

•involved

Introduction to *Microsoft Orleans*

for your cloud native applications

Johnny Hooyberghs

Here's Johnny

 Johnny Hooyberghs

 @djohnnieke

 johnny.hooyberghs@involved.be

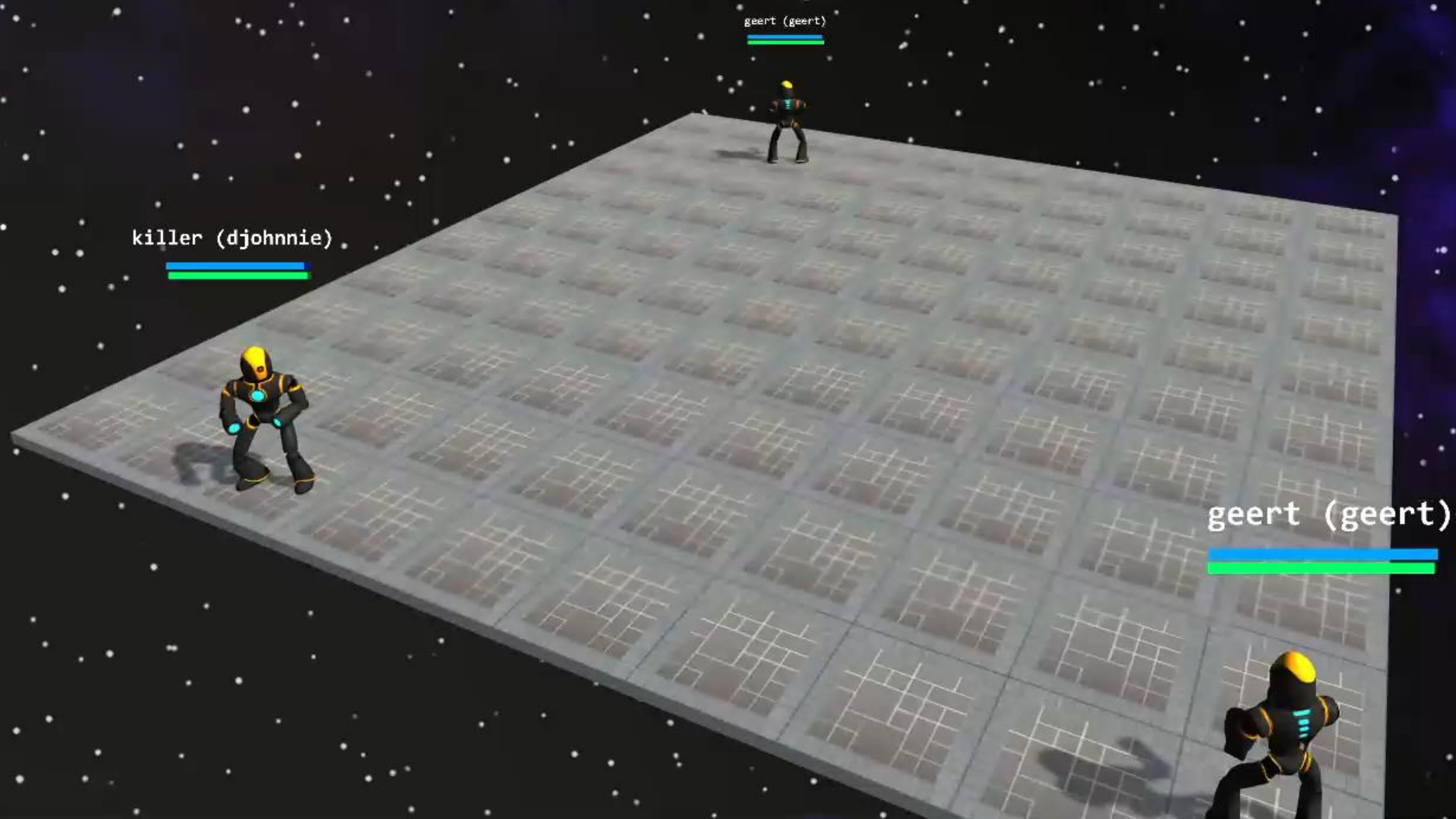
- Passionate Developer
- Principal Software Consultant/Architect (.NET)
- Microsoft MVP, Developer Technologies
- Operational Manager at Involved



killer (djohnnie)

geert (geert)

geert (geert)

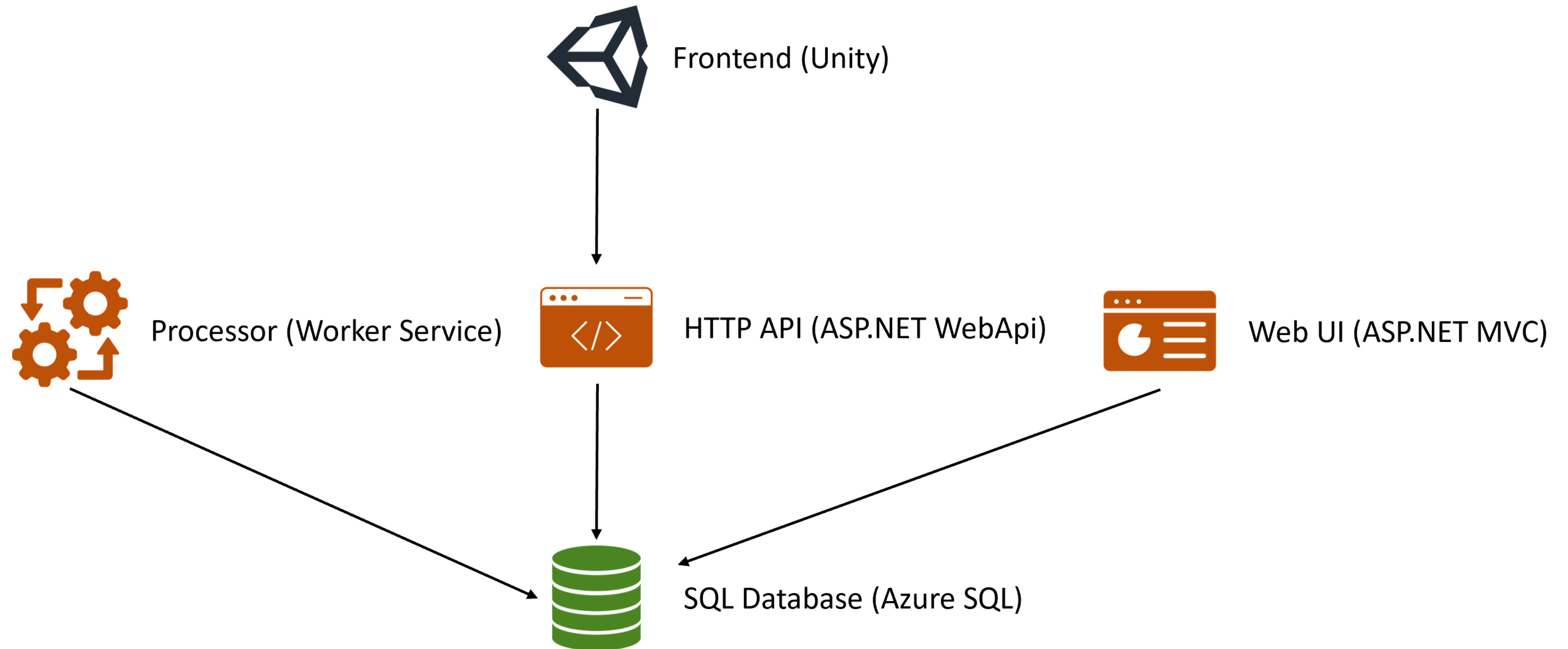


CSharpWars

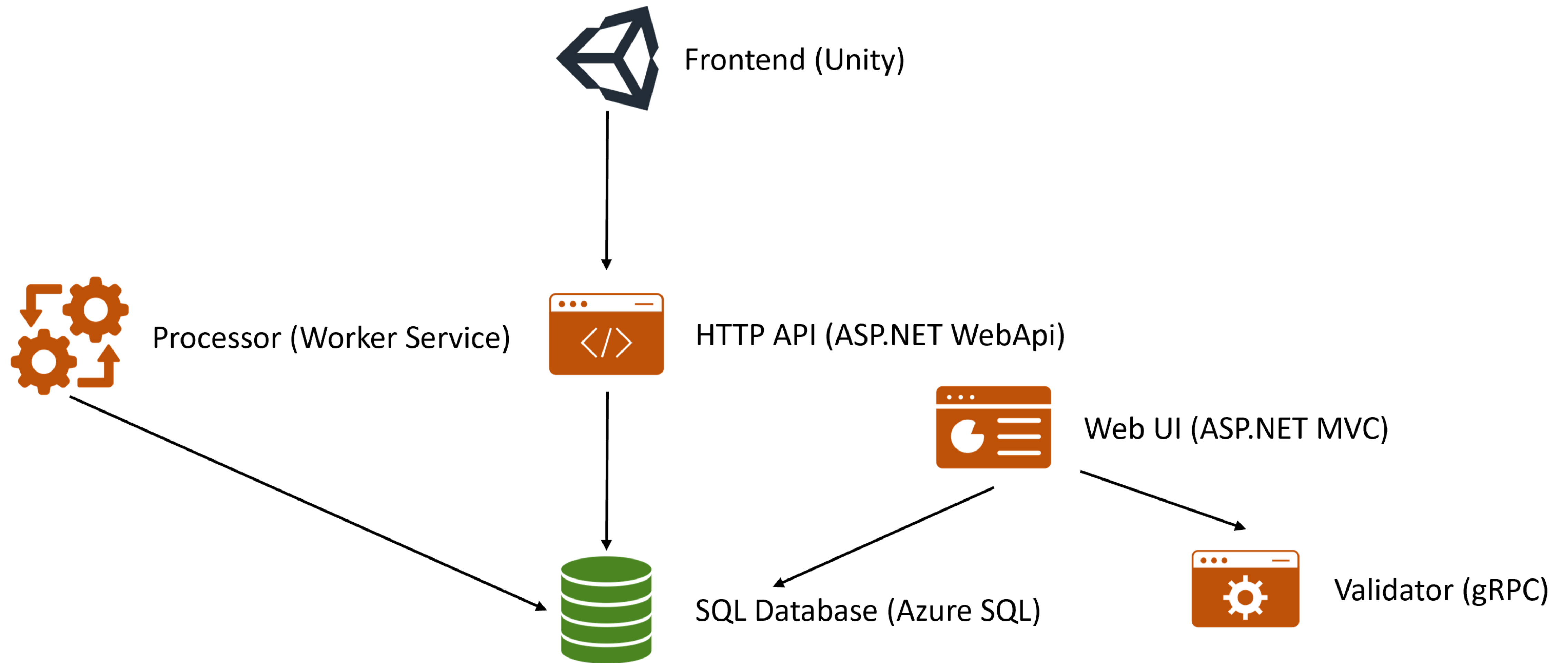
```
var step = LoadFromMemory<Int32>("STEP");  
if( step % 3 == 0 )  
{  
    TurnLeft();  
}  
else  
{  
    WalkForward();  
}  
step++;  
StoreInMemory<Int32>("STEP", step);
```



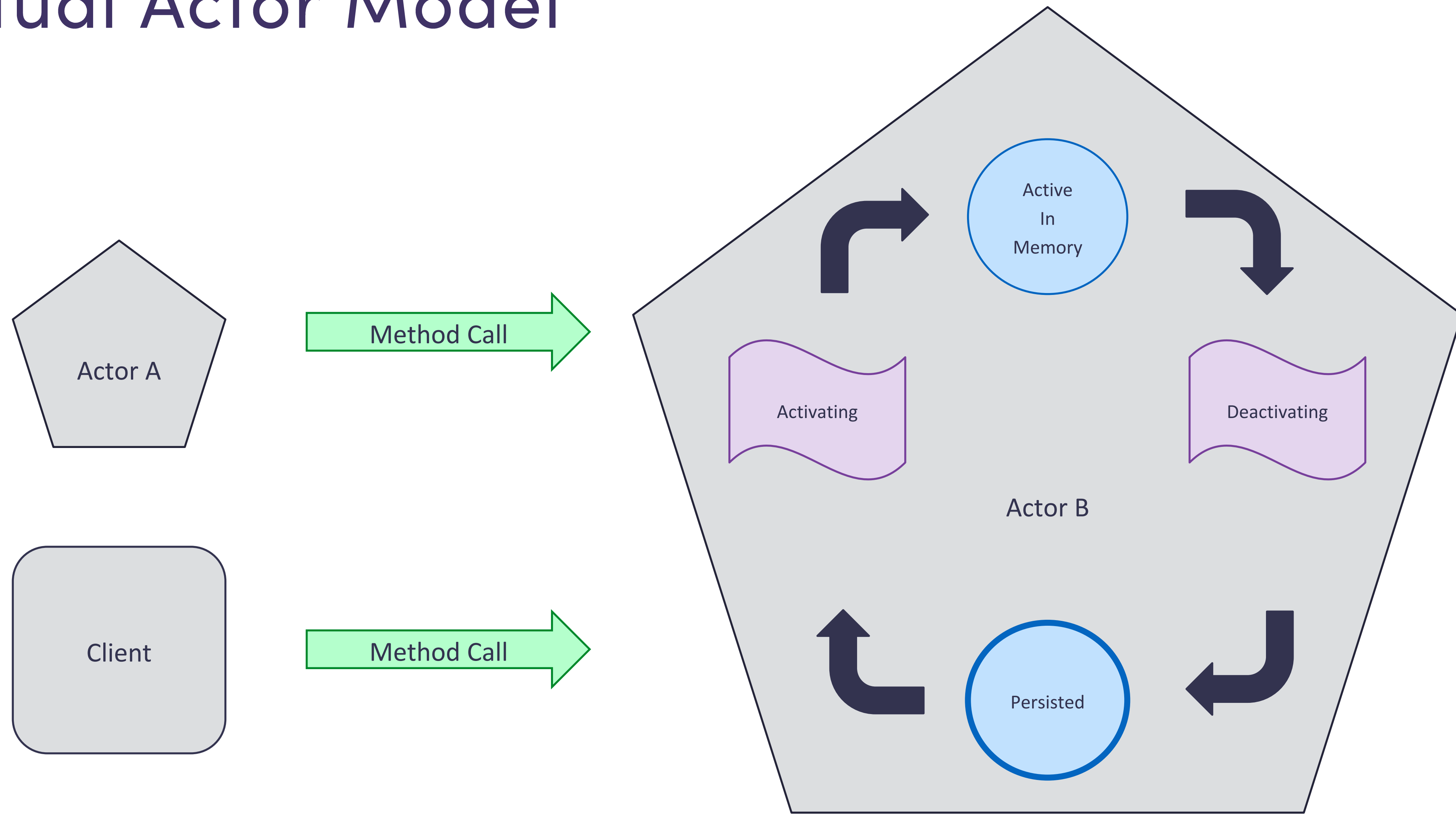
CSharpWars (first version)



CSharpWars (second version)



Virtual Actor Model



Grains

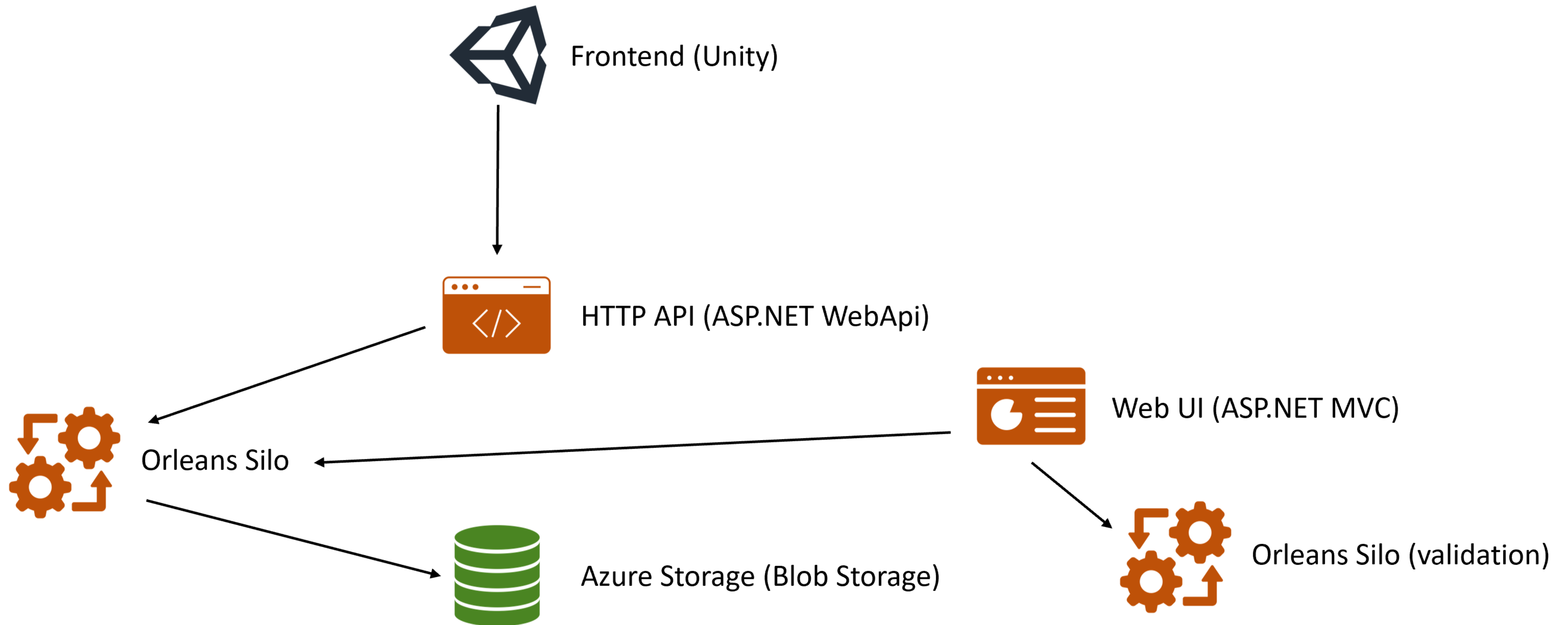
(Player)Grain = ^{player/djohnnie}
identity + behavior [^{In-Memory or persisted}
+ state]
PlayerGrain : Grain, IPlayerGrain



Silos



CSharpWars (Orleans version)



CSharpWars demo

Try it for yourself: <https://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

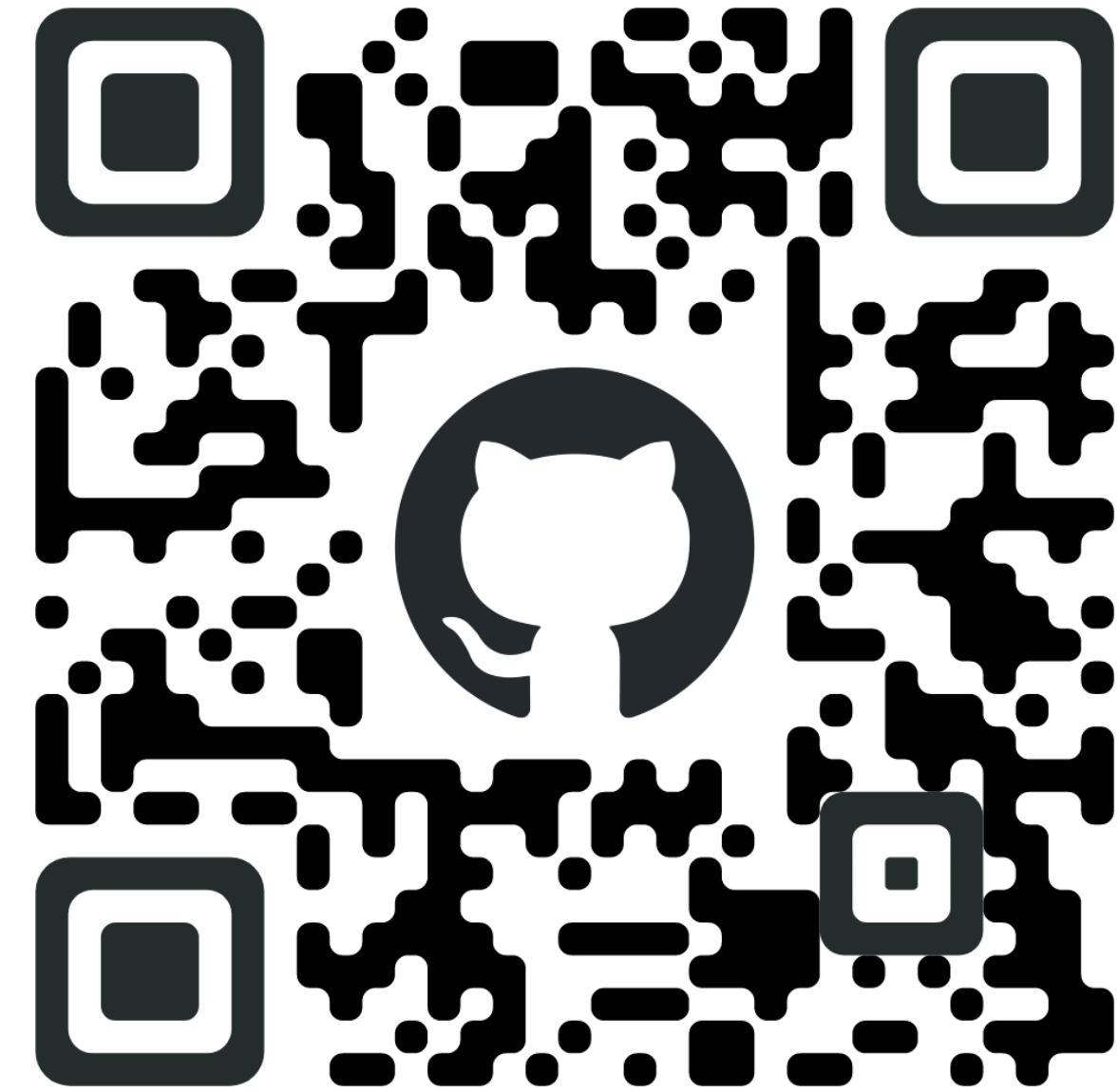


Questions?

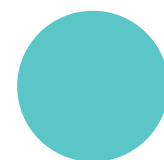
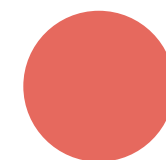
 Johnny Hooyberghs

 @djohnnieke

 johnny.hooyberghs@involved.be



github.com/Djohnnie/IntroductionToOrleans-TechoramaCafe-2022





@involved_it

Veldkant 35C, 2550 Kontich