

Module 10:

Azure App Service -

Azure Functions (Serverless)



What is Azure Functions?



Azure Functions

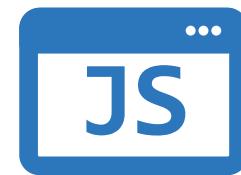
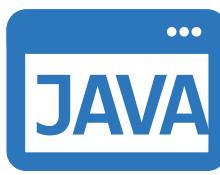
- Azure Functions is a solution for easily running small pieces of code, or "functions," in the cloud.
- write just the code you need for the problem at hand, without worrying about a whole application or the infrastructure to run it.
- Functions can make development even more productive

What can Azure Functions do?

- Run code based on HTTP requests
- Schedule code to run at predefined times
- Process new and modified:
 - Azure Cosmos DB documents
 - Azure Storage blobs
 - Azure Queue storage messages
- Respond to Azure Event Grid events by using subscriptions and filters
- Respond to high volumes of Azure Event Hubs events
- Respond to Azure Service Bus queue and topic messages

Azure Functions

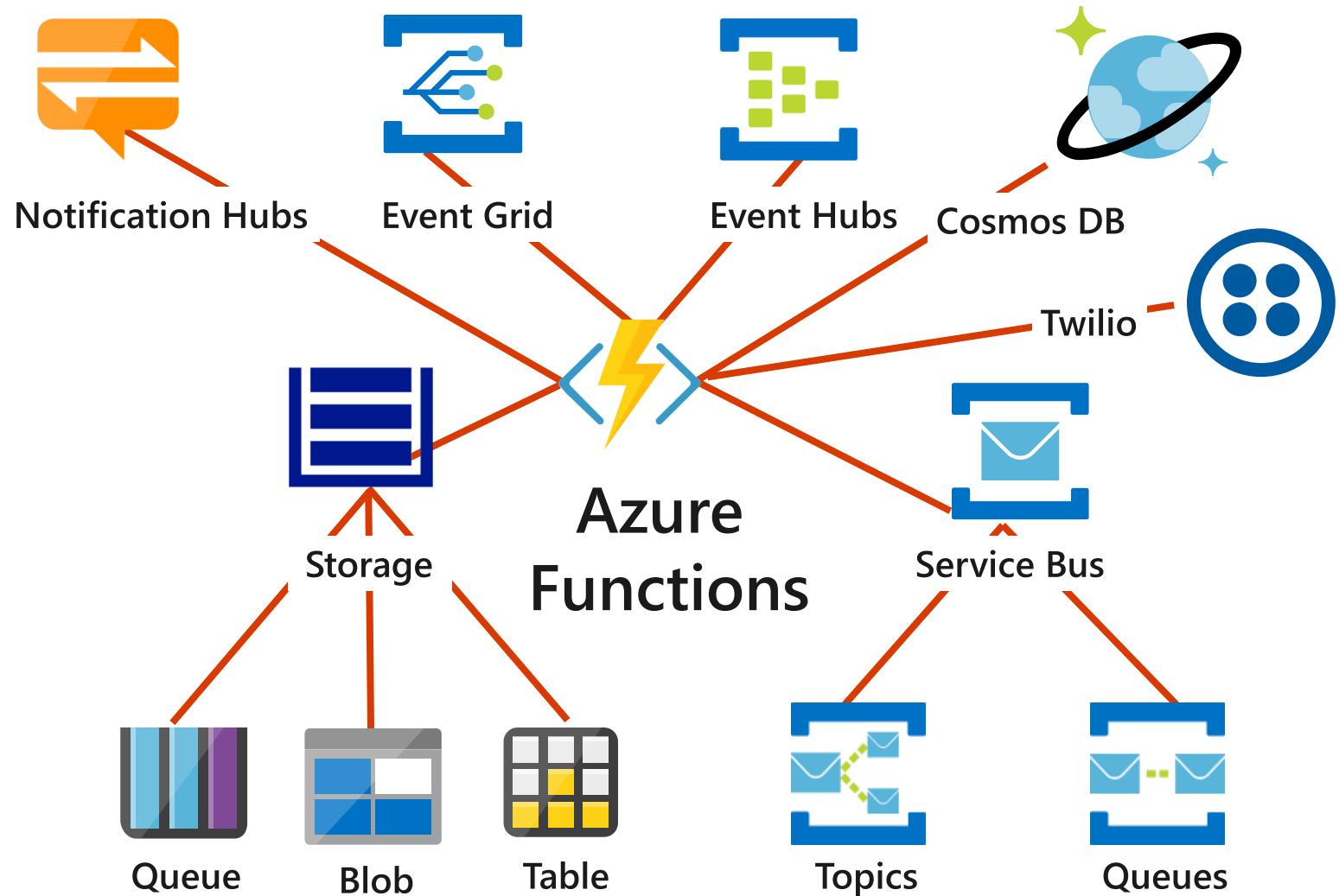
- Solution for running small pieces of code, or "functions," in the cloud:
 - Write only code that is relevant to business logic
 - Removes the necessity to write "plumbing" code to connect or host application components
- Build on open-source WebJobs code
- Supports a wide variety of programming languages, for instance:



- Even supports scripting languages, such as:



Function integrations



Choosing the best code editor

Editor	Languages	Features	Platform
Azure Portal	C# / F# (script), Node.JS	Browser-based; host compiler; automatic dependencies mgmt	Any
Visual Studio Code	C# / F# (class library), Node.JS, Java	Lightweight; tons of extensions; local debugging	Any
Visual Studio	C# / F# (class library)	Remote debugging; cloud explorer; rich project types	Windows
IntelliJ	Java	Refactoring; Smart Completion; Maven integration	Any
Note taking file editor + Functions Core Tools	C# / F# (class library), Node.JS	Minimalism; traditional-style	Any

Simplify your code with triggers and bindings

- a. **Triggers** – Event source that starts the function. One per function

b. **Bindings**

- **Input** – Data that is pulled **in** at the start of an execution. Can have multiple
- **Output** – Data that is pushed **out** after an execution. Can have multiple

Popular Triggers and Bindings

HTTP

Storage Queues

Cosmos DB

Event Hubs

Blob Storage

Service Bus Queues/Topics

Event Grid

Microsoft Graph

And more...

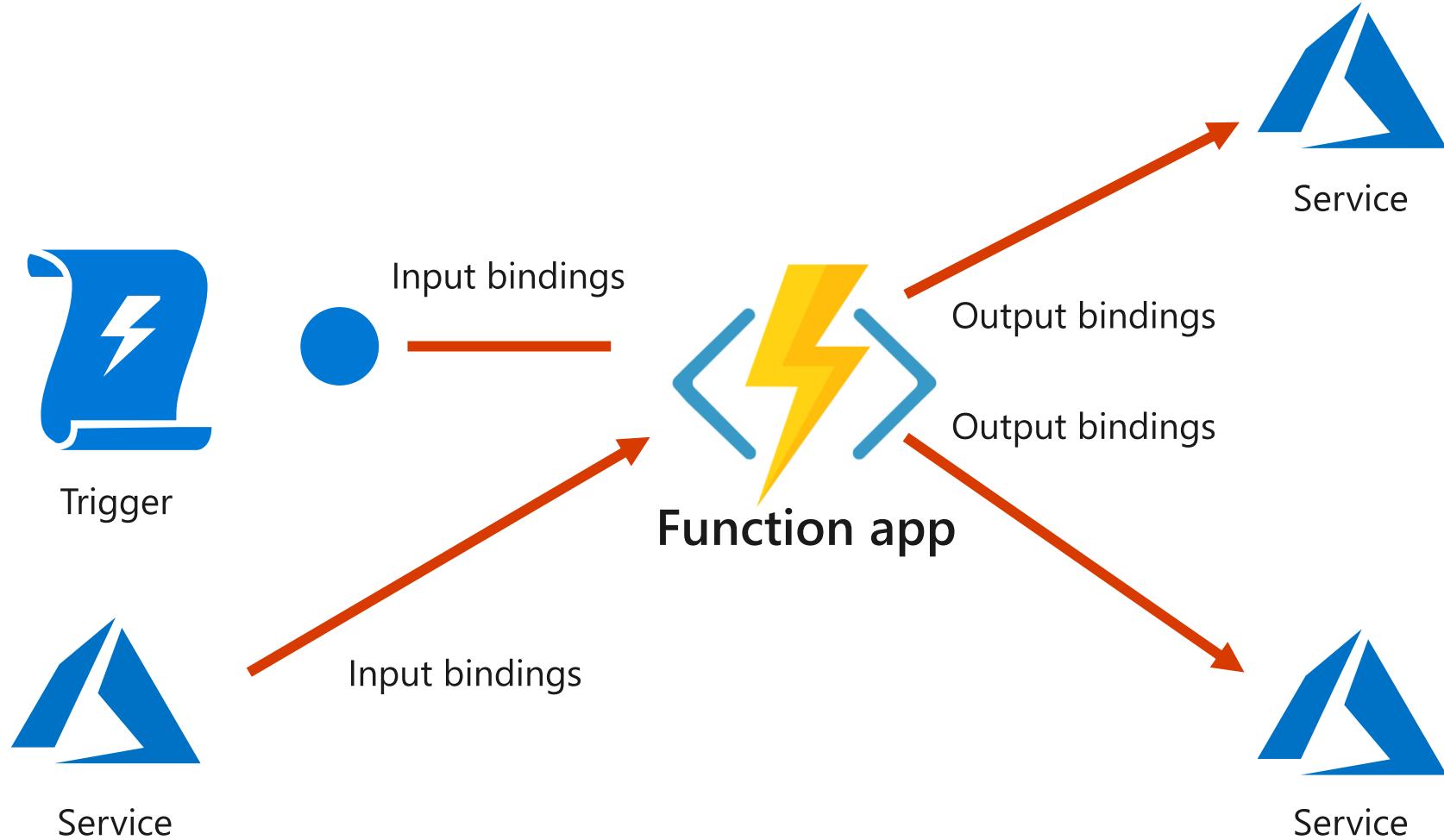
Triggers



Trigger types

- Triggers based on Azure services:
 - Cosmos DB
 - Blob and queues
 - Service Bus
 - Event Hub
- Triggers based on common scenarios:
 - HTTP request
 - Scheduled timer
- Triggers based on third-party services:
 - GitHub
- And more...

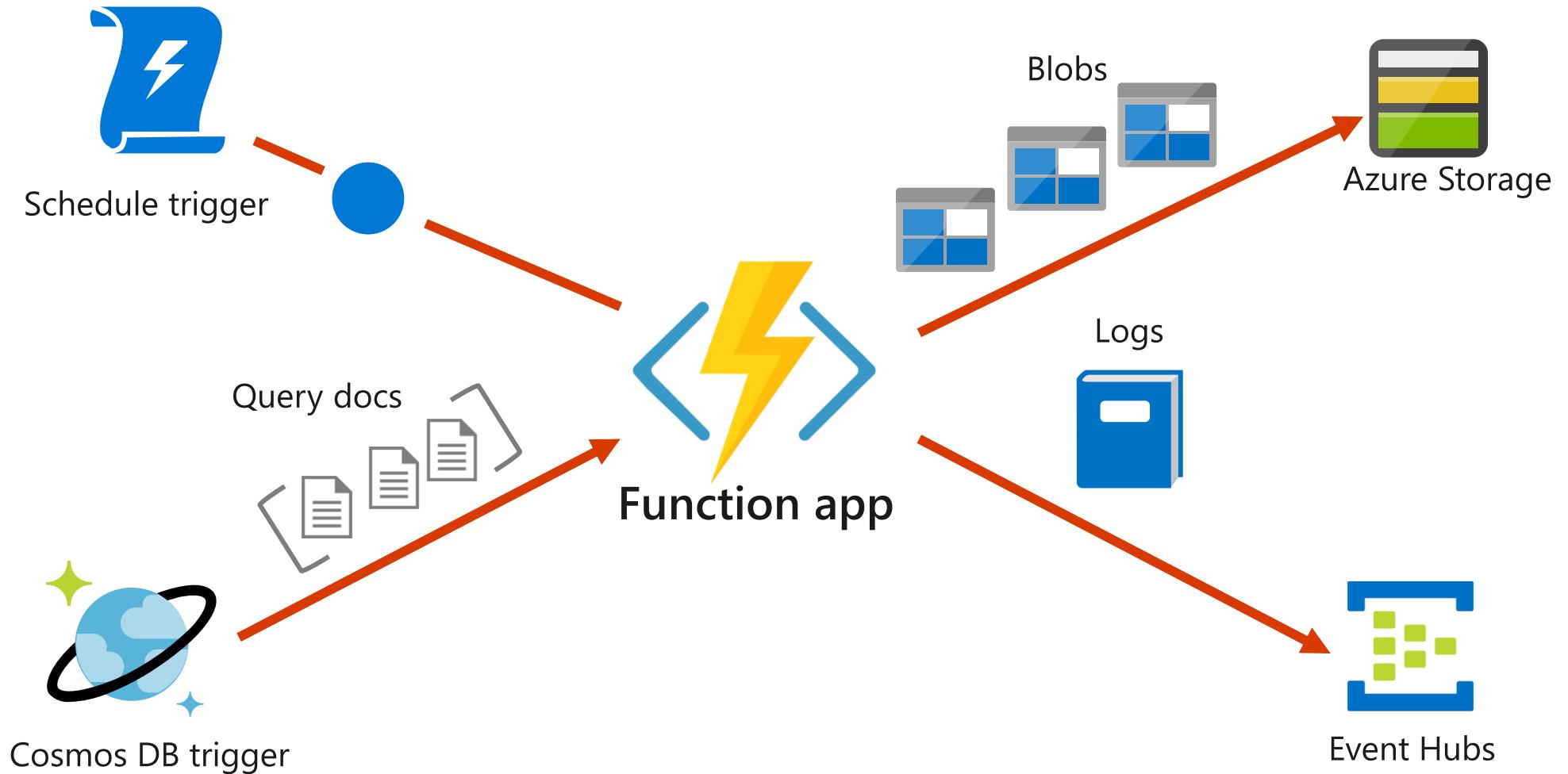
Input and Output Bindings



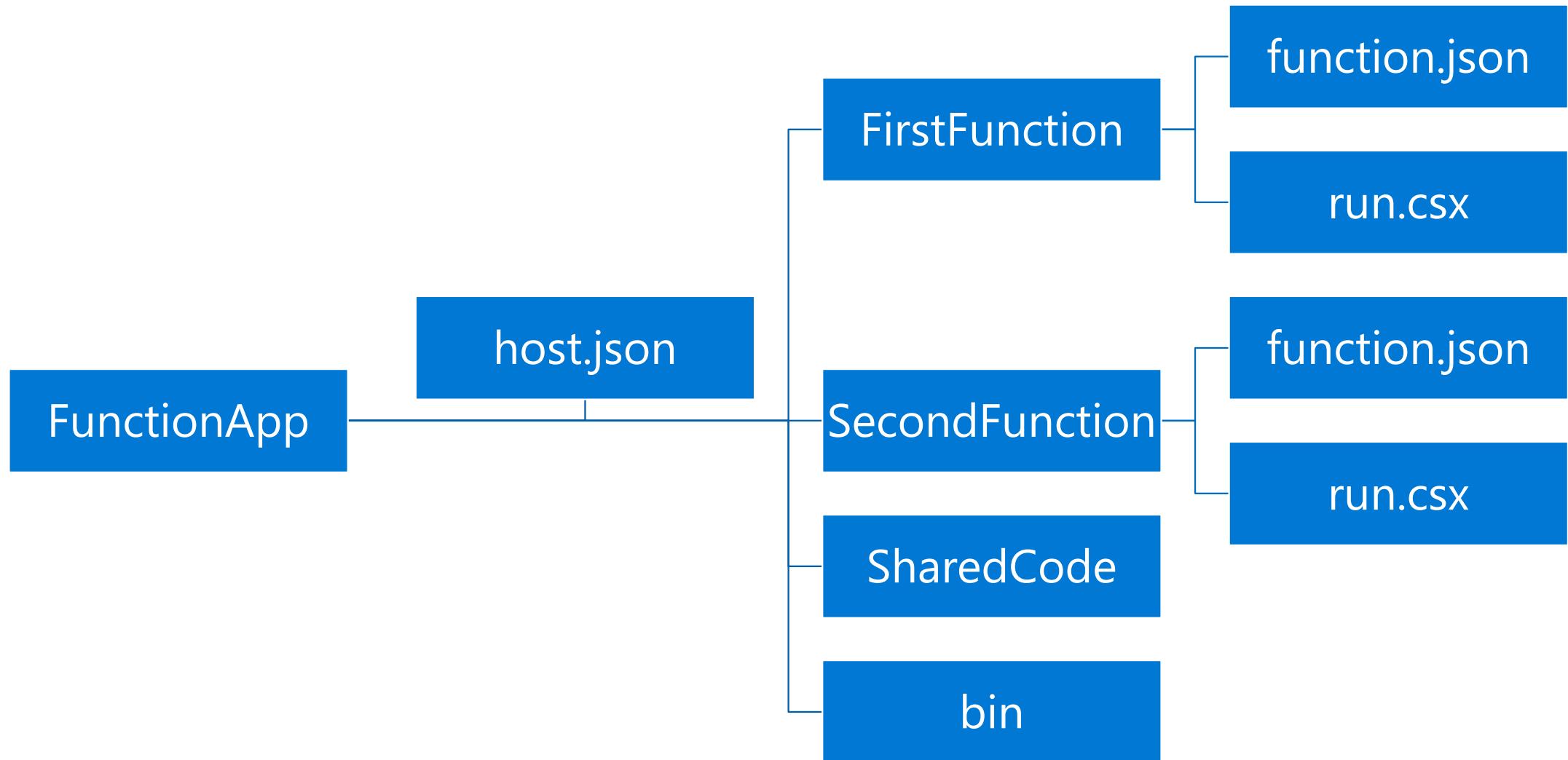
Bindings

- Declarative way to connect to data from your code:
 - Connect to services without writing plumbing code
 - Service credentials are not stored in code
 - Bindings are optional
- Function can have multiple input and output bindings
- Output bindings can send data to Azure services such as:
 - Storage
 - Azure Cosmos DB
 - Service Bus

Trigger and Bindings example



Function folder structure



Function Hosting Plan

App Service Plan

Select amount of resources (App Service Plan size)

Pre-determined pricing

You determine scaling (metric & threshold)

“Traditional” App Service Plan

Consumption Plan

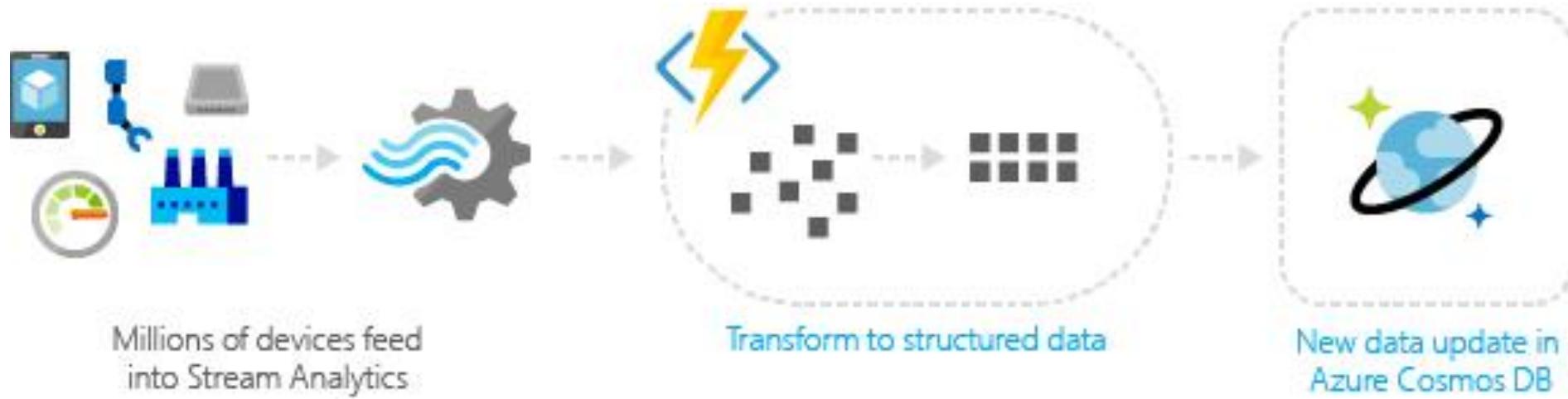
Pay for what you use

Platform determines scaling

“Dynamic” Plan - Serverless

Examples of serverless applications

- IoT back end

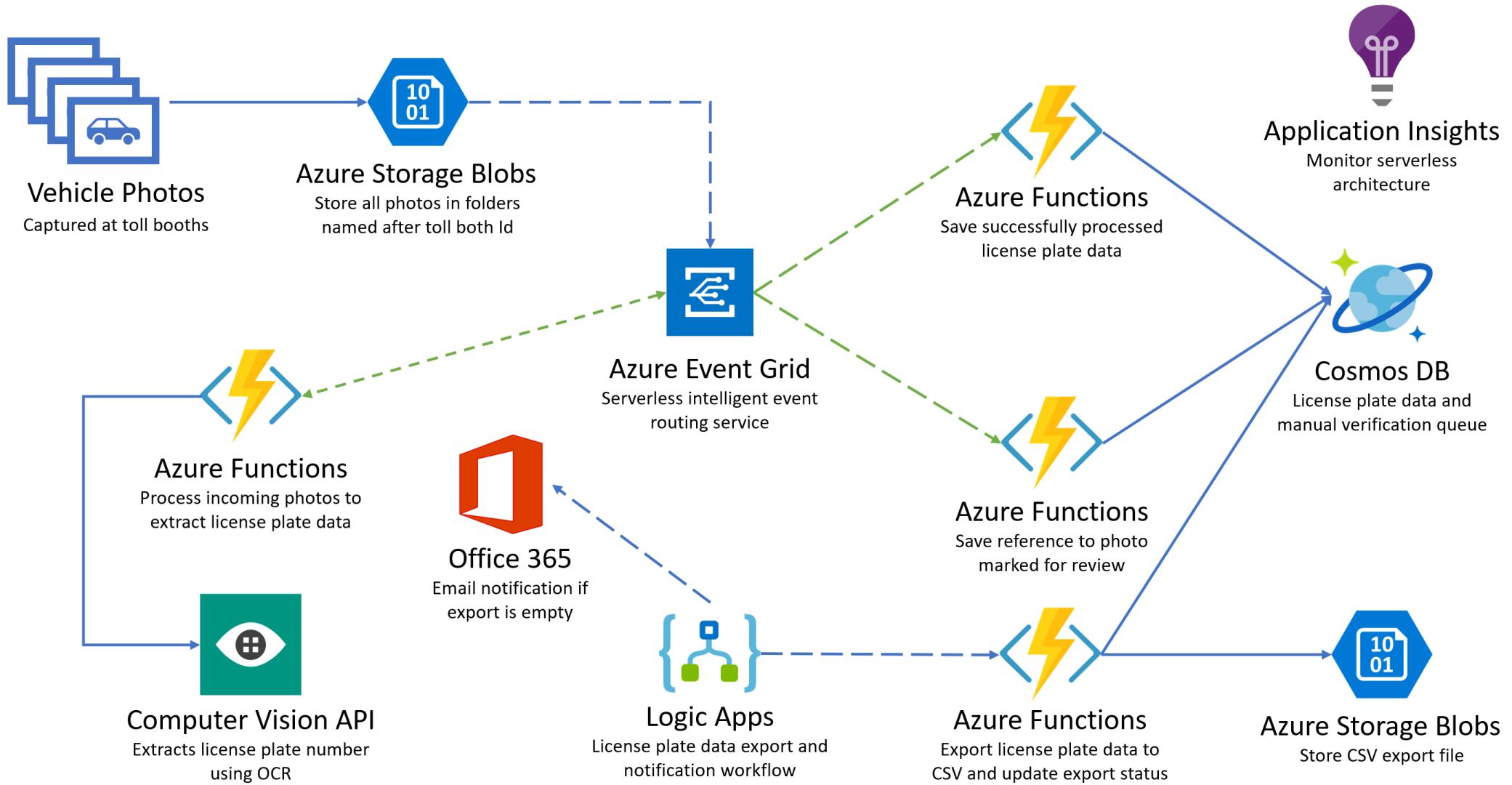


Examples of serverless applications

- Mobile back end



Preferred solution



Azure Functions in Visual Studio Code

- Use the Azure Functions extension for Visual Studio Code to:
 - Build and run functions locally
 - Publish functions to Azure
 - Build C# pre-compiled class libraries
 - Build C# scripts by adjusting the extension settings
- Use the many built-in features and extensions for Visual Studio Code to make development easier

Azure Functions in Visual Studio

- Visual Studio project type:
 - Develop, test, and deploy C# functions to Azure
 - Requires an **Azure development** workload installation
- Use WebJobs attributes to configure functions in C#
- Precompile C# functions:
 - Better cold-start performance

Function code

```
using System;
using Microsoft.Azure.WebJobs;
using Microsoft.Azure.WebJobs.Host;

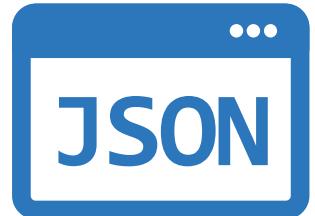
namespace FunctionApp1
{
    public static class Function1
    {
        [FunctionName("QueueTriggerCSharp")]
        public static void Run([QueueTrigger("myqueue-items", Connection =
"QueueStorage")]string myQueueItem, TraceWriter log)
        {
            log.Info($"C# Queue trigger function processed: {myQueueItem}");
        }
    }
}
```



Binding configuration

```
{  
  "bindings": [  
    {  
      "name": "order",  
      "type": "queueTrigger",  
      "direction": "in",  
      "queueName": "myqueue-items",  
      "connection": "MY_STORAGE_ACCT_APP_SETTING"  
    },  
    {  
      "name": "$return",  
      "type": "table",  
      "direction": "out",  
      "tableName": "outTable",  
      "connection": "MY_TABLE_STORAGE_ACCT_APP_SETTING"  
    }  
  ]  
}
```

Name of
input
parameter



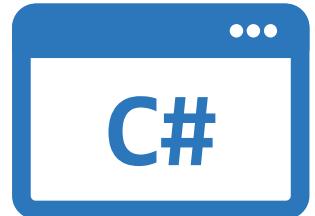
Binding-based code

```
#r "Newtonsoft.Json"

using Microsoft.Extensions.Logging;
using Newtonsoft.Json.Linq;

public static Person Run(JObject order, ILogger log)
{
    return new Person() {
        PartitionKey = "Orders",
        RowKey = Guid.NewGuid().ToString(),
        Name = order["Name"].ToString(),
        MobileNumber = order["MobileNumber"].ToString()
    };
}
```

Name of
input
parameter



Lab

