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Continuous Delivery Practices in a Large Financial Organization

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Abstract—Continuous Delivery is an agile software development practice in which developers frequently integrate changes into the main development line and produce releases of their software. An automated Continuous Integration infrastructure builds and tests these changes. Claimed advantages of CD include early discovery of (integration) errors, reduced cycle time, and better adoption of coding standards and guidelines. This paper reports on a study in which we surveyed 152 developers of a large financial organization (ING Netherlands), and investigated how they adopt a Continuous Integration and delivery pipeline during their development activities. In our study, we focus on topics related to managing technical debt, as well as test automation practices. The survey results shed light on the adoption of some agile methods in practice, and sometimes confirm, while in other cases, confute common wisdom and results obtained in other studies. For example, we found that refactoring tends to be performed together with other development activities, technical debt is almost always “self-admitted”, developers timely document source code, and assure the quality of their product through extensive automated testing, with a third of respondents dedicating more than 50% of their time to do testing activities.

Index Terms—Continuous Delivery, Continuous Integration, DevOps, Agile Development, Technical Debt, Refactoring, Testing, Test-Driven Development

I. INTRODUCTION

Continuous Integration (CI) was originally introduced by Grady Booch in 1991 [1], and came into fashion as one of the twelve Extreme Programming practices in 1997 [2]. Fowler defines CI as [3]:

A software development practice where members of a team integrate their work frequently, usually each person integrates at least daily – leading to multiple integrations per day. Each integration is verified by an automated build (including test) to detect integration errors as quickly as possible.

CI has multiple assumed benefits, for example, that integration errors among different components of a software application can be detected earlier, easier, and with less manual effort [4]. At the heart of CI stands a testing phase, possibly in multiple integration environments, in which unit, integration, system, and even acceptance tests can automatically be executed [5], [3]. This is complemented by running Automated Static Analysis Tools (ASATs), e.g., FindBugs, Checkstyle, or JSHint as part of the CI can augment the dynamic testing phase [6]. In addition to these checks of code and system quality, CI is said to improve release frequency and predictability [7], increase developer productivity [8] and improve communication [9], hence reducing the time-to-market and allowing users to benefit from continuous updates of their software. Continuous Delivery (CD) is the development practice that enables frequent releases by help of a CI process [10]. Ståhl and Bosch observed that CI, and by extension CD, have become increasingly popular in software development [11].

However, Ståhl and Bosch observed that there is not one homogeneous practice of continuous integration, indeed there are variations points with the term continuous integration acting as an umbrella for a number of variants [11]. Moreover, they showed that there is no clear insight into how the practice of CD influences other aspects of the development process.

The goal of this paper is thus to shed light on the interaction between CI and CD from the aspect of (i) the general development process, (ii) managing technical debt, (iii) testing activities, (iv) technical questions about the CI infrastructure.

To bootstrap this investigation, one of the authors spent three months as an intern in a large financial organization, namely ING Netherlands (https://www.ing.nl, in the following referred as ING NL) and observed how their newly adopted CD environment enables developers to run their own operations, called DevOps [12]. Based on these inside observations by an outsider to ING NL, we have designed a survey in which we asked developers about various practices they adopted in the CD pipeline. By consulting and embedding an external technical expert without domain knowledge, ING NL wanted to gain an independent understanding of their process and identify potential areas of improvement with regard to testing and managing technical debt.

Paper Structure. Section II provides an overview of the CD pipeline in ING NL. Section III defines the study, formulates its research questions, and details its planning. Then, Section IV reports and discusses the study results. Threats to validity of the conducted studies are then discussed in Section V, while Section VI discusses related literature on CD and build-release management. Finally, Section VII concludes the paper.

II. CONTINUOUS DELIVERY IN ING NL

ING is a large financial organization with about 94,000 employees and over 67 million customers in more than 40 countries.

Nine years ago, ING NL realized the need to fundamentally change the organization of its Information Technology (IT) department. The main rationale was to bridge the gap from the
IT and ING NL’s core business. Before that, the IT activities were mainly outsourced, which created managerial effort and costs, while taking resources away from the development.

Moreover, the previously adopted development process exhibited a communication gap between the department aimed at “changing the business”, i.e., changing its software, and the department aimed at ‘running the business’, i.e., operating and maintaining the software. Such a gap was mainly bridged by complex processes and procedures for managing changes. This rigor was mainly introduced to ensure stability of the software systems being developed. To “change the business”, the focus was on guaranteeing short release cycles. This created conflicting objectives between developers (“Devs”) whose goal it was to meet deadlines, and operators (“Ops”) whose goal it was to reduce the risk of runtime incidents.

The development process changed when ING NL decided to introduce a mobile application for online banking, since that long development cycles would have led to an outdated application. For this reason, development activities were changed from the previous outsourcing model to a development process in which the development was internal to the company.

When changing the development process, DevOps teams have been introduced. Such teams take charge of the application over its whole lifetime, i.e., during development and operations. The next step was the introduction of a CD pipeline enforcing an agile development process to reduce the testing and deployment effort and duration, especially because such activities were used to be mainly manual work for two separate teams.

Fig. 1 depicts the CD pipeline that has been put in place in ING NL. As the figure shows, the pipeline is composed of two layers. A base layer (depicted in the bottom), which is a typical CD pipeline, and an additional layer (top) which deals with continuous monitoring. As soon as the developer pushes a commit, this is detected by the CI server, Jenkins [13], and triggers the software build. Its main task is to run build scripts, mainly Maven scripts, but also, for a minority of projects, Ant, Gradle and other build scripts.

Similar to most Open-Source CI builds [5], builds at ING NL are considered broken for a number of reasons, ranging from traditional compiling errors to failing test cases, up to software quality problems – e.g., the presence of a code smell like too high McCabe cyclomatic complexity – detected by ASATs. In ING NL, such the ASAT of choice is SonarQube [14].

In case the build succeeds, the artifacts are stored in the Repository stage using the Artifactory [15]. This introduces several advantages, such as the possibility of implementing caching mechanisms for rapid application re-deployment. Once the Repository stage is reached, the application is ready to be deployed in different environments, i.e., DEV (development), TST (testing), ACC (acceptance), and PRD (production).

The monitoring layer in the pipeline collects (top part in Fig. 1) a series of metrics for evaluating the CD pipeline performance. This comprises the three phases of (i) instantiating a CD pipeline, (ii) performing measurements on the pipeline, and (iii) learning from such measurements to further improve the pipeline.

The monitoring layer is detailed in Fig. 2. It is composed of one event bus, implemented using Apache Kafka [16], and aimed at collecting events (e.g., build failures or successes) from the pipeline and storing them in a database, implemented using MongoDB [17]. Then, the information stored in the database is utilized by different monitoring tools, shown in the top part of Fig. 2.

The system health monitoring tool monitors the pipeline’s software and hardware resources and its primary purpose is ensuring the pipeline’s availability. The automated acceptance criteria tool aims at checking whether the release meets the acceptance criteria defined by the organization, before promoting it to the ACC or PRD stage. The automated team maturity and test analytics tools inform teams about releases (e.g., mean cycle time a team is able to handle) and statistics about test execution, such as the percentage of failed tests.

The whole monitoring approach reflects the Lean cycle [18], in which DevOps engineers continuously learn by observing metrics and adapt the pipeline when needed.

ING NL has monitored the effect of CD adoption in terms of costs, productivity, and customer satisfaction. In three years, from 2011 to 2013, ING NL has increased the number of delivered function points by 300% and reduced the cost of a single function point to one third. Additionally, between 2012 and 2014, the release frequency has doubled, reaching one release every four days.

III. STUDY DESIGN

The goal of this study is to better understand the implementation of CD practices in industry, by surveying how
software engineers use relevant methods and tools during the development process. The context is the CD pipeline of a large financial organization (ING NL).

More specifically, the study aims at addressing the following four research questions:

- **RQ1**: What are general development practices within the Continuous Delivery pipeline? This research question is preliminary to the ones going deeper into the CD process, and mainly aims at investigating to what extent developers share a common development methodology, and how they plan, schedule, and monitor their development activities.
- **RQ2**: What are the practices adopted to manage technical debt? This research question aims at understanding how developers manage technical debt by commenting source code, by reviewing it, and by performing any sort of static analysis or metric extraction.
- **RQ3**: What are the testing practices adopted within the Continuous Delivery pipeline? This research question aims at understanding how testing is framed within the software development process, e.g., whether DevOps adopt a Test-Driven Development approach [19].
- **RQ4**: How is Continuous Integration performed? This research question investigates on the developers’ attitude to coordinate changes through the CD infrastructure, including the use of private builds and the priority given to fix build breakages.

### A. Context Selection

As a population of candidate participants to the survey, we selected a total of 176 DevOps engineers belonging to various development teams of ING NL. Such participants have been identified through the projects’ mailing lists.

### B. Survey Design

The four research questions have been addressed by means of a survey. The survey has been designed by the authors observing the development activities (by looking at the lifecycle of user stories and participating in daily stand-up meetings), and talking with developers to get insights about the CD pipeline and the way it has been implemented in ING NL.

The survey also addresses specific knowledge needs at ING NL, triggered by one of the authors who is affiliated with ING NL. The survey is organized into four sections, plus a preliminary section aimed at investigating demographic characteristics of the respondents (age, years of experience, years in ING NL, and technical skills). Overall, it consists of 48 questions, plus five demographics questions. The questionnaire allowed the respondent to select among one or more answers (in most cases multiple answers were allowed), and if needed to provide a textual answer (i.e., by selecting “Other” among the options). In Tables 1–4, we give an abbreviated summarization of the questions we asked developers.\(^1\)

### C. Survey Operation

The survey questionnaire was uploaded onto a survey management platform internal to ING NL, and the candidate participants were invited using an invitation letter explaining the general goals of the survey, its length and estimated time to complete, and highlighting how its results have the purpose of understanding the CD process within ING NL, also in order to identify directions for its improvement.

Respondents had a total of three weeks to participate to the survey, and a reminder to those who did not participate yet was sent every week. In total, we obtained 152 filled questionnaires, \(i.e\.), we achieved a return rate of 85%. We left respondents the choice not to answer a question. The number of answers for each question is reported in the last column of the tables enumerating the questions. Overall, the median number of responses per question was 129 for RQ1.

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1 The original survey with all questions is available at https://figshare.com/s/fa8c4e11fc9fa4b8f8fcb

2 A promotion entails the selection of a release candidate and subsequent deployment to the correct environment [21].
<table>
<thead>
<tr>
<th>#</th>
<th>Summarized Question</th>
<th>S/M/R</th>
<th># of Resp.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Q1.1</td>
<td>What is your software development methodology?</td>
<td>S</td>
<td>150</td>
</tr>
<tr>
<td>Q1.2</td>
<td>Is the product vision always clear to you? Why? Why not?</td>
<td>S,M</td>
<td>149</td>
</tr>
<tr>
<td>Q1.3</td>
<td>Do you prefer to use a physical board or an electronic one? Why?</td>
<td>S,M</td>
<td>125</td>
</tr>
<tr>
<td>Q1.4</td>
<td>During a sprint why do you add some tasks to the already planned ones?</td>
<td>R</td>
<td>138</td>
</tr>
<tr>
<td>Q1.5</td>
<td>Which is the main topic you address during the sprint retrospective?</td>
<td>S</td>
<td>138</td>
</tr>
<tr>
<td>Q1.6</td>
<td>Which is the average percentage of completed user stories at the end of a sprint?</td>
<td>S</td>
<td>138</td>
</tr>
<tr>
<td>Q1.7</td>
<td>Which Scrum metrics do you usually collect?</td>
<td>M</td>
<td>128</td>
</tr>
<tr>
<td>Q1.8</td>
<td>Which is the main reason why a “done” user story comes back to “in-progress”?</td>
<td>S</td>
<td>130</td>
</tr>
<tr>
<td>Q1.9</td>
<td>Do you consider non-functional requirements as definition of “done” of a user story?</td>
<td>S</td>
<td>130</td>
</tr>
<tr>
<td>Q1.10</td>
<td>Which kind of non-functional requirements do you consider as definition of “done” of a user story?</td>
<td>M</td>
<td>120</td>
</tr>
<tr>
<td>Q1.11</td>
<td>You detect a defect that was previously resolved: how to deal with it?</td>
<td>S</td>
<td>129</td>
</tr>
<tr>
<td>Q1.12</td>
<td>Do you usually schedule refactoring tasks? Why?</td>
<td>S</td>
<td>129</td>
</tr>
<tr>
<td>Q1.13</td>
<td>Which priority do you usually assign to refactoring tasks?</td>
<td>S</td>
<td>128</td>
</tr>
<tr>
<td>Q1.14</td>
<td>How frequently are refactoring tasks included in other tasks?</td>
<td>S</td>
<td>128</td>
</tr>
<tr>
<td>Q1.15</td>
<td>Which is the average percentage of scheduled refactoring tasks that are completed at the end of a sprint?</td>
<td>S</td>
<td>123</td>
</tr>
</tbody>
</table>

**TABLE II**

<table>
<thead>
<tr>
<th>#</th>
<th>Summarized Question</th>
<th>S/M/R</th>
<th># of Resp.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Q2.1</td>
<td>To what extent do you introduce method and class level comments?</td>
<td>S</td>
<td>116</td>
</tr>
<tr>
<td>Q2.2</td>
<td>To what extent do you introduce statement level comments?</td>
<td>S</td>
<td>116</td>
</tr>
<tr>
<td>Q2.3</td>
<td>To what extent do you update code documentation/comments?</td>
<td>S</td>
<td>116</td>
</tr>
<tr>
<td>Q2.4</td>
<td>Do you perform code review? Why?</td>
<td>S,M</td>
<td>116</td>
</tr>
<tr>
<td>Q2.5</td>
<td>How do you usually detect code smells?</td>
<td>M</td>
<td>110</td>
</tr>
<tr>
<td>Q2.6</td>
<td>Which of those problems do you usually detect? (null pointers, interface misuse, memory leaks, unreachable code, unused variables, uninitialized variables)</td>
<td>M</td>
<td>116</td>
</tr>
<tr>
<td>Q2.7</td>
<td>Which of these bad design/implementation choices do you usually detect during code reading? (function having huge size, method with many responsibilities, high module coupling, module exposing its attributes)</td>
<td>M</td>
<td>116</td>
</tr>
<tr>
<td>Q2.8</td>
<td>Which source code metrics do you usually look at?</td>
<td>M</td>
<td>116</td>
</tr>
<tr>
<td>Q2.9</td>
<td>Do you sometimes do poor implementation choices because of near deadline?</td>
<td>S</td>
<td>116</td>
</tr>
<tr>
<td>Q2.10</td>
<td>Do you usually use a tool in order to do code refactoring? Why?</td>
<td>S</td>
<td>116</td>
</tr>
</tbody>
</table>

**TABLE III**

<table>
<thead>
<tr>
<th>#</th>
<th>Summarized Question</th>
<th>S/M/R</th>
<th># of Resp.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Q3.1</td>
<td>Do you use TDD (Test Driven Development)? Why/why not?</td>
<td>S,M</td>
<td>125</td>
</tr>
<tr>
<td>Q3.2</td>
<td>Which percentage of your time do you spend on writing tests?</td>
<td>S</td>
<td>124</td>
</tr>
<tr>
<td>Q3.3</td>
<td>How frequently do you review and (if necessary) update the tests for every change to production code?</td>
<td>S</td>
<td>124</td>
</tr>
<tr>
<td>Q3.4</td>
<td>Do you usually test the code written earlier by others? Why (not)</td>
<td>S,M</td>
<td>124</td>
</tr>
<tr>
<td>Q3.5</td>
<td>Which strategy do you usually use to categorize inputs for each test case?</td>
<td>S</td>
<td>122</td>
</tr>
<tr>
<td>Q3.6</td>
<td>Which information do you need in order to perform Unit Testing?</td>
<td>M</td>
<td>122</td>
</tr>
<tr>
<td>Q3.7</td>
<td>Which information do you need in order to perform Integration Testing?</td>
<td>M</td>
<td>122</td>
</tr>
<tr>
<td>Q3.8</td>
<td>Do you usually automate the generation of the test cases?</td>
<td>S</td>
<td>122</td>
</tr>
<tr>
<td>Q3.9</td>
<td>In which kind of testing do you usually automate the generation of the test cases?</td>
<td>M</td>
<td>21</td>
</tr>
<tr>
<td>Q3.10</td>
<td>Which kinds of testing are executed automatically? Why (not)?</td>
<td>M</td>
<td>120</td>
</tr>
<tr>
<td>Q3.11</td>
<td>Where do you test code?</td>
<td>M</td>
<td>120</td>
</tr>
<tr>
<td>Q3.12</td>
<td>Which percentage of written tests are executed?</td>
<td>S</td>
<td>120</td>
</tr>
<tr>
<td>Q3.13</td>
<td>Do you always run all test cases together? Why?</td>
<td>S</td>
<td>120</td>
</tr>
<tr>
<td>Q3.14</td>
<td>How frequently do tests pass?</td>
<td>S</td>
<td>120</td>
</tr>
<tr>
<td>Q3.15</td>
<td>Which types of code coverage do you measure?</td>
<td>M</td>
<td>107</td>
</tr>
<tr>
<td>Q3.16</td>
<td>Which is the average percentage of code coverage that you usually score during unit testing?</td>
<td>S</td>
<td>103</td>
</tr>
<tr>
<td>Q3.17</td>
<td>How do you deal with low coverage?</td>
<td>S</td>
<td>103</td>
</tr>
<tr>
<td>Q3.18</td>
<td>Which of those test metrics do you find useful?</td>
<td>M</td>
<td>116</td>
</tr>
<tr>
<td>Q3.19</td>
<td>How do you react to a failure?</td>
<td>R</td>
<td>116</td>
</tr>
</tbody>
</table>

**TABLE IV**

<table>
<thead>
<tr>
<th>#</th>
<th>Summarized Question</th>
<th>S/M/R</th>
<th># of Resp.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Q4.1</td>
<td>Promotion policies: what do you do when you are ready to push code on the master branch?</td>
<td>S</td>
<td>112</td>
</tr>
<tr>
<td>Q4.2</td>
<td>How do you deal with failures at building/packaging time?</td>
<td>S</td>
<td>112</td>
</tr>
<tr>
<td>Q4.3</td>
<td>Branching issues: how do you deal with parallel development?</td>
<td>S</td>
<td>112</td>
</tr>
<tr>
<td>Q4.4</td>
<td>When do you usually push your changes?</td>
<td>S</td>
<td>112</td>
</tr>
</tbody>
</table>
questions, 116 for RQ\textsubscript{2}, 120 for RQ\textsubscript{3} and 112 for RQ\textsubscript{4}. Only for one question (Q3.9, dealing with specific aspects of test automation) the number of answers was below 100, i.e., 21. Both the overall return rate and the return rate for the single answers are higher than typical return rates for software engineering surveys conducted in industry, which often range between 10\% and 25\% [22], [23]. The high return rate gives us confidence that our survey accurately reflects the opinion of the sampled developers.

IV. Study Results

In this section, we highlight key results of our study that directly address the research questions from Section III.

A. Respondents’ demographics

Table V and Fig. 3 report demographics information about the study respondents, and namely their age, years of experience, years spent in ING NL, and their main skills (multiple answers were allowed). Most of the respondents are relatively senior both in term of age and development experience (the majority of them has an age between 30 and 50, and over 11 years of experience). The main technological expertise they possess are related to Java or JavaScript programming, and both relational and NoSQL databases.

B. RQ\textsubscript{1}: What are general development practices within the Continuous Delivery pipeline?

Methodology. When we asked about the kind of methodology being adopted in the development process (Q1.1) almost all developers (97\%) mentioned they use on Scrum as development methodology. At the same time, the product vision (Q1.2) is clear to 68\% of the respondents only. One important reason for the lack of clarity is due to frequent changes, which are pretty common in agile development.

Interestingly, while most of the respondents (69\%) prefer to use an electronic Scrum board (Q1.3), there is a quite high percentage (31\%) still preferring a physical Scrum board\textsuperscript{3}. On the one hand, they say that an electronic Scrum board facilitates distributed team work (84\%), and provides automated calculation of sprint progress metrics (59\%). On the other hand, a physical board is always visible in the room (90\%), and improves the team cohesion (64\%).

Sprint Management. Developers declared that, during a sprint, they add some tasks to the already planned ones (Q1.4). As a main reason for that, 60\% of them indicate bug fixing, followed by missing detailed requirements (33\%) and only 7\% mentioned high-level, business requirements missing during the planning.

During the sprint retrospective (Q1.5), i.e., the meeting in which the sprint activities were discussed in order to understand what went well, what went wrong, and how things can be improved for the next sprint, developers mainly discuss and try to harmonize the way they work (88\%). Few responses concern bad implementation (1\%), the product not meeting functional (1\%) or non-functional (1\%) requirements, and other issues (7\%).

Fig. 4 reports the average percentage of completed user stories at the end of a sprint (Q1.6). In most cases, respondents agree that no less than 80\% of user stories are completed. Other than dealing with functional requirements, user story completion concerns with dealing with different kinds of non-functional requirements, where developers consider as high priority requirements security (89\%), reliability (86\%) and maintainability (82\%). The main monitoring mechanisms for the sprint progress (Q1.7) are the sprint burn-down (60\%, tracking the sprint completion), and the velocity, i.e., the number of story points [24, page 87] per hour (58\%). A small percentage of respondents consider the number of defects postponed (3\%), or the technical debt occurred (7\%) as important indicators which are able to influence the completeness of a user story.

\textsuperscript{3}https://en.wikipedia.org/wiki/Scruban\#/media/File:Simple-kanban-board.jpg
In some cases, a completed user story may be rolled back to “in-progress” (Q1.8), but mainly because developers realize that functional (34%) or non-functional (25%) requirements are not completely implemented. Only in 22% of the cases does this occur because of changes in users’ expectations. Seven respondents (5%) explicitly specified that in case they realize changes in requirements, e.g., because of changed users’ expectations – they rather open a new user story than reopening a previously closed one. One respondent even clarified that a “done” user story should be considered to be in production already, and therefore should not be reopened again.

When a previously resolved defect occurs again (Q1.11), 52% of the respondents indicate that they open a new issue anyway. This can either indicate a careful approach in which developers try to keep the new occurrence of the defect separated from the previous one.

**Refactoring activities.** When we asked about refactoring tasks (Q1.12), 64% of respondents indicated that refactoring is usually properly scheduled. The main reasons for refactoring include improving program comprehension (87%), allow making changes easier (77%), and help to find bugs (24%). Those who not schedule refactoring tasks, they do it either because they are too time consuming and take effort away from feature implementation tasks (27%), or because they do not clearly perceive refactoring advantages (9%). A large proportion of respondents (64%) indicate other reasons. For example, they mentioned that “refactoring is just performed as it pops up”, that they “naturally consider refactoring as part of other development tasks”, or that “code should be made maintainable right away”. Also, some respondents indicated planning reasons, i.e., part of the user story effort calculation. Last, but not least, someone indicates that all depends on the size of the refactoring activity to be performed is, i.e., small refactorings are performed together with development, whereas larger ones are kept separate.

When being scheduled (Q1.13), refactoring tasks often have a medium priority (70%) than other tasks, with 9% assigning a high priority and 23% a low priority. Indeed, 42% of respondents indicate that more than 80% of the planned refactorings within a sprint are actually completed (Q1.15).

Differently from what Fowler reported [25], refactoring tasks are often performed together with other tasks, as shown in Fig. 5 (Q1.14). Only 5% of respondents declare that they clearly separate refactoring from other tasks.

C. **RQ2: What are the practices adopted to manage technical debt?**

**Source code comments.** The first block of questions we asked about managing technical debt concerned the way and the extent to which developers comment source code. Respondents said they almost always (23%), often (34%), and sometimes (24%) introduce class-level and method-level comments (Q2.1). Instead, as expected only 3% and 15% of the respondents introduce statement-level comments always and often, respectively (Q2.2). Still, 38% of the respondents introduce them sometimes.

In line with the CD process, and with the aim of preserving program understanding, 79% of the respondents’ update comments immediately when changing the source code, while 13% postpone such changes to a specific phase aimed at producing/updating documentation (Q2.3).

**Code reviews.** Code review (Q2.4) is adopted by almost the whole set of respondents (95%) and, as shown in Fig. 6, the obvious purposes are detecting bad smells (90%) and finding defects (81%). However, code review is also used a lot to share code knowledge (85%), or to find alternative ways for implementing a feature (75%). These results are partially in line with the observations on the code review process at Microsoft [26] and on open-source projects [27]. At Microsoft, finding defects was the most important motivation, followed by code improvement and finding alternative solutions, while sharing code ownership was only ranked seventh.

**Analysis of bad code smells.** Respondents indicate (Q2.5) that code reviews are the premier way for detecting code smells (92%), while 63% of the respondents also use static analysis tools⁴. The main problems detected (Q2.6) either by means of automated or manual code review are reported in Fig. 7 (a): the majority indicated as main problems detected unused (78%) or uninitialized (62%) variables, null pointers⁵

⁴Due to confidentiality reasons, we cannot disclose the list of tools being used.
⁵Including null references in languages not directly using pointers, e.g., Java.
developers collect a series of metrics to monitor source code quality (Q2.8). The main metrics used are reported in Fig. 8. Surprisingly, the most important metric is the amount of duplicated code (78%) which traditionally is considered as a kind of bad smell too. Other than that, the cyclomatic complexity (69%, again, indicator of some code smells such as Complex Method) and number of function parameters (51%, indicator of Long Parameter List bad smell). Only 44% of respondents mention LOC.

D. RQ3: What are the testing practices adopted within the Continuous Delivery pipeline?

Test-Driven Development (TDD) and Testing in general. TDD is the practice of “driving development with tests” [35]. As reported in Fig. 9, 34% of the respondents say they always use TDD (Q3.1), 33% answered they use TDD for certain kinds of (sub) systems, and 12% use it when time pressure allows. 22% do not use TDD at all. Respondents reported to adhere to a TDD style when they can create or have existing unit (96%), integration (53%), acceptance (25%), or performance (15%) tests for the functionality they are about to implement. Reasons for not using TDD are mainly related to TDD not being directly applicable for many types of code changes, e.g., when developing graphical user interfaces (59%), which triggers the need for other kinds of tools, such as capture-replay tools. Another important reason was TDD’s time consuming nature (33%).

Regarding testing in general, 47% of the respondents allo-
A factor that highlights the cost of testing and that TDD may indeed be followed is the answering to the question of continuous updating of test suites for every change (which is in line with the idea of CI). Most of the respondents claim they almost always (58%) or often (28%) update tests when changing production code (if necessary).

**Testing strategies and criteria.** We found that developers make use of specific testing strategies such as black box testing relatively seldom (Q3.5). 52% of the respondents say they do not use any strategy. As regard black box testing, only 20% and 19% use equivalence class testing and category partitioning [38] criteria respectively. Regarding white box testing, the main criteria being used (Q3.15) are statement coverage (94%), branch coverage (84%), multiple condition coverage (68%), and in some cases path coverage (42%). Most of the respondents picked multiple options indicating that depending on the feature under test, they choose whichever strategy is most suitable.

Overall, about statement coverage (Q3.12), 84% of the respondents indicated they try to achieve a coverage level of at least 80%. Other than that, as it is shown in Fig. 10, developers rely on a number of different metrics, mostly the number of failed/passed/block test cases (77%) but, for example, also related on how well test cases cover user stories (27%).

For unit testing purposes, test cases are often written using (Q3.6) requirements for black box testing (78% of respondents) and source code for white box testing (80%). Only 24% of respondents rely on models. As for integration testing (Q3.7), code is less used (43%) while developers mainly rely on module interfaces (66%).

### E. RQ4: How is Continuous Integration performed?

The first question we asked (Q4.1) was about the use of testing in private builds before opening a pull request. As one can expect, results indicate how the use of CI changes the promotion management policies one may adopt. While in principle [39] one can be tempted to promote code as long as it compiles, with CI developers are encouraged to perform some tests (e.g., unit testing) in the private builds. Indeed, 97% of the respondents indicated they actually do it, while only 3% let the CI perform all tests when builds are performed.

In case of build breaking changes (Q4.2), 96% of the developers confirmed that they interrupt their implementation activities and focus on fixing the build.

To minimize conflicts, the majority of respondents (62%) create a feature branch and merge it later in the master branch, even if only 22% of them perform a daily merge (Q4.3). Regarding the frequency of pushing changes in the master branch (Q4.4) results indicate that 60% of developers push changes whenever a small piece of a task is completed, while 30% do it only when a whole task is completed. Only few respondents (10%) push changes more than one time in a week.

### V. Threats to Validity

Threats to **construct validity** concern the relationship between theory and observation. In a survey, such threats may mainly occur because respondents could possibly interpret a question in a different way than it has been conceived, possibly producing misleading results. For example, when answering to Q3.1, and as explained in Section IV-D, it is possible that developers believe they are applying TDD, while this is not the case. Whenever possible, the quantitative findings obtained with the survey were confirmed by the observations made by one of the authors, who observed the ING NL development process for three months. Possibly, the most suitable way of complementing the survey would have been a follow-up live interview or a longitudinal study, which is plan for future work.

Threats to **internal validity** concern with factors that could have influenced our results. One such factor could be the evaluation apprehension [40]. For example, answers to Q2.9 indicated that deadline pressure is not a major cause for poor
implementation choices. Another threat is related to the survey return rate. We have shown that the overall return rate is quite high (85%), and generally higher than other surveys conducted in the area of software engineering.

Threats to external validity concern the generalization of our findings. The obtained findings are clearly and intendedly confined to the specific case of ING NL, and may or may not generalize to other organizations, even within the same domain. In some cases, e.g., for the use of code reviews, we have shown how our results confirm what seen in other organizations [26].

VI. RELATED WORK

In recent years, researchers have conducted different studies on the adoption of CI and CD in industry and open source.

Experience reports. Laukkonen et al. [41] interviewed 27 developers at Ericsson R&D to understand their perception of CI. They observed that developers face many technical and social challenges when adopting CI, such as the test infrastructure. An industrial experience report from Kim et al. [42] details a CI setup at the package level, rather than at source code line level, hence increasing the responsibility of package maintainers. Ståhl and Bosh [11] conducted a literature review on CI practices and found that different software development projects use different CI implementations because of several contextual factors such as size, longevity, budget, competences, organizational structure, or geographical distribution. This suggests that contradicting elements in the results of our survey when compared to other studies can possibly be explain by variations in context.

Build failures. A challenge in CI is dealing with build failures, which might negatively impact developers’ productivity. Thus, researchers have investigated the most common causes of these failures. For example, Miller [8] at Microsoft reported that, for the Service Factory system, build failures are mainly due to compilation failures, failing tests, static analysis tool issues, and server failures. Seo et al. [43] at Google found that most failures are due to dependency-related issues between software components. In contrast, Beller et al. [5] analyzed build failures due to test executions. In particular, they found that testing is an important part in CI and it is also the most frequent reason for build failures.

Benefits of CI practices. Other researchers have investigated the effect of CI on code quality and developers' productivity. For example, Miller [8] reported that for the Service Factory system the CI cost was about 40% of the cost of an alternative (non-CI) process achieving the same level of quality. Deshpande and Riehle [44] analyzed commit data from open source projects and found that, differently from industrial development, in open source the adoption of CI has not yet influenced development and integration practices. However, Vasilescu et al. [45] mined GitHub projects and found that CI makes teams more productive and improves the likelihood of pull request mergers, without sacrificing the projects' quality.

Tools and techniques. Brandtner et al. [46] focus on improving common CI practices, in particular, they developed a platform that dynamically integrated data from various CI-tools and tailors the information for developers. In other work, Brandtner et al. [47] propose a rule-based approach to automatically profile stakeholders based on their activities in version control systems and issue tracking platforms. platform, namely SQA-Mashup, which dynamically integrates data from various CI-tools and tailors the information for developers. Elbaum et al. [48] presented regression test selection techniques to make continuous integration processes more cost-effective.

While the studies described above focused on CD experience itself or introducing new tools and techniques, our survey conducted in ING NL focuses more on the development practices within the CD pipeline, with a particular emphasis on how DevOps engineers manage technical debt and perform testing.

VII. CONCLUSIONS

This paper reported results of a survey – conducted with 152 developers of a large financial organization (ING Netherlands) – about their use of Continuous Delivery. The survey featured questions about (i) the development process and task management, (ii) managing technical debt, (iii) testing, and (iv) Continuous Integration activities. The main findings of the survey suggest that:

- While refactoring is properly scheduled, contrarily to both common wisdom and to Fowler stated [25], it is often performed together with other development activities, as it is considered as part of a user story effort, and this prevents to release poorly maintainable source code.
- Respondents tend to “self-admit” technical debt when writing source code, in order to be able to fix it when possible. Instead, they reject the hypothesis that such smells are introduced because of deadline pressure. Then, they use both code reviews and automated tools to identify and refactor code smells.
- The majority of developers mention they use TDD, although we do not know whether they are strictly applying TDD. At the same time, quality assurance in the form of (manual) testing requires a significant portion of the allocated time for a sprint.
- The use of a Continuous Integration infrastructure encourages developers to test their changes using private builds, and to give very high priority to fix build breakages.

In conclusion, our survey-based study shows how practices such as TDD or the identification and refactoring of bad smells (with the help of automated tools) are put in practice in a large organization as ING NL, sometimes confirming common beliefs, sometimes contradicting them. This study requires replications in other organizations, and needs to be complemented with other studies, e.g., case studies, controlled experiments and longitudinal field studies, in which developers’ activities can be closely observed to have a better understanding of their behavior when working within a CD pipeline.
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