Creando aplicaciones Serverless en Azure bajo un modelo de escritura asíncrona usando Mensajería

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Buzzwords 101, con demo

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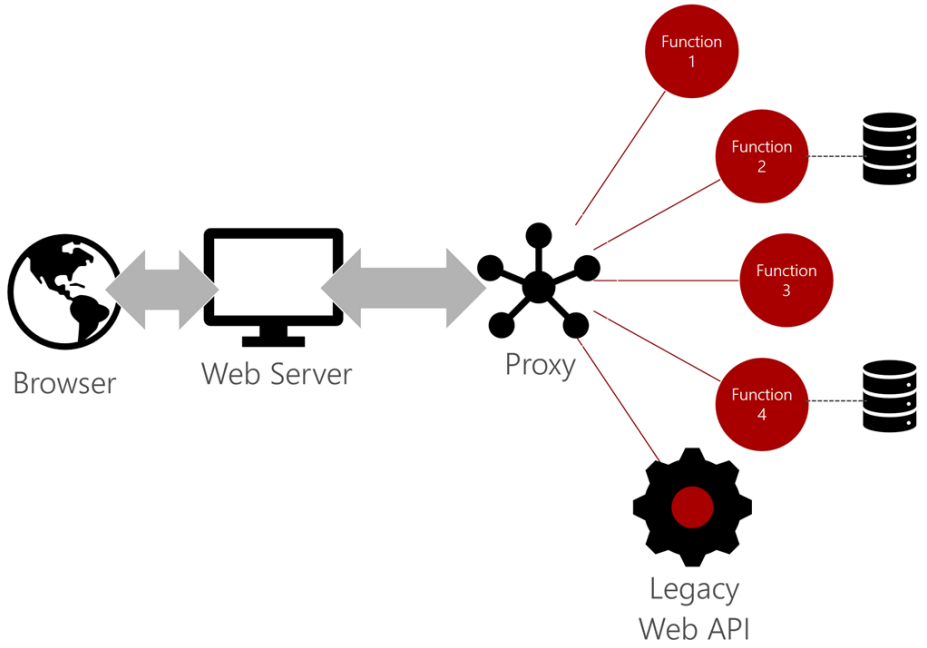
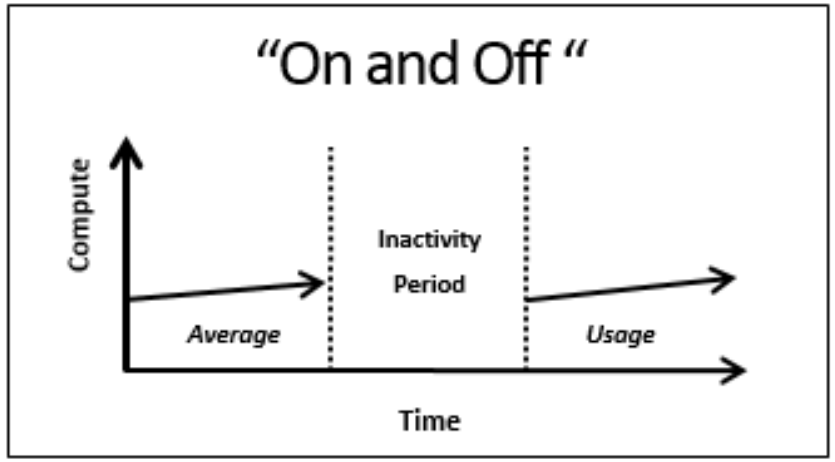
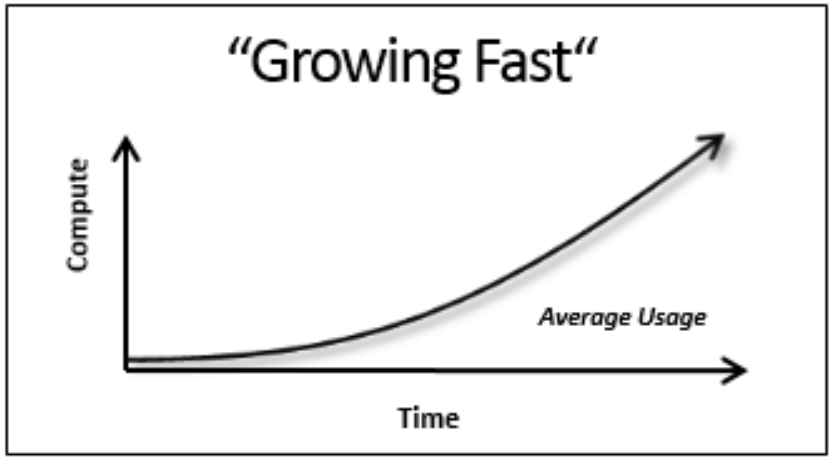
Serverless

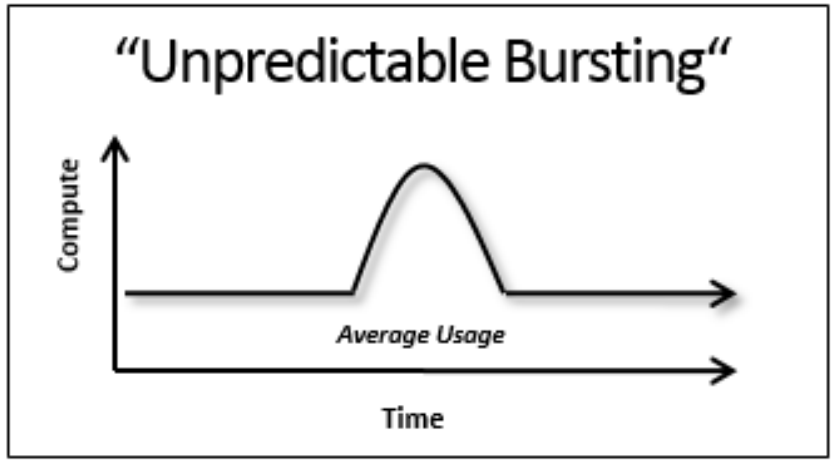
- Sin servidores
- Siempre disponible
- Dinámicamente escalable
- Pago por lo que uso

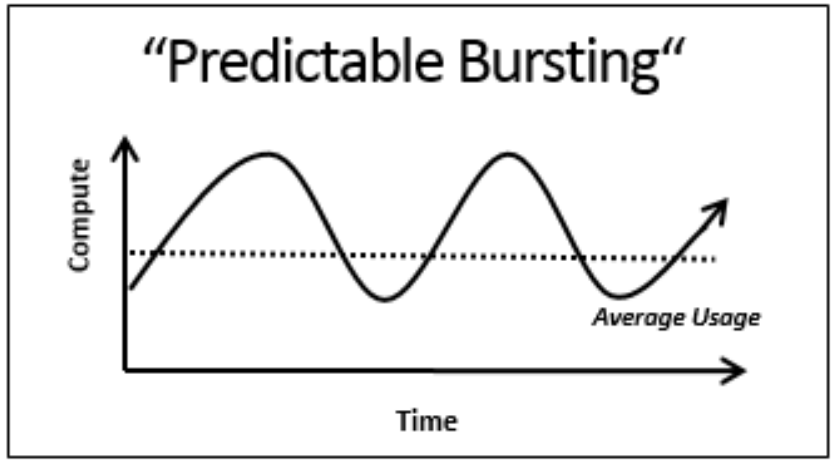


Patrones de uso



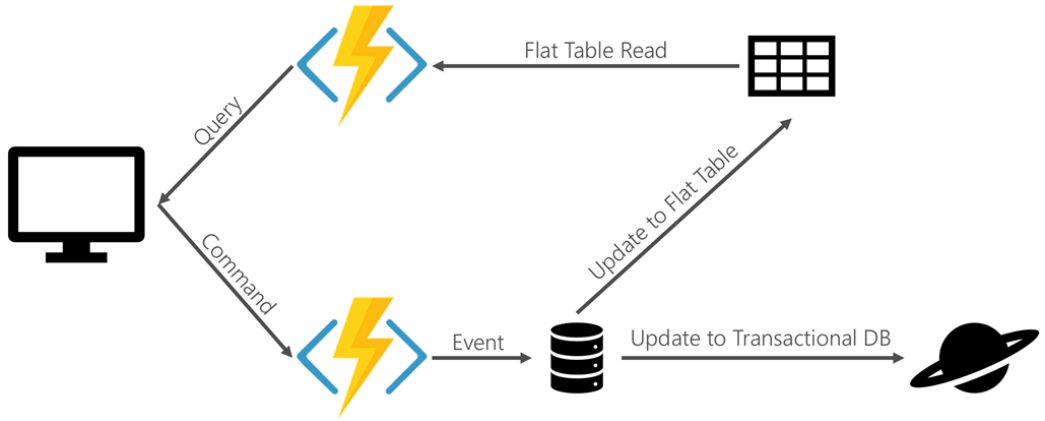






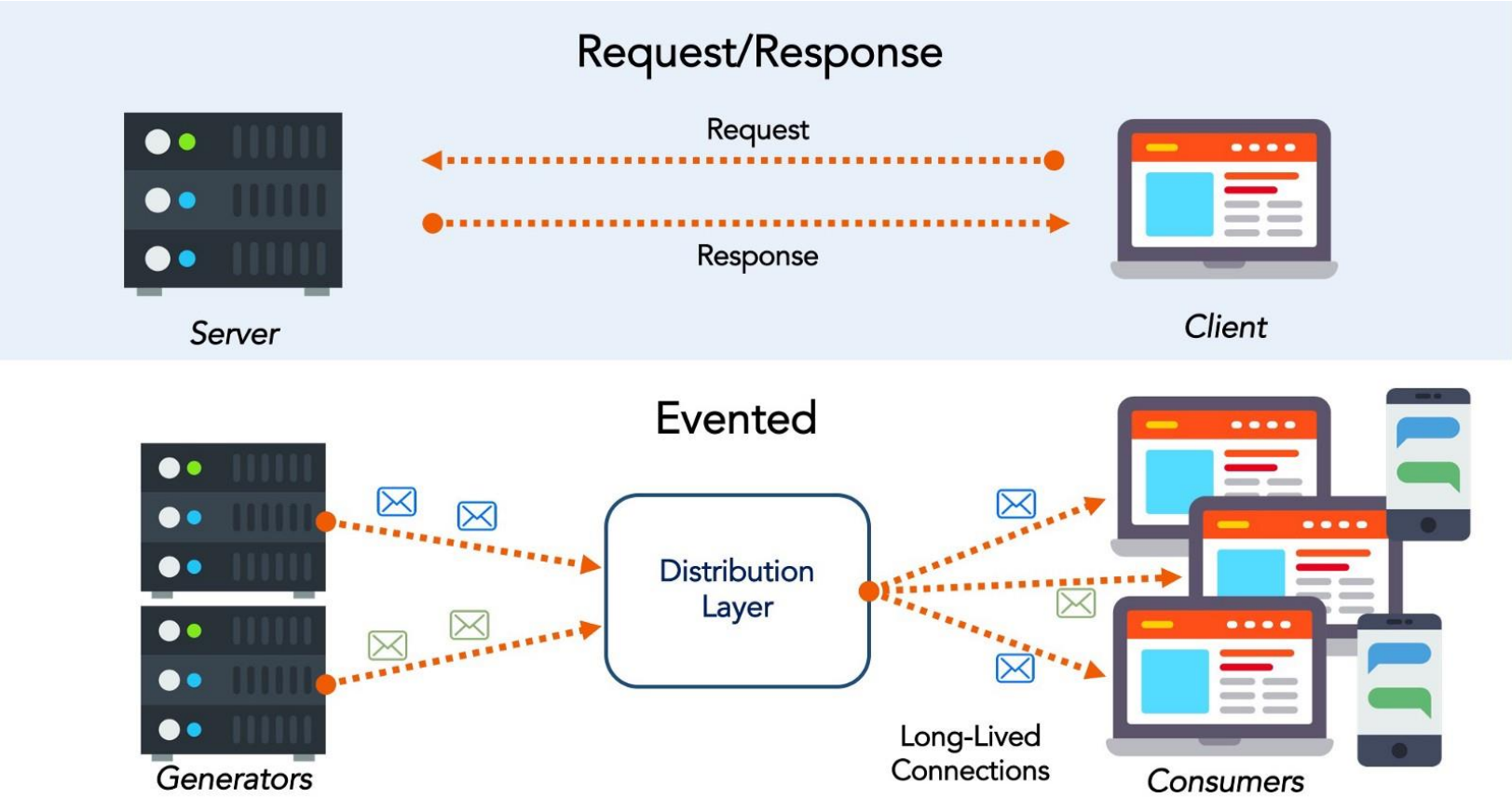
Patrones Serverless

- Scheduling
- CQRS
- Event-based processing
- File triggers
- HTTP Trigger
- Asynchronous background processing and messaging
- Data pipeline
- Stream processing
- API gateway



Eventos

- Producción
- Detección
- Consumo
- Reacción



Queues

Azure Service Bus Queues provide:

- Asynchronous, brokered messaging
- Temporal decoupling of message senders and receivers
- Structured message processing
- Publish/subscribe capabilities
- First In, First Out (FIFO) message delivery

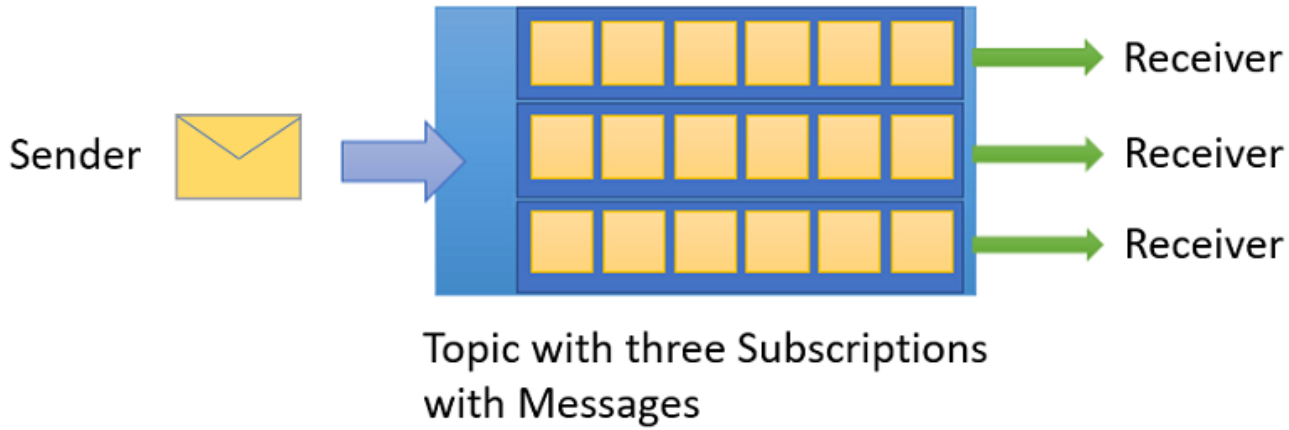
Topics and Subscriptions

One-to-many communication in a publish/subscribe pattern

Useful for scaling large number of recipients

Each published message is available to topic-registered subscriptions

Subscriptions use filters to designate messages to receive



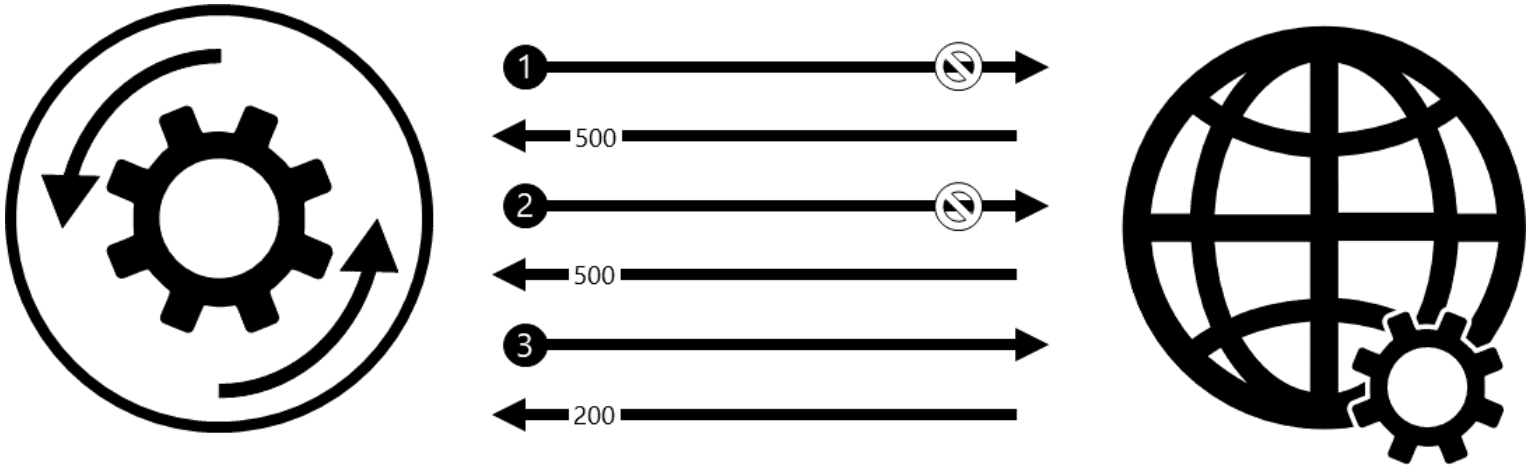
Patrón de reintento

Problema:

Errores intermitentes

Solución:

La aplicación reintenta hacer los request que fallaron temporalmente.



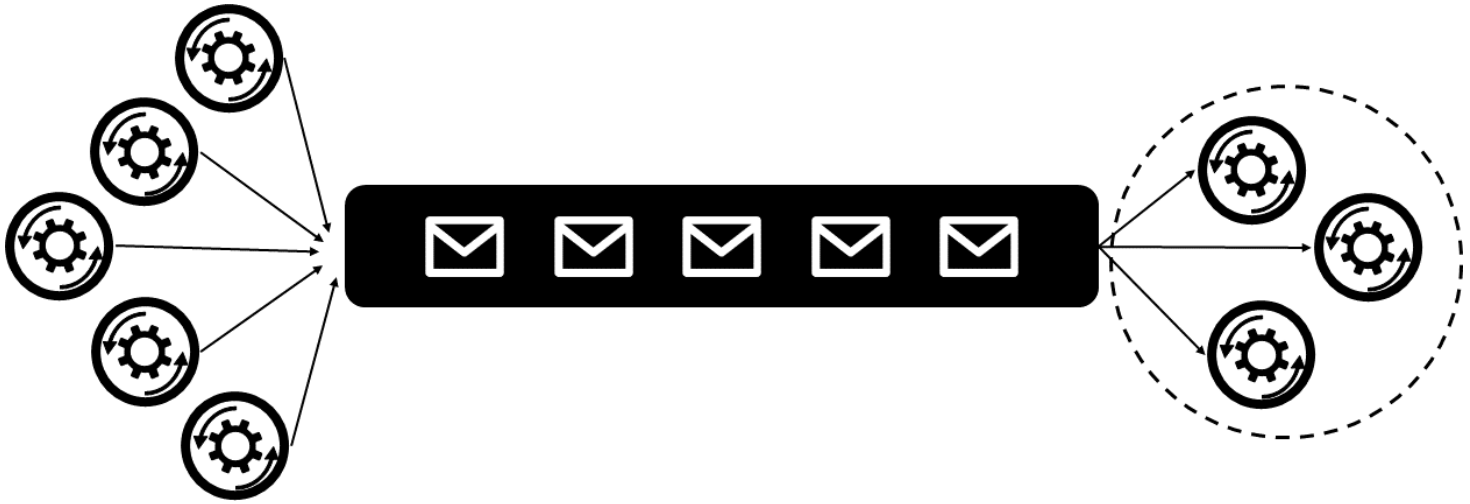
Patrón de competencia de consumidores

Problema:

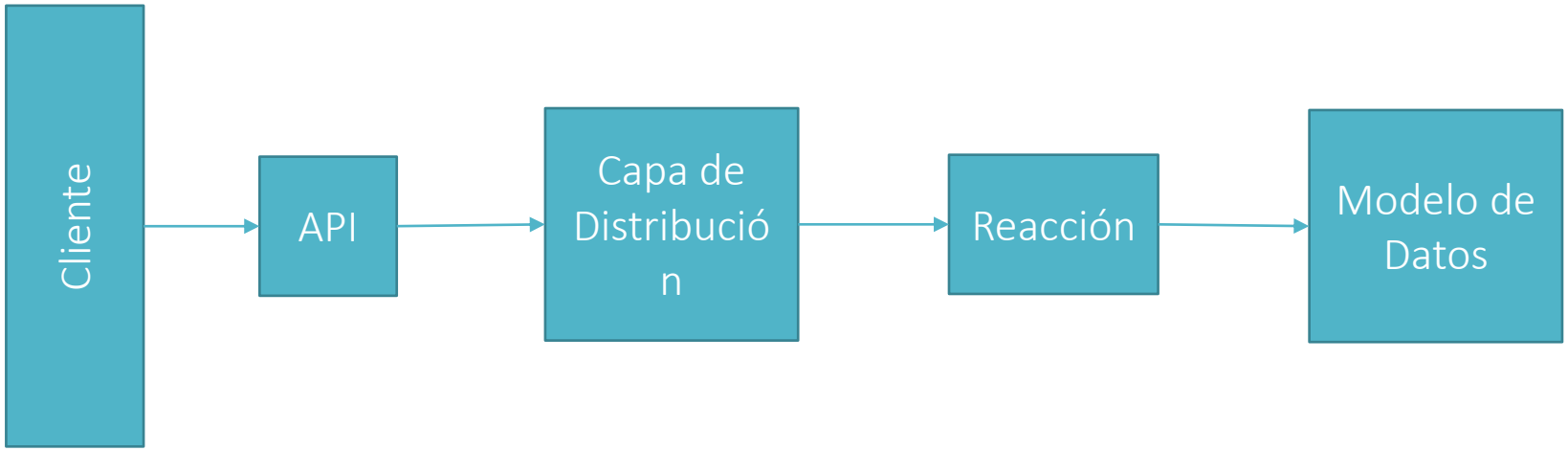
Handling variable quantities of requests

Solution:

Asynchronous messaging with variable quantities of message producers and consumers



¿Qué vamos a hacer?



¿Qué vamos a hacer?