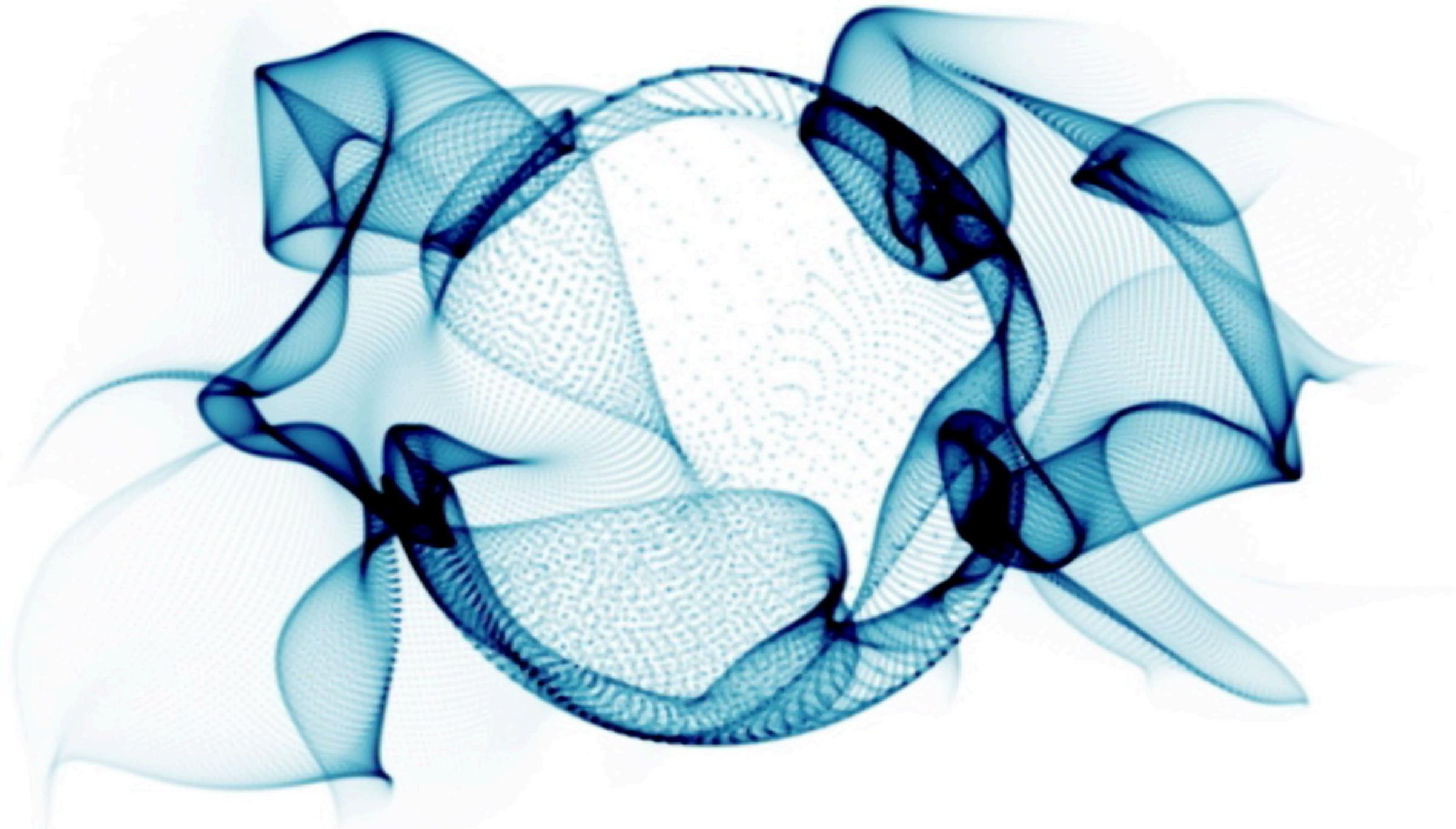


# Serverless Web Apps w/ AWS



HACKGT 5: Klaus Advanced Computing Building



# john i. mcswain, iii

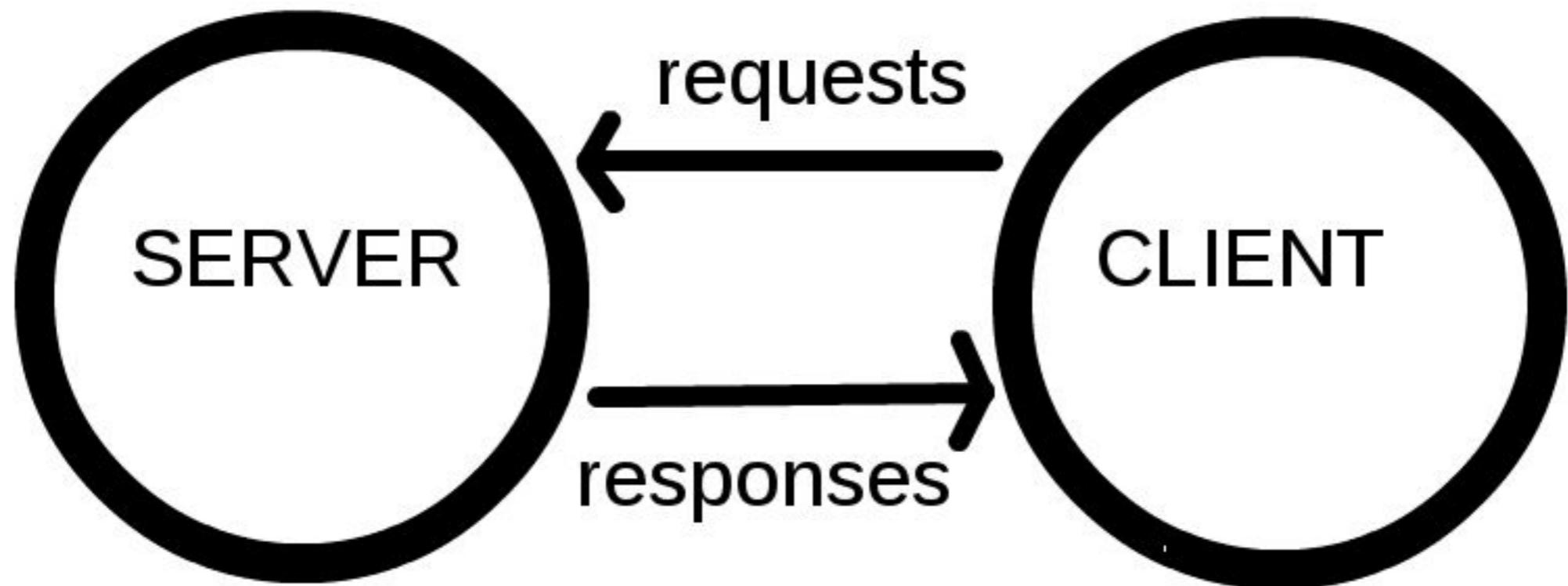


polyglot. *internet aficionado.* technologist.  
*gamer.* software. *idea builder.*



So...what exactly *is* serverless?

# On the “typical web”





Serverless is more about  
what it's **NOT**

Here are some examples...

Manually deploying, starting,  
managing a server **WHILE** coding  
the apps running on it....





Serverless is *NOT* that. . .

# Manually scaling servers, in real-time.....





Serverless is *NOT* that. . .

Designing the best app code,  
and estimating demand

Then the *bill* comes...





Serverless is *NOT* that. . .

Serverless uses  
*Functions as a service (FaaS)*, which  
frees developers from the need to  
manage servers or back-end parts

# Translation?

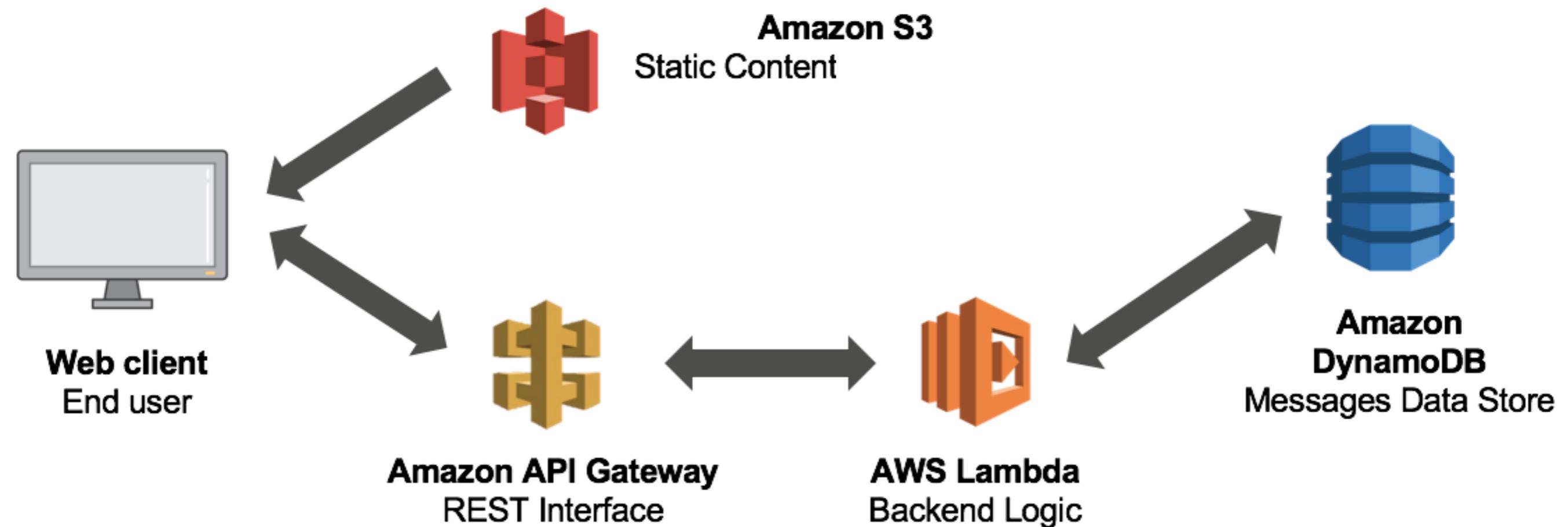
Serverless allows developers to focus on  
important things



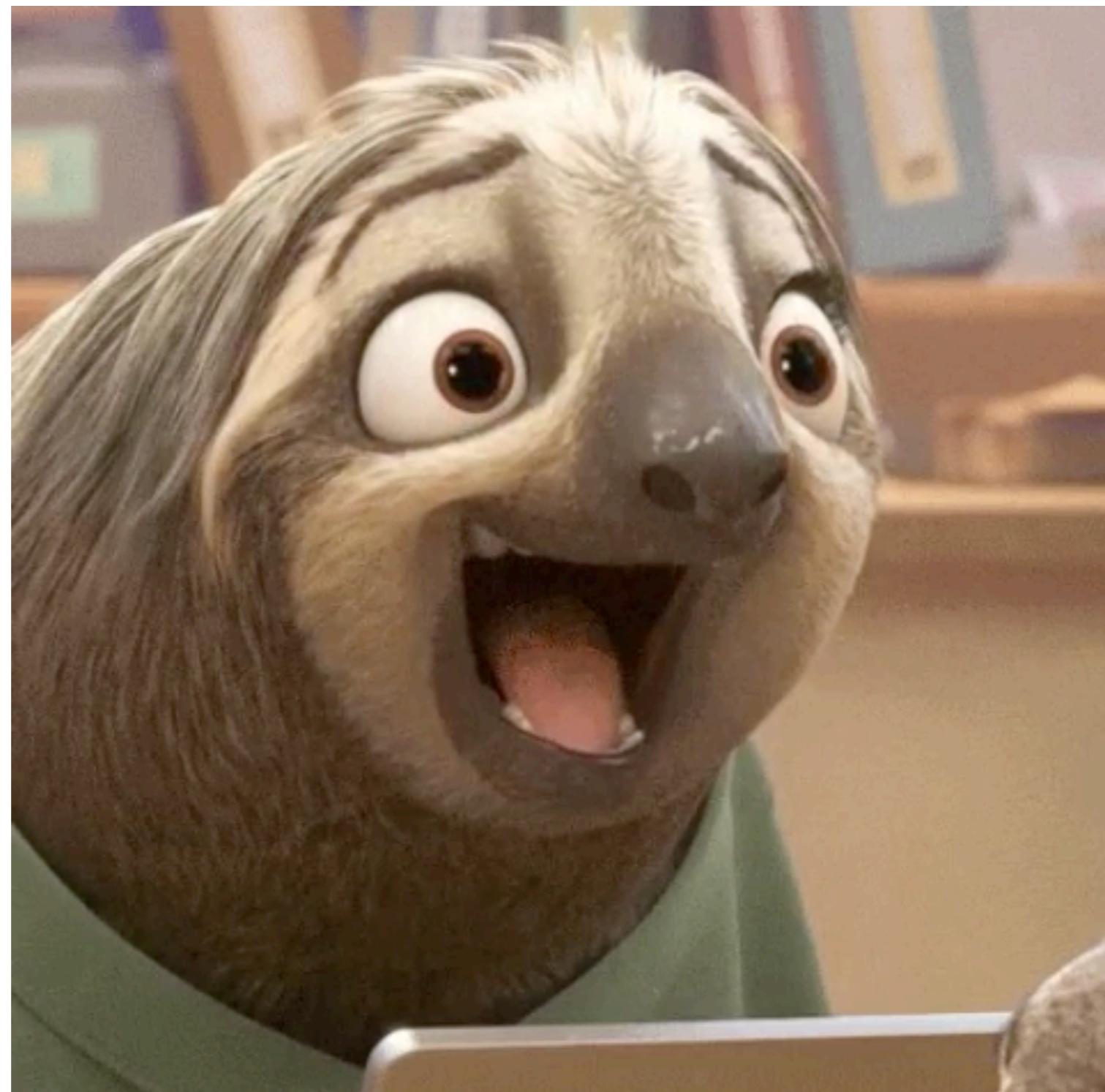


AWS uses Lambdas to deliver serverless  
FaaS with triggers

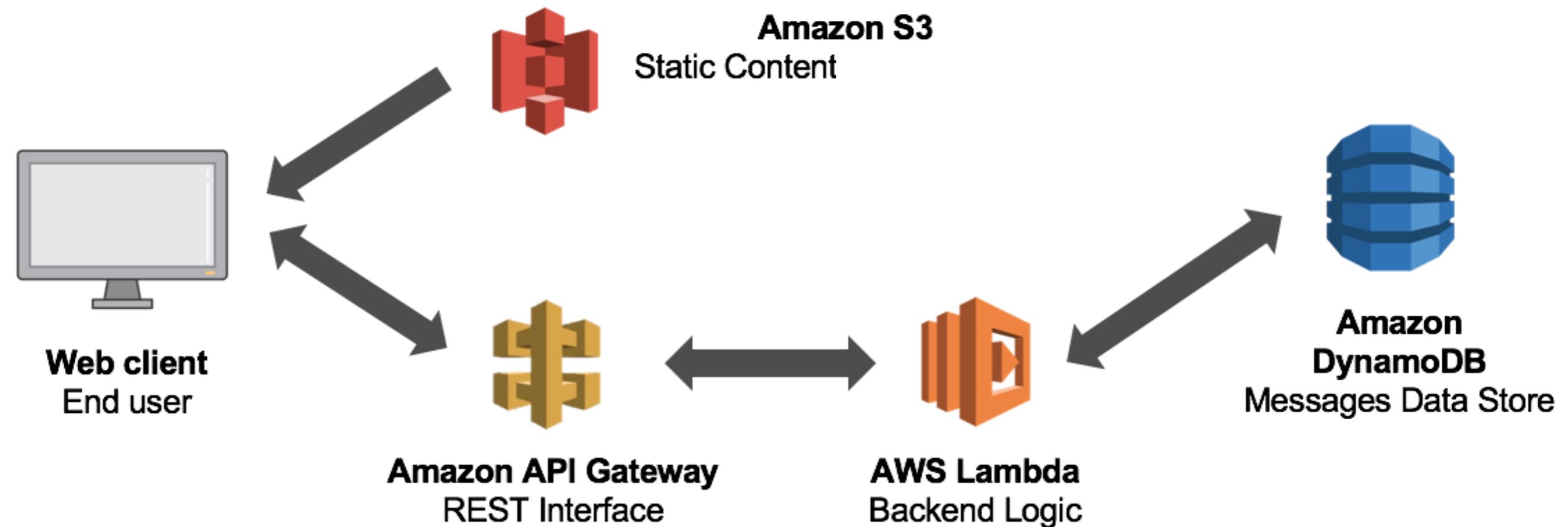
# Serverless Architecture w/ AWS



# Demo Time!



# Serverless Architecture w/ AWS



To recap . . .

# *Serverless* means...

NO scaling/provisioning/thinking is done  
by you, and it happens  
...automagically!



Without **Serverless**, devs can be  
distracted & vulnerable



*Serverless* helps you succeed  
when you're **NOT** looking,  
*...because* you're not looking



# Serverless === Success



Q & A

# Thank You!

code+slides

*[http://bit.do/mcswain\\_serverless](http://bit.do/mcswain_serverless)*

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