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TECHNOLOGY PARTNERS

# The Future Now

## The Top Trends in Software Development



Jonathan "J." Tower



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# The Top Trends Right Now In Software Development

# What We'll Cover



Low-Code/  
No-Code



Edge Computing



Quantum  
Computing



AI & ML



Cloud Native



Software  
Architecture



Web



DevOps



Cross-Platform  
Development



Tooling



Work Style



Q&A



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# Hello!

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Trailhead Technology Partners



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- ✉ Jonathan "J." Tower
- ✉ jtowermi

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- ✉ trailheadtechnology.com/blog



BEER  
CITY  
CODE



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# Low-Code/No-Code



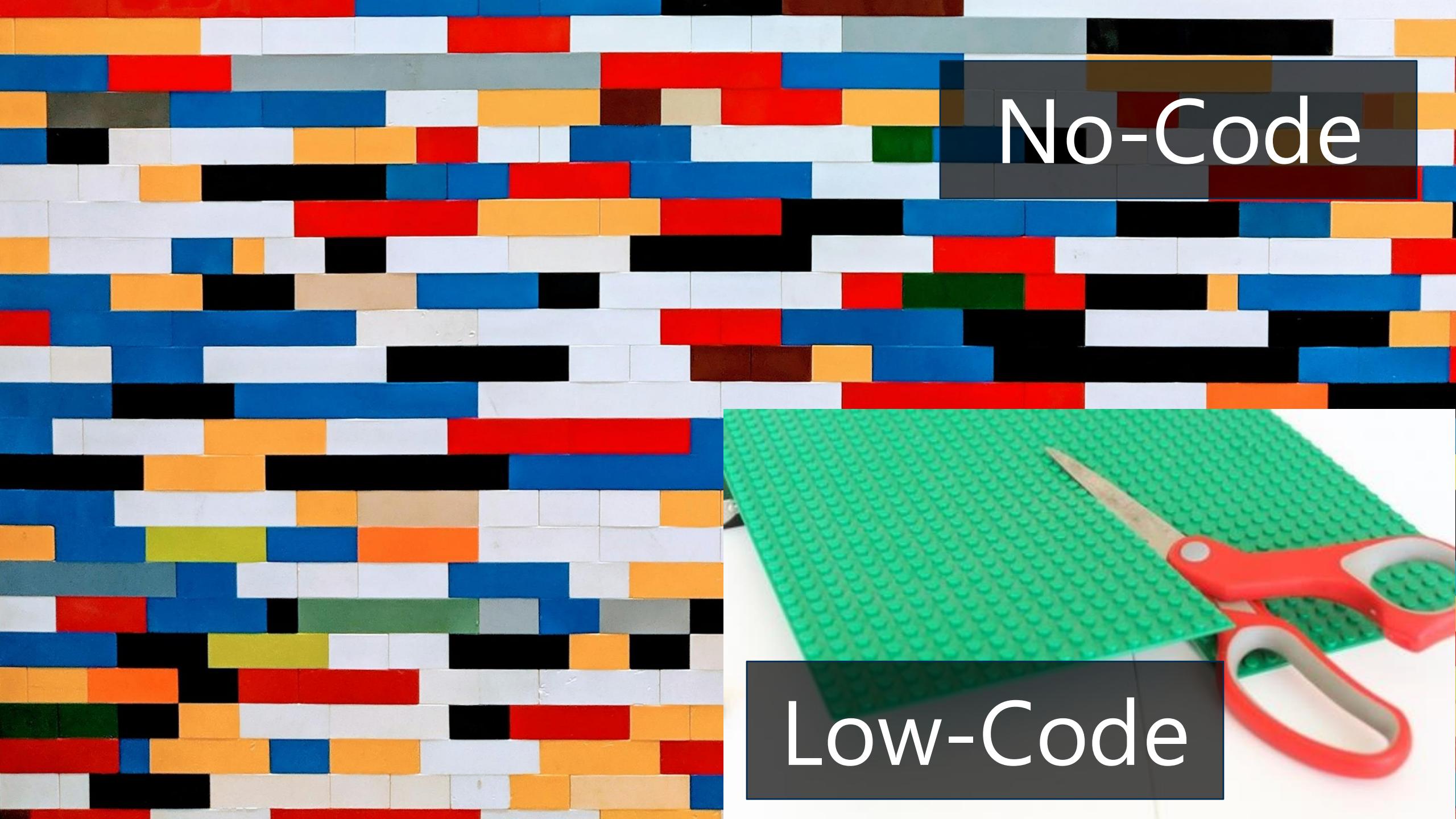
# Low-Code/No-Code

**No-code:** A development platform allowing **citizen developers** to **create applications** entirely through **visual interfaces** with **no code**.

**Low-code:** A development approach that allows **citizen developers** and professionals to **build applications** with **minimal coding** by using **pre-built components**.



No-Code



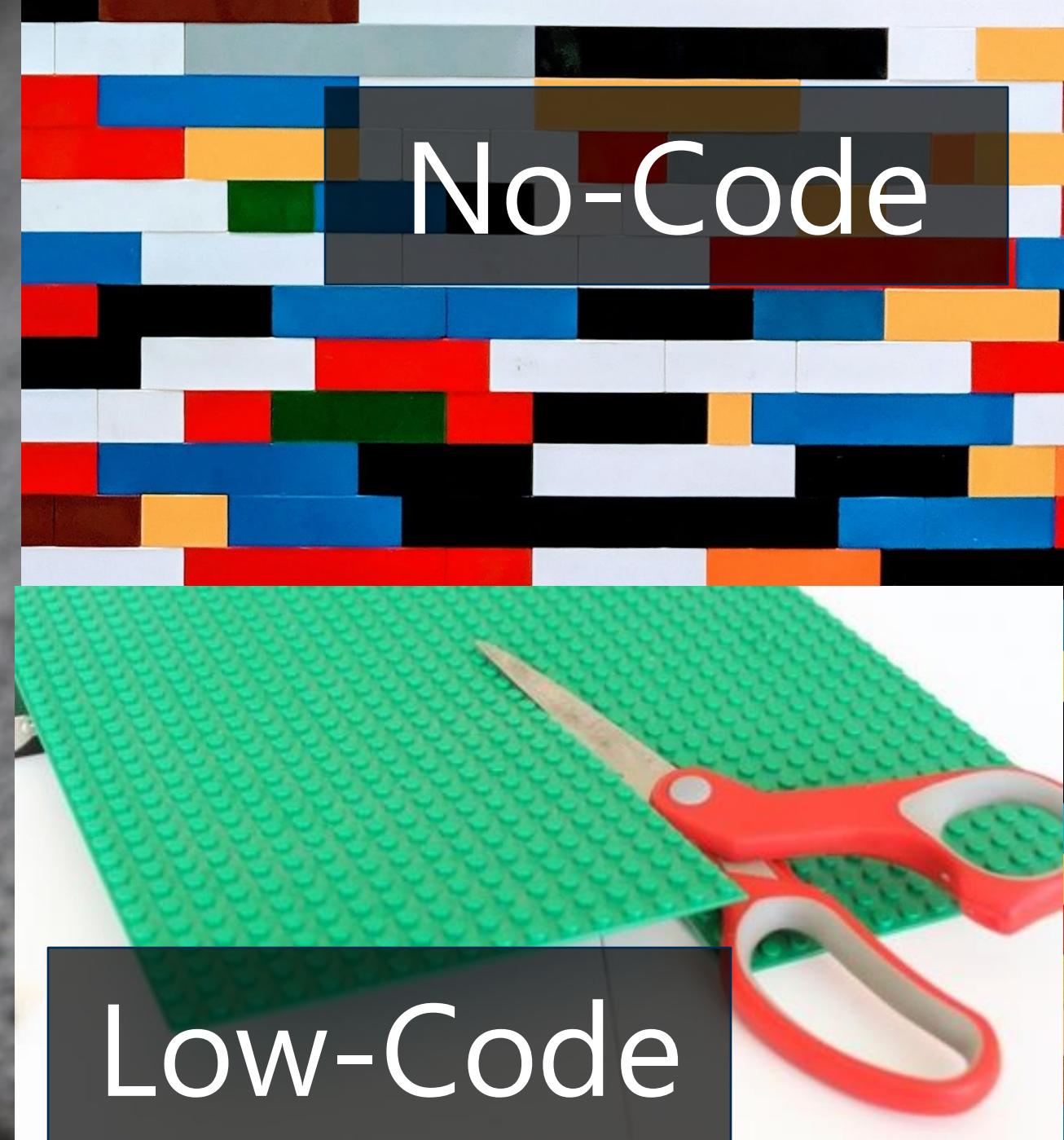
No-Code



Low-Code



Custom Code



No-Code

# 4GL Resurrected!

- Fourth-generation programming language
- *Application Development Without Programmers* by James Martin (1981)
- Reborn 40 years later as Low-Code/No-Code
- Will it take off this time?

## No-Code Platforms

**\_zapier**



**Airtable**

**.bubble**



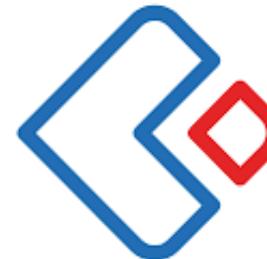
# Low-Code Platforms



mendix



Microsoft  
PowerApps



Zoho  
Creator

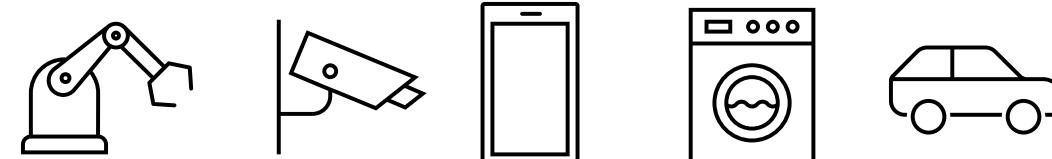
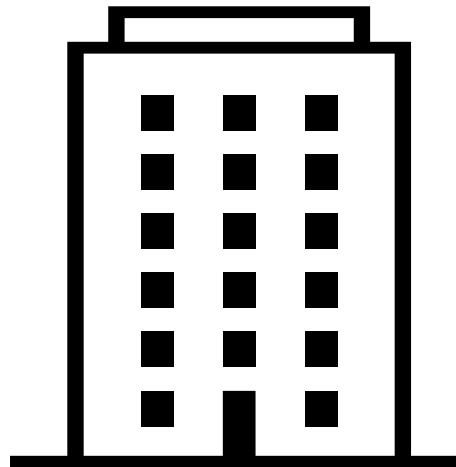


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# Edge Computing

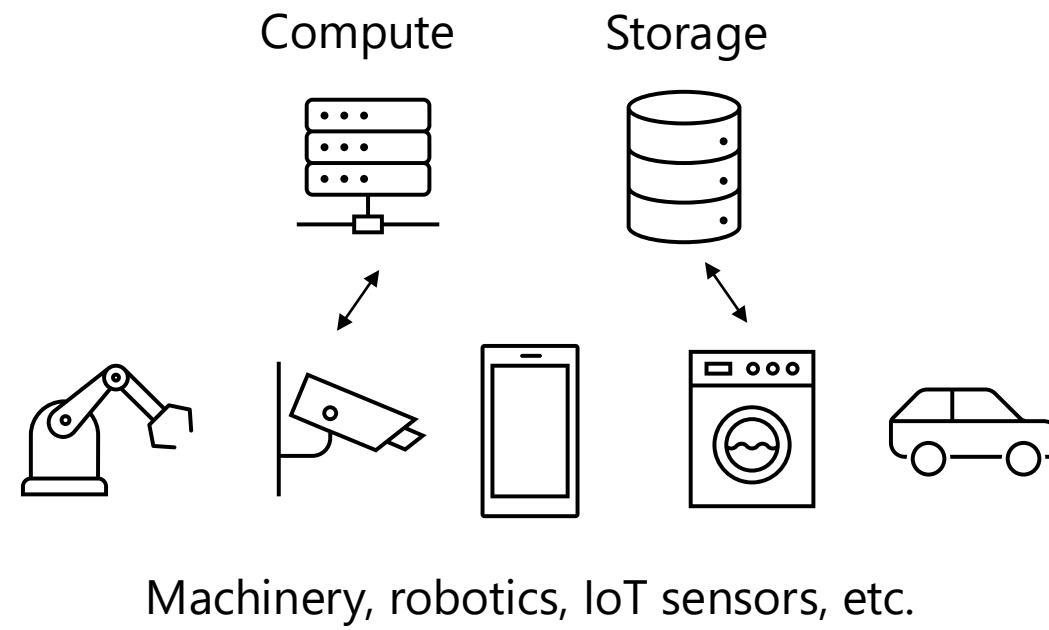
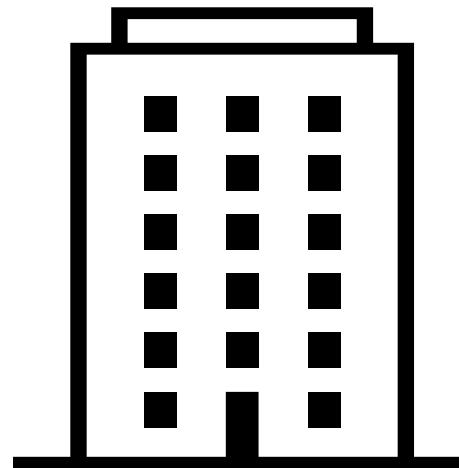


# Traditional Deployments

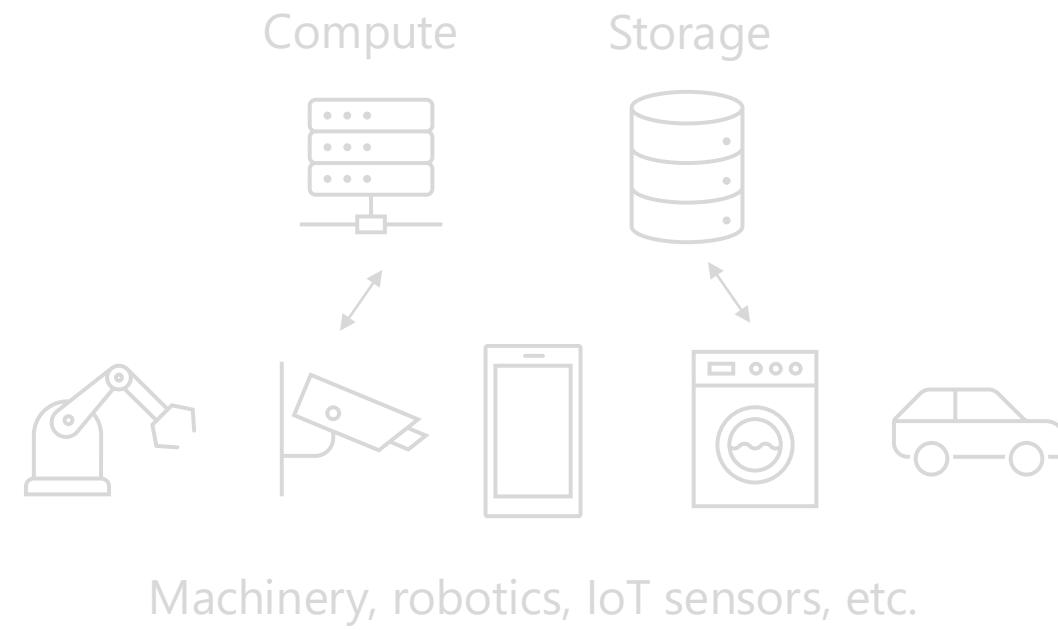


Machinery, robotics, IoT sensors, etc.

# Traditional Deployments



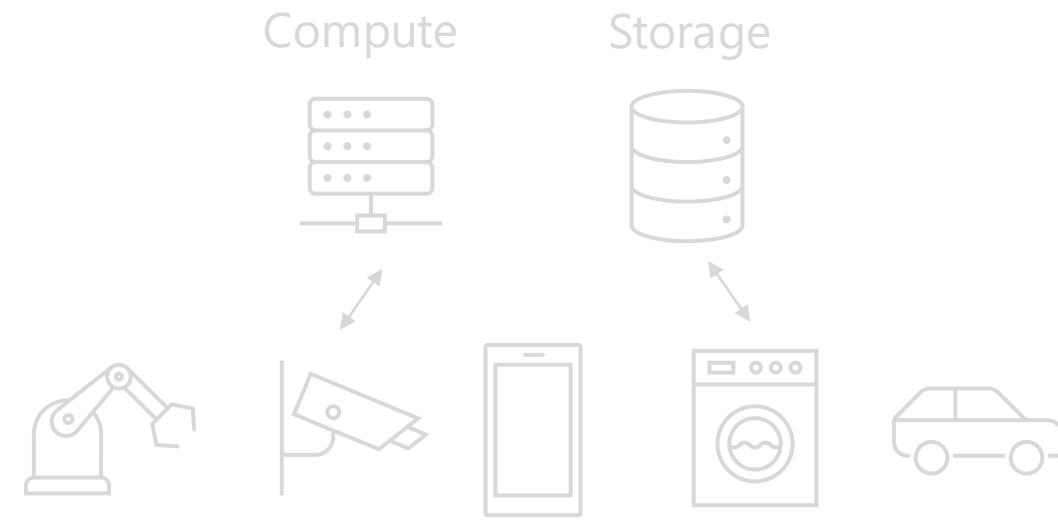
# Traditional Deployments



# Traditional Deployments



Close to where data generated/used



Machinery, robotics, IoT sensors, etc.

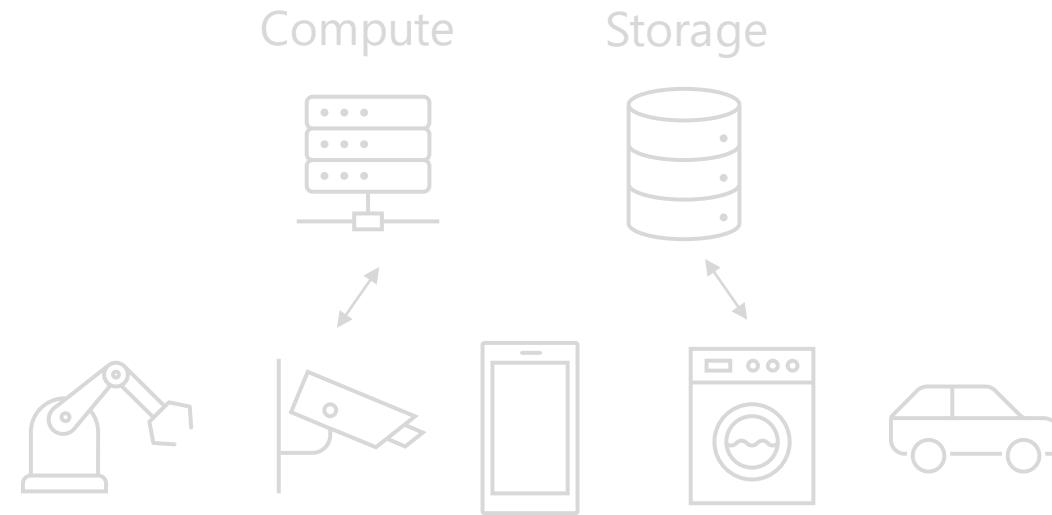
# Traditional Deployments



Close to where data generated/used

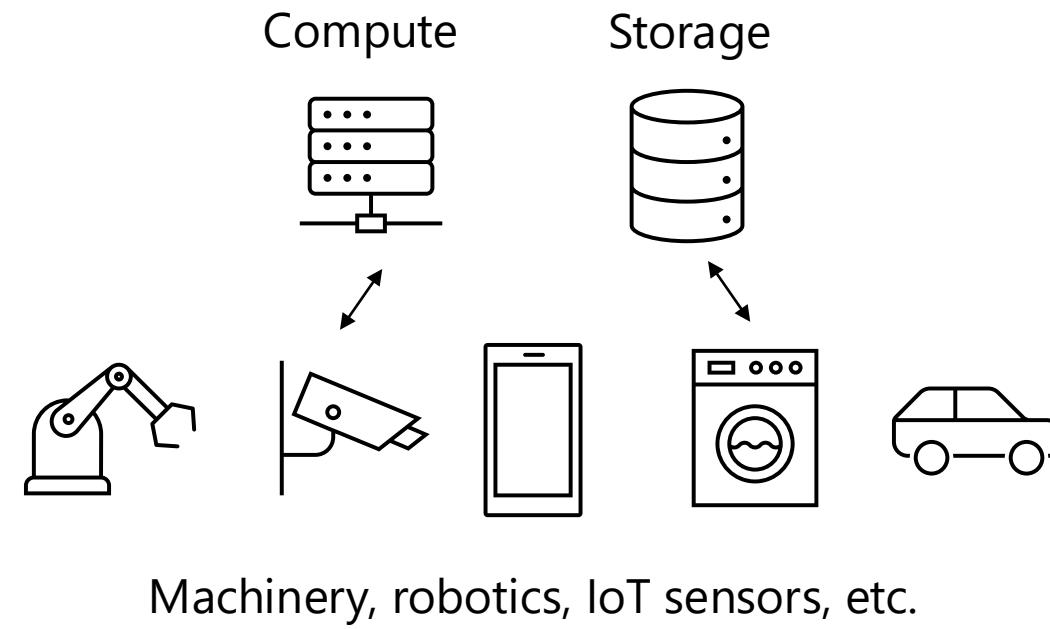
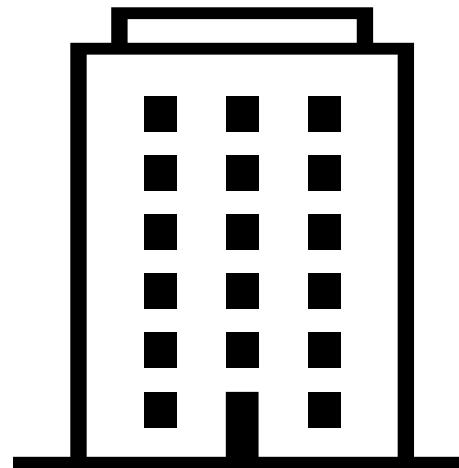


Self-managed

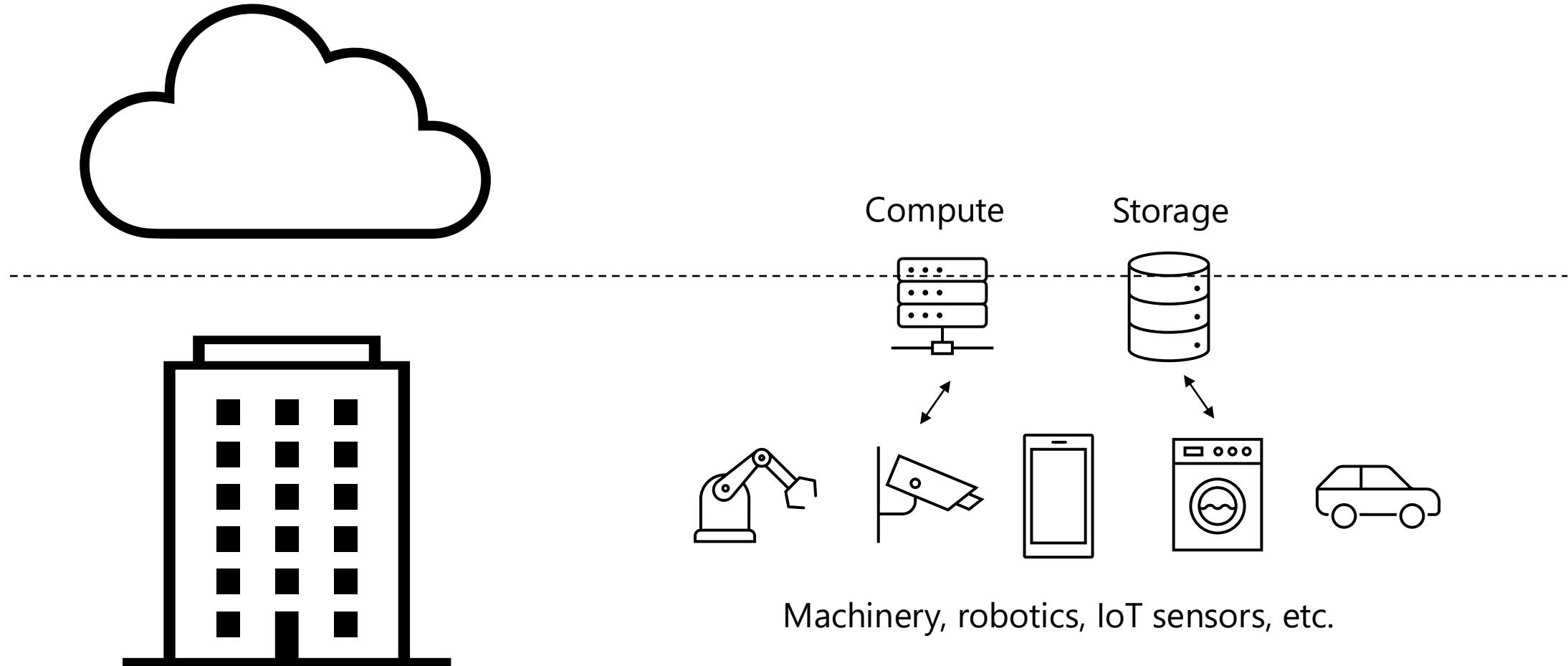


Machinery, robotics, IoT sensors, etc.

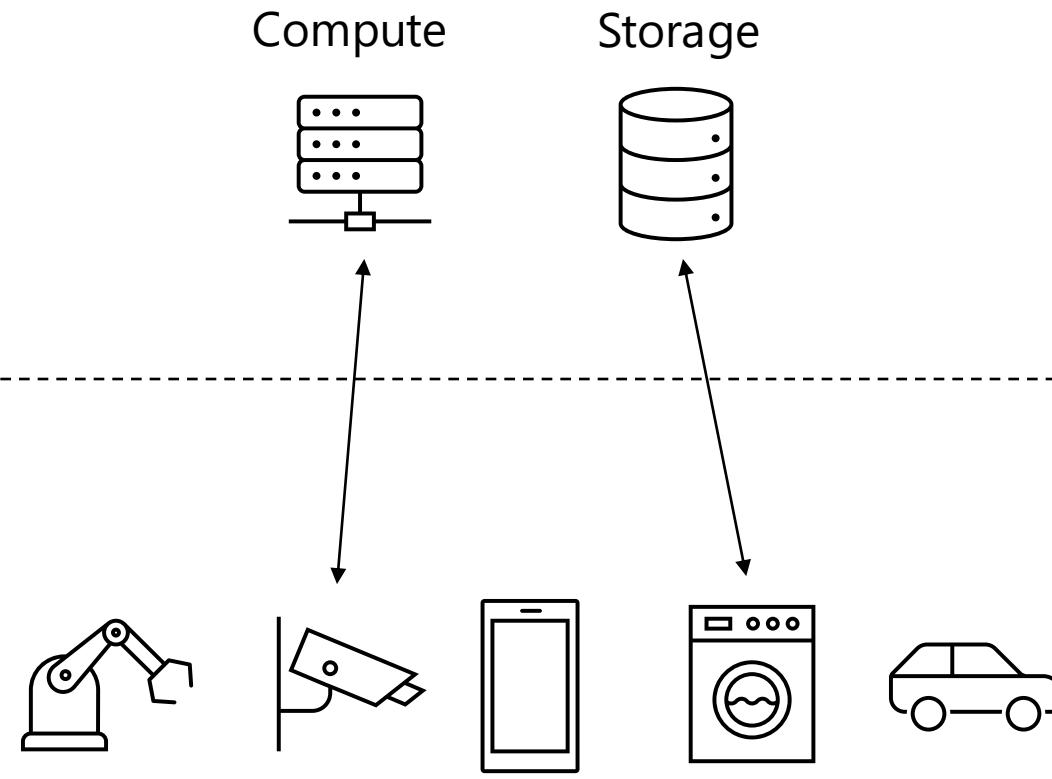
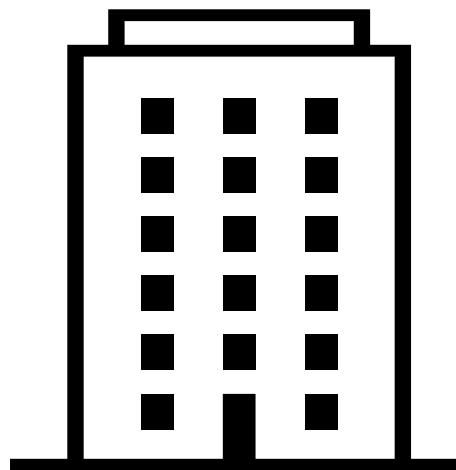
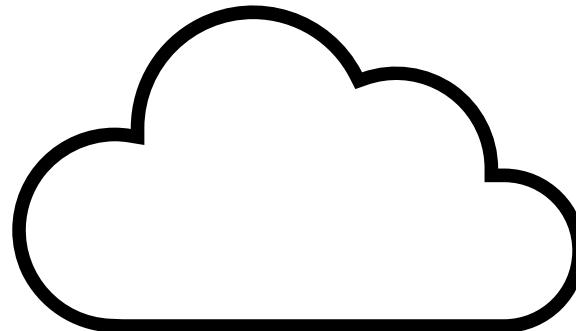
# Cloud Deployments



# Cloud Deployments

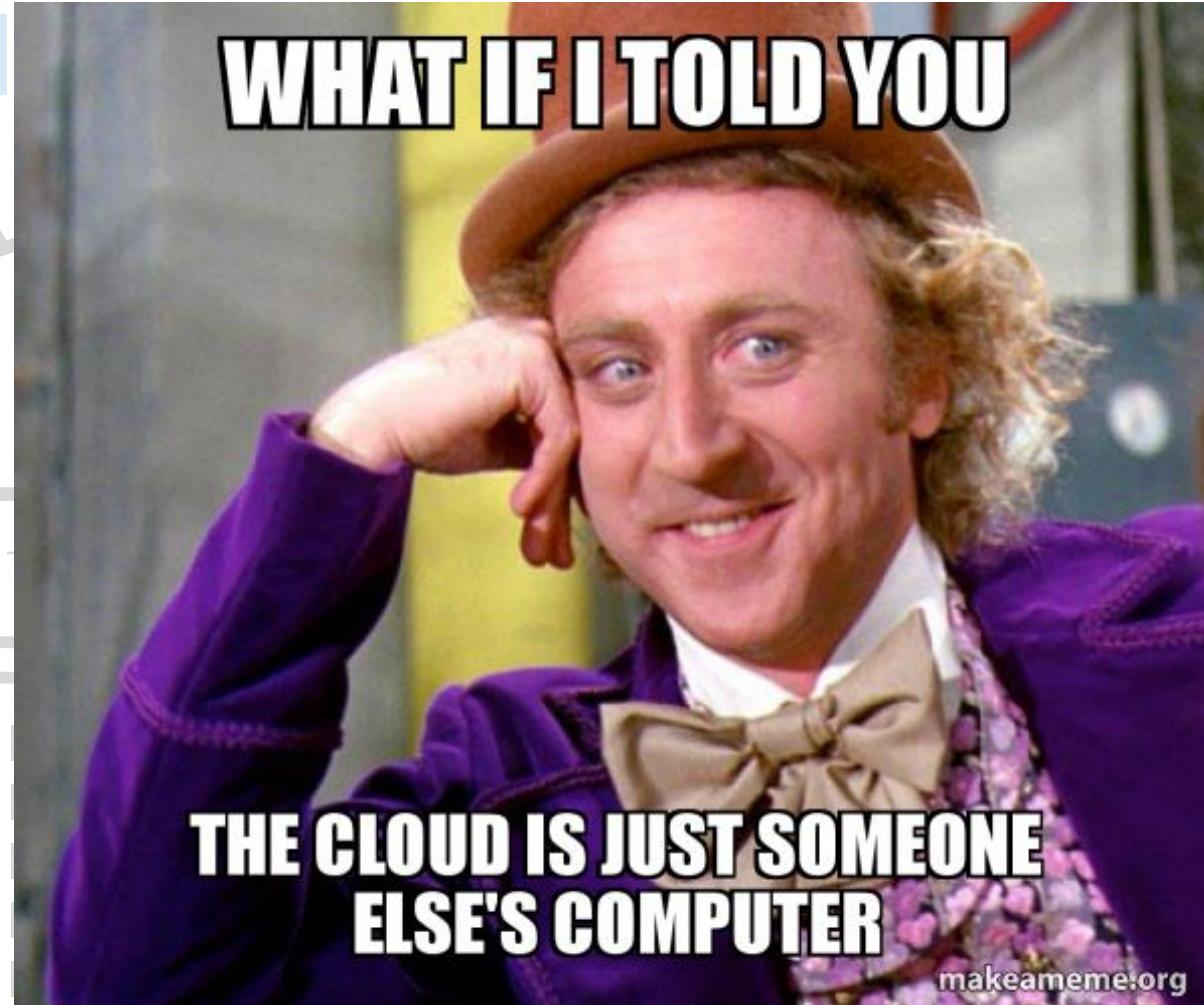


# Cloud Deployments



Machinery, robotics, IoT sensors, etc.

Cloud Depl

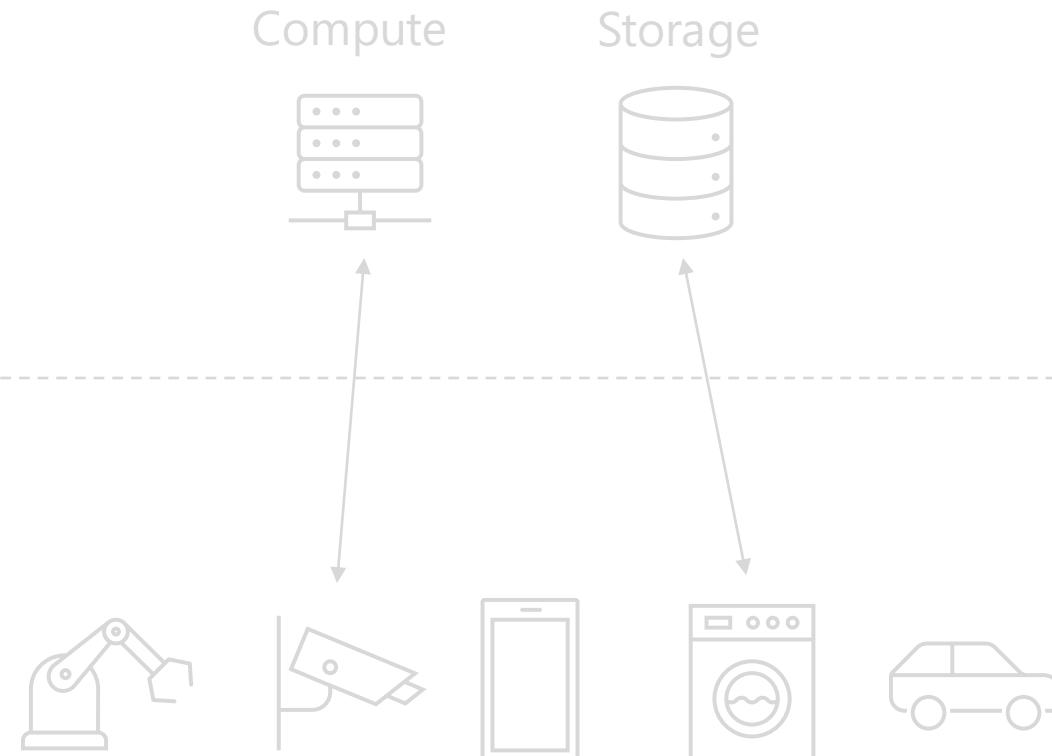


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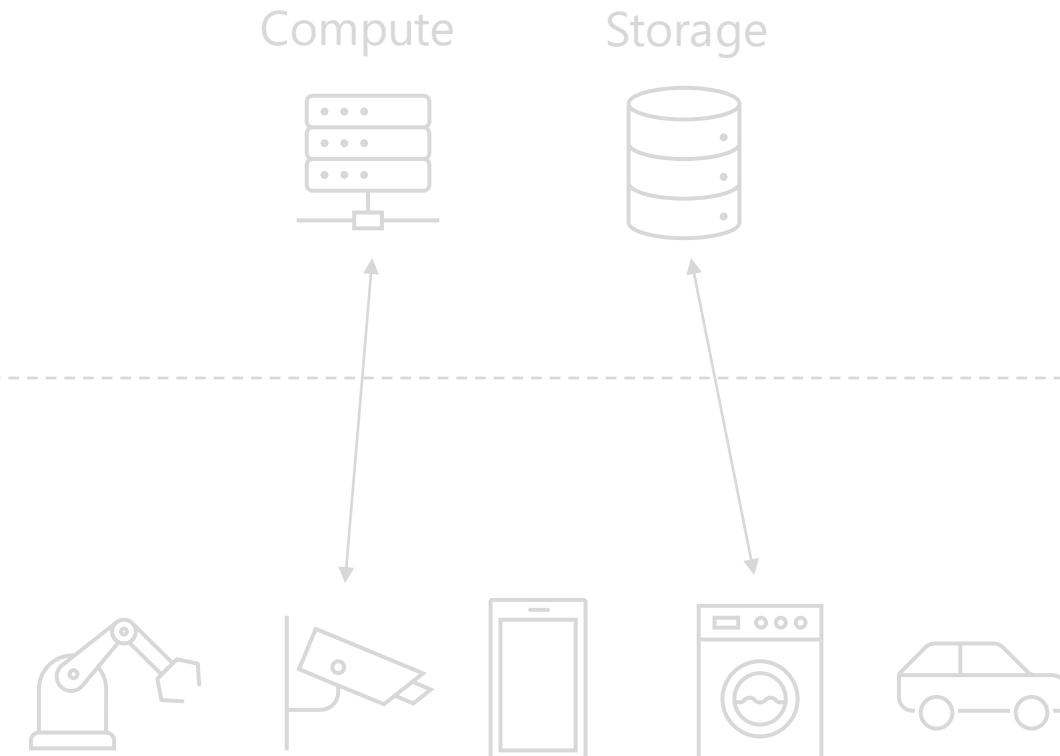
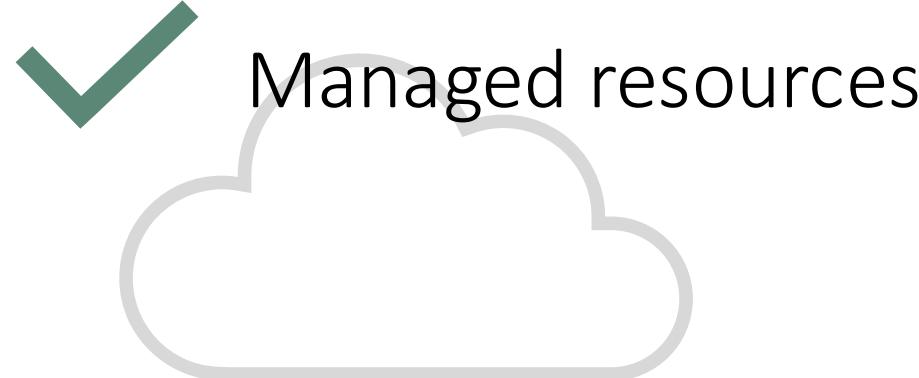
Machinery, robotics, IoT sensors, etc.

# Cloud Deployments



Machinery, robotics, IoT sensors, etc.

# Cloud Deployments



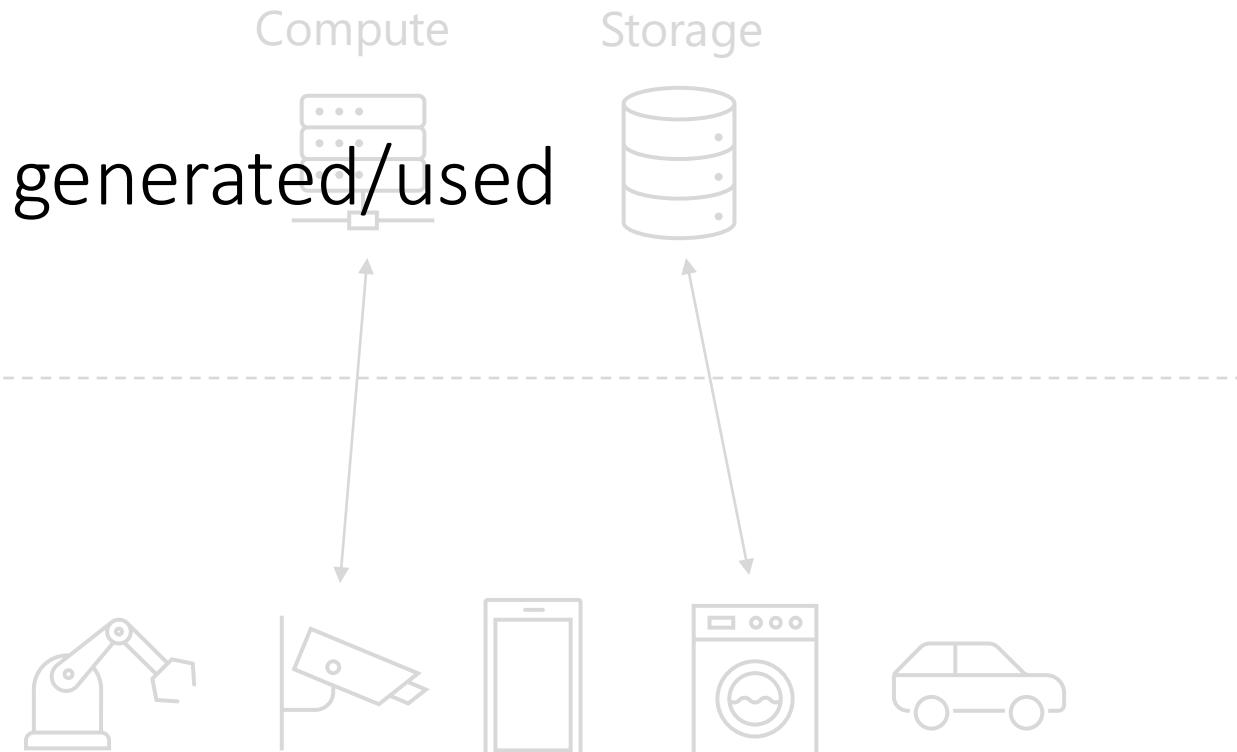
# Cloud Deployments



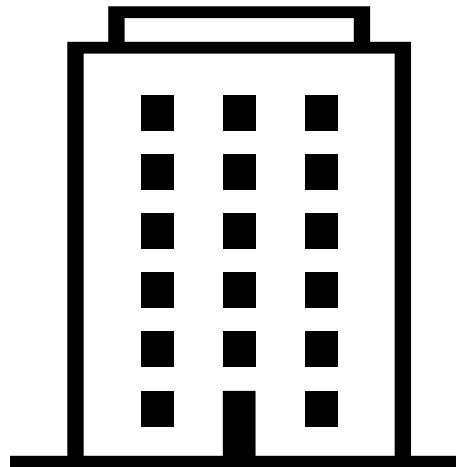
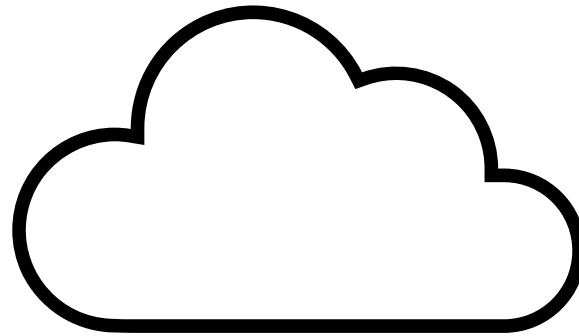
Managed resources



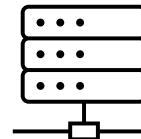
Far from where data generated/used



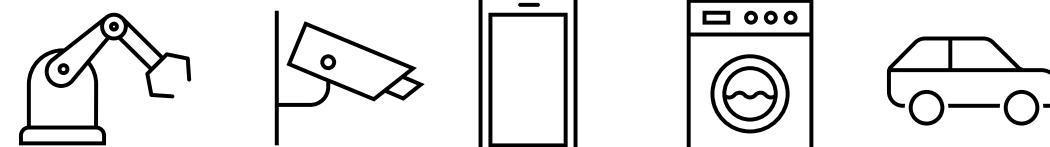
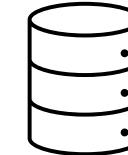
# Edge Deployments



Compute

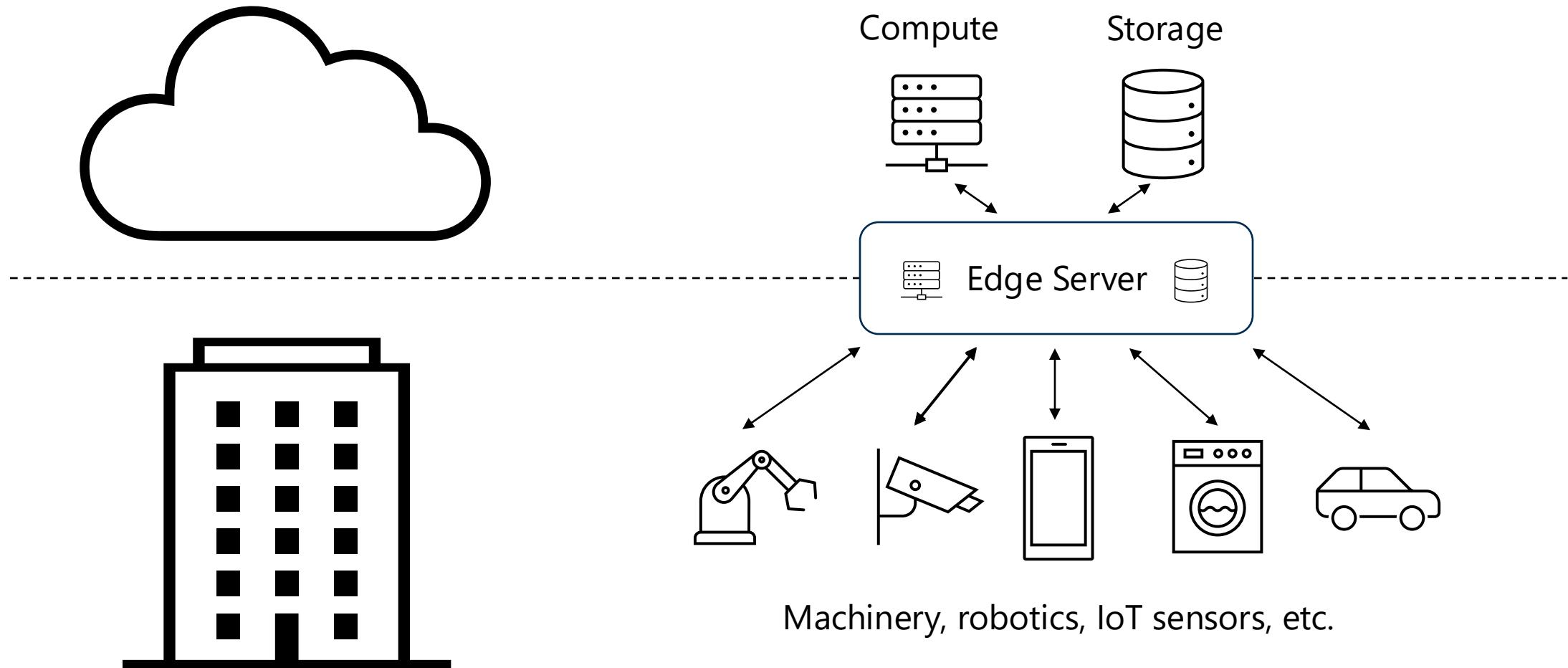


Storage

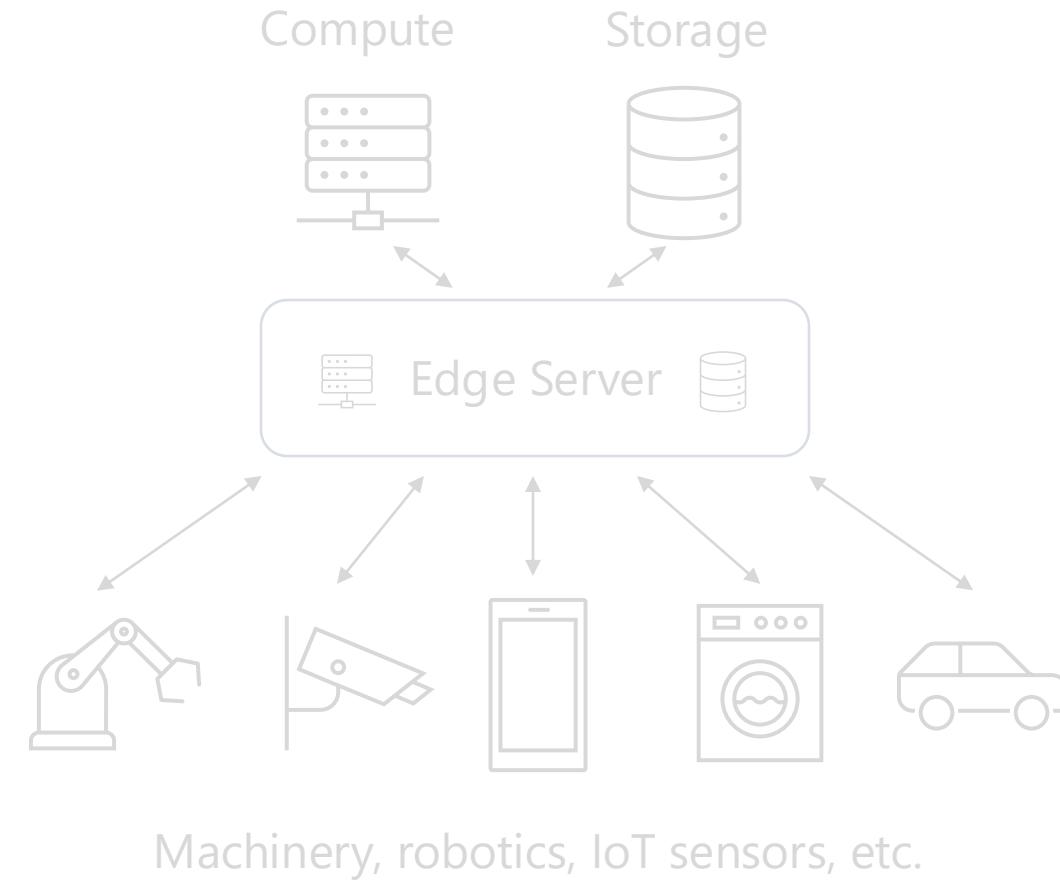


Machinery, robotics, IoT sensors, etc.

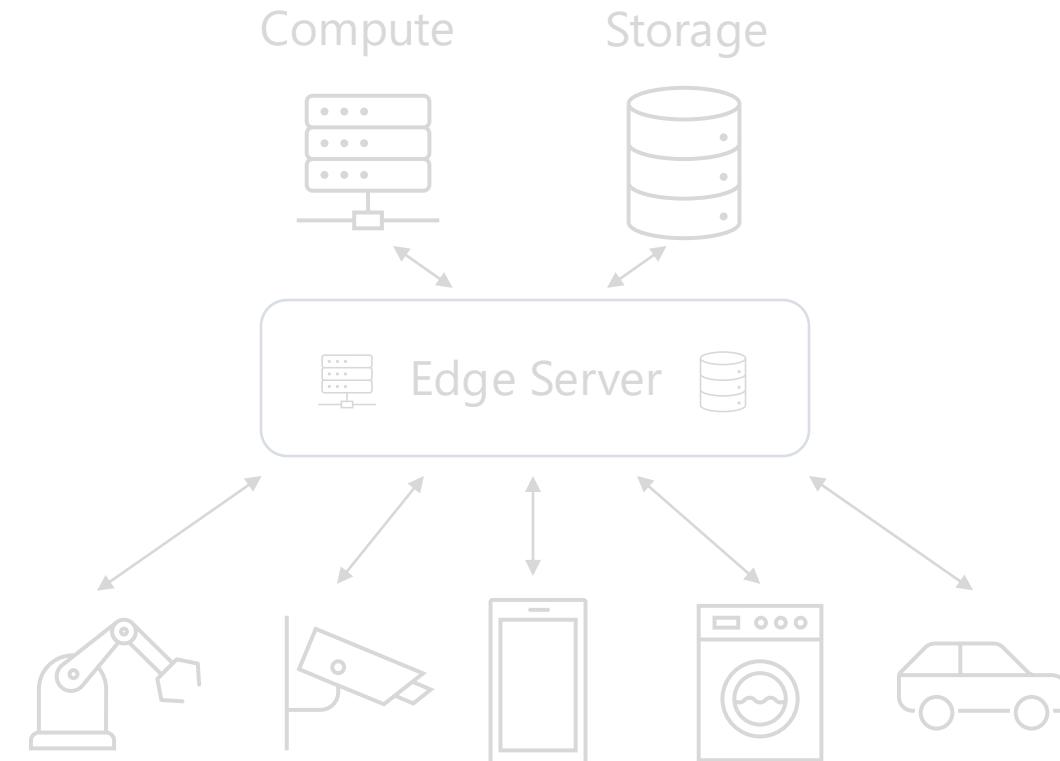
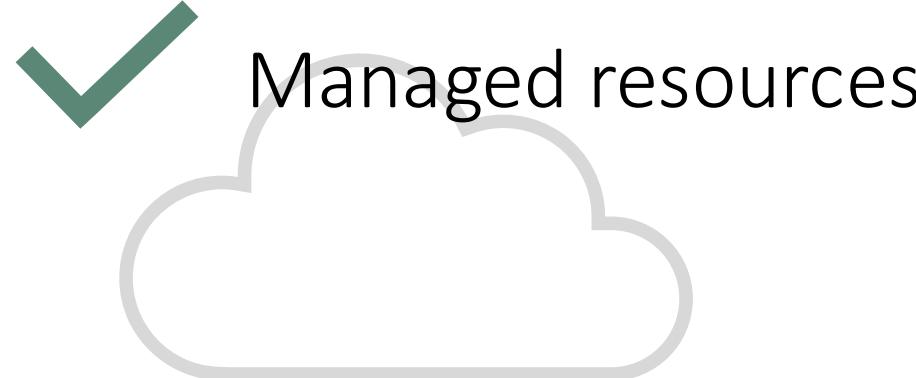
# Edge Deployments



# Edge Deployments

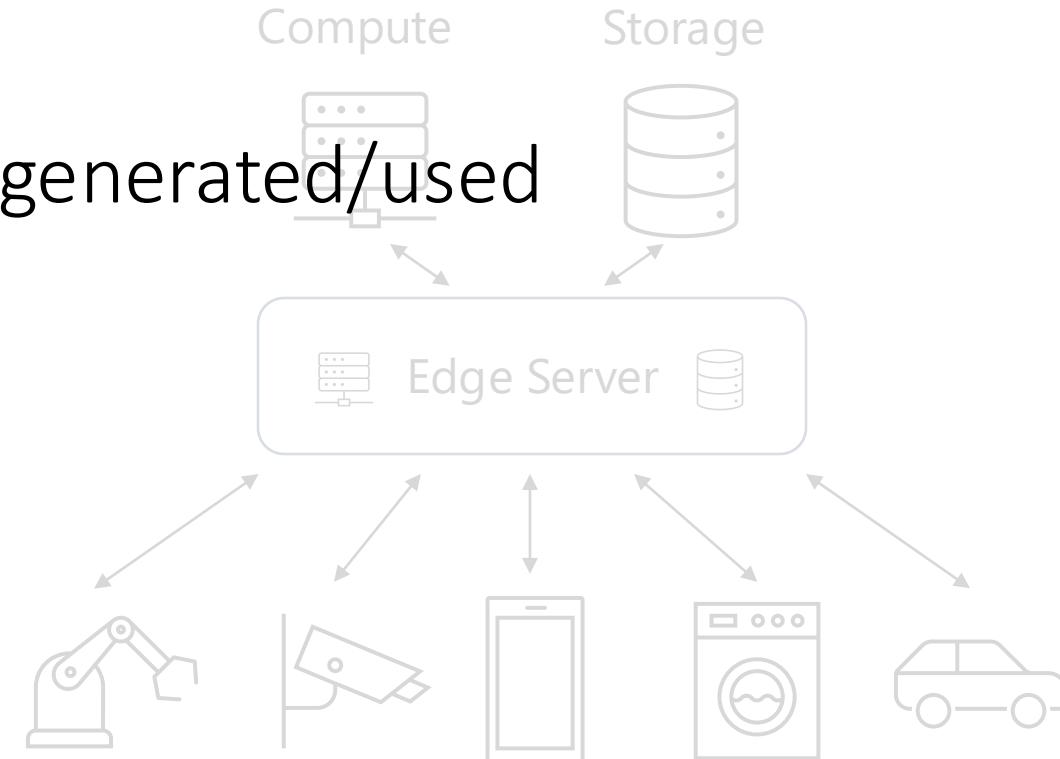


# Edge Deployments



# Edge Deployments

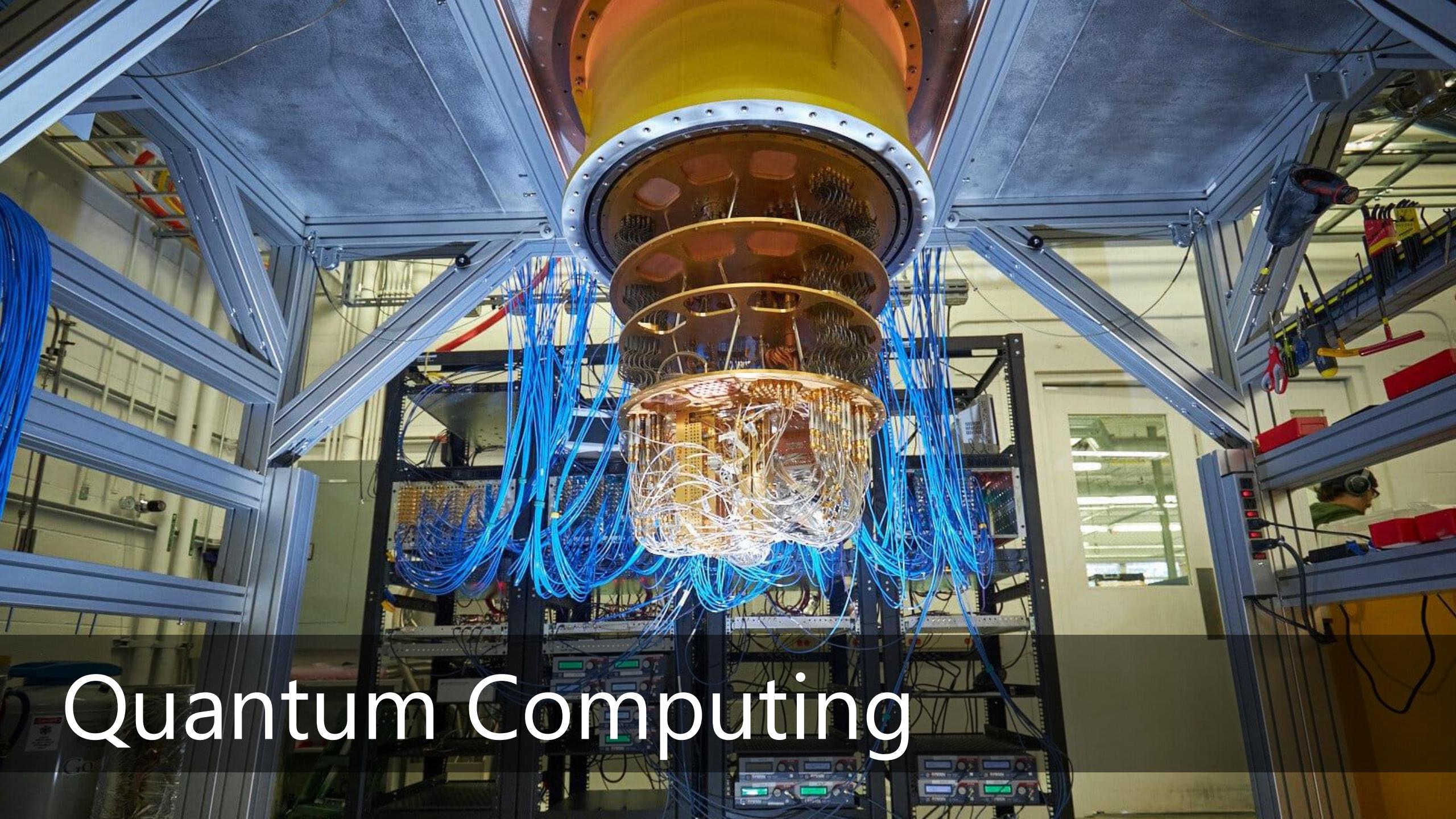
- ✓ Managed resources
- ✓ Close to where data generated/used



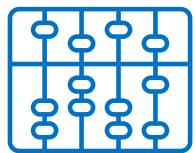
Machinery, robotics, IoT sensors, etc.

# Quantum Computing

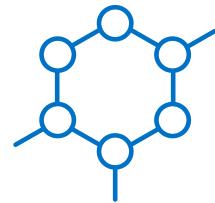
# Quantum Computing



# Best for Certain Problems



Factoring large  
numbers



Simulating Molecules  
and Chemistry



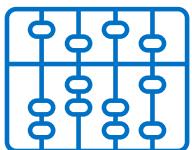
Optimization  
Problems



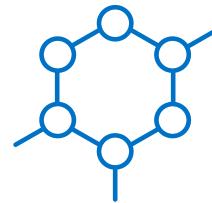
Search Problems

# Best for Certain Problems

This one is problematic



Factoring large  
numbers



Simulating Molecules  
and Chemistry



Optimization  
Problems

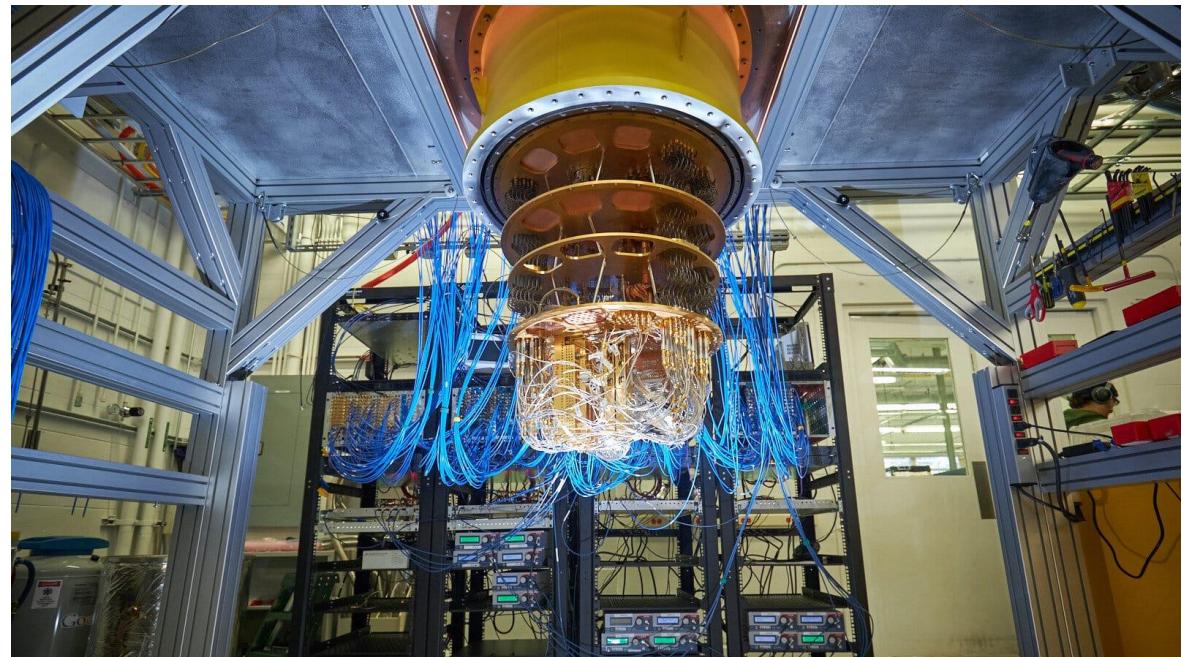


Search Problems

# Security Implications

Most **encryption** algorithms in use today are based on **prime factorization**

- Brute force 1000s of years --> hours/minutes
- Harvest now, decrypt later (HNDL)



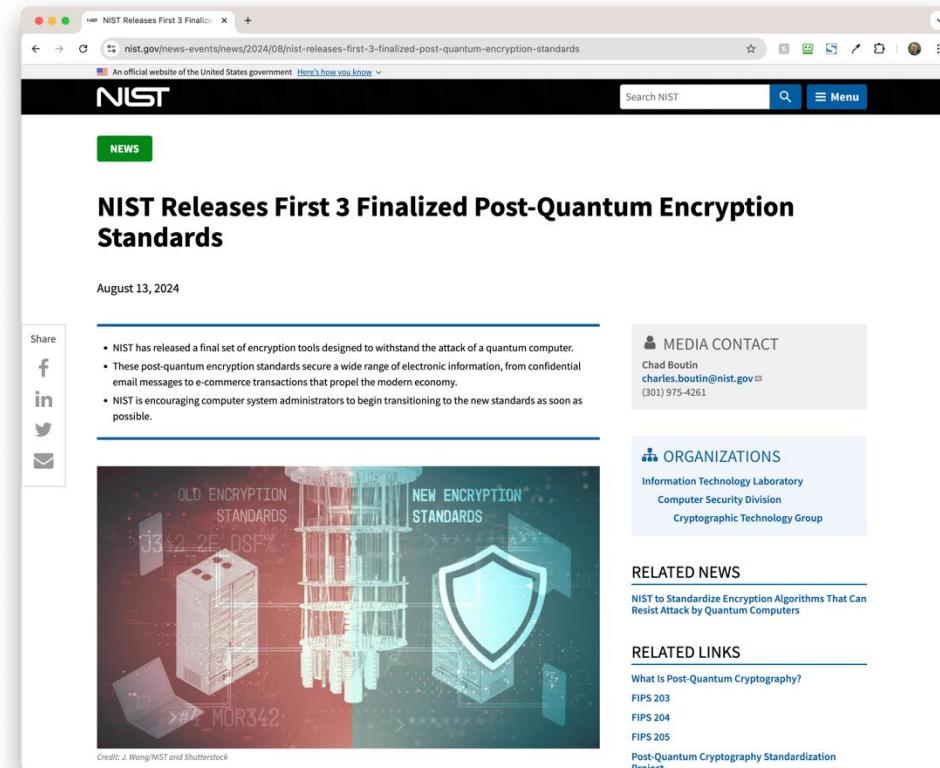
# NIST to the Rescue

## Public-key encapsulation

- CRYSTALS-KYBER

## Digital signature schemes

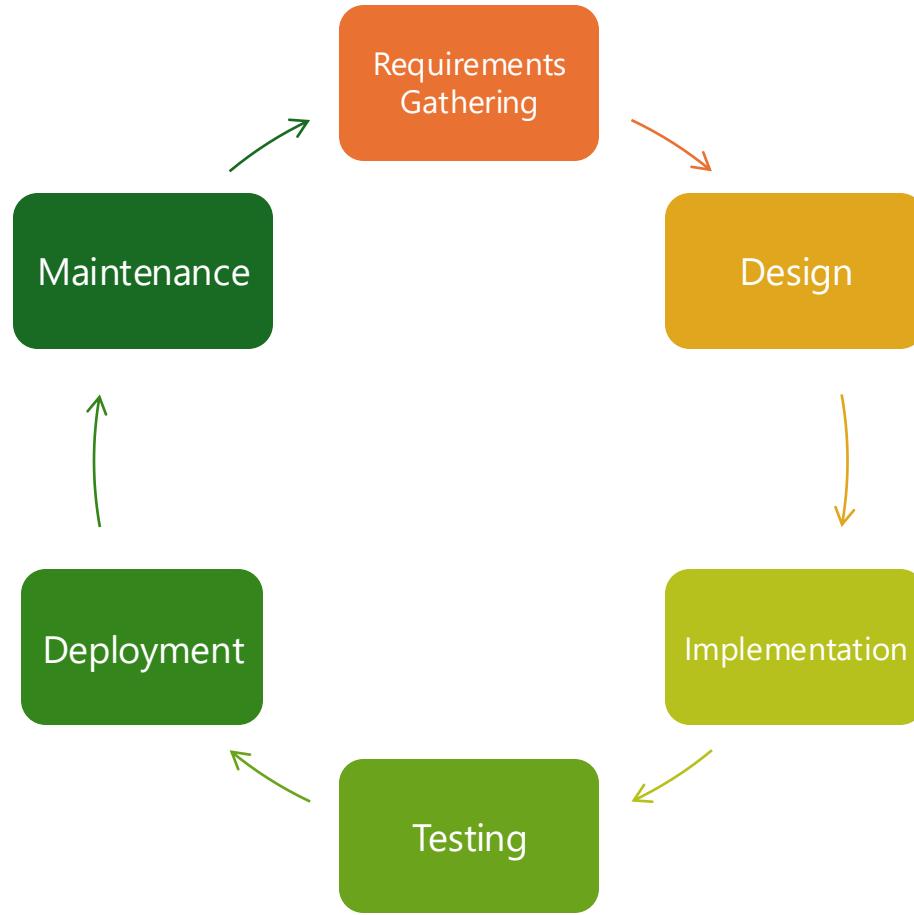
- CRYSTALS-Dilithium
- FALCON
- SPHINCS+



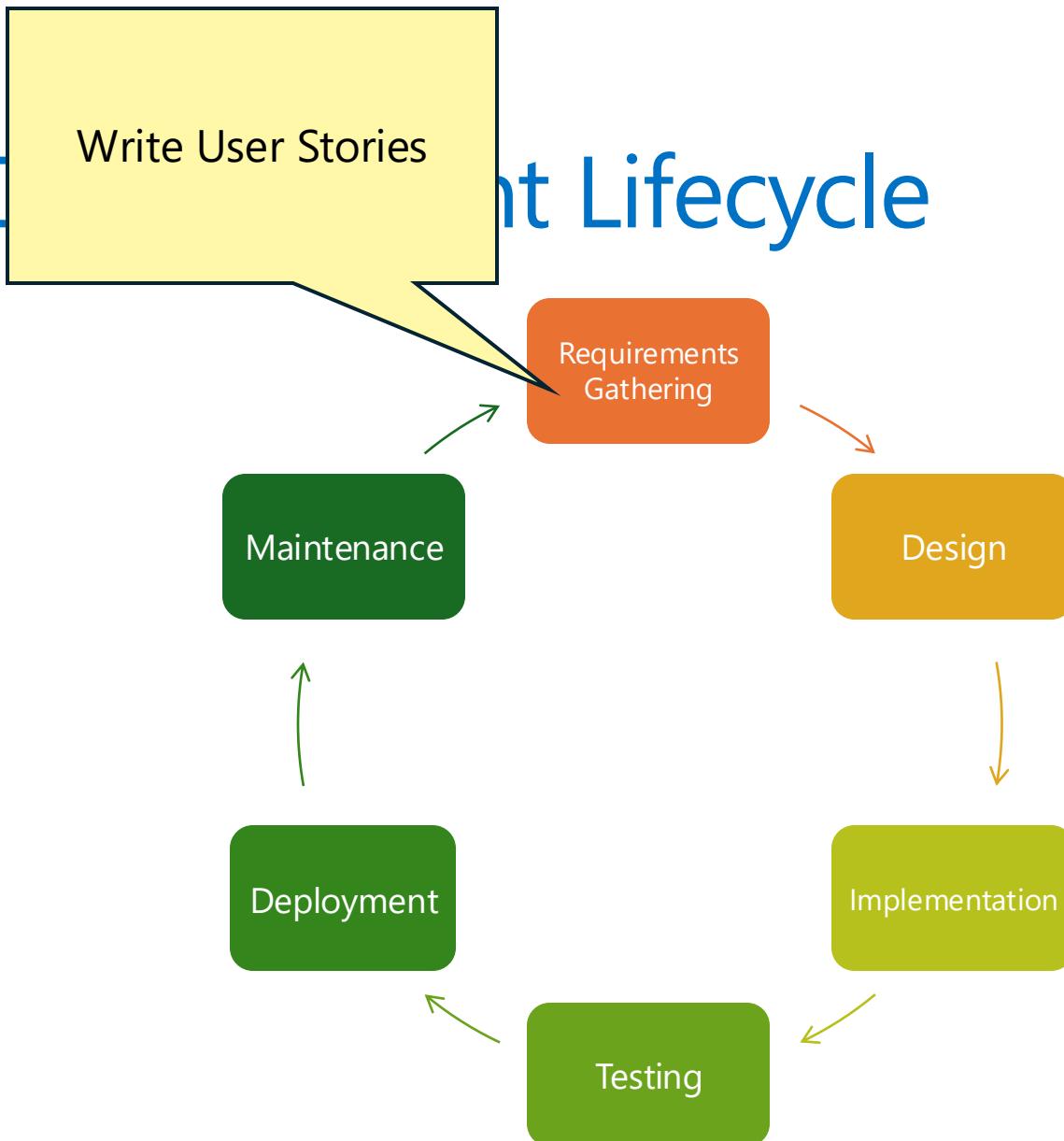
# Artificial Intelligence & Machine Learning



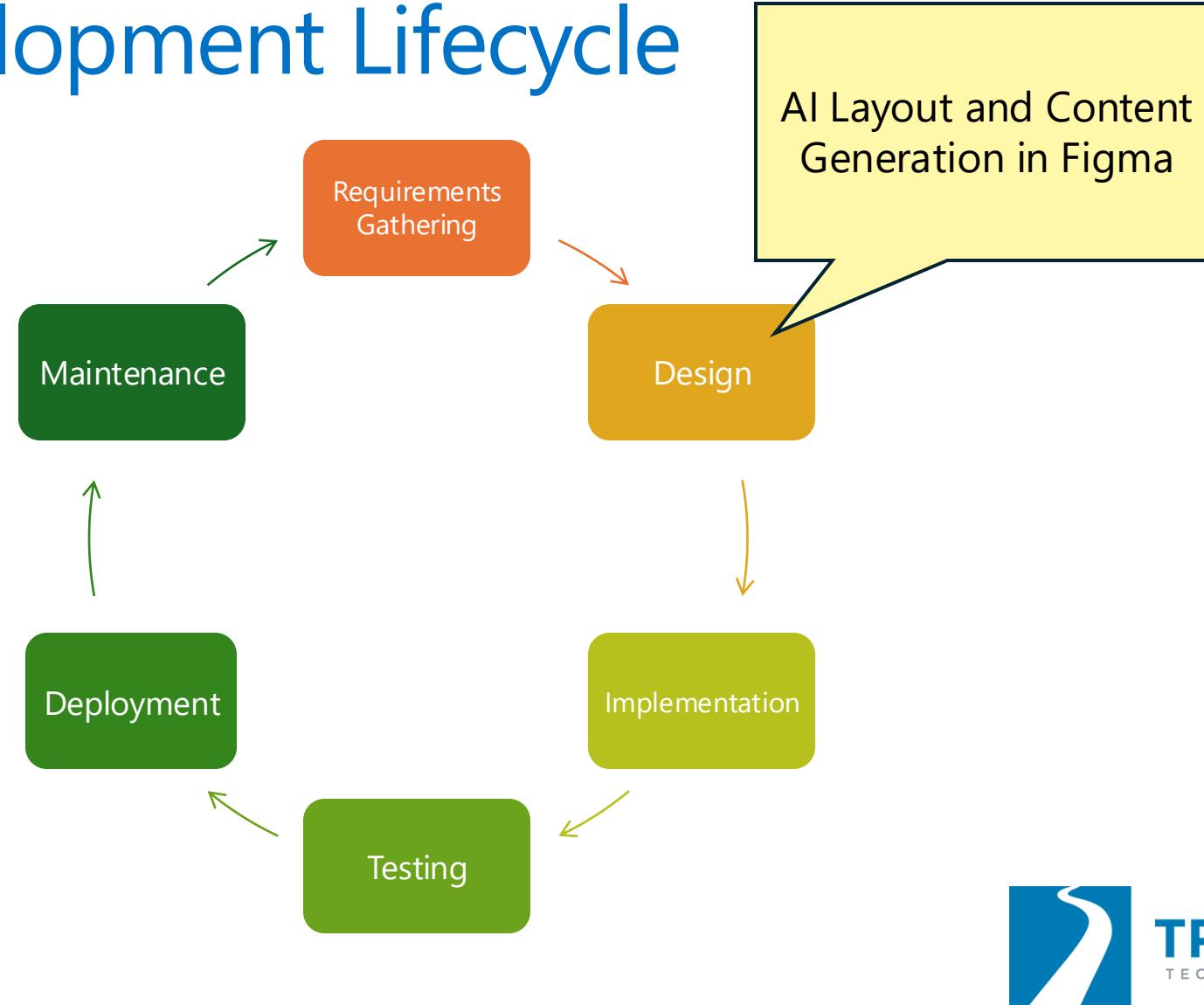
# AI in the Development Lifecycle



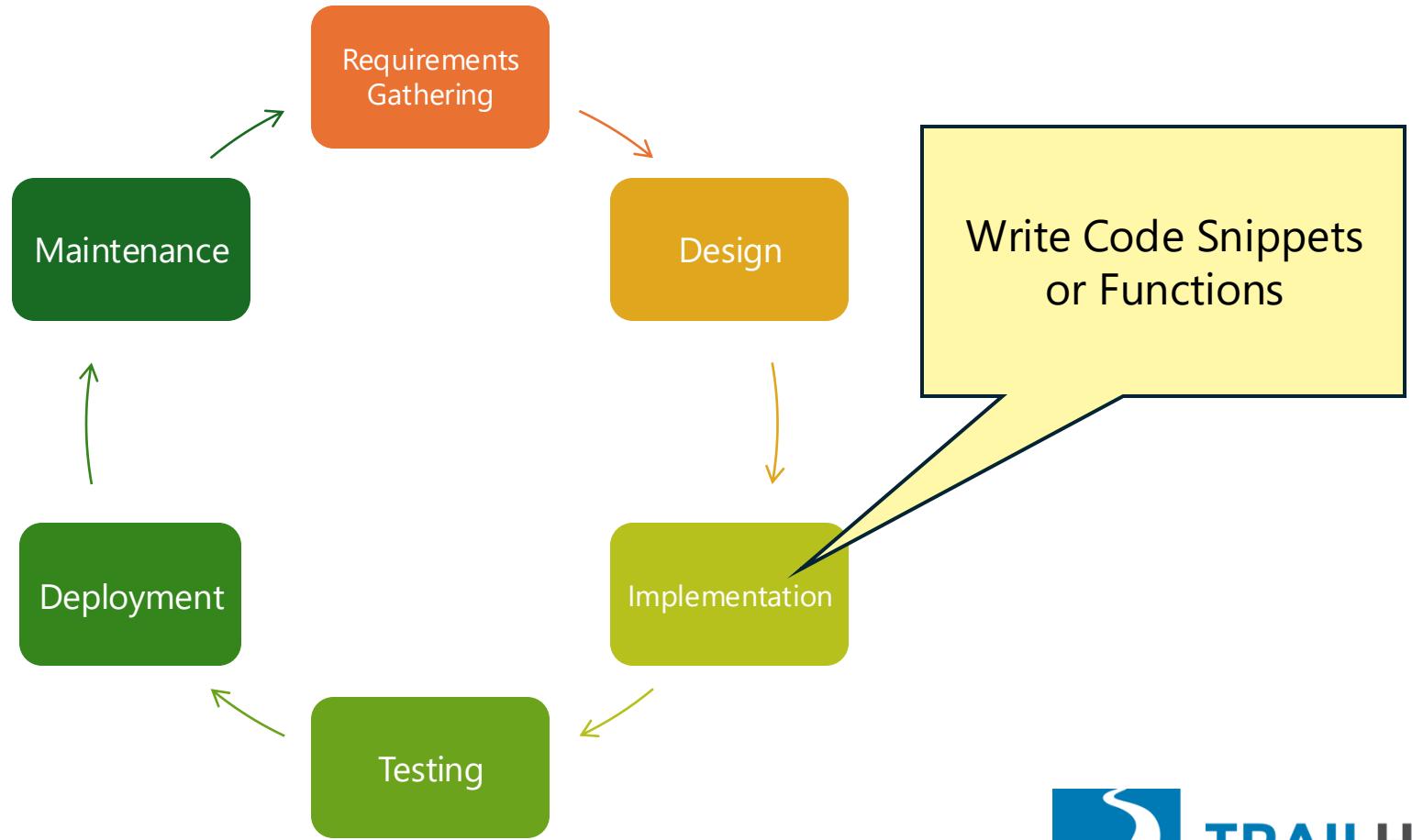
# AI in the Dev



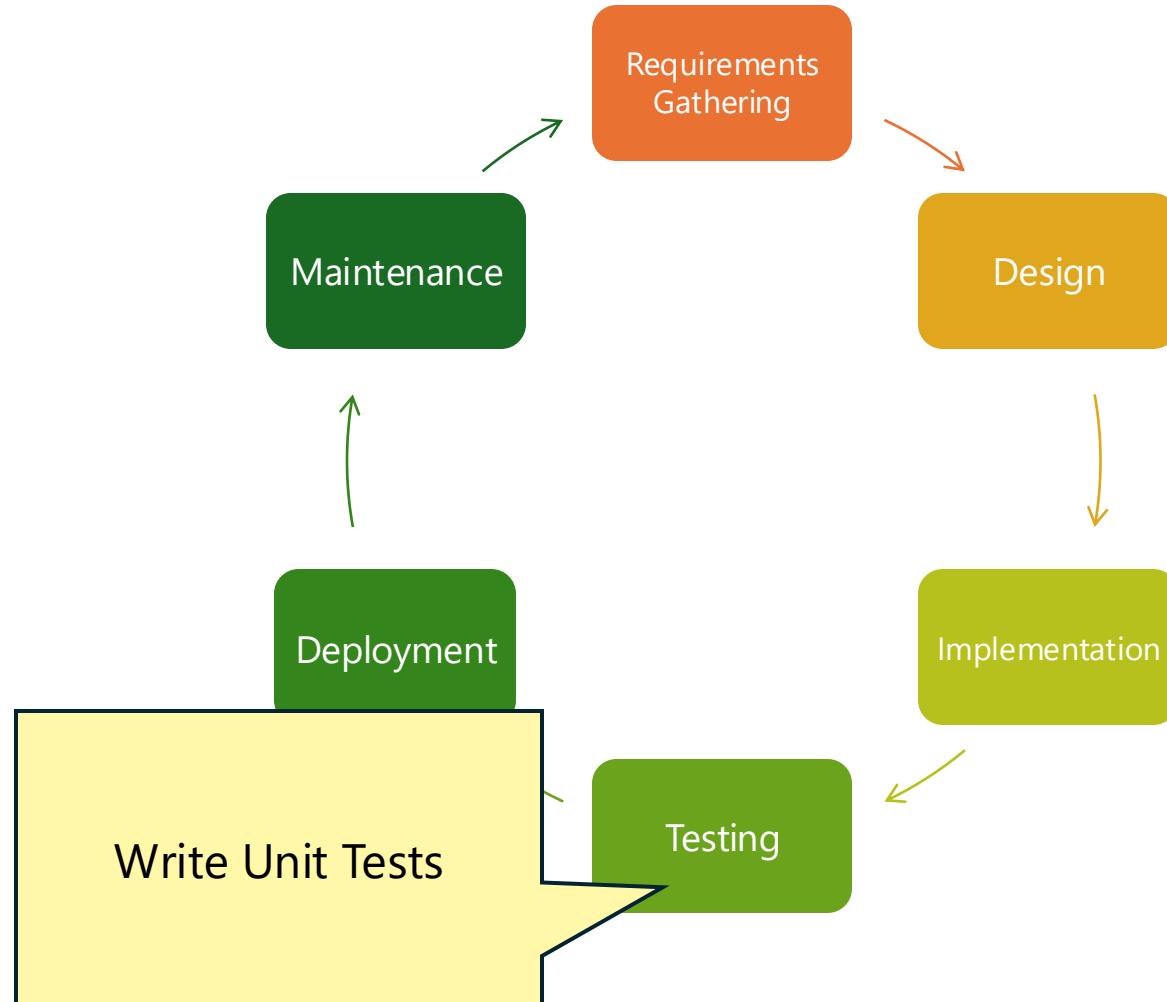
# AI in the Development Lifecycle



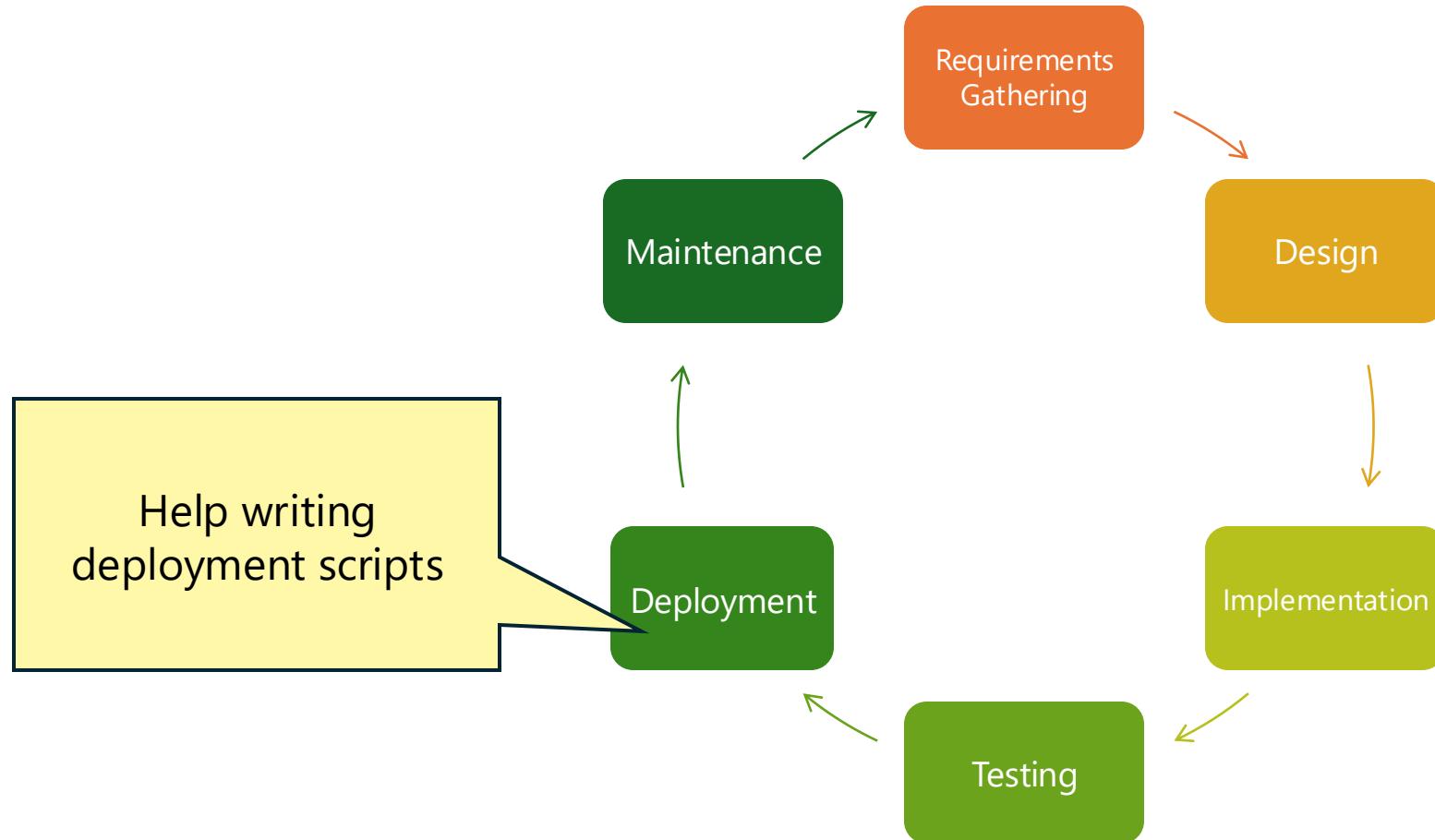
# AI in the Development Lifecycle



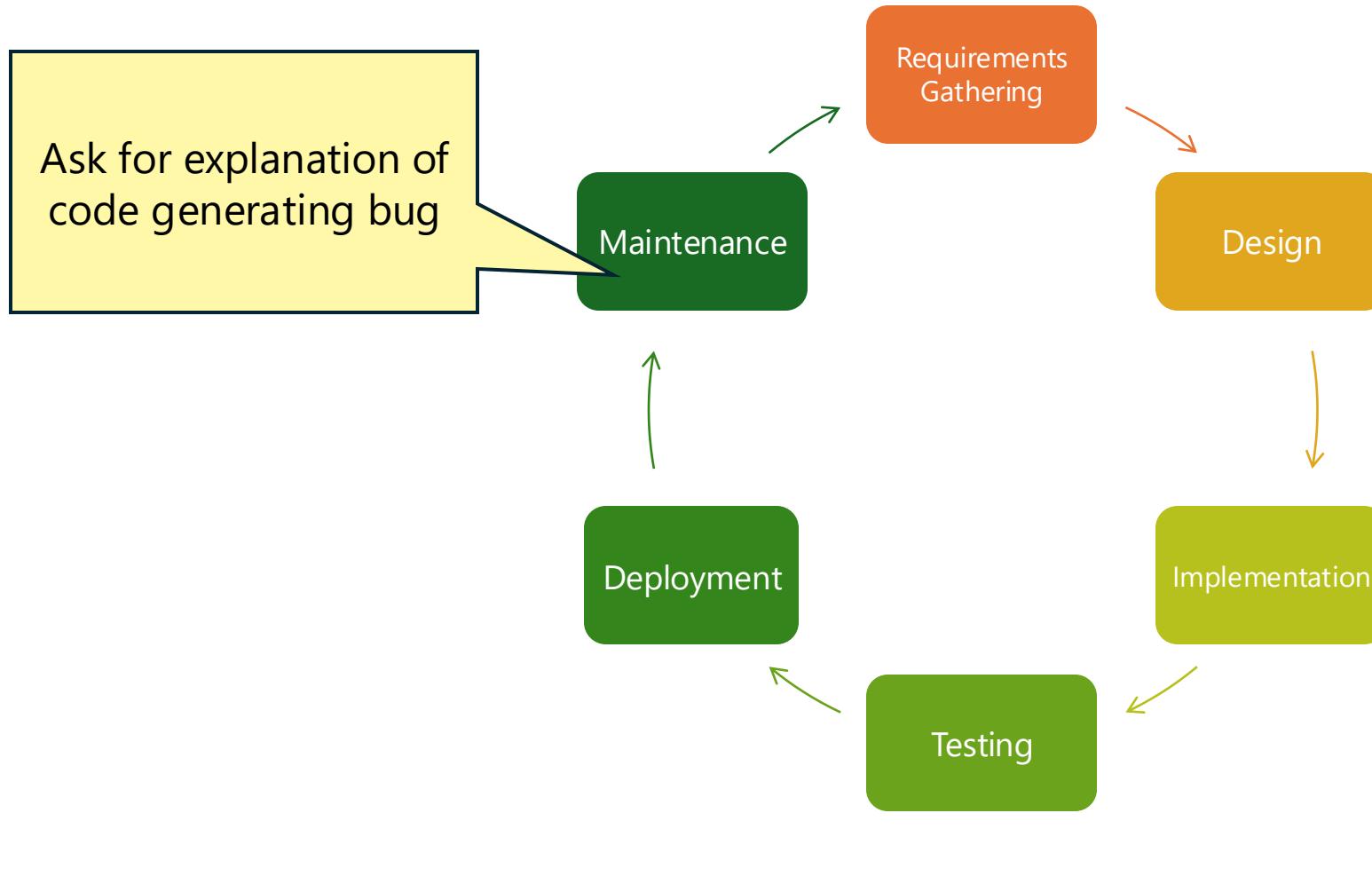
# AI in the Development Lifecycle



# AI in the Development Lifecycle



# AI in the Development Lifecycle

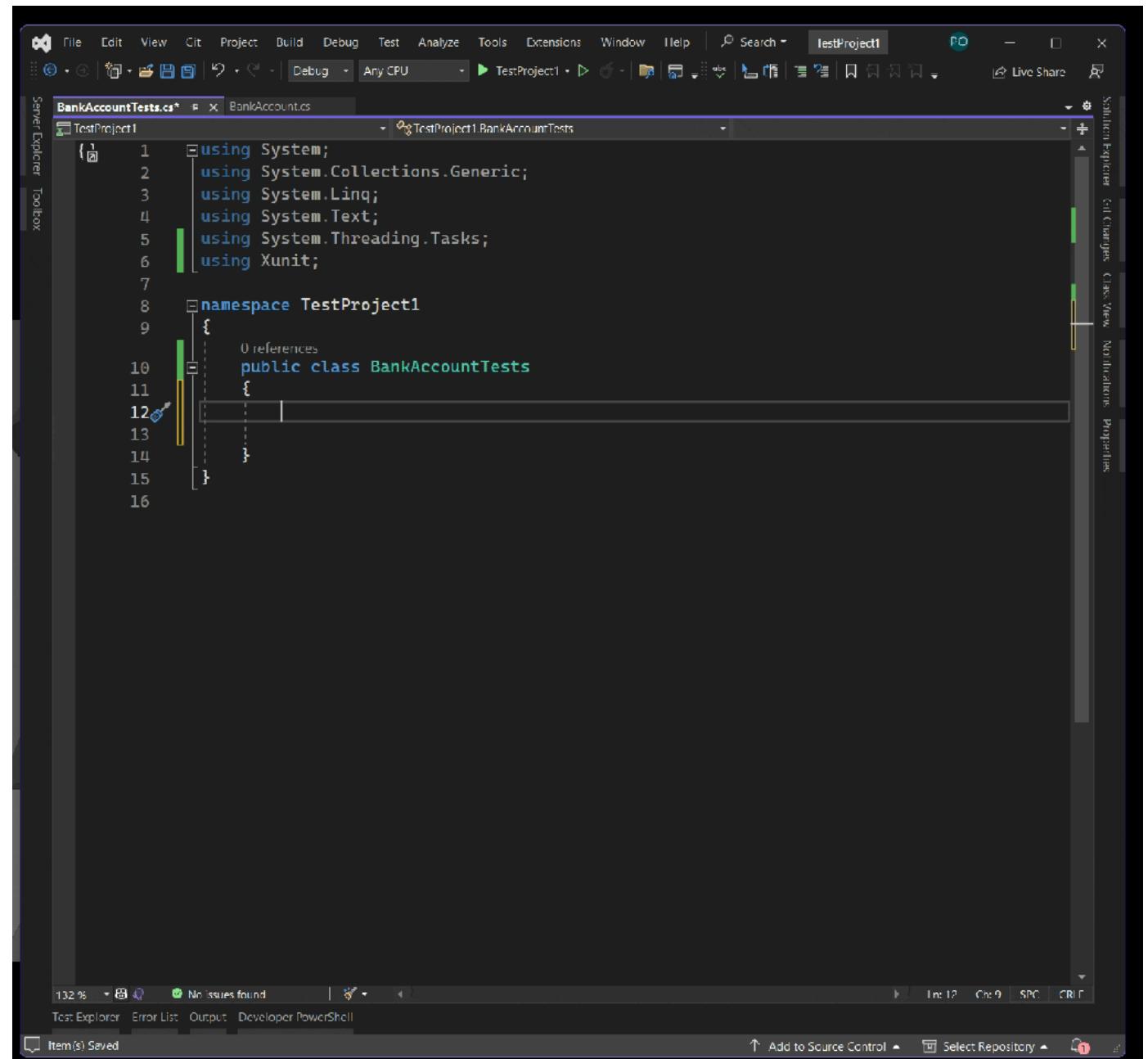


# Code Completion

```
56
57     public function getStrings(){
58         return [
59             'en' => [
60                 'answer' => 'Answer',
61                 'question' => 'Question',
62                 'date' => 'Date',
63             ],    You, Moments ago • Uncommitted changes
64
65
66         ];
67     }
68 }
69
```

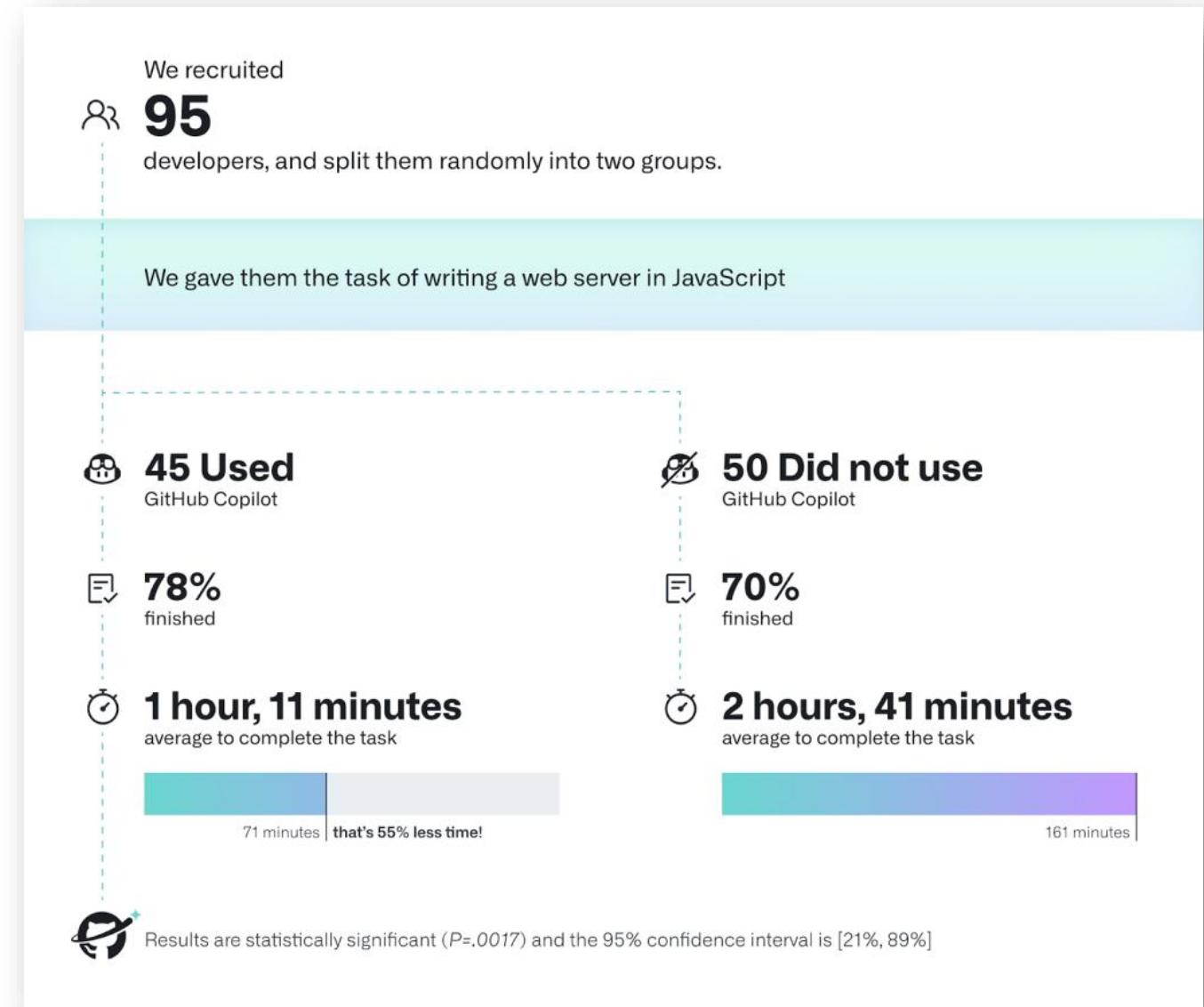


# Unit Tests

A screenshot of the Microsoft Visual Studio IDE. The main window shows a code editor with a C# file named "BankAccountTests.cs". The code defines a class "BankAccountTests" within a namespace "TestProject1". The code includes several using statements at the top and a single method "TestMethod1" which is currently selected. The interface includes a menu bar, toolbars, and various windows like Server Explorer, Toolbox, and Test Explorer. The status bar at the bottom indicates "Item(s) Saved".

```
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6  using Xunit;
7
8  namespace TestProject1
9  {
10    public class BankAccountTests
11    {
12      [Fact]
13      public void TestMethod1()
14    }
15  }
```

# Github's Research





# AlphaFold





TESLA



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VISA

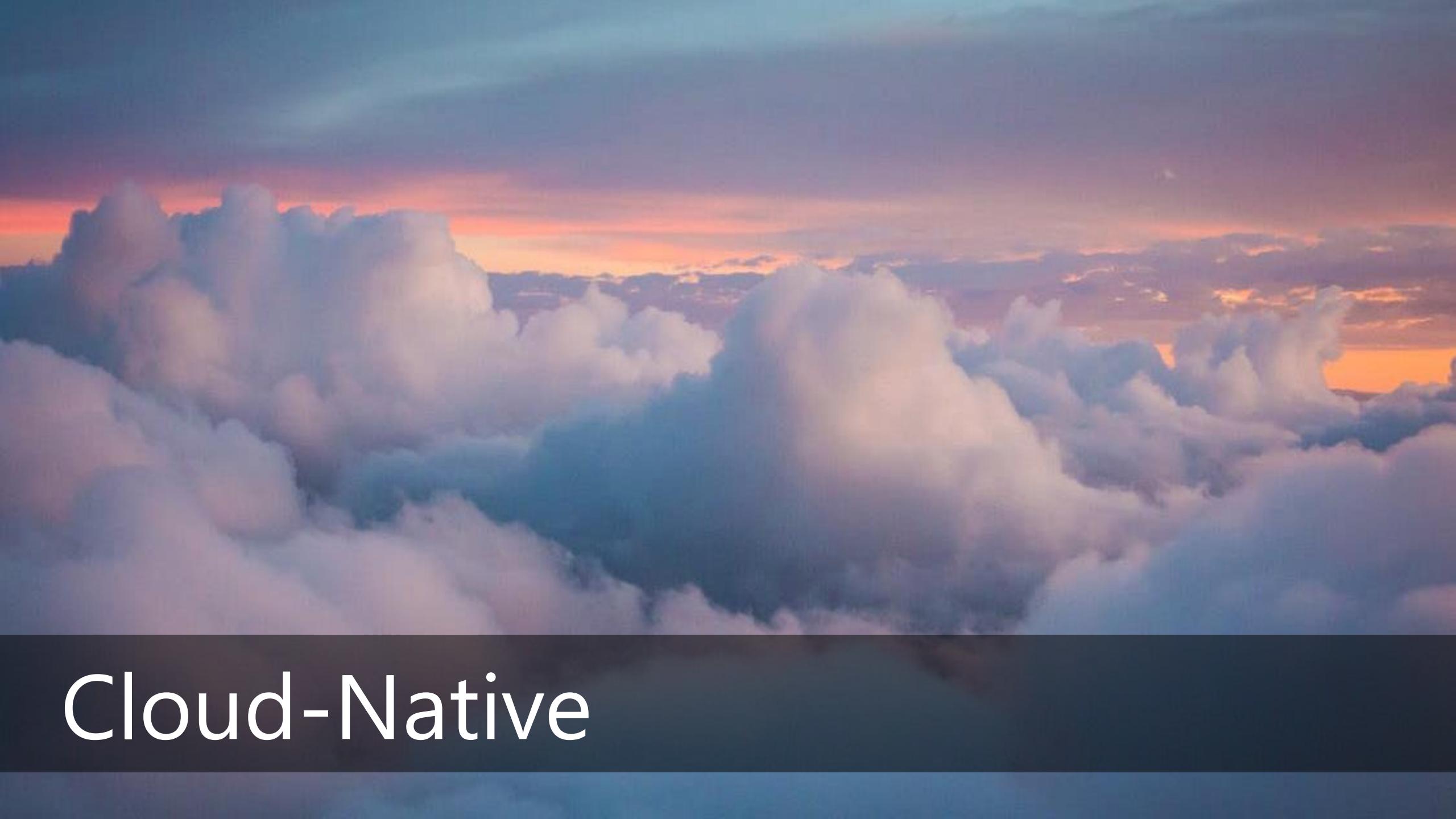
# VISA



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# Cloud-Native



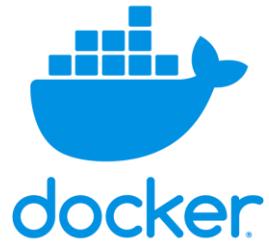
The background of the image is a wide-angle aerial photograph of a vast, dense layer of cumulus clouds. The clouds are illuminated from below by the warm, golden light of a setting or rising sun, creating a dramatic contrast with the cool blues and purples of the upper sky. The perspective is looking down and across the cloud formations, with some darker, more solid-looking clouds visible in the distance.

Cloud-Native

# 1. Containers



# Containers and Orchestration



**Containers** are like lightweight, portable boxes that hold an app and everything it needs to run, so it works the same no matter where it's deployed.



kubernetes

**Orchestration** is the process of automatically managing, scaling, and coordinating containers so they run smoothly across multiple computers or environments.

# Containers and Orchestration



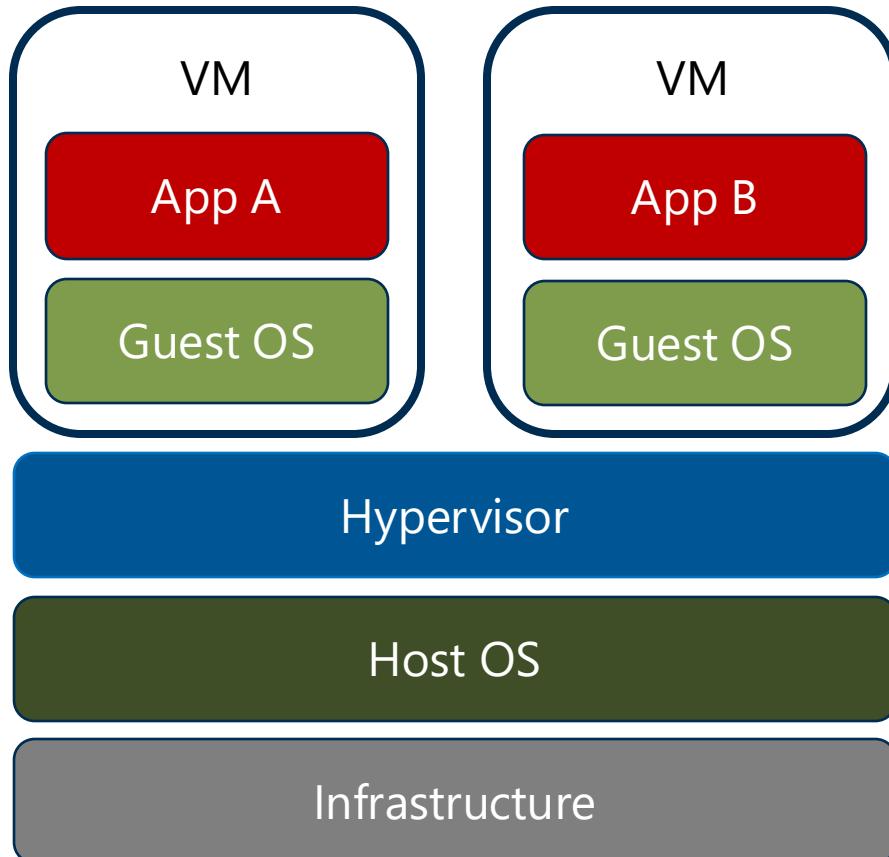
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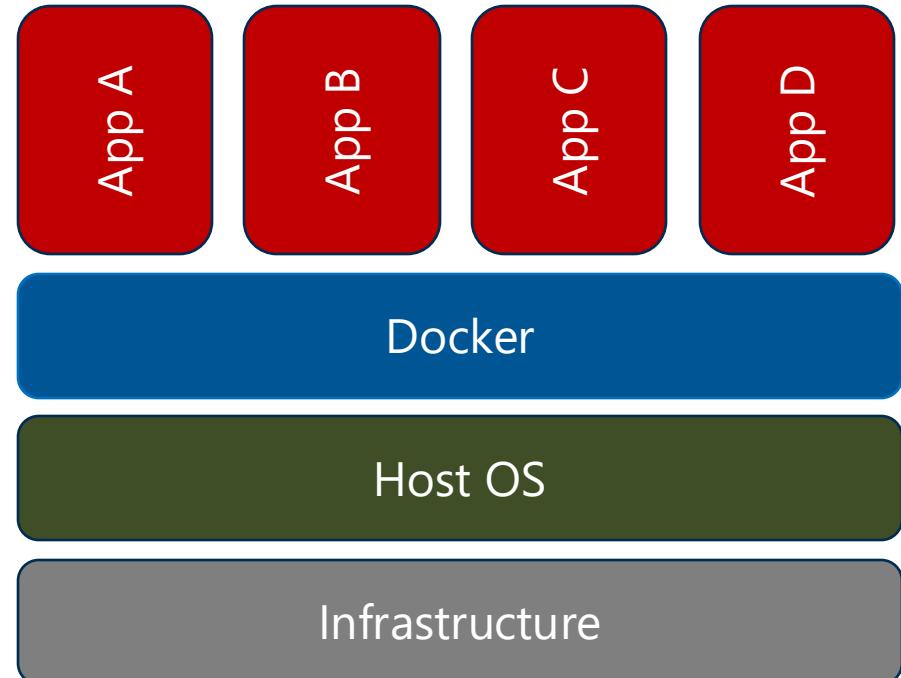
**kubernetes**

**Orchestration** is the process of automatically managing, scaling, and coordinating containers so they run smoothly across multiple computers or environments.

# Containers and Orchestration

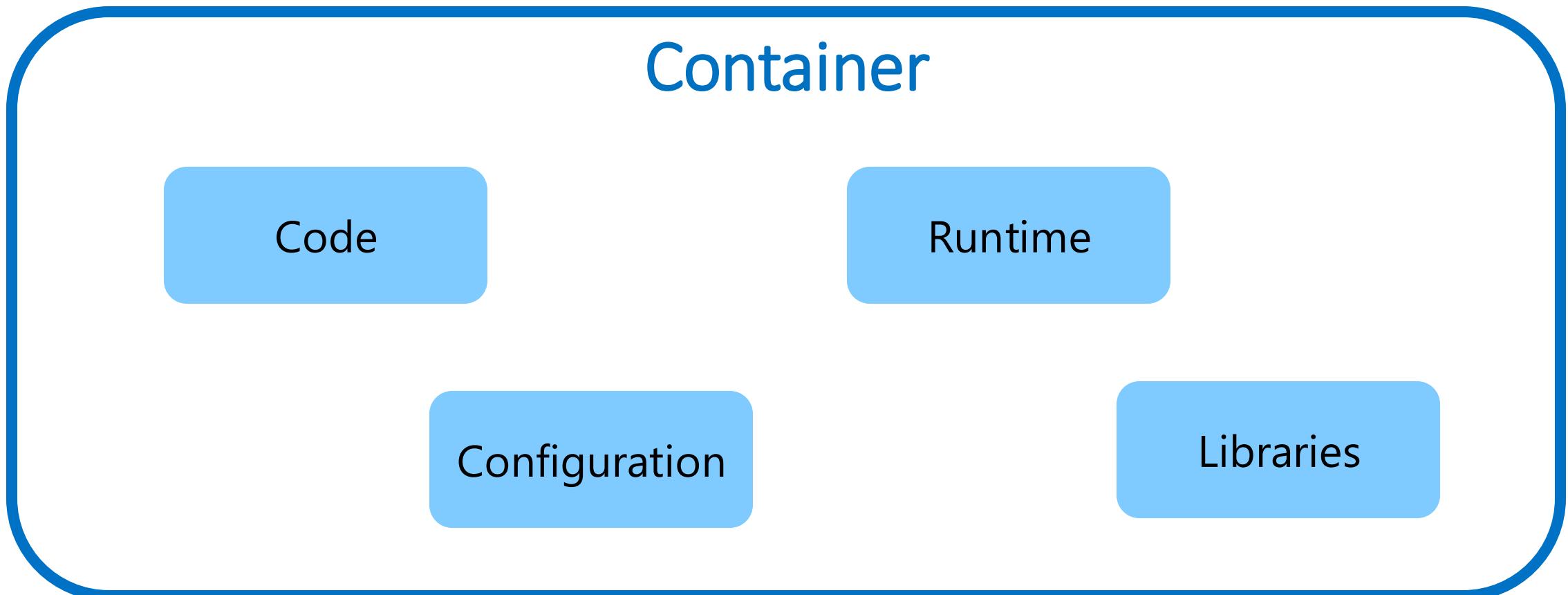


**Virtual Machines**

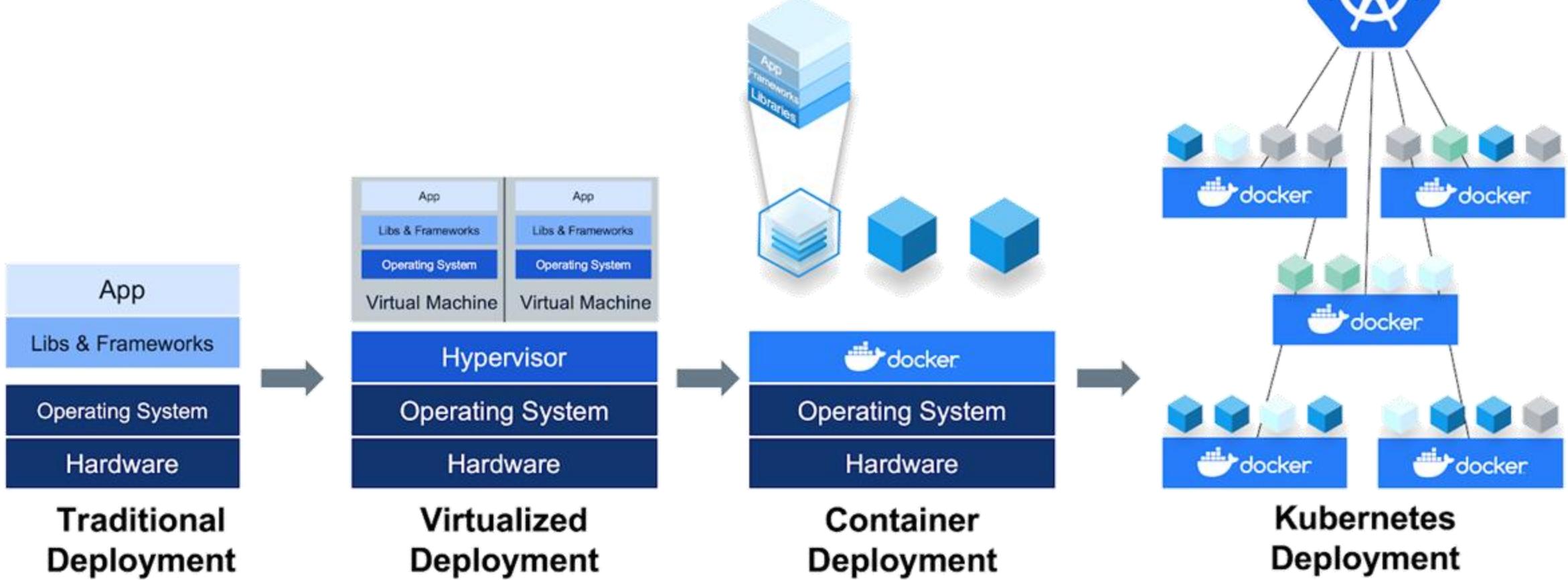


**Containers**

# Containers and Orchestration



**Kubernetes & Docker work together to build & run containerized applications**



# Containers and Orchestration



Load  
balancing



Automatic  
scaling



Rolling  
updates



Self-healing



Multi-node  
deployment

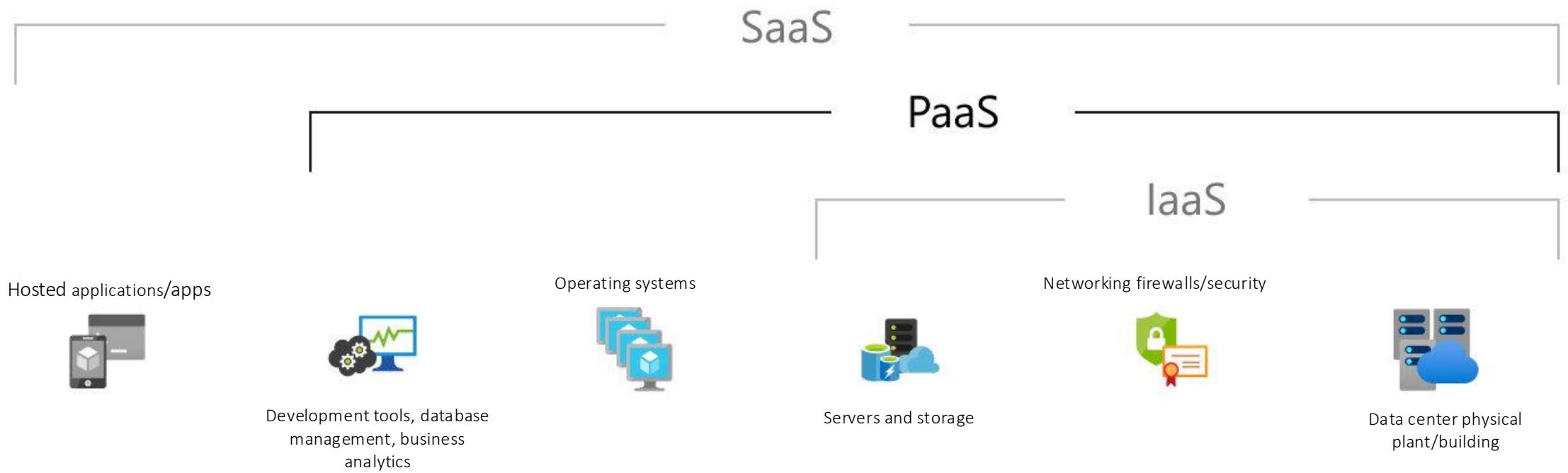
## 2. Serverless



# Serverless

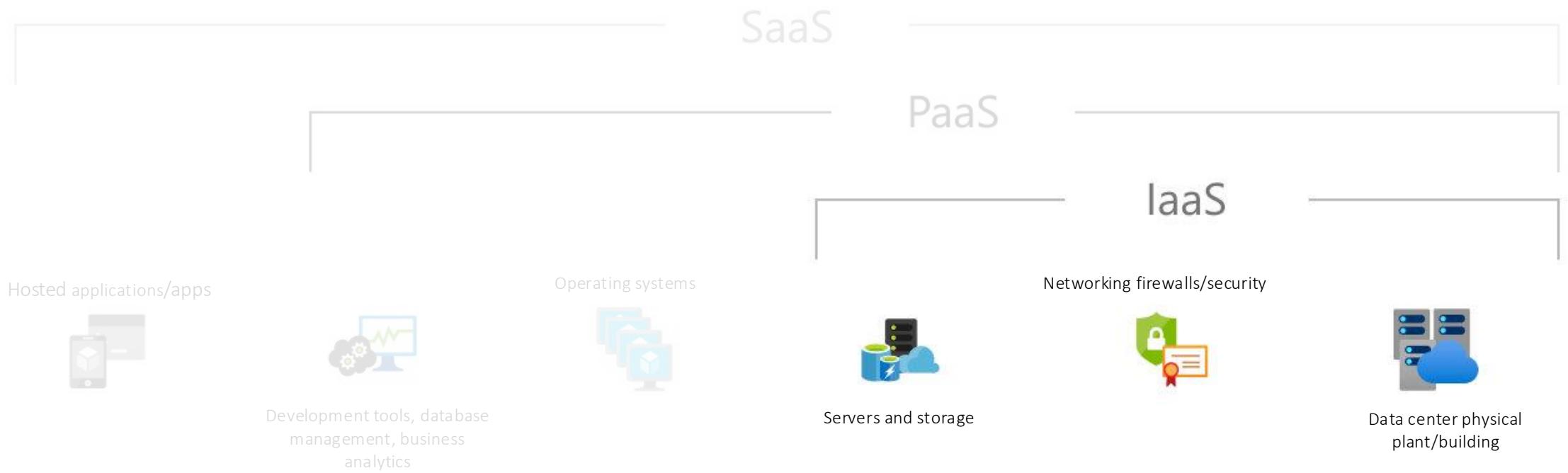
**Serverless** means you can **run your app in the cloud** without managing or worrying about servers—your **cloud provider handles all the infrastructure**, scaling, and maintenance for you, so you only **focus on the code**.

# Serverless



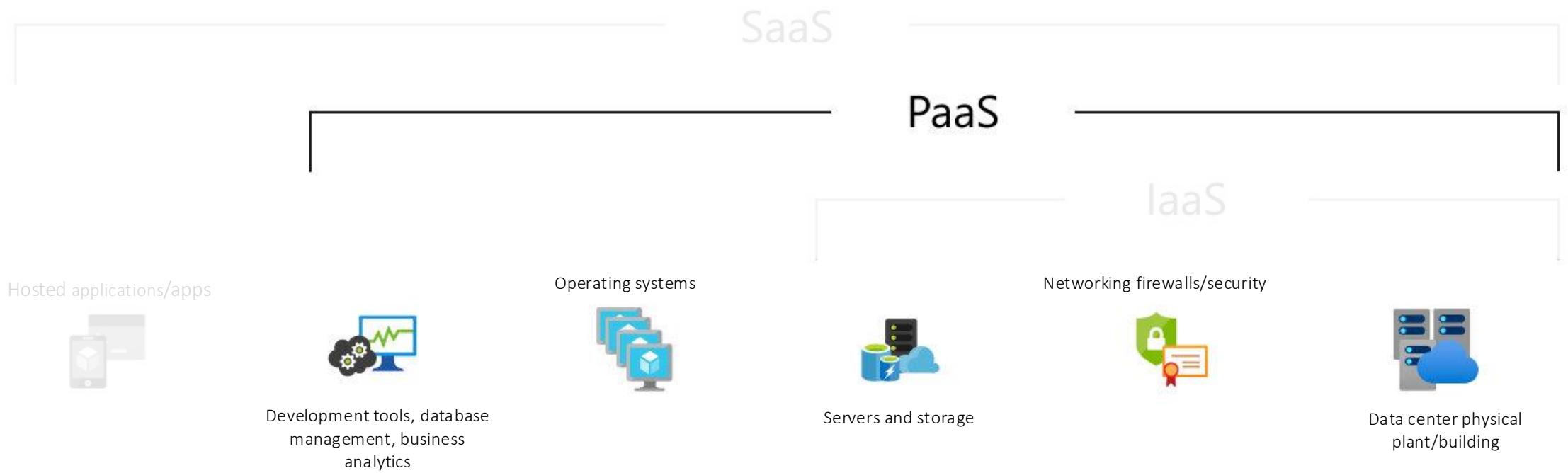
Source: <https://azure.microsoft.com/en-au/resources/cloud-computing-dictionary/what-is-paas>

# Serverless



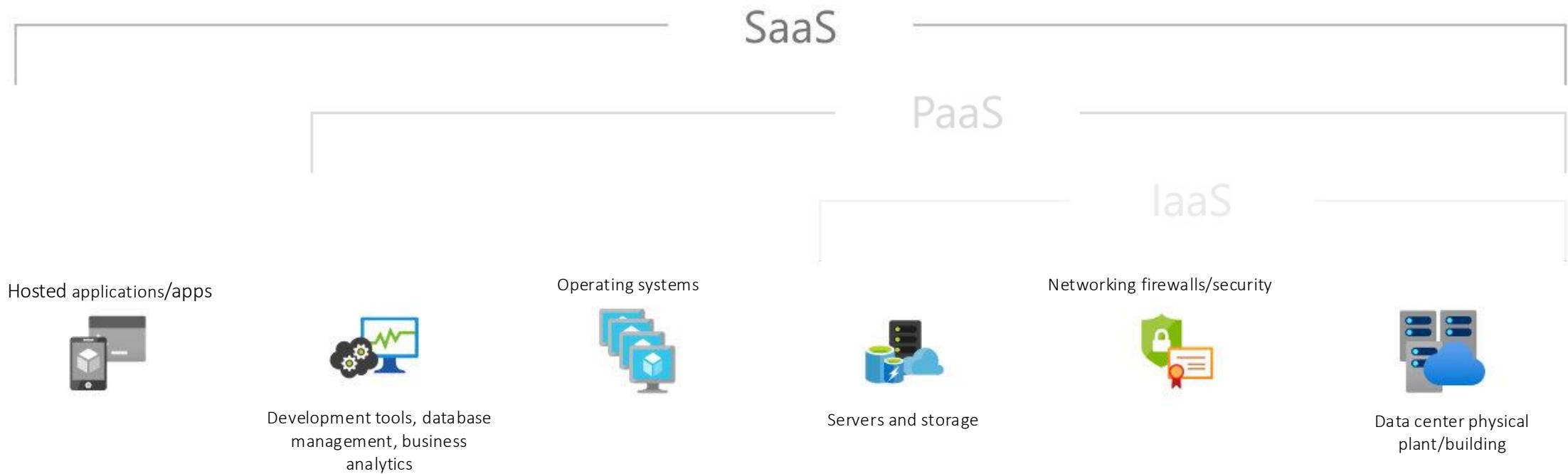
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# Serverless



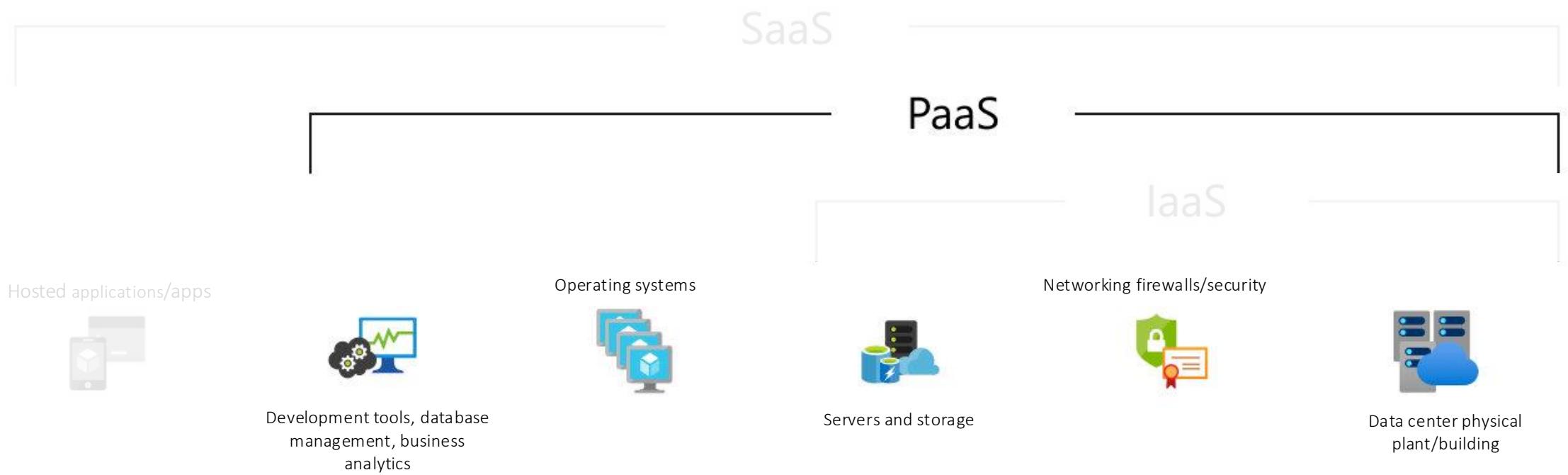
Source: <https://azure.microsoft.com/en-au/resources/cloud-computing-dictionary/what-is-paas>

# Serverless



Source: <https://azure.microsoft.com/en-au/resources/cloud-computing-dictionary/what-is-paas>

# Serverless



Source: <https://azure.microsoft.com/en-au/resources/cloud-computing-dictionary/what-is-paas>

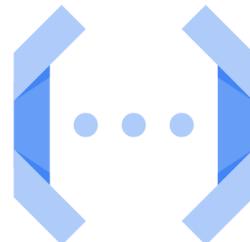
# Serverless



aws Lambda



Azure Functions



Google  
Cloud Functions

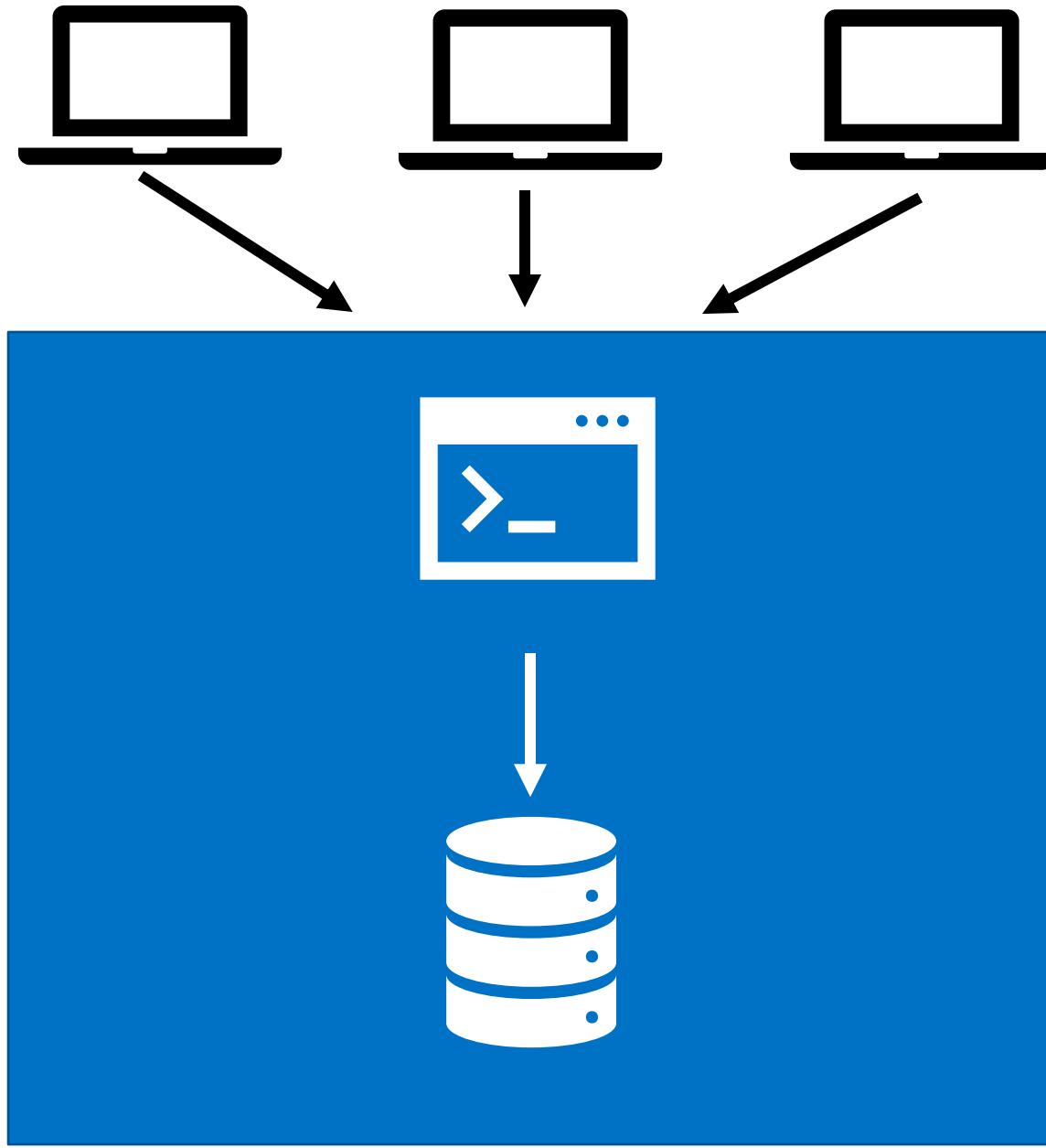


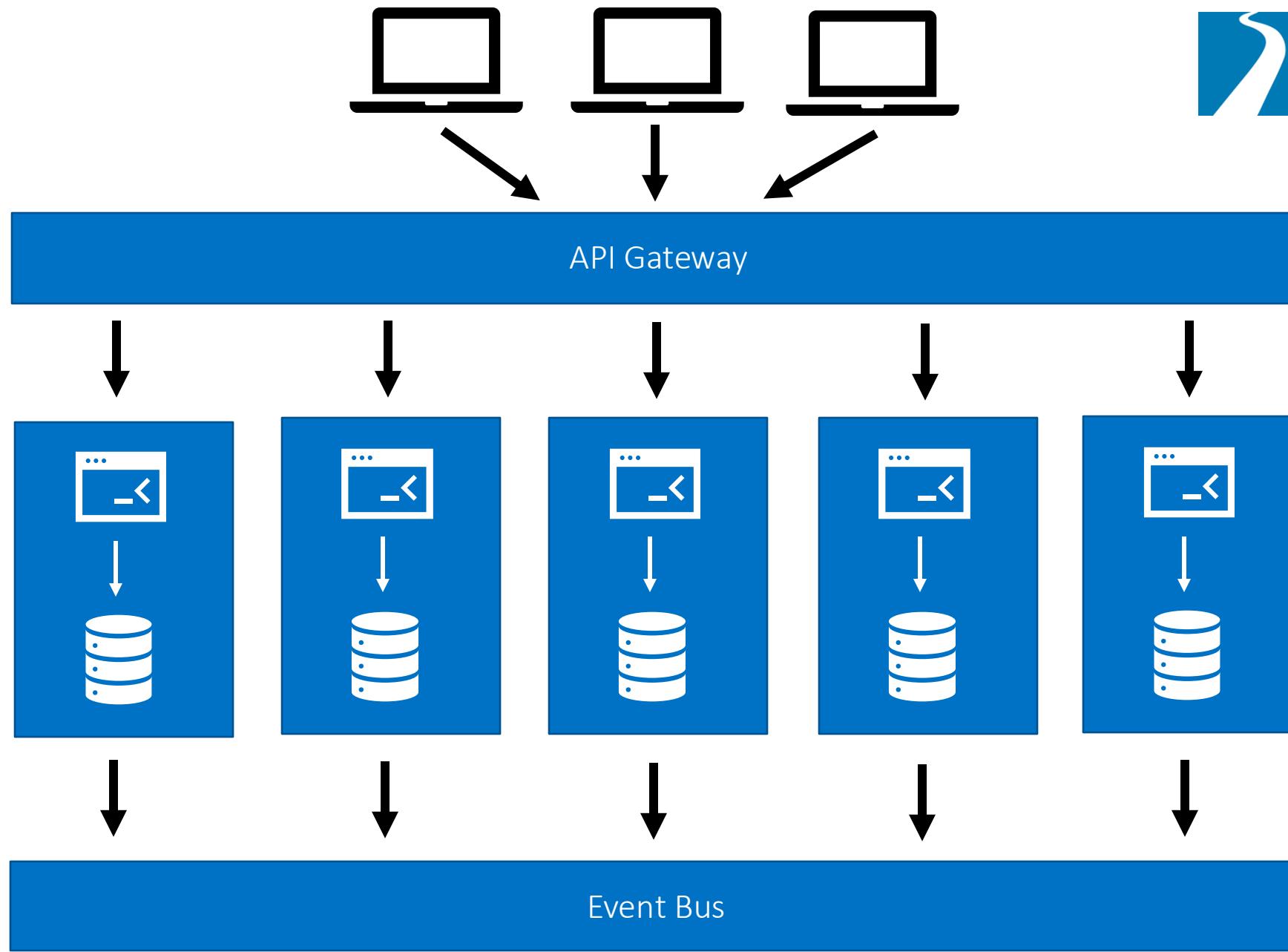
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# Software Architecture

# Microservices

**Microservices** break an app into **small, independent pieces** that each handle a specific function, so they can be **developed, deployed, and scaled separately** from the rest of the app.

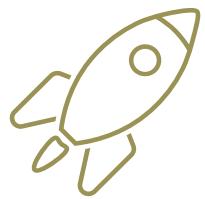




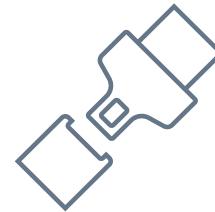
# Microservices



More Scalability Options



Independent Deployability



Isolate Surface Area of Failure



Independent Teams

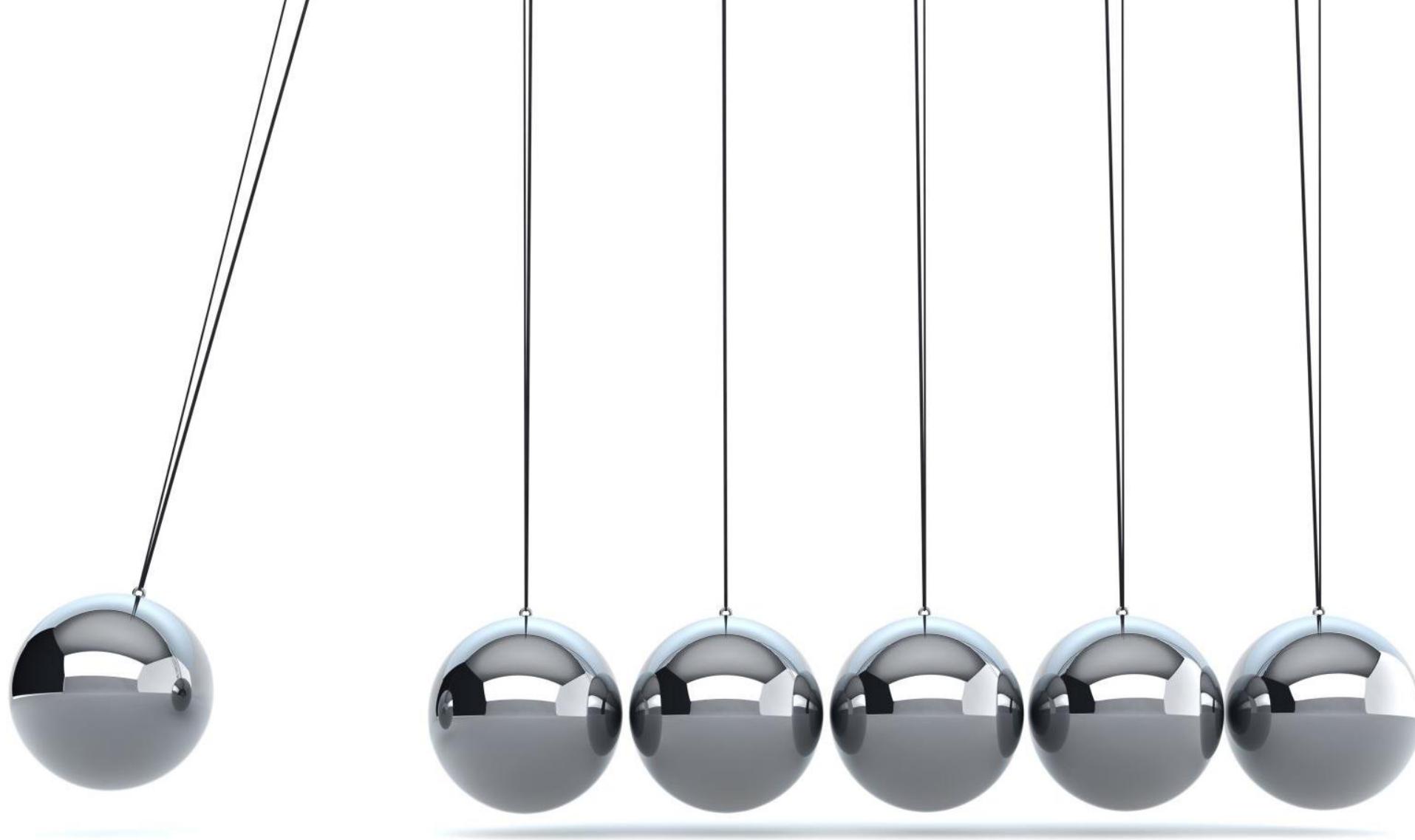
# Microservices



Microservices are *hard* to do well



*Wrong reasons create distributed monoliths*



# Modular Monolith

A **modular monolith** is a **single app** that's built in a **structured way**, with **clear modules** or components, so it's easier to develop and maintain like microservices, but **without the complexity of managing separate services**.

## Modular Monolith

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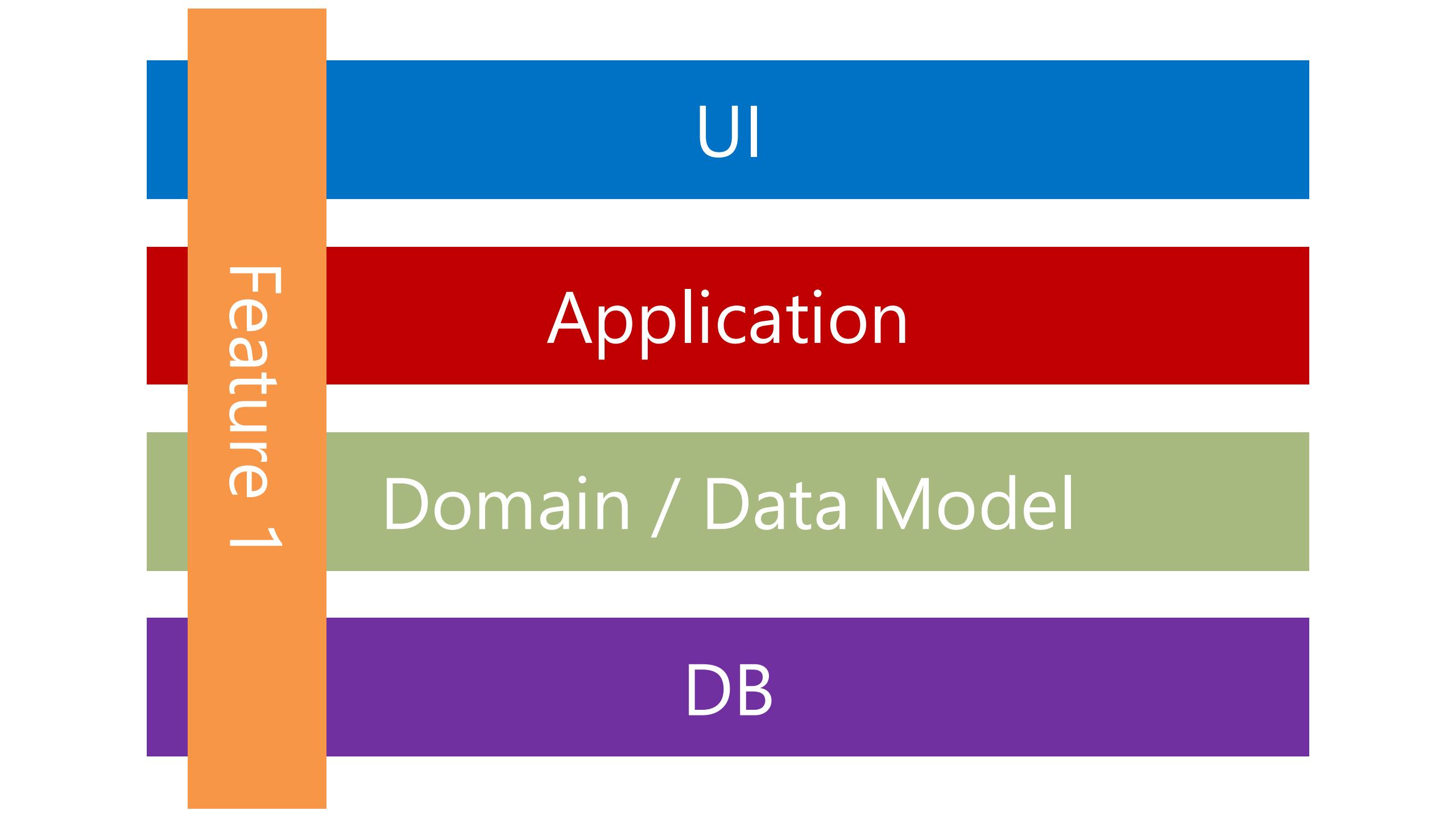
## Vertical Slice Architecture

UI

Application

Domain / Data Model

DB



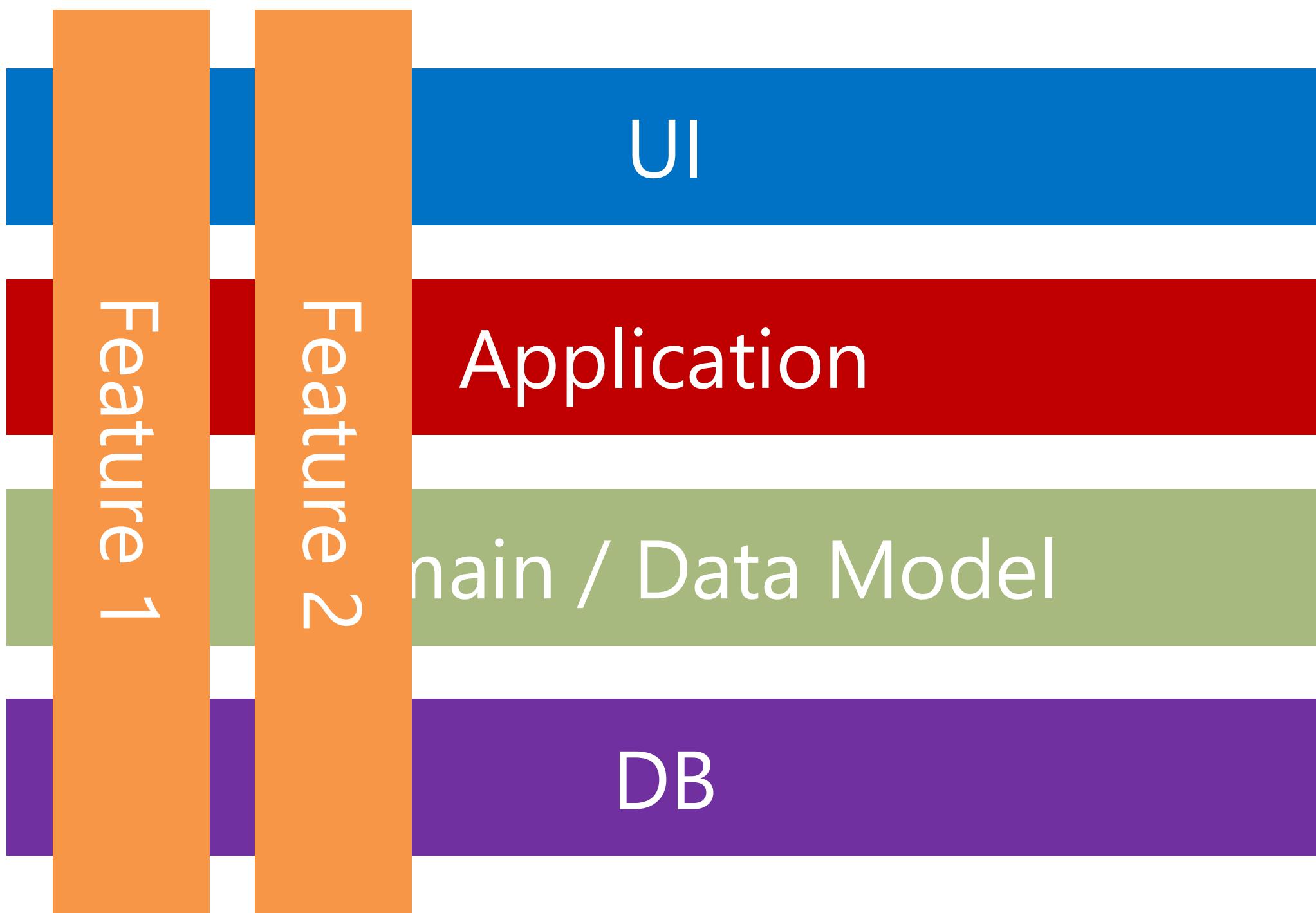
UI

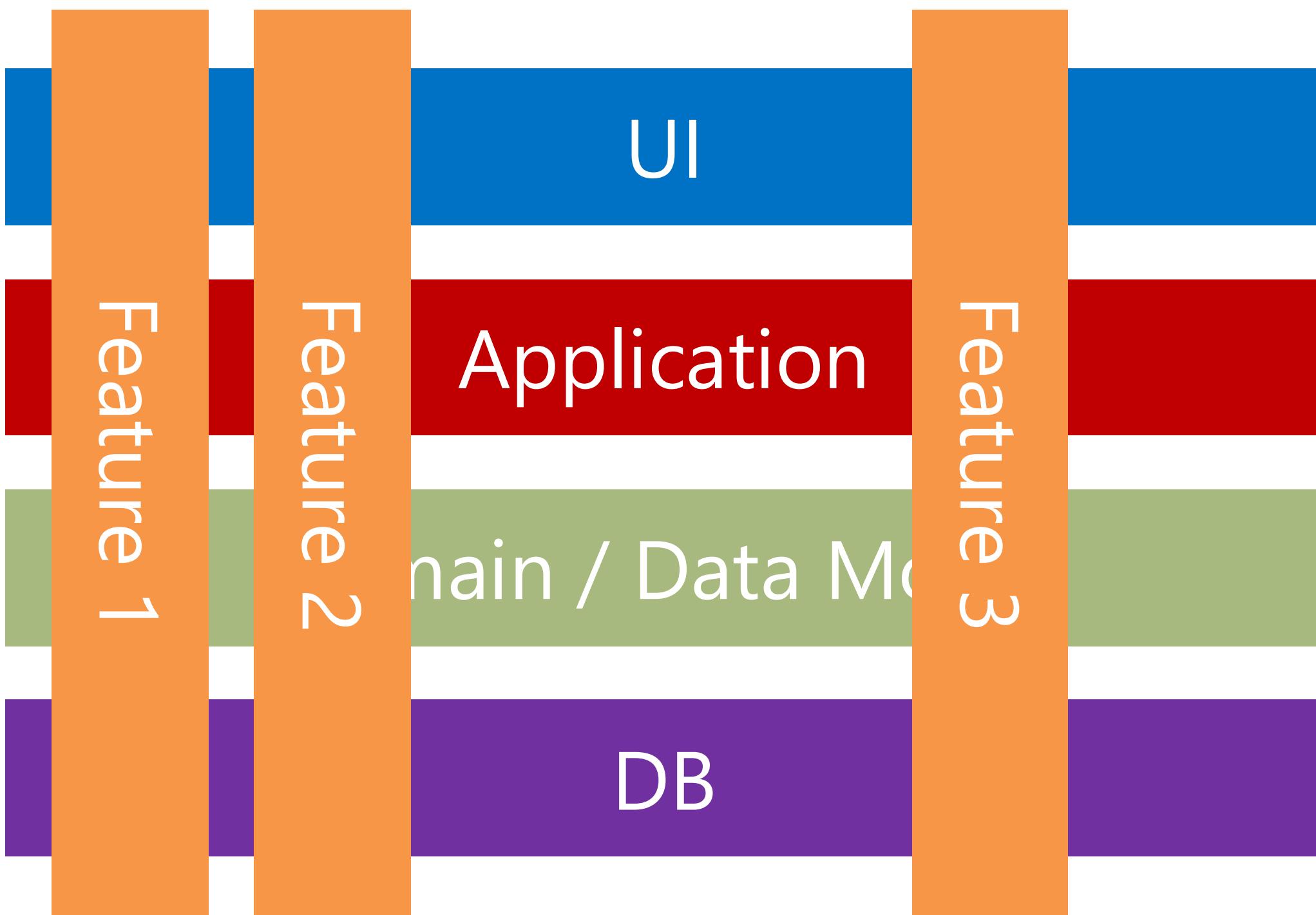
Application

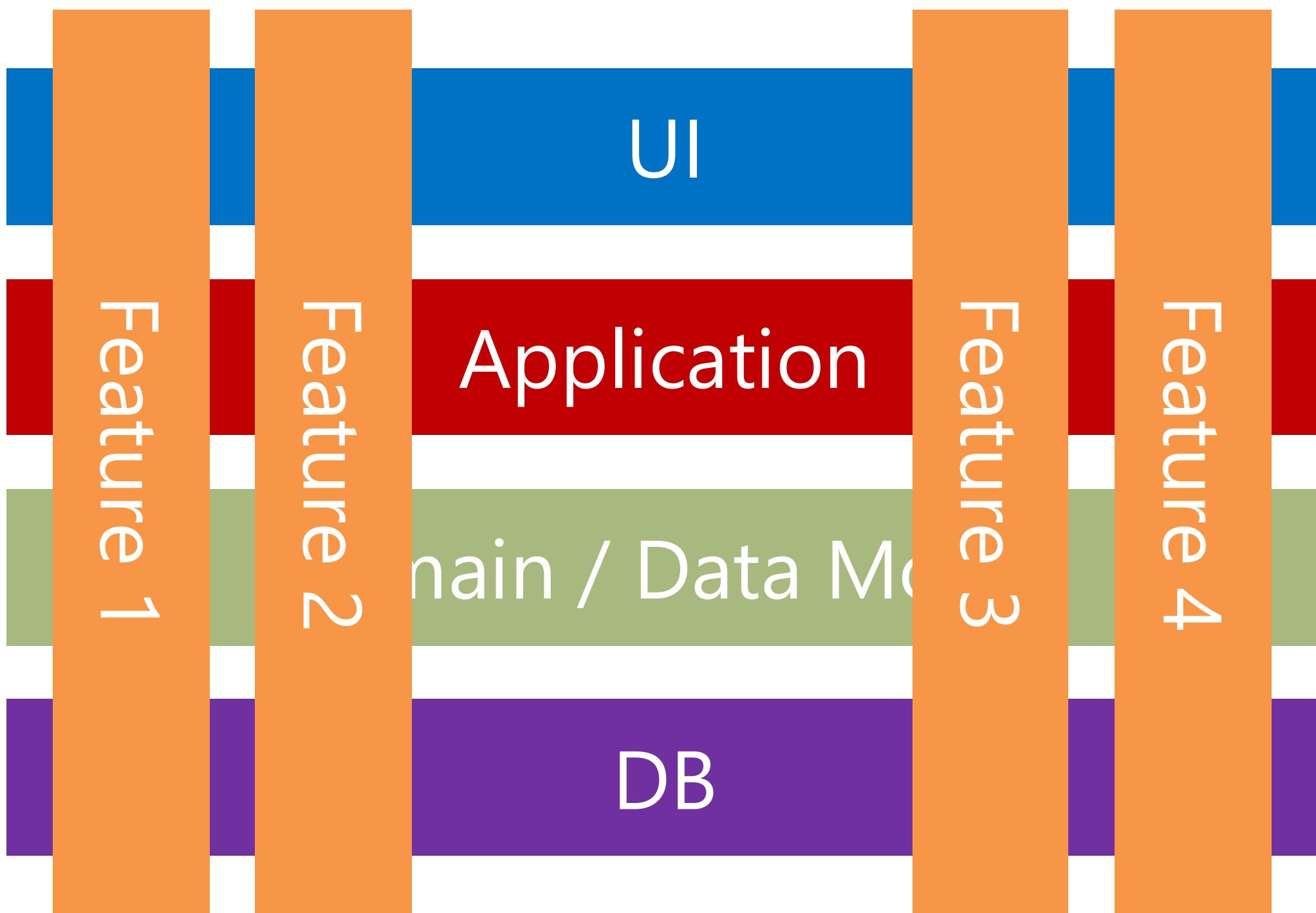
Domain / Data Model

DB

Feature 1







Things that **change together**  
should be **near each other**

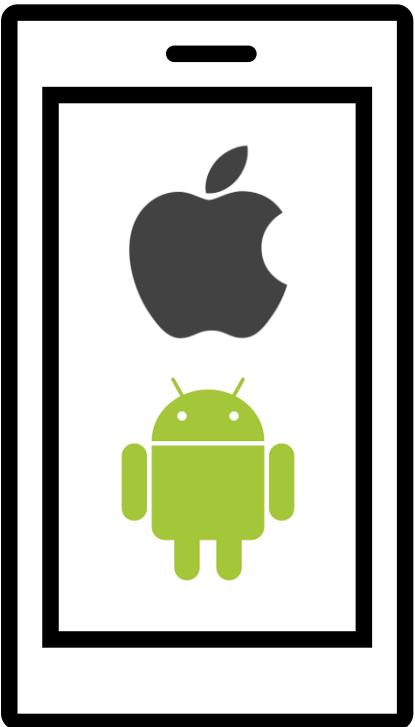
DB



# Web and Mobile



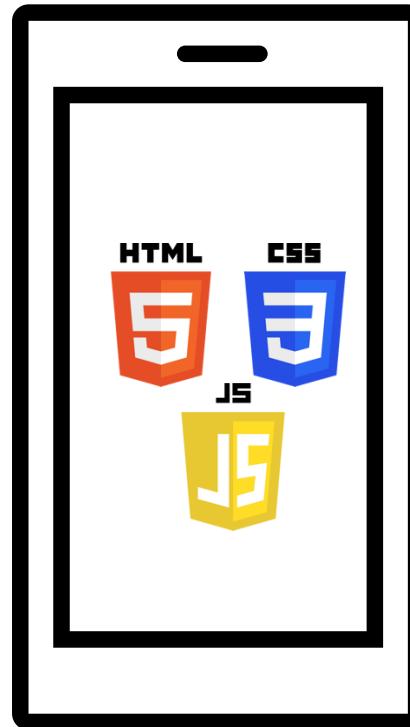
# Hybrid & Progressive Web Apps



Native

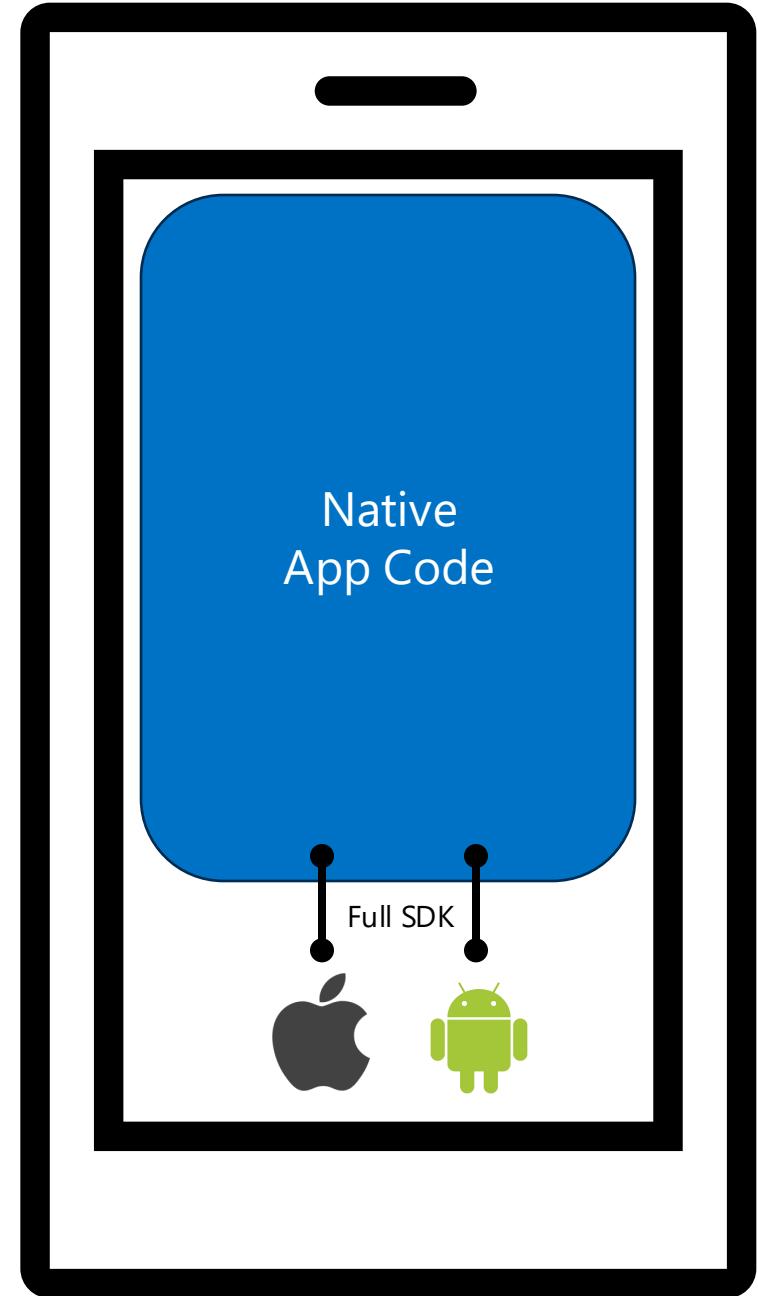


Hybrid

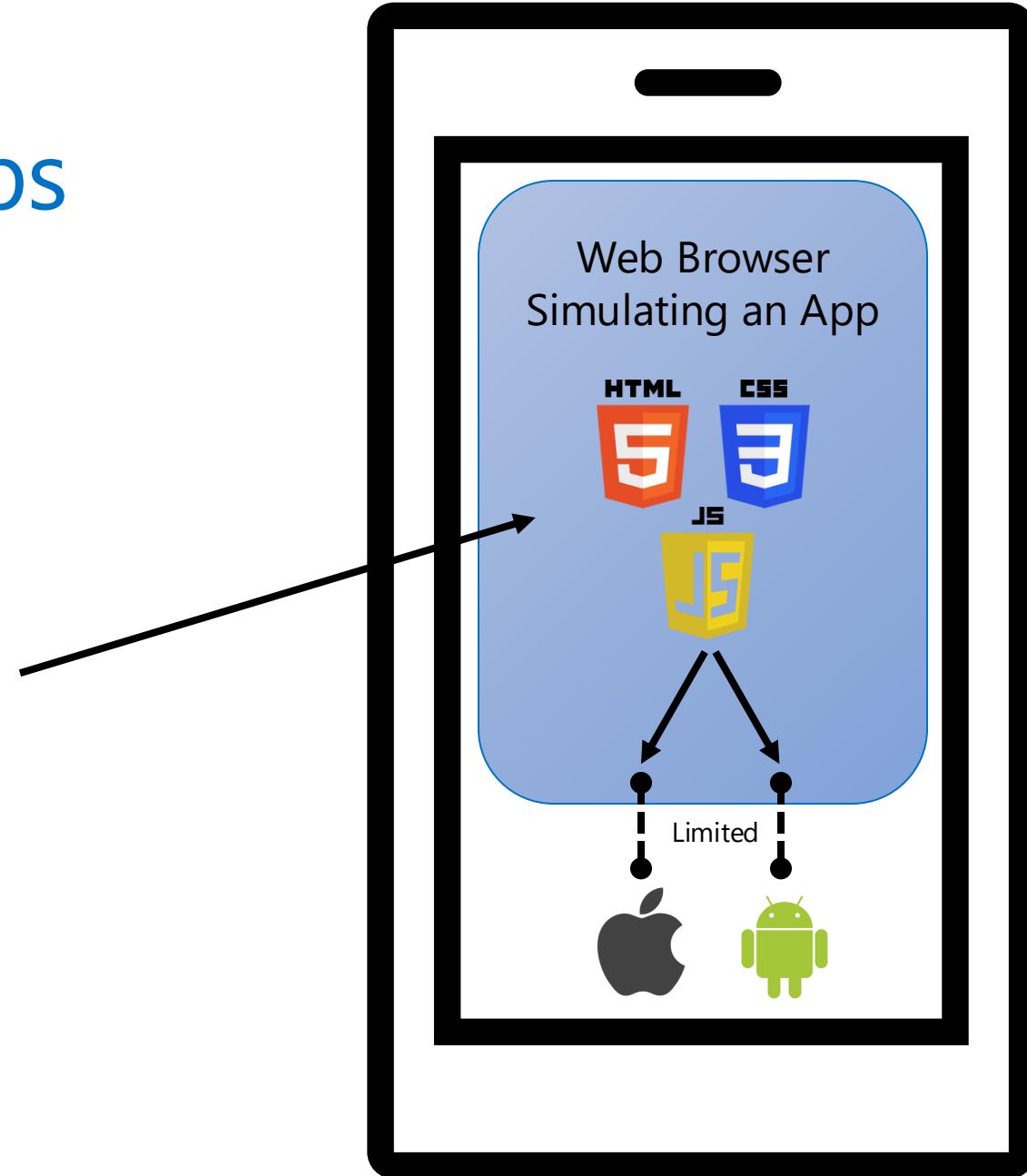
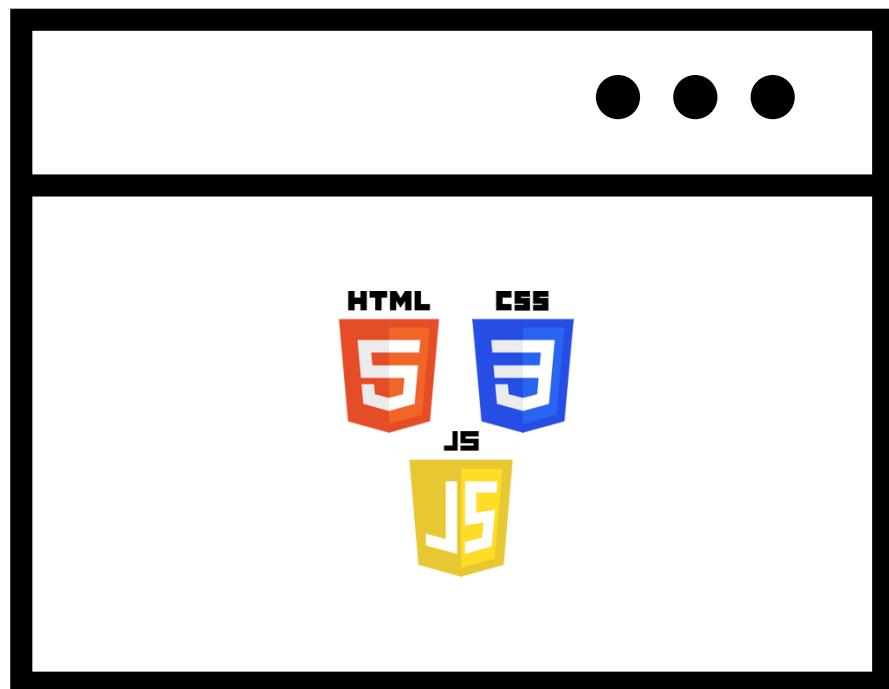


PWA

# Native Apps

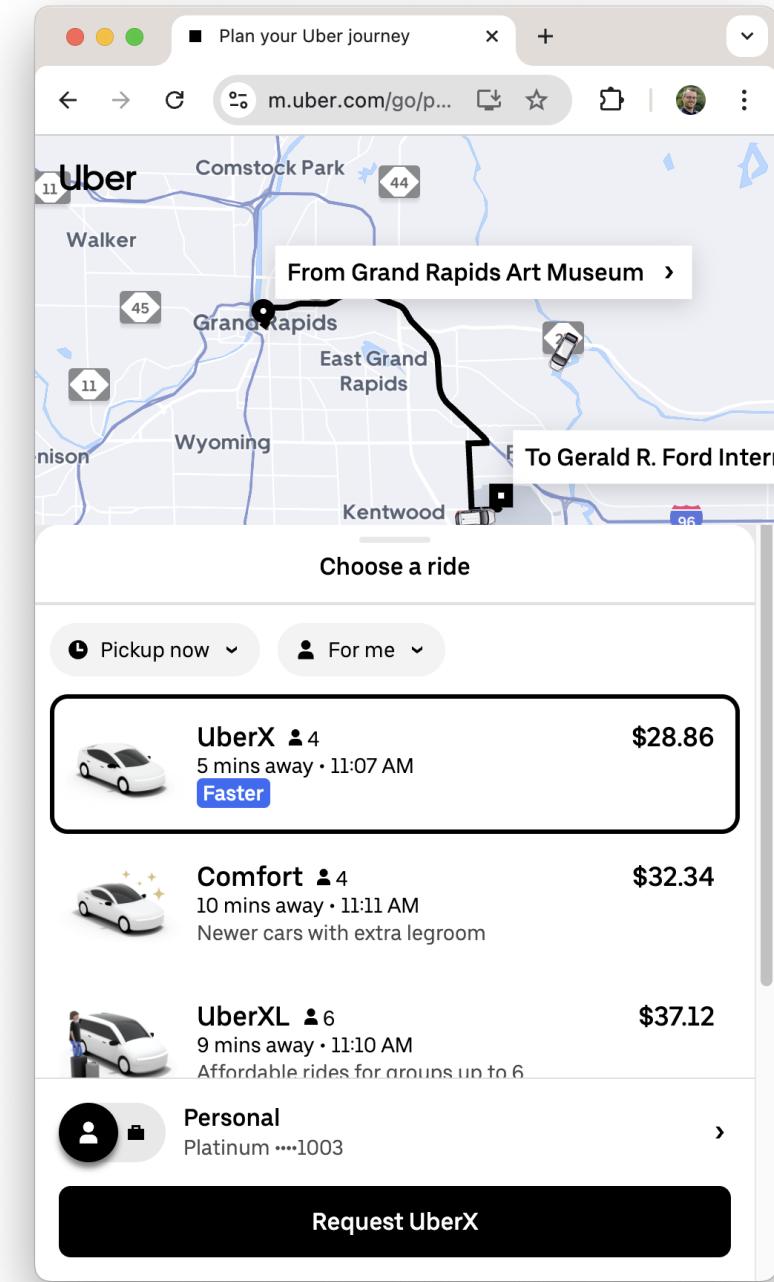


# Progressive Web Apps



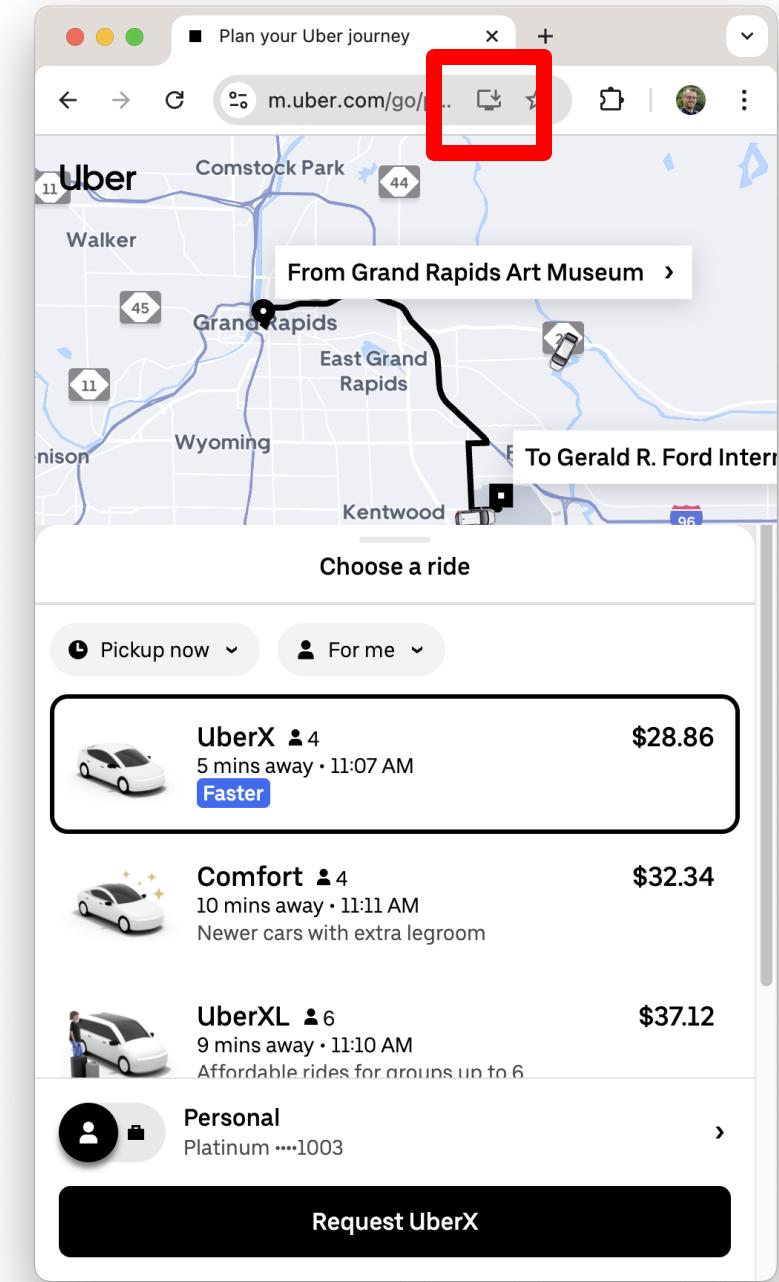
# Web App to PWA

1. Enable HTTPS
2. Create App Manifest
3. Implement Service Worker



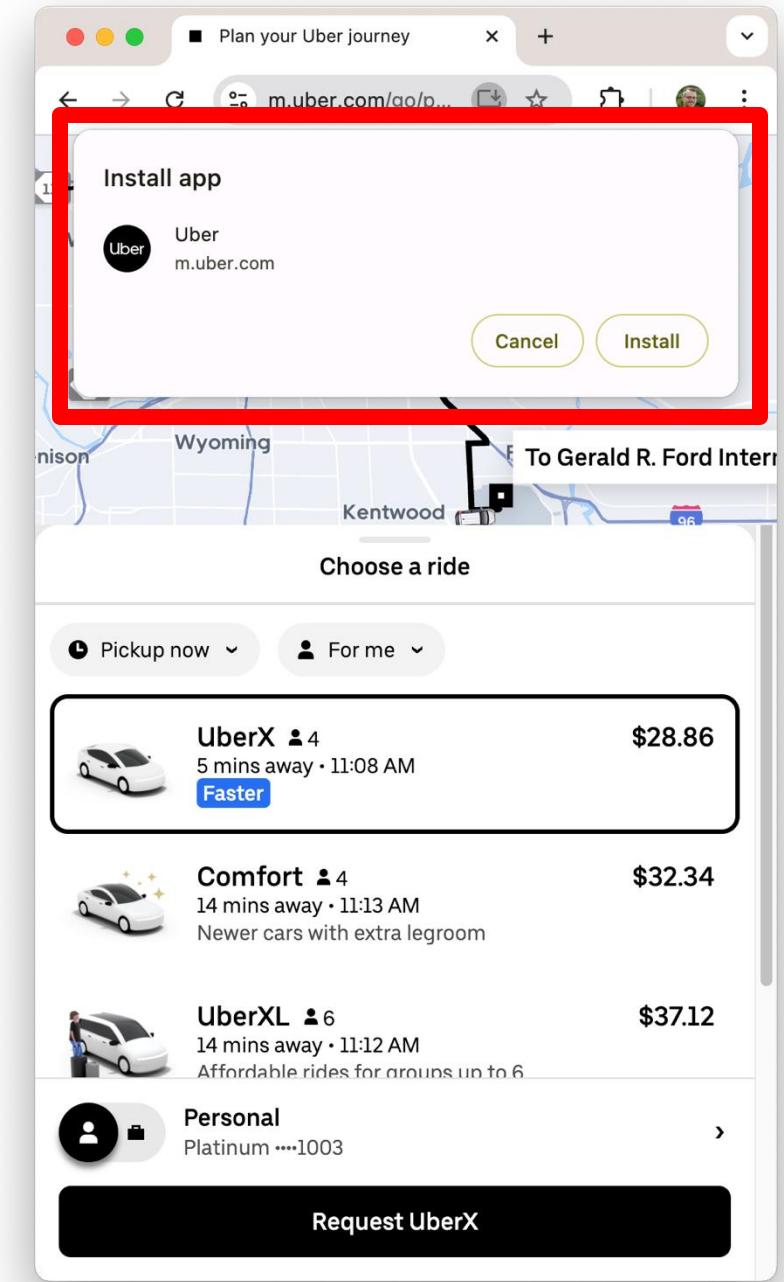
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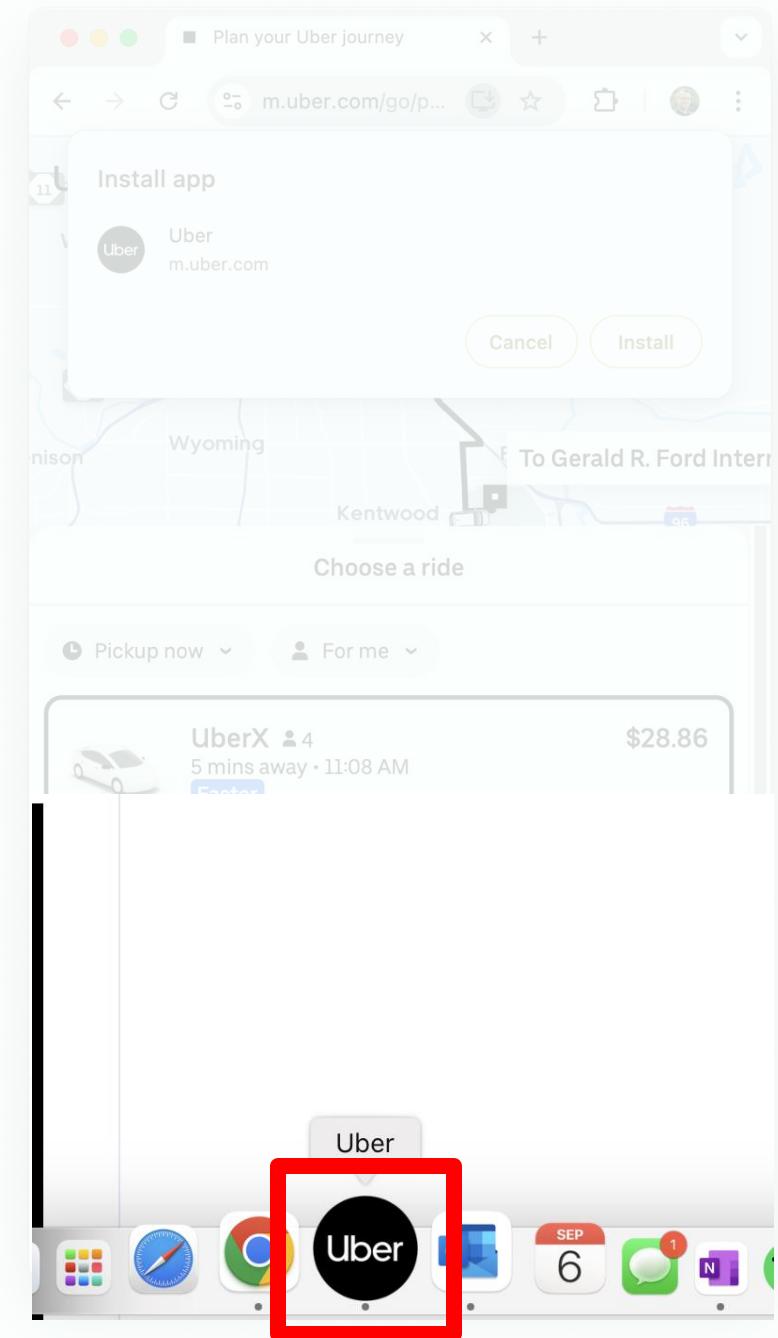
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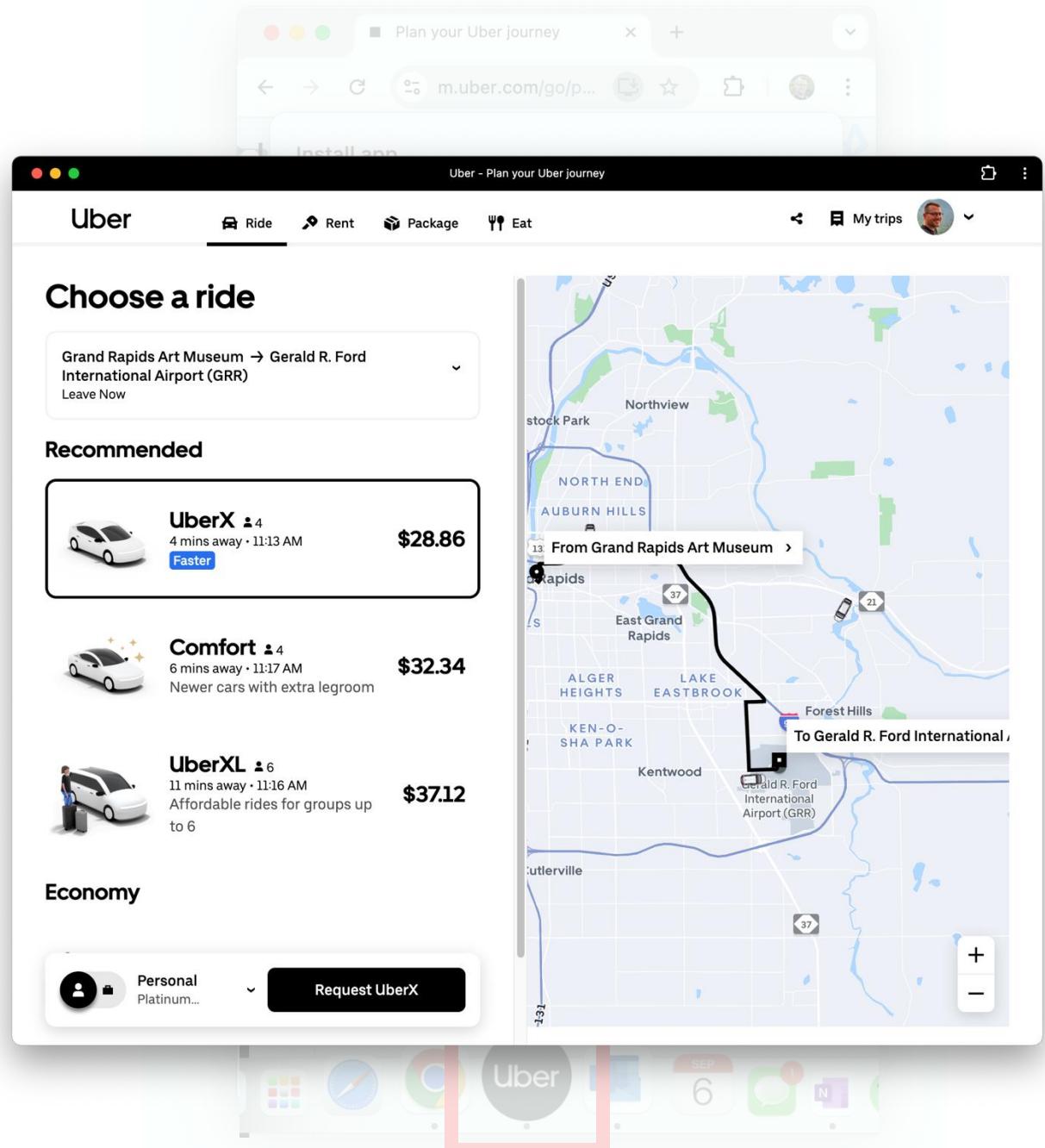
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2. Create App Manifest
3. Implement Service Worker



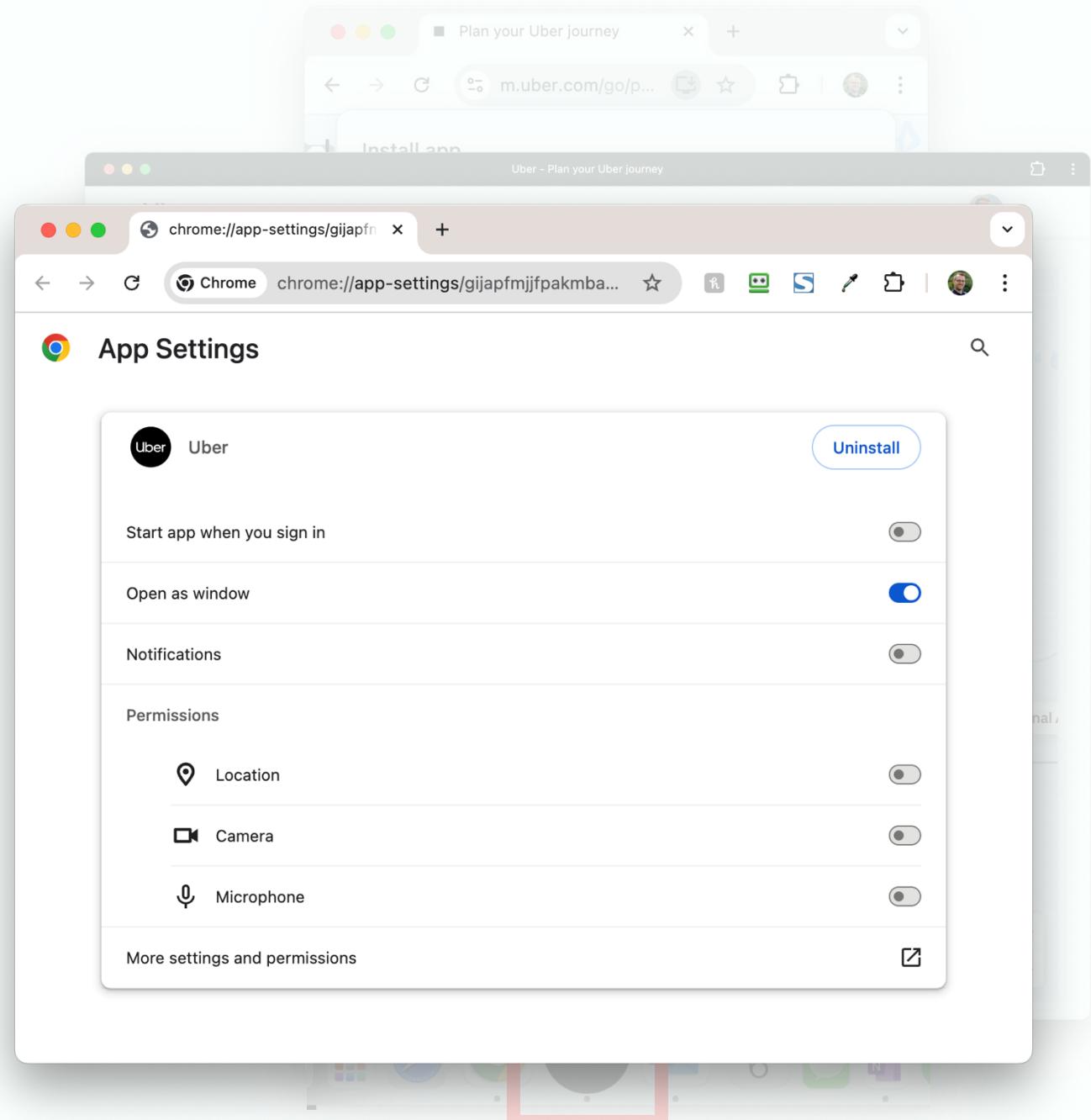
# Web App to PWA

1. Enable HTTPS
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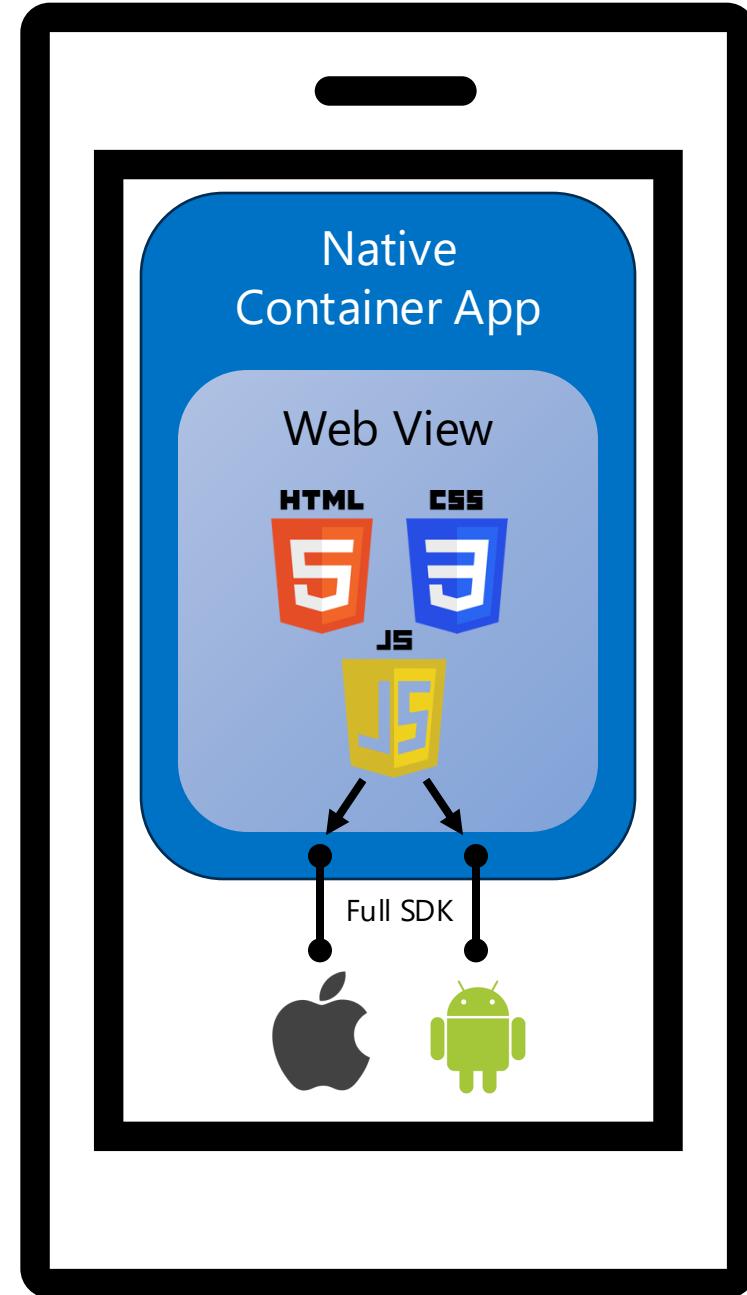


# Web App to PWA

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2. Create App Manifest
3. Implement Service Worker

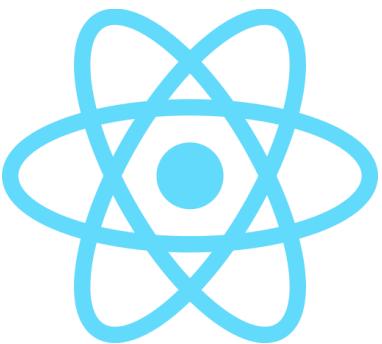


# Hybrid Mobile



# Hybrid Mobile

## React Native



**LANGUAGE**

JavaScript

**UI**

Native UI via JSX

**REUSE**

70%

**CREATOR**

Facebook

## Flutter



Dart

Proprietary Widgets

80%

Google

## Ionic with Capacitor



JavaScript

HTML & CSS

98%

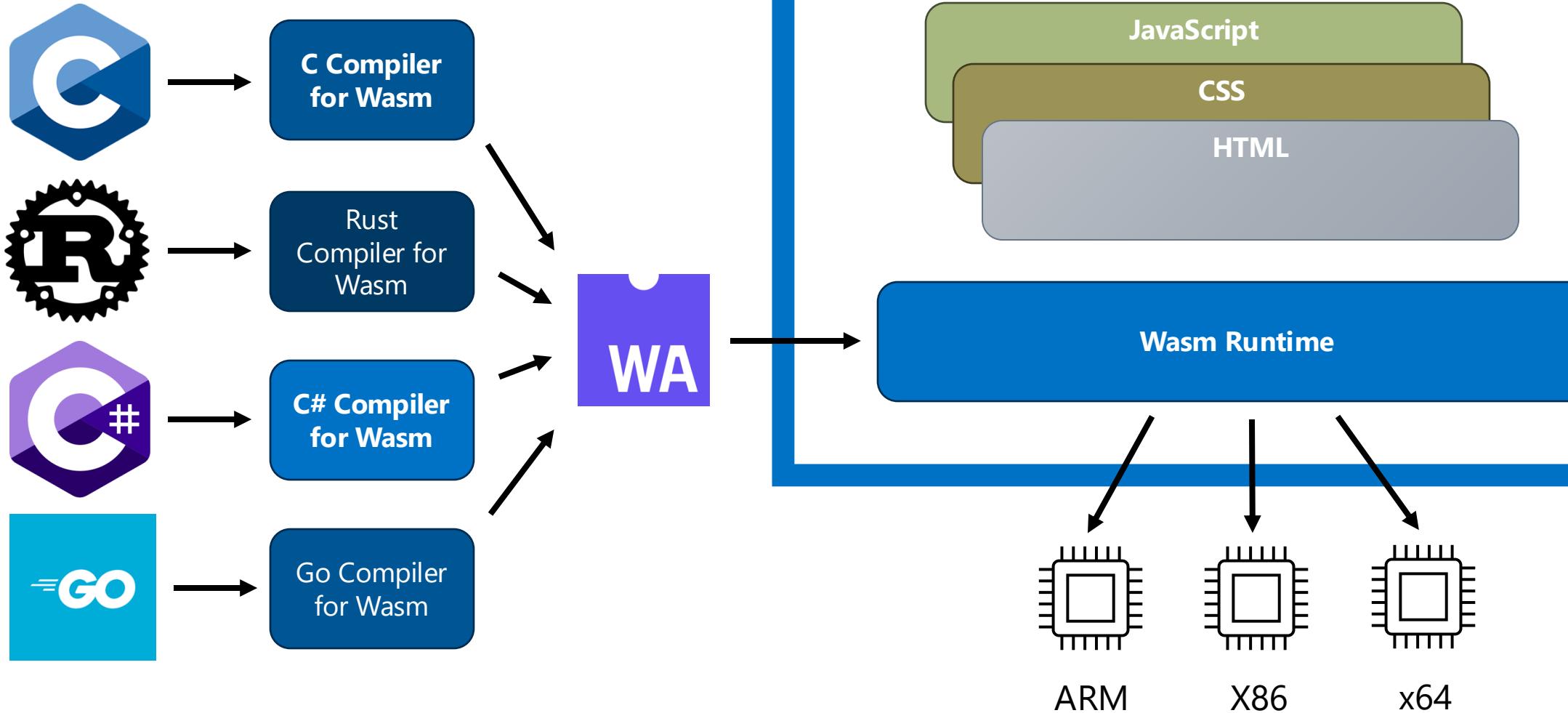
Outsystems

# WebAssembly

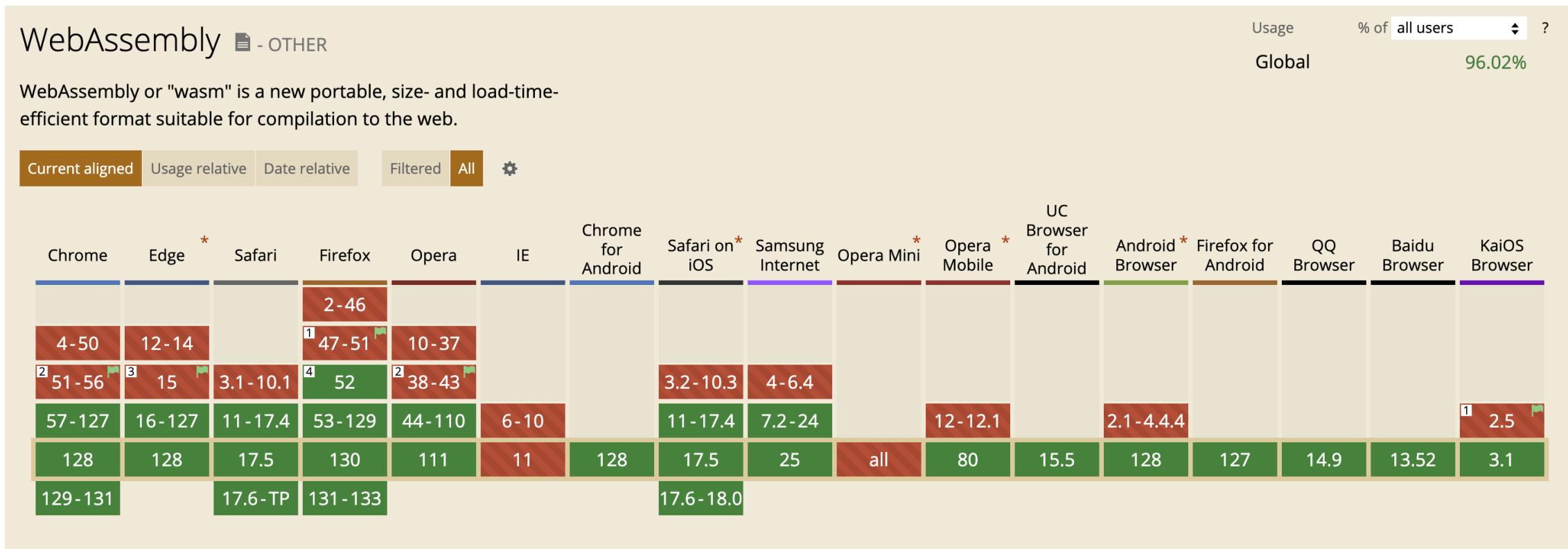
WebAssembly (Wasm) is a **binary instruction format** that allows code written in other languages to run in the browser at **near-native speed**, providing **faster performance than JavaScript**, especially for computation-heavy tasks.



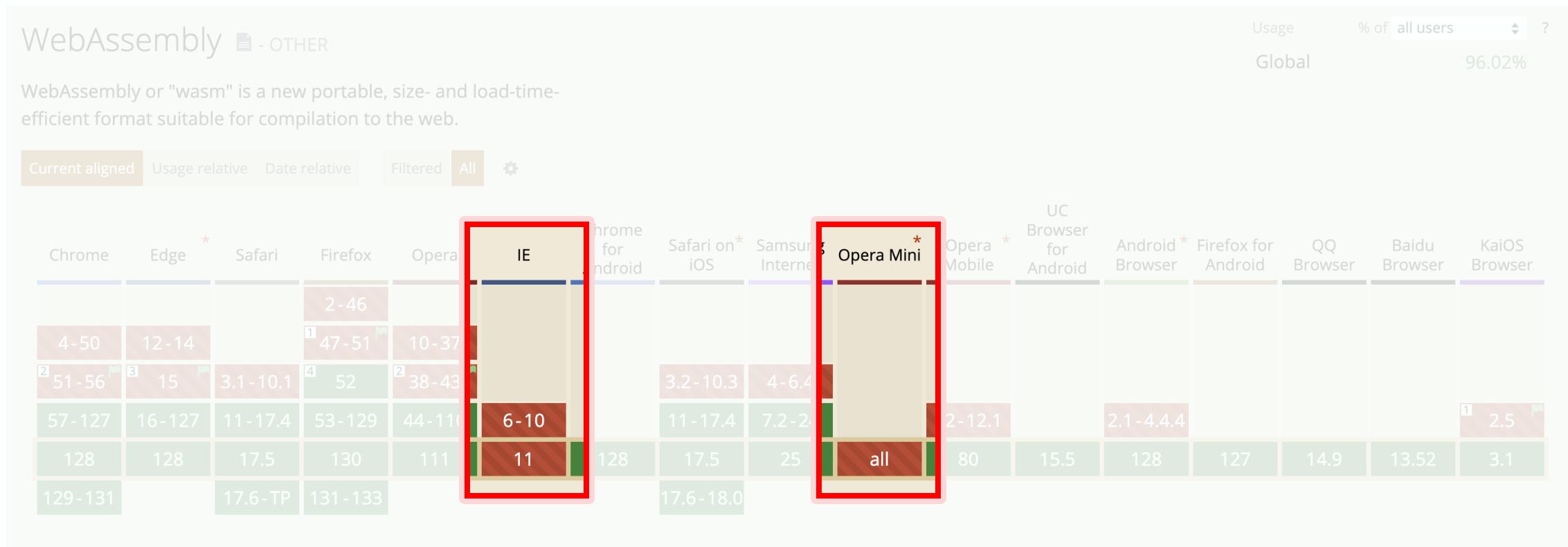
# WebAssembly



# WebAssembly Support



# WebAssembly Support



# WebAssembly vs JavaScript

	WebAssembly	JavaScript
Speed	Uses binary files and ahead-of-time compilation, so it <b>works faster</b> than JavaScript	Works quick for small tasks, but <b>slower</b> for larger, more complex tasks
Support	Supported in all <b>modern browsers</b>	Long history means that <b>more devices and browsers support</b> it
Security	Executes in a sandbox, giving users <b>better security</b> than JavaScript	<b>Less secure</b> than Wasm
Memory Management	Requires <b>manual memory management</b> (or a garbage collection framework)	Has <b>garbage collection</b> built-in
Debugging	Uses a compiler, with <b>improves debugging</b> before deployment	Debugging is <b>more complex</b>
DOM	Accesses DOM <b>through JavaScript</b> interop calls	Accesses DOM <b>directly</b>

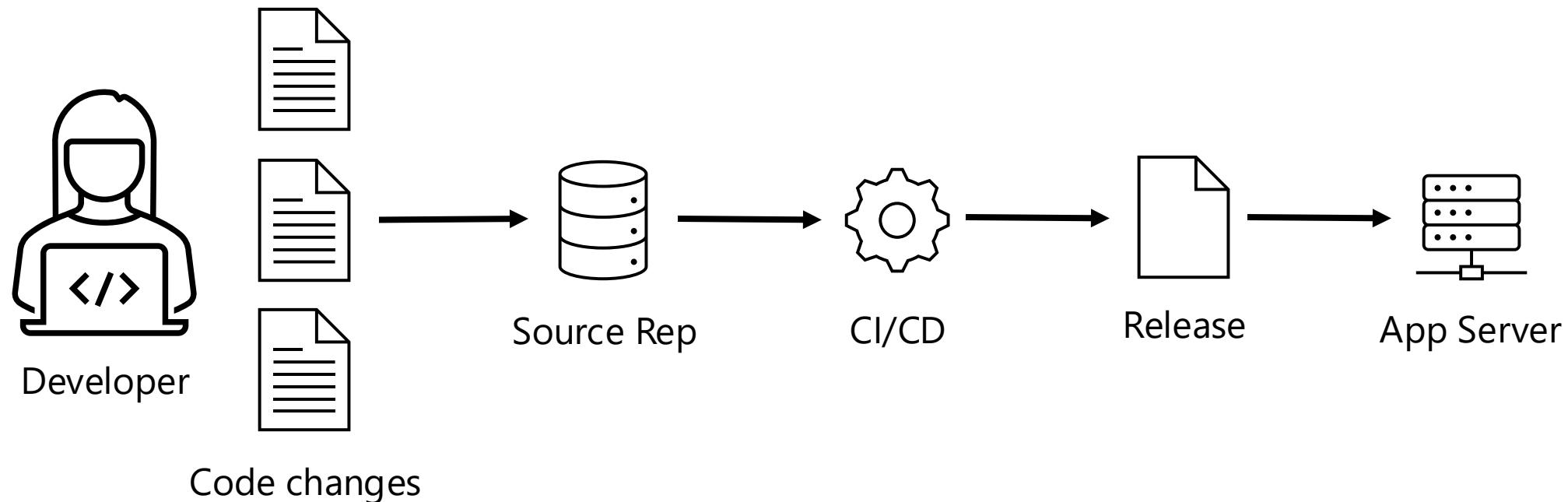
# DevOps



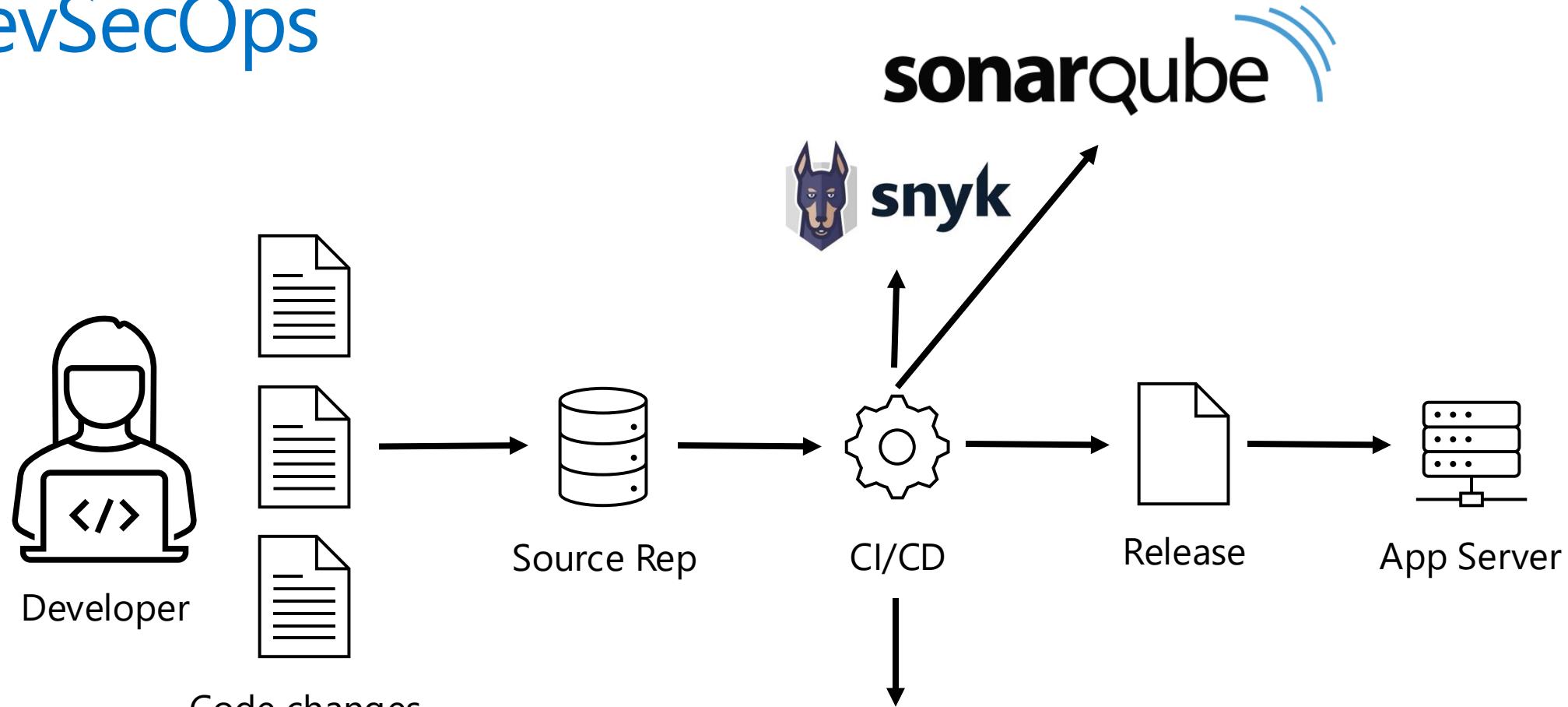
# DevSecOps

**DevSecOps** is an extension of **DevOps**, and is the practice of **integrating security** into every step of the software development process, ensuring that **security is considered from the start**, not just at the end.

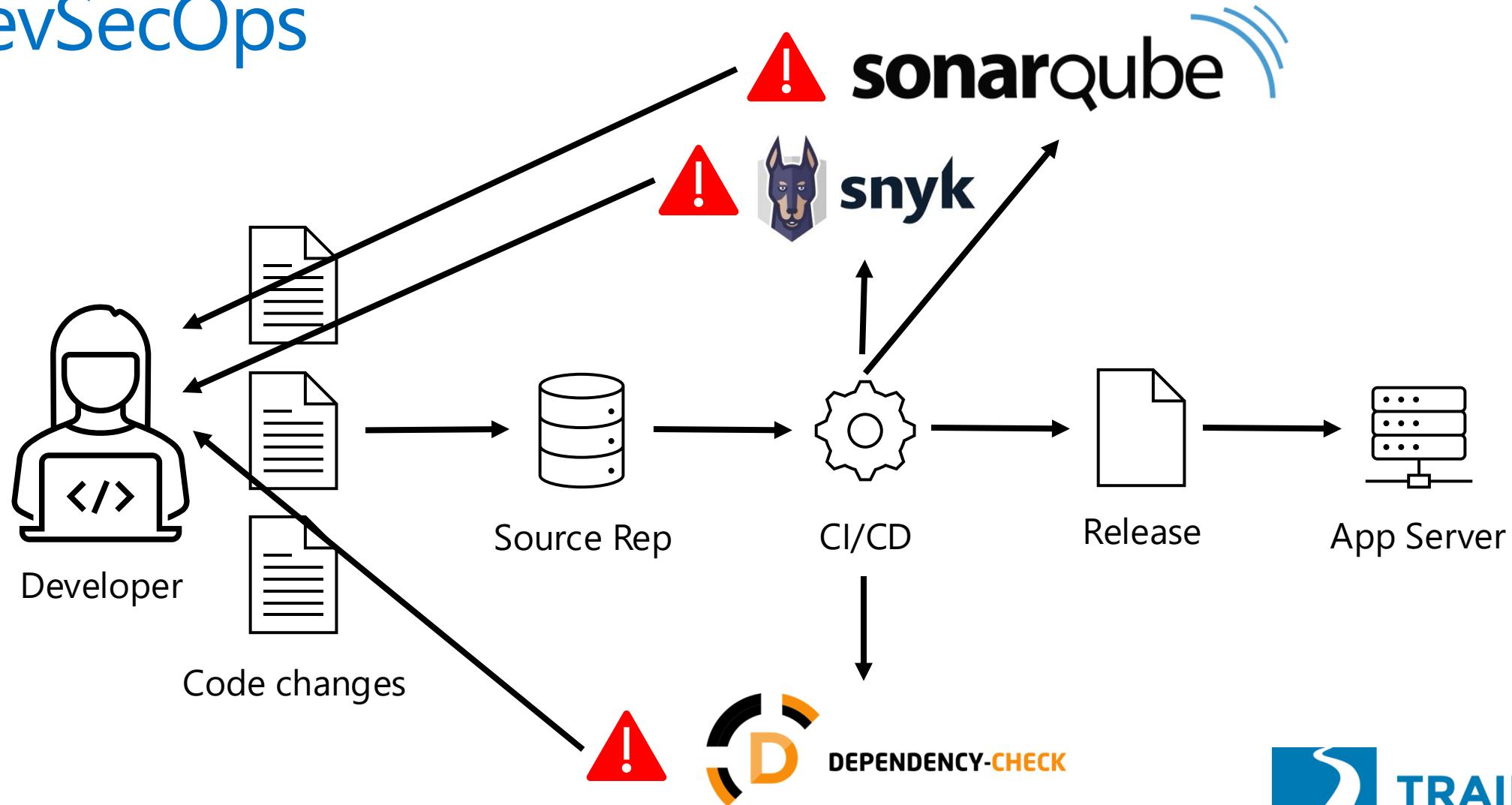
# DevSecOps



# DevSecOps



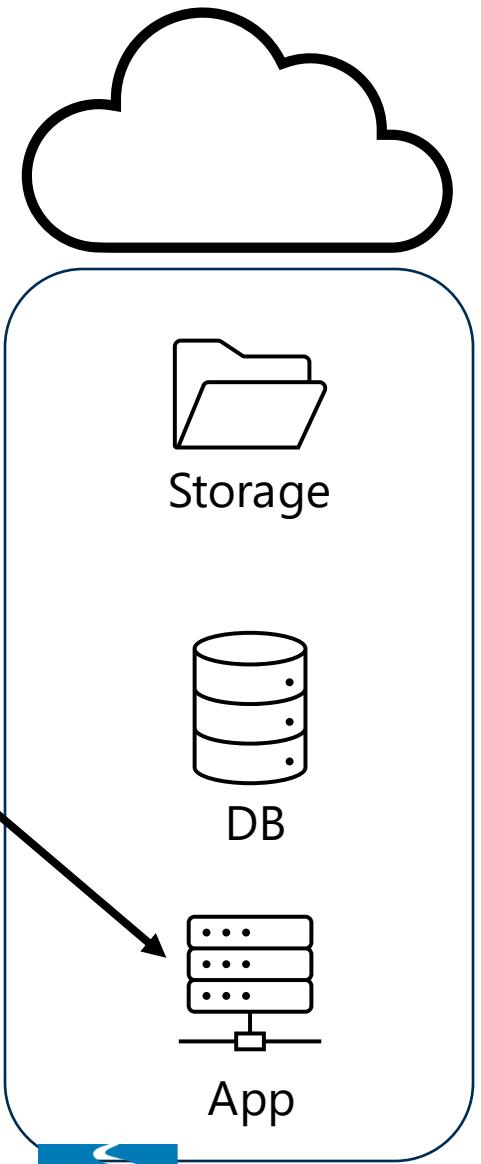
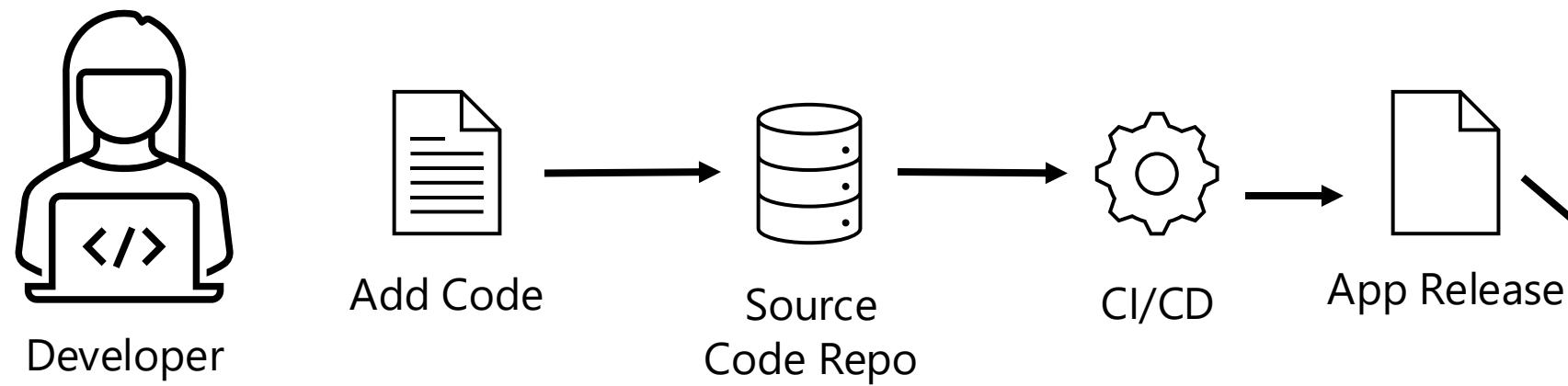
# DevSecOps



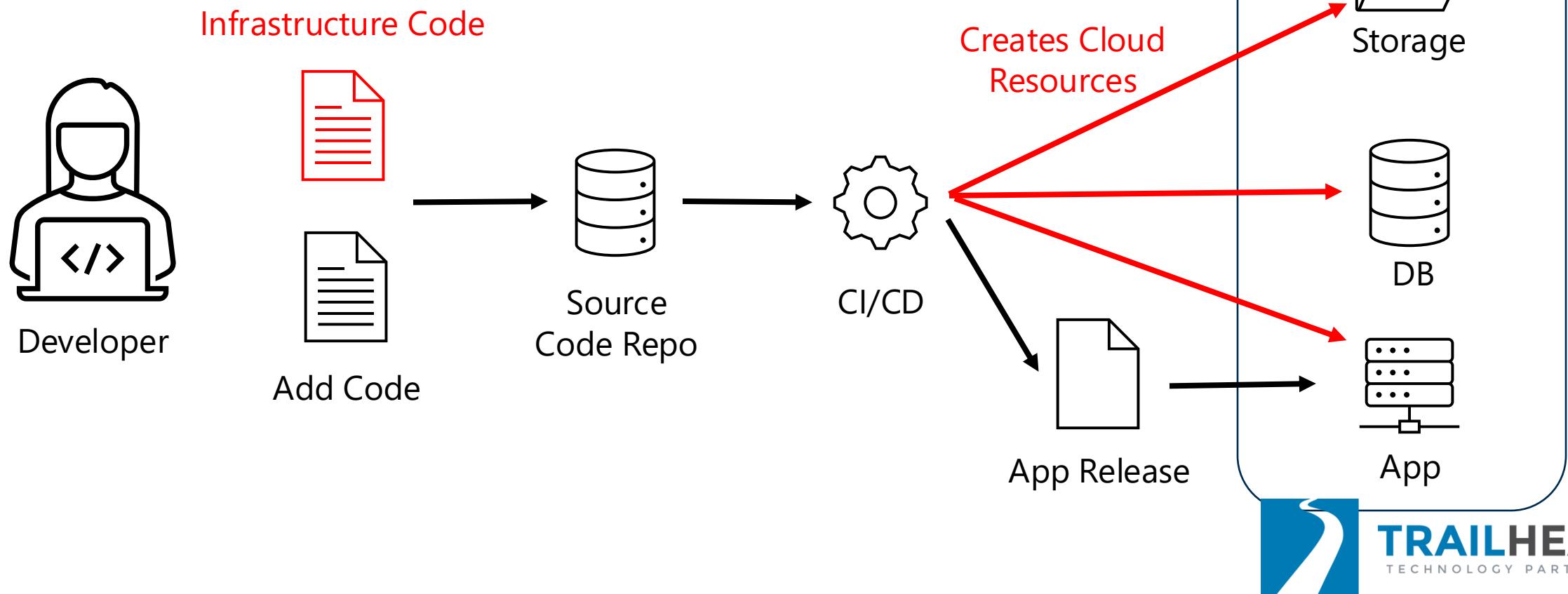
# Infrastructure as Code

**Infrastructure as Code (IaC)** is a way to manage and set up **IT infrastructure** (like servers or networks) using **code instead of manually** so everything is faster, more flexible, more repeatable, and more reliable.

# Infrastructure as Code



# Infrastructure as Code



# Infrastructure as Code



Automation and consistency



Speed and efficiency



Version control



Scalability



Collaboration

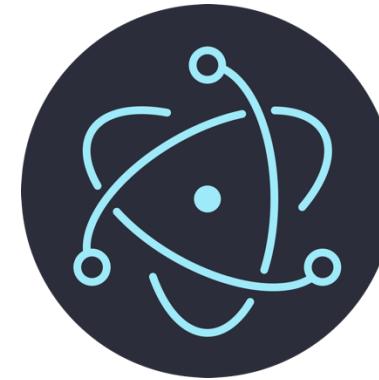
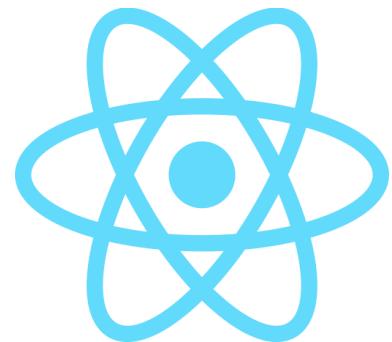


Cost savings

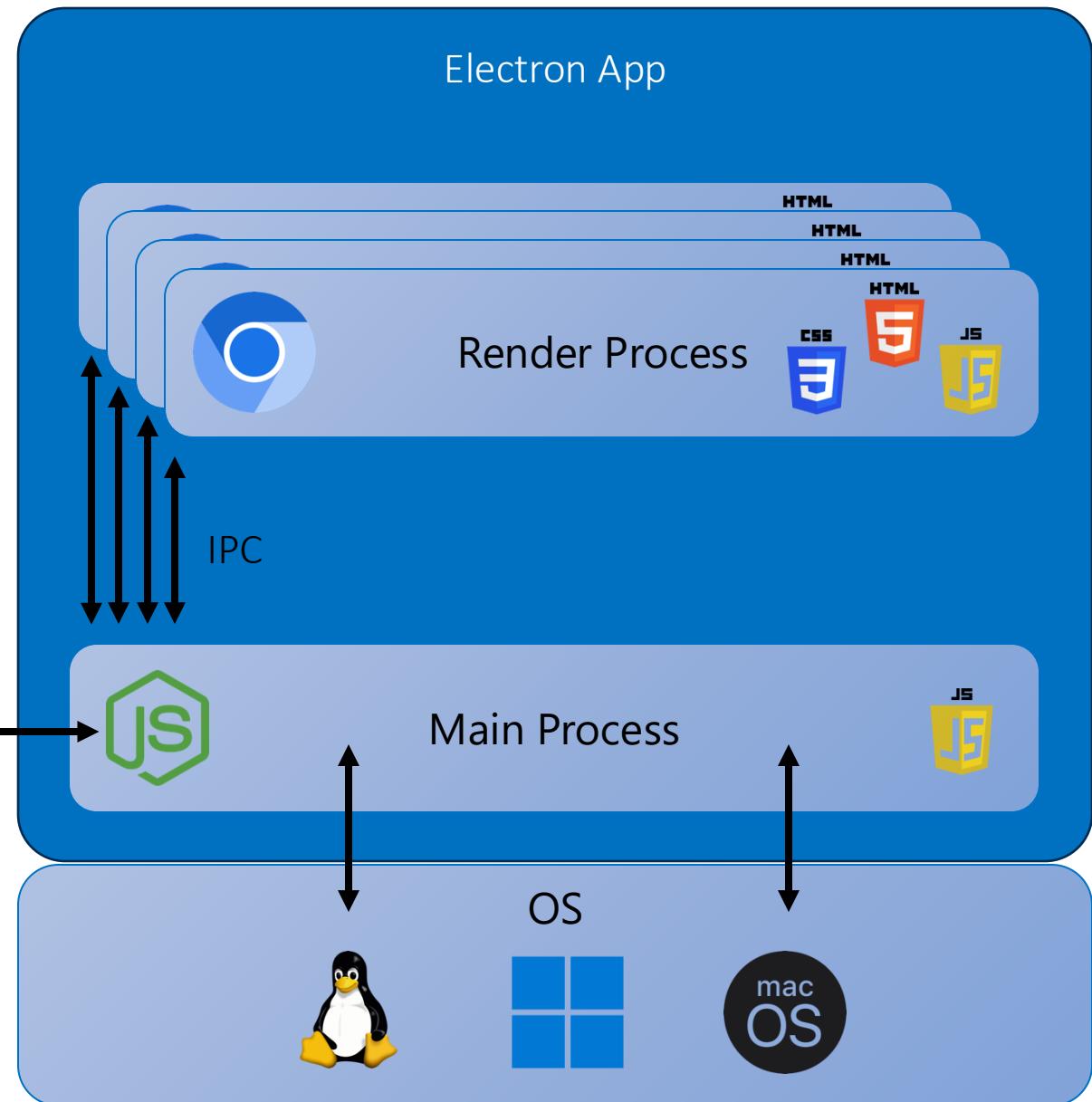
# Cross-Platform



# Cross-Platform Development



# How Electron Works



# Apps That Use Electron



Microsoft Teams



POSTMAN



Visual Studio Code



Trello



Dropbox



Discord

# Tooling



# Notebooks

A **notebook** is an **interactive tool** where you can **write** and **run** code, **see the results** immediately, and **add notes** or explanations all in one place.

# Notebooks



```
[*]: var fruitOutput = display("Let's get some fruit!");
var basket = new [] {
    "apple", "orange", "coconut", "pear", "peach"
};

foreach (var fruit in basket)
{
    System.Threading.Thread.Sleep(1000);
    fruitOutput.Update($"I have 1 {fruit}.");
}

System.Threading.Thread.Sleep(500);

fruitOutput.Update(basket);
```

# Notebooks Are Good At



Learning



Sharing and  
documentation

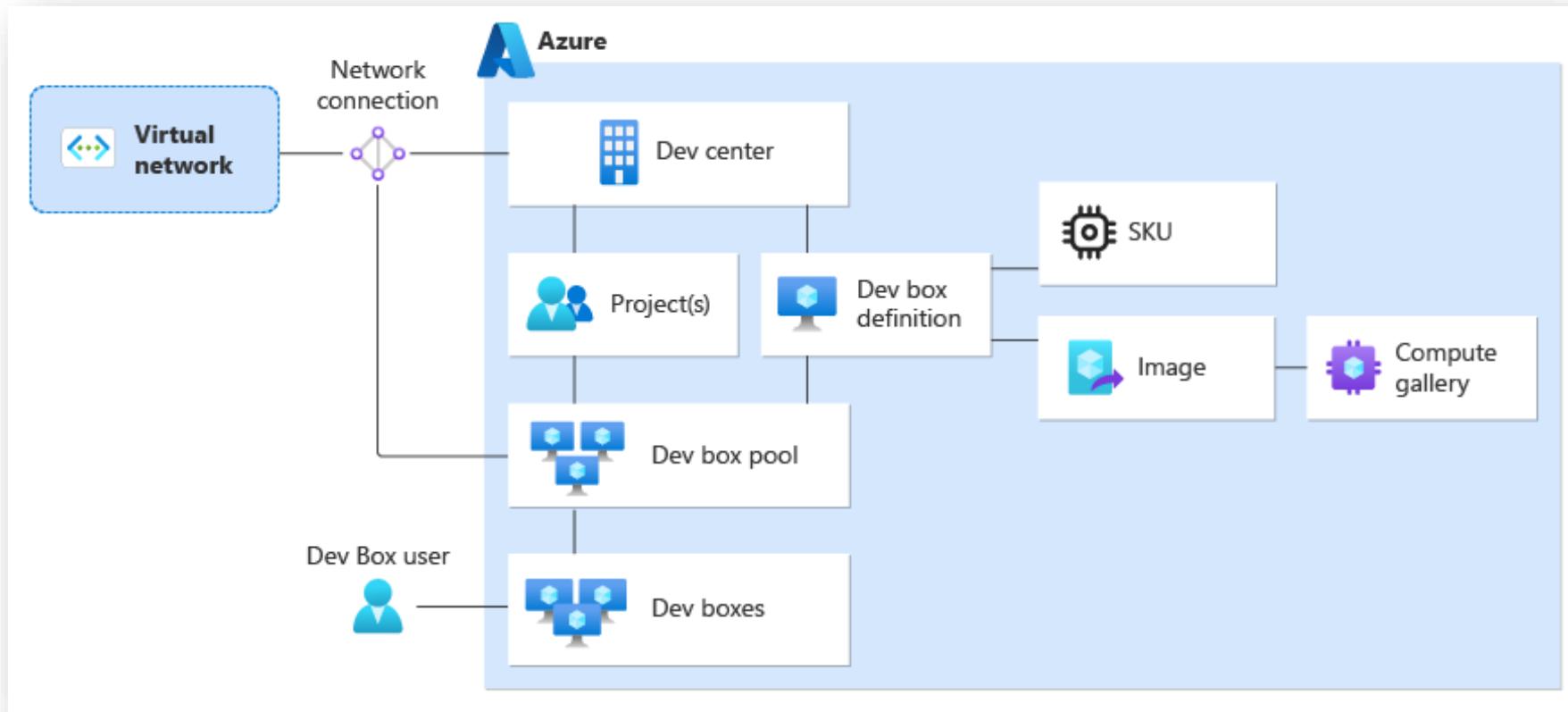


Iteration and  
experimentation



Scratch pad

# Remote Development Environments



Source: <https://learn.microsoft.com/en-us/azure/dev-box/concept-dev-box-architecture>

# Collaboration Tools



Microsoft Teams



Azure  
DevOps



# Work Style



Emphasis on mental health



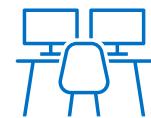
Exploration of neuro-diversity



Ubiquity of collaboration tools

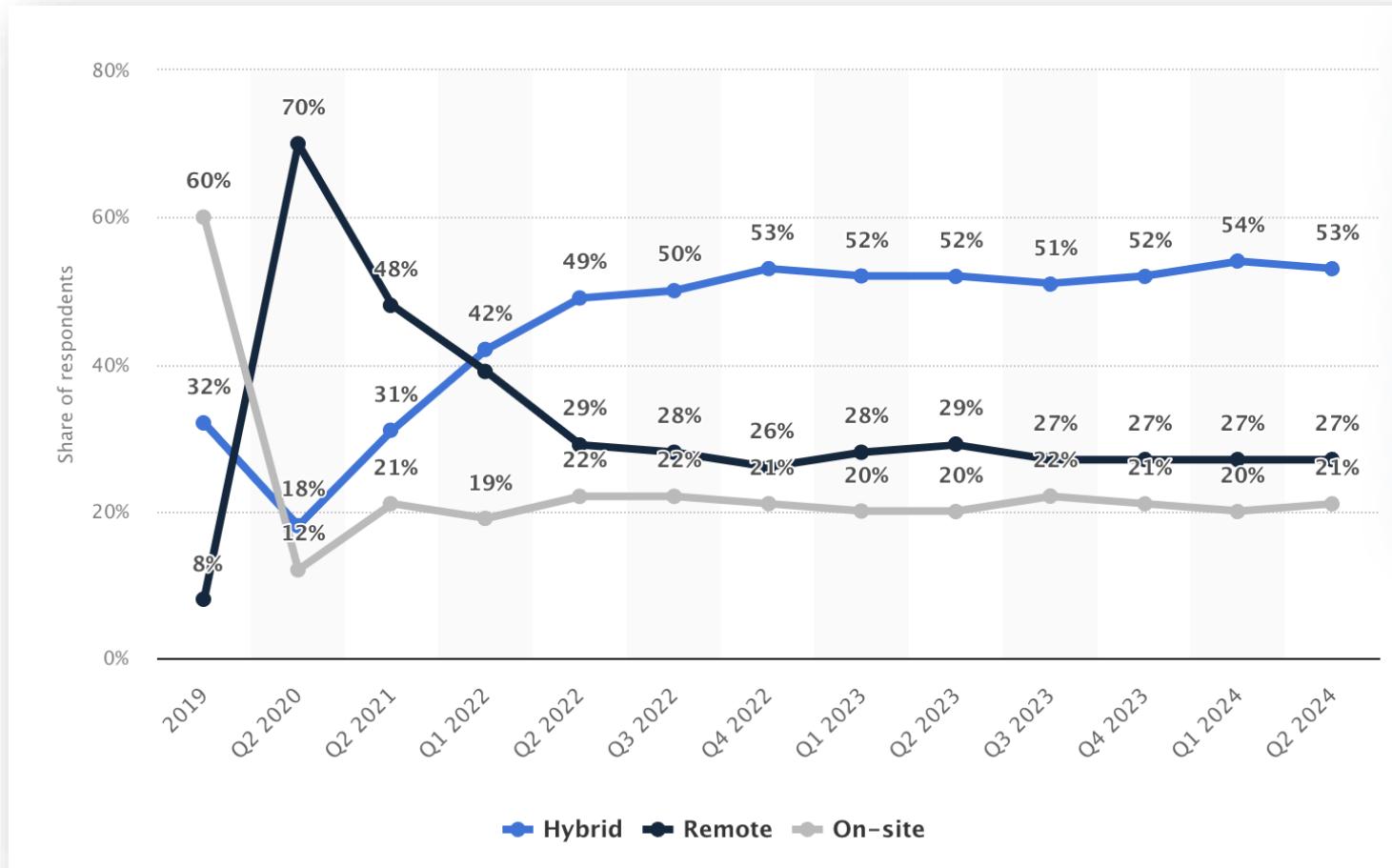


Localized compensation



Remote, Return-to-office, and Hybrid

# Remote Workers

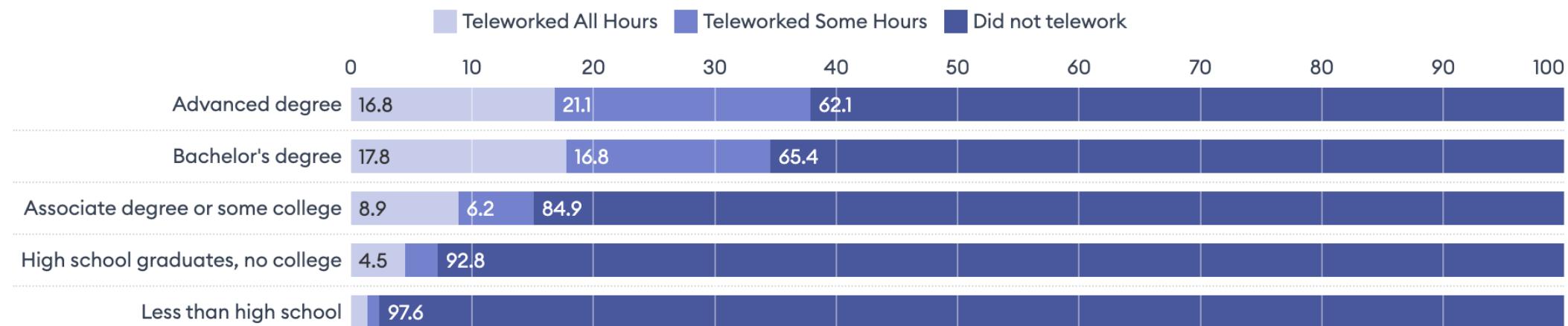


Source: <https://www.statista.com/statistics/1356325/hybrid-vs-remote-work-us/>

# Remote Workers

## Remote Workers by Level of Education

Source: Bureau of Labor Statistics



Source: Forbes Advisor • Embed

**Forbes** ADVISOR

Source: <https://www.forbes.com/advisor/business/remote-work-statistics/>

# Remote Workers



## The ideal number of days spent in the office per week (%)

Total

30%

20

10

5 (100% in office)

4

3

2

1

0 (100% remote)

Not sure

Source: <https://www.usatoday.com/money/blueprint/business/hr-payroll/remote-work-statistics/>



# Summing Up

1. Citizen developers through low-code
2. Cloud and on-prem mixed as edge
3. Quantum solves difficult problems, upsets encryption
4. AI & ML *everywhere*
5. Cloud-Native is a new, modular way to build software
6. Microservices and modular monoliths
7. Web Assembly poised to upset JavaScript's monopoly
8. DevOps integrating security and IaC
9. Cross-Platform development
10. Developer tooling is evolving quickly
11. Our work style will continue to change





**TRAILHEAD**  
TECHNOLOGY PARTNERS

# Thanks! Questions?

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- ✉ trailheadtechnology.com/blog
- ✉ jtowermi
- ✉ Jonathan "J." Tower



**Jonathan "J." Tower**