

Teardown

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Discussion

Teardown is the controlled process of deactivating, detaching, removing, or releasing resources and services created or managed for a defined [Deployment](#).

The process may stop services, remove compute instances, release networking and storage resources, revoke temporary credentials, remove provider registrations, preserve required records, and verify that no unintended resources remain.

Teardown forms part of lifecycle management and may apply to development, test, staging, production, recovery, or temporary environments.

Within Crucible, Teardown uses the deployment information and provider mechanisms associated with the selected [Infrastructure Baseline](#) and [Deployment Platform](#).

Definition

controlled process of deactivating, detaching, removing, or releasing resources and services created or managed for a defined deployment

Source

Generalized from infrastructure automation, cloud-resource management, testing, deployment lifecycle, and configuration-management usage and specialized for the Crucible architecture and operational model.

Note

Teardown does not necessarily delete every artefact associated with a Deployment. Applicable retention, audit, evidence, backup, and records-management requirements may require preservation of selected information.

A successful Teardown verifies that the process removed or released the intended resources and did not leave unintended billable, accessible, or unmanaged resources.

Example

After completing a Kubernetes demonstration, Crucible removes the compute instances, load balancer, network resources, and temporary storage, then verifies that the provider reports no remaining billable deployment resources.

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https://wiki.didosolutions.com/dido/99_annexes/annex-b-terms-and-definitions/t/teardown?rev=1783970833

Last update: **2026/07/13 12:27**

