| Delivery | Web-based |
| Badge | DevOps Foundation Certified |

Exam Topic Areas and Question Weighting

The DevOps Foundation exam requires knowledge of the topic areas described below.

| Topic Area | Description | Max Questions |
|--|--|---------------|
| DOFD – 1 Exploring DevOps | Purpose, objectives, and business value of DevOps | 5 |
| DOFD – 2 Core DevOps Principles | The Three Ways | 4 |
| DOFD – 3 Key DevOps Practices | Emerging DevOps Practices such as continuous delivery and continuous integration | 7 |
| DOFD – 4 Business & Technology Frameworks | The relationship between relevant frameworks and standards and DevOps | 7 |
| DOFD – 5 DevOps Values - Culture, Behaviors & Operating Models | Characteristics of a DevOps culture and of culture change | 6 |
| DOFD – 6 DevOps Values - Automation & Architecting DevOps Toolchains | The Deployment Pipeline, DevOps toolchains and other automation considerations | 5 |
| DOFD – 7 DevOps Values – Measurement, Metrics & Reporting | Common DevOps practices and related processes | 2 |
| DOFD – 8 DevOps Values: Sharing, Shadowing and Evolving | Responsibilities of key roles and considerations relative to organizational structure. Getting started - adoption challenges, risks, critical success factors and key performance measures | 4 |

Concept and Terminology List

The candidate is expected to understand the following DevOps concepts and vocabulary at a Blooms Level 1 and 2:

- Agile Manifesto
- Agile service management
- Agile software development
- Application Programming Interface (API)
- CALMS
- Change failure rate
- Change fatigue
- Change lead time
- ChatOps
- Code commit
- Collaboration and communication
- Collective Body of Knowledge (CBOK)
- Constraint
- Containers
- Continuous integration
- Continuous delivery
- Continuous deployment
- Continuous testing
- Cultural debt
- Cycle time
- Deployment pipeline
- Deployment frequency
- DevSecOps
- DevOps
- DevOps metrics
- DevOps stakeholders
- DevOps teams
- DevOps roles
- Dojo
- employee Net Promoter Score (eNPS)
- Epics
- Flow
- Golden Circle
- High-performing organizations
- Immersion
- Improvement kata
- IT service management
- Kanban
- Kubler-Ross Change Curve
- Lean production
- Lean thinking
- Lean tools
- Lean types of Waste (DOWNTIME)
- Mean Time to Repair/Recover (MTTR)
- Microservices
- Open source
- Organizational culture
- Organizational considerations
- Resilience engineering
- Scaled Agile Framework (SAFe)
- Scrum
- Scrum roles, artifacts and events
- Service
- Shift left
- Simian Army/Chaos Monkey
- Single Point of Failure (SPOF)
- Site Reliability Engineering
- Test driven development
- Testing (unit, acceptance, integration)
- The Three Ways
- Theory of Constraints
- Thomas-Kilmann Conflict Modes
- DevOps toolchain
- Value stream mapping
- Velocity
- Waste
- Waterfall



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DEVOPS GLOSSARY OF TERMS

This glossary is provided for reference only as it contains key terms that may or may not be examinable.

| Term | Definition | Course Appearance |
|--|---|---|
| 12-Factor App Design | A methodology for building modern, scalable, maintainable software-as-a-service applications. | Continuous Delivery Ecosystem Foundation, DevOps Engineering Foundation |
| 2-Factor <i>or</i> 2-Step Authentication | Two-Factor Authentication, also known as 2FA or TFA or Two-Step Authentication is when a user provides two authentication factors; usually, firstly a password and then a second layer of verification such as a code texted to their device, shared secret, physical token, or biometrics. | DevSecOps Foundation |
| A/B Testing | Deploy different versions of an EUT to different customers and let the customer feedback determine which is best. | Continuous Delivery Ecosystem Foundation, DevOps Engineering Foundation |
| A3 Problem Solving | A structured problem-solving approach that uses a lean tool called the A3 Problem-Solving Report. The term "A3" represents the paper size historically used for the report (a size roughly equivalent to 11" x 17"). | DevOps Foundation |
| Access Management | Granting an authenticated identity access to an authorized resource (e.g., data, service, environment) based on defined criteria (e.g., a mapped role), while preventing unauthorized identity access to a resource. | DevSecOps Foundation, DevOps Engineering Foundation |
| Access Provisioning | Access provisioning is the process of coordinating the creation of user accounts, e-mail authorizations in the form of rules and roles, and other tasks such as provisioning of physical resources associated with enabling new users to systems or environments. | DevSecOps Foundation, DevOps Engineering Foundation |
| Administration Testing | The purpose of the test is to determine if an End User Test (EUT) is able to process administration tasks as expected. | Continuous Delivery Ecosystem Foundation |

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| Advice Process | Any person making a decision must seek advice from everyone meaningfully affected by the decision and people with expertise in the matter. Advice received must be taken into consideration, though it does not have to be accepted or followed. The objective of the advice process is not to form a consensus, but to inform the decision-maker so that they can make the best decision possible. Failure to follow the advice process undermines trust and unnecessarily introduces risk to the business. | DevSecOps Foundation |
| Agile | A work management method for complex endeavors that divides tasks into small "sprints" of work with frequent reassessment and adaptation of plans. | Certified Agile Service Manager, DevOps Foundation, Site Reliability Engineering, Value Stream Management Foundation, DevOps Engineering Foundation |
| Agile (adjective) | Able to move quickly and easily; well-coordinated. Able to think and understand quickly; able to solve problems and have new ideas. | Certified Agile Service Manager, DevOps Foundation, DevSecOps Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |
| Agile Coach | Help teams master Agile development and DevOps practices; enables productive ways of working and collaboration. | DevOps Leader, Value Stream Management Foundation |
| Agile Enterprise | A fast-moving, flexible, and robust company capable of rapid response to unexpected challenges, events, and opportunities. | DevOps Foundation, DevSecOps Foundation |
| Agile Manifesto | A formal proclamation of values and principles to guide an iterative and people-centric approach to software development. http://agilemanifesto.org | Certified Agile Service Manager, DevOps Foundation, DevOps Engineering Foundation |
| Agile Portfolio Management | Involves evaluating in-flight projects and proposed future initiatives to shape and govern the ongoing investment in projects and discretionary work. CA's Agile Central and VersionOne are examples. | Site Reliability Engineering |

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| Agile Practice Owner | A role accountable for the overall quality of a service management practice and owner of the Practice Backlog. | Certified Agile Service Manager |
| Agile Principles | The twelve principles that underpin the Agile Manifesto. | Certified Agile Service Manager |
| Agile Process | Delivers "just enough" structure and control to enable the organization to achieve its service outcomes in the most expeditious, effective, and efficient way possible. It is easy to understand, easy to follow, and prizes its collaboration and outcomes more than its artifacts. | Certified Agile Service Manager |
| Agile Process Engineering | An iterative and incremental approach to designing a process with short, iterative designs of potentially shippable process increments or microprocesses. | Certified Agile Service Manager |
| Agile Process Improvement | Ensures that IT Service Management agility introduced through Agile Process Engineering is continually reviewed and adjusted as part of IT Service Management's commitment to continual improvement. | Certified Agile Service Manager |
| Agile Service Management | A framework that ensures that ITSM processes reflect Agile values and are designed with "just enough" control and structure in order to effectively and efficiently deliver services that facilitate customer outcomes when and how they are needed. | Certified Agile Service Manager |
| Agile Service Management Artifacts | Practice Backlog, Sprint Backlog, Increment | Certified Agile Service Manager |
| Agile Service Management Events | Practice/microprocess Planning, The Sprint, Sprint Planning, Process Standup, Sprint Review, Sprint Retrospective | Certified Agile Service Manager |
| Agile Service Management Roles | Agile Practice Owner, Agile Service Management Team, Agile Service Manager | Certified Agile Service Manager |
| Agile Service Management Team | A team of at least 3 people (including a customer or practitioner) that is accountable for a single microprocess or a complete service management practice. | Certified Agile Service Manager |

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| Agile Service Manager | An Agile Service Management subject matter expert who is the coach and protector of the Agile Service Management Team. | Certified Agile Service Manager |
| Agile Software Development | Group of software development methods in which requirements and solutions evolve through collaboration between self-organizing, cross-functional teams. Usually applied using the Scrum or Scaled Agile Framework approach. | Continuous Delivery Ecosystem Foundation, DevOps Foundation, DevSecOps Foundation, Value Stream Management Foundation |
| Amazon Web Services (AWS) | Amazon Web Services (AWS) is a secure cloud services platform, offering compute power, database storage, content delivery, and other functionality to help businesses scale and grow. | DevSecOps Foundation, Site Reliability Engineering, DevOps Engineering Foundation |
| Analytics | Test results processed and presented in an organized manner in accordance with analysis methods and criteria. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Andon | A system gives an assembly line worker the ability, and moreover the empowerment, to stop production when a defect is found, and immediately call for assistance. | Continuous Delivery Ecosystem Foundation, DevOps Engineering Foundation |
| Anti-pattern | A commonly reinvented but poor solution to a problem. | DevOps Foundation, DevOps Engineering Foundation |
| Anti-fragility | Antifragility is a property of systems that increases its capability to thrive as a result of stressors, shocks, volatility, noise, mistakes, faults, attacks, or failures. | DevOps Foundation, Site Reliability Engineering, DevOps Engineering Foundation |
| API Testing | The purpose of the test is to determine if an API for an EUT functions as expected. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Application Performance Management (APM) | APM is the monitoring and management of the performance and availability of software applications. APM strives to detect and diagnose complex application performance problems to maintain an expected level of service. | Site Reliability Engineering, Value Stream Management Foundation, DevOps Engineering Foundation |

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| Application Programming Interface (API) | A set of protocols used to create applications for a specific OS or as an interface between modules or applications. | DevOps Foundation, DevSecOps Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |
| Application Programming Interface (API) Testing | The purpose of the test is to determine if an API for an EUT functions as expected. | Continuous Delivery Ecosystem Foundation, DevOps Engineering Foundation |
| Application Release | Controlled continuous delivery pipeline capabilities including automation (release upon code commit). | Continuous Delivery Ecosystem Foundation, DevOps Engineering Foundation |
| Application Release Automation (ARA) or Orchestration (ARO) | Controlled continuous delivery pipeline capabilities including automation (release upon code commit), environment modeling (end-to-end pipeline stages, and deploy application binaries, packages, or other artifacts to target environments), and release coordination (project, calendar, and scheduling management, integrate with change control and/or IT service support management). | Continuous Delivery Ecosystem Foundation, DevOps Engineering Foundation |
| Application Test-Driven Development (ATDD) | Acceptance Test-Driven Development (ATDD) is a practice in which the whole team collaboratively discusses acceptance criteria, with examples, and then distills them into a set of concrete acceptance tests before development begins. | Continuous Delivery Ecosystem Foundation, DevOps Engineering Foundation |
| Application Testing | The purpose of the test is to determine if an application is performing according to its requirements and expected behaviors. | Continuous Delivery Ecosystem Foundation, DevOps Engineering Foundation |
| Application Under Test (AUT) | The EUT is a software application. E.g. Business application is being tested. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation |
| Architecture | The fundamental underlying design of computer hardware, software, or both in combination. | DevSecOps Foundation, DevOps Engineering Foundation |

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| Artifact | Any element in a software development project including documentation, test plans, images, data files, and executable modules. | Continuous Delivery Ecosystem Foundation, DevOps Foundation, DevSecOps Foundation, DevOps Engineering Foundation |
| Artifact Repository | Store for binaries, reports, and metadata. Example tools include JFrog Artifactory, Sonatype Nexus. | Continuous Delivery Ecosystem Foundation, DevOps Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |
| Attack path | The chain of weaknesses a threat may exploit to achieve the attacker's objective. For example, an attack path may start by compromising a user's credentials, which are then used in a vulnerable system to escalate privileges, which in turn is used to access a protected database of information, which is copied out to an attacker's own server(s). | DevSecOps Foundation |
| Audit Management | The use of automated tools to ensure products and services are auditable, including keeping audit logs of build, test and deploy activities, auditing configurations, and users, as well as log files from production operations. | Site Reliability Engineering |
| Authentication | The process of verifying an asserted identity. Authentication can be based on what you know (e.g., password or PIN), what you have (token or one-time code), what you are (biometrics), or contextual information. | DevSecOps Foundation |
| Authorization | The process of granting roles to users to have access to resources. | DevSecOps Foundation |
| Auto-DevOps | Auto DevOps brings DevOps best practices to your project by automatically configuring software development lifecycles. It automatically detects, builds, tests, deploys, and monitors applications. | Site Reliability Engineering |

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| Auto-scaling | The ability to automatically and elastically scale and de-scale infrastructure depending on traffic and capacity variations while maintaining control of costs. | Continuous Delivery Ecosystem Foundation, DevOps Engineering Foundation |
| Automated rollback | If a failure is detected during a deployment, an operator (or an automated process) will verify the failure and roll back the failing release to the previous known working state. | Site Reliability Engineering, DevOps Engineering Foundation |
| Availability | Availability is the proportion of time a system is in a functioning condition and therefore available (to users) to be used. | Site Reliability Engineering, DevOps Engineering Foundation |
| Backdoor | A backdoor bypasses the usual authentication used to access a system. Its purpose is to grant the cybercriminals future access to the system even if the organization has remediated the vulnerability initially used to attack the system. | DevSecOps Foundation |
| Backlog | Requirements for a system expressed as a prioritized list of product backlog items usually in the form of 'User Stories'. The product backlog is prioritized by the Product Owner and should include functional, non-functional, and technical team-generated requirements. | Continuous Delivery Ecosystem Foundation, DevOps Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |
| Basic Security Hygiene | A common set of minimum-security practices that must be applied to all environments without exception. Practices include basic network security (firewalls and monitoring), hardening, vulnerability and patch management, logging and monitoring, basic policies and enforcement (may be implemented under a "policies as code" approach), and identity and access management. | DevSecOps Foundation |
| Batch Sizes | Refers to the volume of features involved in a single code release. | DevOps Leader, Value Stream Management Foundation |
| Bateson Stakeholder Map | A tool for mapping stakeholder's engagement with the initiative in progress. | DevOps Leader |

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| Behavior Driven Development (BDD) | Test cases are created by simulating an EUT's externally observable inputs, and outputs. Example tool: Cucumber. | Continuous Delivery Ecosystem Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |
| Beyond Budgeting | A management model that looks beyond command-and-control towards a more empowered and adaptive state. | DevOps Leader |
| Black-Box | Test case only uses knowledge of externally observable behaviors of an EUT. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Blameless post mortems | A process through which engineers whose actions have contributed to a service incident can give a detailed account of what they did without fear of punishment or retribution. | Site Reliability Engineering, DevOps Engineering Foundation |
| Blast Radius | Used for impact analysis of service incidents. When a particular IT service fails, the users, customers, other dependent services that are affected. | Site Reliability Engineering |
| Blue/Green Testing or Deployments | Taking software from the final stage of testing to live production using two environments labeled Blue and Green. Once the software is working in the green environment, switch the router so that all incoming requests go to the green environment - the blue one is now idle. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Bug | An error or defect in software that results in an unexpected or system-degrading condition. | DevSecOps Foundation, DevOps Engineering Foundation |
| Bureaucratic Culture | Bureaucratic organizations are likely to use standard channels or procedures which may be insufficient in a crisis (Westrum). | DevOps Leader |
| Bursting | Public cloud resources are added as needed to temporarily increase the total computing capacity of a private cloud. | Continuous Delivery Ecosystem Foundation, DevOps Engineering Foundation |

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| Business Case | Justification for a proposed project or undertaking on the basis of its expected commercial benefit. | DevOps Leader |
| Business Continuity | Business continuity is an organization's ability to ensure operations and core business functions are not severely impacted by a disaster or unplanned incident that takes critical services offline. | Site Reliability Engineering, DevOps Engineering Foundation |
| Business Transformation | Changing how the business functions. Making this a reality means changing culture, processes, and technologies in order to better align everyone around delivering on the organization's mission. | DevSecOps Foundation |
| Business Value | In management, an informal term that includes all forms of value that determine the health and well-being of the firm in the long run. | DevOps Leader, Value Stream Management Foundation |
| Cadence | Flow or rhythm of events. | DevOps Foundation, DevOps Leader, DevSecOps Foundation |
| CALMS Model | Considered the pillars or values of DevOps: Culture, Automation, Lean, Measurement, Sharing (as put forth by John Willis, Damon Edwards, and Jez Humble). | DevOps Foundation, DevOps Engineering Foundation |
| Canary Testing | A canary (also called a canary test) is a push of code changes to a small number of end-users who have not volunteered to test anything. Similar to incremental rollout, it is where a small portion of the user base is updated to a new version first. This subset, the canaries, then serve as the proverbial "canary in the coal mine". If something goes wrong then a release is rolled back and only a small subset of the users are impacted. | Continuous Delivery Ecosystem Foundation, Site Reliability Engineering, DevOps Engineering Foundation |
| Capacity | An estimate of the total amount of engineering time available for a given Sprint. | Certified Agile Service Manager, DevOps Engineering Foundation |
| Capacity Test | The purpose of the test is to determine if the EUT can handle expected loads such as number of users, number of sessions, aggregate bandwidth. | Continuous Delivery Ecosystem Foundation, DevOps Engineering Foundation |

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| Capture-Replay | Test cases are created by capturing live interactions with the EUT, in a format that can be replayed by a tool. E.g. Selenium | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Carrots | Positive incentives, for encouraging and rewarding desired behaviors. | DevSecOps Foundation |
| Chain of Goals | A method designed by Roman Pichler of ensuring that goals are linked and shared at all levels through the product development process. | DevOps Leader |
| Change | Addition, modification, or removal of anything that could have an effect on IT services. (ITIL® definition) | DevOps Foundation, DevSecOps Foundation, DevOps Engineering Foundation |
| Change Failure Rate | A measure of the percentage of failed/rolled back changes. | Continuous Delivery Ecosystem Foundation, DevOps Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |
| Change Fatigue | A general sense of apathy or passive resignation towards organizational changes by individuals or teams. | DevSecOps Foundation |
| Change Lead Time | A measure of the time from a request for a change to the delivery of the change. | DevOps Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |
| Change Leader Development Model | Jim Canterucci's model for five levels of change leader capability. | DevOps Leader |
| Change Management | The process that controls all changes throughout their lifecycle. (ITIL definition) | DevOps Foundation, DevOps Leader, DevSecOps Foundation, DevOps Engineering Foundation |

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| Change Management (Organizational) | An approach to shifting or transitioning individuals, teams & organizations from a current state to a desired future state. Includes the process, tools & techniques to manage the people-side of change to achieve the required business outcome(s). | DevOps Leader |
| Change-based Test Selection Method | Tests are selected according to a criterion that matches attributes of tests to attributes of the code that is changed in a build. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation |
| Chaos Engineering | The discipline of experimenting on a software system in production in order to build confidence in the system's capability to withstand turbulent and unexpected conditions. | Site Reliability Engineering, DevOps Engineering Foundation |
| Chapter Lead | A squad line manager in the Spotify model who is responsible for traditional people management duties is involved in day-to-day work, and grows individual and chapter competence. | DevOps Leader |
| Chapters | A small family of people having similar skills and who work within the same general competency area within the same tribe. Chapters meet regularly to discuss challenges and areas of expertise in order to promote sharing, skill development, re-use, and problem-solving. | DevOps Leader |
| ChatOps | An approach to managing technical and business operations (coined by GitHub) that involves a combination of group chat and integration with DevOps tools. Example tools include Atlassian HipChat/Stride, Microsoft Teams, Slack. | Continuous Delivery Ecosystem Foundation, DevOps Foundation, Continuous Testing Foundation, Site Reliability Engineering, Value Stream Management Foundation, DevOps Engineering Foundation |
| Check-in | The action of submitting a software change into a system version management system. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |

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| CI Regression Test | A subset of regression tests that are run immediately after a software component is built. Same as Smoke Test. | Continuous Delivery Ecosystem Foundation, DevOps Engineering Foundation |
| Clear-Box | Same as Glass-Box Testing and White-Box Testing. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Cloud Computing | The practice of using remote servers hosted on the internet to host applications rather than local servers in a private data center. | DevSecOps Foundation, Site Reliability Engineering, DevOps Engineering Foundation |
| Cloud-Native | Native cloud applications (NCA) are designed for cloud computing. | Continuous Delivery Ecosystem Foundation, DevOps Engineering Foundation |
| Cloudbees | Cloudbees is a commercially supported proprietary automation framework tool that works with and enhances Jenkins by providing enterprise levels support and add-on functionality. | Continuous Testing Foundation, DevOps Engineering Foundation |
| Cluster Cost Optimization | Tools like Kubecost, Replex, Cloudability use monitoring to analyze container clusters and optimize the resource deployment model. | Site Reliability Engineering |
| Cluster Monitoring | Tools that let you know the health of your deployment environments running in clusters such as Kubernetes. | Site Reliability Engineering |
| Clustering | A group of computers (called nodes or members) work together as a cluster connected through a fast network acting as a single system. | Continuous Delivery Ecosystem Foundation, DevOps Engineering Foundation |
| Code Coverage | A measure of white box test coverage by counting code units that are executed by a test. The code unit may be a code statement, a code branch, or control path or data path through a code module. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |

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| Code Quality | See also static code analysis, Sonar and Checkmarks are examples of tools that automatically check the seven main dimensions of code quality – comments, architecture, duplication, unit test coverage, complexity, potential defects, language rules. | Site Reliability Engineering, DevOps Engineering Foundation |
| Code Repository | A repository where developers can commit and collaborate on their code. It also tracks historical versions and potentially identifies conflicting versions of the same code. Also referred to as "repository" or "repo." | DevSecOps Foundation, DevOps Engineering Foundation |
| Code Review | Software engineers inspect each other's source code to detect coding or code formatting errors. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Cognitive Bias | Cognitive bias is a limitation in objective thinking that is caused by the tendency for the human brain to perceive information through a filter of personal experience and preferences: a systematic pattern of deviation from norm or rationality in judgment. | DevOps Leader |
| Collaboration | People jointly working with others towards a common goal. | DevOps Foundation, DevSecOps Foundation, DevOps Engineering Foundation |
| Collaborative Culture | A culture that applies to everyone which incorporates an expected set of behaviors, language, and accepted ways of working with each other reinforcement by leadership. | Continuous Delivery Ecosystem Foundation, DevOps Engineering Foundation |
| Compatibility Test | Test with the purpose to determine if an EUT interoperates with another EUT such as peer-to-peer applications or protocols. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Configuration Management | Configuration management (CM) is a systems engineering process for establishing and maintaining consistency of a product's performance, functional, and physical attributes with its requirements, design, and operational information throughout its life. | Continuous Delivery Ecosystem Foundation, DevOps Foundation, DevSecOps Foundation, DevOps Engineering Foundation |

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| Conformance Test | The purpose of the test is to determine if an EUT complies with a standard. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Constraint | Limitation or restriction; something that constrains. See also <i>bottleneck</i> . | DevOps Foundation, DevSecOps Foundation |
| Container | A way of packaging software into lightweight, stand-alone, executable packages including everything needed to run it (code, runtime, system tools, system libraries, settings) for development, shipment, and deployment. | DevOps Foundation, DevSecOps Foundation, Site Reliability Engineering, DevOps Engineering Foundation |
| Container Network Security | Used to prove that any app that can be run on a container cluster with any other app can be confident that there is no unintended use of the other app or any unintended network traffic between them. | Site Reliability Engineering |
| Container Registry | Secure and private registry for Container images. Typically allowing for easy upload and download of images from the build tools. Docker Hub, Artifactory, Nexus are examples. | Site Reliability Engineering |
| Container Scanning | When building a Container image for your application, tools can run a security scan to ensure it does not have any known vulnerability in the environment where your code is shipped. Blackduck, Synopsys, Synk, Claire, and Klar are examples. | Site Reliability Engineering |
| Continual Service Improvement (CSI) | One of the ITIL Core publications and a stage of the service lifecycle. | DevOps Foundation |
| Continuous Delivery (CD) | A methodology that focuses on making sure software is always in a releasable state throughout its lifecycle. | Continuous Delivery Ecosystem Foundation, DevOps Foundation, DevSecOps Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Continuous Delivery (CD) Architect | A person who is responsible to guide the implementation and best practices for a continuous delivery pipeline. | Continuous Delivery Ecosystem Foundation |

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| Continuous Delivery Pipeline | A continuous delivery pipeline refers to the series of processes that are performed on product changes in stages. A change is injected at the beginning of the pipeline. A change may be new versions of code, data, or images for applications. Each stage processes the artifacts resulting from the prior stage. The last stage results in deployment to production. | Continuous Delivery Ecosystem Foundation, DevOps Foundation Course, DevOps Leader, Value Stream Management Foundation, DevOps Engineering Foundation |
| Continuous Delivery Pipeline Stage | Each process in a continuous delivery pipeline. These are not standard. Examples are Design: determine implementation changes; Creation: implement an unintegrated version of design changes; Integration: merge | Continuous Delivery Ecosystem Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |
| Continuous Deployment | A set of practices that enable every change that passes automated tests to be automatically deployed to production. | DevOps Foundation, DevSecOps Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |
| Continuous Flow | Smoothly moving people or products from the first step of a process to the last with minimal (or no) buffers between steps. | DevOps Foundation, DevOps Leader, DevSecOps Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |
| Continuous Improvement | Based on Deming's Plan-Do-Check-Act, a model for ensuring ongoing efforts to improve products, processes, and services. | DevOps Foundation, DevOps Leader, DevOps Engineering Foundation |
| Continuous Integration (CI) | A development practice that requires developers to merge their code into trunk or master ideally at least daily and perform tests (i.e. unit, integration, and acceptance) at every code commit. | Continuous Delivery Ecosystem Foundation, DevOps Foundation, Continuous Testing Foundation, DevSecOps Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |

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| Continuous Integration Tools | Tools that provide an immediate feedback loop by regularly merging, building, and testing code. Example tools include Atlassian Bamboo, Jenkins, Microsoft VSTS/Azure DevOps, TeamCity. | DevOps Foundation, DevOps Leader, Value Stream Management Foundation, DevOps Engineering Foundation |
| Continuous Monitoring (CM) | This is a class of terms relevant to logging, notifications, alerts, displays, and analysis of test results information. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Continuous Testing (CT) | This is a class of terms relevant to the testing and verification of an EUT in a DevOps environment. | DevOps Foundation, Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Conversation Café | Conversation Cafés are open, hosted conversations in cafés as well as conferences and classrooms—anywhere people gather to make sense of our world. | DevOps Leader |
| Conway's Law | Organizations that design systems are constrained to produce designs that are copies of the communication structures of these organizations. | Continuous Delivery Ecosystem Foundation, DevOps Leader, DevOps Engineering Foundation |
| Cooperation vs. Competition | The key cultural value shift toward being highly collaborative and cooperative, and away from internal competitiveness and divisiveness. | DevSecOps Foundation |
| COTS | Commercial-off-the-shelf solution | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation |
| Critical Success Factor (CSF) | Something that must happen for an IT service, process, plan, project or other activity to succeed. | DevSecOps Foundation |
| Cultural Iceberg | A metaphor that visualizes the difference between observable (above the water) and non-observable (below the waterline) elements of culture. | DevOps Leader, Value Stream Management Foundation |

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| Culture (Organizational Culture) | The values and behaviors that contribute to the unique psychosocial environment of an organization. | Continuous Delivery Ecosystem Foundation, DevOps Foundation, DevSecOps Foundation, DevOps Engineering Foundation |
| Cumulative Flow Diagram | A cumulative flow diagram is a tool used in agile software development and lean product development. It is an area graph that depicts the quantity of work in a given state, showing arrivals, time in queue, quantity in a queue, and departure. | DevOps Leader, Value Stream Management Foundation |
| Current State Map | A form of value stream map that helps you identify how the current process works and where the disconnects are. | DevOps Leader, Value Stream Management Foundation |
| Customer Reliability Engineer (CRE) | CRE is what you get when you take the principles and lessons of SRE and apply them to customers. | Site Reliability Engineering |
| Cycle Time | A measure of the time from the start of work to ready for delivery. | DevOps Foundation, DevOps Leader, DevSecOps Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |
| Daily Scrum | Daily timeboxed event of 15 minutes or less for the Team to replan the next day of work during a Sprint. | DevOps Foundation, Value Stream Management Foundation |
| Dashboard | Graphical display of summarized data e.g., deployment frequency, velocity, test results. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |
| DAST (Dynamic Application Security Testing) | Dynamic application security testing (DAST) is a process of testing an application or software product in an operating state. | DevSecOps Foundation, Site Reliability Engineering, DevOps Engineering Foundation |

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| Data Loss Protection (DLP) | Tools that prevent files and content from being removed from within a service environment or organization. | Site Reliability Engineering |
| Database Reliability Engineer (DBRE) | A person responsible for keeping database systems that support all user-facing services in production running smoothly. | Site Reliability Engineering |
| Defect Density | The number of faults found in a unit E.g. # defects per KLOC, # defects per change. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Definition of Done | A shared understanding of expectations that an Increment or backlog item must live up to. | Certified Agile Service Manager, DevOps Leader, Value Stream Management Foundation |
| Delivery Cadence | The frequency of deliveries. E.g. # deliveries per day, per week, etc. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Delivery Package | Set of release items (files, images, etc.) that are packaged for deployment. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Deming Cycle | A four-stage cycle for process management, attributed to W. Edwards Deming. Also called Plan-Do-Check-Act (PDCA). | DevOps Foundation, DevSecOps Foundation, Value Stream Management Foundation |
| Dependency Firewall | Many projects depend on packages that may come from unknown or unverified providers, introducing potential security vulnerabilities. There are tools to scan dependencies but that is after they are downloaded. These tools prevent those vulnerabilities from being downloaded to begin with. | Site Reliability Engineering |

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| Dependency Proxy | For many organizations, it is desirable to have a local proxy for frequently used upstream images/packages. In the case of CI/CD, the proxy is responsible for receiving a request and returning the upstream image from a registry, acting as a pull-through cache. | Site Reliability Engineering |
| Dependency Scanning | Used to automatically find security vulnerabilities in your dependencies while you are developing and testing your applications. Synopsys, Gemnasium, Retire.js, and bundler-audit are popular tools in this area. | Site Reliability Engineering |
| Deployment | The installation of a specified version of software to a given environment (e.g., promoting a new build into production). | DevOps Foundation, DevSecOps Foundation, DevOps Engineering Foundation |
| Design for Testability | An EUT is designed with features that enable it to be tested. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation |
| Design Principles | Principles for designing, organizing, and managing a DevOps delivery operating model. | DevOps Leader |
| Dev | Individuals involved in software development activities such as application and software engineers. | DevOps Foundation, DevSecOps Foundation, DevOps Engineering Foundation |
| Developer (Dev) | An individual who has the responsibility to develop changes for an EUT. Alternate: Individuals involved in software development activities such as application and software engineers. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation |
| Development Test | Ensuring that the developer's test environment is a good representation of the production test environment. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Device Under Test (DUT) | The DUT is a device (e.g. router or switch) being tested. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |

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| DevOps | A cultural and professional movement that stresses communication, collaboration, and integration between software developers and IT operations professionals while automating the process of software delivery and infrastructure changes. It aims at establishing a culture and environment where building, testing, and releasing software, can happen rapidly, frequently, and more reliably." (Wikipedia) | Certified Agile Service Manager, DevOps Foundation, DevSecOps Foundation, DevOps Engineering Foundation |
| DevOps Coach | Help teams master Agile development and DevOps practices; enables productive ways of working and collaboration. | DevOps Leader |
| DevOps Infrastructure | The entire set of tools and facilities that make up the DevOps system. Includes CI, CT, CM, and CD tools. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| DevOps Kaizen | Kaizen is a Japanese word that closely translates to "change for better," the idea of continuous improvement—large or small—involving all employees and crossing organizational boundaries. Damon Edwards' DevOps Kaizen shows how making small, incremental improvements (little J's) has an improved impact on productivity long term. | DevOps Leader |
| DevOps Pipeline | The entire set of interconnected processes that make up a DevOps Infrastructure. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| DevOps Score | A metric showing DevOps adoption across an organization and the corresponding impact on delivery velocity. | Site Reliability Engineering |

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| DevOps Toolchain | The tools needed to support a DevOps continuous development and delivery cycle from idea to value realization. | Continuous Delivery Ecosystem Foundation, DevOps Foundation, DevSecOps Foundation, Continuous Testing Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |
| DevSecOps | A mindset that "everyone is responsible for security" with the goal of safely distributing security decisions at speed and scale to those who hold the highest level of context without sacrificing the safety required. | Continuous Delivery Ecosystem Foundation, DevOps Foundation, DevSecOps Foundation, DevOps Engineering Foundation |
| Digital Transformation | The adoption of digital technology by a company to improve business processes, value for customers, and innovation. | DevOps Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |
| Digital Value Stream | A value stream is anything that delivers a product or a service. A digital value stream is one that delivers a digital product or service. | Value Stream Management Foundation |
| Distributed Version Control System (DVCS) | The software revisions are stored in a distributed revision control system (DRCS), also known as a distributed version control system (DVCS). | Continuous Delivery Ecosystem Foundation, DevOps Engineering Foundation |
| DMZ (De-Militarized Zone) | A DMZ in network security parlance is a network zone in between the public internet and internal protected resources. Any application, server, or service (including APIs) that need to be exposed externally are typically placed in a DMZ. It is not uncommon to have multiple DMZs in parallel. | DevSecOps Foundation |
| Dynamic Analysis | Dynamic analysis is the testing of an application by executing data in real-time with the objective of detecting defects while it is in operation, rather than by repeatedly examining the code offline. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |

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| Dynamic Application Security Testing (DAST) | Dynamic application security testing (DAST) is a process of testing an application or software product in an operating state. | DevSecOps Foundation, DevOps Engineering Foundation |
| EggPlant | Automated function and regression testing of enterprise applications. Licensed by Test Plant. | Continuous Testing Foundation, DevOps Engineering Foundation |
| Elastic Infrastructure | Elasticity is a term typically used in cloud computing, to describe the ability of an IT infrastructure to quickly expand or cut back capacity and services without hindering or jeopardizing the infrastructure's stability, performance, security, governance, or compliance protocols. | Continuous Delivery Ecosystem Foundation, DevOps Engineering Foundation |
| eNPS | Employee Net Promoter Score (eNPS) is a way for organizations to measure employee loyalty. The Net Promoter Score, originally a customer service tool, was later used internally on employees instead of customers. | DevOps Foundation, DevOps Leader |
| Entity Under Test (EUT) | This is a class of terms that refers to the names of types of entities that are being tested. These terms are often abbreviated to the form xUT where "x" represents a type of entity under test. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Ephemeral Elastic Infrastructure | The concept of infrastructure being transitory, existing only briefly as needed to serve the needs of a DevOps process that needs infrastructure while it is executing. | DevOps Engineering Foundation |
| Erickson (Stages of Psychosocial Development) | Erik Erikson (1950, 1963) proposed a psychoanalytic theory of psychosocial development comprising eight stages from infancy to adulthood. During each stage, the person experiences a psychosocial crisis which could have a positive or negative outcome for personality development. | DevSecOps Foundation |
| Error Budget | The error budget provides a clear, objective metric that determines how unreliable a service is allowed to be within a specific time period. | Site Reliability Engineering, DevOps Engineering Foundation |
| Error Budget Policies | An error budget policy enumerates the activity a team takes when they've exhausted their error budget for a particular service in a particular time period. | Site Reliability Engineering, DevOps Engineering Foundation |

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| Error Tracking | Tools to easily discover and show the errors that the application may be generating, along with the associated data. | Site Reliability Engineering |
| External Automation | Scripts and automation outside of a service that is intended to reduce toil. | Site Reliability Engineering |
| Fail Early | A DevOps tenet referring to the preference to find critical problems as early as possible in a development and delivery pipeline. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Fail Often | A DevOps tenet which emphasizes a preference to find critical problems as fast as possible and therefore frequently. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Failure Rate | Fail verdicts per unit of time. | DevOps Foundation, Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| False Negative | A test incorrectly reports a verdict of "fail" when the EUT actually passed the purpose of the test. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| False Positive | A test incorrectly reports a verdict of "pass" when the EUT actually failed the purpose of the test. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Feature Toggle | The practice of using software switches to hide or activate features. This enables continuous integration and testing a feature with selected stakeholders. | DevOps Foundation, Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |

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| Federated Identity | A central identity used for access to a wide range of applications, systems, and services, but with a particular skew toward web-based applications. Also, often referenced as Identity-as-a-Service (IDaas). Any identity that can be reused across multiple sites, particularly via SAML or OAuth authentication mechanisms. | DevSecOps Foundation |
| Fire Drills | A planned failure testing process focussed on the operation of live services including service failure testing as well as communication, documentation, and other human factor testing. | Site Reliability Engineering, DevOps Engineering Foundation |
| Flow | How people, products, or information move through a process. Flow is the first way of The Three Ways. | DevOps Foundation, DevOps Leader, DevSecOps Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |
| Flow of Value | A form of map that shows the end-to-end value stream. This view is usually not available within the enterprise. | DevOps Leader. Value Stream Management Foundation |
| Framework | The backbone for plugging in tools. Launches automated tasks, collects results from automated tasks. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Freedom and Responsibility | A core cultural value that with the freedom of self-management (such as afforded by DevOps) comes the responsibility to be diligent, to follow the advice process, and to take ownership of both successes and failures. | DevSecOps Foundation |
| Frequency | How often an application is released. | DevOps Leader, DevOps Engineering Foundation |
| Functional Testing | Tests to determine if the functional operation of the service is as expected. | Site Reliability Engineering, DevOps Engineering Foundation |

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| Future State Map | A form of value stream map that helps you develop and communicate what the target end state should look like and how to tackle the necessary changes. | DevOps Leader, Value Stream Management Foundation, DevOps Engineering Foundation |
| Fuzzing | Fuzzing or fuzz testing is an automated software testing practice that inputs invalid, unexpected, or random data into applications. | DevSecOps Foundation, DevOps Engineering Foundation |
| Gated Commits | Define and obtain consensus for the criterion of changes promoted between all CD pipeline stages such as Dev to CI stage / CI to packaging/delivery stage / Delivery to Deployment/Production stage. | Continuous Delivery Ecosystem Foundation, DevOps Engineering Foundation |
| Generative (DevOps) Culture | In a generative organization, alignment takes place through identification with the mission. The individual "buys into" what he or she is supposed to do and its effect on the outcome. Generative organizations tend to be proactive in getting the information to the right people by any means. necessary. (Westrum) | DevOps Leader |
| Generativity | A cultural view wherein long-term outcomes are of primary focus, which in turn drives investments and cooperation that enable an organization to achieve those outcomes. | DevSecOps Foundation |
| Glass-Box | Same as Clear-Box Testing and White-Box Testing. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Goal-seeking tests | The purpose of the test is to determine an EUT's performance boundaries, using incrementally stresses until the EUT reaches peak performance. E.g. Determine the maximum throughput that can be handled without errors. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation |
| Golden Circle | A model by Simon Sinek that emphasizes an understanding of the business' "why" before focusing on the "what" and "how". | DevOps Foundation |
| Golden Image | A template for a virtual machine (VM), virtual desktop, server, or hard disk drive. (TechTarget) | DevSecOps Foundation |

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| Goleman's Six Styles of Leadership | Daniel Goleman (2002) created the Six Leadership Styles and found, in his research, that leaders used one of these styles at any one time. | DevOps Leader |
| Governance, Risk Management and Compliance (GRC) | A team or software platform intended for concentrating governance, compliance, and risk management data, including policies, compliance requirements, vulnerability data, and sometimes asset inventory, business continuity plans, etc. In essence, a specialized document and data repository for security governance. Or a team of people who specialize in IT/security governance, risk management, and compliance activities. Most often non-technical business analyst resources. | DevSecOps Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |
| Gray-Box | Test cases use a limited knowledge of the internal design structure of the EUT. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| GUI testing | The purpose of the test is to determine if the graphical user interface operates as expected. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Guilds | A "community of interest" group that welcomes anyone and usually cuts across an entire organization. Similar to a Community of Practice. | DevOps Foundation, DevOps Leader |
| Hand Offs | The procedure for transferring the responsibility of a particular task from one individual or team to another. | DevOps Foundation, DevOps Leader, Value Stream Management Foundation |
| Hardening | Securing a server or infrastructure environment by removing or disabling unnecessary software, updating to known good versions of the operating system, restricting network-level access to only that which is needed, configuring logging in order to capture alerts, configuring appropriate access management, and installing appropriate security tools. | DevSecOps Foundation |

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| Helm Chart Registry | Helm charts are what describe related Kubernetes resources. Artifactory and Codefresh support a registry for maintaining master records of Helm Charts. | Site Reliability Engineering |
| Heritage Reliability Engineer (HRE) | Applying the principles and practices of SRE to legacy applications and environments. | Site Reliability Engineering |
| High-Trust Culture | Organizations with a high-trust culture encourage good information flow, cross-functional collaboration, shared responsibilities, learning from failures and new ideas. | DevOps Foundation |
| Horizontal Scaling | Computing resources are scaled wider to increase the volume of processing. E.g. Add more computers and run more tasks in parallel. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation |
| Hypothesis-Backlog | A collection of requirements expressed as experiments. | Value Stream Management Foundation |
| Hypothesis-Driven Development (HDD) | A prototype methodology that allows product designers to develop, test, and rebuild a product until it's acceptable to the users. | Value Stream Management Foundation |
| Idempotent | CM tools (e.g., Puppet, Chef, Ansible, and Salt) claim that they are 'idempotent' by allowing the desired state of a server to be defined as code or declarations and automate steps necessary to consistently achieve the defined state time-after-time. | Continuous Delivery Ecosystem Foundation, DevOps Engineering Foundation |
| Identity | The unique name of a person, device, or the combination of both that is recognized by a digital system. Also referred to as an "account" or "user." | DevSecOps Foundation |
| Identity and Access Management (IAM) | Policies, procedures, and tools for ensuring the right people have the right access to technology resources. | DevSecOps Foundation |
| Identity as a Service (IDaaS) | Identity and access management services that are offered through the cloud or on a subscription basis. | DevSecOps Foundation |
| Image-based test selection method | Build images are pre-assigned test cases. Tests cases are selected for a build by matching the image changes resulting from a build. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation |

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| Immersive learning | A learning approach that guides teams with coaching and practice to help them learn to work in a new way. | DevOps Leader |
| Immutable | An immutable object is an object whose state cannot be modified after it is created. The antonym is a mutable object, which can be modified after it is created. | Continuous Delivery Ecosystem Foundation, DevOps Engineering Foundation |
| Immutable Infrastructures | Instead of instantiating an instance (server, container, etc.), with error-prone, time-consuming patches and upgrades (i.e. mutations), replace it with another instance to introduce changes or ensure proper behavior. | Continuous Delivery Ecosystem Foundation, Site Reliability Engineering |
| Impact-Driven Development (IDD) | A software development methodology that takes small steps towards achieving both impact and vision. | Value Stream Management Foundation |
| Implementation Under Test | The EUT is a software implementation. E.g. Embedded program is being tested. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation |
| Improvement Kata | A structured way to create a culture of continuous learning and improvement. (In Japanese business, Kata is the idea of doing things the "correct" way. An organization's culture can be characterized as its Kata through its consistent role modeling, teaching and coaching.) | DevOps Foundation, Value Stream Management Foundation |
| Incentive model | A system designed to motivate people to complete tasks toward achieving objectives. The system may employ either positive or negative consequences for motivation. | DevSecOps Foundation |
| Incident | Any unplanned interruption to an IT service or reduction in the quality of an IT service. Includes events that disrupt or could disrupt the service. (ITIL definition) | DevSecOps Foundation |

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| Incident Management | A process that restores normal service operation as quickly as possible to minimize business impact and ensure that agreed levels of service quality are maintained. (ITIL definition). Involves capturing the who, what, when of service incidents and the onward use of this data in ensuring service level objectives are being met. | DevSecOps Foundation, Site Reliability Engineering, DevOps Engineering Foundation |
| Incident Response | An organized approach to addressing and managing the aftermath of a security breach or attack (also known as an incident). The goal is to handle the situation in a way that limits damage and reduces recovery time and costs. | DevSecOps Foundation, Site Reliability Engineering, DevOps Engineering Foundation |
| Increment | Potentially shippable completed work that is the outcome of a Sprint. | Certified Agile Service Manager, DevOps Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |
| Incremental Rollout | Deploying many small, gradual changes to a service instead of a few large changes. Users are incrementally moved across to the new version of the service until eventually all users are moved across. Sometimes referred to by colored environments e.g. Blue/green deployment. | Site Reliability Engineering, DevOps Engineering Foundation |
| Infrastructure | All of the hardware, software, networks, facilities, etc., required to develop, test, deliver, monitor and control or support IT services. The term IT infrastructure includes all of the information technology but not the associated people, processes, and documentation. (ITIL definition) | DevOps Foundation, DevSecOps Foundation, DevOps Engineering Foundation |
| Infrastructure as Code (IaC) | The practice of using code (scripts) to configure and manage infrastructure. | DevOps Foundation, DevSecOps Foundation, DevOps Engineering Foundation |
| Infrastructure Test | The purpose of the test is to verify the framework for EUT operating. E.g. verify specific operating system utilities function as expected in the target environment. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |

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| Infrastructure-as-a-Service (IaaS) | On-demand access to a shared pool of configurable computing resources. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Insights Driven | An insight-driven organization embeds analysis, data, and reasoning into the decision-making process, every day. | Value Stream Management Foundation |
| Integrated development environment (IDE) | An integrated development environment (IDE) is a software suite that consolidates the basic tools developers need to write and test software. Typically, an IDE contains a code editor, a compiler or interpreter, and a debugger that the developer accesses through a single graphical user interface (GUI). An IDE may be a standalone application, or it may be included as part of one or more existing and compatible applications. (TechTarget) | DevSecOps Foundation, DevOps Engineering Foundation |
| Integrated development environment (IDE) 'lint' checks | Linting is the process of running a program that will analyze code for potential errors (e.g., formatting discrepancies, non-adherence to coding standards and conventions, logical errors). | DevSecOps Foundation |
| Internet of Things | A network of physical devices that connect to the internet and potentially to each other through web-based wireless services. | DevOps Foundation, DevSecOps Foundation |
| Internal Automation | Scripts and automation delivered as part of the service that is intended to reduce toil. | Site Reliability Engineering |
| INVEST | A mnemonic was created by Bill Wake as a reminder of the characteristics of a quality user story. | Certified Agile Service Manager |
| ISO 31000 | A family of standards that provide principles and generic guidelines on risk management. | DevSecOps Foundation |
| Issue Management | A process for capturing, tracking, and resolving bugs and issues throughout the software development lifecycle. | DevSecOps Foundation |

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| IT Service Management (ITSM) | Adopting a process approach towards management, focusing on customer needs and IT services for customers rather than IT systems, and stressing continual improvement. (Wikipedia) | Certified Agile Service Manager, DevOps Foundation, Site Reliability Engineering, Value Stream Management Foundation, DevOps Engineering Foundation, DevOps Engineering Foundation |
| iTest | Tool licensed by Spirent Communications for creating automated test cases. | Continuous Testing Foundation |
| ITIL | Provides a best practices framework that organizations can adapt to deliver and maintain IT services to provide optimal value for all stakeholders, including the customer. | Certified Agile Service Manager, DevOps Foundation, Site Reliability Engineering, Value Stream Management Foundation, DevOps Engineering Foundation |
| Jenkins | Jenkins is a freeware tool. It is the most popular master automation framework tool, especially for continuous integration task automation. Jenkins task automation centers around timed processes. Many test tools and other tools offer plugins to simplify integration with Jenkins. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Kaizen | The practice of continuous improvement. | DevOps Foundation, Value Stream Management Foundation |
| Kanban | Method of work that pulls the flow of work through a process at a manageable pace. | Certified Agile Service Manager, DevOps Foundation |
| Kanban Board | Tool that helps teams organize, visualize and manage work. | DevOps Foundation |
| Karpman Drama Triangle | The drama triangle is a social model of human interaction. The triangle maps a type of destructive interaction that can occur between people in conflict. | DevOps Leader |
| Key Metrics | Something that is measured and reported upon to help manage a process, IT service or activity. | DevOps Foundation, DevOps Leader, DevOps Engineering Foundation |

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| Key Performance Indicator (KPI) | Key performance indicators are the critical indicators of progress toward an intended result, providing a focus for improvement, and on what matters most. | Value Stream Management Foundation |
| Keywords-Based | Test cases are created using pre-defined names that reference programs useful for testing. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Knowledge Management | A process that ensures the right information is delivered to the right place or person at the right time to enable an informed decision. | DevOps Foundation, DevSecOps Foundation |
| Known Error | Problem with a documented root cause and a workaround. (ITIL definition) | DevSecOps Foundation |
| Kolb's Learning Styles | David Kolb published his learning styles model in 1984; his experiential learning theory works on two levels: a four-stage cycle of learning and four separate learning styles. | DevOps Leader |
| Kotter's Dual Operating System | John Kotter describes the need for a dual operating system that combines the entrepreneurial capability of a network with the organizational efficiency of traditional hierarchy. | DevOps Leader |
| Kubernetes | Kubernetes is an open-source container-orchestration system for automating application deployment, scaling, and management. It was originally designed by Google and is now maintained by the Cloud Native Computing Foundation. | Site Reliability Engineering, DevOps Engineering Foundation |
| Kubler-Ross Change Curve | Describes and predicts the stages of personal and organizational reaction to major changes. | DevOps Foundation |
| Lab-as-a-Service (LaaS) | Category of cloud computing services that provides a laboratory allowing customers to test applications without the complexity of building and maintaining the lab infrastructure. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Laloux (Culture Models) | Frederic Laloux created a model for understanding organizational culture. | DevSecOps Foundation |

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| Latency | Latency is the delay incurred in communicating a message, the time a message spends “on the wire” between the initial request being received e.g. by a server, and the response being received e.g. by a client. | Site Reliability Engineering |
| Laws of Systems Thinking | In his book, 'The Fifth Discipline', Peter Senge outlines eleven laws that will help the understanding of business systems and to identify behaviors for addressing complex business problems. | DevOps Leader, Value Stream Management Foundation |
| Lean | Production philosophy that focuses on reducing waste and improving the flow of processes to improve overall customer value. | Certified Agile Service Manager, DevOps Foundation, DevOps Leader, DevSecOps Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |
| Lean (adjective) | Spare, economical. Lacking richness or abundance. | DevOps Foundation, DevSecOps Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |
| Lean Canvas | Lean Canvas is a 1-page business plan template. | DevOps Leader, Value Stream Management Foundation |
| Lean Enterprise | An organization that strategically applies the key ideas behind lean production across the enterprise. | DevOps Foundation, DevSecOps Foundation, Value Stream Management Foundation |
| Lean IT | Applying the key ideas behind lean production to the development and management of IT products and services. | DevOps Foundation, DevSecOps Foundation, Value Stream Management Foundation |
| Lean Manufacturing | Lean production philosophy derived mostly from the Toyota Production System. | DevOps Foundation, DevSecOps Foundation |

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| Lean Product Development | Lean Product Development, or LPD, utilizes Lean principles to meet the challenges of Product Development. | DevOps Leader |
| Lean Startup | A system for developing a business or product in the most efficient way possible to reduce the risk of failure. | DevOps Leader |
| License Scanning | Tools, such as Blackduck and Synopsis, that check that licenses of your dependencies are compatible with your application, and approve or blacklist them. | Site Reliability Engineering |
| Little's Law | A theorem by John Little that states that the long-term average number L of customers in a stationary system is equal to the long-term average effective arrival rate λ multiplied by the average time W that a customer spends in the system. | DevOps Leader, Value Stream Management Foundation |
| LoadRunner | A tool used to test applications, measuring system behavior, and performance under load. Licensed by HP. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Log | Serialized report of details such as test activities and EUT console logs. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Log Management | The collective processes and policies used to administer and facilitate the generation, transmission, analysis, storage, archiving, and ultimate disposal of the large volumes of log data created within an information system. | DevSecOps Foundation |
| Logging | The capture, aggregation, and storage of all logs associated with system performance including, but not limited to, process calls, events, user data, responses, error, and status codes. Logstash and Nagios are popular examples. | Site Reliability Engineering, DevOps Engineering Foundation |
| Logic Bomb (Slag Code) | A string of malicious code used to cause harm to a system when the programmed conditions are met. | DevSecOps Foundation |

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| Longevity Test | The purpose of the test is to determine if a complete system performs as expected over an extended period of time | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Machine Learning | Data analysis that uses algorithms that learn from data. | DevOps Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |
| Malware | A program designed to gain access to computer systems, normally for the benefit of some third party, without the user's permission | DevSecOps Foundation |
| Many-factor Authentication | The practice of using at least 2 factors for authentication. The two factors can be of the same class. | DevSecOps Foundation |
| Mean Time Between Deploys | Used to measure deployment frequency. | DevOps Foundation, DevSecOps Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |
| Mean Time Between Failures (MTBF) | The average time that a CI or IT service can perform its agreed function without interruption. Often used to measure reliability. Measured from when the CI or service starts working, until the time it fails (uptime). (ITIL definition) | DevOps Foundation, DevSecOps Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |
| Mean Time to Detect Defects (MTTD) | Average time required to detect a failed component or device. | Continuous Delivery Ecosystem Foundation, DevOps Foundation, DevSecOps Foundation, Site Reliability Engineering, Value Stream Management Foundation, DevOps Engineering Foundation |
| Mean Time to Discovery | How long a vulnerability or software bug/defect exists before it's identified. | DevSecOps Foundation |

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| Mean Time to Patch | How long it takes to apply patches to environments once a vulnerability has been identified. | DevSecOps Foundation |
| Mean Time to Repair/Recover (MTTR) | Average time required to repair/recover a failed component or device. MTTR does not include the time required to recover or restore service. | DevOps Foundation, DevSecOps Foundation, Site Reliability Engineering Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |
| Mean Time to Restore Service (MTRS) | Used to measure time from when the CI or IT service fails until it is fully restored and delivering its normal functionality (downtime). Often used to measure maintainability. (ITIL definition). | DevOps Foundation, DevSecOps Foundation, Site Reliability Engineering, Value Stream Management Foundation, DevOps Engineering Foundation |
| Mental Models | A mental model is an explanation of someone's thought process about how something works in the real world. | DevOps Leader |
| Merge | The action of integrating software changes together into a software version management system. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Metric | Something that is measured and reported upon to help manage a process, IT service, or activity. | DevOps Foundation, DevSecOps Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |
| Metrics | This is a class of terms relevant to measurements used to monitor the health of a product or infrastructure. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |

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| Microprocess | A distinct activity that can be defined, designed, implemented, and managed independently and is generally associated with a primary service management practice. A microprocess may be integrated with other service management practices. | Certified Agile Service Manager |
| Microprocess Architecture | A collection of integrated microprocesses that collectively perform all of the activities necessary for an end-to-end service management practice to be successful. | Certified Agile Service Manager |
| Microservices | A software architecture that is composed of smaller modules that interact through APIs and can be updated without affecting the entire system. | DevOps Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |
| Mindset | A person's usual attitude or mental state is their mindset. | DevOps Leader |
| Minimum Viable Process | The least amount needed in order for this process or microprocess to meet its Definition of Done. | Certified Agile Service Manager |
| Minimum Viable Product | Most minimal version of a product that can be released and still provide enough value that people are willing to use it. | DevOps Leader |
| Mock Object | Mock is a method/object that simulates the behavior of a real method/object in controlled ways. Mock objects are used in unit testing. Often a method under a test calls other external services or methods within it. These are called dependencies. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Model | Representation of a system, process, IT service, CI, etc. that is used to help understand or predict future behavior. In the context of processes, models represent pre-defined steps for handling specific types of transactions. | DevSecOps Foundation, DevOps Engineering Foundation |
| Model-Based | Test cases are automatically derived from a model of the entity under test. Example tool: Tricentis | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |

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| Monitoring | The use of a hardware or software component to monitor the system resources and performance of a computer service. | Site Reliability Engineering, Value Stream Management Foundation, DevOps Engineering Foundation |
| Monitoring Tools | Tools that allow IT organizations to identify specific issues of specific releases and to understand the impact on end-users. | DevOps Leader, Value Stream Management Foundation, DevOps Engineering Foundation |
| Monolithic | A software system is called "monolithic" if it has a monolithic architecture, in which functionally distinguishable aspects (for example data input and output, data processing, error handling, and the user interface) are all interwoven, rather than containing architecturally separate components. | Continuous Delivery Ecosystem Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |
| Multi-factor Authentication | The practice of using 2 or more factors for authentication. Often used synonymously with 2-factor Authentication. | DevSecOps Foundation |
| Multi-cloud | Multi-cloud DevOps solutions provide on-demand multi-tenant access to development and test environments. | Continuous Delivery Ecosystem Foundation, DevOps Engineering Foundation |
| Network Reliability Engineer (NRE) | Someone who applies a reliability engineering approach to measure and automate the reliability of networks. | Site Reliability Engineering, DevOps Engineering Foundation |
| Neuroplasticity | Describes the ability of the brain to form and reorganize synaptic connections, especially in response to learning or experience or following injury. | DevOps Leader |
| Neuroscience | The study of the brain and nervous system. | DevOps Leader |
| Non-functional requirements | Requirements that specify criteria that can be used to judge the operation of a system, rather than specific behaviors or functions (e.g., availability, reliability, maintainability, supportability); qualities of a system. | DevOps Foundation, DevOps Engineering Foundation |
| Non-functional tests | Defined as a type of service testing intending to check non-functional aspects such as performance, usability, and reliability of a software service. | Site Reliability Engineering |

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| Object Under Test (OUT) | The EUT is a software object or class of objects. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation |
| Observability | Observability is focused on externalizing as much data as you can about the whole service allowing us to infer what the current state of that service is. | Site Reliability Engineering, Value Stream Management Foundation, DevOps Engineering Foundation |
| Objectives and Key Results (OKRs) | Objectives and key results is a goal-setting framework used by individuals, teams, and organizations to define measurable goals and track their outcomes. | Value Stream Management Foundation |
| On-call | Being on-call means someone being available during a set period of time, and being ready to respond to production incidents during that time with appropriate urgency. | Site Reliability Engineering |
| Open Source | Software that is distributed with its source code so that end-user organizations and vendors can modify it for their own purposes. | DevOps Foundation, DevSecOps Foundation, DevOps Engineering Foundation |
| Operations (Ops) | Individuals involved in the daily operational activities needed to deploy and manage systems and services such as quality assurance analysts, release managers, system and network administrators, information security officers, IT operations specialists, and service desk analysts. | Continuous Delivery Ecosystem Foundation, DevOps Engineering Foundation |
| Operations Management | The function that performs the daily activities needed to deliver and support IT services and the supporting IT infrastructure at the agreed levels. (ITIL) | DevSecOps Foundation |
| Ops | Individuals involved in the daily operational activities needed to deploy and manage systems and services such as quality assurance analysts, release managers, system and network administrators, information security officers, IT operations specialists, and service desk analysts. | DevOps Foundation, DevSecOps Foundation, DevOps Engineering Foundation |
| Orchestration | An approach to building automation that interfaces or "orchestrates" multiple tools together to form a toolchain. | DevOps Foundation, DevSecOps Foundation |

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| Organization Culture | A system of shared values, assumptions, beliefs, and norms that unite the members of an organization. | DevOps Leader, DevOps Engineering Foundation |
| Organization Model | For DevOps, an approach that is not a dominator hierarchy but instead a Distributed Autonomous Organization (DAO). | DevOps Leader, Value Stream Management Foundation |
| Organizational Change | Efforts to adapt the behavior of humans within an organization to meet new structures, processes, or requirements. | DevOps Foundation, DevSecOps Foundation |
| OS Virtualization | A method for splitting a server into multiple partitions called "containers" or "virtual environments" in order to prevent applications from interfering with each other. | DevOps Foundation |
| Outcome | Intended or actual results. | DevOps Foundation, DevSecOps Foundation, Value Stream Management Foundation |
| Outcome Mapping | A methodology for planning, monitoring, and evaluating development initiatives in order to bring about sustainable change. | Value Stream Management Foundation |
| Package Registry | A repository for software packages, artifacts, and their corresponding metadata. Can store files produced by an organization itself or for third-party binaries. Artifactory and Nexus are amongst the most popular. | Site Reliability Engineering |
| Pages | Something for creating supporting web pages automatically as part of a CI/CD pipeline. | Site Reliability Engineering |
| Patch | A software update designed to address (mitigate/remediate) a bug or weakness. | DevSecOps Foundation |
| Patch management | The process of identifying and implementing patches. | DevSecOps Foundation |
| Pathological Culture | Pathological cultures tend to view information as a personal resource, to be used in political power struggles (Westrum). | DevOps Leader, Site Reliability Engineering |
| Penetration Testing | An authorized simulated attack on a computer system that looks for security weaknesses, potentially gaining access to the system's features and data. | DevSecOps Foundation, DevOps Engineering Foundation |

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| People Changes | Focuses on changing attitudes, behaviors, skills, or performance of employees. | DevOps Leader |
| Performance Test | The purpose of the test is to determine an EUT meets its system performance criterion or to determine what a system's performance capabilities are. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Plan-Do-Check-Act | A four-stage cycle for process management and improvement attributed to W. Edwards Deming. Sometimes called the Deming Cycle or PDCA. | Certified Agile Service Manager, DevOps Foundation, DevSecOps Foundation, Value Stream Management Foundation |
| Platform-as-a-Service (PaaS) | Category of cloud computing services that provides a platform allowing customers to develop, run, and manage applications without the complexity of building and maintaining the infrastructure. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Plugin | A pre-programmed integration between an orchestration tool and other tools. For example, many tools offer plugins to integrate with Jenkins. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Policies | Formal documents that define boundaries in terms of what the organization may or may not do as part of its operations. | DevOps Foundation, DevSecOps Foundation, DevOps Engineering Foundation |
| Policy as Code | The notion that security principles and concepts can be articulated in code (e.g., software, configuration management, automation) to a sufficient degree that the need for an extensive traditional policy framework is greatly reduced. Standards and guidelines should be implemented in code and configuration, automatically enforced, and automatically reported on in terms of compliance, variance, or suspected violations. | DevSecOps Foundation, DevOps Engineering Foundation |
| Practice | A complete end-to-end capability for managing a specific aspect of service delivery (e.g. changes, incidents, service levels). | Certified Agile Service Manager, Value Stream Management Foundation, DevOps Engineering Foundation |

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| Practice Backlog | A prioritized list of everything that needs to be designed or improved for a practice including current and future requirements. | Certified Agile Service Manager |
| Practice/Microprocess Planning | A high-level event to define the goals, objectives, inputs, outcomes, activities, stakeholders, tools, and other aspects of a practice or microprocess. This meeting is not timeboxed. | Certified Agile Service Manager |
| Pre-Flight | This is a class of terms that refers to names of activities and processes that are conducted on an EUT prior to integration into the trunk branch. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Priority | The relative importance of an incident, problem, or change; based on impact and urgency. (ITIL definition) | DevSecOps Foundation |
| Privileged Access Management (PAM) | Technologies that help organizations provide secured privileged access to critical assets and meet compliance requirements by securing, managing, and monitoring privileged accounts and access. (Gartner) | DevSecOps Foundation, DevOps Engineering Foundation |
| Problem | The underlying cause of one or more incidents. (ITIL definition) | DevOps Foundation, DevSecOps Foundation |
| Process | A structured set of activities designed to accomplish a specific objective. A process takes inputs and turns them into defined outputs. Related work activities that take specific inputs and produce specific outputs that are of value to a customer. | Certified Agile Service Manager, DevOps Foundation, DevSecOps Foundation, DevOps Engineering Foundation |
| Process Changes | Focuses on changes to standard IT processes, such as software development practices, ITIL processes, change management, approvals, etc. | DevOps Leader |
| Process Owner | A role accountable for the overall quality of a process. It may be assigned to the same person who carries out the Process Manager role, but the two roles may be separate in larger organizations. (ITIL definition) | DevSecOps Foundation |
| Process Standup | A time-boxed event of 15 minutes to inspect progress towards the Sprint Goal and identify impediments as quickly as possible. | Certified Agile Service Manager |

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| Processing Time | The period during which one or more inputs are transformed into a finished product by a manufacturing or development procedure. (Business Dictionary) | DevOps Leader, Value Stream Management Foundation |
| Product Backlog | Prioritized list of functional and non-functional requirements for a system usually expressed as user stories. | DevOps Foundation |
| Product Owner | An individual responsible for maximizing the value of a product and for managing the product backlog. Prioritizes, grooms, and owns the backlog. Gives the squad purpose. | DevOps Foundation, DevOps Leader, Value Stream Management Foundation, DevOps Engineering Foundation |
| Programming-Based | Test cases are created by writing code in a programming language. E.g. JavaScript, Python, TCL, Ruby | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation |
| Project to Product | Changing ways of working from a large batch, waterfall project led approach, to a small batch, agile product (or value stream) approach. | Value Stream Management Foundation |
| Provision Platforms | Tools that provide platforms for provisioning infrastructure (e.g., Puppet, Chef, Salt). | DevOps Leader |
| Psychological Safety | Psychological safety is a shared belief that the team is safe for interpersonal risk-taking. | DevOps Leader |
| QTP | Quick Test Professional is a functional and regression test automation tool for software applications. Licensed by HP. | Continuous Testing Foundation |
| Quality Management | Tools that handle test case planning, test execution, defect tracking (often into backlogs), severity, and priority analysis. CA's Agile Central | Site Reliability Engineering |
| Ranorex | GUI test automation framework for testing of desktop, web-based and mobile applications. Licensed by Ranorex. | Continuous Testing Foundation, DevOps Engineering Foundation |

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| Ransomware | Encrypts the files on a user's device or a network's storage devices. To restore access to the encrypted files, the user must pay a "ransom" to the cybercriminals, typically through a tough-to-trace electronic payment method such as Bitcoin. | DevSecOps Foundation |
| RASP | Runtime Application Self-Protection | DevSecOps Foundation |
| Regression testing | The purpose of the test is to determine if a new version of an EUT has broken some things that worked previously. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Regulatory compliance testing | The purpose of the test is to determine if an EUT conforms to specific regulatory requirements. E.g. verify an EUT satisfies government regulations for consumer credit card processing. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation |
| Release | Software that is built, tested, and deployed into the production environment. | Continuous Delivery Ecosystem Foundation, DevOps Foundation, DevSecOps Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |
| Release Acceptance Criteria | Measurable attributes for a release package that determine whether a release candidate is acceptable for deployment to customers. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Release Candidate | A release package that has been prepared for deployment, may or may not have passed the Release. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Release Governance | Release Governance is all about the controls and automation (security, compliance, or otherwise) that ensure your releases are managed in an auditable and trackable way, in order to meet the need of the business to understand what is changing. | Site Reliability Engineering, DevOps Engineering Foundation |

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| Release Management | The process that manages releases and underpins Continuous Delivery and the Deployment Pipeline. | DevOps Foundation, DevSecOps Foundation, DevOps Engineering Foundation |
| Release Orchestration | Typically a deployment pipeline used to detect any changes that will lead to problems in production. Orchestrating other tools will identify performance, security, or usability issues. Tools like Jenkins and Gitlab CI can “orchestrate” releases. | Site Reliability Engineering, DevOps Engineering Foundation |
| Relevance | A Continuous Testing tenet which emphasizes a preference to focus on the most important tests and test results | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Reliability | A measure of how long a service, component, or CI can perform its agreed function without interruption. Usually measured as MTBF or MTBSI. (ITIL definition) | DevOps Foundation, DevSecOps Foundation, Site Reliability Engineering, DevOps Engineering Foundation |
| Reliability Test | The purpose of the test is to determine if a complete system performs as expected under stressful and loaded conditions over an extended period of time. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Remediation | Action to resolve a problem found during DevOps processes. E.g. Roll-back changes for an EUT change that resulted in a CT test case fail verdict. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Remediation Plan | A plan that determines the actions to take after a failed change or release. (ITIL definition) | DevOps Foundation, DevSecOps Foundation |
| Request for Change (RFC) | Formal proposal to make a change. The term RFC is often misused to mean a change record, or the change itself. (ITIL definition) | DevOps Foundation |
| Requirements Management | Tools that handle requirements definition, traceability, hierarchies & dependency. Often also handles code requirements and test cases for requirements. | Site Reliability Engineering |

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| Resilience | Building an environment or organization that is tolerant to change and incidents. | DevSecOps Foundation, Site Reliability Engineering |
| Response Time | Response time is the total time it takes from when a user makes a request until they receive a response. | Site Reliability Engineering |
| REST | Representation State Transfer. The software architecture style of the worldwide web. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Restful API | Representational state transfer (REST) or RESTful services on a network, such as HTTP, provide scalable interoperability for requesting systems to quickly and reliably access and manipulate textual representations (XML, HTML, JSON) of resources using stateless operations (GET, POST, PUT, DELETE, etc.). | Continuous Delivery Ecosystem Foundation |
| RESTful interface testing | The purpose of the test is to determine if an API satisfies its design criterion and the expectations of the REST architecture. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation |
| Return on Investment (ROI) | The difference between the benefit achieved and the cost to achieve that benefit, expressed as a percentage. | DevOps Foundation, DevSecOps Foundation, DevOps Engineering Foundation |
| Review Apps | Allow code to be committed and launched in real-time – environments are spun up to allow developers to review their application. | Site Reliability Engineering |
| Rework | The time and effort required to correct defects (waste). | DevOps Leader |
| Risk | A possible event that could cause harm or loss or affect an organization's ability to achieve its objectives. The management of risk consists of three activities: identifying risks, analyzing risks, and managing risks. The probable frequency and probable magnitude of future loss. Pertains to a possible event that could cause harm or loss or affect an organization's ability to execute or achieve its objectives. | DevOps Foundation, DevSecOps Foundation, DevOps Engineering Foundation |

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| Risk Event | A possible event that could cause harm or loss or affect an organization's ability to achieve its objectives. The management of risk consists of three activities: identifying risks, analyzing risks, and managing risks. | DevOps Leader |
| Risk Management Process | The process by which "risk" is contextualized, assessed and treated. From ISO 31000: 1) Establish context, 2) Assess risk, 3) Treat risk (remediate, reduce or accept). | DevSecOps Foundation |
| Robot Framework | TDD framework created and supported by Google. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Role | Set of responsibilities, activities, and authorities granted to a person or team. A role is defined by a process. One person or team may have multiple roles. A set of permissions assigned to a user or group of users to allow a user to perform actions within a system or application. | DevOps Foundation, DevSecOps Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |
| Role-based Access Control (RBAC) | An approach to restricting system access to authorized users. | DevSecOps Foundation |
| Roll-back | Software changes which have been integrated are removed from the integration. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Root Cause Analysis (RCA) | Actions take to identify the underlying cause of a problem or incident. | DevOps Foundation, DevSecOps Foundation |
| Rugged Development (DevOps) | Rugged Development (DevOps) is a method that includes security practices as early in the continuous delivery pipeline as possible to increase cybersecurity, speed, and quality of releases beyond what DevOps practices can yield alone. | DevOps Foundation, DevSecOps Foundation |
| Rugged DevOps | Rugged DevOps is a method that includes security practices as early in the continuous delivery pipeline as possible to increase cybersecurity, speed, and quality of releases beyond what DevOps practices can yield alone. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation |

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| Runbooks | A collection of procedures necessary for the smooth operation of a service. Previously manual in nature they are now usually automated with tools like Ansible. | Site Reliability Engineering |
| Runtime Application Self Protection (RASP) | Tools that actively monitor and block threats in the production environment before they can exploit vulnerabilities. | DevSecOps Foundation, Site Reliability Engineering |
| Sanity Test | A very basic set of tests that determine if a software is functional at all. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Scalability | Scalability is a characteristic of a service that describes its capability to cope and perform under an increased or expanding load. | Site Reliability Engineering, DevOps Engineering Foundation |
| Scaled Agile Framework (SAFe) | A proven, publicly available, framework for applying Lean-Agile principles and practices at an enterprise scale. | DevOps Foundation, DevOps Engineering Foundation |
| SCARF Model | A summary of important discoveries from neuroscience about the way people interact socially. | DevOps Leader |
| Scheduling | Scheduling: the process of planning to release changes into production. | DevOps Leader |
| Scrum | A simple framework for effective team collaboration on complex projects. Scrum provides a small set of rules that create "just enough" structure for teams to be able to focus their innovation on solving what might otherwise be an insurmountable challenge. (Scrum.org) | Certified Agile Service Manager, DevOps Foundation, DevOps Engineering Foundation |
| Scrum Pillars | Pillars that uphold the Scrum framework include Transparency, Inspection, and Adaption. | Certified Agile Service Manager, Value Stream Management Foundation |
| Scrum Team | A self-organizing, cross-functional team that uses the Scrum framework to deliver products iteratively and incrementally. The Scrum Team consists of a Product Owner, Developers, and a Scrum Master. | DevOps Foundation, DevOps Engineering Foundation |

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| Scrum Values | A set of fundamental values and qualities underpinning the Scrum framework: commitment, focus, openness, respect and courage. | Certified Agile Service Manager |
| Scrum Master | An individual who provides process leadership for Scrum (i.e., ensures Scrum practices are understood and followed) and who supports the Scrum Team by removing impediments. | Certified Agile Service Manager, DevOps Foundation |
| Secret Detection | Secret Detection aims to prevent that sensitive information, like passwords, authentication tokens, and private keys are unintentionally leaked as part of the repository content. | Site Reliability Engineering, DevOps Engineering Foundation |
| Secrets Management | Secrets management refers to the tools and methods for managing digital authentication credentials (secrets), including passwords, keys, APIs, and tokens for use in applications, services, privileged accounts, and other sensitive parts of the IT ecosystem. | Site Reliability Engineering, DevSecOps Foundation |
| Secure Automation | Secure automation removes the chance of human error (and wilful sabotage) by securing the tooling used across the delivery pipeline. | Site Reliability Engineering |
| Security (Information Security) | Practices intended to protect the confidentiality, integrity, and availability of computer system data from those with malicious intentions. | DevOps Foundation, DevSecOps Foundation |
| Security as Code | Automating and building security into DevOps tools and practices, making it an essential part of toolchains and workflows. | DevOps Foundation, DevSecOps Foundation, DevOps Engineering Foundation, DevOps Engineering Foundation |
| Security tests | The purpose of the test is to determine if an EUT meets its security requirements. An example is a test that determines if an EUT processes login credentials properly. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |

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| Selenium | Popular open-source tool for software testing GUI and web applications. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Self-healing | Self-healing means the ability of services and underlying environments to detect and resolve problems automatically. It eliminates the need for manual human intervention. | , DevOps Engineering Foundation |
| Serverless | A code execution paradigm where no underlying infrastructure or dependencies are needed, moreover, a piece of code is executed by a service provider (typically cloud) who takes over the creation of the execution environment. Lambda functions in AWS and Azure Functions are examples. | Site Reliability Engineering, DevOps Engineering Foundation |
| Service | Enables the ability to do something when and how it is needed or desired. It enables its customers to achieve their objectives more efficiently and/or more effectively than they could without the service. | Certified Agile Service Manager, DevOps Foundation, DevSecOps Foundation, DevOps Engineering Foundation |
| Service Desk | Single point of contact between the service provider and the users. Tools like Service Now are used for managing the lifecycle of services as well as internal and external stakeholder engagement. | DevOps Foundation |
| Service Level Agreement (SLA) | Written agreement between an IT service provider and its customer(s) that defines key service targets and responsibilities of both parties. An SLA may cover multiple services or customers. (ITIL definition) | DevOps Engineering Foundation, Site Reliability Engineering |
| Service Level Indicator (SLI) | SLI's are used to communicate quantitative data about services, typically to measure how the service is performing against an SLO. | Site Reliability Engineering, DevOps Engineering Foundation |
| Service Level Objective (SLO) | An SLO is a goal for how well a product or service should operate. SLO's are set based on what an organization is expecting from a service. | Site Reliability Engineering, DevOps Engineering Foundation |

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| Seven Pillars of DevOps | Seven distinct "pillars" provide a foundation for DevOps systems which include Collaborative Culture, Design for DevOps, Continuous Integration, Continuous Testing, Continuous Delivery and Deployment, Continuous Monitoring, and Elastic Infrastructure and Tools. | Continuous Delivery Ecosystem Foundation |
| Shift Left | An approach that strives to build quality into the software development process by incorporating testing early and often. This notion extends to security architecture, hardening images, application security testing, and beyond. | DevOps Foundation, DevSecOps Foundation, DevOps Engineering Foundation |
| SilkTest | Automated function and regression testing of enterprise applications. Licensed by Borland. | Continuous Testing Foundation, , DevOps Engineering Foundation |
| Simian Army | The Simian Army is a suite of failure-inducing tools designed by Netflix. The most famous example is Chaos Monkey which randomly terminates services in production as part of a Chaos Engineering approach. | Site Reliability Engineering, DevOps Engineering Foundation |
| Single Point of Failure (SPOF) | A single point of failure (SPOF) is a part of a system that, if it fails, will stop the entire system from working. | DevOps Foundation |
| Site Reliability Engineering (SRE) | The discipline that incorporates aspects of software engineering and applies them to infrastructure and operations problems. The main goals are to create scalable and highly reliable software systems. | Site Reliability Engineering, DevOps Engineering Foundation |
| Smoke Test | A basic set of functional tests that are run immediately after a software component is built. Same as CI Regression Test. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Snapshot | Report of pass/fail results for a specific build. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |

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| Snippets | Stored and shared code snippets to allow collaboration around specific pieces of code. Also allows code snippets to be used in other code-bases. BitBucket and GitLab allow this. | Site Reliability Engineering |
| SOAP | Simple Object Access Protocol (SOAP) is an XML-based messaging protocol for exchanging information among computers. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Software Composition Analysis | A tool that checks for libraries or functions in source code that have known vulnerabilities. | DevSecOps Foundation, DevOps Engineering Foundation |
| Software Defined Networking (SDN) | Software-Defined Networking (SDN) is a network architecture approach that enables the network to be intelligently and centrally controlled, or 'programmed,' using software applications. | Site Reliability Engineering, DevOps Engineering Foundation |
| Software Delivery Lifecycle (SDLC) | The process used to design, develop and test high quality software. | DevOps Leader, Site Reliability Engineering, DevOps Engineering Foundation |
| Software Version Management System | A repository tool which is used to manage software changes. Examples are: Azure DevOps, BitBucket, Git, GitHub, GitLab, VSTS. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Software-as-a-Service (SaaS) | Category of cloud computing services in which software is licensed on a subscription basis. | DevOps Foundation, Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Source Code Tools | Repositories for controlling source code for key assets (application and infrastructure) as a single source of truth. | DevOps Foundation, DevOps Leader, Value Stream Management Foundation, DevOps Engineering Foundation |
| Spotify Squad Model | An organizational model that helps teams in large organizations behave like startups and be nimble. | DevOps Foundation, DevOps Leader |

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| Sprint | A period of 2-4 weeks during which an increment of product work is completed. | Continuous Delivery Ecosystem Foundation, DevOps Foundation, Value Stream Management Foundation |
| Sprint (Scrum) | A time-boxed iteration of work during which an increment of product functionality is implemented. | DevOps Foundation |
| Sprint Backlog | Subset of the backlog that represents the work that must be completed to realize the Sprint Goal. | Certified Agile Service Manager, DevOps Foundation |
| Sprint Goal | The purpose and objective of a Sprint, often expressed as a business problem that is going to be solved. | Certified Agile Service Manager, DevOps Foundation, Value Stream Management Foundation |
| Sprint Planning | A 4 to 8-hour time-boxed event that defines the Sprint Goal, the increment of the Product Backlog that will be completed during the Sprint, and how it will be completed. | Certified Agile Service Manager |
| Sprint Retrospective | A 1.5 to 3-hour time-boxed event during which the Team reviews the last Sprint and identifies and prioritizes improvements for the next Sprint. | Certified Agile Service Manager |
| Sprint Review | A time-boxed event of 4 hours or less where the Team and stakeholders inspect the work resulting from the Sprint and update the Product Backlog. | Certified Agile Service Manager |
| Spyware | Software that is installed in a computer without the user's knowledge and transmits information about the user's computer activities over back to the threat agent. | DevSecOps Foundation |
| Squads | A cross-functional, co-located, autonomous, self-directed team. | DevOps Leader |
| Stakeholder | Person who has an interest in an organization, project or IT service. Stakeholders may include customers, users and suppliers. (ITIL definition). | DevOps Foundation, DevSecOps Foundation |

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| Stability | The sensitivity a service has to accept changes and the negative impact that may be caused by system changes. Services may have reliability, in that if functions over a long period of time, but may not be easy to change and so does not have stability. | Site Reliability Engineering, DevOps Engineering Foundation |
| Standard Change | Pre-approved, low risk change that follows a procedure or work instruction. (ITIL definition) | DevOps Foundation, DevSecOps Foundation |
| Static Application Security Testing (SAST) | A type of testing that checks source code for bugs and weaknesses. | DevSecOps Foundation, DevOps Engineering Foundation |
| Static Code Analysis | The purpose of the test is to detect source code logic errors and omissions such as memory leaks, unutilized variables, unutilized pointers. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Status Page | Service pages that easily communicate the status of services to customers and users. | Site Reliability Engineering |
| Sticks | Negative incentives, for discouraging or punishing undesired behaviors. | DevSecOps Foundation |
| Storage Security | A specialty area of security that is concerned with securing data storage systems and ecosystems and the data that resides on these systems. | Site Reliability Engineering |
| Stormstack | A commercial orchestration tool based on event triggers instead of time-based. | Continuous Testing Foundation |
| StoStaKee | This stands for stop, start, and keep: this is an interactive time-boxed exercise focused on past events. | DevOps Leader |
| Strategic Sprint | A <4 week timeboxed Sprint during which strategic elements that were defined during Practice Planning are completed so that the Team can move on to designing the activities of the process. | Certified Agile Service Manager |
| Stream-Aligned Team | A team aligned to a single, valuable stream of work; this might be a single product or service, a single user story, or a single user persona. | Value Stream Management Foundation |

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| Structural Changes | Changes in the hierarchy of authority, goals, structural characteristics, administrative procedures, and management systems. | DevOps Leader |
| Supplier | External (third party) supplier, manufacturer, or vendor responsible for supplying goods or services that are required to deliver IT services. | DevOps Foundation |
| Synthetic Monitoring | Synthetic monitoring (also known as active monitoring, or semantic monitoring) runs a subset of an application's automated tests against the system on a regular basis. The results are pushed into the monitoring service, which triggers alerts in case of failures. | Continuous Delivery Ecosystem Foundation, DevOps Engineering Foundation |
| System of Record | A system of record is the authoritative data source for a data element or data entity. | DevOps Foundation, DevSecOps Foundation |
| System Test | The purpose of the test is to determine if a complete system performs as expected in its intended configurations. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| System Under Test (SUT) | The EUT is an entire system. E.g. Bank teller machine is being tested. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Tag-Based Test Selection Method | Tests and Code modules are pre-assigned tags. Tests are selected for a build matching pre-assigned tags. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Target Operating Model | A description of the desired state of the operating model of an organization. | DevOps Leader, Value Stream Management Foundation |
| Teal Organization | An emerging organizational paradigm that advocates a level of consciousness including all previous world views within the operations of an organization. | DevOps Leader |

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| Team Dynamics | A measurement of how a team works together. Includes team culture, communication styles, decision-making ability, trust between members, and the willingness of the team to change. | DevOps Leader |
| Team Topologies | An approach to organizing business and technology teams for fast flow, providing a practical, step-by-step, adaptive model for organizational design and team interaction. | Value Stream Management Foundation, DevOps Engineering Foundation |
| Techno-Economic Paradigm Shifts | Techno-economic paradigm shifts are at the core of the general, innovation-based theory of economic and societal development as conceived by Carlota Perez. | DevOps Leader, Value Stream Management Foundation |
| Telemetry | Telemetry is the collection of measurements or other data at remote or inaccessible points and their automatic transmission to receiving equipment for monitoring. | Site Reliability Engineering, DevOps Engineering Foundation |
| Test Architect | Person who has responsibility for defining the overall end-to-end test strategy for an EUT. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation |
| Test Artifact Repository | Database of files used for testing. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation |
| Test Campaign | A test campaign may include one or more test sessions. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Test Case | Set of test steps together with data and configuration information. A test case has a specific purpose to test at least one attribute of the EUT. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Test Creation Methods | This is a class of test terms that refers to the methodology used to create test cases. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |

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| Test-Driven Development (TDD) | <p>Test-driven development (TDD) is a software development process in which the developer writes a test before composing code. They then follow this process:</p> <ol style="list-style-type: none"> 1. Write the test 2. Run the test and any others that are relevant and see them fail 3. Write the code 4. Run test(s) 5. Refactor code if needed 6. Repeat <p>Unit level tests and/or application tests are created ahead of the code that is to be tested.</p> | Continuous Delivery Ecosystem Foundation, DevOps Foundation, Continuous Testing Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |
| Test Duration | The time it takes to run a test. E.g. # hours per test | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation |
| Test Environment | The test environment refers to the operating system (e.g. Linux, windows version, etc.), the configuration of software (e.g. parameter options), dynamic conditions (e.g. CPU and memory utilization), and physical environment (e.g. power, cooling) in which the tests are performed. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Test Fast | A CT tenet referring to accelerated testing. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Test Framework | A set of processes, procedures, abstract concepts and environments in which automated tests are designed and implemented. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Test Harness | A tool which enables the automation of tests. It refers to the system test drivers and other supporting tools that requires to execute tests. It provides stubs and drivers which are small programs that interact with the software under test. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |

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| Test Hierarchy | This is a class of terms describes the organization of tests into groups. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Test Methodology | This class of terms identifies the general methodology used by a test. Examples are White Box, Black Box | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Test result repository | Database of test results. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation |
| Test Results Trend-based | A matrix of correlation factors correlates test cases and code modules according to test results (verdict). | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Test Roles | This class of terms identifies general roles and responsibilities for people relevant to testing. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Test Script | Automated test case. A single test script may be implemented with one or more test cases depending on the data. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Test Selection Method | This class of terms refers to the method used to select tests to be executed on a version of an EUT. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Test Session | Set of one or more test suites that are run together on a single build at a specific time. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |

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| Test Suite | Set of test cases that are run together on a single build at a specific time. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Test Trend | History of verdicts. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Test Type | The class which indicates the purpose of the test. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Test Version | The version of files used to test a specific build. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Tester | An individual who has the responsibility to test a system or service. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Testing Tools | Tools that verify code quality before passing the build. | DevOps Leader, DevOps Engineering Foundation |
| The Advice Process | Any person deciding must seek advice from everyone meaningfully affected by the decision and people with expertise in the matter. Advice received must be taken into consideration, though it does not have to be accepted or followed. The objective of the advice process is not to form a consensus, but to inform the decision-maker so that they can make the best decision possible. Failure to follow the advice process undermines trust and unnecessarily introduces risk to the business. | DevSecOps Foundation |

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| The Checkbox Trap | The situation wherein an audit-centric perspective focuses exclusively on "checking the box" on compliance requirements without consideration for overall security objectives. | DevSecOps Foundation |
| The Power of TED | The Power of TED* offers an alternative to the Karpman Drama Triangle with its roles of Victim, Persecutor, and Rescuer. The Empowerment Dynamic (TED) provides the antidote roles of Creator, Challenger, and Coach and a more positive approach to life's challenges. | DevOps Leader |
| The Sprint | A period of <4 weeks during which an increment of work is completed. | Certified Agile Service Manager, Value Stream Management Foundation |
| The Three Pillars of Empiricism | Three pillars uphold every implementation of empirical process control: transparency, inspection, and adaptation. | Value Stream Management Foundation |
| The Three Ways | Key principles of DevOps – Flow, Feedback, Continuous experimentation, and learning. | DevOps Foundation, DevSecOps Foundation, Site Reliability Engineering, Value Stream Management Foundation, DevOps Engineering Foundation |
| Theory of Constraints | Methodology for identifying the most important limiting factor (i.e., constraint) that stands in the way of achieving a goal and then systematically improving that constraint until it is no longer the limiting factor. | DevOps Foundation, DevSecOps Foundation, Value Stream Management Foundation |
| Thomas Kilmann Inventory (TKI) | Measures a person's behavioral choices under certain conflict situations. | DevOps Foundation |
| Threat Agent | An actor, human or automated, that acts against a system with intent to harm or compromise that system. Sometimes also called a "Threat Actor." | DevSecOps Foundation |
| Threat Detection | Refers to the ability to detect, report, and support the ability to respond to attacks. Intrusion detection systems and denial-of-service systems allow for some level of threat detection and prevention. | DevSecOps Foundation |

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| Threat Intelligence | Information pertaining to the nature of a threat or the actions a threat may be known to be perpetrating. May also include "indicators of compromise" related to a given threat's actions, as well as a "course of action" describing how to remediate the given threat action. | DevSecOps Foundation |
| Threat Modeling | A method that ranks and models potential threats so that the risk can be understood and mitigated in the context of the value of the application(s) to which they pertain. | DevSecOps Foundation |
| Time to Insight Actioned | The time between having an idea, delivering it to the customer, learning and actioning the insight from that learning. | Value Stream Management Foundation |
| Time to Learning | The time between conceiving an idea and learning how it was received based on customer feedback. | Value Stream Management Foundation |
| Time to Market | The period of time between when an idea is conceived and when it is available to customers. | DevOps Leader, Value Stream Management Foundation, DevOps Engineering Foundation |
| Time to Value | The measure of the time it takes for the business to realize value from a feature or service. | DevOps Foundation, DevSecOps Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |
| Time Tracking | Tools that allow for time to be tracked, either against individual issues or other work or project types. | Site Reliability Engineering |
| Timebox | The maximum duration of a Scrum event. | Certified Agile Service Manager |
| Toil | A kind of work tied to running a production service that tends to be manual, repetitive, automatable, tactical, devoid of enduring value. | Site Reliability Engineering, DevOps Engineering Foundation |
| Tool | This class describes tools that orchestrate, automate, simulate and monitor EUT's and infrastructures. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation |

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| Toolchain | A philosophy that involves using an integrated set of complimentary task-specific tools to automate an end-to-end process (vs. a single-vendor solution). | DevOps Foundation, DevOps Engineering Foundation |
| Touch Time | In a Lean Production system the touch time is the time that the product is actually being worked on, and value is being added. | DevOps Leader, Value Stream Management Foundation |
| Tracing | Tracing provides insight into the performance and health of a deployed application, tracking each function or microservice which handles a given request. | Site Reliability Engineering, DevOps Engineering Foundation |
| Traffic Volume | The amount of data sent and received by visitors to a service (e.g. a website or API). | Site Reliability Engineering |
| Training From the Back of the Room | An accelerated learning model in line with agile values and principles using the 4Cs instructional design "map" (Connection, Concept, Concrete Practice, Conclusion). | DevOps Leader |
| Transformational Leadership | A leadership model in which leaders inspire and motivate followers to achieve higher performance by appealing to their values and sense of purpose, facilitating wide-scale organizational change (State of DevOps Report, 2017). | DevOps Leader |
| Tribe Lead | A senior technical leader that has broad and deep technical expertise across all the squads' technical areas. A group of squads working together on a common feature set, product, or service is a tribe in Spotify's definitions. | DevOps Leader |
| Tribes | A collection of squads with a long-term mission that work on/in a related business capability. | DevOps Leader |
| Trojan (horses) | Malware that carries out malicious operations under the appearance of a desired operation such as playing an online game. A Trojan horse differs from a virus because the Trojan binds itself to non-executable files, such as image files, audio files whereas a virus requires an executable file to operate. | DevSecOps Foundation |

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| Trunk | The primary source code integration repository for a software product. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation |
| Unit Test | The purpose of the test is to verify code logic. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Usability Test | The purpose of the test is to determine if humans have a satisfactory experience when using an EUT. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| User | Consumer of IT services. Or, the identity asserted during authentication (aka username). | DevOps Foundation, DevSecOps Foundation |
| User and Entity Behavior Analytics (UEBA) | A machine learning technique to analyze normal and “abnormal” user behavior with the aim of preventing the latter. | Site Reliability Engineering |
| User Story | A brief statement used to describe a requirement from a user’s perspective. User stories are used to facilitate communication, planning, and negotiation activities between the stakeholders and the Agile Service Management Team. | Certified Agile Service Manager, DevOps Engineering Foundation |
| Value Added Time | The amount of time spent on an activity that creates value (e.g., development, testing). | DevOps Leader |
| Value Cycle | The lifecycle stages of the value stream from ideation to value realization. | Value Stream Management Foundation |
| Value Efficiency | Being able to produce value with the minimum amount of time and resources. | DevOps Leader |
| Value Stream | All of the activities needed to go from a customer request to a delivered product or service. | DevOps Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |

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| Value Stream Map | Visually depicts the end-to-end flow of activities from the initial request to value creation for the customer. | Certified Agile Service Manager, Value Stream Management Foundation, DevOps Engineering Foundation |
| Value Stream Mapping | A lean tool that depicts the flow of information, materials, and work across functional silos with an emphasis on quantifying waste, including time and quality. | DevOps Foundation, Value Stream Management Foundation, DevOps Engineering Foundation |
| Value Stream Management | Value Stream Management is a combination of people, processes, and technology that maps, optimizes, visualizes, measures, and governs business value flow through heterogeneous software delivery pipelines from idea through development and into production. | Certified Agile Service Manager, Site Reliability Engineering, Value Stream Management Foundation DevOps Engineering Foundation |
| Value Stream Management Platform | Software that manages value streams. | Value Stream Management Foundation, DevOps Engineering Foundation |
| Variable Speed IT | An approach where traditional and digital processes co-exist within an organization while moving at their own speed. | DevOps Foundation |
| Velocity | The measure of the quantity of work done in a pre-defined interval. The amount of work an individual or team can complete in a given amount of time. | Certified Agile Service Manager, DevOps Foundation, DevSecOps Foundation, Site Reliability Engineering |
| Verdict | Test result classified as Fail, Pass, or Inconclusive. | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Version control tools | Ensure a 'single source of truth' and enable change control and tracking for all production artifacts. | DevOps Foundation, DevOps Engineering Foundation, DevOps Engineering Foundation |
| Vertical Scaling | Computing resources are scaled higher to increase processing speed e.g. using faster computers to run more tasks faster. | Continuous Testing Foundation, DevOps Engineering Foundation |

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| Virus (Computer) | Malicious executable code attached to a file that spreads when an infected file is passed from system to system that could be harmless (but annoying), or it could modify or delete data. | DevSecOps Foundation |
| Voice of the Customer (VOC) | A process that captures and analyzes customer requirements and feedback to understand what the customer wants. | DevOps Foundation |
| Vulnerability | A weakness in a design, system, or application that can be exploited by an attacker. | DevSecOps Foundation, DevOps Engineering Foundation |
| Vulnerability Intelligence | Information describing a known vulnerability, including affected software by version, the relative severity of the vulnerability (for example, does it result in an escalation of privileges for a user role, or does it cause a denial of service), the exploitability of the vulnerability (how easy/hard it is to exploit), and sometimes current rate of exploitation in the wild (is it being actively exploited or is it just theoretical). This information will also often include guidance on what software versions are known to have remediated the described vulnerability. | DevSecOps Foundation |
| Vulnerability management | The process of identifying and remediating vulnerabilities. | DevSecOps Foundation |
| Wait Time | The amount of time wasted on waiting for work (e.g., waiting for development and test infrastructure, waiting for resources, waiting for management approval). | DevOps Leader, Value Stream Management Foundation, DevOps Engineering Foundation |
| Waste (Lean Manufacturing) | Any activity that does not add value to a process, product or service. | Certified Agile Service Manager, DevOps Foundation, DevOps Leader, Value Stream Management Foundation |
| Water-scrum-fall | A hybrid approach to application lifecycle management that combines waterfall and Scrum development can complete in a given amount of time. | Continuous Delivery Ecosystem Foundation |

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| Waterfall (Project Management) | A linear and sequential approach to managing software design and development projects in which progress is seen as flowing steadily (and sequentially) downwards (like a waterfall). | Certified Agile Service Manager, Continuous Delivery Ecosystem Foundation, DevOps Foundation |
| Weakness | An error in software that can be exploited by an attacker to compromise the application, system, or the data contained therein. Also called a vulnerability. | DevSecOps Foundation |
| Web Application Firewall (WAF) | Tools that examine traffic being sent to an application and can block anything that looks malicious. | Site Reliability Engineering |
| Web IDE | Tools that have a web client integrated development environment. Enables developer productivity without having to use a local development tool. | Site Reliability Engineering |
| Westrum (Organization Types) | Ron Westrum developed a typology of organizational cultures that includes three types of organizations: Pathological (power-oriented), Bureaucratic (rule-oriented) and Generative (performance-oriented). | DevSecOps Foundation, Site Reliability Engineering |
| White-Box Testing (or Clear-, Glass-, Transparent-Box Testing or Structural Testing) | Test cases use extensive knowledge of the internal design structure or workings of an application, as opposed to its functionality (i.e. Black-Box Testing). | Continuous Delivery Ecosystem Foundation, Continuous Testing Foundation, DevOps Engineering Foundation |
| Whitelisting | Application whitelisting is the practice of specifying an index of approved software applications that are permitted to be present and active on a computer system. | Continuous Delivery Ecosystem Foundation, DevOps Engineering Foundation |
| Wicked Questions | Wicked questions are used to expose the assumptions which shape our actions and choices. They are questions that articulate the embedded, and often contradictory assumptions, we hold about an issue, a problem or a context. | DevOps Leader |
| Wiki | Knowledge sharing can be enabled by using tools like Confluence which create a rich Wiki of content | Site Reliability Engineering |

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| Wilber's Quadrants | A model that recognises four modes of general approach for human beings. Two axes are used: on one axis people tend towards individuality OR collectivity. | DevOps Leader |
| Work in Progress (WIP) | Any work that has been started but has not been completed. | DevOps Foundation, Value Stream Management Foundation |
| Workaround | A temporary way to reduce or eliminate the impact of incidents or problems. May be logged as a known error in the Known Error Database. (ITIL definition). | DevOps Foundation, DevSecOps Foundation |
| World Café | Is a structured conversational process for knowledge sharing in which groups of people discuss a topic at several tables, with individuals switching tables periodically and getting introduced to the previous discussion at their new table by a "table host". | DevOps Leader |
| Worms (Computer) | Worms replicate themselves on a system by attaching themselves to different files and looking for pathways between computers. They usually slow down networks and can run by themselves (where viruses need a host program to run). | DevSecOps Foundation |

This document provides links to articles and videos related to the DevOps Foundation course from DevOps Institute. This information is provided to enhance your understanding of DevOps Foundation-related concepts and terms and is not examinable. Of course, there is a wealth of other videos, blogs and case studies on the web. We welcome suggestions for additions.

Videos Featured in the Course

| Module Featured | Title & Link |
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| 1: Exploring DevOps | 'A Short History of DevOps' with Damon Edwards (11:47) |
| 1: Exploring DevOps | Abbreviated version of Simon Sinek's Ted Talk 'Start with Why - How Great Leaders Inspire Action' (5:00) |
| 2: Core DevOps Principles | 'Gene Kim Defines the Three Ways of The Phoenix Project' (3:31) |
| 3: Key DevOps Practices | 'GitHub Professional Guide: Continuous Integration & Continuous Delivery' (6:00) |
| 4: Business & Technology Frameworks | 'Spotify Engineering Culture Part 1' with Henrik Kniberg (13:12) |
| 5: DevOps Values: Culture, Behaviors & Operating Models | 'Spotify Engineering Culture Part 2' with Henrik Kniberg (13:27) |
| 6: DevOps Values: Automation & Architecting DevOps Toolchains | 'The DevOps Toolchain' with John Okoro (7:43) |
| 7: DevOps Values: Measurement, Metrics & Reporting | 'Double the Awesome' with Dr. Nicole Forsgren (21:46) |
| 8: DevOps Values: Sharing, Shadowing & Evolving | 'DevOps: A Culture of Sharing' with Gareth Rushgrove (2:19) |

DevOps Reports

| Report & Link | Writers/Publishers |
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| 2020 DevSecOps Community Survey | Sonatype |
| 2020 DevOps Research and Assessment | Google Cloud |
| 2021 Global DevSecOps Survey | Gitlab |
| The Accelerate State of DevOps Report 2019 | Dr. Nicole Forsgren, Gene Kim & Jez Humble in collaboration with Google Cloud Platform (GCP) |
| The State of DevOps Report 2020 | Puppet Labs, CircleCI and Splunk |
| The State of DevOps Report 2021 | Puppet Labs, CircleCI and Splunk |
| The State of VSM Report 2021 | VSM Consortium |
| Upskilling IT Global Report 2022 | DevOps Institute |

DevOps Articles

| Article Title & Author | Relevant Module |
|--|--|
| '5 Things DevOps is Not' from devops.com | 1: Exploring DevOps |
| '6 DevOps Recruiting Tips: How to Land the Right People' on TechBeacon | 8: Sharing, Shadowing & Evolving |
| '7 DevOps Roles You Need to Succeed' on TechBeacon | 5: Module 5: Culture, Behaviors & Operating Models |
| '7 Keys to Finding Phenomenal DevOps Talent' on TechBeacon | 8: Sharing, Shadowing & Evolving |
| '10 Ways Machine Learning Can Optimize DevOps' on TechBeacon | 6: Automation & Architecting Toolchains |

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| 'A Different Drumbeat: Using Kanban for DevOps to Smooth Out Your Scrum Cycles' by Nate Berent-Spillson | 3: Key DevOps Practices |
| 'A Four Quadrant Look at the DevOps Toolchain' by Scott Johnston | 6: Automation & Architecting Toolchains |
| 'A Personal Reinterpretation of The Three Ways' by Tim Hunter | 2: Core DevOps Principles |
| 'Best Practices for Using Value Stream Mapping as a Continuous Improvement Tool' by R. Keith Mobley | 4: Business & Technology Frameworks |
| 'Blue-Green Deployments, A/B Testing, and Canary Releases' by Christian Posta | 3: Key DevOps Practices |
| 'Building a Healthy DevOps Culture' by Michael Butt | 5: Module 5: Culture, Behaviors & Operating Models |
| 'Building a Learning Organization' on HBR | 4: Business & Technology Frameworks |
| 'ChatOps: Communicating at the Speed of DevOps' by George Hulme | 6: Automation & Architecting Toolchains |
| 'Codifying DevOps Practices' by Patrick DeBois | 3: Key DevOps Practices |
| 'Communities of Practice: The Missing Piece of Your Agile Organisation' by Emily Webber | 5: Module 5: Culture, Behaviors & Operating Models |
| 'Continuous Delivery' by Martin Fowler | 3: Key DevOps Practices |
| 'Continuous Delivery: Anatomy of the Deployment Pipeline' by Jez Humble & Dave Farle | 3: Key DevOps Practices |
| 'Continuous Everything in DevOps... What is the difference between CI, CD... ?' by Micro Hering | 3: Key DevOps Practices |
| 'Continuous Integration' on ThoughtWorks | 3: Key DevOps Practices |

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| 'Create a Culture of Strength: Resilience Engineering' by Stefan Thorpe | 3: Key DevOps Practices |
| 'Culture Debt' by Jayne Groll | 5: Module 5: Culture, Behaviors & Operating Models |
| 'Cultural Debt Can Be the Primary Driver of Technical Debt' by Rick Brenner | 5: Module 5: Culture, Behaviors & Operating Models |
| 'Culture Isn't a Swear Word' by Jonathan Fletcher | 5: Module 5: Culture, Behaviors & Operating Models |
| 'Data-Driven DevOps: Use Metrics to Guide Your Journey' by Jonah Kowell | 7: Measurement, Metrics & Reporting |
| 'DevOps and IT Support: 4 Principles to Keep Your Team Ahead of the Curve' on devops.com. | 1: Exploring DevOps |
| 'DevOps and Kanban - Match Made in Heaven' by UpGuard | 3: Key DevOps Practices |
| 'DevOps, Cloud, and the Lean "Wheel of Waste"' by Richard Seroter | 4: Business & Technology Frameworks |
| 'DevOps Culture' by John Willis | 5: Module 5: Culture, Behaviors & Operating Models |
| 'DevOps Culture: Westrum Organizational Culture' by Google Cloud | 5: Module 5: Culture, Behaviors & Operating Models |
| 'DevOps Demystified' by Ben Rockwood | 7: Measurement, Metrics & Reporting |
| 'DevOps: To Measure Value then Measure Speed' by Stephen Williams | 7: Measurement, Metrics & Reporting |
| 'Doing ChatOps in Microsoft Teams' by Helen Beal | 3: Key DevOps Practices |
| 'Epics, Stories, Themes, and Initiatives' by Atlassian | 4: Business & Technology Frameworks |

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| 'First Impressions at Etsy' by Jason Shen (including reference to the 3-armed sweater) | 3: Key DevOps Practices |
| 'From Containers to Microservices: Modernizing Legacy Applications' by David Linthicum | 6: Automation & Architecting Toolchains |
| 'From Darwin to DevOps: John Willis and Gene Kim Talk about Life after The Phoenix Project' by Helen Beal | 4: Business & Technology Frameworks |
| Google SRE: Site Reliability Engineering at a Global Scale | 3: Key DevOps Practices |
| 'How to Find Your Continuous Delivery Rhythm' from devops.com | 1: Exploring DevOps |
| 'How to Implement a Solid DevOps Team Structure' by Alex Barrett | 8: Sharing, Shadowing & Evolving |
| 'How to Reduce Employee Resistance to Change' by Susan. M. Heathfield | 5: Module 5: Culture, Behaviors & Operating Models |
| 'Is Yours a Learning Organization?' on HBR | 4: Business & Technology Frameworks |
| 'Jesse Robbins Discusses DevOps and Cloud Computing' on Thoughtworks' blog | 6: Automation & Architecting Toolchains |
| 'Just What is a DevOps Engineer?' on devops.com | 8: Sharing, Shadowing & Evolving |
| 'Inside Atlassian: How IT & SRE use ChatOps to Run Incident Management' by Sean Regan | 3: Key DevOps Practices |
| 'Let's Fund Teams Not Projects' from the DEFRA Digital blog, .gov.uk | 4: Business & Technology Frameworks |
| 'Machine Learning: AI Driving DevOps Evolution' by Tony Bradley | 6: Automation & Architecting Toolchains |
| 'Measure Efficiency, Effectiveness, and Culture, to Optimize DevOps Transformation: Metrics for DevOps Initiatives' from IT Revolution | 7: Measurement, Metrics & Reporting |
| 'Misconceptions About Kanban' by Leon Tranter | 3: Key DevOps Practices |
| 'Resilience Engineering' by Erik Hollnagel | 3: Key DevOps Practices |
| 'SAFe for Lean Enterprises' by Scaled Agile | 4: Business & Technology Frameworks |

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| SAFe White Paper by Scaled Agile | 4: Business & Technology Frameworks |
| 'T-Shaped Developers are the New Normal' by David Walker | 8: Sharing, Shadowing & Evolving |
| 'The 7 Skills Ops Pros Need to Succeed in DevOps' by George Hulme | 8: Sharing, Shadowing & Evolving |
| 'The Andon Cord' by John Willis on IT Revolution | 4: Business & Technology Frameworks |
| 'The Biggest Myth in Building Learning Culture' by Shannon Tipton | 2: Core DevOps Principles |
| 'The Convergence of DevOps' by John Willis on IT Revolution | 4: Business & Technology Frameworks |
| 'The DevOps Movement Fits Perfectly with ITSM' by Greg Strydom | 4: Business & Technology Frameworks |
| 'The Future of DevOps: 21 Predictions for 2021' from TechBeacon | 1: Exploring DevOps |
| "The Industry Just Can't Decide About DevOps Teams" by Helen Beal | 8: Sharing, Shadowing & Evolving |
| 'The Mission of a DevOps Team' by Casey West | 8: Sharing, Shadowing & Evolving |
| 'Theory of Constraints' by Lean Production | 2: Core DevOps Principles |
| 'There's No Such Thing as a DevOps Team' by Jez Humble | 8: Sharing, Shadowing & Evolving |
| 'Top 25 Lean Tools' on Lean Production | 4: Business & Technology Frameworks |
| 'Toyota Kata: Habits for Continuous Improvement' by Håkan Forss | 4: Business & Technology Frameworks |
| 'Tracking Every Release' Code as Craft (Etsy) | 7: Measurement, Metrics & Reporting |
| 'Transforming the Annual Budgeting Process for DevOps' by Mustafa Kapadia | 4: Business & Technology Frameworks |

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| 'Understanding DevOps – Part 4: Continuous Testing and Continuous Monitoring' by Sanjeev Sharma | 3: Key DevOps Practices |
| 'Understanding the Kubler-Ross Change Curve' on Cleverism | 5: Module 5: Culture, Behaviors & Operating Models |
| 'Use DevOps to Turn IT Into a Strategic Weapon' by Damon Edwards | 1: Exploring DevOps |
| 'Waste Not, Want Not: A Simplified Value Stream Map for Uncovering Waste' by J Meadows | 4: Business & Technology Frameworks |
| 'What DevOps Means to Me' by John Willis | 1: Exploring DevOps |
| 'What is Site Reliability Engineering?' an interview with Niall Murphy and Ben Treynor at Google | 3: Key DevOps Practices |
| 'What Happens to Test in a DevOps World' on devops.com | 3: Key DevOps Practices |
| 'What's Lost with a DevOps Team' by Michael Nygard | 8: Sharing, Shadowing & Evolving |
| 'What's the Difference Between AI, Machine Learning and Deep Learning?' by Michael Copeland | 6: Automation & Architecting Toolchains |
| 'Why DevOps Engineer is the Number One Hardest Tech Job to Fill' by Logicworks | 8: Sharing, Shadowing & Evolving |
| 'Why Everyone Needs DevOps Now' by Gene Kim | 2: Core DevOps Principles |

WebSites

| Title | Link |
|---|---|
| Agile Manifesto | https://agilemanifesto.org/ |
| Beyond Budgeting | https://bbri.org/ |
| DevOps Institute | https://devopsinstitute.com/ |
| DevOps Topologies (Matthew Skelton & Manuel Pais) | https://web.devopstopologies.com/ |

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| DevOps.com | https://devops.com/ |
| DevOpsDays | https://www.devopsdays.org/ |
| DevSecOps Reference Architectures (Sonatype) | https://www.sonatype.com/devsecops-reference-architectures |
| Hubot by Github | https://hubot.github.com/ |
| IT Revolution | https://itrevolution.com/ |
| Periodic Table of DevOps Tools (Digital.ai) | https://digital.ai/periodic-table-of-devops-tools |
| Principles of Chaos Engineering | https://principlesofchaos.org |
| Rugged Software | https://ruggedsoftware.org/ |
| SAFe | https://www.scaledagileframework.com |
| Scrum.org | https://www.scrum.org/ |
| Scrum Guide | https://www.scrumguides.org/scrum-guide.html |
| Theory of Constraints Institute | https://www.tocinstitute.org/ |
| Wikipedia- DevOps | https://en.wikipedia.org/wiki/DevOps |

DevOps & Engineering Blogs

| Blog | Link |
|-----------------------------------|---|
| AirBNB Engineering & Data Science | https://medium.com/airbnb-engineering |
| Backstage Blog (SoundCloud) | https://developers.soundcloud.com/blog/ |
| code.flickr.com | http://code.flickr.net/ |
| DEFRA Digital | https://defradigital.blog.gov.uk/ |
| Deliveroo Engineering Team | https://deliveroo.engineering/ |
| Dropbox Tech Blog | https://blogs.dropbox.com/tech/ |

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| eBay Tech Blog | https://www.ebayinc.com/stories/blogs/tech/ |
| Etsy - Code as Craft | https://codeascraft.com/ |
| Eventbrite Engineering | https://www.eventbrite.com/engineering/ |
| Facebook Engineering | https://www.facebook.com/Engineering |
| Google Developers | https://developers.googleblog.com/ |
| Heroku Engineering | https://blog.heroku.com/engineering |
| HubSpot Engineering | https://product.hubspot.com/blog/topic/engineering |
| Instagram Engineering | https://instagram-engineering.com/ |
| Jede.be Blog | http://www.jedi.be/blog/2012/05/12/codifying-devops-area-practices/ |
| Kickstarter Engineering | https://kickstarter.engineering/ |
| LinkedIn Engineering | https://engineering.linkedin.com/blog |
| Monzo Technology | https://monzo.com/blog/technology/ |
| Moonpig Engineering | https://engineering.moonpig.com/ |
| Netflix TechBlog | https://medium.com/netflix-techblog |
| PayPal Engineering | https://www.paypal-engineering.com/ |
| Pinterest Engineering | https://medium.com/@Pinterest_Engineering |
| Revolut Engineering | https://blog.revolut.com/tag/engineering/ |
| Rock Your Code Blog | https://www.rockyourcode.com/posts/ |
| Salesforce Engineering | https://engineering.salesforce.com/ |
| Slack Engineering | https://slack.engineering/ |
| Target Tech | https://tech.target.com/ |
| Ticketmaster Technology | https://tech.ticketmaster.com/category/devops/ |
| Trainline Engineering | https://engineering.thetrainline.com/ |
| Uber Engineering | https://eng.uber.com/ |

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| Vimeo Engineering | https://medium.com/vimeo-engineering-blog |
| Zapier Engineering | https://zapier.com/engineering/ |

GitHub Resources

| Item | Link |
|----------------------------------|---|
| Ansible for DevOps | https://github.com/geerlingguy/ansible-for-devops |
| Azure DevOps Samples | https://github.com/microsoft/devops-project-samples |
| CapitalOne DevOps Dashboard | https://github.com/capitalone/Hygieia |
| Chaos Monkey | https://github.com/Netflix/SimianArmy/wiki/Chaos-Monkey |
| Chef Style DevOps Kung Fu | https://github.com/chef/devops-kungfu |
| DevOps Against Humanity | https://github.com/bridgetkromhout/devops-against-humanity |
| DevOps Tools Collection | https://github.com/collections/devops-tools |
| Docker and DevOps | https://github.com/yeasy/docker_practice |
| Github Engineering | https://githubengineering.com/ |
| TicketMaster Tech Maturity Model | https://github.com/Ticketmaster/techmaturity |

Additional Videos of Interest

| Title | Link |
|---|---|
| 'Continuous Delivery' with Jez Humble (46:59) | https://youtu.be/skLJuksCRTw |
| 'Get Loose! Microservices & Loosely Coupled Architectures' with Jez Humble and Anders Walgreen hosted by devops.com | https://youtu.be/l9BymWx8G1E |
| 'Intro to Scrum in Under 10 Minutes' by Axosoft | https://youtu.be/XU0lIRityFM |
| 'Learn How Value Stream Mapping Applies to Any Industry or Process' by Gemba Academy | https://youtu.be/gg5u9kn0Bzo |

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| Sidney Dekker, Richard Cook and Stephen Spear at DOES 2017 | https://youtu.be/CFMJ3V4VakA |
| 'The Real DevOps of Silicon Valley' from AppDynamics (4:49) | https://youtu.be/2PjVuTzA2lk |
| 'Does14- Gary Gruver- Macy's Transforming Traditional Enterprise Software Development Processes | https://www.youtube.com/watch?v=-HSSGiYXA7U |

DevOps Books

| Title | Author | Link |
|--|--|---|
| Accelerate: The Science of Lean Software and DevOps: Building and Scaling High Performing Technology Organizations | Nicole Forsgren PHD, Jez Humble & Gene Kim | https://itrevolution.com/book/accelerate/ |
| Beyond The Phoenix Project | Gene Kim and Jez Humble | https://itrevolution.com/book/beyond-phoenix-project/ |
| Continuous Delivery | Jez Humble and Dave Farley | https://www.amazon.com/dp/0321601912?tag=contindelve-20 |
| DevOps for the Modern Enterprise | Mirco Hering | https://itrevolution.com/book/devops_modern_enterprise/ |
| Just Culture | Sidney Dekker | https://www.amazon.com/Just-Culture-Sidney-Dekker-dp-147247578X/dp/147247578X/ref=dp_ob_title_bk |
| Leading Change | John P Kotter | https://www.amazon.com/Leading-Change-New-Preface-Author/dp/1422186431/ |
| Lean IT | Steven C Bell and Michael A Orzen | https://www.amazon.com/Lean-Enabling-Sustaining-Your-Transformation/dp/1439817561 |

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|--|--|---|
| From Project to Product | Dr. Mik Kersten | https://itrevolution.com/book/project-to-product/ |
| Site Reliability Engineering | Niall Richard Murphy, Betsy Beyer and Chris Jones | https://www.amazon.com/Site-Reliability-Engineering-Production-Systems/dp/149192912X |
| Team Topologies | Matthew Skelton and Manuel Pais | https://itrevolution.com/book/team-topologies/ |
| The Art of Business Value | Mark Schwartz | https://itrevolution.com/book/the-art-of-business-value/ |
| The DevOps Handbook | Gene Kim, Jez Humble, Patrick Debois & John Willis | https://itrevolution.com/book/the-devops-handbook/ |
| The Phoenix Project | Kevin Behr, George Spafford and Gene Kim | https://itrevolution.com/book/the-phoenix-project/ |
| The Unicorn Project | Gene Kim | https://itrevolution.com/book/the-unicorn-project/ |
| The Field Guide to Understanding Human Error | Sidney Dekker | https://www.routledge.com/The-Field-Guide-to-Understanding-Human-Error-3rd-Edition/Dekker/p/book/9781472439055 |

Case Stories Featured in the Course

| Company | Module | Link |
|------------|-------------------------------------|---|
| Alaska Air | 4: Business & Technology Frameworks | <ul style="list-style-type: none"> • 'Delivering the Continuous Enterprise with Agile, Lean, and DevOps ALDO Practices' by Mark Holmes • 'Alaska Airlines DevOps Journey' by Troy Kaser • 'Alaska Airlines Flies on Visual Studio Team Services and Xamarin' (Microsoft Azure) • Alaskan Airlines Charts Course for DevOps Security • 'Alaska Airlines Makes Shopping Easier with Faster Flow of New eCommerce Features' by Microsoft Cloud Platform |

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| | | <ul style="list-style-type: none"> • 'DevOps Practice: Modern Infrastructure Automation' by Derek E. Weeks • 'Alaska Airlines' ChefConf 2016 Keynote from Veresh Sita |
| Australia Post (in notes on SAFe slide) | 4: Business & Technology Frameworks | <ul style="list-style-type: none"> • 'Australia Post's Agile Approach to Digital Transformation' by Cameron Gough |
| Capital One | 3: Key DevOps Practices | <ul style="list-style-type: none"> • 'Measuring Success at Capital One' by The Goat Farm • 'Capital One: A DevOps Powerhouse' by Josh Litvin |
| Disney | 8: Sharing, Shadowing & Evolving | <ul style="list-style-type: none"> • 'Digital Magic: Disney's DevOps Transformation' by Jennifer Riggins • 'Disney's DevOps Journey: A DevOps Enterprise Summit Reprise' by Aliza Earnshaw • 'How Disney Organized for a DevOps Transition' by George Lawton |
| Fannie-Mae | 6: Automation & Architecting DevOps Toolchains | <ul style="list-style-type: none"> • 'Fannie Mae Securitization App Leads DevOps Implementation' by Beth Pariseau • 'How Fannie Mae Practices DevOps to Deliver Quality at Speed' by Derek Weeks |
| ING Bank | 1: Exploring DevOps | <ul style="list-style-type: none"> • 'Bank Tech Boss: Where We're Going, We Don't Need Mainframes' by Joe Fay at the Register • 'ING Bangs the Drum for DevOps' (FinExtra) • 'Continuous Delivery - The ING Story: Improving Time to Market with DevOps and Continuous Delivery' by Wouter Mejis |
| Societe Generale | 7: Measurement, Metrics & Reporting | <ul style="list-style-type: none"> • 'How to Reap the Rewards of DevOps: One Bank's Story' by Gottfried Sehringer |
| Target | 5: Culture, Behaviors & Operating Models | <ul style="list-style-type: none"> • ' (Re)Building at Engineering Culture: DevOps at Target' with Heather Mickman and Ross Clanton |
| Ticketmaster | 2: Core DevOps Principles | <ul style="list-style-type: none"> • 'How to Apply DevOps Practices to Legacy IT' (Computer Weekly) |



DevOps
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DevOps Foundation v3.4
Sample Examination 1
with Answer Key

1. A small group of individuals recently returned from a conference where they learned about DevOps. They cannot agree on how to get started. Where should an IT organization start when adopting DevOps practices?

- A. Understand why the organization exists
- B. Pick the right applications to pilot
- C. Develop a long-term strategy
- D. Identify tools and training needed

2. What is the Three Ways?

- A. Methodology for identifying and removing constraints
- B. The key principles of DevOps
- C. Disciplined, data-driven approach for reducing waste
- D. A methodology for performing continuous improvement

3. Which statement about Kanban is CORRECT?

- A. Pushes work through a process
- B. Requires a workflow management tool
- C. Pulls work through a process
- D. Enables more work in progress

4. What is the Agile Manifesto?

- A. Values and principles to guide an iterative and people-centric approach to software development
- B. Methodology that focuses on making sure software is always in a releasable state throughout its lifecycle
- C. Declaration of the benefits and intentions of DevOps
- D. Intentions and motives of being an agile enterprise

5. An organization is trying to overcome the challenges of their legacy silo culture where teams have been organized by subject matter expertise. What is this organization suffering from?

- A. Cultural debt
- B. Change fatigue
- C. Organizational change
- D. Low trust

6. Which statement BEST describes change fatigue?

- A. Aggressive resistance
- B. Apathy
- C. Finger pointing
- D. Exhaustion

7. Due to a tightly coupled architecture, an organization is unable to increase the frequency of releases for a key service. When releases do occur, they are extremely painful, and the organization's competitive advantage is eroding as a result. Which software development approach could be used to improve this situation?

- A. Test-driven development
- B. Containers
- C. Microservices
- D. Chaos Monkey

8. An organization has just completed the deployment of a pilot release using DevOps practices and a preliminary deployment pipeline. Which metric would provide the most information to help them continually improve?

- A. Mean Time to Repair (MTTR)
- B. Change lead and cycle times
- C. Knowledge sharing
- D. All of the above

9. Which statement about DevOps teams is MOST accurate?

- A. They are responsible for establishing DevOps practices across the enterprise
- B. They are accountable for the development of the deployment pipeline
- C. They should be a fixed team that works together on long term projects
- D. They should have shared accountabilities

10. An organization recently held an internal DevOps Days. During one of the open space sessions, it was suggested that there be more opportunities for dev, ops, security and other IT areas to interact and share. What sort of opportunities should the organization consider?

- A. Hackathons
- B. Simulations
- C. Immersion opportunities
- D. All of the above

11. Which of the following roles are DevOps stakeholders?

- A. QA testers
- B. Support professionals
- C. Suppliers
- D. All of the above

12. Which is NOT a goal of DevOps?

- A. Improved productivity
- B. Fewer but higher-quality software releases
- C. Lower risk software deployments
- D. Improved quality of code

13. An organization is implementing a disruptive application similar to the Simian Army. Which of the Three Ways are they introducing?

- A. The First Way
- B. The Second Way
- C. The Third Way
- D. The Phoenix Project

14. An organization is looking to improve real-time collaboration between teams. Which DevOps practice should they be considering?

- A. Kanban
- B. ChatOps
- C. Escalation
- D. Alerts

15. Which is a characteristic of a DevOps culture?

- A. Effective one-way communication from the top down
- B. Recognizing the best and brightest for their successes
- C. Shared vision, goals and incentives
- D. All of the above

16. Which BEST describes a deployment pipeline?

- A. An automated version of the ITSM change management process
- B. Automated process for managing software changes from check-in to release
- C. Collection of tools that enable continuous integration
- D. Sequence of value-adding activities required to design, build, and deliver a product

17. At a recent conference, a CIO was told that her organization should invest heavily in machine learning. Back at the office, she asked one of her senior leadership team to pull together an investment case. What is NOT a direct benefit they are likely to receive from using artificial intelligence and therefore should be excluded from the investment case?

- A. Predicting future scenarios
- B. Finding new trends and correlations
- C. Augmenting human contribution and boosting productivity
- D. Building a blame free culture

18. Which statement about the Improvement Kata is CORRECT?

- A. It focuses on short term goals
- B. It is a 7-step process
- C. It considers the organization's long-term vision or direction
- D. It should be performed as time allows

19. In the context of agile software development, which of the following is NOT a responsibility of IT Operations?

- A. Managing the product backlog
- B. Defining non-functional requirements
- C. Identifying security requirements
- D. Provisioning the infrastructure

20. Which of the following is a characteristic of a high trust organizational culture?

- A. Good information flow
- B. Cross-functional collaboration
- C. Learning from failures and new ideas
- D. All of the above

21. Why is organizational culture a critical success factor for DevOps?

- A. It represents the values and behaviors that contribute to the unique social and psychological environment of an organization
- B. It represents a command-and-control approach to the delivery of services
- C. It represents the way that an organization is structured and organized
- D. It reflects the strategic direction of the business' leadership

22. What is a primary benefit of DevOps toolchains?

- A. To automate steps in the deployment pipeline
- B. To trace features' journeys from inception to live
- C. To ensure that the architectural design supports interoperability and consistency
- D. All of the above

23. Which of the following DevOps roles is now well-established to help with business and process improvement?

- A. Systems engineer
- B. Continuous delivery automation architect
- C. DevOps engineer
- D. Experience assurance

24. An organization is implementing DevOps. The developers are concerned that their ITSM processes are too complex, slow and will not support DevOps principles and practices. Which IT framework will help the organization instill agile thinking into existing ITSM processes?

- A. ITIL®
- B. Agile
- C. Agile service management
- D. Lean

25. Which lean tool depicts the flow of information, materials, and work across functional silos with an emphasis on quantifying and eliminating waste?

- A. Improvement Kata
- B. Continuous Delivery
- C. Kanban
- D. Value stream mapping

26. The business 'why' of the Golden Circle represents an organization's

- A. Purpose, cause and belief
- B. Products and services
- C. Competitive advantage
- D. Profitability

27. What determines which DevOps principles and practices will BEST benefit an organization?

- A. Business strategies and goals
- B. The commitment of early adopters
- C. The availability of advanced tools
- D. IT's capabilities and resources

28. The Theory of Constraints supports which of the Three Ways?

- A. The First Way
- B. The Second Way
- C. The Third Way
- D. All of the above

29. Which of the following is required for Continuous Integration?

- A. Automated unit, integration and acceptance testing
- B. Automated release management
- C. Continuous delivery pipeline
- D. Deployment pipeline

30. Which DevOps practice relies on a deployment pipeline that enables push-button deployments on demand?

- A. Continuous testing
- B. Continuous integration
- C. DevSecOps
- D. Continuous delivery

31. Which of the following ITSM processes are most critical to DevOps?

- A. Organizational change management
- B. Service continuity management
- C. Incident management
- D. All of the above

32. An organization has identified they have a culture of blame and fear, where incidents are not valued, and failure is not embraced as a learning opportunity. There are many single points of failure and employees suffer daily as a result of the fragility of the systems, enduring painful war-rooms during frequent outages. What should this organization look to in order to improve the situation?

- A. Safety Culture
- B. Agile software development
- C. Building a DevOps toolchain
- D. Site Reliability Engineering

33. When trying to effect major change, who should be engaged in planning activities and serve as change agents?

- A. Early adopters
- B. Conservatives or naysayers
- C. Management
- D. People who need proof

34. What of the following is NOT a typical element in a DevOps toolchain?

- A. Monitoring tools
- B. Test automation
- C. Version control
- D. Service desk incident management systems

35. Which of the following is a critical success factor for DevOps?

- A. Establishing a tool chain
- B. Hiring DevOps Engineers
- C. Management commitment to culture change
- D. Automating everything

36. Which of the following is not a goal of DevOps leadership?

- A. Help to improve self-diagnosis
- B. Control and evaluate workers using metrics
- C. Instill self-improvement
- D. Translate local discoveries to global improvements

37. Which of the Three Ways encourages peer review of production changes?

- A. The First Way
- B. The Second Way
- C. The Third Way
- D. All of the above

38. What does the concept of “shift left” represent?

- A. Building quality into the software development process via early and continuous testing
- B. Passing release packages to IT Operations following completion of a batch of development
- C. Performing random tests on code that is committed to a continuous integration server
- D. Doing more testing in production after deployment

39. An organization is struggling with the additional time it takes for security reviews after an Agile team completes a Sprint. The delay is impacting their ability to release. They want to include more security testing as part of their “shift left” testing approach. Which DevOps practice would they need?

- A. ChatOps
- B. Continuous Testing
- C. DevSecOps
- D. Vulnerability alerts

40. An organization is preparing to automatically deploy every release that passes automated unit, integration, user acceptance and non-functional tests. Which DevOps practice are they applying?

- A. Continuous delivery
- B. Continuous testing
- C. Continuous deployment
- D. Continuous integration

ANSWER KEY

| Question | Correct Answer | Topic Area |
|----------|----------------|---|
| 1 | A | 1: Exploring DevOps |
| 2 | B | 2: Core DevOps Principles |
| 3 | C | 3: Key DevOps Practices |
| 4 | A | 4: DevOps Values: Business & Technology Frameworks |
| 5 | A | 5: DevOps Values: Culture, Behaviors & Operating Models |
| 6 | B | 5: DevOps Values: Culture, Behaviors & Operating Models |
| 7 | C | 6: DevOps Values: Automation & Architecting Toolchains |
| 8 | D | 7: DevOps Values: Measurements, Metrics & Reporting |
| 9 | D | 8: DevOps Values: Sharing, Shadowing & Evolving |
| 10 | D | 7: DevOps Values: Measurements, Metrics & Reporting |
| 11 | D | 1: Exploring DevOps |

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| 12 | B | 1: Exploring DevOps |
| 13 | C | 2: Core DevOps Principles |
| 14 | B | 3: Key DevOps Practices |
| 15 | C | 5: DevOps Values: Culture, Behaviors & Operating Models |
| 16 | B | 6: DevOps Values: Automation & Architecting Toolchains |
| 17 | D | 6: DevOps Values: Automation & Architecting Toolchains |
| 18 | C | 4: DevOps Values: Business & Technology Frameworks |
| 19 | A | 4: DevOps Values: Business & Technology Frameworks |
| 20 | D | 5: DevOps Values: Culture, Behaviors & Operating Models |
| 21 | A | 5: DevOps Values: Culture, Behaviors & Operating Models |
| 22 | D | 6: DevOps Values: Automation & Architecting Toolchains |
| 23 | C | 8: DevOps Values: Sharing, Shadowing & Evolving |
| 24 | C | 4: DevOps Values: Business & Technology Frameworks |
| 25 | D | 4: DevOps Values: Business & Technology Frameworks |
| 26 | A | 1: Exploring DevOps |
| 27 | A | 1: Exploring DevOps |
| 28 | A | 2: Core DevOps Principles |
| 29 | A | 3: Key DevOps Practices |

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| 30 | D | 3: Key DevOps Practices |
| 31 | D | 4: DevOps Values: Business & Technology Frameworks |
| 32 | A | 4: DevOps Values: Business & Technology Frameworks |
| 33 | A | 5: DevOps Values: Culture, Behaviors & Operating Models |
| 34 | D | 6: DevOps Values: Automation & Architecting Toolchains |
| 35 | C | 8: DevOps Values: Sharing, Shadowing & Evolving |
| 36 | B | 8: DevOps Values: Sharing, Shadowing & Evolving |
| 37 | B | 2: Core DevOps Principles |
| 38 | A | 3: Key DevOps Practices |
| 39 | C | 3: Key DevOps Practices |
| 40 | C | 3: Key DevOps Practices |



DevOps
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Sample Examination 2
with Answer Key

1. Which of the following is a good example of a DevOps metric used to measure The First Way, Flow?

- A. Build/test results
- B. Hypothesis log
- C. Change fail rate
- D. Change cycle time

2. According to the Accelerate State of DevOps Reports, Elite organizations ...

- A. Deploy more frequently
- B. Have a higher change fail rate
- C. Have a longer Mean Time to Repair/Recover (MTTR)
- D. Extend the lead time from commit to deploy

3. Which of the following statements relates correctly to The Third Way?

- A. Understanding and increasing the flow of work
- B. Creating a culture that fosters experimentation
- C. Creating short feedback loops for continuous improvement
- D. Understanding that repetition does not lead to mastery

4. Which of the following is a DevOps metric that relates to stability?

- A. Engagement and morale
- B. Change lead and cycle times
- C. Incidents and defects
- D. Mean time to detect incidents (MTTD)

5. Which of the following is a value outlined in the Agile Manifesto?

- A. Processes and tools over individuals and interactions
- B. Comprehensive documentation over working software
- C. Customer collaboration over contract negotiation
- D. Following a plan over responding to change

6. How does DevOps improve agility?

- A. By creating more silos
- B. Through increasing constraints
- C. By applying agile principles to both Dev and Ops
- D. By deploying faster with more errors

7. Which of the following is NOT part of the Improvement Kata?

- A. Plan the final steps
- B. Grasp the current condition
- C. PDCA to the next target condition
- D. Understand the long-term direction

8. Sam's boss has just returned from an Agile and DevOps conference and has asked Sam to lead a DevOps change program starting with setting up a DevOps team. Why should Sam be careful when she does this?

- A. There is a risk the team could become another silo
- B. This team can evangelize DevOps across the whole organization
- C. People will understand that DevOps is everyone's job
- D. It gives her an opportunity to ensure accountabilities are shared

9. Suresh is pulling together a new autonomous, multifunctional team that will be dedicated to a long-lived product. He is pulling team members from several departments where they each have responsibility for different processes. It's the first time this team has worked together. What is a good way for the team to initially visually collaborate on the end-to-end lifecycle of their product?

- A. Run a cross-departmental hackathon
- B. Set up a customer forum
- C. Use ChatOps to monitor the product's performance
- D. Perform a value stream mapping exercise

10. Which of the following is a metric that is primarily concerned with stability?

- A. Change lead time
- B. Deployment success rate
- C. Mean time to restore
- D. Deployment frequency

11. Terri has completed a value stream mapping exercise with her product team, and they have identified a number of constraints, one of which is around the security team's ability to respond in a timely manner to their requests. Which of the following should Terri look to for practices that will help her team ease this constraint?

- A. Kanban
- B. Site Reliability Engineering
- C. Chaos engineering
- D. DevSecOps

12. Which is NOT a factor that correlates positively to organizational performance?

- A. Trunk based development
- B. Heavyweight change process
- C. Loosely coupled architecture
- D. Cloud

13. Which of the following is a goal of The First Way?

- A. Increase the flow of work
- B. Allowing known defects to pass downstream
- C. Allowing local optimization to cause global degradation
- D. Understanding and adding constraints

14. Thierry's team is made up of remote workers from his own and his partner organization in India. It's rare for more than two of them to be in the same place at once and recently they've been experiencing a number of stability issues that have also required extra help from another infrastructure squad. They have found it increasingly difficult to collaborate over teleconferences as they are not able to see what each other is doing and have had to wait to be told what impact queries and changes have had on their systems. What should they consider using to manage their incidents more effectively?

- A. Application Performance Management tools
- B. ChatOps
- C. Escalation
- D. Jenkins

15. Which of the following can automation support in DevOps?

- A. Faster lead times
- B. Less turbulent releases
- C. Faster recovery
- D. All of the above

16. Which of the following is true about DevOps toolchains?

- A. Tools must be from the same vendor
- B. They are built around closed source ecosystems only
- C. They don't require an architectural design to ensure interoperability
- D. Tools should be connected, usually via APIs

17. Bekka is the managing director of a consulting organization. She is disappointed that her consultants seem less bought into her organization's brand and purpose than the companies they are consulting for on her behalf. She has invited them to a special dinner to talk about it, but most have declined, citing family commitments or travel challenges. She is loathe to set up something during working hours because she wants them out on chargeable work. What is Bekka creating in her organization?

- A. Technical debt
- B. Cultural debt
- C. High trust
- D. Tight-knit collaboration

18. Which of the following is a characteristic of a DevOps culture?

- A. Task-oriented
- B. Content
- C. Resistant
- D. High trust

19. David finds that whenever he meets with Robert, they have an argument about what the right thing is to do for their team. He knows that they both want the best for their team, and he can see that the tensions between them are upsetting other team members, to the point where they are stopping engaging with the improvement conversations? What could David use to help him understand how better to work with Robert?

- A. The Thomas-Kilmann Conflict Mode Instrument
- B. The Three Ways
- C. The Kübler-Ross Change Curve
- D. A Kanban board

20. Which of the following is a reason that DevOps is important now?

- A. Enterprises have young, nimble start-up competitors
- B. Consumers have 'app' mentalities and expectations
- C. Time to value must accelerate
- D. All of the above

21. Which of the following is true about The Theory of Constraints?

- A. Every process has at least one constraint
- B. The process can exceed the capacity of its constraints
- C. The process can be more successful than its weakest link
- D. Improving constraints is the only way to improve

22. Which of the following is NOT a common constraint?

- A. Loosely coupled architecture
- B. Security assessments
- C. Test setup and run
- D. Environment creation

23. Which of the following is an example of a feedback loop?

- A. Dashboards
- B. On call rotation
- C. Production logs
- D. All of the above

24. During a value stream mapping exercise, Sandra and her team have identified that their change process, using multiple change advisory boards, is interrupting, and slowing their flow. They have also read the latest State of DevOps Report and noted that heavyweight change processes are negatively correlated with organizational performance. What could they practice in order to make their change process lighter weight?

- A. ITIL
- B. Agile
- C. Agile service management
- D. Lean

25. Why do fewer things break in production when you 'shift left'?

- A. Doing everything up front leads to less work later
- B. Extensive planning means we can be sure we've thought of everything
- C. Issues are detected and resolved sooner
- D. They don't; we need to 'shift right'

26. Which of the following is an example of 'Transportation' waste?

- A. Failures and known errors
- B. Multiple handoffs, emails or meetings
- C. Unused software or infrastructure
- D. Over-engineering

27. What is true about changing culture?

- A. You can't change people; they can only change themselves
- B. You don't need to involve stakeholders
- C. It won't cost as much as you think it will
- D. People accept change even when they don't participate

28. Manuel has been reading about DevOps and thinks it has the potential to change the ways of working in his organization for the better. He has started talking to people about it and found a few people are interested. He's thinking of setting up a lunch and learn. Why should he do this?

- A. He might attract the attention of the CEO
- B. Other innovators and early adopters likely will turn up
- C. He shouldn't bother - nobody will be interested
- D. If the late majority attend, he'll know DevOps is already done

29. A Transformational Leader...

- A. Accepts the status quo
- B. Criticizes the team
- C. Commands and berates
- D. Understands organizational direction

30. What should we measure when we are using DevOps principles and practices to improve organizational performance?

- A. Maturity
- B. Individual performance
- C. Productivity
- D. Value

31. What should you do when you are improving automation?

- A. Automate all processes as they are
- B. Architect first
- C. Build your toolchain and stick with it
- D. Don't worry about monitoring

32. What are good ways to empower new behaviors?

- A. Hackathons
- B. Social media style idea and story sharing
- C. Communities of practice
- D. All of the above

33. Which of the following is NOT a characteristic of Safety Culture?

- A. Blameless postmortems
- B. Valuing incidents
- C. Embracing Single Point of Failure (SPOF)
- D. The Andon Cord

34. Why is Kanban useful?

- A. It allows for unlimited Work in Progress
- B. It pushes work to teams
- C. It maximizes waste and idle time
- D. It makes work visible

35. When you optimize for stability using DevOps principles and practices, what do you sacrifice?

- A. Speed
- B. Quality
- C. Nothing
- D. Your people

36. More than anything else, DevOps is...

- A. A cultural movement
- B. About automating all the things
- C. Merely an extension of agile
- D. Simple to understand and execute

37. Which is not one of the Four Key Metrics in DevOps?

- A. Deployment frequency
- B. Lead time from commit to test
- C. Time to recover from incidents
- D. Change failure rate

38. Nik has been using agile practices to improve the flow of work through his team and has brought development and IT Operations people closer together. Using a combination of continuous delivery capabilities and monitoring he's created short feedback loops from customers to his team. Now he wants to accelerate innovation. Which of The Three Ways should he look to?

- A. The First Way
- B. The Second Way
- C. The Third Way
- D. All the Ways

39. Continuous Delivery...

- A. Provides fast, automated feedback on a system's production-readiness
- B. Prioritizes working on new features over keeping software releasable/deployable
- C. Relies on a deployment pipeline that automatically deploys on demand
- D. Increases the cost, time, and risk of delivering incremental changes

40. Jon's been pushing his organization's DevOps evolution forward for some time now and he's focused on consolidating gains to produce more change. What should he NOT do?

- A. Communicate successes
- B. Keep quiet about failures
- C. Continually invest in education
- D. Make reusable artifacts available

ANSWER KEY

| Question | Correct Answer | Topic Area |
|----------|----------------|---|
| 1 | D | 7: DevOps Values: Measurements, Metrics & Reporting |
| 2 | A | 1: Exploring DevOps |
| 3 | B | 2: Core DevOps Principles |
| 4 | D | 7: DevOps Values: Measurements, Metrics & Reporting |
| 5 | C | 4: DevOps Values: Business & Technology Frameworks |
| 6 | C | 4: DevOps Values: Business & Technology Frameworks |
| 7 | A | 4: DevOps Values: Business & Technology Frameworks |
| 8 | A | 8: DevOps Values: Sharing, Shadowing & Evolving |
| 9 | D | 4: DevOps Values: Business & Technology Frameworks |
| 10 | C | 7: DevOps Values: Measurements, Metrics & Reporting |
| 11 | D | 3: Key DevOps Practices |
| 12 | B | 3: Key DevOps Practices |
| 13 | A | 2: Core DevOps Principles |
| 14 | B | 3: Key DevOps Practices |
| 15 | D | 6: DevOps Values: Automation & Architecting Toolchains |
| 16 | D | 6: DevOps Values: Automation & Architecting Toolchains |
| 17 | B | 5: DevOps Values: Culture, Behaviors & Operating Models |

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|----|---|---|
| 18 | D | 5: DevOps Values: Culture, Behaviors & Operating Models |
| 19 | A | 5: DevOps Values: Culture, Behaviors & Operating Models |
| 20 | D | 1: Exploring DevOps |
| 21 | A | 2: Core DevOps Principles |
| 22 | A | 2: Core DevOps Principles |
| 23 | D | 2: Core DevOps Principles |
| 24 | C | 4: DevOps Values: Business & Technology Frameworks |
| 25 | C | 3: Key DevOps Practices |
| 26 | B | 4: DevOps Values: Business & Technology Frameworks |
| 27 | A | 5: DevOps Values: Culture, Behaviors & Operating Models |
| 28 | B | 5: DevOps Values: Culture, Behaviors & Operating Models |
| 29 | D | 8: DevOps Values: Sharing, Shadowing & Evolving |
| 30 | D | 7: DevOps Values: Measurements, Metrics & Reporting |
| 31 | B | 6: DevOps Values: Automation & Architecting Toolchains |
| 32 | D | 5: DevOps Values: Culture, Behaviors & Operating Models |
| 33 | C | 4: DevOps Values: Business & Technology Frameworks |
| 34 | D | 3: Key DevOps Practices |
| 35 | C | 1: Exploring DevOps |

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|-----------|----------|--|
| 36 | A | 1: Exploring DevOps |
| 37 | B | 1: Exploring DevOps |
| 38 | C | 2: Core DevOps Principles |
| 39 | A | 3: Key DevOps Practices |
| 40 | B | 8: DevOps Values: Sharing, Shadowing & Evolving |



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