

The background is a dark blue gradient with a subtle pattern of white dots. Overlaid on the left side are several concentric circles and arcs, some with degree markings (40, 150, 160, 170, 180, 190, 200, 210, 220, 230, 240, 250, 260) and arrows, suggesting a circular or rotational theme.

Common Database Deployment Gotchas

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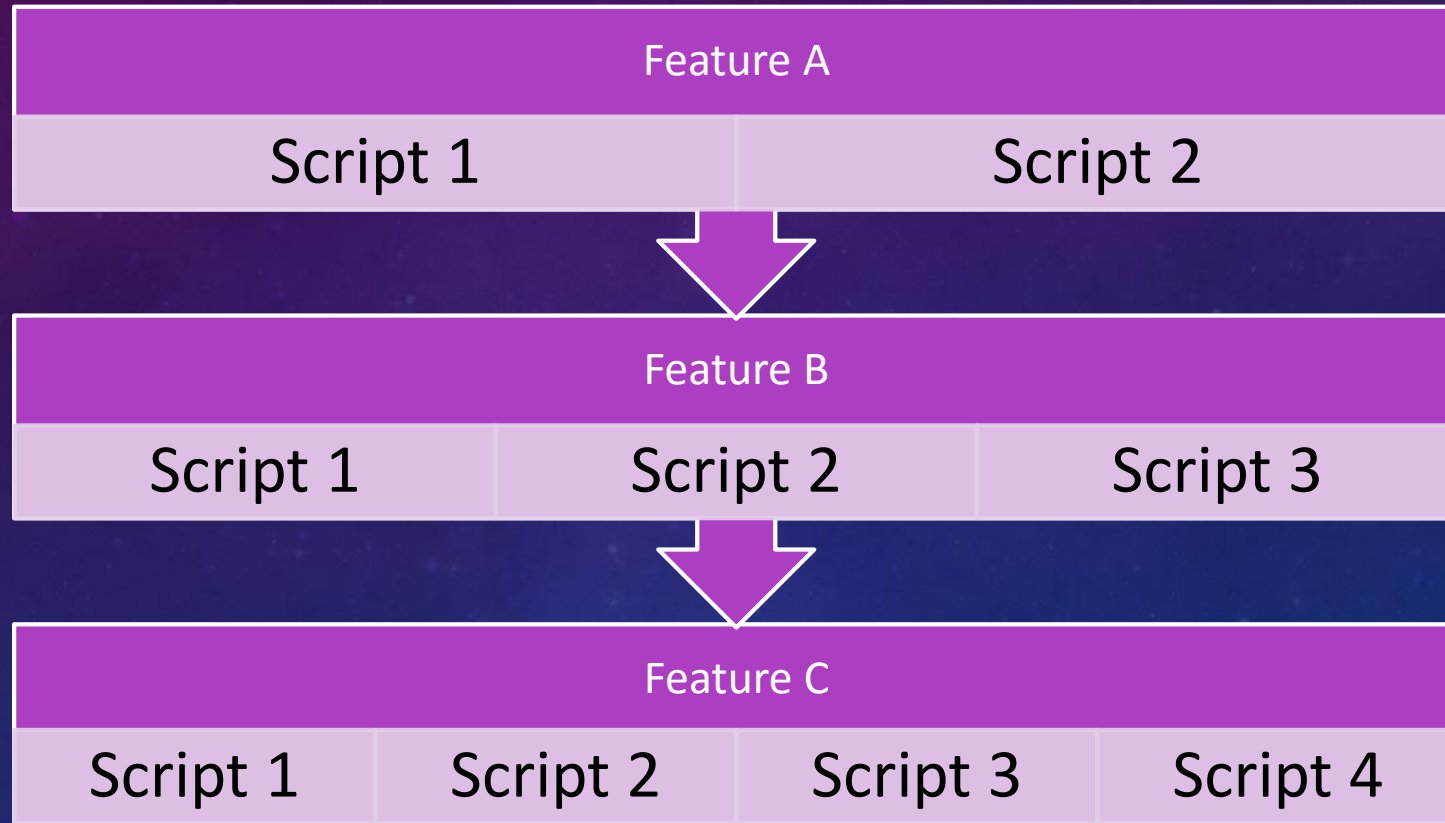
Why database deployments are complicated?

- There is usually just one database
- Active Connections
- Database State
- Release rollbacks are often impossible

Gold Schema vs Migration Scripts

- Point in time representation of our database
- Migration take you from A to Z via B, C, D...
- Gold Schema goes direct from A to Z

Migration Scripts



Pros and Cons of Migration Scripts

PROS:

- Simple to manage (to start with)
- Schema and Data same process

CONS:

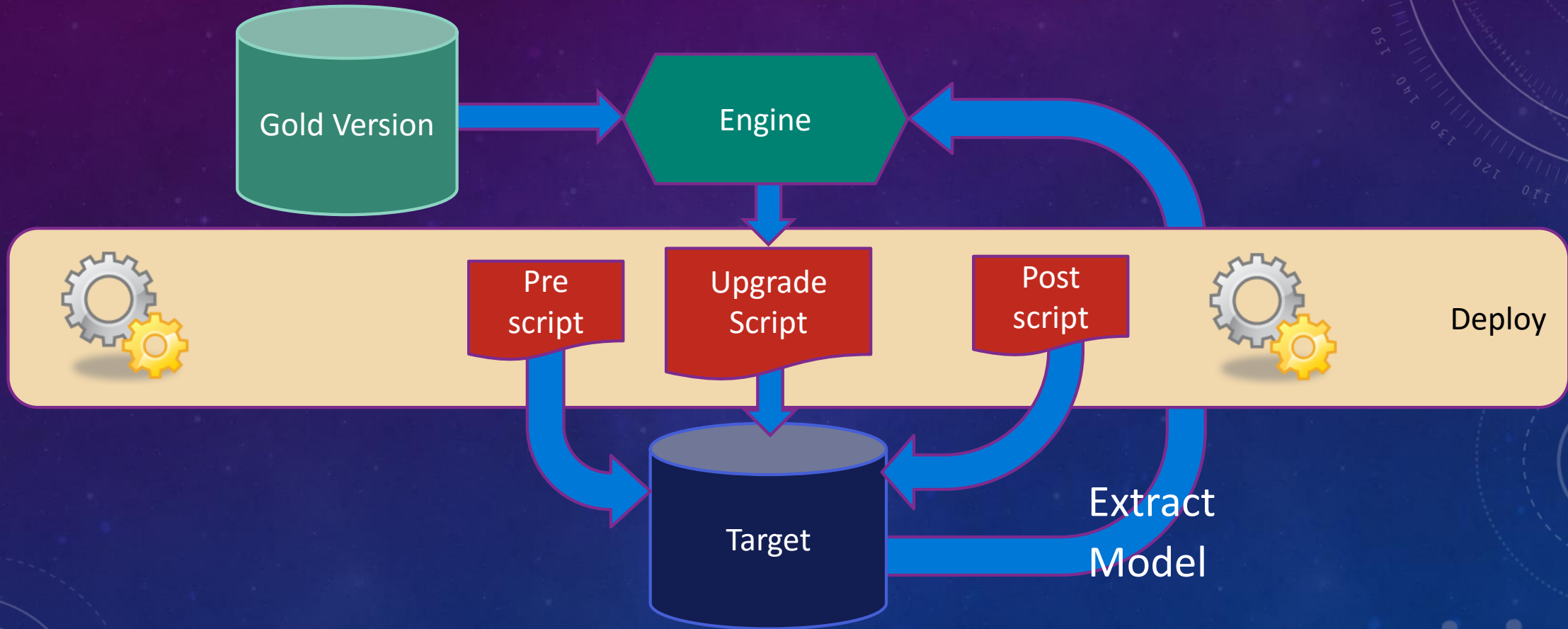
- No proper Source Control
- Transactional deployment not possible

Common Deployment Problems

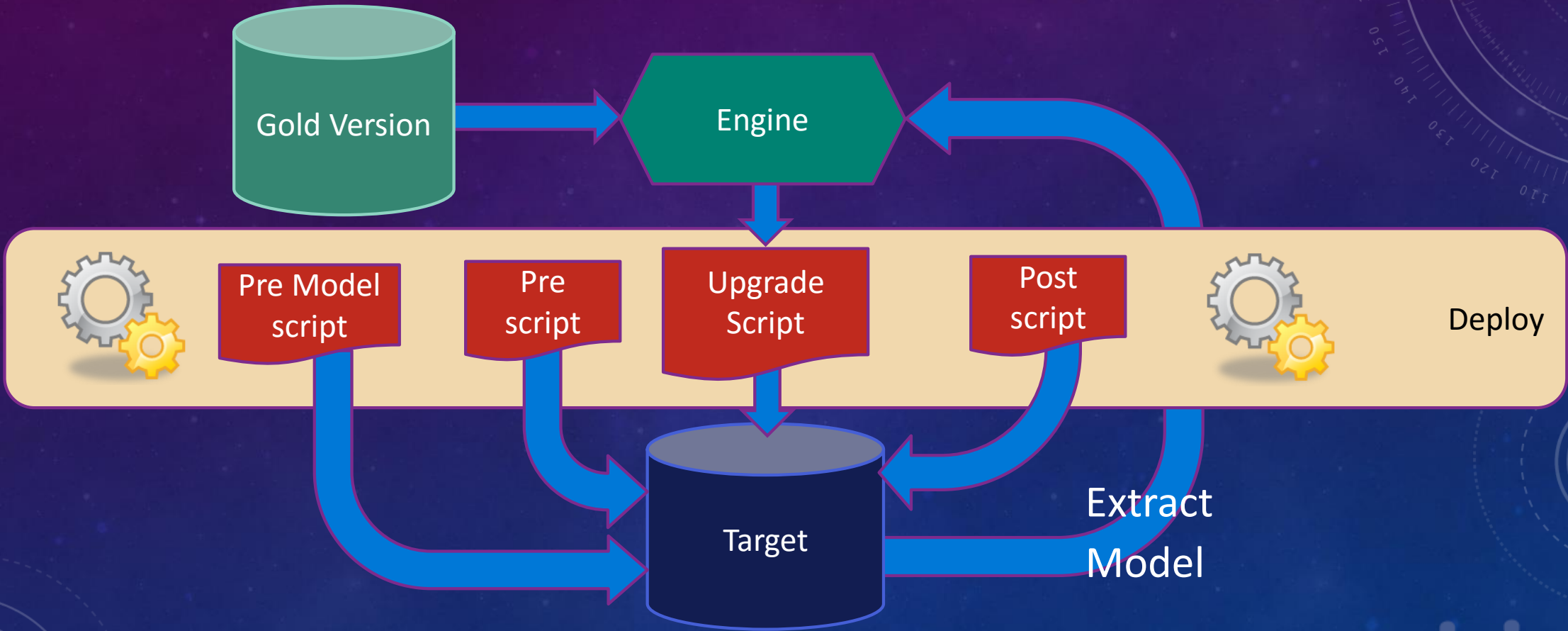
Code vs Provisioning/Operational Changes

- Environments are provisioned to a specification
 - Installed SQL Server
 - Configure
 - File Layout
- Decide what is managed in code and what is not
 - Partitions
 - Files
 - Compression
 - Security

Gold Schema Order of Execution



Reality of Gold Schema



Logins & Security

- Logins are optional
- Consider using Roles for Application Permissions
 - Apply permissions to the roles only
 - Post Deploy create Logins/Users/Role Mappings for environment
- Do include permissions in your project
 - For audit purposes if nothing else

Scripting per Environment

```
IF '$(Environment)' = 'DEV'  
BEGIN  
    CREATE LOGIN blah FROM WINDOWS 'DOMAIN\user';  
    CREATE USER blah FOR LOGIN = blah;  
    ALTER ROLE r1_blah ADD MEMBER blah  
END  
IF '$(Environment)' = 'PROD'  
BEGIN  
    CREATE LOGIN blah2 FROM WINDOWS 'DOMAIN\user2';  
    CREATE USER blah2 FOR LOGIN = blah2;  
    ALTER ROLE r1_blah ADD MEMBER blah2  
END
```


Releasing Online

- Small Releases
- Large releases in a transaction will cause problems
- Watch out for lock escalation
 - Use batches
- NOT NULL with a Default is slow depending on version
 - 2012+ ok

Replication

- Always requires custom scripts
- Publish Profiles have options to prevent deployment
- Subscribers:
 - Ensure columns are added Pre SSDT Comparison runs
 - Possible Pre-Model Script to add to the publisher
- Publishers
 - Either disable the replication of schema changes (large tables)
 - Or just allow them through to the subscriber
- Add procs to project to drop/create your replication
 - Execute in pre/post deployment when needed

Change Data Capture

- Allow 2 instances of monitoring
- Only an issue when adding new columns that must be tracked
- Write a wrapper function to the CDC functions
- Use a pre-Model script to:
 - Add new column(s) – or use 2 releases just adding the column in the first
 - Add new instance
 - Process through instance 1
 - Remove Instance 1
- Change wrapper function in project/release

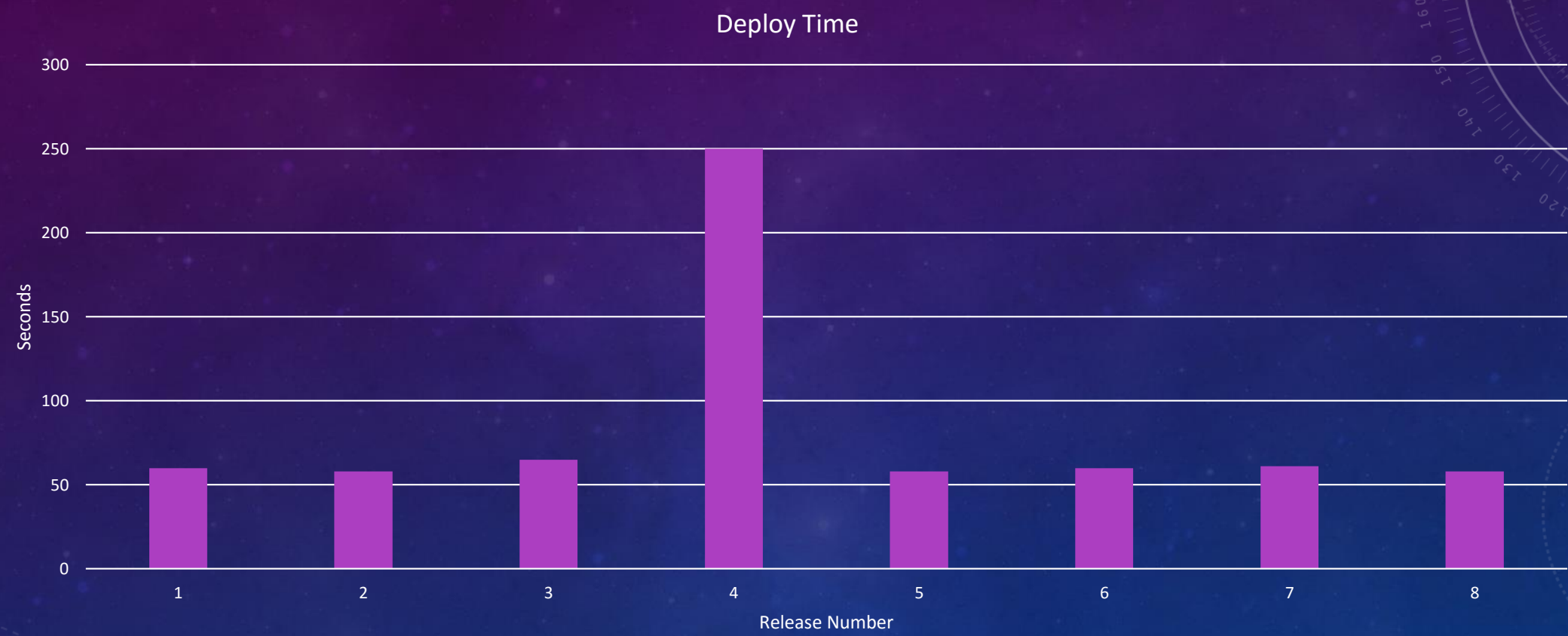
Custom Scripts

- Run using PowerShell and SQLCMD
- Inject variables as needed (use the same names as SSDT)
- Useful for jobs/Replication/SSIS deployments etc

Deploy Contributors

- Available on GitHub as DACExtensions
- Allow you modify/inject code into the SSDT output scripts
- Contribute your own

Monitor Deployment Time in Test/Staging



Rolling Back (or not)

- Restore is the only true rollback
- Can you redeploy a previous build?
 - It depends
 - If data has changed - No
 - If procs/views only then “maybe”
- Management often fail to understand this
- Forward Only
- Rollback is the last resort

Takeaway

- Keep everything in SSDT
 - Even Pre-Model scripts – copy to output folder
- If your project will not build today:
 - Mark items as “not in build” or delete them
 - Move cross referencing objects to post deploy script
 - Make at least part of the database build (even if just tables)
- Every scenario is different
 - Solve with custom scripts
- Work to include the complexities in your test environments

Recommendations

- Release Often
- Release Small
- Only release when you are confident
- Feature Flags are a great way to avoid rollbacks