



Johnny Hooyberghs

**Hands-On building Cloud Native .NET applications
using Microsoft Orleans and Azure**

Here's Johnny!



 Johnny Hooyberghs

 @djohnnieke

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- Passionate Developer
- Principal Software Consultant/Architect (.NET)
- Microsoft MVP, Developer Technologies
- Operational Manager at Involved



killer (djohnnie)

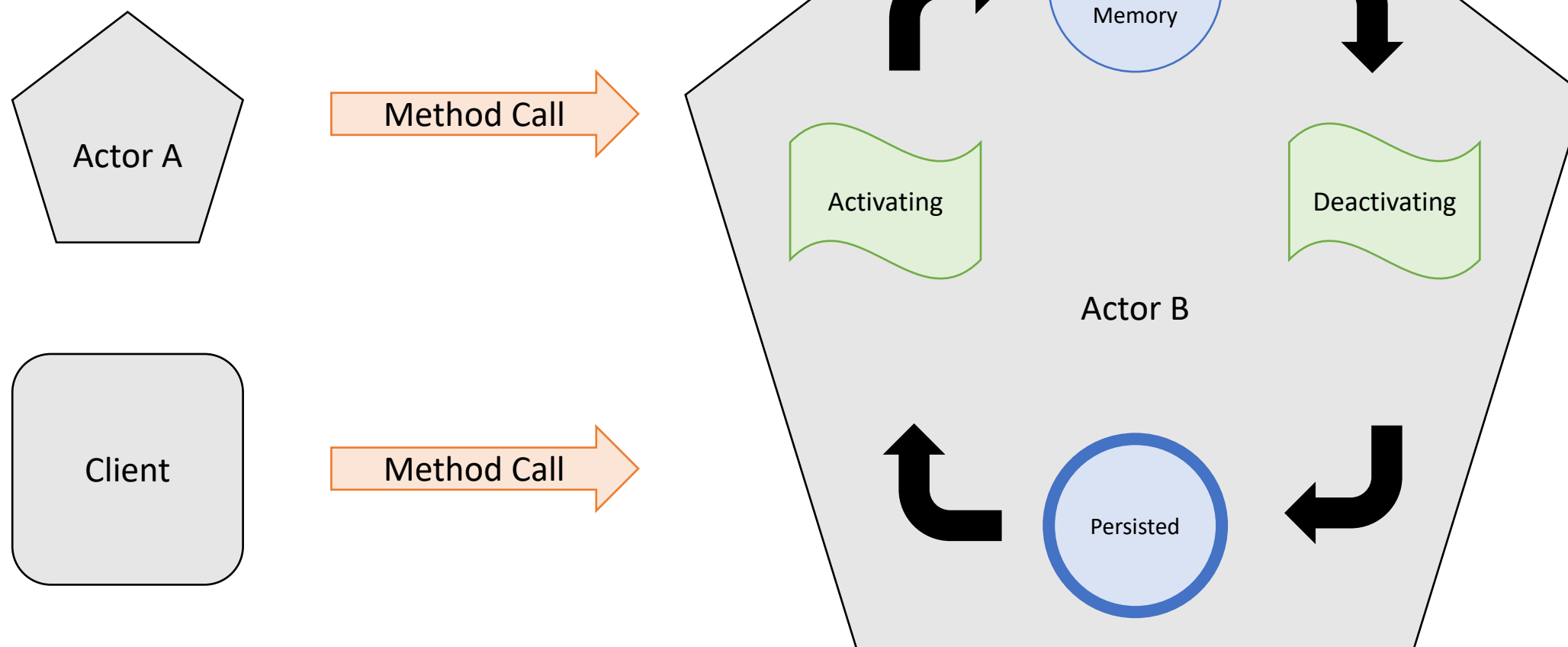
geert (geert)

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CSharpWars


```
var step = LoadFromMemory<Int32>("STEP");  
if( step % 3 == 0 )  
{  
    TurnLeft();  
}  
else  
{  
    WalkForward();  
}  
step++;  
StoreInMemory<Int32>("STEP", step);
```

Virtual Actor Model

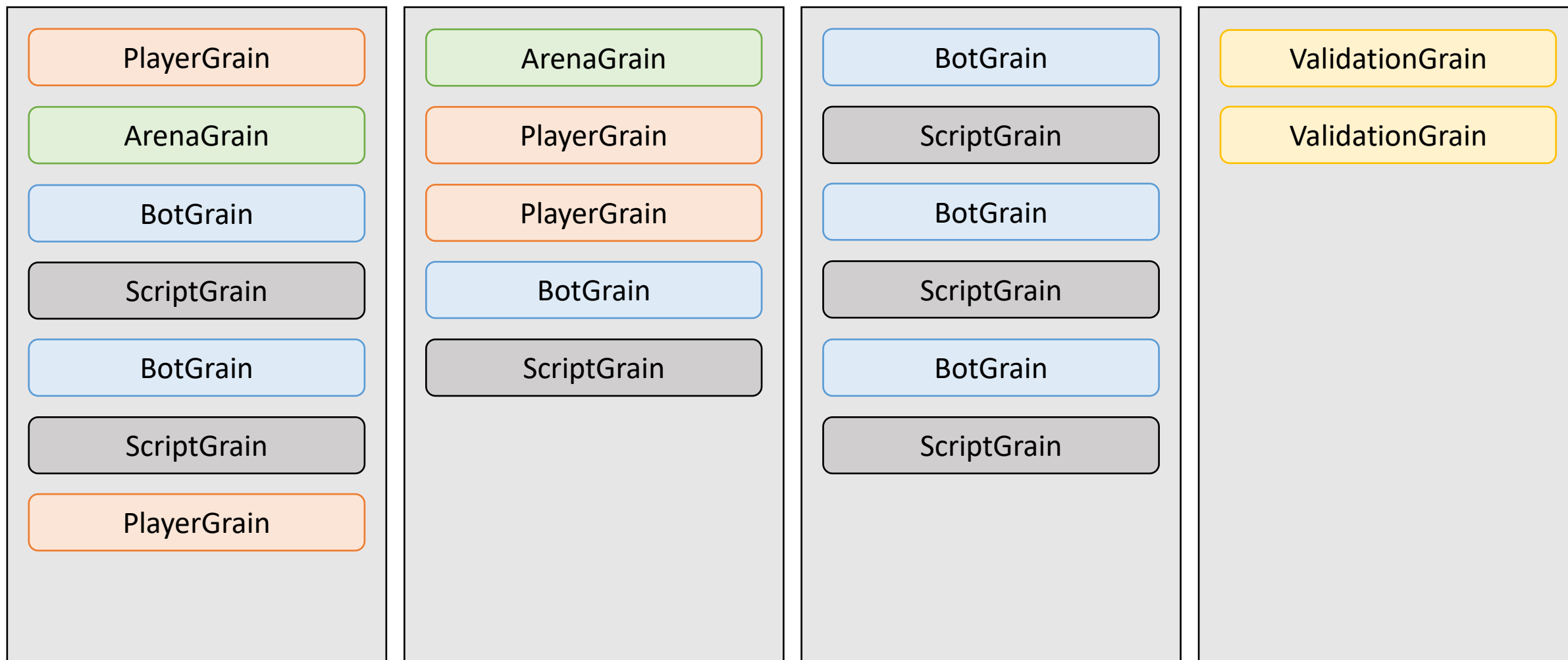


Grains

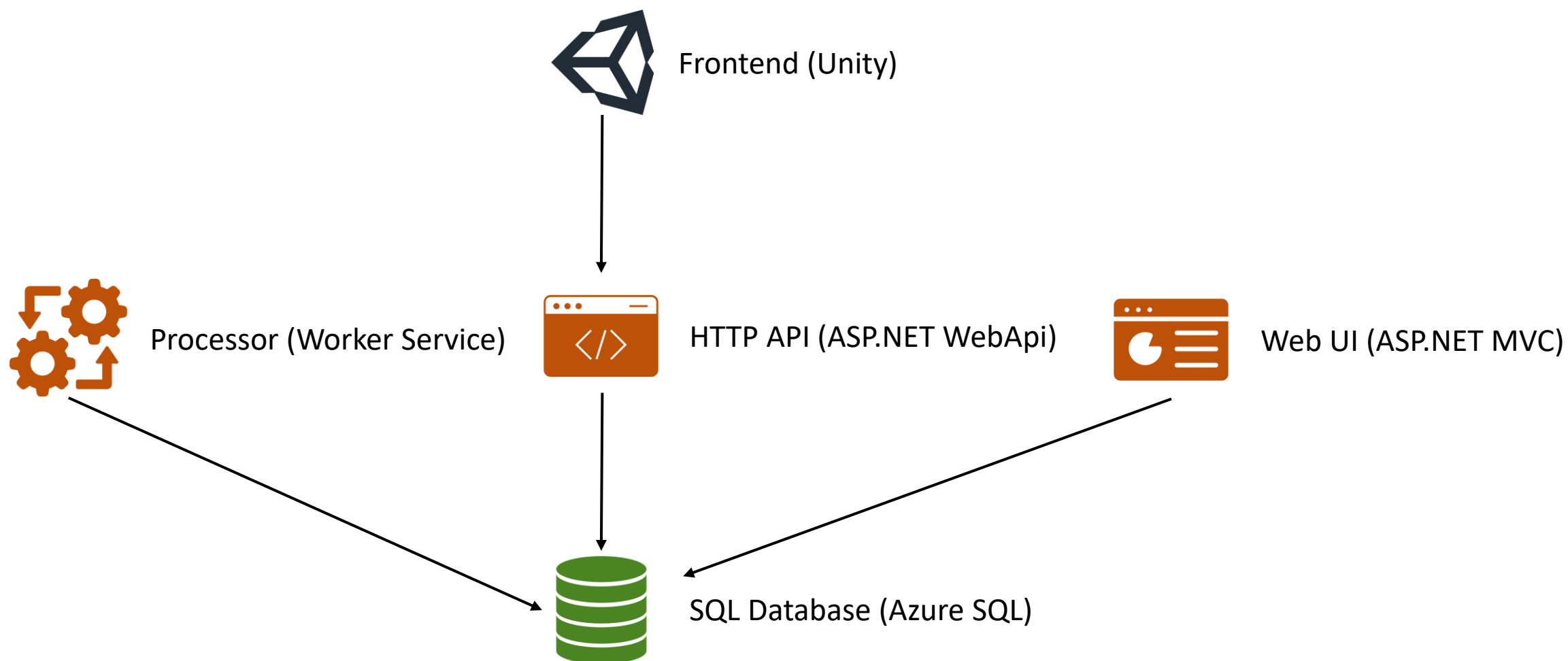
(Player)Grain = ^{player/djohnnie}
identity + behavior ^{In-Memory or persisted}
[+ state]

PlayerGrain : Grain, IPlayerGrain

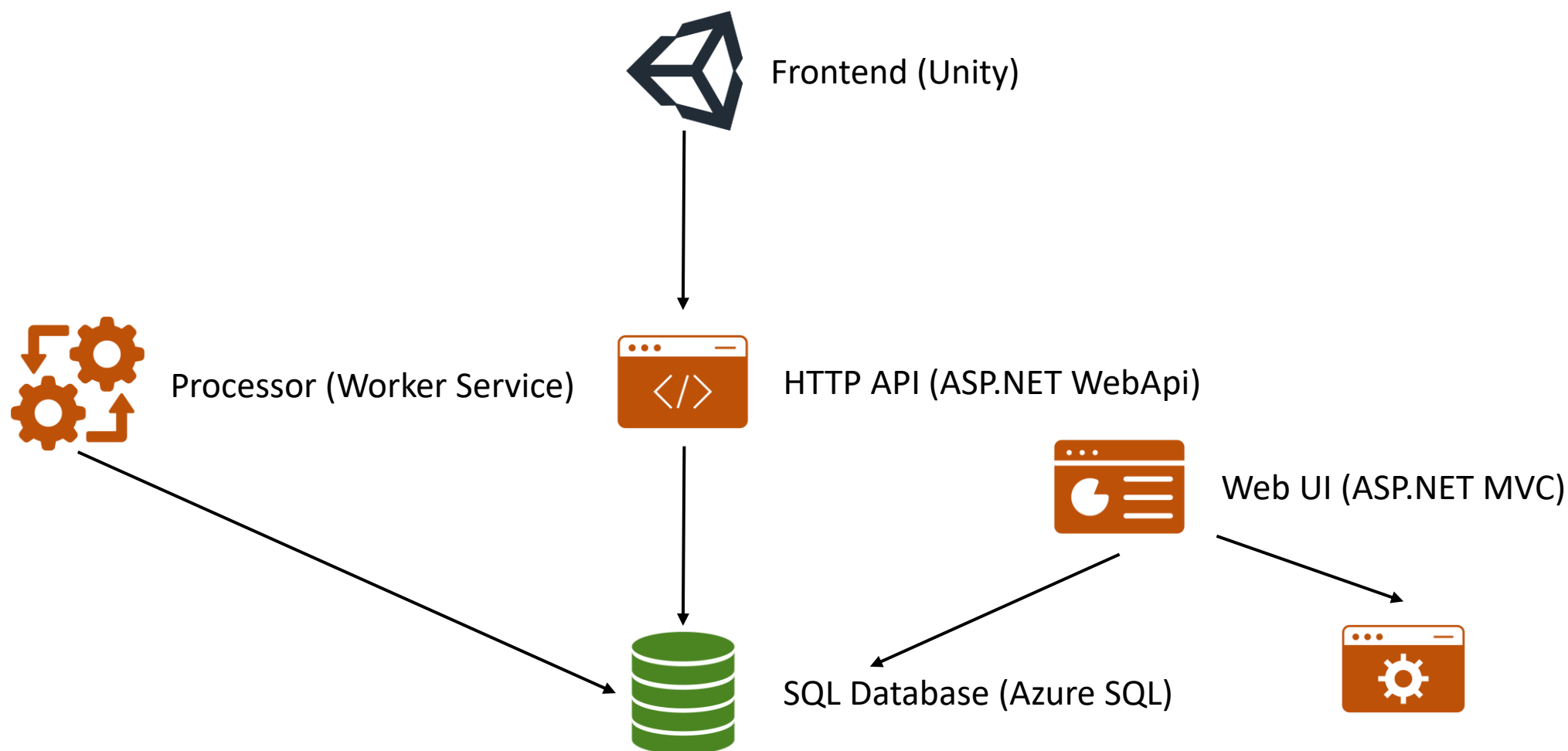
Silos



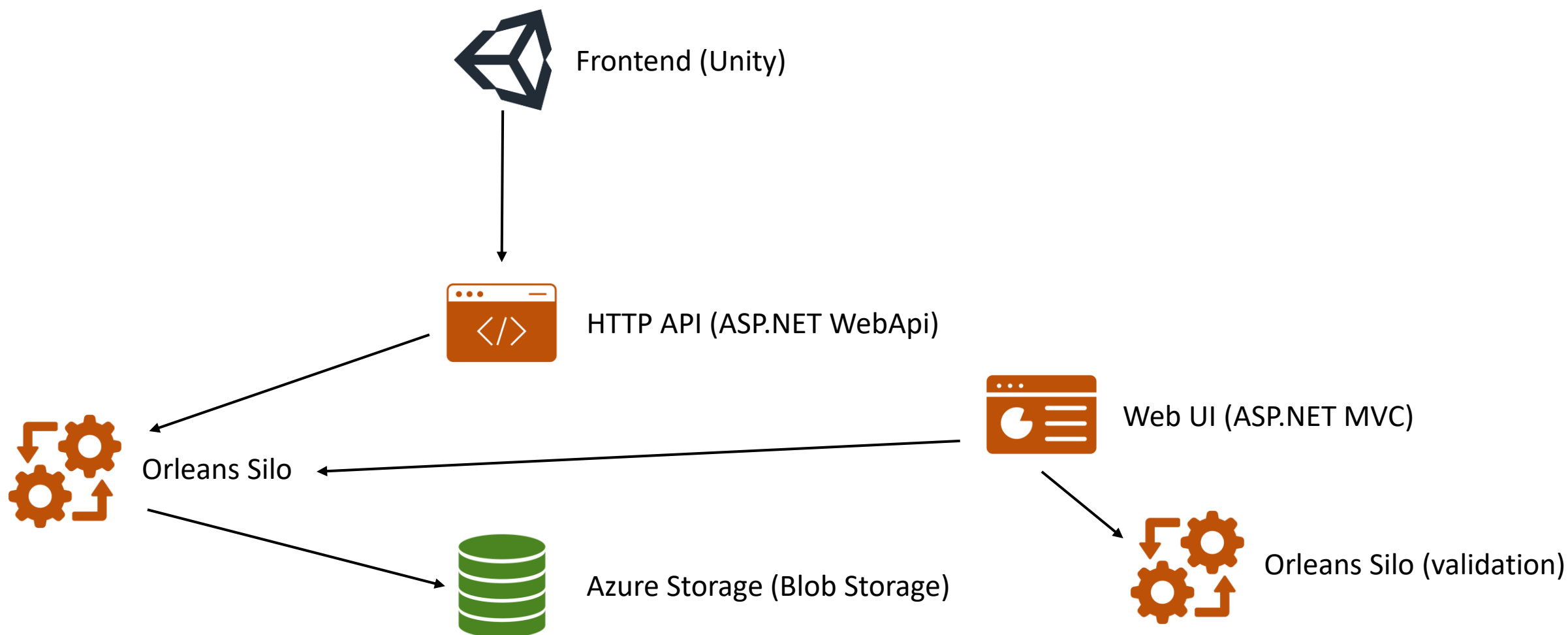
CSharpWars (first version)



CSharpWars (second version)



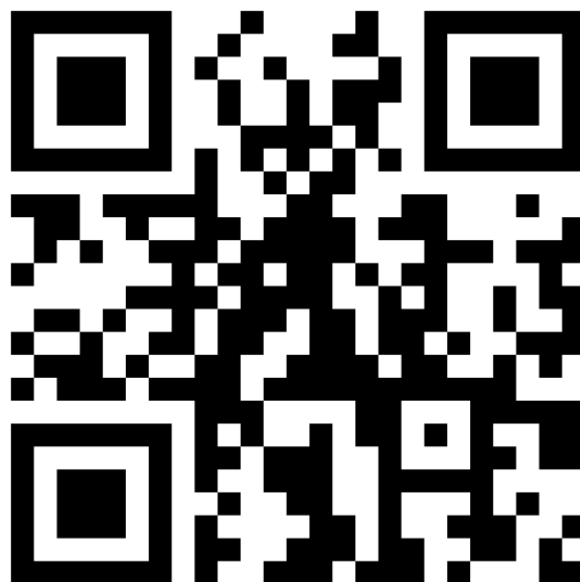
CSharpWars (Orleans version)





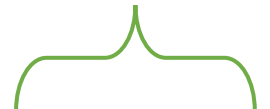
CSharpWars




Try it for yourself: <http://web.csharpwars.com>



Grains

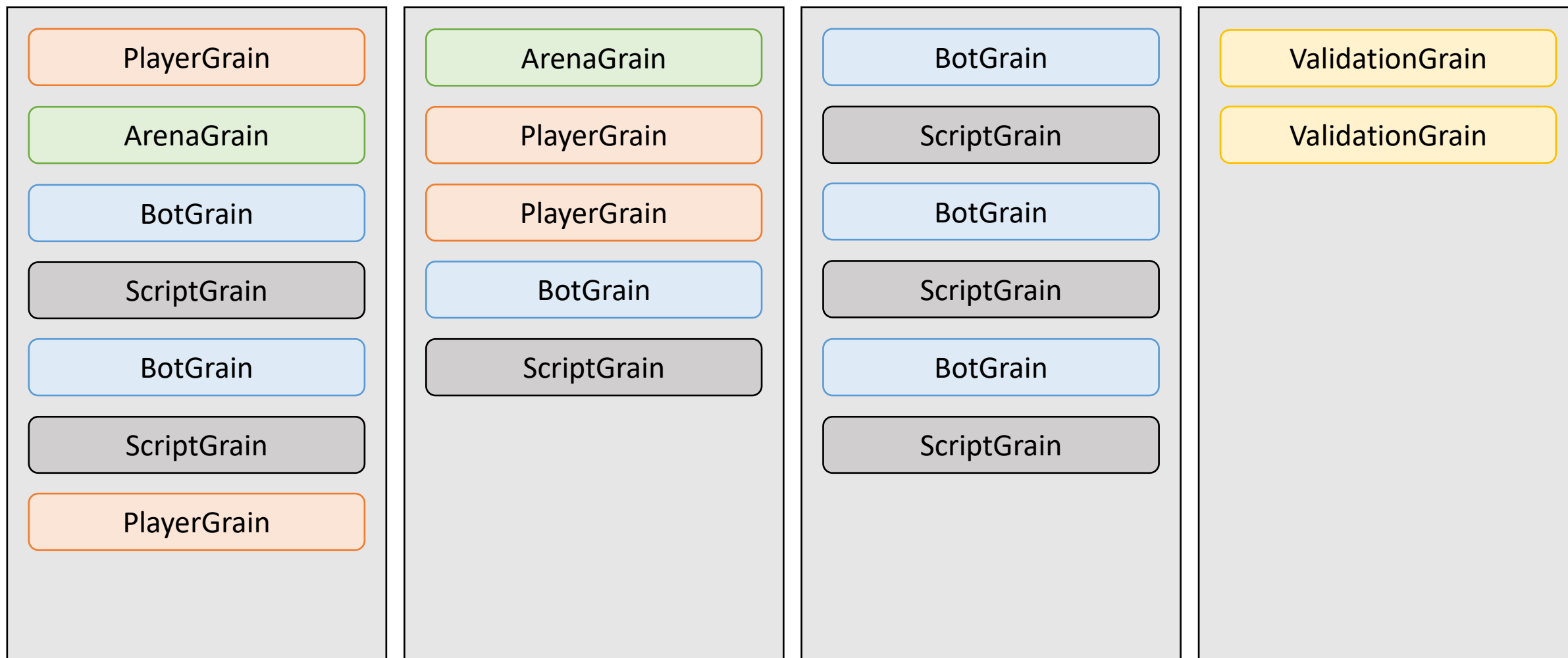
(Player)Grain = ^{player/djohnnie}
identity + behavior ^{In-Memory or persisted}
[+ state]

PlayerGrain : Grain, IPlayerGrain

Grains

- Grain Identity
- Persistence & State
- Timers and Reminders
- Placement
- Activation GC

Silos



Silos

- Hosting
- Clients
- Heterogeneous silos

Thank you!



Questions?



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