



Setting Up Self-Service Parallel Development with Endevor Dynamic Environments

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Parallel Development is a Key Agile Practice

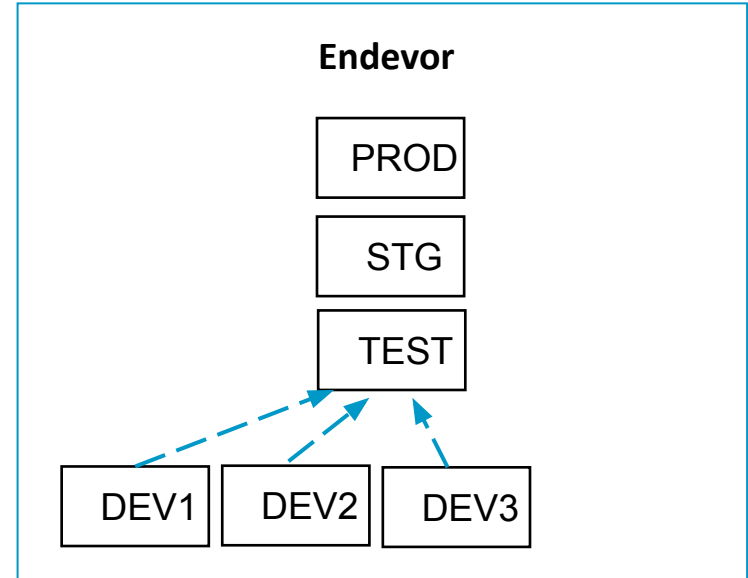
- A key practice for developer agility is the ability to work on changes **in isolation** from other changes
- Testing is easier if changes are not co-mingled
- Avoids creating unnecessary dependencies
- Can choose when and where to integrate changes (good practice is to merge trunk changes into parallel stream “Early and Often”)
- Promote when ready at any time

Parallel Development In Endeavor

- There are now more options than ever for Parallel or Concurrent development in Endeavor:
 - Dynamic Environments ***NEW**
 - Sandboxes
 - Bridge for Git
 - Eclipse workspaces
 - Zowe workspaces
- Merging your changes with others can be done via a number of options (depending on where you are working):
 - PDM
 - Git merge
 - Eclipse merge
 - VS Code merge
 - Zowe workspace merge

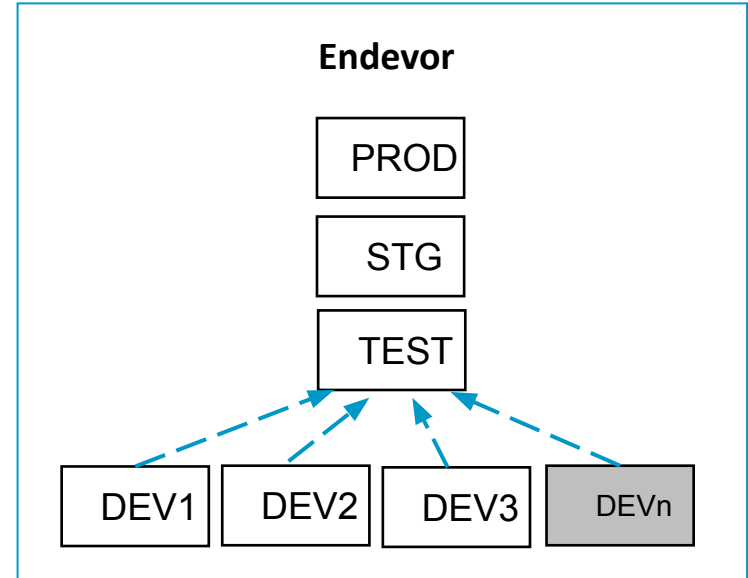
Taking Inspiration from the Past

- The need for parallel working areas is not new
- In the past, administrators configured parallel paths to production, with a merge point “up the map”
- Parallel environments were limited
 - Sometimes associated with entire releases
- Unlimited ability to branch in distributed tools led to best practice of making a parallel feature branch **for every change**



Dynamic Environments

- Dynamic Environments is a new feature that allow admins to facilitate **self-service of brand new parallel environments**
 - Addresses some key issues with Sandboxes
 - Can use any system/subsystem in the parallel environment
 - Environments can be used with any interface of choice
- Two key features enable this:
 - **Deferred File Creation** – files are only allocated when used, so the usual space overhead of a full environment is avoided
 - **New SCL** to minimize the administration required to define an environment



Deferred File Creation

- Deferred File Creation allows administrators to set up datasets that will only be allocated on first use:
 - Base, Delta, and Source Output libraries
 - Processor Output libraries (OBJLIB, LOADLIB, LISTLIB, and so on)
 - Supports PDS, PDSEs, Sequential files, ELIBs, USS Files
 - Allows Post Create Initialization
- Used to ensure unnecessary disk is not used for parallel development workspaces such as Sandboxes or Dynamic Environments
- Type definition files (Base, Delta, Source Output) must be defined with symbols in their names
 - Explicit files in Type Definitions must exist
- Files that are processor inputs should use ALLOC=COND
 - Input files will be skipped if ALLOC=LMAP or ALLOC=PMAP is used

Enabling Dynamic Environments and Deferred File Creation

• Deferred File Creation

- PTFs SO12441 and SO13082 must be applied
 - USS Path Names (PTFs LU02424 and LU02425)
 - Initialization (PTFs LU01495, LU01496, and LU01497)
 - ELIB Support (PTFs SO15778 Endeavor Base & SO15779 Japanese)
- Enable via C1DEFLT5 table
- Specify the Deferred File Creation member of the PARMLIB data set using the DFCMBR= XXXX

• Dynamic Environments

- PTF SO14939 must be applied
 - SO14940 (Japanese Localization)
- MCFs defined at creation time
- All other libraries can be allocated on first use with Deferred File Creation
- Global Control File has to be allocated. Sample JCL shown to right.
- A new TYPE=MAIN parameter GCFDSN specifying the GCF file needs to be added to C1DEFLT5

```
C1DEFLT5 TYPE=MAIN,  
GCFDSN=IPRFX.IQUAL.GCF, X
```

```
//STEP1 EXEC PGM=IDCAMS  
//SYSPRINT DD SYSOUT=*  
//SYSIN DD *  
DEFINE CLUSTER -  
 (NAME ('IPRFX.IQUAL.GCF')) -  
 INDEXED -  
 KEYS (64 8) -  
 RECORDSIZE (640 3070) -  
 FREESPACE (30 30) -  
 SHAREOPTIONS (3 3) -  
 SPEED -  
 BUFFERSPACE (18944) -  
 STORAGECLASS (NDVRPOOL) -  
 DATACLASS (DEFAULT)) -  
 DATA -  
 (NAME ('IPRFX.IQUAL.GCF.DATA')) -  
 VOLUMES (VVOLSER) -  
 CYLINDERS (2 1) -  
 CONTROLINTERVALSIZE (8192)) -  
 INDEX -  
 (NAME ('IPRFX.IQUAL.GCF.INDEX')) -  
 VOLUMES (VVOLSER) -  
 TRACKS (1 1) -  
 CONTROLINTERVALSIZE (2560))  
/*
```

Deferred File Creation - DFCMBR Examples

Documentation

Example 1: Processor output library entries using either LIKE statement or explicit attributes

```
DSN
  '&C1EN&C1S#&C1SY&C1SU&C1ELEMENT&C1TY'
.
DSN
  'Stage ID: &C1SI Stage Name: &C1ST'
.
*
* Processor output libraries.
*
DSN 'NDV.&C1SY..&C1SU..&C1ST..ELMOUT'
  LIKE 'NDV.&C1SY..GA.&C1EN(1,1)&C1S#..ELMOUT'
.
DSN 'NDV.&C1SY..&C1SU..&C1ST..LOADLIB1'
  UNIT SYSDA
  RECFM U
  BLKSIZE 32760
  SPACE CYLS
  PRIMARY 1
  SECONDARY 5
  DSNTYPE PDSE
  DIRBLKS 91
.
DSN 'NDV.&C1SY..&C1SU..&C1ST..LOADLIB2'
  LIKE 'NDV.&C1SY..GA.&C1EN(1,1)&C1S#..LOADLIB2'
  BLKSIZE 32760
```

Example 2: How good naming convention allows simplification of DFCMBR

```
DSN NDV.NDVR181.&C1EN&C1ST..COPYLIB'
LIKE NDV.NDVR181.PRDPROD.COPYLIB'
.
DSN NDV.NDVR181.&C1EN&C1ST..SRCLIB'
LIKE NDV.NDVR181.PRDPROD.SRCLIB'
.
DSN NDV.NDVR181.&C1EN&C1ST..PLIPGM'
LIKE NDV.NDVR181.PRDPROD.PLIPGM'
.
DSN NDV.NDVR181.&C1EN&C1ST..&C1TY'
LIKE NDV.NDVR181.PRDPROD.&C1TY'
.
DSN NDV.NDVR181.&C1EN&C1ST..DELTA'
LIKE NDV.NDVR181.PRDPROD.DELTA'
.
DSN NDV.NDVR181.&C1EN&C1ST..LISTLIB'
LIKE NDV.NDVR181.PRDPROD.LISTLIB'
.
DSN NDV.NDVR181.&C1EN&C1ST..LOADLIB'
  BLKSIZE 32760
  LIKE NDV.NDVR181.PRDPROD.LOADLIB'
```

Example 3: How to correctly sequence DFCMBR entries

```
* Type VBDATA base data set – VB-259
* This must be before the entry with &C1TY as last qualifier
DSN 'NDV.&C1SY..&C1SU..&C1ST..VBDATA'
  UNIT SYSDA
  RECFM VB
  LRECL 259
  BLKSIZE 27998
  SPACE CYLS
  PRIMARY 1
  SECONDARY 1
  DIRBLKS 90
.
* All other Type base data sets – FB-80
DSN 'NDV.&C1SY..&C1SU..&C1ST..&C1TY'
  UNIT SYSDA
  RECFM FB
  LRECL 80
  BLKSIZE 27920
  SPACE CYLS
  PRIMARY 1
  SECONDARY 1
  DIRBLKS 90
```


Letting Developers Serve Themselves

- Administrators will be best served if they aren't a bottleneck for new environment creation
- Developers can leverage types & processors as a mechanism to request / spin up a new environment
- Create a type, such as “DYNENV”, and have the Generate processor run SCL to spin up the environment. Have the Delete processor clean up the environment.
 - Environment must be empty of elements to delete it - this will prevent any unexpected loss of work before the work is promoted out of the environment
- MCFs must be created before environment, the others can be done via DFC
- You can also use `zowe endeavor submit scl` to spin up environments via external orchestrators like Jenkins

Dynamic Environments SCL

- Define from an existing static environment using LIKE keyword

```
DEFINE ENVIRONMENT '&C1ELEMENT'  
TITLE 'DYNAMIC DEVELOPMENT ENVIRONMENT &C1ELEMENT'  
STAGE ONE MCF '&MCF1'  
STAGE TWO MCF '&MCF2'  
LIKE &C1ENVMNT  
NEXT ENVIRONMENT &C1ENVMNT
```

- Clone systems, subsystems and types (selectively or all together)

```
CLONE SYSTEM *  
FROM ENVIRONMENT &C1ENVMNT  
TO ENVIRONMENT &C1ELEMENT  
INCLUDE SUBSYSTEMS  
INCLUDE TYPES
```

- Clean up environments

```
DELETE ENVIRONMENT '&C1ELEMENT' .
```

Sample Processor

```
/*-----*
/* GSANDDFC
/*      GENERATE DYNAMIC ENVIRONMENT
/*-----*
//GSANDTST PROC DEFINE=Y,
//      HLQ='BST.ENDTEST2',
//      MCF1='&HLQ..&C1ELEMENT..S1',
//      MCF2='&HLQ..&C1ELEMENT..S2',
//      VIO=SYSDA
```

```
//ALOC      EXEC PGM=IDCAMS
//SYSPRINT DD  DSN=&&IDMSGGS,DISP=(SHR,PASS)
//SYSIN      DD  *
DEFINE CLUSTER (NAME ('&MCF1') -
  IMBED -
  SPEED -
  UNIQUE -
  FREESPACE (30 30) -
  RECORDS (1000 1000) -
  STORAGECLASS (TSO) -
/*VOLUME (NDVS03)*/ -
  RECORDSIZE (640 1200) KEYS (28 0) SHR (3 3) -
  DATA (NAME ('&MCF1..DATA') -
  CISZ (8192)) -
  INDEX (NAME ('&MCF1..INDEX') -
  CISZ (2048))
/* DEFINE MCF AT STG2
DEFINE CLUSTER (NAME ('&MCF2') -
  IMBED -
  SPEED -
  UNIQUE -
  FREESPACE (30 30) -
  RECORDS (1000 1000) -
  STORAGECLASS (TSO) -
/*VOLUME (NDVS03)*/ -
  RECORDSIZE (640 1200) KEYS (28 0) SHR (3 3) -
  DATA (NAME ('&MCF2..DATA') -
  CISZ (8192)) -
  INDEX (NAME ('&MCF2..INDEX') -
  CISZ (2048))
//*
```

Define MCF
VSAM for
environment

Sample Processor

Use Admin
Batch Utility to
clone existing
environment

Clone all
Systems,
Subsystems &
Types in new
environment

```
//ADMIN EXEC PGM=ENBE1000,ALTID=Y,
// PARM='MSG1(CUSTMSG1),MSG2(CUSTMSG2),SCLIN(CUSTSCL)'
//CUSTMSG1 DD DSN=&&BAMSG1,DISP=(SHR,PASS)
//CUSTMSG2 DD DSN=&&BAMSG2,DISP=(SHR,PASS)
//CUSTSCL DD *
DEFINE ENVIRONMENT '&C1ELEMENT'
TITLE 'DYNAMIC DEVELOPMENT ENVIRONMENT &C1ELEMENT'
STAGE ONE MCF '&MCF1'
STAGE TWO MCF '&MCF2'
LIKE &C1ENVMNT
NEXT ENVIRONMENT &C1ENVMNT
.
CLONE SYSTEM *
FROM ENVIRONMENT &C1ENVMNT
TO ENVIRONMENT &C1ELEMENT
INCLUDE SUBSYSTEMS
INCLUDE TYPES
.
/*
//CONLIST EXEC PGM=CONLIST,PARM=STORE,MAXRC=0,COND=EVEN
//C1LLIBO DD DSN=BST.ENDTEST2.ENVS.LISTLIB,
// DISP=OLD,MONITOR=COMPONENTS,FOOTPRNT=CREATE
//C1BANNER DD UNIT=&VIO,SPACE=(TRK,(1,1)),
// DCB=(RECFM=FBA,LRECL=121,BLKSIZE=6171,DSORG=PS)
//LIST01 DD DSN=&&IDMSG,DISP=(OLD,DELETE)
//LIST02 DD DSN=&&BAMSG1,DISP=(OLD,DELETE)
//LIST03 DD DSN=&&BAMSG2,DISP=(OLD,DELETE)
//LIST04 DD DSN=&&ESITR,DISP=(OLD,DELETE)
```

Security Best Practices

- Access to define or modify environment is controlled at the environment level by the “PRIMARY_OPTIONS” entry in the security table (BC1TNEQU)
 - When MENUITEM is included in the PRIMARY_OPTIONS entry it resolves to a value for the primary option selected at run time, which for the ENVIRONMENT option is “ENVRMENT”
 - For example, we have this entry for PRIMARY_OPTIONS:

```
NAMEQU PRIMARY_OPTIONS,          +
      L1= ('C1'),                  +
      L2= (ENVIRONMENT),          +
      L3= ('PMENU'),              +
      L4= (MENUITEM)
```
 - Request to define dynamic environment “WRK1” would result in this pseudo data set name check for read access: C1.WRK1.PMENU.ENVRMENT
 - If the user can read C1.WRK1.PMENU.ENVRMENT, they can define, update or delete the WRK1 Dynamic Environment and all systems, subsystems, etc.
- Consider using a prefix or range of values that can be used for defining dynamic environments and creating a profile or standard access
 - For example, granting read access to this group for data set “C1.W%%%.PMENU.ENVRMENT”

Security Best Practices

- We recommend you incorporate the Dynamic environment name into all data sets and definitions that pertain to it. Includes:
 - VSAM MCF files for the environment
 - Base, Delta, Type, Source Output and Processor output files.
- This should make it easy to identify all of the data sets that belong to a dynamic environment and to establish rules to secure these data sets and associated Endeavor actions.
- For example, the base library for a type definition could be something like this, including the system, subsystem, environment, stage number and type in the data set name:
 - NDV.&C1SY..&C1SU..&C1EN..S&C1S#..&C1ELTYPE

Cleaning Up Old Environments

- You may want to clean up old environments that are no longer in use
- Leveraging the CSV utility to find a list of dynamic environments
- Then list all elements that have been updated after a given time
 - If the list is empty there have been no updates
 - Then the environment should be cleaned up
- Remember - before deleting the environment, all elements should be removed
 - And the users should also be warned!



Demonstration – Dynamic Environments and DFC

Summary

- Dynamic Environments supports Agile by allowing developers to work in isolation and in parallel **regardless of how developers choose to work**
- Creating environments is a much lighter lift administratively
- Unnecessary disk usage is avoided with Deferred File Creation
- Add self-service to allow developers to create environments as needed
- Use Naming Conventions to allow security profiles to be easily managed



| Questions?