Building Serverless applications is Hard!

You have to know the intricacies of your designated cloud provider.

"60% of my development time is spent wiring infrastructure together"

You have to test stuff in the cloud.

"Yes, we have some form of local dev setup, but most people just push untested stuff into staging and rollback"

Microservice architecture is hard to set up, visualize & operate.

“I want my developer experience to be like they are building a monolith”

Introducing Winglang

An open-source programming language that runs on clouds

What does “a programming language that runs on clouds” mean?

C programming language:

- Runs on a computer
- You can write your software once
- Use C’s standard libraries
- Compile it on a designated target (a computer)

```c
#include "stdio.h"

int main() {

    FILE *pToFile = fopen("test.dat","r");

    int line = 0;

    char input[512];

    while( fgets( input, 512, pToFile )) {
        line++;
        printf("Line:%d -> %s",line,input);
    }

    printf("\n\nEnd Of Program\n");

    fclose(pToFile);

    return 0;

}
```

Benefits

- **Develop and test locally** - Wing Console and CLI.
- **Interoperable with your stack** - Compile to terraform and Javascript.
- **Embrace cloud diversity** - If you can be done in terraform, it can be done with Wing.
- **Abstract the cloud asm** - Automatic IAM permission and infrastructure wiring.
- **Fully flexible and customizable** - You can create your own target platforms.

[Playground Demo]