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Journey into Serverless

Where we are going, we don't need* servers...

Presented by: Mark Dewey







What is a Serverless Website?

So no more servers?







What is Serverless?

- A website "without" a server
- Only doing the "minimal" amount of custom code and domain specific logic
- Allows for companies to now have to worry about infrastructure
- Ulitlizes Functions as a Service (FaaS) solutions (the cloud)







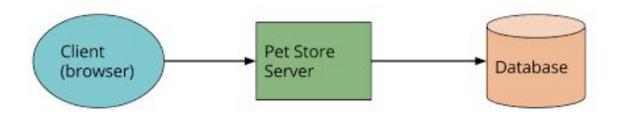
History of web apps

Not a history lesson!









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Source: https://martinfowler.com/articles/serverless.html





Downfalls of a classic web app

- Lots of boilerplate code
- Tied to implementation details
- Harder to scale
- Can be Monolithic
- Can get hard to test
- Manage infrastructure for your app
- Hard to pivot
- Modern apps add a layers of complexity







Let's drop the servers

Like they are hot and it's 1999!







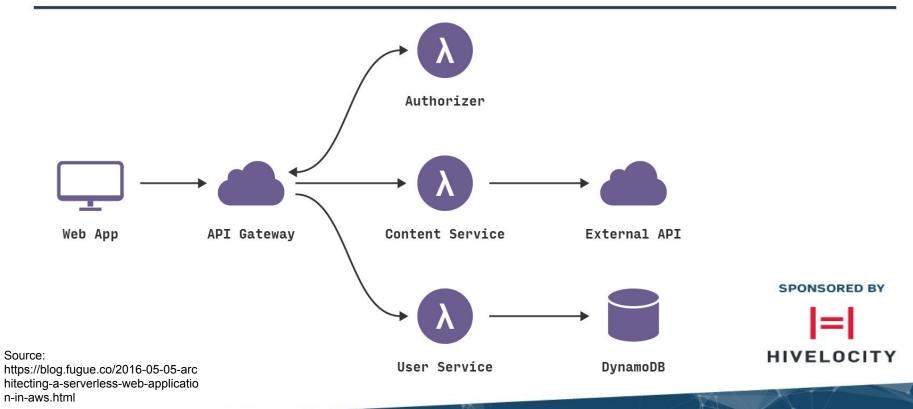
What does a Serverless site look like?

- Client
 - SPA, served from CDN (if web)
- API / Background jobs
 - A collection of functions
 - Is behind an API Gateway, or some other trigger
- Authentication
 - Use an authentication service (OAuth)
- Database
 - Use a cloud provider (DynamoDB, mLabs)













So why do this?

- Scalable right out of the gate
- Focus on functionality and not boilerplate
- Structure lends to TDD & BDD
- Structure naturally fits with microservices
- Abstracts away the idea (and overhead) of web server (lowers complexity)
- Cost is usually better
- Keeps your client and server separate
- Forces stateless code
- Not tied to a back end language
- Dev env is the same as production









Use Cases (just some)

- Web APIs (RESTful and GraphQL)
- Event driven analytics
- File manipulation
- Data manipulation
- Cron Jobs and Automation
- Internet of Things







Design Rant: Mobile vs API vs Function

More buzzwords!







How to do this?

- Hosting for
 - Functions (AWS, Azure, Google Cloud)
 - CDN, any static hosting (S3, Surge, Blob Storage)
 - Database, any cloud hosting provider
- Code management
 - Serverless framework (use to be called JAWS)
 - Easy deployments
 - Easy configuration
 - Cross vendor







Best way to learn: Get your hands dirty!

Also, roll up your sleeves.







Case Study

- Simple Web App (Be Like Ben!)
 - http://www.thirteenvirtues.com/
- Auth (Auth0), AWS Lambda, Node, React, Mongo
- Requirements
 - Simple CRUD
 - Daily Emails
- https://github.com/mdewey/serverless-demo







Let's check out some code

The proof is in the code









Why did I learn?

- Authentication was hard, but came with great gains
- Server was the easy
- A good project structure will set you for success
- It's still relatively new (came out in 2014)
- I would build a new site with this
- It felt good, I could see results fast
- Scripting (yarn/npm) is your friend







So why not to this?

- Could have "cold starts" if not enough traffic
- No native libraries (sorry c++)
- Has to be stateless
- Developer environment overhead
- Complexity overhead
- Potential Vendor lock in
- Still early in hype cycle & best practices







Wrap up

- Takes advantage of FaaS
- Minimal custom code (and that's a good thing)
- Easily fits into modern practices
- But still early in hype cycle, but I would bet on it not going away any







Thanks for listening

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