

:// Serverless made easy

ZERO TO HERO MIT SERVERLESS PATTERNS



Tom Trapp

b-nova Co-Founder & Cloud Native Enthusiast



07::Juni::2023



Ein paar Worte über mich.



- **Beruflich** Seit 2012 in Basel unterwegs in der IT
- **Persönlich** Single, 2 Motorräder, 2 Gitarren, keine Axolotl
- **Freizeit** Motorrad fahren/schrauben, wandern, Gitarre spielen & kochen



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Fürs Networking nachher...



Abriss über b-nova

- **TechUp** wöchentliche Blogposts
- **Academy** Workshops & Schulungen
- **decodify** Podcast zu DevSecOps & Cloud Themen
- **Services** Solution Design, Development, Operations



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Ablauf

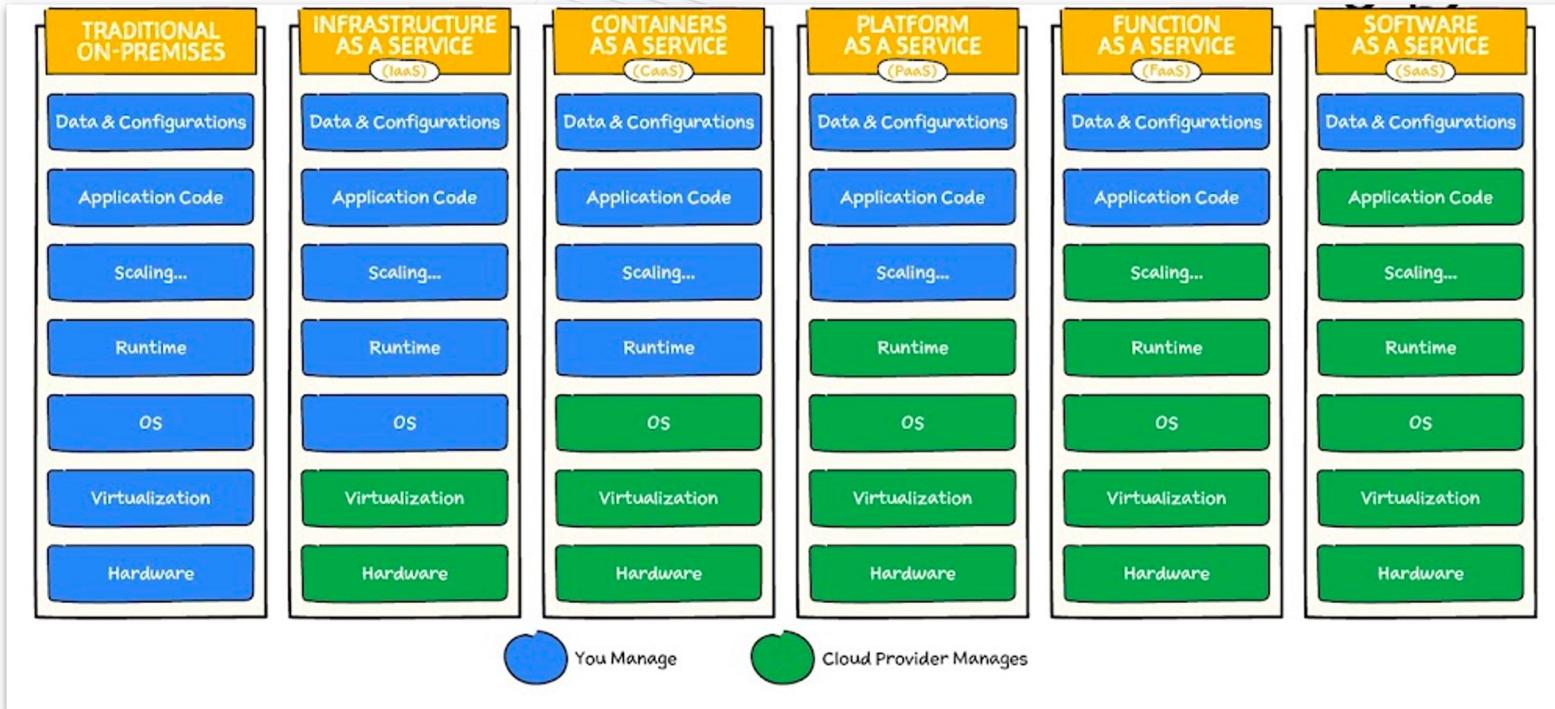
- 1. Was ist Serverless?**
- 2. Wie startet man Serverless-Development?**
- 3. Von der Idee über das Pattern zur Demo**
- 4. Q&A**

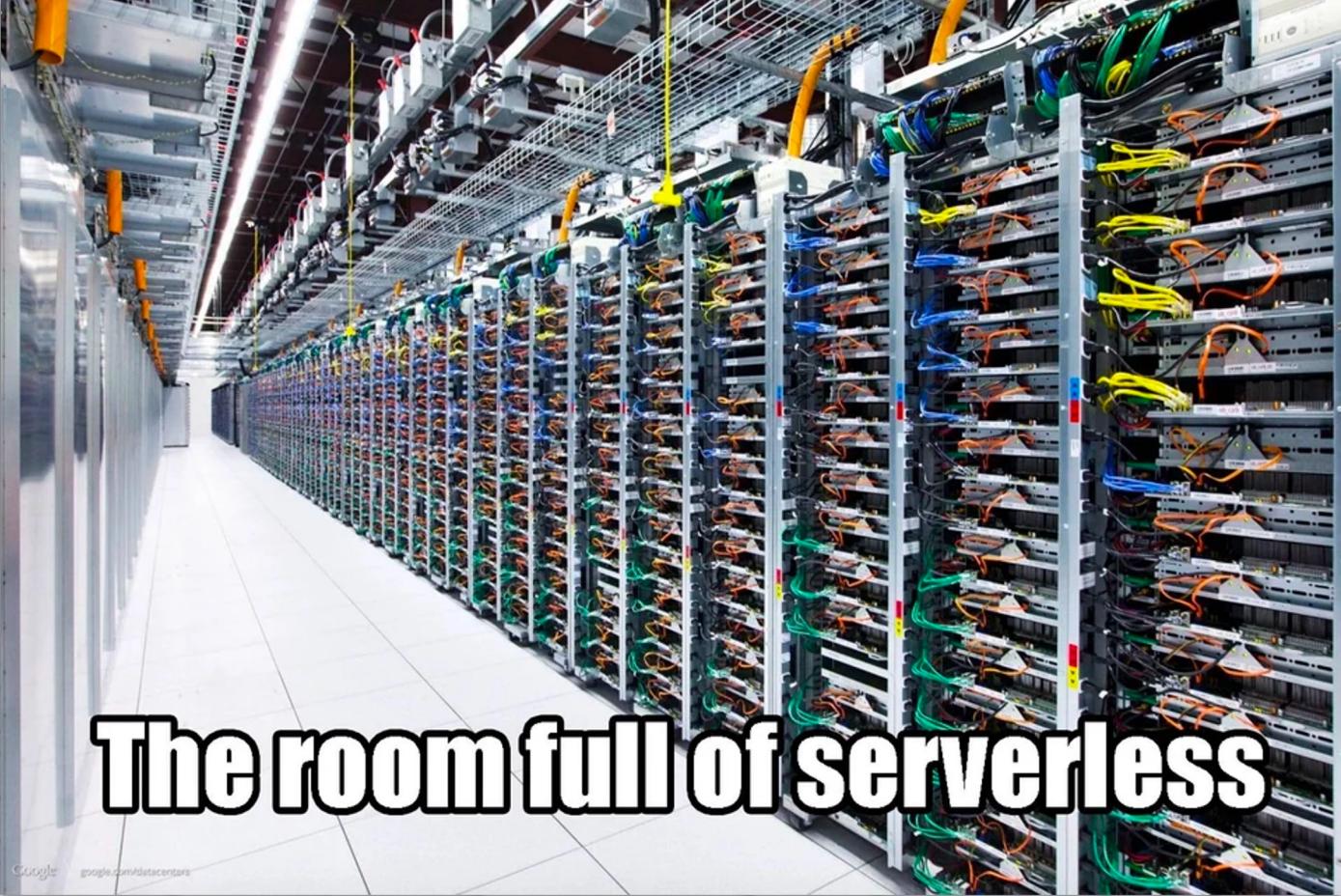


Red Hat
OpenShift Service on AWS



1



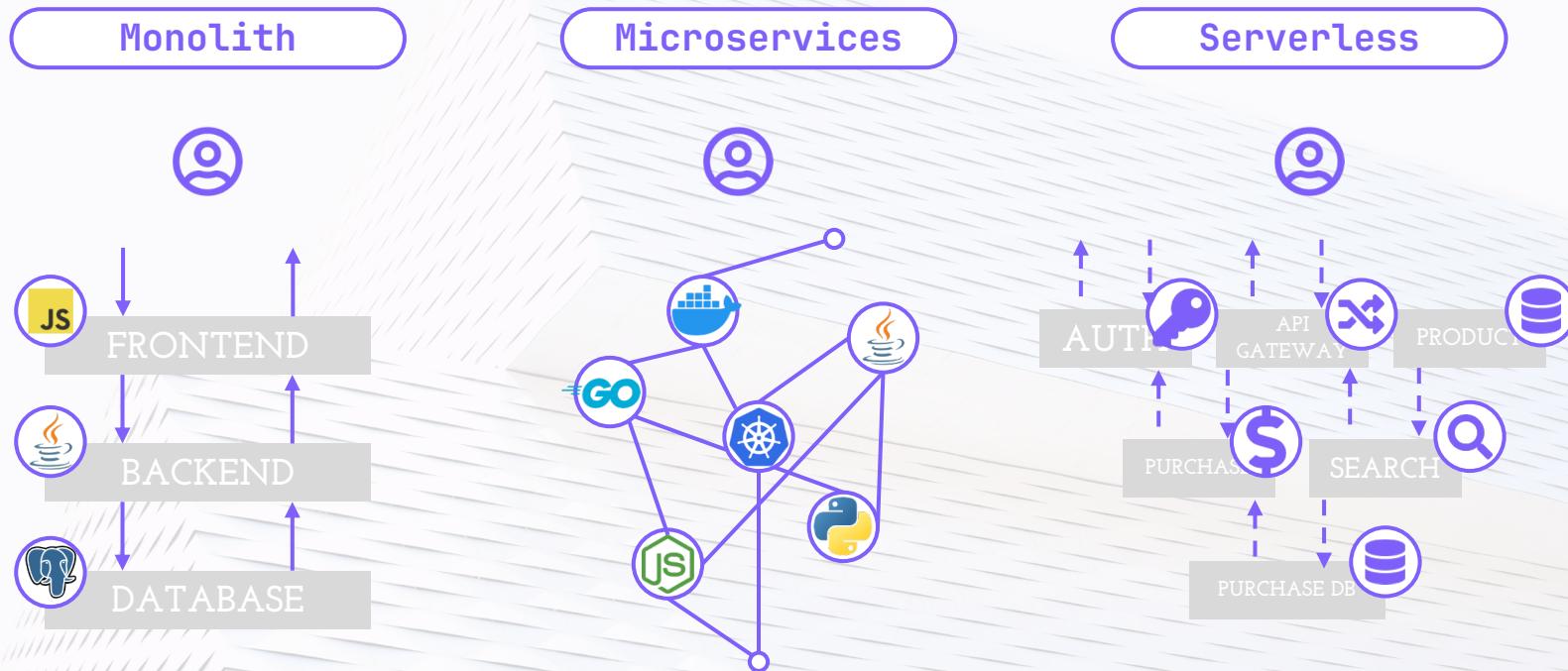


Google google.com/datacenters

Eigenschaften von Serverless.

1. Es gibt weiterhin Server, die der Cloud-Provider managed.
2. Serverless ist ein Pattern für eine gesamte Applikations- und Infrastruktur-Architektur
3. Function-as-a-Service (kurz FaaS)
4. Scale to Zero & Pay as you Go (PAYG)
5. Serverless-Architektur macht nicht immer Sinn!

Event-Driven Architecture.



Source: <https://thecustomizewindows.com/2019/04/serverless-functions-vs-microservices/>

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Keep in mind!

- Serverless != AWS allgemein oder AWS Lambda
- Serverless != Die Lösung

Video Streaming

Scaling up the Prime Video audio/video monitoring service and reducing costs by 90%

The move from a distributed microservices architecture to a monolith application helped achieve higher scale, resilience, and reduce costs.

Marcin Kolny
Mar 22, 2023



At Prime Video, we offer thousands of live streams to our customers. To ensure that customers seamlessly receive content, Prime Video set up a tool to monitor every stream viewed by customers. This tool allows us to automatically identify

detecting quality issues (for example: bit-rate corruption or audio/video sync problems) and trigger a process to fix them.



Source: [www.primevideotech.com/...](http://www.primevideotech.com/)

Most popular

"We're just beginning to build the future of live sports streaming"

Feb 07, 2023

Prime Video announces Amazon Research Awards recipients for fall



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Serverless-Entwicklung starten.

:// Serverless made easy main



Ausgangsfragen.

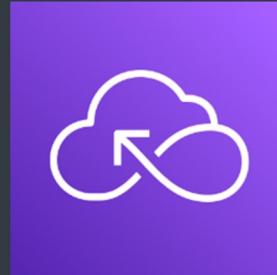
- Tooling- und Programmiersprache?
- Tools, Frameworks und Komponenten?
- Testing, Monitoring, Observability?
- Deployment?

Serverless-Dschungel.



Der Einstieg startet mit...

ServerlessLand



The latest information, blogs, videos, code, and learning resources for AWS Serverless.



Was kann Serverless-Land?

- Interaktive Lernplattform, Community, AWS-driven und Knowledge Base
- Sammlung von Patterns, Examples, Snippets, Workflows, Applications etc.
- Event-Driven-Architekturen (kurz EDA)

Jetzt bauen wir eine Anwendung...

- **API** Per POST-Request etwas in eine DB schreiben
- **Programmiersprachen** Go oder Java
- **IaC-Tooling** mit Serverless Application Model (SAM)
- **Architektur** Vollwertig zu 100% Serverless

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Demo Time!



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Community Power!



1382: fixed memory size for apigw-lambda-dynamodb-sam-java #1383

Merged jbesw merged 1 commit into `aws-samples:main` from `tomrapp:bugfix/1382-apigw-lambda-dynamodb-sam-java` 17 hours ago

Conversation 3 Commits 1 Checks 2 Files changed 1 +1 -1

tomrapp commented last week

fixed memory size for apigw-lambda-dynamodb-sam-java

Issue 1382

Description of changes:
fixed memory size to fix the creation of the publisher

By submitting this pull request, I confirm that you can use, modify, copy, and redistribute this contribution, under the terms of your choice.

1382: ... 403bae4

bls20AWS assigned **mavi888** last week

tomrapp mentioned this pull request last week

apigw-lambda-dynamodb-sam-java: Fail to create Publisher, memorysize #1382

Closed

Reviewers
No reviews

Assignees
jbesw

Labels
None yet

Projects
None yet

Milestone
No milestone

Development
Successfully merging this pull request may close these issues.
None yet

Lessons Learned.

- **API** Per POST-Request etwas in eine DB schreiben
- **Programmiersprachen** Go oder Java
- **IaC-Tooling** mit Serverless Application Model (SAM)
- **Architektur** Vollwertig zu 100% Serverless

Fragerunde

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:// Vielen Dank für eure
Aufmerksamkeit!



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