

CICS UrbanCode Deploy Plugin open beta

Nick - You may have listened to our CICS TS V5.3 open beta podcast and that gave a brief summary of the highlight topics the open beta addressed. In that podcast, I made a promise to get the technical experts to come in and give a podcast going into a little more detail around the three areas the open beta focuses on. For this podcast, I'm joined by Mark Cocker and Ben Cox, from our CICS team, who will explain about the advances we have in the area of deployment and UrbanCode. So Mark, Ben, thank you for joining us today.

So both of you this is the next in a series of podcasts that we're doing around CICS Transaction Server open beta and in this episode we're going to be talking about cloud and Devops, so Mark, could you explain a little bit more, expand on what cloud and Devops means to CICS.

Mark - In the open beta what we're announcing is the ability to build package and deploy CICS bundles and applications. So you may be familiar with bundles they're also a very convenient way to package the CICS resources you've used CICS explorer to create those and so what we're announcing today is the ability to be able to in an automated way to be able to package and deploy those into CICS.

Nick - So how does that automated build occur, what does the build engineer need to do to achieve this?

Mark - So after a developer has created those applications and bundles they would typically put them into a source code management library so what the new build toolkit allows you to do is as part of an automated build process to be able to check out those source code projects and using a command line interface to be able to automate the building of those and to once they have been built to be able to place them into a staging server ready for deployment into CICS.

Nick - And this staging server is all platforms, or is it a different platform, which platforms are supported?

Mark - So we're anxious to support all of those environments that customers are using to build in general, so that would be on z/OS but also on Linux machines and on windows.

Nick - Okay and I think you said that the build step was the first step, what's the second step?

Mark - You can imagine now you'd put your build bundles or applications on a staging server so now you want to be able to for example deploy into the development environment, so the second piece we're announcing today is what we're calling the DIPH deploy utility it runs on z/OS and it allows you to write sort of a nice script with some simple commands to be able to connect your CICSplex and then to be able to point at the bundles or applications or bundles that you've just built and to then lifecycle those in CICS. And the significant thing here is that it can be created as part of an automated system so you can schedule along with your other deployments into CICS.

Nick - Okay and there's a third step, and Ben I guess that's why you're here today, so would you like to talk a little bit about this third step, I think it involved something called UrbanCode?

Ben - That's right so IBM UrbanCode deploy is a product that lets you deploy your applications and middleware and all kinds of things across a whole bunch of different environments at the same time to migrate through your different clients, in a controlled manner and it does this by use of a large number of different plugins, so different plugins for different products and what we've announced is the beta of a CICS plugin so that means you can book your CICS life cycling into one of these larger

scale deployments, that might involve deployments on the z platform or in other platforms entirely and then you can merge this all together, under UrbanCode deploy.

Nick - And are these plugins available on the CICS website or is that somewhere separate?

Ben - They're available on a separate website which is under UrbanCode deploy and any google search for UrbanCode deploy plugins will take you there and that's where you'll find our beta plugin.

Nick - And that's available today?

Ben - Yes it is. You can do things with it like installing, resources, discarding resources, forming operations like new copying programs many other things like that.

Nick - Okay so you've gone through the 3 key elements i think here, what are the key take-aways that you would want our listeners today to take away from this chat?

Ben - Well I'd say bundles and applications are a great way to start to really bring in the components for your applications using explorer is a great way to create these things and many people have been doing this for a few years now. so what I'd be really be anxious for customers to try out and give us some feedback on is how they're going to be able to automate those into CICS environments using the new build toolkit, the new DFH deploy utility and possibly using urban code as well to combine that with a broader enterprise deployment and to give us feedback really, that's the whole point of the open beta.

Nick - And so that's a key point as you say you want to get feedback from customers so they should go and download first of all the open beta for TS and then go to urban code site and download the CICS plugin.

Ben - And hopefully what should find is that you can simplify your deployments and actually do things in a more reliable and useful way and move faster as your application develops.

Nick - And less risky I would imagine. Thank you both for joining today

That's excellent thank you ever so much for coming in it's been very interesting. Well, that wraps up this podcast discussion. To find out more about the CICS TS V5.3 open beta, please go to the description for this podcast at:

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