

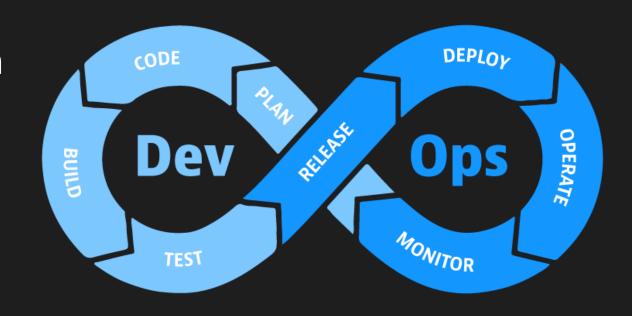




### Common problems in software development

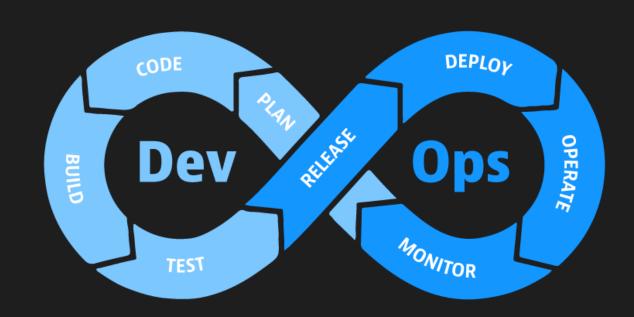
- Setting up a developer workstation
- Time to first commit

- The "works on my box" problem
- Hardware spec required for development keeps increasing



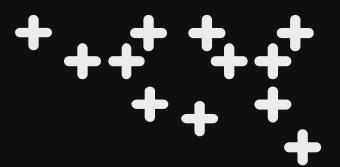
### Development Environment

- IDE
- Code
- Tools/Extensions
- SDK/Dependencies
- Personal/Team settings
- Setup scripts
- •



### Dev environment as code

- Put the development workstation in version control
  - Code, tools, extensions, settings, setup scripts, development dependencies...
  - Versioned!
- Project/Team-specific
- Allow developers to quickly be productive
- Optionally: Rent your development workstation



# Blazing fast cloud developer environments

Visual Studio Code backed by high performance VMs that start in seconds.

- Managed environments
- Develop from anywhere
- Customizable for teams and developers
- Multiple machine sizes
- Pay as you go
  - 60 hours/month for free

```
mona-github-github-g59jpg2w5w7.github.dev
              emotion.rb
                                {} devcontainer.json
                    attr_reader :label
er.sh
                    attr_reader :pronounceable_label
and.sh
mand.sh
ner.sh
                    attr_reader :emoji_character
ae.txt
                    def initialize(content:, label: nil, pronounceable_label:
                      @content = content
                      @label = label || @content
                      @pronounceable_label = pronounceable_label || @label
                      @emoji_character = emoji_character || Emoji.find_by_alia
                      @platform_enum = @pronounceable_label.gsub(" ", "_").upc
                       OUTPUT
                                 DEBUG CONSOLE
⊗ 0 ∆ 0
                                                                 Ln 29, Col 7
```



**Azure** 

Hosting

#### **Virtual Machine**

Linux hardware

#### Code editor

**VS Code Desktop** 

Local installation

**VS Code Browser** 

Chrome, Safari, Edge

Your editor is how you view and edit your codespace

Changes to your codespace are reflected back in your editor

#### Container

Docker development environment

A clone of your repository

Source code

#### Languages

Python, Ruby, etc

#### **Tooling**

Extensions, linting, etc

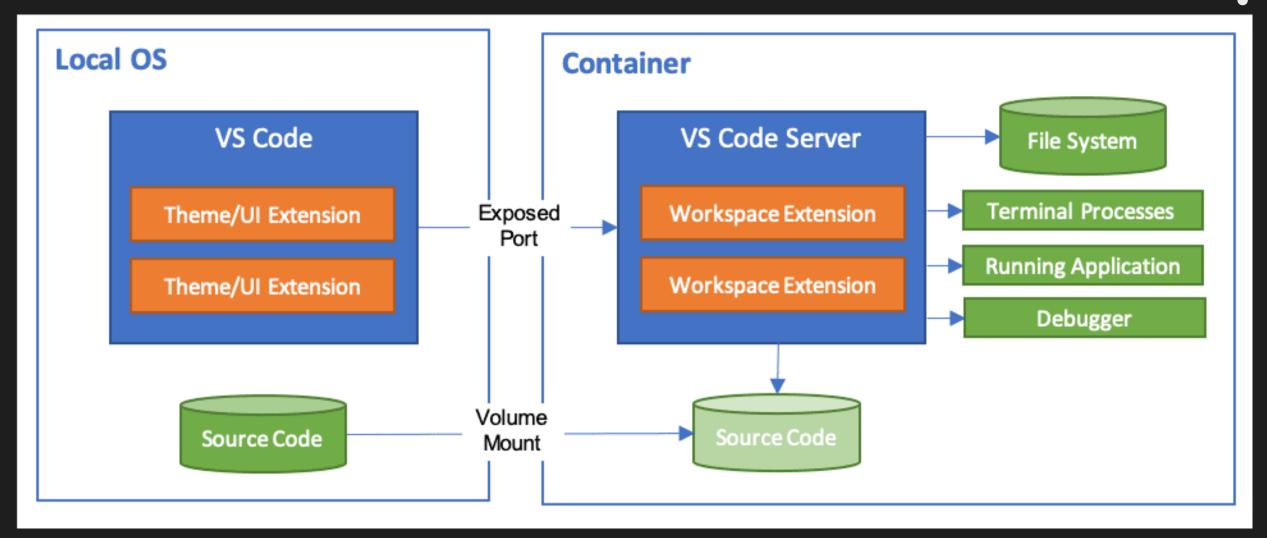
### Visual Studio Code Remote Development

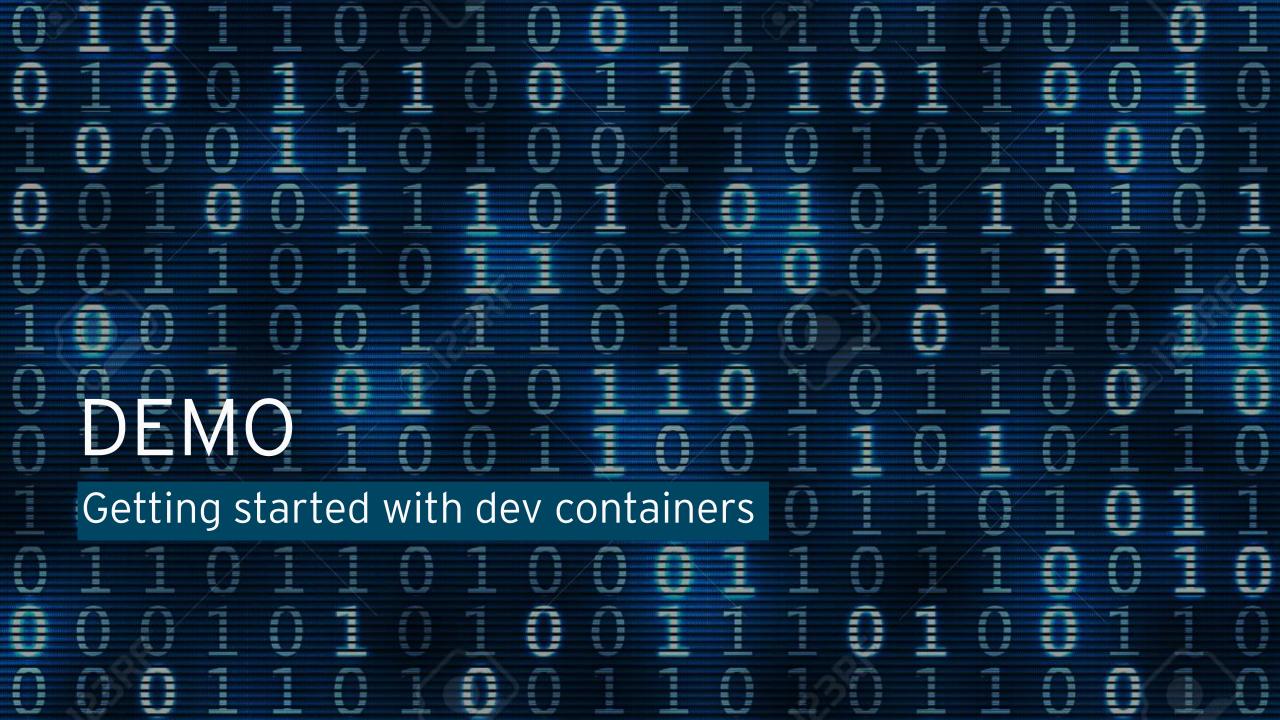
use unique

"Allows you to use a container, remote machine, or the Windows Subsystem for Linux (WSL) as a full-featured development environment"

### VS Code Remote Containers







### Customizing dev containers



A devocatainer.json file in your project tells VS Code how to access (or create) a development container with a well-defined tool and runtime stack.

- ✓ .devcontainer
  - {} devcontainer.json
  - Dockerfile
- > .vscode

### devcontainer.json



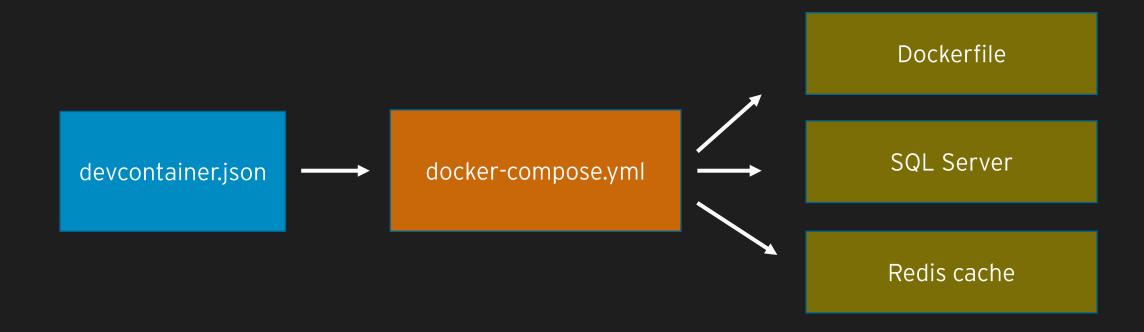
```
"name": "MyApp devcontainer"
"image": "mcr.microsoft.com/devcontainers/dotnet:0-7.0",
                                                             Dev image
"settings": {},
"customizations": {
   "vscode": {
      "ms-azuretools.vscode-bicep"
                                                    Extensions
ر [
                                                    Port mappings
"forwardPorts": [5000, 5001],
                                                    Lifecycle commands
"postCreateCommand": "dotnet restore",
  Comment out to connect as root instead.
"remoteUser": "vscode"
```



### Managing dependent services



- Often dependency on other services
- SQL Server, Redis Cache, CosmosDB emulator...
- Dev containers support docker compose







Code editor

**VS Code Desktop** 

Local installation

**VS Code Browser** 

Chrome, Safari, Edge

edit your codespace

Changes to your codespace are reflected back in your editor



Hosting

#### **Virtual Machine**

Linux hardware

#### Container

Docker development environment

#### A clone of your repository

Source code

#### Languages

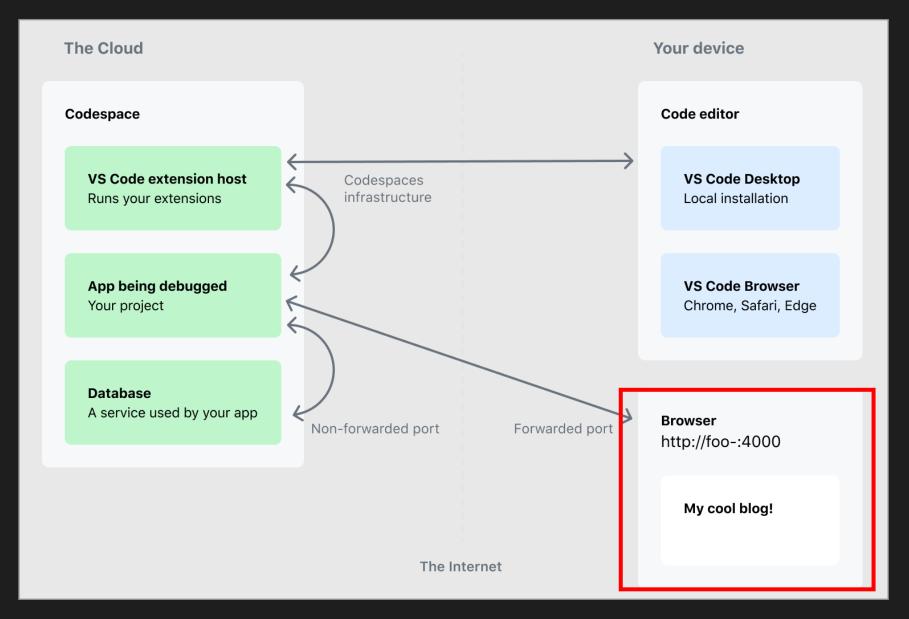
Python, Ruby, etc

#### **Tooling**

Extensions, linting, etc



### Runnings apps in a codespace



#### Get up to 60 hours free each month

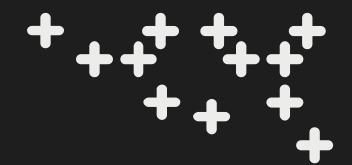
Decide how many cores you need and go. Your free hours reset each month.

2 cores	60 hours free /month	\$0.18 /additional hour
4 cores	30 hours free /month	\$0.36 /additional hour
8 cores	15 hours free /month	\$0.72 /additional hour
16+ cores	N/A	See pricing docs

Storage 15 GB free /month

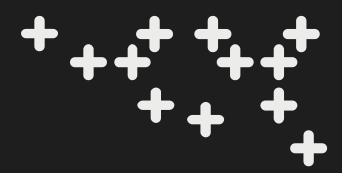
**\$0.07** /GB per month



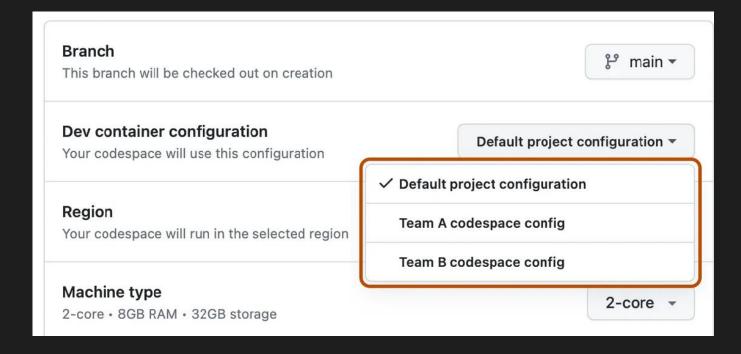


But but.. Microservices?..

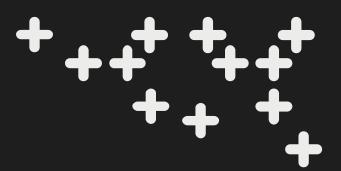
### MonoRepos

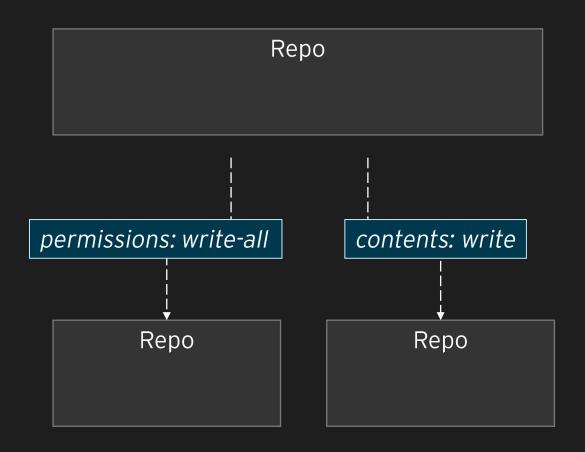


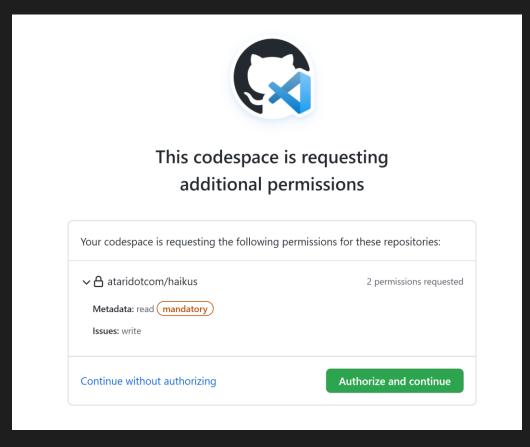
```
root
  → service1
            .devcontainer
                   → devcontainer.json
  → service2
            .devcontainer
                     devcontainer.json
```





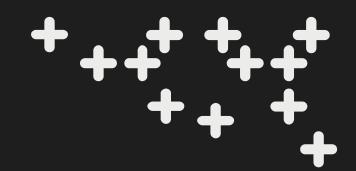


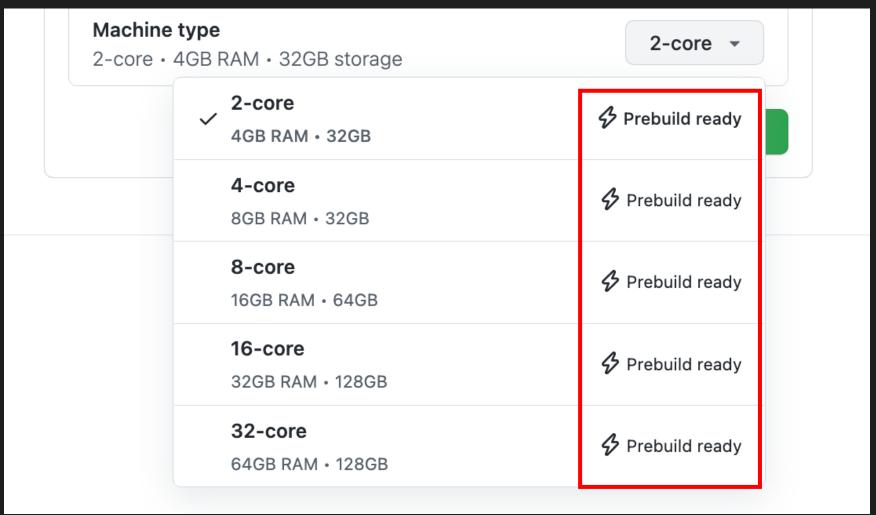




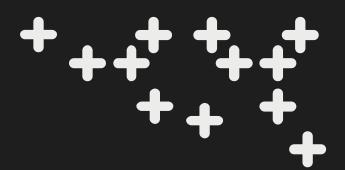












#### **Prebuild Triggers**

You can specify how often to prebuild your codespace based on changes to your repository or a schedule. Read more about prebuild triggers.

Every push Default

Your codespace will prebuild on every push to this branch

On configuration change

Your codespace will prebuild when a change is detected on the devcontainer.json and associated configuration files

Scheduled

Your codespace will prebuild on a schedule

#### **Days**

Every day 🔻

#### **Times**

1:00 PM, 3:30 AM •

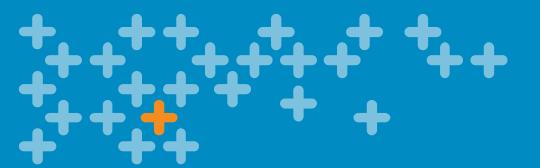
(GMT -05:00) America/Chicago ▼

Create

## GitHub's Engineering Team has moved to Codespaces

Over the past months, we've left our macOS model behind and moved to Codespaces for the majority of GitHub.com development.

https://github.blog/2021-08-11-githubs-engineering-team-moved-codespaces/ Codespaces mona-althub-althub-a59jpa2w5w7.aithub.dev X II devcontainer ison attr\_reader :label attr\_reader :pronounceable label



### Thank you!

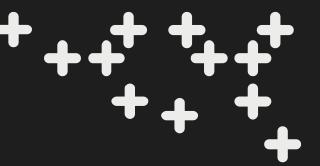
Jakob Ehn

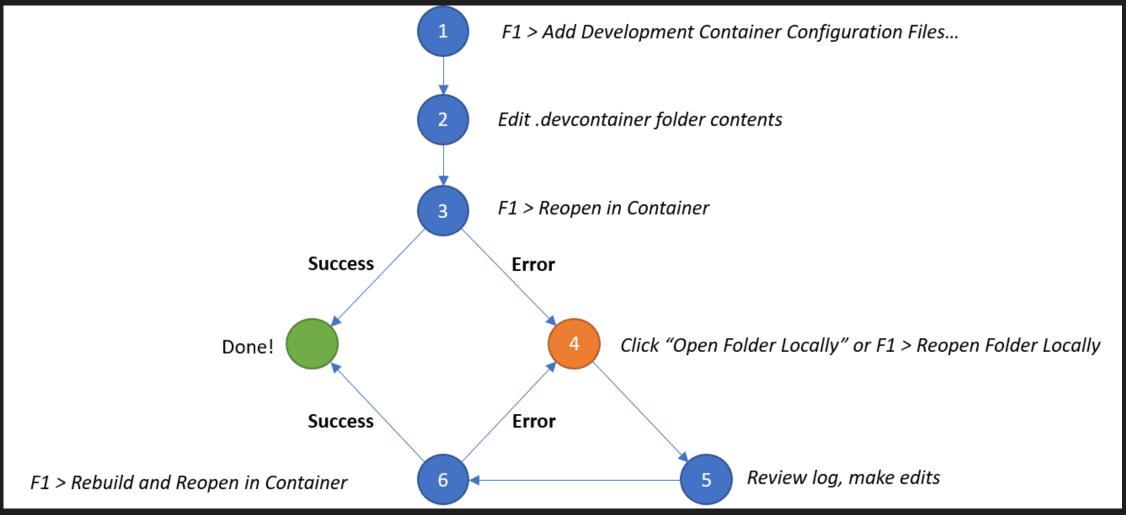
@jakobehn

https://blog.ehn.nu



### Development container workflow





### Pre-building dev container images

devcontainer build --image-name ghcr.io/your-org/your-repo/img ./path

docker push ghcr.io/your-org/your-repo/img

