

Kubernetes Native Developer

Technical Training

Introduction to Quarkus

Use case description & Quarkus demo-app



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twitter.com/RedHat

Self introduction

Name: Wanja Pernath

Email: wpernath@redhat.com

Base: Germany (very close to the Alps)

Role: EMEA Technical Partner Development Manager

- OpenShift and MW

Experience: Years of Consulting, Training, PreSales at
Red Hat and before

Twitter: <https://twitter.com/wpernath>

LinkedIn: <https://www.linkedin.com/in/wanjapernath/>

GitHub: <https://github.com/wpernath>



First book just published

Getting GitOps

A technical blueprint for developing with Kubernetes and OpenShift based on a REST microservice example written with Quarkus

Technologies discussed:

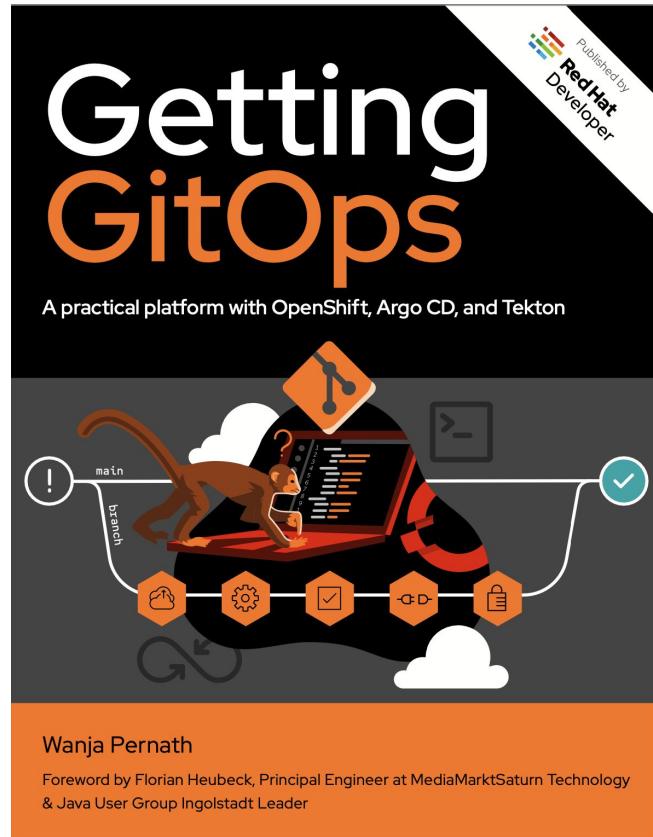
Quarkus, Helm Charts, Kustomize, Tekton Pipelines, Kubernetes Operators, OpenShift Templates, ArgoCD, CI/CD, GitOps....

Download for free at:

<https://developers.redhat.com/e-books/getting-gitops-practical-platform-openshift-argo-cd-and-tekton>

Interview with full GitOps Demo:

https://www.youtube.com/watch?v=znMfVqAIRzY&ab_channel=OpenShift



Agenda

Agenda

- What is this all about
- The Use Case
- Quarkus Business Value
- Quarkus Technical Value
- First steps with Quarkus

What is this all about?

Learning Goals

- Benefits of using Quarkus
- Concepts of Quarkus
- Basic understanding
- Making use of Quarkus Dev Services
- Understanding and using Quarkus to build a microservice
- Developing Quarkus Apps with OpenShift
 - Using Source to Image
 - Deployment of Quarkus apps on OpenShift

The Use Case

Source Code for this workshop:

(Fork it, clone it, use it. It's open source!)

<https://github.com/wpernath/quarkus-grumpycat>

The Use Case

- In order to understand Quarkus and how great it integrates into all the necessary technologies, let's write a game. Let's call it **Quarkus GrumpyCat**
- It's a multi player game for up to 4 concurrent players
- Goal is to be last dog standing



The Use Case

The server is stateless
and maintains the
communication
between the 4 players
in a game



The Use Case

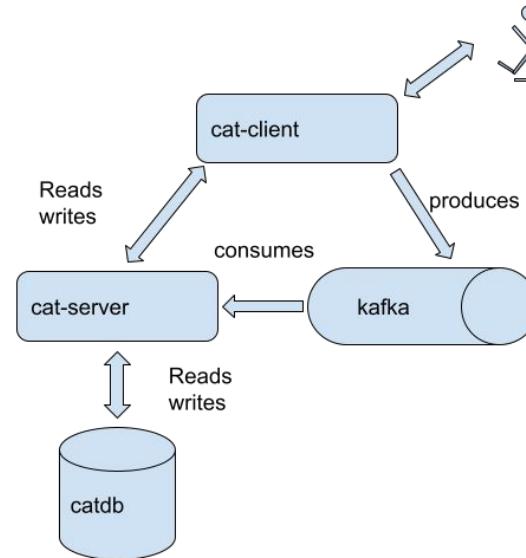


The Use Case

- The client is fully written in JavaScript with a simple game framework called MelonJS (github.com/melonJS/melonJS)
- The client runs in any recent browser (Chrome, Safari, Firefox have been tested)
- The client communicates with the server via
 - REST API and
 - WebSocket
- But, this is a Quarkus workshop (or: a Kubernetes Native Workshop, so we try to ignore the client here, but trust me: Writing a JavaScript game is - pheww).

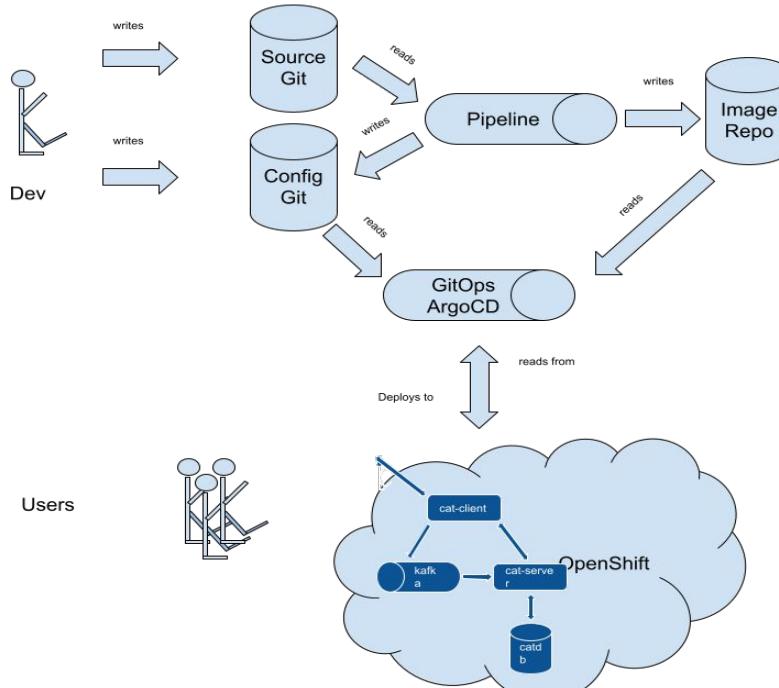
Architecture of the Game

- The user talks via Browser to the cat-client.
- The client talks to the cat-server
- The server has integrations for the database to store state and high scores
- The server also talks to Kafka



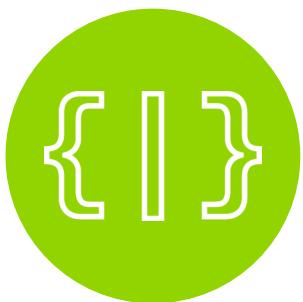
Getting GitOps

- We use the GitOps paradigm for this project, so we will also implement Tekton Pipelines and will use ArgoCD on OpenShift to do CI/CD
- At the end of this workshop you're going to have a blueprint for your own projects.



Build, Deploy & Dev Workflow

BUILD AND DEPLOY CONTAINER IMAGES



DEPLOY YOUR
SOURCE CODE

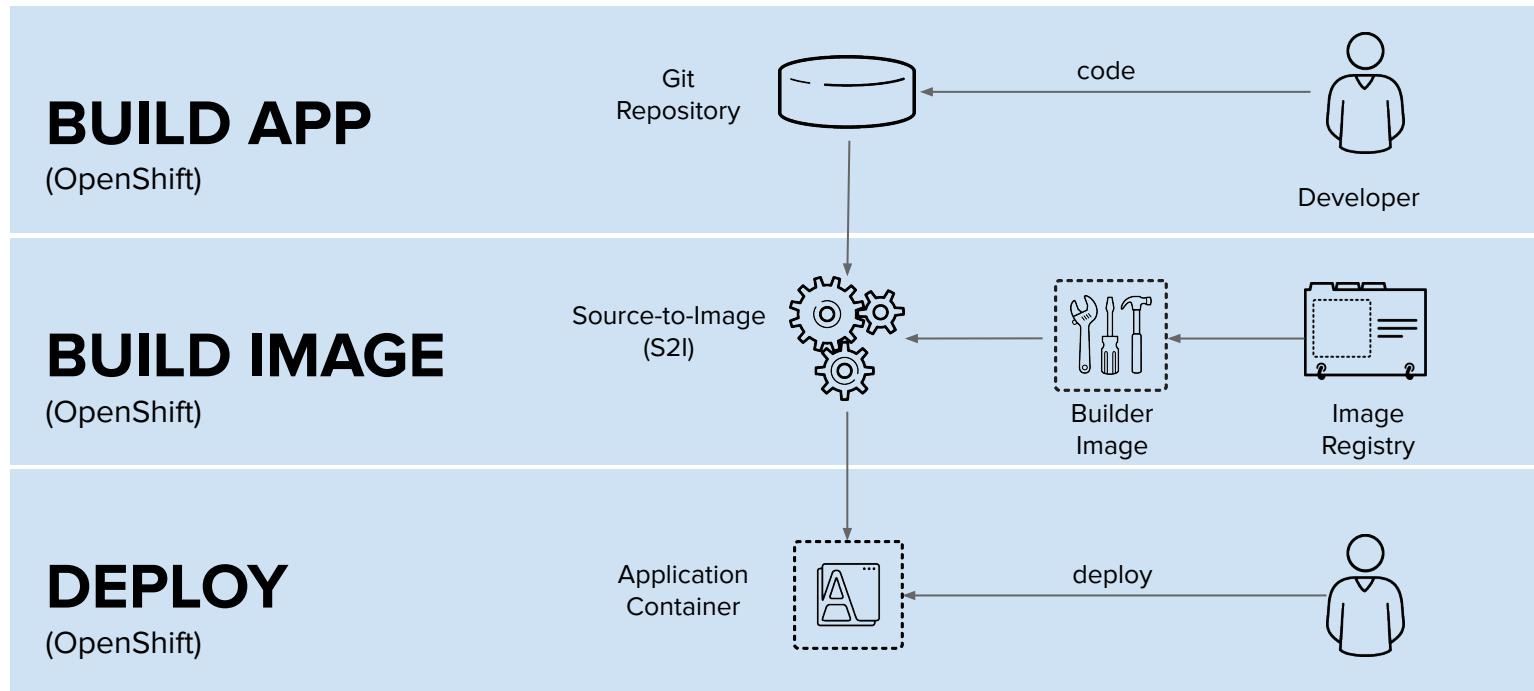


DEPLOY YOUR
APP BINARY

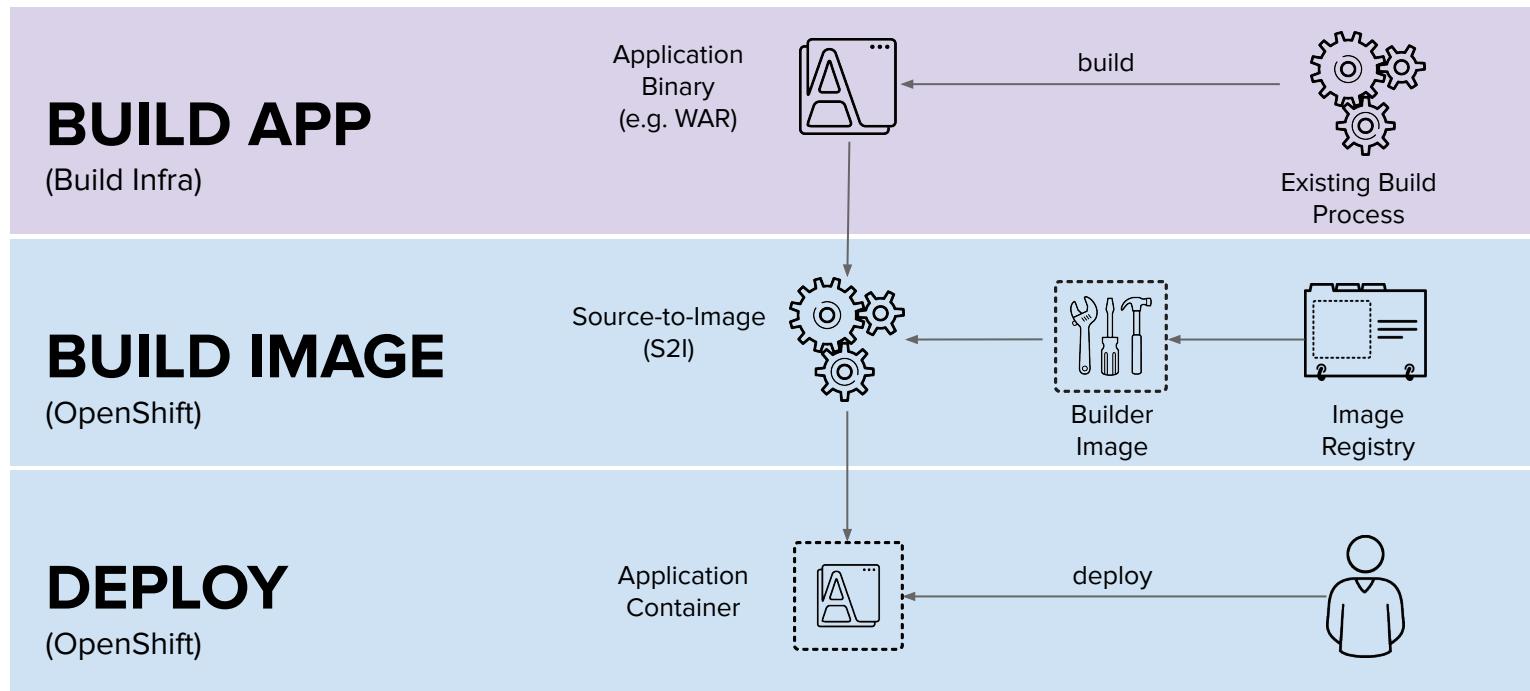


DEPLOY YOUR
CONTAINER IMAGE

DEPLOY SOURCE CODE WITH SOURCE-TO-IMAGE (S2I)

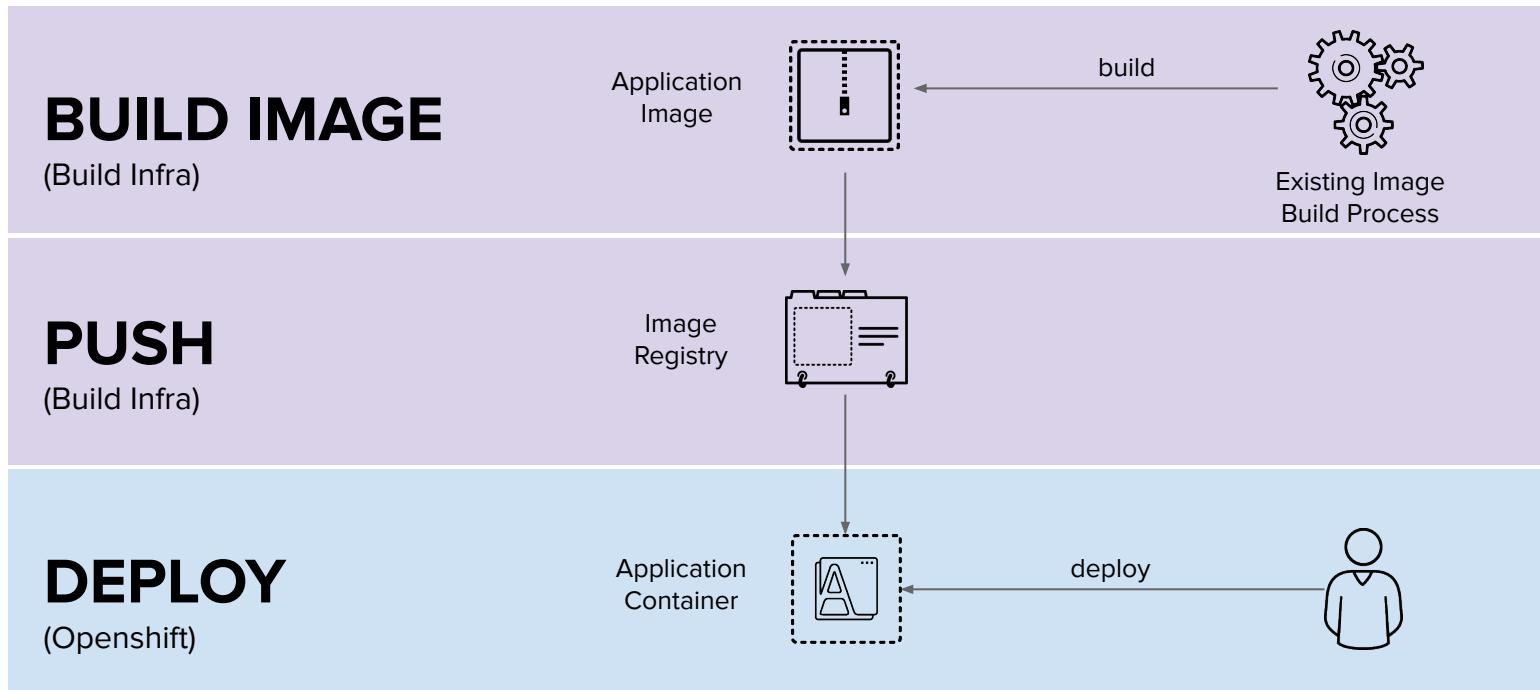


DEPLOY APP BINARY WITH SOURCE-TO-IMAGE (S2I)



User/Tool Does OpenShift Does

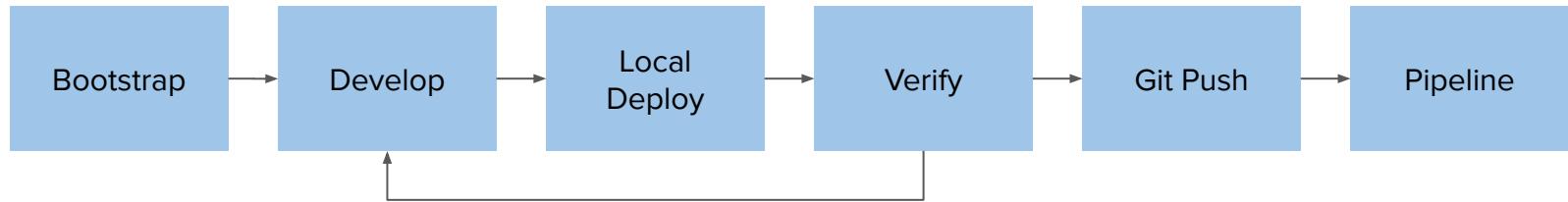
DEPLOY DOCKER IMAGE



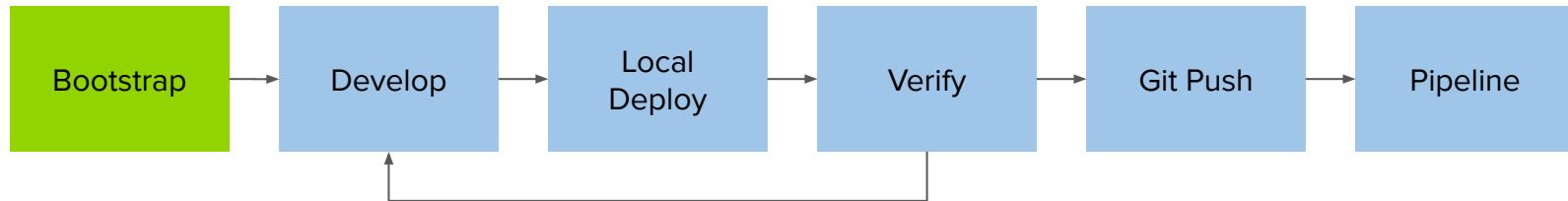
User/Tool Does OpenShift Does

DEVELOPER WORKFLOW

LOCAL DEVELOPMENT WORKFLOW



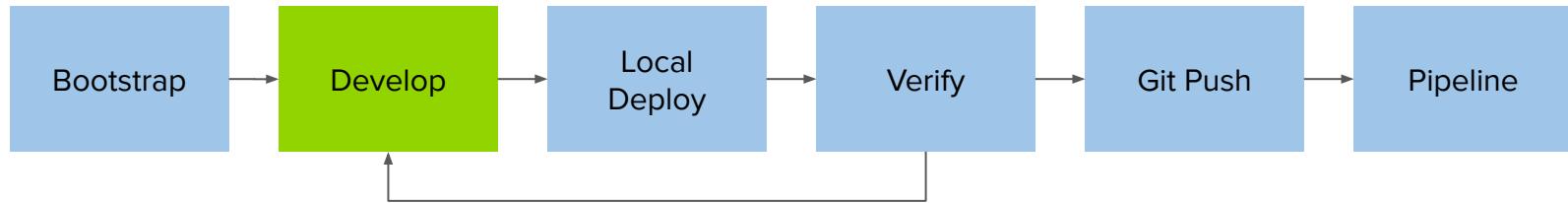
LOCAL DEVELOPMENT WORKFLOW



BOOTSTRAP

- Pick your programming language and application runtime of choice
- Create the project skeleton from scratch or use a generator such as
 - Maven archetypes
 - Quickstarts and Templates
 - OpenShift Generator
 - Spring Initializr

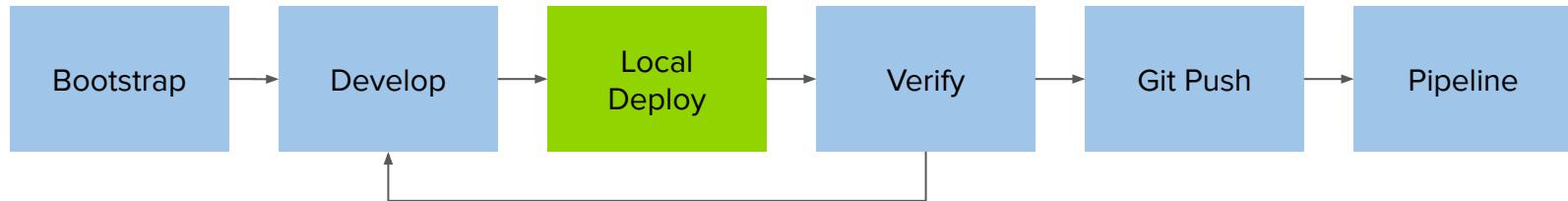
LOCAL DEVELOPMENT WORKFLOW



DEVELOP

- Pick your framework of choice such as Java EE, Spring, Ruby on Rails, Django, Express, ...
- Develop your application code using your editor or IDE of choice
- Build and test your application code locally using your build tools
- Create or generate OpenShift templates or Kubernetes objects

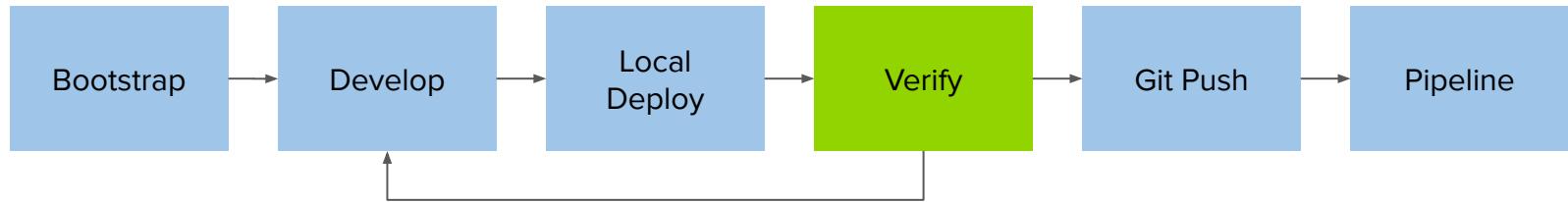
LOCAL DEVELOPMENT WORKFLOW



LOCAL DEPLOY

- Deploy your code on a local OpenShift cluster
 - Red Hat Container Development Kit (CDK), minishift and oc cluster
- Red Hat CDK provides a standard RHEL-based development environment
- Use binary deploy, maven or CLI rsync to push code or app binary directly into containers

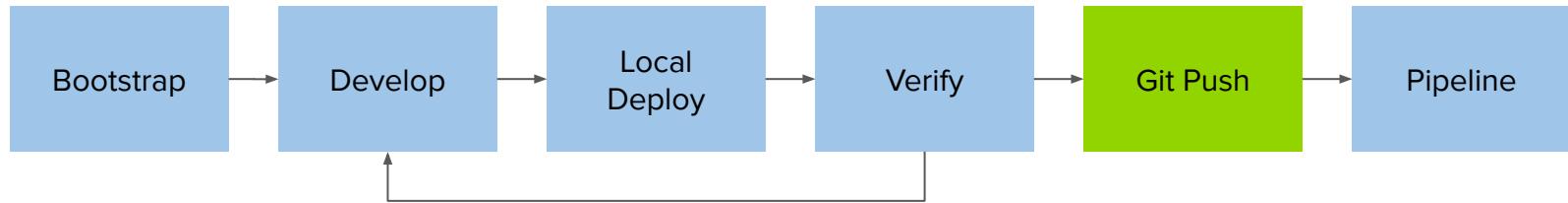
LOCAL DEVELOPMENT WORKFLOW



VERIFY

- Verify your code is working as expected
- Run any type of tests that are required with or without other components (database, etc)
- Based on the test results, change code, deploy, verify and repeat

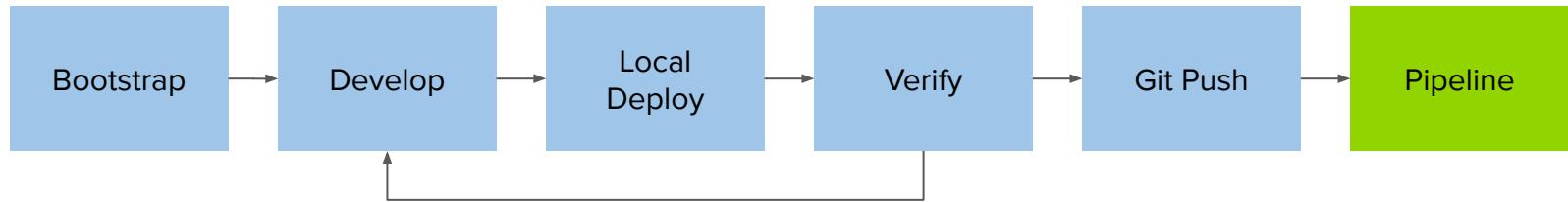
LOCAL DEVELOPMENT WORKFLOW



GIT PUSH

- Push the code and configuration to the Git repository
- If using Fork & Pull Request workflow, create a Pull Request
- If using code review workflow, participate in code review discussions

LOCAL DEVELOPMENT WORKFLOW



PIPELINE

- Pushing code to the Git repository triggers one or multiple deployment pipelines
- Design your pipelines based on your development workflow e.g. test the pull request
- Failure in the pipeline? Go back to the code and start again

Quarkus Business Value



QUARKUS

Supersonic. Subatomic. Java.

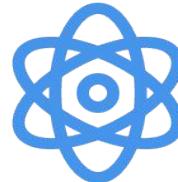
Quarkus - Kubernetes Native Java



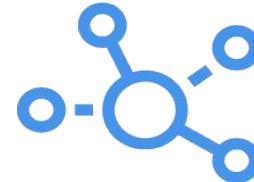
Monolith



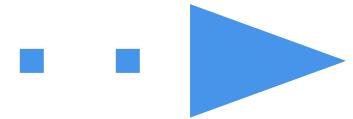
Cloud Native



Microservices



Serverless



Event-Driven
Architecture



kubernetes



Istio



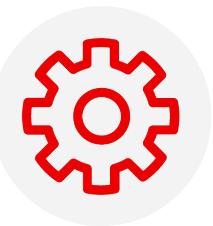
Knative

WHAT IS QUARKUS?

QUARK: elementary particle / **US**: hardest thing in computer science

Quarkus Business Value

"Supersonic, Subatomic Java"



Cost Savings

Cloud efficiency (low memory, fast startup, high density), serverless deployments



Faster Time to Market

Developer productivity, extensions ecosystem, low learning curve, keep competitive edge



Reliability

Trusted technology, active community, trusted sponsor, proven Java libraries and standards

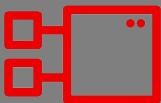
Why Quarkus?

"Quarkus is a great fit if you are looking for..."



IMPROVED APP PERFORMANCE & COST

- Reduce memory consumption
- Increase startup speeds
- Reduce application size
- Looking for Spring or Java alternatives



DIGITAL TRANSFORMATION

- Modernize or optimize existing applications
- Move to a cloud-native or microservices architecture
- Need lightweight connectivity between services
- Next generation business automation



SERVERLESS

- Have seldom used but critical services
- Interested in serverless or FaaS (function as a service)

Quarkus Technical Value

“Historical” Enterprise Java Stack

Architecture: **Monoliths**



Deployment: **multi-app, appserver**

Dynamic Application Frameworks

App Lifecycle: **Months**

Application Server

Memory: **1GB+ RAM**

Java Virtual Machine (Hotspot)

Startup Time: **10s of sec**

Operating System + Hardware/VM

“Modern” Enterprise Java Stack

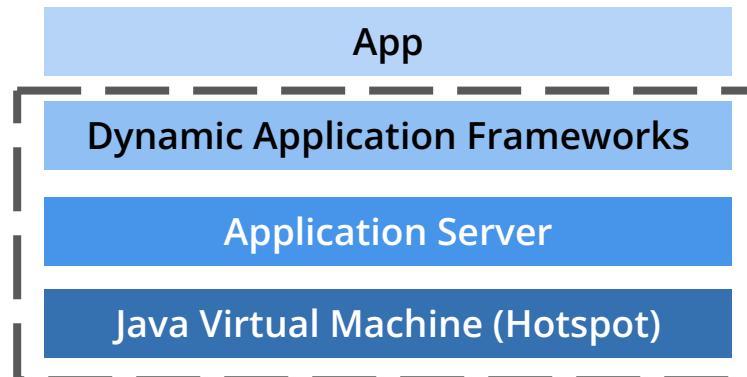
Architecture: **Microservices**

Deployment: **Single App**

App Lifecycle: **Days**

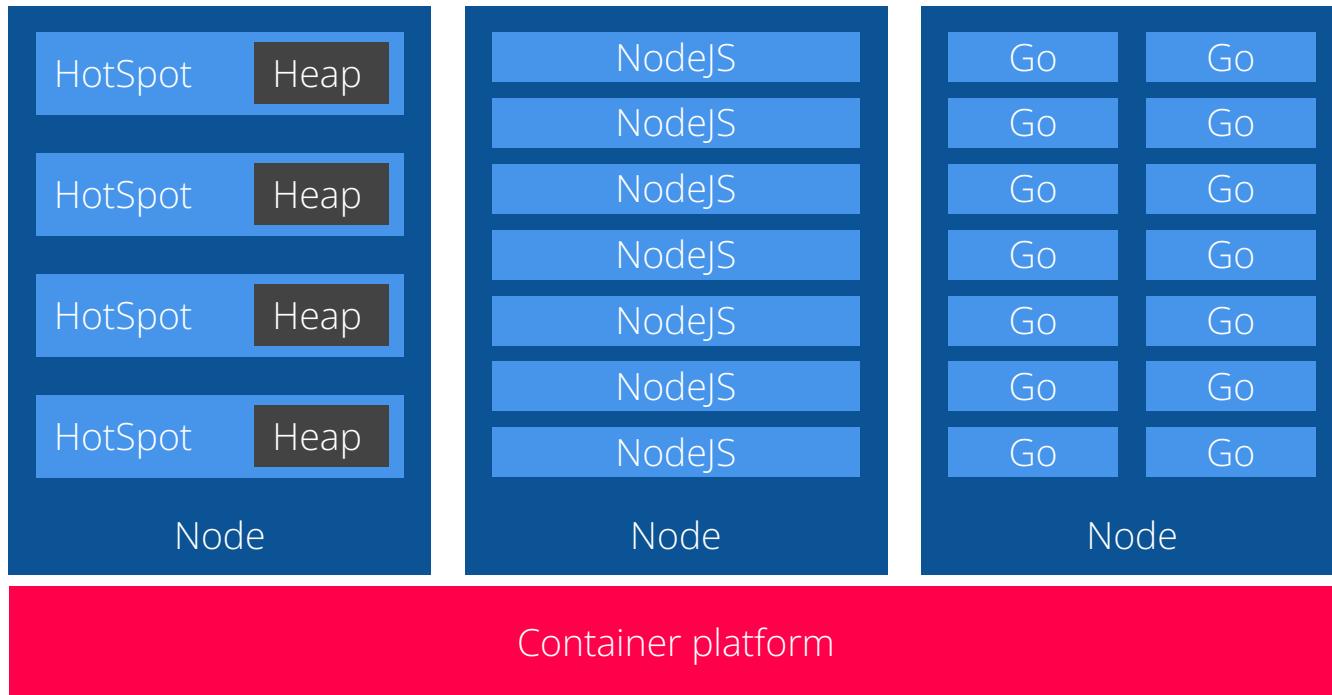
Memory: **100MBs+ RAM**

Startup Time: **Seconds**



No
Change

Hidden Truth About Java + Containers



**THERE IS A NEED FOR A
NEW JAVA STACK FOR
CLOUD-NATIVE AND
SERVERLESS**

Experts from cloud-native Java OS projects

VERT.X



Eclipse Vert.x



Hibernate



RESTEasy



Eclipse MicroProfile



Undertow

OpenJDK™



QUARKUS

Differentiators



Container First

- Tailors your app for HotSpot & GraalVM
- Fast boot time and low RSS memory
- Serverless fit



Developer Joy

- Live coding
- Unified configuration



Unifies Imperative & Reactive

- Combines blocking and non-blocking
- Built-in event bus



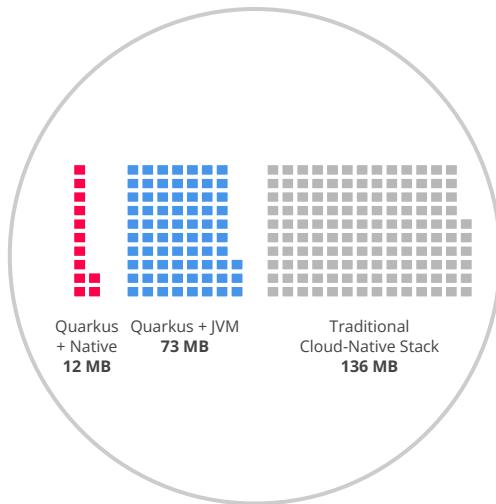
Best of Breed Libraries & Standards

- 90+ extensions
- "Powered by Quarkus" applications

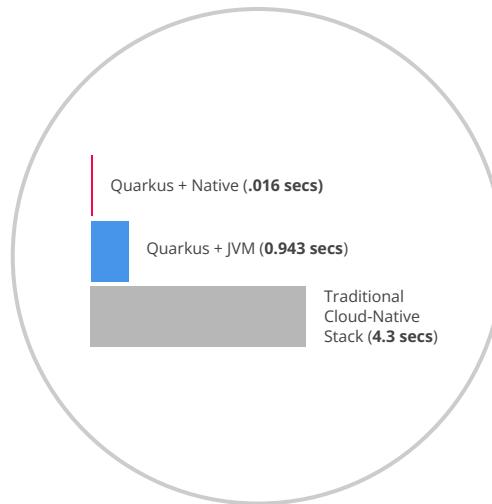
Benefit No. 1: Container First

"We went from 1-min startup times to 400 milliseconds"

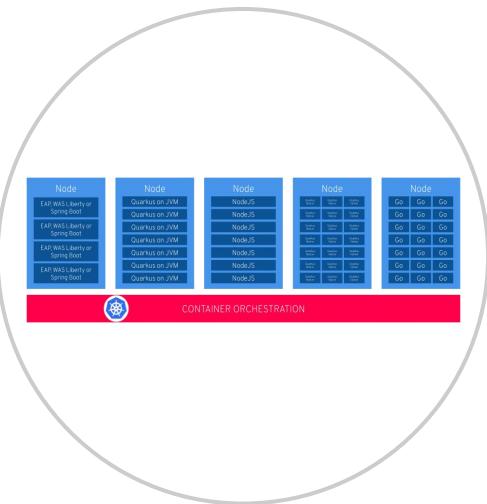
Reduced Memory Footprint



Fast Startup Time



Smaller Disk Footprint

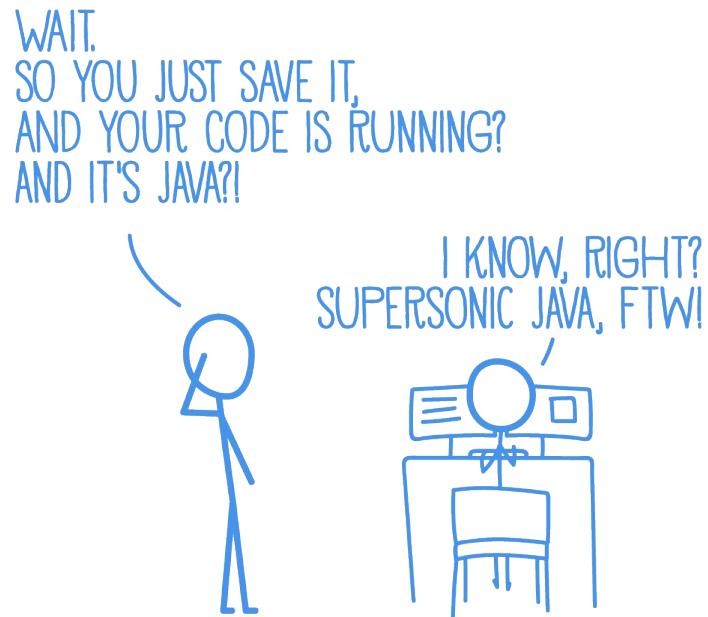


Benefit No. 2: Developer Joy

*"Our developers used to wait **2 to 3 mins** to see their changes. **Live coding** does away with this."*

A cohesive platform for optimized developer joy:

- Based on standards and more
- Unified configuration
- Live coding
- Streamlined code for the 80% common usages, flexible for the 20%
- No hassle native executable generation



Benefit No. 3: Unifies Imperative and Reactive

```
@Inject  
SayService say;  
  
@GET  
@Produces(MediaType.TEXT_PLAIN)  
public String hello() {  
    return say.hello();  
}
```

```
@Inject @Stream("kafka")  
Publisher<String> reactiveSay;  
  
@GET  
@Produces(MediaType.SERVER_SENT_EVENTS)  
public Publisher<String> stream() {  
    return reactiveSay;  
}
```

- Combine both Reactive and imperative development in the same application
- Inject the EventBus or the Vertx context
- Use the technology that fits your use-case
- Key for reactive systems based on event driven apps

Benefit No. 4: Best of Breed Frameworks & Standards

"When you adopt Quarkus, you will be productive from day one since you don't need to learn new technologies."



Eclipse Vert.x



Hibernate



RESTEasy



Apache Camel



Eclipse MicroProfile



Netty



Kubernetes



OpenShift



Jaeger



Prometheus



Apache Kafka



Infinispan



Flyway



Neo4j



MongoDB



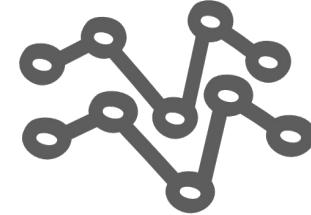
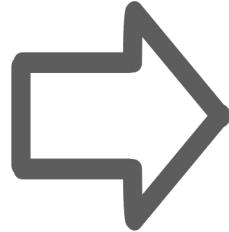
MQTT



Keycloak



Apache Tika



Supersonic, Subatomic

Fast.

Blazing fast to start.

Millisecond fast!

Supersonic, Subatomic Java

REST

Quarkus + Native (via GraalVM) **0.016 Seconds**

Quarkus + JVM (via OpenJDK) **0.943 Seconds**

Traditional Cloud-Native Stack **4.3 Seconds**

REST + CRUD

Quarkus + Native (via GraalVM) **0.042 Seconds**

Quarkus + JVM (via OpenJDK) **2.033 Seconds**

Traditional Cloud-Native Stack **9.5 Seconds**

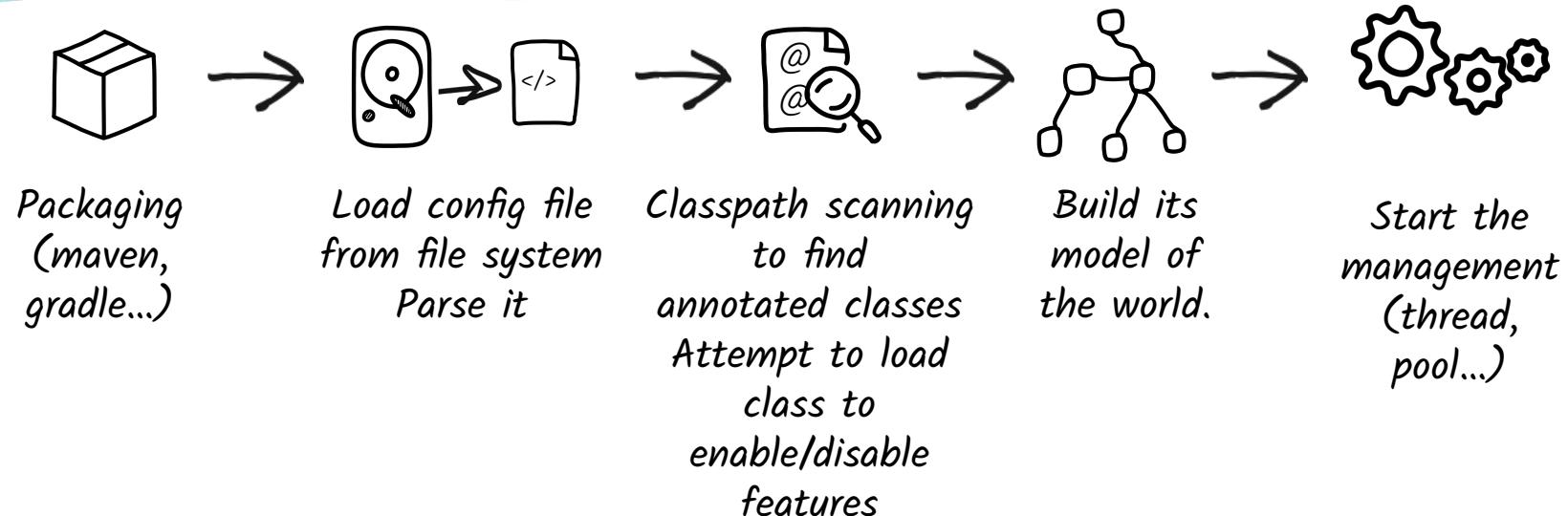
Time to first response

HOW DOES QUARKUS WORK?

How Does a Framework Start?

Build Time

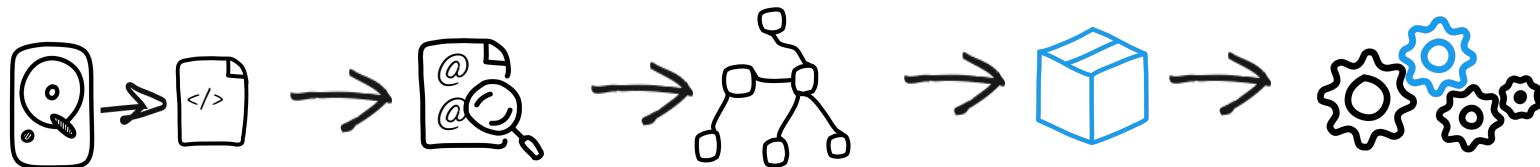
Runtime



The Quarkus Way

Build Time

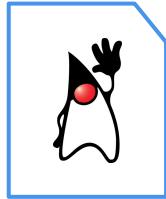
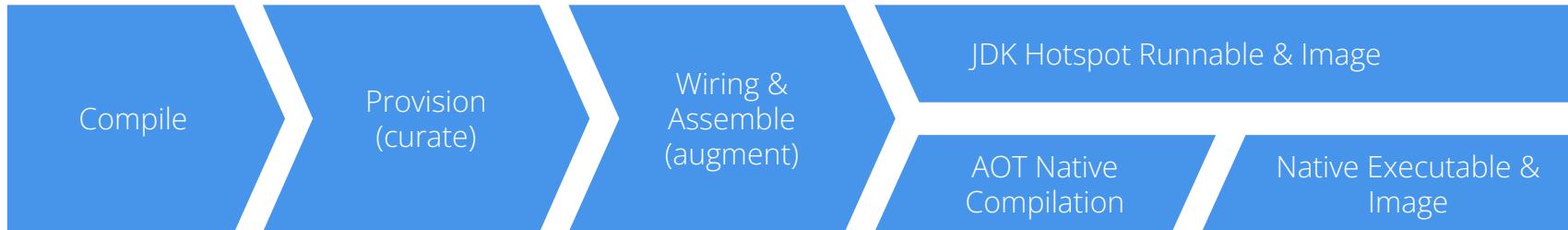
Runtime



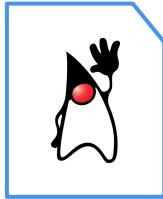
Build Time

Runtime

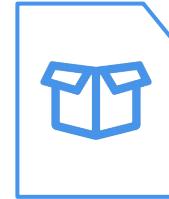
An ahead-of-time, build-time, runtime



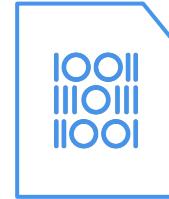
app.jar



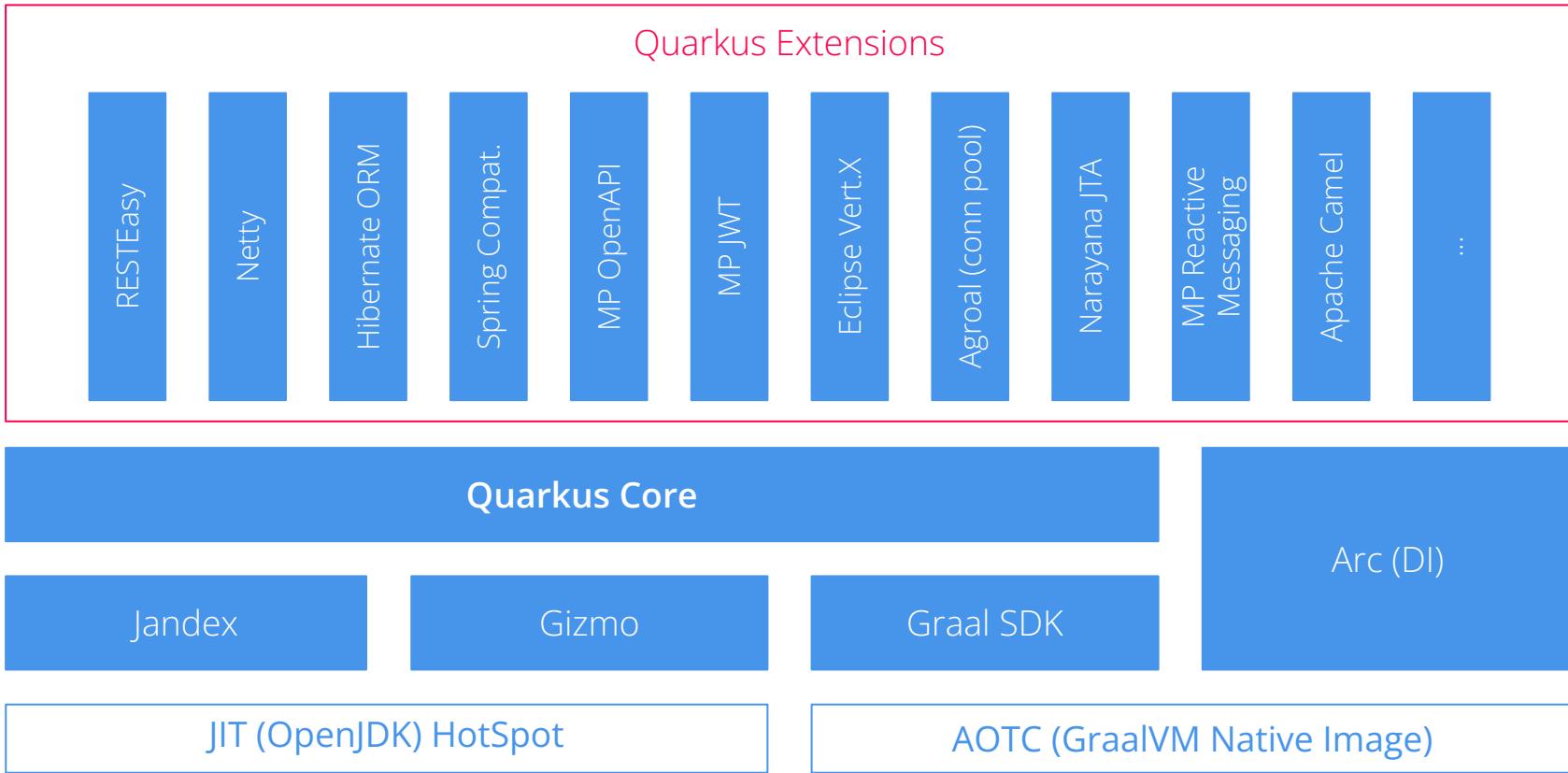
frameworks



Runnable java app



native-app



The Right VM For the Right Deployment

JIT (OpenJDK HotSpot)

- High memory density requirements
- High request/s/MB
- Fast startup time
- Best raw performance (CPU)
- Best garbage collectors
- Higher heap size usage
- Known monitoring tools
- Compile Once, Run anywhere
- Libraries that only work in standard JDK

AOT (GraalVM native image)*

- Highest memory density requirements
- Highest request/s/MB
for low heap size usages
- Faster startup time
10s of ms for Serverless

*Currently in Tech Preview



Quarkus Tools - Build

maven



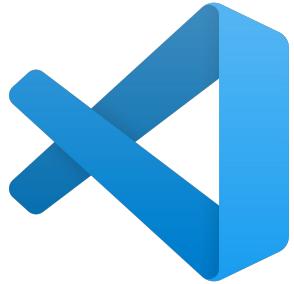
Gradle*

```
mvn io.quarkus:quarkus-maven-plugin:1.3.2.Final-redhat-00001:create \
-DprojectGroupId=org.acme \
-DprojectArtifactId=getting-started \
-DplatformGroupId=com.redhat.quarkus \
-DplatformVersion=1.3.2.Final-redhat-00001 \
-DclassName="org.acme.quickstart.GreetingResource" \
-Dpath="/hello"
cd getting-started
```

*community supported



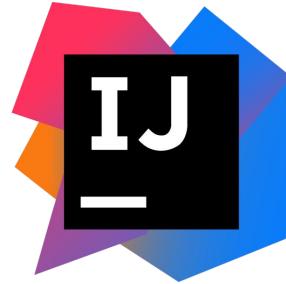
Quarkus Tools - IDE



[VSCode](#)



[Eclipse](#)



[IntelliJ](#)



[che.openshift.io](#)

DEMO

First steps

First Steps

- You need to have Java 17 or better installed on your dev machine
- You need to have Maven or Gradle installed on your dev machine
- Then install quarkus CLI tool
 - <https://quarkus.io/guides/cli-tooling>
- If you want to use the Dev Services, install Docker Desktop or Podman Desktop
- Then you need to have a look at
 - <https://quarkus.io/guides/#getting-started>
- And then: HAVE FUN!

Optional section marker or title

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