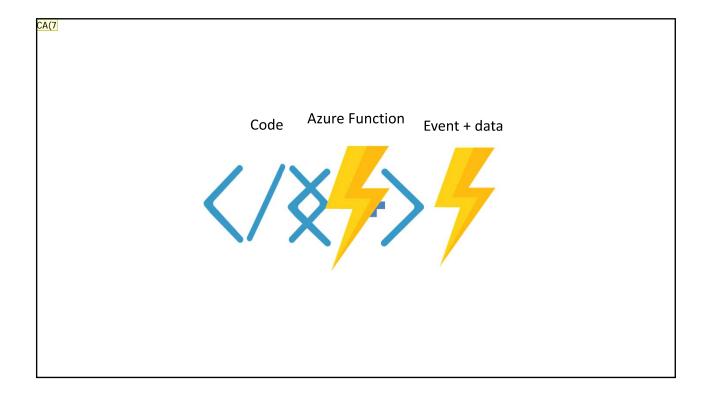


What is Azure Functions?

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#### What is a Function?

- Function as the unit of work
- Functions are executed; they start and finish
- Functions have inputs and outputs

CA(7 Talk about dynamic compute + input/output bindings Chris Anderson (ZUMO), 3/24/2016

#### Azure Functions: Open Source

- <a href="https://github.com/Azure/azure-webjobs-sdk">https://github.com/Azure/azure-webjobs-sdk</a>
- https://github.com/Azure/azure-webjobs-sdk-extensions
- https://github.com/Azure/azure-webjobs-sdk-script
- <a href="https://github.com/Azure/azure-webjobs-sdk-templates">https://github.com/Azure/azure-webjobs-sdk-templates</a>
- https://github.com/ProjectKudu/WebJobsPortal



#### **Function Examples**

- Timer Based
- Transform CSV to Blob storage
- SaaS event processing. Excel to Graph API
- Web hook to create ad based on user profile
- Async image processing or map data processing
- Real time stream processing
- Real time bot messaging
- CRM System integration

#### Real World Scenarios

- Package tracking
- Vehicle tracking
- Data cleanup and ETL
- Batch processing
- IoT Solutions
  - snow depth monitor; football equipment monitor
- Internet traffic report aggregator

#### Function Apps vs API Apps

#### **Function Apps**

- Data Processing
- Microservice & serverless architecture
- Performs executable routine
- Does not have to be RESTful
- Service and software integration

#### **API Apps**

- CRUD operations
- API Architecture
- Manipulates or retrieves data
- RESTful
- Not generally for service and software integration

# Serverless Computing

Run code, not computers

#### Serverless Computing

- What is serverless?
  - PaaS
- Stateless is scalable
- Complicated
- Sporadic workload
- Perform an action rather than return data
  - APIs return data
- Event driven

#### Serverless Code

- Microservices
- Variety of Languages
  - C#, F#
  - Node
  - Python, PHP, Batch, Bash
- Event driven
- Expose HTTP Endpoints

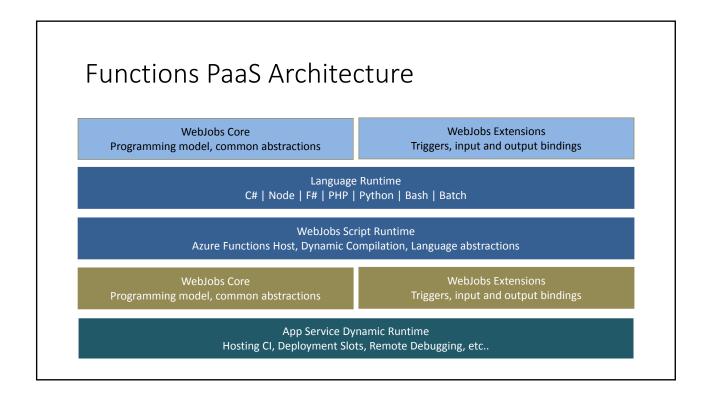
#### Scenarios for serverless patterns

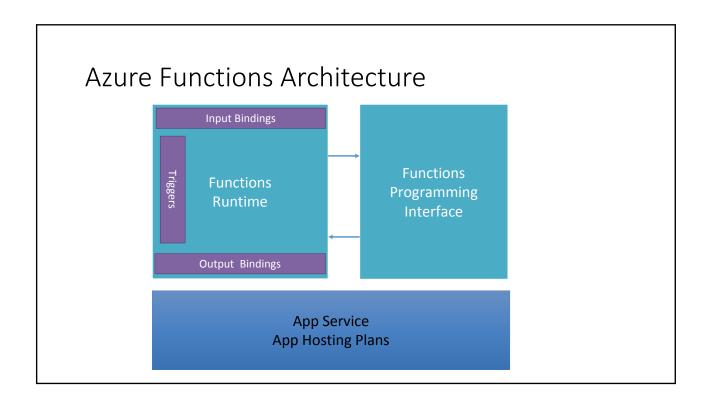
- Stateless and scale
- Too complicated for a traditional project structure
- Too simple for a traditional project structure
- Workload is sporadic (very low or high)
- Human involvement needs to stay low
- Lots of different services involved
- Integration of services or systems

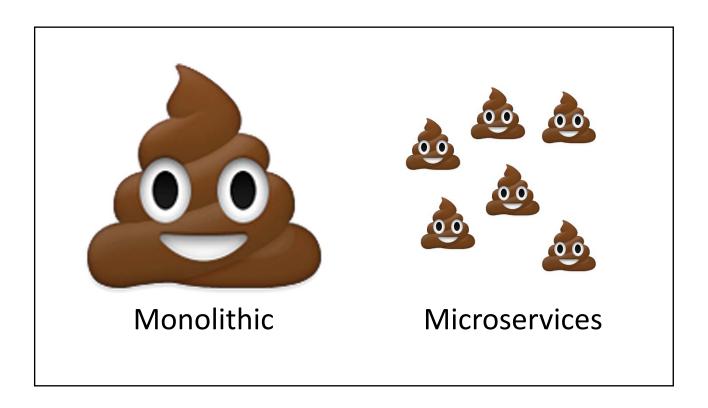
#### Features & Benefits

- Focus on business problems
- No worries about infrastructure
- No deployment
- Lightweight
- Cross-platform

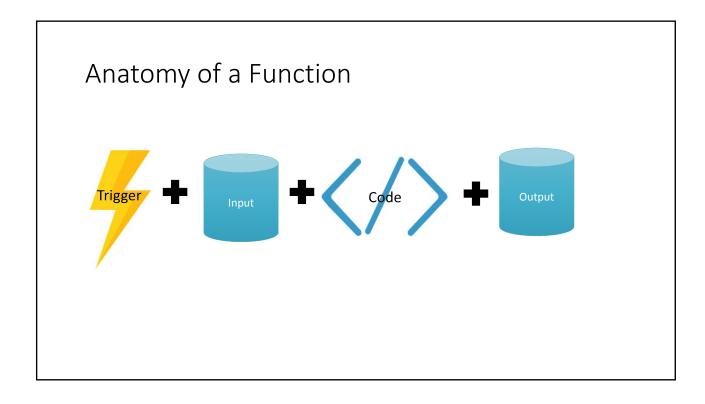
## Azure Functions Architecture







## **Programming Functions**



#### A trigger causes a function to run

- Blob Trigger
- Event Hub Trigger
- Generic Webhook Trigger
- Github Webhook Trigger
- Http Trigger

- Manual Trigger
- Queue Trigger
- Service Bus Trigger
- Timer Trigger

Only one trigger per function allowed.

#### Bindings: Input and Output

- Access objects outside of your function from within it
  - Queues, tables, blobs, endpoints, etc...
- A function may have multiple input or output bindings
- Many bindings use Azure services or 3<sup>rd</sup> party services

#### Input bindings

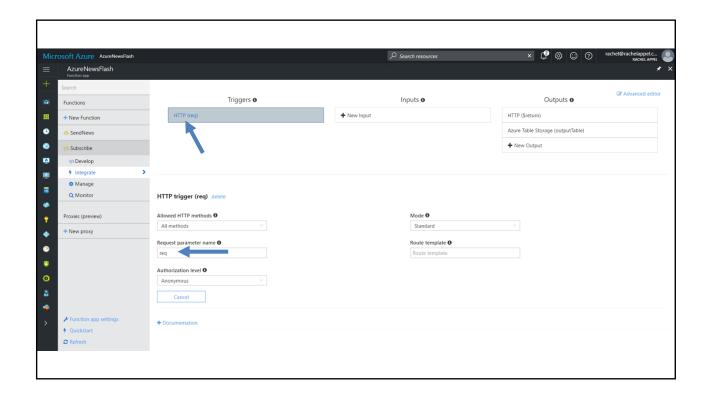
- Azure Blob Storage
- External File (Preview)
- External Table (Experimental)
- Azure Storage Table
- Azure DocumentDB Document
- Azure Mobile Table Record
- Bot Framework

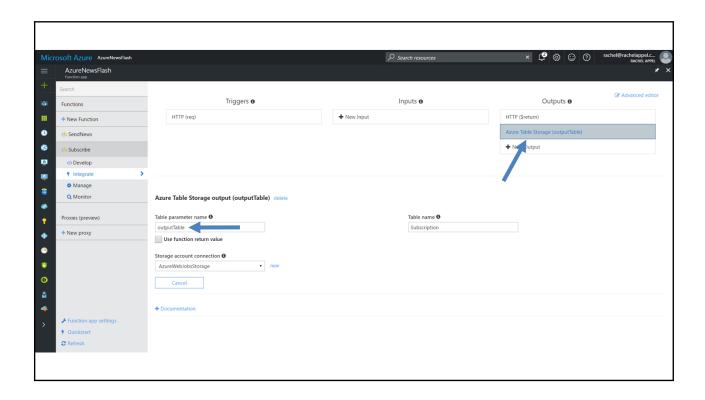
#### Output bindings

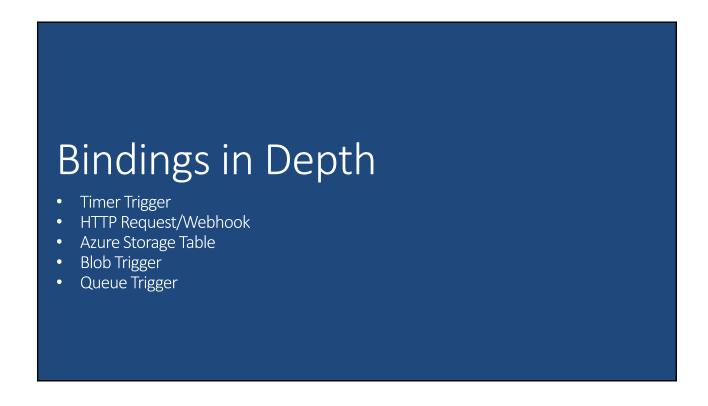
- Azure Event Hub
- Azure Queue Storage
- Azure Blob Storage
- External File (Preview)
- External Table (Experimental)
- HTTP
- Bot Framework

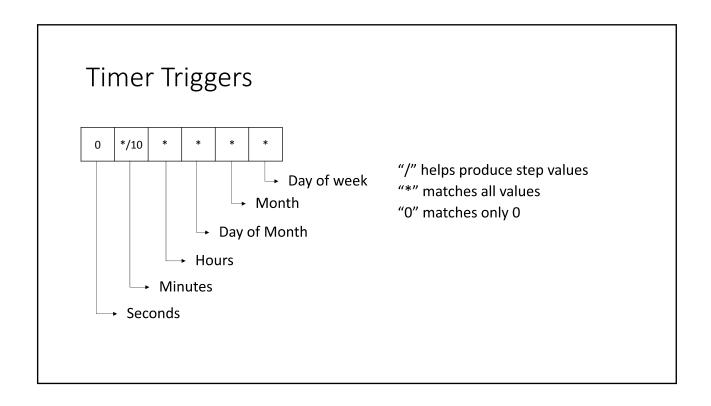
- Azure Service Bus
- Azure Table Storage
- Azure DocumentDB Document
- Azure Mobile Table Record
- Azure Notification Hub
- SendGrid (Preview)
- Twilio SMS (Preview)

```
public static async Taskcobject> Run(HttpRequestMessage req, TraceWriter log, ICollector<Subscription> outputTable)
{
   log.Info($"Webhook was triggered!");
   // more code ...
   return req.CreateResponse(HttpStatusCode.OK, new {
        greeting = $"Hello {data.first} {data.last}!"
   });
}
```









```
HTTP & Webhook bindings
 "bindings": [
                                             "bindings": [
      "authLevel": "function",
                                                  "type": "httpTrigger",
      "name": "req",
"type": "httpTrigger",
"direction": "in",
                                                  "direction": "in",
                                                  "webHookType": "genericJson",
                                                  "name": "req",
      "methods": [
                                                  "methods": [
        "get",
"post"
                                                    "post"
    }
                                             ],
"disabled": false
 ],
"disabled": false
```

### HTTP & Webhook bindings

```
{
  "type": "http",
  "name": "res",
  "direction": "out"
}
```

# Advanced Programming Techniques

#### Calling Other Functions

- Use an output trigger followed by that same trigger, but as an input trigger to the next function to trigger
- Must be inside same Function App

#### Reusing .csx code

#load "file.csx"

load classes, or functions

You can use a relative path with the #load directive:

#load "file.csx" loads a file located in the function folder.

#load "shared\file.csx" loads a file located in the shared folder in the function folder.

#load "..\shared\folder.csx" loads a file located in a folder at the same level as the function folder, that is, directly under wwwroot.

#### Imperative Binding

• https://docs.microsoft.com/en-us/azure/azure-functions/functions-triggers-bindings#advanced-binding-at-runtime-imperative-binding

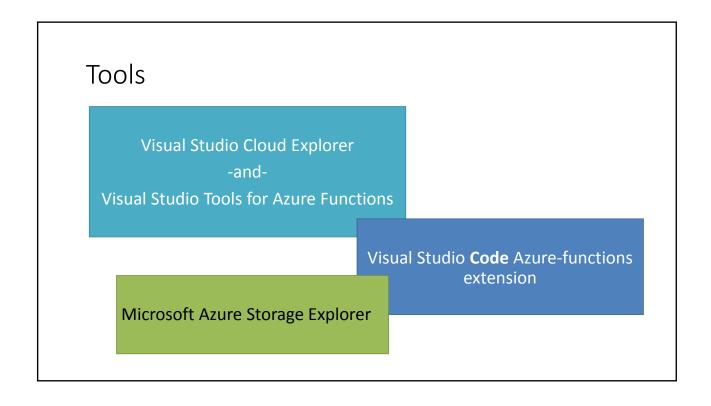
#### **Environment Variables**

```
To get an environment variable or an app setting value, use System.Environment.GetEnvironmentVariable, as shown in the following code example:+

Copy
C#
public static void Run(TimerInfo myTimer, TraceWriter log)
{
    log.Info($"C# Timer trigger function executed at: {DateTime.Now}");
    log.Info(GetEnvironmentVariable("AzureWebJobsStorage"));
    log.Info(GetEnvironmentVariable("WEBSITE_SITE_NAME"));
}

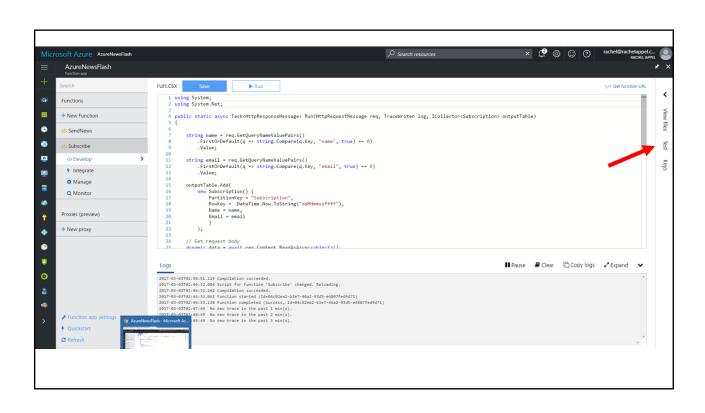
public static string GetEnvironmentVariable(string name)
{
    return name + ": " +
        System.Environment.GetEnvironmentVariable(name, EnvironmentVariableTarget.Process);
}
```

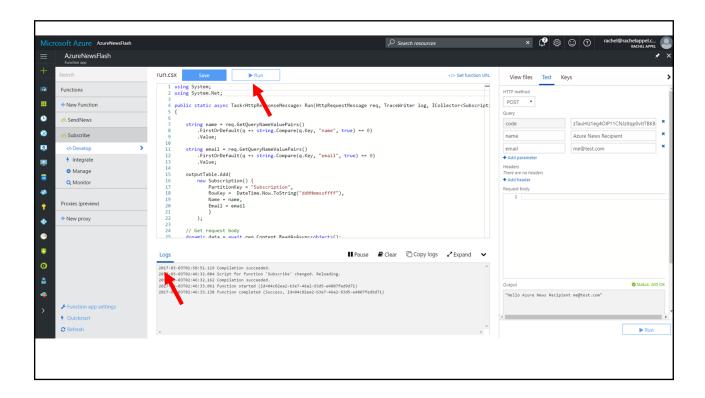




#### **Debugging Function Apps**

- Postman
- Test/Run in cloud
- Visual Studio







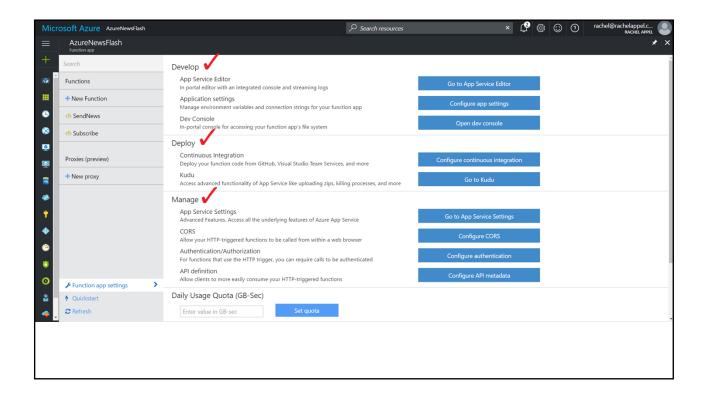
#### Managing Workloads/Scaling

- Keep functions idempotent and stateless
- Async is best but avoid Task.Result
- Avoid long running functions
- Queues are best for cross function communication
- Code in exception management

#### **Best Practices**

- Small, fast-running functions
- Asynchronous > Synchronous
- Caching and singletons (memory is shared between functions)
- Avoid disk operations (shared across functions)
- Use App Service guidelines





#### Deployment

- Functions are an App Service
- Continuous Integration
- Download and setup in Github locally, then push

• https://blogs.msdn.microsoft.com/appserviceteam/2017/03/16/publi shing-a-net-class-library-as-a-function-app/

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