






Johnny Hooyberghs

Introduction to Microsoft Orleans

Here's Johnny!



-  Johnny Hooyberghs
-  @djohnnieke
-  johnny.hooyberghs@involved.be



- Passionate Developer
- Principal Software Consultant/Architect (.NET)
- Microsoft MVP, Developer Technologies
- Operational Manager at Involved



killer (djohnnie)



geert (geert)



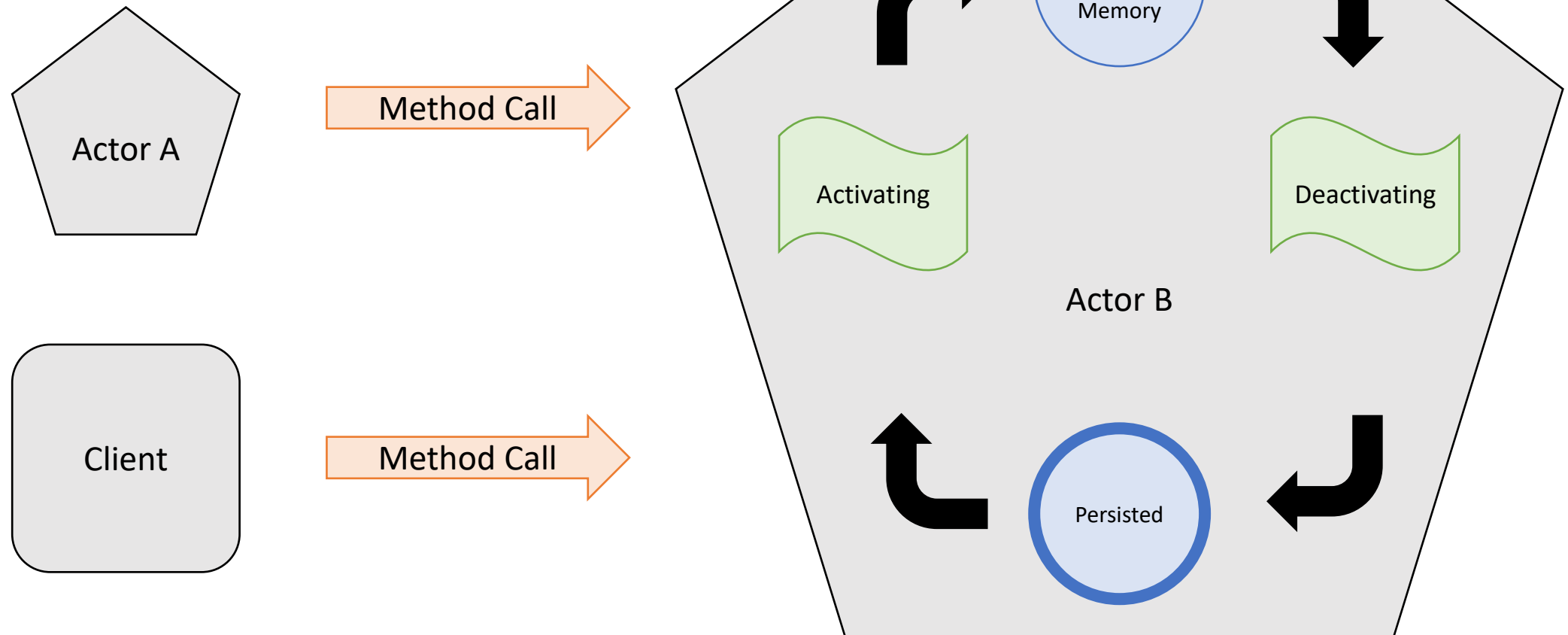
geert (geert)



CSharpWars

```
var step = LoadFromMemory<Int32>("STEP");
if( step % 3 == 0 )
{
    TurnLeft();
}
else
{
    WalkForward();
}
step++;
StoreInMemory<Int32>("STEP", step);
```

Virtual Actor Model

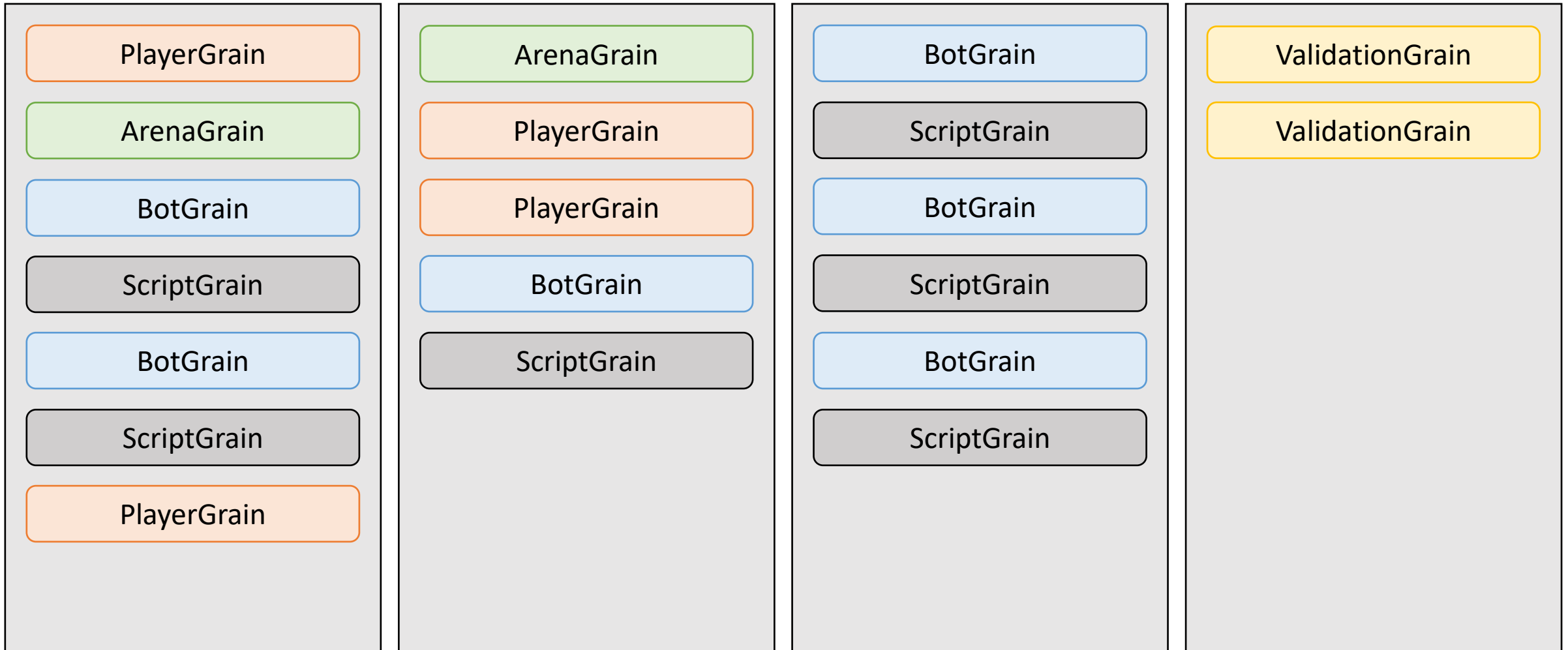


Grains

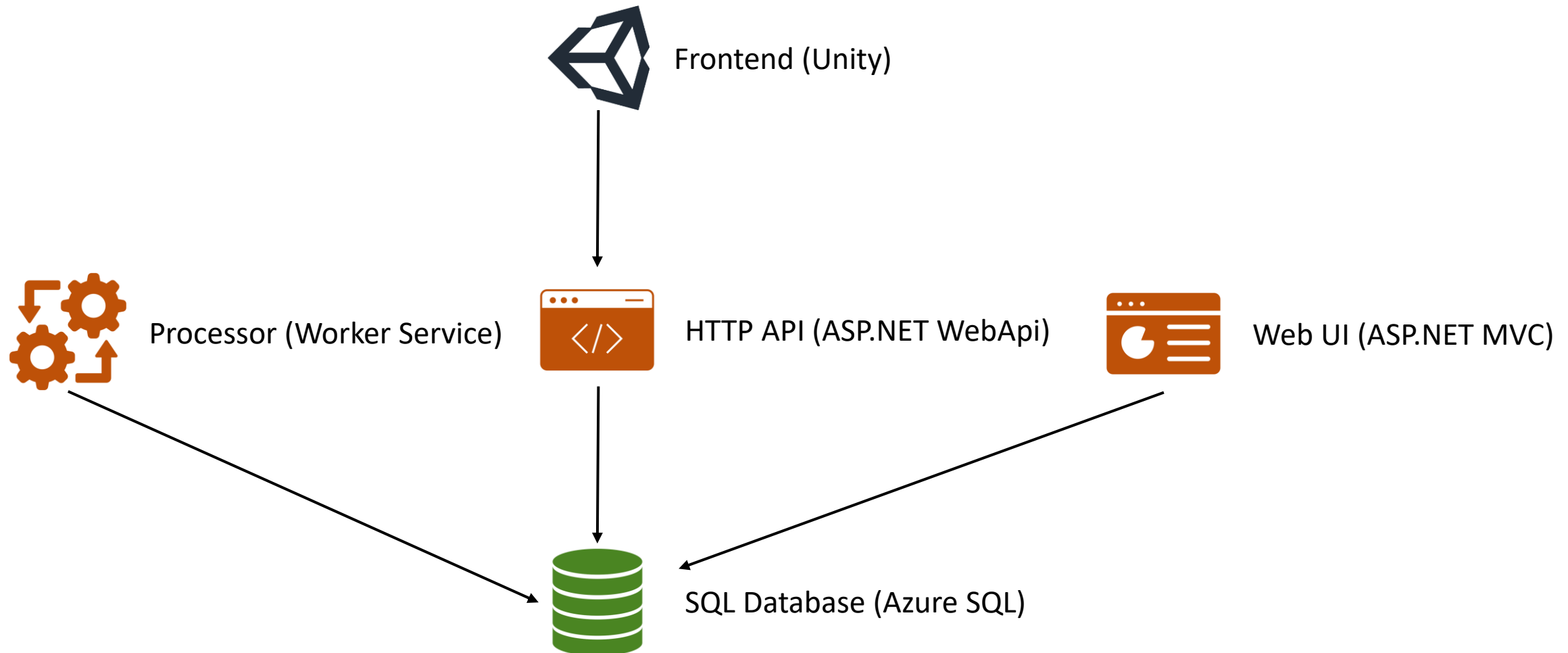
(Player)Grain = player/djohnnie
identity + behavior [+ In-Memory or persisted
state]

PlayerGrain : Grain, IPlayerGrain

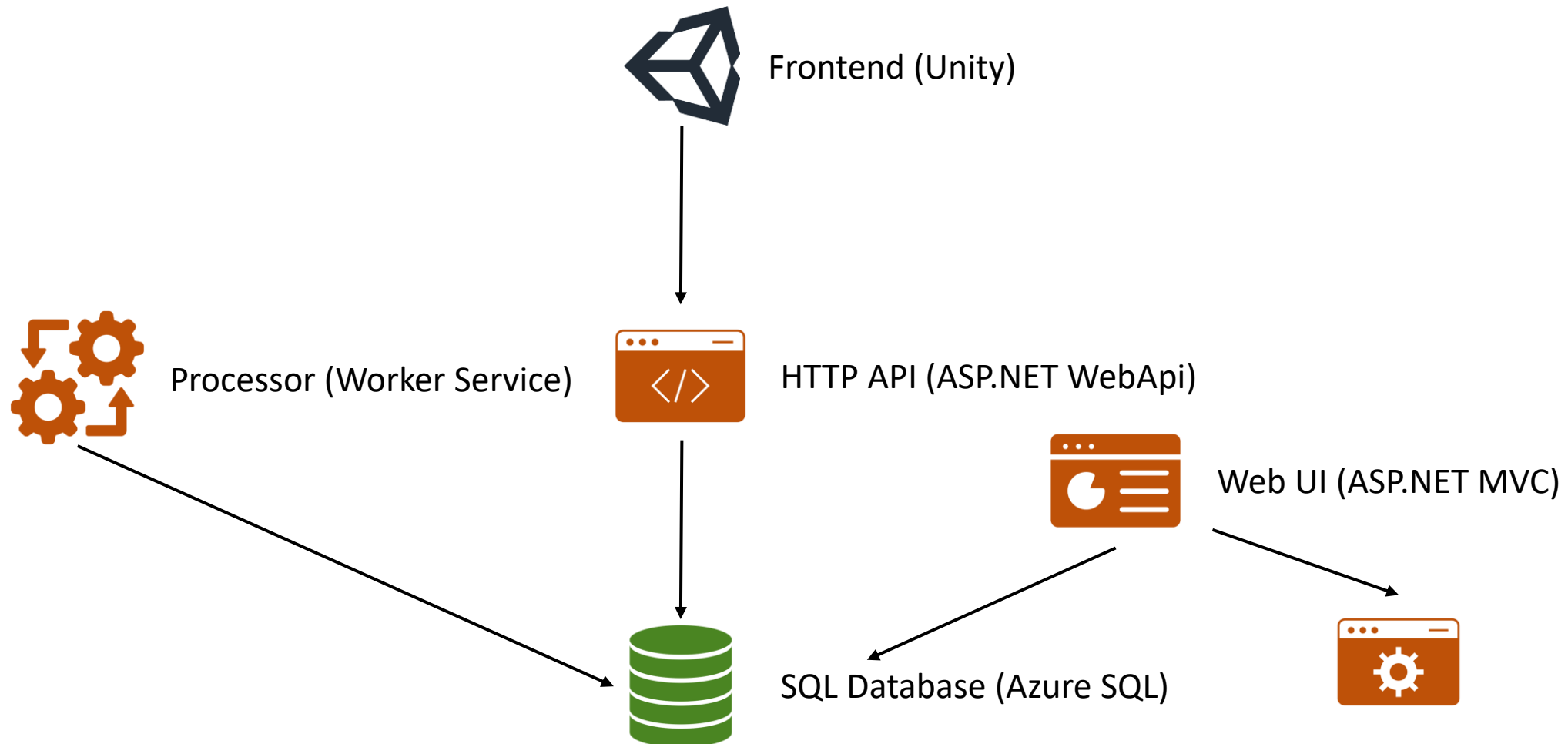
Silos



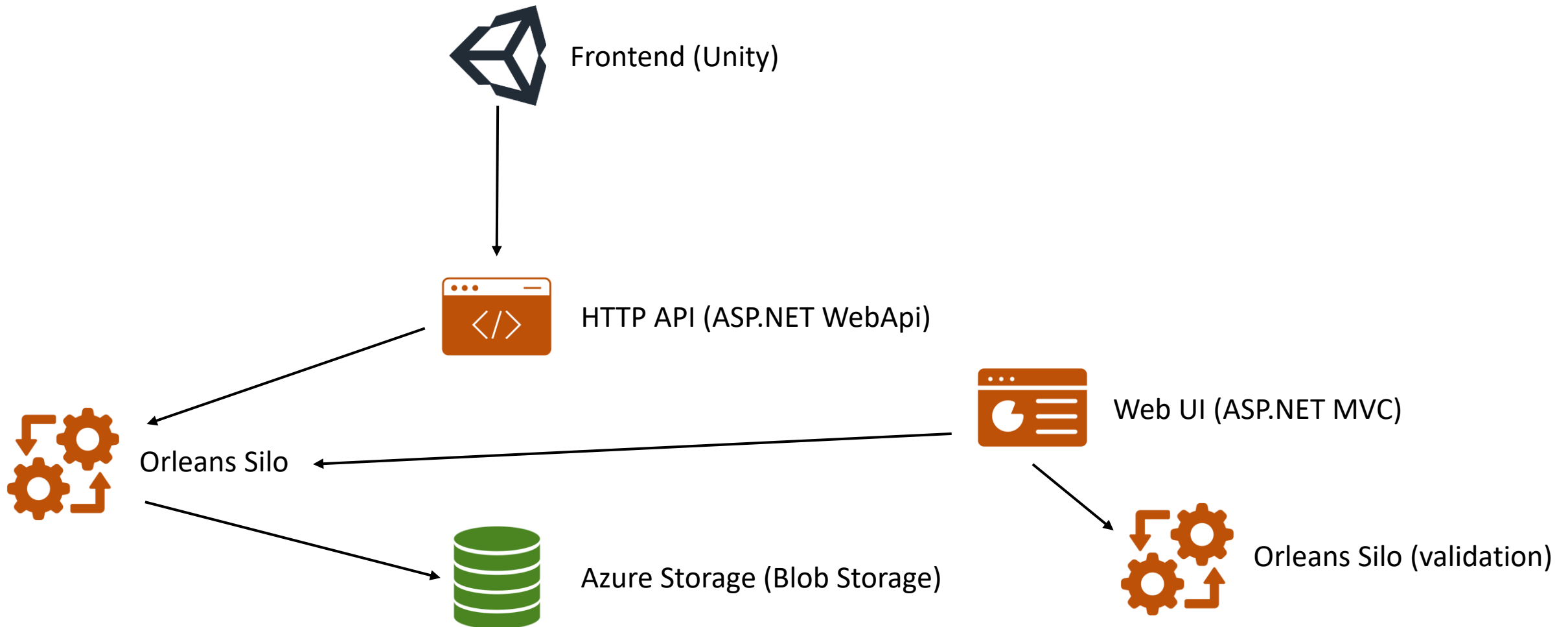
CSharpWars (first version)



CSharpWars (second version)



CSharpWars (Orleans version)



CSharpWars

Try it for yourself: <http://web.csharpwars.com>



Grains

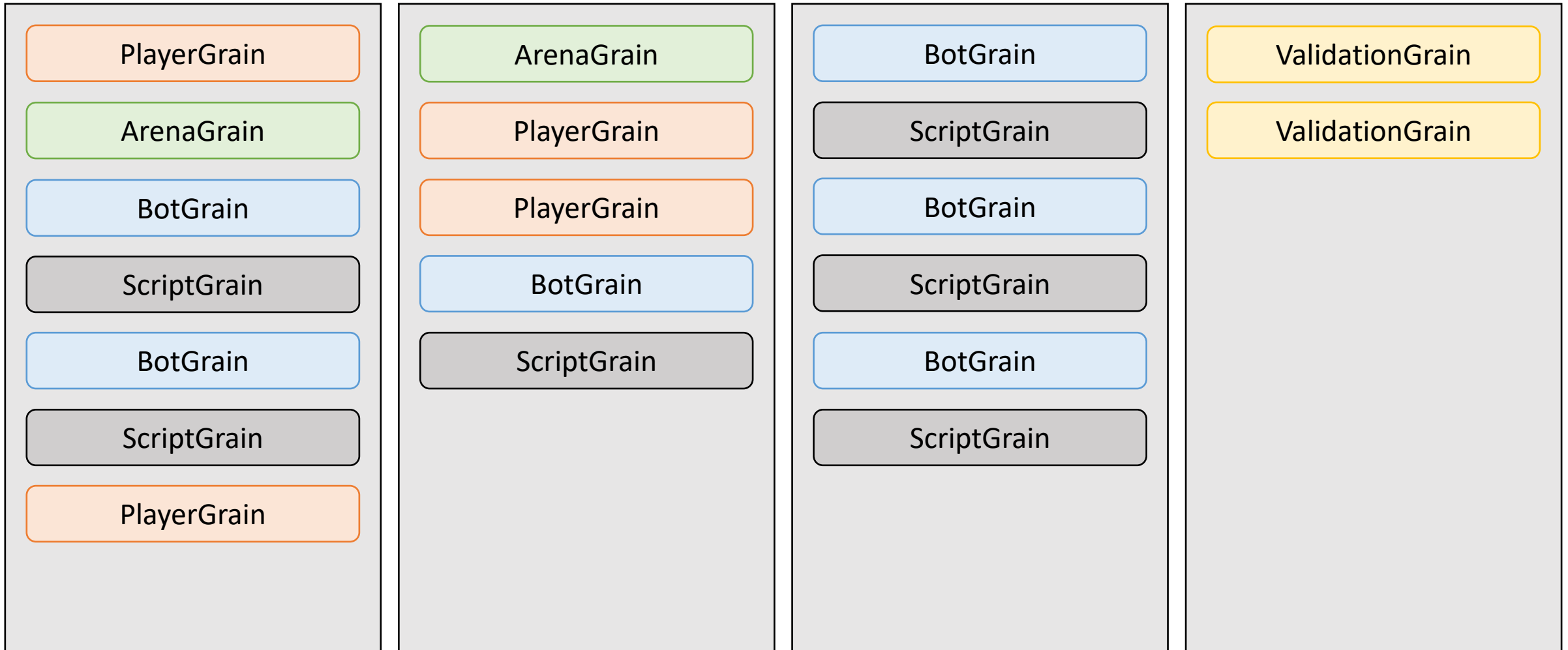
(Player)Grain = player/djohnnie **identity** + **behavior** [+ In-Memory or persisted **state**]

PlayerGrain : Grain, IPlayerGrain

Grains

- Grain Identity
- Persistence & State
- Timers and Reminders
- Placement
- Activation GC

Silos






Silos

- Hosting
- Clients
- Heterogeneous silos

Thank you!

Questions?

-  Johnny Hooyberghs
-  @djohnnieke
-  johnny.hooyberghs@involved.be



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