Cloud native is code that is operated and managed by code

Cloud migrations in 2018 built a foundation for cloud-native development

Cloud native apps are based on microservices, and can be container-based or "serverless" Cloud Native Software
At Mozilla- enabling
new services!

Event-focused applications and user journeys are wellsuited for cloud native

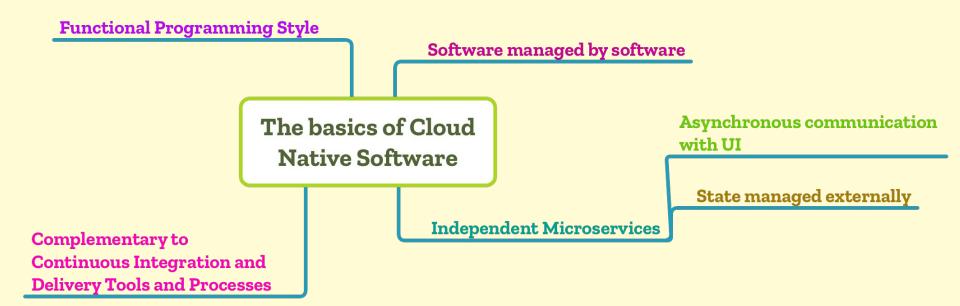
Cloud native architectures bring code closer to our global user base

Continuous integration pipelines that enable multiple releases per day are perfect for cloud native dev

Cloud native makes canary builds, A/B testing, and rapid experimentation easier than traditional monoliths

Cloud Native services require instrumentation and tooling, and work best when developers must operate their code (SRE)

Current Cloud Native solutions are tightly tied to vendors (Google, Amazon, Microsoft). We can advocate for openness in the ecosystem.



Enables optimization based on geography

Requires fine-grained security, and reduces blast radius of compromised code

Requires instrumentation rather than logging

Supports event-based design

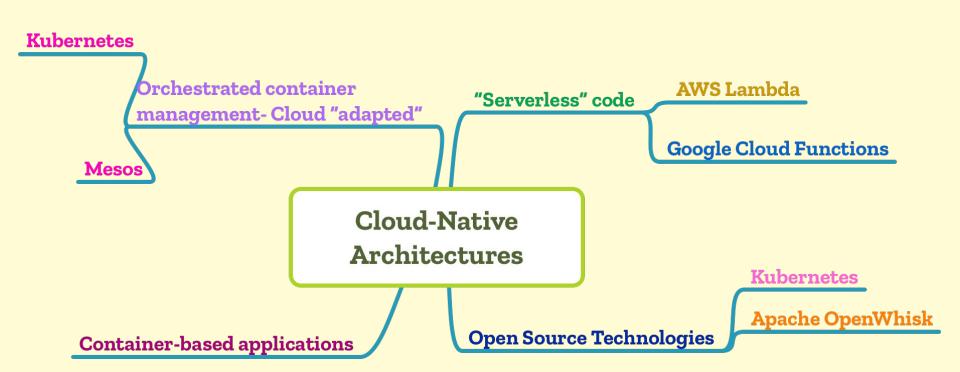
Simplifies experimentation and "canary releases"

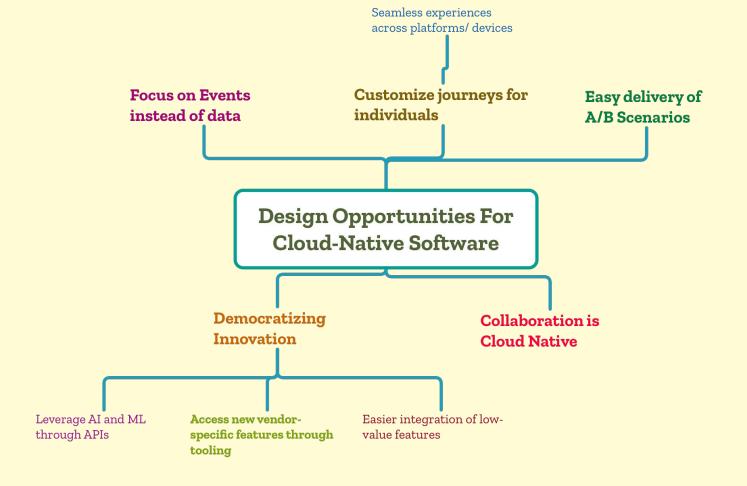
Cloud Native Software
DevelopmentConcepts

High risk of vendor lock-in and vendor control of applications

Realizes the dream of being able to release meaningful changes and fixes multiple times per day

Not appropriate for stateful applications- but do you really need to keep state?





Patterns/Antipatterns for Cloud Native software