Visual Studio LIVE!

EXPERT SOLUTIONS FOR .NET DEVELOPERS

AUSTIN, TX
MAY 15-18, 2017
HYATT REGENCY

ROCK YOUR CODE TOUR 2017

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TRACK TOPICS:

- NEW — Full Day Hands-On Labs
- ALM / DevOps
- Cloud Computing
- Database and Analytics
- Native Client
- Software Practices
- Visual Studio / .NET Framework
- Web Client
- Web Server

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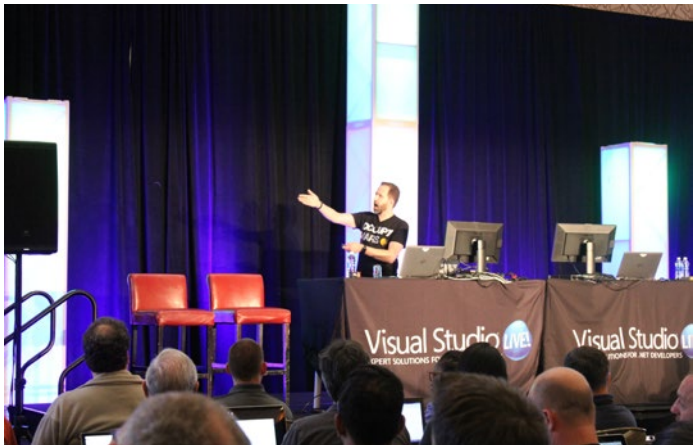

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A MESSAGE FROM THE CONFERENCE CO-CHAIRS

SOFTWARE DEVELOPMENT CHANGES ALMOST EVERY DAY, with amazing new tools and technologies in the cloud, on mobile devices, the Web at large, and on operating systems from Windows to macOS and Linux. While rapid change can feel threatening, we think there's never been a better time to be a software developer—but to be a "rock star" at your craft; you'll need to have a good educational source that builds your skills.

VISUAL STUDIO LIVE! 2017 IS INSPIRED BY ROCK AND ROLL, AND ALL THAT IS HAPPENING IN TECH.

We want to help you master what's new, even as it is gushing out of the firehose! There's a great way to digest these changes and seize their collective opportunity, and that's to hear about them directly from the finest expert speakers in the business. We're Andrew Brust, Rockford Lhotka, and Brian Randell, and as Conference Co-Chairs for Visual Studio Live! Austin, we'd like to personally invite you to do that by joining us this May at the Hyatt Regency in Austin, TX.

We've put together an amazing lineup of sessions on: Web Server (including ASP.NET Core), Web Client (HTML5, JavaScript, Angular, and the like), Native Client (mobile and desktop), ALM and DevOps, Azure/Cloud Computing, Software Practices, and more.

We've also got coverage on technologies like Microsoft Visual Studio 2017 / full .NET and .NET Core, Single Page Web Apps, Xamarin, and Cordova. Then there's our workshop content, covering ASP.NET DevOps, Cross-Platform Distributed Application Architecture, and the Internet of Things. We've even got hands-on labs on Angular and ASP.NET Core MVC with Entity Framework Core. These sessions, workshops and hand-on labs drill deep into the new subjects you need to master and the fundamentals that are always important.

Microsoft and its developer technologies are poised to move into the future, and you've got to keep up with the changes. At such a pivotal time, Internet-based content isn't enough. Find a way to get to Visual Studio Live! Austin and get live content and interaction with independent experts. Your career deserves nothing less.

WE HOPE TO SEE YOU THERE! ROCK OUT!

VISUAL STUDIO LIVE! CONFERENCE CO-CHAIRS

Andrew Brust
Senior Director,
Datameer

Rockford Lhotka
CTO, Magenic

Brian A. Randell
Partner, MCW Technologies

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TEN REASONS TO ATTEND Visual Studio Live! Austin

1 IF THERE WERE A CONFERENCE HALL OF FAME, WE'D BE INDUCTED.

The Developer Community has trusted Visual Studio Live! for 24 years (and counting!), for the best in developer-focused education and training.

2 MEET YOUR HEROES.

Here's your chance to talk to your favorite experts—Miguel Castro? Check. Billy Hollis? Check. Ted Neward? Check. James Montemagno? Check. One of the best things about VSLive! is the accessibility of the speakers.

3 PERSPECTIVE IS BIGGER IN TEXAS.

We feature both unbiased industry experts and Microsoft insiders, so you'll hear every side of the story on the most recent software and industry updates.

4 EMBRACE CHANGE.

Moving to the Cloud + Embracing enterprise mobility + Opening the floodgates of open source development = You can't avoid change. Are you ready? Our conference co-chairs, Andrew Brust, Rockford Lhotka and Brian Randell are here to help you not only understand and work with the change, but master it!

NEW 5 THE ENCORE? HANDS-ON LABS.

NEW to VSLive!™ this year, there's another full day of learning with Friday, Post-Conference Hands-On Labs. Bring your laptop and learn by doing!

6 THIS LINE-UP FEATURES HARD-HITTING CONTENT.

We offer 5 full days of educational sessions on hot topics like ASP.NET, AngularJS, ALM, Visual Studio 2017, SQL Server, Xamarin and more!

7 SAVINGS HOTTER THAN THE TEXAS SUN.

Save big with our Super Early Bird and Early Bird Registration deals!

8 COME EARLY, AND STAY LATE.

Developers, engineers, software architects and designers will all be at the conference – take advantage of meal times and networking events to get to know your fellow attendees and speakers.

9 STRIKE THE PERFECT BALANCE.

Get relevant, immediately usable training on what's happening on the developer landscape now, and learn what's coming next to get out ahead of the competition.

10 DEV IN THE HEART OF TEXAS!

From the hottest tech locale and coolest music scene to the cowboy boots and barbeque, we're looking forward to a week in Austin!

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THE FUN STUFF:

VISUAL STUDIO LIVE! AUSTIN EVENTS

YOUR ATTENDANCE AT VISUAL STUDIO LIVE! (VSLIVE!™) AUSTIN is about learning from your peers as well as the experts; make the most of your time with us and add these events to your itinerary!

DINE-A-ROUND DINNER

Monday, May 15
7:00pm – 9:00pm

Join other conference attendees and speakers for a casual, no-host dinner and make a few new friends while enjoying the fun and delicious restaurants in downtown Austin. This is your opportunity to meet fellow attendees and start friendships that can last for the week or even longer. Attendees can break into smaller groups based on where everyone wants to dine and head off to dinner. Everyone is responsible for their own dinner.

WELCOME RECEPTION

Tuesday, May 16
4:15 – 5:30pm

All conference attendees are invited to celebrate the start of Visual Studio Live! Austin at the Welcome Reception. Join us to network with fellow conference attendees and speakers, talk with the event sponsors, enjoy complimentary drinks and hors d'oeuvres, and participate in the conference raffle.

BIRDS OF A FEATHER LUNCH

Wednesday, May 17
12:00 – 1:00pm

Plumb the knowledge and experience of your colleagues, conference speakers and exhibitors by participating in one of the BoF Tables discussions. Tables will have a designated topic to help start discussions and interact with your fellow attendees. You may even learn a new trick or two or some great tips to take back to the office.

We will also have designated speaker tables—noted with the speakers' name. Join your favorite speaker for a lunchtime discussion or just to ask questions or clarify anything from their sessions.

Dine-A-Round Dinner

Welcome Reception

Birds of a Feather Lunch

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ROLLIN' ON THE RIVER BAT CRUISE

Wednesday, May 17
7:00 – 9:00pm

YES, YOU READ THAT RIGHT. IT SAYS "BAT CRUISE."

Did you know that Austin, TX is home to the largest urban bat colony in the world? The Congress Bridge, located next to the Hyatt Regency, our host hotel, houses these gentle and sophisticated creatures known as Mexican free-tailed bats. They migrate each spring from central Mexico and return to Mexico in early Fall. Every summer night, as many as 1.5 million bats fly out from under the bridge to feast on pesky mosquitoes and agricultural pests.

Join us to watch this most unusual and fascinating tourist attraction from the Colorado River! The 2-hour cruise will depart from the dock at the Hyatt Regency Austin at 7:00pm on Wednesday, May 17. Enjoy music, beverages, bat-watching, and relaxing with your fellow attendees and speakers.

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AGENDA AT-A-GLANCE

ALM / DevOps	Cloud Computing	Database and Analytics	Native Client	Software Practices	Visual Studio / .NET Framework	Web Client	Web Server

START TIME	END TIME	Visual Studio Live! Pre-Conference Workshops: Monday, May 15, 2017 (Separate entry fee required)		
7:30 AM	9:00 AM	Pre-Conference Workshop Registration • Coffee and Morning Pastries		
9:00 AM	6:00 PM	**M01** Workshop: Distributed Cross-Platform Application Architecture *- Jason Bock & Rockford Lhotka*	**M02** Workshop: Practical ASP.NET DevOps with VSTS or TFS *- Brian Randell*	**M03** Workshop: Building for the Internet of Things: Hardware, Sensors & the Cloud *- Nick Landry*

START TIME	END TIME	Visual Studio Live! Day 1: Tuesday, May 16, 2017			
7:00 AM	8:00 AM	Registration - Coffee and Morning Pastries			
8:00 AM	9:00 AM	**KEYNOTE**: Slow Cook Your Serverless Application—Building Modem Applications in a Serverless World, *Yochay Kiriaty, Principal Program Manager, Microsoft*			
9:15 AM	10:30 AM	**T01** Go Mobile With C#, Visual Studio, and Xamarin *- James Montemagno*	**T02** Angular 2—The 75-Minute Crash Course *- Chris Klug*	**T03** What's New in Azure IaaS v2 *- Eric D. Boyd*	**T04** Tour of Visual Studio 2017 *- Jason Bock*
10:45 AM	12:00 PM	**T05** Building Connected and Disconnected Mobile Apps *- James Montemagno*	**T06** Enriching MVC Sites with Knockout JS *- Miguel Castro*	**T07** Bots are the New Apps: Building Bots with ASP.NET WebAPI & Language Understanding *- Nick Landry*	**T08** Getting to the Core of .NET Core *- Adam Tuliper*
12:00 PM	1:30 PM	Lunch - Visit Exhibitors			
1:30 PM	2:45 PM	**T09** Lessons Learned from Real World Xamarin.Forms Projects *- Nick Landry*	**T10** Explore Web Development with Microsoft ASP.NET Core 1.0 *- Mark Rosenberg*	**T11** To Be Announced	**T12** Tactical DevOps with VSTS *- Brian Randell*
3:00 PM	4:15 PM	**T13** Xamarin vs. Cordova *- Sahil Malik*	**T14** Assembling the Web—A Tour of WebAssembly *- Jason Bock*	**T15** Cloud Oriented Programming *- Vishwas Lele*	**T16** Exploring C# 7 New Features *- Adam Tuliper*
4:15 PM	5:30 PM	Welcome Reception			

Sessions and speakers subject to change.

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AGENDA AT-A-GLANCE (continued)

ALM / DevOps	Cloud Computing	Database and Analytics	Native Client	Software Practices	Visual Studio / .NET Framework	Web Client	Web Server

START TIME	END TIME	Visual Studio Live! Day 2: Wednesday, May 17, 2017			
7:00 AM	8:00 AM	Registration - Coffee and Morning Pastries			
8:00 AM	9:15 AM	**W01** To Be Announced	**W02** Introduction to Writing Custom Angular (Not 2.0) Directives *- Miguel Castro*	**W03** Microservices with Azure Container Service & Service Fabric *- Vishwas Lele*	**W04** Database Continuous Integration *- Steve Jones*
9:30 AM	10:45 AM	**W05** Write Once, Run Everywhere—Cordova, Electron, and Angular2 *- Sahil Malik*	**W06** Integrating AngularJS & ASP.NET MVC *- Miguel Castro*	**W07** Go Serverless with Azure Functions *- Eric D. Boyd*	**W08** Continuous Integration and Deployement for Mobile Using Azure Services *- Kevin Ford*
11:00 AM	12:00 PM	**GENERAL SESSION: .NET in 2017,** *Jeffrey T. Fritz, Senior Program Manager, Microsoft*			
12:00 PM	1:30 PM	Birds-of-a-Feather Lunch - Visit Exhibitors			
1:30 PM	2:45 PM	**W09** Building Cross-Platform Business Apps with CSLA. NET *- Rockford Lhotka*	**W10** Angular 2, ASP.NET Core and Gulp—Happily Forever After, or the Beginning of an Apocalypse? *- Chris Klug*	**W11** Using Cognitive Services in Business Applications *- Michael Washington*	**W12** .NET Deployment Strategies: The Good, The Bad, The Ugly *- Damian Brady*
3:00 PM	4:15 PM	**W13** Creating Great Looking Android Applications Using Material Design *- Kevin Ford*	**W14** Use Docker to Develop, Build, and Deploy Applications, A Primer *- Mark Rosenberg*	**W15** Distributed Architecture: Microservices and Messaging *- Rockford Lhotka*	**W16** PowerShell for Developers *- Brian Randell*
4:30 PM	5:45 PM	**W17** SOLID—The Five Commandments of Good Software *- Chris Klug*	**W18** JavaScript for the C# (and Java) Developer *- Philip Japikse*	**W19** Introduction to Azure Machine Learning Studio (for the non-Data Scientist) *- Michael Washington*	**W20** Brownfields DevOps in Practice *- Damian Brady*
7:00 PM	9:00 PM	Rollin' On the River Bat Cruise			

Sessions and speakers subject to change.

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AGENDA AT-A-GLANCE (continued)

ALM / DevOps	Cloud Computing	Database and Analytics	Native Client	Software Practices	Visual Studio / .NET Framework	Web Client	Web Server

START TIME	END TIME	Visual Studio Live! Day 3: Thursday, May 18, 2017			
7:00 AM	8:00 AM	Registration - Coffee and Morning Pastries			
8:00 AM	9:15 AM	**TH01** A Developers Introduction to HoloLens *- Billy Hollis*	**TH02** Extend and Customize the Visual Studio Environment *- Walt Ritscher*	**TH03** Entity Framework Core for Enterprise Applications *- Benjamin Day*	**TH04** Agile Failures: Stories From The Trenches - Philip Japikse
9:30 AM	10:45 AM	**TH05** Unity for .NET Developers—The Time is Now! *- John Alexander*	**TH06** SASS and CSS for Developers *- Robert Boedigheimer*	**TH07** A Tour of SQL Server 2016 Security Features *- Steve Jones*	**TH08** Busy Developer's Guide to the Clouds *- Ted Neward*
11:00 AM	12:15 PM	**TH09** Take the Tests: Can You Evaluate Good and Bad Designs? *- Billy Hollis*	**TH10** Debugging Your Website with Fiddler and Chrome Developer Tools *- Robert Boedigheimer*	**TH11** Busy Developer's Guide to NoSQL *- Ted Neward*	**TH12** Top 10 Ways to Go from Good to Great Scrum Master *- Benjamin Day*
12:15 PM	1:30 PM	Lunch			
1:30 PM	2:45 PM	**TH13** Using Visual Studio to Scale your Enterprise *- Richard Hundhausen*	**TH14** Building Single Page Web Applications Using Aurelia.js and the MVVM Pattern *- Ben Hoelting*	**TH15** Azure Data Lake *- Michael Rys*	**TH16** Care and Feeding of Your Product Owner *- John Alexander*
3:00 PM	4:15 PM	**TH17** Windows Package Management with NuGet and Chocolatey *- Walt Ritscher*	**TH18** Tools for Modern Web Development *- Ben Hoelting*	**TH19** U-SQL Killer Scenarios: Performing Advanced Analytics and Big Cognition at Scale with U-SQL *- Michael Rys*	**TH20** Stop the Waste and Get Out of (Technical) Debt *- Richard Hundhausen*

START TIME	END TIME	NEW Post-Conference Full Day Hands-On Labs: Friday, May 19, 2017 (Separate entry fee required)	
7:30 AM	9:00 AM	Full Day Hands-On Labs Registration - Coffee and Morning Pastries	
8:00 AM	5:00 PM	**HOL01** - Full Day Hands-On Lab: Busy Developer's HOL on Angular *- Ted Neward*	**HOL02** - Full Day Hands-On Lab: Develop an ASP.NET Core MVC/Entity Framework Core App in a Day *- Philip Japikse*

Sessions and speakers subject to change.

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PRE-CONFERENCE WORKSHOPS

MONDAY, MAY 15, 9:00am – 6:00pm

Choose from a range of content and topics by expert presenters with Visual Studio Live! Austin' Pre- and Post-Conference full day workshops.

M01 Workshop: Distributed Cross-Platform Application Architecture

Intermediate

JASON BOCK & ROCKFORD LHOTKA

Distributed computing is both a pressing development concern and an age-old concept when it comes to software architecture and development. It can still be confusing and intimidating to work with systems that span multiple machines and platforms, especially with the myriad cloud-based and on-premises technologies available today. You have numerous resources at your disposal to make your distributed systems scalable, reliable, and maintainable. This workshop will cover the fundamentals of distributed computing, along with tools and frameworks you can use to build and deploy your application. You'll learn how to apply technologies such as Azure Functions, Azure Service Fabric, Signal-R, RESTful services, and more.

M02 Workshop: Practical ASP.NET DevOps with VSTS or TFS

Intermediate

BRIAN RANDELL

DevOps is the union of people, process, and product to enable continuous delivery of value for your users. Implementing a DevOps practice in your organization is a complex multi-step process. Assuming you get organizational buy in and your team is ready to go, how can you implement it practically if you're committed to building high quality ASP.NET applications? How can you use either Visual Studio Team Services (VSTS) or Team Foundation Server (TFS) 2017 to create an effective release pipeline?

In this workshop, you'll learn how you can use Visual Studio 2017, ASP.NET, either VSTS or TFS 2017 create an effective, automated pipeline. The day will be broken down into five sections:

- Level Set
- Plan & Track
- Develop & Test
- Release
- Monitor & Learn

The workshop will start by level-setting everyone on terms and technology. Then you'll explore four phases where development and operations can come together around the process of getting—and keeping—an ASP.NET application running smoothly. By the end of the day, you'll have seen how to start with just code and end up with a fully functioning continuous delivery pipeline running either on a local TFS installation or in the cloud with VSTS.

You will learn:

- How choose VSTS or TFS for your team's toolset
- How to use the tools to increase cross-team communication
- How to build quality into every phase of your pipeline

M03 Building for the Internet of Things: Hardware, Sensors & the Cloud

Introductory

NICK LANDRY

Connected smart devices have become pervasive. These "things" already outnumber more traditional computing devices and are set to surpass the 100 billion devices mark within a few short years. The Internet of Things (IoT) extends your reach as a software developer into this world of diverse hardware devices controlled by your code and powered by the cloud. This workshop will explore the Maker or Things side of IoT with hardware boards like Arduino, Raspberry Pi, Particle, Netduino, Intel Edison and others, as well as the various sensors and shields you can use to measure temperatures, capture user input via buttons, display data on micro displays and more fun electronic stuff. You'll build your first simple electronic circuits using LEDs and push buttons, and then write embedded code to augment that circuit by deploying and running it on various microcontroller boards.

You'll also extend the reach of your hardware projects by connecting your "things" to the cloud, thus fulfilling the promise of the Internet of Things. You'll learn about many of the options available to plug devices into connected intelligent systems, including Ethernet, Wi-Fi, Bluetooth and other custom wireless options. You'll explore how to collect sensor data from hardware devices in the field and route it through gateways using Machine-to-Machine (M2M) messaging. You'll also learn to store it in the cloud using Azure IoT Hubs, process it via Streaming Analytics, and display it in real-time data visualization dashboards using PowerBI, websites or mobile apps.

Don't fret if you've never done anything with hardware or electronics. This session will give you the guidance you need to get started. Note there will be no hands-on portion for attendees in this workshop due to the many hardware requirements. All hardware demos are instructor-led and presented on screen for maximum learning.

You will learn:

- About the world of connected devices in the "Internet of Things" (IoT), the various components such as smart devices, custom boards (Arduino, Netduino, and Raspberry Pi), protocols and sensors
- How to build a simple electronic project with LEDs and user input, write simple code projects or sketches and deploy them to hardware boards
- How to use Microsoft Azure services for IoT, including Azure IoT hubs and streaming analytics

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FULL DAY HANDS-ON LABS

FRIDAY, MAY 19, 9:00am – 6:00pm

NEW **NEW TO VISUAL STUDIO LIVE! AUSTIN**, these instructor-led, post-conference Hands-On Labs offer attendees intensive in-depth training. Choose from two extended 8-hour labs and take advantage of in-person instruction as well as collaboration with peers.

All labs are Bring Your Own Laptop (BYOL). Attendance for each Hands-On Lab is limited, so be sure to sign up early for these special post-conference HOLs.

HOL01 Full Day Hands-On Lab: Busy Developer's HOL on Angular

Intermediate

TED NEWARD

In the world of the Single-Page Application (SPA), one name that frequently appears is AngularJS, a JavaScript web framework that does things a little differently and with great effect. But getting started with AngularJS is a higher bar than some other JavaScript frameworks, because if you don't do things the "Angular Way," it gets real tricky real quickly. This hands-on lab will start from zero with a little TypeScript, then start working with Angular 2: its core constructs and how it works with components, modules, and of course the ubiquitous model/view/controller approach. Bring your laptop and favorite caffeinated beverage. Once you strap in, this hands-on lecture and lab is going to be an exciting ride.

Attendance is limited.

Attendee Requirements:
You must provide your own laptop computer for this hands-on lab.

Any development laptop with NodeJS v5.x.x (or greater) and npm v3.x.x (or greater) installed before arriving. (Check the versions by opening a command-line terminal and typing "node –v" and "npm –v".) Visual Studio Code is recommended, but not required.

HOL02 Full Day Hands-On Lab: Develop an ASP.NET Core MVC/Entity Framework Core App in a Day

Intermediate

PHILIP JAPIKSE

Interested in .NET Core and Entity Framework Core, but not sure where to start? Start here with an all-day hands-on lab where you'll build a complete solution using the latest development technology from Microsoft. Using Visual Studio 2017 (RC), you will build a data access library using Entity Framework Core, complete with repos and migrations. Then you'll package the data access library into a custom NuGet package for distribution. Next, you'll build a Core MVC site, leveraging all of the latest that Core MVC has to offer, including Tag Helpers, View Components, Dependency Injection, and more.

- You will learn the new project structure for .NET Core Apps:
- Creating a data access layer with Entity Framework Core
- Initializing data for testing with EF Core
- Creating NuGet packages from .NET Core projects
- Building a website with ASP.NET Core MVC
- Configuring the HTTP pipeline and routing
- Using and creating Tag Helpers
- Creating and using View Components
- Leveraging Dependency Injection

Attendance is limited.

Attendee Requirements:
You must provide your own laptop computer for this hands-on lab.

You will need to have Visual Studio 2017 RC Installed (any edition), with version 15.0.26020.0 or later. Visual Studio 2017 RC can be downloaded from https://www.visualstudio.com/vs/visual-studio-2017-rc/. When installing, make sure to select the ".NET Core and Docker (Preview)" workload.

You also need to have .NET Core 1.1 installed. The tooling installs with Visual Studio 2017 RC, but you must download the SDK from https://www.microsoft.com/net/download/core#/current. You'll need the "Current" version and not the LTS (Long Term Support) version for this HOL.

Finally, you'll need to have SQL Server Express 2016 Local DB installed. This is installed with VS2017 RC by default, but can also be installed from the SQL Server 2016 Express installer, located here: https://msdn.microsoft.com/en-us/library/hh510202.aspx.

Although not necessary to download beforehand, the starter files for this HOL are located in https://github.com/skimedic/dotnetcore_hol (one of my GITHUB repos).

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KEYNOTE & GENERAL SESSION

Want a front-row seat to the future of technology? Attend the keynote address and general session for Visual Studio Live! Austin to learn what's hot on today's tech landscape and what exciting developments lie ahead for this year and beyond.

Tuesday, May 16, 8:00 – 9:00am

KEYNOTE: Slow Cook Your Serverless Application—Building Modem Applications in a Serverless World

Yochay Kiriaty
Principal Program Manager, Microsoft

Modern applications come in many shapes and forms. In this keynote session, you'll see different options for creating Serverless applications on Microsoft Cloud. Serverless is a great computing abstraction, but on Azure, Serverless means so much more. With great development tools, rich business connectors, and amazing platform developers can do much more with much (Server)less. In this demo heavy session, Yochay Kiriaty, a Principle Programing Manager on the Azure team, will show end-to-end experience for building, deploying, managing and monitoring Serverless application on Azure. We'll focus on Azure Functions and Azure Logic Apps and show tools such as Application Insights, Visual Studio, and Visual Studio Code, VSTS, and more.

.

Wednesday, May 17, 11:00am – 12:00pm

GENERAL SESSION: .NET in 2017

Jeffrey T. Fritz
Senior Program Manager, Microsoft

There has never been a better time to be a .NET developer; you can now build Android, iOS, Linux, Mac, and Windows applications with a complete Open Source stack. In 2017 we have new tools like Visual Studio 2017, C# 7, and .NET Standard 2.0. In this keynote with Jeff Fritz, he will discuss some of these innovations and why they will make you a more productive and better developer.

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SESSION DESCRIPTIONS BY TRACK

ALM / DevOps

Shipping high quality software may be a team sport, but doing it requires herding cats. From process management to the mechanics of automation, you need to get people, process, and tools working in harmony. Good Application Lifecycle Management practices are hard. And business is demanding more from teams, more quickly, so it's clear we as an industry need to evolve. 2017 shows us that DevOps continues to be the hot buzzword, but what does it mean and how do you bring it to your organization? How to do you implement it with your team?

In this track we've got a range of sessions to help you build software that has greater quality and can be delivered continuously as required. You'll find coverage of:

- DevOps with VSTS
- Continuous Integration
- .NET Deployment Strategies
- PowerShell for Developers

T12 Tactical DevOps with VSTS

Introductory

BRIAN RANDELL

Tuesday, May 16, 1:30 – 2:45pm

Come and spend 75 minutes digging into Visual Studio Team Services with Visual Studio 2017. No theory—just a practical drill down into the latest features you can use to take a .NET Core Web Application and get a full DevOps pipeline working on either Windows or Linux.

This session will cover:
- Storing code in a private Git repos
- Tracking work using the Scrum Template
- Creating a build that runs unit tests
- Creating a release that runs deployment tests
- Adding analytics so you know how your site is performing

You will learn:
- How to create a .NET Core Web Application
- How to manage the app development process with VSTS
- How to create a practical DevOps pipeline

W04 Database Continuous Integration

Intermediate

STEVE JONES

Wednesday, May 17, 8:00 – 9:15am

Continuous Integration has improved the quality and pace at which we can develop software. However, the database has often been seen as an impediment to rapidly evolving software applications. That doesn't need to be the case. This session will examine how to integrate the database into a CI process to test database code and produce and artifact for easy deployment to downstream environments.

You will learn:
- How the database development process integrates with CI
- The limitations of database work that must be accounted for in a CI process
- Tips to help you integrate CI into your database process

W08 Continuous Integration and Deployment for Mobile Using Azure Services

Intermediate

KEVIN FORD

Wednesday, May 17, 9:30 – 10:45am

Mobile is increasingly is becoming more formalized and things such as unit tests are becoming more common. This session focuses on creating continuous integration and deployment setups for mobile applications. It will also look at setting up CI and CD for mobile applications, including running platform specific unit tests as part of the build process using Xamarin Test Cloud, HockeyApp to deploy to QA groups, generating release notes and ensuring you have a git branching strategy to support your release cycle.

You will learn:
- How to setup CI and CD servers using VSTS for mobile applications (Android, iOS and UWP)
- How to create a CD build to deploy to QA groups
- How to do Platform specific unit testing

W12 .NET Deployment Strategies: The Good, The Bad, The Ugly

Introductory / Intermediate

DAMIAN BRADY

Wednesday, May 17, 1:30 – 2:45pm

Ever wonder how other teams deploy their software? It's hard to know what goes on behind the walls of other companies and even harder to learn from their mistakes. At Octopus Deploy, we see a broad range of deployment strategies and techniques. Some are extremely effective; some not so much.

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SESSION DESCRIPTIONS BY TRACK (continued)

This session will go through a range of delivery strategies employed by development teams all over the world. How do teams overcome the challenges of delivering quality software and which techniques work in which scenarios? You'll see everything from, "What were they thinking!" to "It must be black magic!" and hopefully walk away with some ideas of your own.

You will learn:

- Why deployment automation and continuous delivery are a good ideas, what the terms actually mean, and the principals behind them
- The dangers of manual and traditional deployment strategies, including risks that may not be immediately apparent
- Usable architectural strategies for creating deployable software and moving towards deployment automation

W16 PowerShell for Developers

Introductory

BRIAN RANDELL

Wednesday, May 17, 3:00 – 4:15pm

PowerShell is the lingua franca of DevOps on Windows and Azure. Yes, there's that word again – DevOps. Like or it or not, automated configuration and management is the key to success in the modern enterprise–whether on premises, in the cloud, or hybrid. Whether you're a native programmer using C++, a managed developer using .NET, or even someone who's already embraced scripting, PowerShell is an invaluable tool in your DevOps toolbox. This session will work from the ground up to using advanced features, including Interop and Desired State Configuration.

You will learn:

- How to configure your PowerShell environment
- How to use PowerShell quickly and efficiently
- What are the PowerShell "gotchas"

W20 Brownfields DevOps in Practice

Intermediate

DAMIAN BRADY

Wednesday, May 17, 4:30 – 5:45pm

Are you ready to continuously deploy every commit to production release and deploy up to 25 times a day? Can your operations team tear down and spin up VMs and containers for your app like they're nothing? Can your company track production usage and toggle features at the whims of the marketing department? No?

You know it's not quite that easy. You can't take an existing house-of-cards monolith and just start treating it like a unicorn, as much as you would like to. As a developer, though, you can start to make practical inroads. And you can do it now. This session examines DevOps culture from the point of view of a developer—how code changes can affect your organization's agility. The session will cover architectural changes, design techniques, deployment pipelines, and how to make large changes safely. Developers at any level will leave with some practical ways to support your company's DevOps efforts and start working better with your ops team.

You will learn:

- The first principles behind a good DevOps pipeline and how they can be applied to legacy software
- Specific coding and architectural changes that attendees can make right now to start improving the DevOps story for their existing applications
- Specific changes that can be made to a development team's process to enable faster delivery of existing codebases to production

TH13 Using Visual Studio to Scale your Enterprise

Intermediate

RICHARD HUNDHAUSEN

Thursday, May 18, 1:30 – 2:45pm

Scaled Agile Framework (SAFe)? Large-Scale Scrum (LeSS)? Disciplined Agile Delivery (DAD)? Scaled Professional Scrum (SPS)? Whatever framework or guidance you're using, Team Foundation Server can help with implementation. Microsoft knows a thing or two about using ALM tools and Agile practices. As a result, it has designed TFS to support some of the largest teams in the world. These are the kind of software organizations that want to manage goals and requirements that span multiple teams and sprints. This session will help you see how to create and manage a portfolio of projects, teams, and backlogs and how to plan and track work across them.

You will learn:

- How to use Team Foundation Server to plan and track an enterprise-scale agile software development effort
- How to customize Team Foundation Server to fit your scaled Agile framework
- How to configure and manage multiple teams to work off of the same product backlog

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Cloud Computing

Many believe the future of application development is service-based and in the cloud. Cloud computing offers flexible scalability and can provide a less expensive way to host many applications. Even if you're not ready for Microsoft Azure yet, you owe it to yourself to become familiar with cloud computing and the services approach to development.

This track includes coverage of the following:

- What's New in Azure v2
- Microservices with Azure Container Service & Service Fabric
- Azure Functions
- Cloud-Oriented Programming
- Using Cognitive Services in Business Applications

T03 What's New in Azure IaaS v2

Introductory / Intermediate

ERIC D. BOYD

Tuesday, May 16, 9:15 – 10:30am

If you've been working with Azure Infrastructure Services for a while, you're probably familiar with virtual machines running within the boundary of a cloud service. You're probably using Affinity Groups and the imperative Service Management API, whether you call it directly, use the Classic Azure Management Portal, or PowerShell. However, there's a new Azure in town with a new Management Portal. This new Azure has different management APIs powered by Azure Resource Manager and a new set of Infrastructure Services known as IaaS v2. This session will introduce you to what's new in Azure IaaS v2, from the new service architecture, new resources and capabilities to the Azure Resource Manager. You'll also learn how to migrate your existing IaaS v1 resources and some of the transition challenges you may encounter.

You will learn:

- All about Azure IaaS v2
- How to work with IaaS v2 using ARM
- Migration strategies and transition challenges

T07 Bots are the New Apps: Building Bots with ASP.NET WebAPI & Language Understanding

ntermediate / Advanced

NICK LANDRY

Tuesday, May 16, 10:45am – 12:00pm

Bots (or conversation agents) are rapidly becoming an integral part of your users' digital experience. They're as vital a way for users to interact with a service or application as a web site or mobile experience. Developers writing bots all face the same problems. Bots require basic I/O, they must have language and dialog skills, and they must connect to users – preferably in any conversation experience and language the user chooses. This session will show you how to build and connect intelligent bots to interact with your users naturally wherever they are, from text/sms to Skype, Slack, Facebook, e-mail and other popular services. You'll explore the Microsoft Bot Framework, which provides just what you need to build and connect intelligent bots that interact naturally wherever your users are talking. Live demos will cover the Bot Connector in the cloud, the Bot Build SDK with ASP.NET WebAPI & C# (Node.js is also supported) and how to handle natural language input from the user with the Language Understanding Intelligent Service (LUIS) from Microsoft Cognitive Services. Every business needs bots to provide a more personal experience to its users and customers. Come learn how you can build your own bots in just a few hours.

You will learn:

- About the role of bots and conversation agents in various business scenarios
- The fundamentals of the Bot Framework, including the Bot Connector, the Bot Builder SDK and Language Understanding Intelligent Service (LUIS) from Microsoft Cognitive Services
- How to get started with building simple intelligent bots that support natural language and can interact via the web, Skype, Slack, texting and other channels

T15 Cloud Oriented Programming

Intermediate

VISHWAS LELE

Tuesday, May 16, 3:00 – 4:15pm

The public cloud is tomorrow's IT backbone. As cloud vendors introduce new capabilities, the application-building process is going through a profound transformation. The cloud is based on the key tenets of commodity hardware, usage-based billing, scale-out, and automation—all on a global scale.

So how does the cloud affect what you do as a developer every day? What do you need to do at the code level that aligns you with the aforementioned tenets? This session will go over tips and tricks designed to help you make more effective use of the cloud.

You will learn:

- About the cloud tenets: global scale, commodity hardware, usage-based billing, scale-out, and automation
- How the cloud impacts what we do as programmers every day
- What we need to do at a program level that aligns us with those tenets

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W03 Microservices with Azure Container Service & Service Fabric

Intermediate

VISHWAS LELE

Wednesday, May 17, 8:00 – 9:15am

Many are increasingly seeing microservices as the architectural style of choice, especially when it comes to building cloud-based applications. This session will look at key tenets of microservices. Then you'll switch to practically applying these concepts to two related Azure Services–Azure Container Service and Azure Service Fabric.

W07 Go Serverless with Azure Functions

Introductory / Intermediate

ERIC D. BOYD

Wednesday, May 17, 9:30 – 10:45am

Idle CPU cycles are wasteful, but you probably have far more computing capacity than you use. Now serverless compute architectures have arrived to save us from that waste. Serverless is a shift in how we think about provisioning compute resources and paying for these resources from cloud providers. Instead of deploying resources and not fully using them, you truly pay for consumption and compute cycles you use.

This session will help you understand how Microsoft is enabling serverless compute in Azure with Azure Functions. You'll learn what serverless architectures and Azure Functions are all about. You'll get an overview of how to get started developing and running serverless code. You'll also explore how to integrate with other services and trigger your code from events throughout Azure and even in data centers outside of Azure.

Besides the fundamentals of developing and deploying serverless code in Azure Functions, you'll learn about the tooling and DevOps capabilities that exist for working with Functions. And finally, you'll model the pricing together to understand the billing model and what to expect when running Azure Functions and when to use Azure Functions over other platforms.

You will learn:

- About serverless compute architecture and Azure Functions
- How to get started developing and deploying Azure Functions
- How to estimate pricing for Azure Functions

W11 Using Cognitive Services in Business Applications

Introductory

MICHAEL WASHINGTON

Wednesday, May 17, 1:30 – 2:45pm

This beginner-level session will teach you to leverage the Microsoft Cognitive Services to deliver application solutions. You'll learn about using the Computer Vision API for Optical Character Recognition (OCR) in a custom application. You'll also learn about using the Text Analytics API to detect important subjects in text to help custom applications perform intelligent searches. You'll use the Language Understanding Intelligent Service (LUIS) to detect user intent and respond appropriately.

You will learn:

- How to evaluate and estimate costs of using Cognitive Services
- The basics of building an application consuming the Cognitive Services APIs
- How to call and consume the Computer Vision, Text Analytics, and LUIS APIs

W19 Introduction to Azure Machine Learning Studio (for the non-Data Scientist)

Introductory

MICHAEL WASHINGTON

Wednesday, May 17, 4:30 – 5:45pm

Machine learning help examine large amounts of data to discern patterns. This lets you construct models to recognize those patterns. You can use these models to make predictions such as determining the price of a house or what a visitor to your website will click on next. This beginner-level session, aimed at the non-data scientist, will teach you to create predictive models using the Azure Machine Learning Studio, deploy the models using web services, and consume the results in your custom applications.

You will learn:

- How to prepare data and create predictive experiments
- How to use R scripts to transform data for your experiments
- How to deploy and consume a predictive model using web services

TH08 Busy Developer's Guide to the Clouds

Introductory / Intermediate

TED NEWARD

Thursday, March 18, 9:30 – 10:45am

Microsoft has one. Amazon has one. It turns out there are many different developer-focused cloud environments out there. Sometimes it's exactly what you need to get your project going quickly—assuming you know it exists. This session will take a survey of a variety

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of different cloud providers, many with wildly varying different approaches to "what developers need," and give you a series of ideas to explore the next time the boss says, "We need to move into the cloud!"

You will learn:
- About Azure and AWS
- About offerings from other environments
- How working with multiple cloud providers can be both a good and a bad thing

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– Chris Nachand, Trizetto Corporation

Database and Analytics

SQL Server 2016 is here. NoSQL databases are here too. Then there's Big Data and data lakes. And meanwhile, the fundamentals of .NET data app development are still important, especially now that .NET Core is here. When it comes to data, Visual Studio live! helps you keep up with the old and the new; the traditional and the disruptive, with coverage including:

- A Tour of SQL Server 2016 Security Features
- A Busy Developer's Guide to NoSQL
- Entity Framework Core for Enterprise Applications
- Azure Data Lake and U-SQL

TH03 Entity Framework Core for Enterprise Applications

Intermediate / Advanced

BENJAMIN DAY

Thursday, May 18, 8:00 – 9:15am

What do you do when your simple Entity Framework app isn't so simple anymore? Entity relationships are becoming more complex. You're getting worried about performance problems. Can you even use Entity Framework in a high-performance, scalable web application?

This session will go beyond the simple Code First entity framework cases and get into more complex class designs and relationships. You'll learn how to handle the sticky issues around lazy-loading, concurrency, cascading deletes, occasional connectedness, and performance testing. You'll also talk strategy for DevOps, stored procedures, unit testing, and incremental deployment.

You will learn:
- About controlling and planning for unpredictable behaviors like lazy loading and cascading deletes
- About finding performance and concurrency problems in Entity Framework
- Advanced property mappings and associations
- Unit testing techniques

TH07 A Tour of SQL Server 2016 Security Features

Introductory / Intermediate

STEVE JONES

Thursday, May 18, 9:30 – 10:45am

Protecting data from unauthorized access becomes more important all the time. SQL Server includes a number of features that help make data protection and security easier for developers and DBAs with a framework for protecting data. This session will help you learn how Always Encrypted, TDE, Row Level Security, Dynamic Data Masking, and column level encryption can protect your systems.

You will learn:
- About the different encryption and security features in SQL Server
- The code changes required for encryption mechanisms
- About RLS and DDM, which do not require code changes to help protect data

TH11 Busy Developer's Guide to NoSQL

Intermediate

TED NEWARD

Thursday, May 18, 11:00am – 12:15pm

The world seemed to come alive with a slew of "alternative" approaches to data persistence with the introduction of CouchDB. It's collectively called NoSQL and offers a slightly to radically different view of data storage and retrieval. It's left a few developers scratching their heads, trying to figure out when to use a NoSQL

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SESSION DESCRIPTIONS BY TRACK (continued)

database instead of a regular database, much less which NoSQL database to use. This session will examine the NoSQL ecosystem, look at the major players, how they compare and contrast, and what sort of architectural implications they have for software systems in general.

You will learn:

- What a "NoSQL" is (and why the name is just terrible)
- Why the RDBMS isn't always the answer to our data storage problems
- Explore a few NoSQLs at a high conceptual level

TH15 Azure Data Lake

MICHAEL RYS

Thursday, May 18, 1:30 – 2:45pm

TH19 U-SQL Killer Scenarios: Performing Advanced Analytics and Big Cognition at Scale with U-SQL

Intermediate

MICHAEL RYS

Thursday, May 18, 3:00 – 4:15pm

When analyzing big data, you often have to process data at scale that's not rectangular in nature. You'd like to scale out your existing programs and cognitive algorithms to analyze that data. To address this need and make it easy to add domain specific code, U-SQL includes a rich extensibility model that lets you process any kind of data, from CSV files over JSON and XML to image files. You can even add your own custom operators. This session will provide some examples on how to use U-SQL to process interesting data formats with custom extractors and functions, including JSON, images, use U-SQL's cognitive library and finally show how U-SQL lets you invoke custom code written in Python and R.

Native Client

Native applications, whether they're on Windows, iOS or Android, are of utmost importance. Mobile apps are becoming a common vehicle to allow users' interaction with each other, their organizations, and their business applications. In the desktop arena, it can be easy to forget that there are more than a billion Windows PCs in the world. Windows remains the dominant OS. This track is focused on building native mobile apps with tools like Xamarin and Windows apps using both WPF technology and the newer Universal Windows Platform (UWP) that allows your apps to run on Windows 10 PCs, phones and IoT devices among others. This track includes coverage of the following:

This track includes:

- Building Connected and Disconnected Mobile Apps
- Building Cross-Platform Business Apps with CSLA .NET
- Xamarin and Xamarin Forms
- Native apps with Electron, Cordova, and Angular 2

T01 Go Mobile With C#, Visual Studio, and Xamarin

Introductory / Intermediate

JAMES MONTEMAGNO

Tuesday, May 16, 9:15 – 10:30am

The mobile landscape continues to expand and evolve at a rapid pace. Users expect great native experiences in the palm of their hands on each and every platform. A major hurdle is the separate programming languages and tools to learn and maintain for each platform. Even if you tackle the burden of learning Objective-C, Swift, or Java, you'll still have to manage multiple code bases. This is a nightmare for any development team large or small. It doesn't have to be this way as you can create Android, iOS, Windows Phone, and Windows Store apps leveraging the .NET framework and everything you love about C#.

This session will teach you about Xamarin and how it can help you leverage a shared C# code base across all mobile platforms. You'll walk you through developing, designing, deploying, and optimizing your first mobile apps for iOS, Android, and Windows from a single code base. You'll even see how to share more code with Xamarin.Forms, which lets you build native UIs for iOS, Android and Windows Phone from a single, shared C# codebase. You'll walk away with the knowledge to build cross platform mobile app with C# features such as LINQ, async/await, events, and delegates and inside of both Visual Studio and Xamarin Studio.

You will learn:

- How to apply C# and Visual Studio skills for mobile development
- About assessment tools for determining how much existing C# code can be mobilized
- Architectural best practices

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SESSION DESCRIPTIONS BY TRACK (continued)

T05 Building Connected and Disconnected Mobile Apps

Intermediate

JAMES MONTEMAGNO

Tuesday, May 16, 10:45am – 12:00pm

Creating a great connected experience across multiple platforms is an essential aspect of great mobile applications. What happens when there is little to no connectivity, such as on an airplane or in some foreign countries? Does your mobile app effortlessly synchronize data when the device gets back online? Your users expect and deserve this type of behavior, but developing your own cloud backend and API across all operating environments is both time-consuming and error prone. Besides, managing multiple projects, languages, IDEs, and continuous integration processes is unsustainable in the long run. Industry leaders such as Amazon, Couchbase, and Microsoft can help solve this problem on iOS, Android, and Windows mobile devices. This session investigates the wide range of options for creating a connected and unconnected mobile experience. You'll see a full implementation using the latest features of Azure App Service and mobile apps across iOS, Android, and Windows with Xamarin.

You will learn:

- The why and how of disconnected mobile applications
- About the options available to craft great mobile experiences
- How to build your first Azure connected and disconnected mobile app

T09 Lessons Learned from Real World Xamarin.Forms Projects

Intermediate / Advanced

NICK LANDRY

Tuesday, May 16, 1:30 – 2:45pm

Sometimes it's not the 101 tutorial you need to help you in your development journey, but just to talk to someone who has been there and has real world experience. What are the gotchas, things to avoid, or best practices others have learned that can give you a leg up when implementing new technology? This session will cover real-world considerations with Xamarin.Forms projects, such as UI design considerations when sharing a user experience across iOS, Android and Windows; including navigation paradigms, styling, and supporting older versions. You'll also look at code-sharing pitfalls and best practices, choosing an MVVM framework, application resource sharing, and leveraging plugins and the Dependency Service to leverage platform-specific code. The session also covers mobile DevOps, including source control in a cross-platform environment, gathering application analytics, crash logs, and handling app flighting during development and beta testing. Come learn from a wealth of knowledge accumulated in real-world cross-platform projects, and get ready to build your own.

You will learn:

- About the key decisions before undertaking a mobile cross-platform project
- Xamarin.Forms best practices derived from real-world experience
- About the role of DevOps in mobile app development, and how to implement a successful mobile DevOps strategy

T13 Xamarin vs. Cordova

Intermediate

SAHIL MALIK

Tuesday, May 16, 3:00 – 4:15pm

In a land far, far away, there is a battle brewing between developers. Some insist HTML will win, some insist you need native code performance. The truth is somewhere in the middle. Luckily, you can take advantages of both approaches in the same app. This session focusses on the pros and cons of the various mobile dev choices, and finishes by building an example app using both web and Xamarin leveraging the advantages of each.

You will learn:

- About mobile dev choices
- The pros and cons of each
- How to build an app taking advantage of the best of each choice

W05 Write Once, Run Everywhere—Cordova, Electron, and Angular2

Intermediate

SAHIL MALIK

Wednesday, May 17, 9:30 – 10:45am

Write once run everywhere is finally a reality. JavaScript runs everywhere. And Angular2 with Typescript is designed to support multiple platforms. What's left is building a project template and framework that lets you target multiple platforms with a single codebase. This hands-on session introduces you to Cordova and electron. It then goes on to build an application, written just once, that targets, iOS, Android, Universal Windows App, Windows EXE, MacOS, and Linux—with zero code rewrite.

You will learn:

- About Angular2 with Typescript
- About Cordova and Electron
- About reusing code to target all platforms

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W09 Building Cross-Platform Business Apps with CSLA. NET

Intermediate

ROCKFORD LHOTKA

Wednesday, May 17, 1:30 – 2:45pm

In today's world, you may write your smart client app in UWP, Xamarin, WPF, or even Windows Forms. In each case, your app probably calls back-end services and needs to interact with app servers. Some or all of your business logic runs on the client, the app server, or both. That's the ideal for the balance between user interactivity, performance, scalability, and security. The widely-used open source CSLA .NET framework helps you create a reusable, scalable, and cross-platform portable business layer that lets your application run on multiple types of client devices while sharing business logic between the clients and your app server. This session is an end-to-end walkthrough of how this works and how you can benefit.

W13 Creating Great Looking Android Applications Using Material Design

Intermediate

KEVIN FORD

Wednesday, May 17, 3:00 – 4:15pm

Android Lollipop introduced the Material Design Guidelines. These have substantially changed the appearance of Android applications. There are numerous new controls and style considerations for implementing the interfaces your designers are creating. This session looks at the CardView, RecyclerView, styles and even Marshmallow concepts like the text selection, and look at examples in Xamarin and Java.

You will learn:

- About Android Material Design
- How to use the AppCompat V7 library to get at material design components
- About the practical implementation of material design controls and styles

TH01 A Developers Introduction to HoloLens

Introductory

BILLY HOLLIS

Thursday, May 18, 8:00 – 9:15am

Windows Holographic and the HoloLens device promises to open new doors for developers and customers alike. This session will introduce you to the world of Windows Holographic and HoloLens. You'll learn what skills you need to get started, and what existing programming skills you can leverage. Just as the web and WPF changed how you designed and built applications, Windows Holographic introduces additional design and development constraints. You'll see how you can develop for HoloLens even if you don't have a device. You'll see HoloLens in action and be able to enter a drawing for a chance to actually try the HoloLens.

TH05 Unity for .NET Developers—The Time is Now!

Introductory

JOHN ALEXANDER

Thursday, May 18, 9:30 – 10:45am

Heard about Unity? Wondering what it's all about? Explore the basics of Unity, one of the most popular frameworks for game development. It's also Microsoft's platform choice for holographic development. Learn about Unity game objects, and what prefabs and Unity packages are, discover basic coding techniques with C#, fun with object physics, a HoloLens Demo, and more.

You will learn:

- About the Unity game framework for .NET developers—working in the developer environment, Game Objects, assets and prefabs
- About scripting with MonoDevelop
- How to apply your scripts to Game Objects

TH09 Take the Tests: Can You Evaluate Good and Bad Designs?

Introductory

BILLY HOLLIS

Thursday, May 18, 11:00am – 12:15pm

One of the best ways to learn design concepts is to look at real world examples—both good and bad—and understand what makes them tick. For this session, Billy has gathered the best examples of design tests over the last eight years. For each test, you will face a challenge, and then see how you fared with an analysis of the test and its answers.

You will learn:

- About good and bad examples of design in software and in the real world
- How to analyze the designs and understand where they went right and wrong
- About examples that may lead to better designs in your own applications

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Software Practices

Every developer knows there's more to software development than just code and tooling. The practices and techniques we use to understand and analyze the problem space, manage interpersonal communication and conflict, and other patterns and practices are key to success.

Topics in this track include:

- Agile Failures: Stories From The Trenches
- Distributed Architecture: Microservices and Messaging
- Technical Debt
- Top 10 Ways to Go from Good to Great Scrum Master

W15 Distributed Architecture: Microservices and Messaging

ROCKFORD LHOTKA

Wednesday, May 17, 3:00 – 4:15pm

W17 SOLID—The Five Commandments of Good Software

Introductory / Intermediate

CHRIS KLUG

Wednesday, May 17, 4:30 – 5:45pm

The SOLID principles—these are the five commandments of the software world. They have been forgotten for years, as developers focused on JavaScript frameworks with stupid names and complicated patterns. The SOLID principles transcend beyond frameworks and patterns. They are the foundation of building good software, the breakers of monoliths, the decouplers of coupling, and the squashers of regression bugs. One might even say they're the creators of maintainable code. Unless you're already a believer, you need to attend this session and get on the right path. You'll work through each of the principles, learn what they mean, what they will do for you, and why you should stop breaking them. You will even check out some C# code that explains how they can help you; and the problems that will haunt you if you ignore them and are face their wrath.

TH04 Agile Failures: Stories from the Trenches

Intermediate

PHILIP JAPIKSE

Thursday, May 18, 8:00 – 9:15am

When agile first burst on the scene, there was a lot of discussion about how agile isn't just a silver bullet, but the silver bullet. But is it really? Even after agile went mainstream, projects continue to fail. This session looks at a series of failed projects, examines the root causes, and the lessons learned from those failures. Fast failure and careful retrospectives is the best way to continuously improve.

You will learn:

- About the most common mistakes made when transitioning to agile
- How to avoid and/or resolve those mistakes

TH12 Top 10 Ways to Go from Good to Great Scrum Master

Advanced

BENJAMIN DAY

Thursday, May 18, 11:00am – 12:15pm

Having the role of Scrum Master can be difficult. You live between a rock and a hard place. You're influential, but you probably don't have any real power. You're not a project manager, but you're on the hook for delivering. You're asked to promise dates when the best you can give is a forecast. You're long on responsibility and short on power. But you do it because it's a great job, right? There's nothing like helping bring your team together to deliver actual working software.

It takes a special kind of person to be Scrum Master—nerves of steel, a lot of finesse, and some ridiculously great people skills. It's a lot of knowing what to look for and knowing how to fix it. Even better if you can anticipate issues and get in front of them. What can you do to help keep everything on track? How do you have the difficult conversations when things are "sub-optimal?" From that lazy guy on your team, to the product owner who doesn't like to estimate, to you losing your mind because you're always picking up the slack, how do you help your team to solve problems and really sing? You're a good Scrum Master. Come find out how to be great.

You will learn:

- If you're technically-oriented Scrum Master, how do you help your team?
- How to find the right balance between Big-Design-Up-Front, Emergent Architecture, and suicidal reckless non-planning
- How to efficiently align Teams with Products

TH16 Care and Feeding of Your Product Owner

Introductory / Intermediate

JOHN ALEXANDER

Thursday, May 18, 1:30 – 2:45pm

Regardless of the flavor of your Agile practice, interaction with the product owner is what gives most teams pause. This relevant and practical session will explore some great tips based on real world experiences you can immediately start using with your team. You'll also learn how to work with a busy or invisible product owner, as well as some best practices to assist with product

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backlog maintenance, a crucial practice that most teams ignore or find overwhelming.

You will learn:
- How to get product owners involved with very limited time constraints
- Actionable tips for practical product backlog maintenance
- How to assist product owners with writing effective user stories / product backlog Items

TH20 Stop the Waste and Get Out of (Technical) Debt

Intermediate

RICHARD HUNDHAUSEN

Thursday, May 18, 3:00 – 4:15pm

The problem with doing things the quick and dirty way is the dirty remains long after the quick is gone. Today's software developers are constantly making trade-offs of time and quality in order to deliver working software on time. As we code, we suspect that there is a better, cleaner way to solve the problem at hand. Since we have forecasts, goals, and commitments to achieve we can't invest an inordinate amount of time locating the optimal answer. Solutions that are "fit for purpose" are good enough. This session will help you learn where waste and technical debt come from and—more importantly—some techniques for reducing and possibly removing them all together.

You will learn:
- What technical debt is and how it's caused
- How Agile software development practices prevents debt
- How to identify it and pay it off

Visual Studio / .NET Framework

Microsoft continues to deliver updates to its dev tools at a rapid pace. Quarterly updates to Visual Studio and Team Foundation Server (TFS) on-premises, and Visual Studio Team Services (VSTS) in the cloud, continue to deliver value on a regular basis. Microsoft released Visual Studio 2017 RC and Team Foundation Server 2017 RTM in November 2016 and the Visual Studio Live! Austin timeframe will be filled with updates including the final release version of Visual Studio 2017, updates to Visual Studio Code, cross-platform .NET Core, and most likely the first quarterly update to TFS. The 2017 wave has tons of new features, not to mention Microsoft's continued investment into open source and cross-platform development.

Topics in this track include:

- .NET Core
- Exploring C# 7 New Features
- Windows Package Management with NuGet and Chocolatey
- Extending and Customizing the Visual Studio Environment

T04 Tour of Visual Studio 2017

Intermediate

JASON BOCK

Tuesday, May 16, 9:15 – 10:30am

Many .NET developers use Visual Studio to develop their applications, but how well do they really know the IDE? The capabilities and features within Visual Studio are vast. Developers may not be aware of everything that Visual Studio has to offer. In this session, you'll get a fast-paced tour of the Visual Studio landscape; like configuration, debugging, code analysis, unit testing, performance, metrics and so much more. You'll also see new features that are in Visual Studio 2017. At the end of this session, you'll have a solid understanding of Visual Studio to quickly develop reliable, maintainable solutions.

You will learn:
- About the vast Visual Studio ecosystem
- About the analysis tools within Visual Studio to improve applications
- How to extend Visual Studio with extensions and templates

T08 Getting to the Core of .NET Core

Introductory / Intermediate

ADAM TULIPER

Tuesday, May 16, 10:45am – 12:00pm

Getting to the.NET Core is truly a new technology that is fast, efficient, cross platform, and open source. It also shares many similarities with the .NET you've known and loved for years. This session explains exactly what .NET Core is; but doesn't stop there. The session will dive deep into the architecture and runtime, including how it works across different platforms like Windows, OSX, and Linux. This session will also explore how your apps are loaded and who hosts them, how the runtime finds tools to run commands on, and deeper subjects like what the muxer is, getting true side by side deployment, runtime identifiers, the new .NET Platform Standard, and more.

You will learn:
- Where you can use your existing code with .NET Core
- How your applications are loaded with .NET Core
- The architecture behind .NET Core

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SESSION DESCRIPTIONS BY TRACK (continued)

T16 Exploring C# 7 New Features

Introductory

ADAM TULIPER

Tuesday, May 16, 3:00 – 4:15pm

C# brings many capabilities to an already powerful language. This session will explore where C# 6 left off and C# 7 picks up, including features such as pattern matching to do advanced comparisons with values in objects, local functions for function-in-function support (which can be better than anonymous if you understand their use cases), and tuple value types. If you thought that was pretty good with just that, there's even more. Attend this session to get a good understanding of the entire new feature set and when to use them.

You will learn:

- About the final C# 7 feature set
- About the new features such as tuples and what runtimes can utilize them
- When it is optimal to use new features

TH02 Extend and Customize the Visual Studio Environment

Introductory

WALT RITSCHER

Thursday, May 18, 8:00 -9:15am

Visual Studio is already a powerful IDE. When you add extensions, third-party tools, and templates to the mix, you have a development environment you can tailor to your exact needs. This session will show you how to find, install, and use the most helpful extensions for Visual Studio. Learn how extensions like Spell Checker, Comment Remover, CodeMaid, and Productivity Power Tools can automate and speed up the way you code. You'll also discover how to build your own extensions and share them with other developers in the Visual Studio Gallery. You'll see how to use standalone external tools to augment the Visual Studio workflow, and create custom templates that include just the files and settings you need for your project types.

You will learn:

- How to use CodeMaid, Productivity Power Tools, and other Visual Studio extensions
- How to create custom item and project templates
- How to build your own custom extensions

TH17 Windows Package Management with NuGet and Chocolatey

Introductory

WALT RITSCHER

Thursday, May 18, 3:00 – 4:15pm

Developing software often requires that you install collections of packages (aka libraries). Managing these packages can be a task in and of itself and usually requires a package manager. This session will examine some of the most popular tools for Windows package management: NuGet, Chocolatey, Boxstarter, and OneGet.

You will learn:

- How to work with PowerShell and NuGet
- How to use Package Restore
- How to use the Chocolatey machine package manager to install applications and utilities
- How to use Boxstarter to create installation packages

Web Client

The browser and JavaScript provide perhaps the highest and best abstraction over every operating system, letting you build Web apps that run across browsers, platforms and operating systems. Various JavaScript frameworks such as Angular, Aurelia, and many others provide most of this flexibility. This track will arm you with the knowledge to be part of this next-generation Web app development wave based on JavaScript and HTML5:

- Angular 101 (double-session)
- A Tour of WebAssembly
- Building JavaScript Apps with TypeScript and VS Code
- Building Single Page Apps with Aurelia and the MVVM Pattern

T02 Angular 2—The 75-Minute Crash Course

Introductory

CHRIS KLUG

Tuesday, May 16, 9:15 – 10:30am

Angular has been one of the top honchos when it comes to JavaScript SPA frameworks for quite some time—way too long for being a JavaScript framework. It has been around long enough to be considered a dinosaur. Looking at the GitHub repo is like an archeologic

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JavaScript excavation. The answer to being an ancient technology is obviously to release a new version—a new version that somewhat resembles the one that made it a household name. And with this new version move to a new language, a new way to load it, a new way to structure it and a new set of tools. Some might even argue this new framework should have another name; that it's not truly a successor to Angular. It doesn't really matter what people think. It will be big. It will be useful. It will be a big part of the future of web.

This session will take you from barely being able to spell Angular 2 to understanding the development environment, the tools, and the overall architecture. You'll even see Angular 2 code being composed in front of you. As you walk out of the session, you will be ready to go into battle armed with Angular knowledge. And you will have an urge to geek out in front of your computer for hours with Angular 2.

T14 Assembling the Web—A Tour of WebAssembly

Intermediate

JASON BOCK

Tuesday, May 16, 3:00 – 4:15pm

WebAssembly is coming to JavaScript, but what is it exactly? Is it a new VM? Is it a way to create a binary version of JavaScript? Is it a new standard to get everyone to code in C/C++ for the web? This session will demystify WebAssembly, demonstrate exactly what it is, and provide insight into how this will affect JavaScript and web development in the future.

You will learn:

- What WebAssembly is all about
- About WebAssembly in action
- About this new aspect of web development

W02 Introduction to Writing Custom Angular (Not 2.0) Directives

Intermediate / Advanced

MIGUEL CASTRO

Wednesday, May 17, 8:00 – 9:15am

If you've been using Angular (1.x, it isn't going nowhere for a long time) for a while now, you've no doubt used your share of directives. But have you ever written one? The idea of encapsulating appearance and behavior for a web component was the strength behind ASP.NET Web Forms with its reusable WebControl model. When the Microsoft Web stack became dominated by ASP.NET MVC, the WebControl world was replaced by HTML helpers, but writing custom ones wasn't popular. With Angular in the forefront of rich web applications, there is yet another good web model, but this one allows the same kind of custom encapsulated, reusable components as WebControls did for Web Forms. This session will take you from zero to sixty on what directives are and what you need to get going quickly writing them, and why. You'll have more than enough groundwork covered to keep going later with all the great sources for this on the web.

You will learn:

- About the purpose of encapsulated components
- About setting up basic directives
- About adding more advanced functionality

W10 Angular 2, ASP.NET Core, and Gulp—Happily Forever After, or the Beginning of an Apocalypse?

Intermediate

CHRIS KLUG

Wednesday, May 17, 1:30 – 2:45pm

The world has finally seen the arrival of Angular 2 in all its glory. It's rumored to have been built by magical beings. There's even talk about the development team almost depleting the world's supply of unicorn blood during the process. When you start looking at the samples and documentation, you can clearly see there's a heavy focus on Node. That might not suit the average Microsoft developer. This session will ask the question is it even possible to combine Angular 2 with ASP.NET Core and Gulp. And if it is, how do we go about setting it all up to get a development process that suits us Visual Studio people?

W18 JavaScript for the C# (and Java) Developer

Introductory / Intermediate

PHILIP JAPIKSE

Wednesday, May 17, 4:30 – 5:45pm

Yes, it has curly braces. Yes, it has semi colons. And you can write C# like code in JavaScript. But should you? JavaScript programming has many paradigms that make it different from writing typical managed code. This session will show you, the C# programmer, what you need to know to take your JavaScript to the next level.

You will learn:

- About the core features in JavaScript
- Important differences between JavaScript and C#
- Key similarities in JavaScript and C#
- Common pitfalls for those new to JavaScript

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TH06 SASS and CSS for Developers

Intermediate

ROBERT BOEDIGHEIMER

Thursday, May 18, 9:30 – 10:45am

Web developers use CSS every day, but few understand how it works. Learn how to leverage CSS to separate your content and presentation. Review the basics of selectors, inheritance, and common techniques for providing for a flexible layout. Discover recent CSS 3 improvements, what browsers support them, and how to handle those that don't. See how to maximize performance when using CSS via proper use of HTTP compression, minification, bundling, and expirations. And examine how SASS can simplify CSS and provide many of its missing features like variables and mixins.

You will learn:

- The basics of CSS for web page styling
- How SASS provides major features that are missing in CSS
- How to process SASS to CSS

TH14 Building Single Page Web Applications Using Aurelia.js and the MVVM Pattern

Intermediate

BEN HOELTING

Thursday, May 18, 1:30 – 2:45pm

XAML developers love the Model-View View-Model (MVVM) pattern. Many JavaScript frameworks use this pattern for Web-based applications. They take the client side coding model developers are familiar with and provide it to the Web world. Some frameworks like AngularJS force you into certain patterns. Many of us have learned patterns like MVVM and want to leverage that knowledge instead of learning something new. This session will define the MVVM pattern and its benefits. It will also show how you can use Aurelia and ASP.NET MVC to build responsive, robust applications that feel like desktop applications. It will also go one step further and use TypeScript and Aurelia to make developing SPAs even more productive.

You will learn:

- About the MVVM Pattern
- JavaScript frameworks that enable the MVVM Pattern for the Web
- How to wire up Aurelia, TypeScript, and ASP.NET MVC

"IT WAS A GOOD VARIETY OF TOPICS COVERING A BROAD BASE OF CODING PLATFORMS (MOBILE, WEB, ETC.). I ENJOYED THE MORE ADVANCED CLASSES AND THE HANDS-ON "HOW TO" FOR PLACES TO TAKE AWAY WHAT WAS LEARNED AND APPLY."

– Ashley Lee, FNC, Inc.

Web Server

ASP.NET has been Microsoft's core Web development platform since 2002. Starting with Web Forms at the very beginning, then morphing into MVC and ASP.NET Web Pages, it has been quite a ride. And just when you thought you knew the ropes, along comes ASP.NET Core 1.0, which represents a change comparable in magnitude to the move from classic Active Server Pages to ASP.NET in the first place.

The Visual Studio Live! ASP.NET track covers all this more. Come take in the content, to get current and stay that way, with coverage of the following:

- Exploring Web Development with ASP.NET Core
- Integrating AngularJS & ASP.NET MVC
- Enriching MVC Sites with Knockout JS
- Using Docker to develop, build and deploy applications

T06 Enriching MVC Sites with Knockout JS

Intermediate

MIGUEL CASTRO

Tuesday, May 16, 10:45am – 12:00pm

What? No Angular? Nope, not this time. Knockout is still awesome. It's awesome because it's simple. It does one thing—MVVM—and does it real well. Sometimes this is all you need. Yes, if you want to write a SPA-based application from scratch, Angular is the way to go. If you want to leverage your existing ASP MVC skills, but make things easier for you as a developer and richer in the UI

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SESSION DESCRIPTIONS BY TRACK (continued)

for your users, integrating MVVM binding into CSHTML views is easy and fun with Knockout JS. This session will show you how to integrate Knockout into existing or new MVC apps and how to lay things out so your code is readable and maintainable. You'll also learn some cool techniques for some common challenges. Sometimes you don't need a sledgehammer, just a really good fly swatter.

T10 Explore Web Development with Microsoft ASP.NET Core 1.0

Introductory / Intermediate

MARK ROSENBERG

Tuesday, May 16, 1:30 – 2:45pm

Microsoft ASP.NET Core is a new open-source, cross-platform, high performance and lightweight framework for building Web apps using .NET. This session will show how to create an ASP.NET Core project on your platform of choice using Visual Studio, and then deploy to virtually any production environment. You'll also explore the latest features and innovations in MVC including an introduction to tag helpers, routing improvements, dependency injection, and more.

You will learn:

- Why you will want to use .NET Core
- When you should use .NET Core
- How to use .NET Core

W06 Integrating AngularJS & ASP.NET MVC

Intermediate

MIGUEL CASTRO

Wednesday, May 17, 9:30 – 10:45am

Angular continues to take the market on a wild ride. Angular courses are popular and its developer base continues to grow. Google wrote Angular to have no external dependencies. In fact, many developers use it with HTML alone. But Microsoft developers know ASP.NET MVC is the best delivery platform for HTML. So why not make it an equally awesome delivery platform for Angular-based apps as well? When using ASP.NET MVC, you need to know how to set Angular up with regards to modules, controllers, and services. The entire site doesn't need to be one giant Single-Page-Application. This session will show you how to design an ASP.NET MVC site to include pockets of SPA that use Angular, taking advantage of binding, routing, and even back-button support—all while remaining on the client. These techniques can also apply to any JavaScript library, not just Angular.

You will learn:

- The benefits of leveraging strengths of both technologies
- About setting up an MVC app with Angular
- How to get the two routers to play nice

W14 Use Docker to Develop, Build, and Deploy Applications, A Primer

Introductory

MARK ROSENBERG

Wednesday, May 17, 3:00 – 4:15pm

You want to develop, build and deploy your app in containers, but where do you start? What development workflows would you use? What if you want to target Linux and/or Windows? Using Visual Studio as a local development environment targeting both Windows Containers and Linux, you'll see demos of developing in a container, continuous integration and deployment with Visual Studio Team Services, and then deploying applications to the Azure Container Service.

You will learn:

- How to use docker in the development pipeline
- How to target Windows and Linux in Docker
- How to deploy an application to the Azure Container Service

TH10 Debugging Your Website with Fiddler and Chrome Developer Tools

Intermediate

ROBERT BOEDIGHEIMER

Thursday, May 18, 11:00am – 12:15pm

Debugging web sites can be tricky, but tools like Chrome Developer Tools and Fiddler continue to improve. Chrome provides a great client side JavaScript debugging experience. It also shows the live DOM and is often the only way to determine exactly what style rules have been applied in CSS. The network tab gives you the basic details on requests and responses for the page, including the "initiator" column that indicates why the request was made. The tools provide profilers, audits, and the ability to throttle the network connection. They also provide basic emulation of device sizes for web pages.

Fiddler can also be extremely helpful when debugging. You can manually or programmatically modify traffic. The auto responder feature can mock particular responses to web requests, or add specific delays for latency. The composer can construct specific requests that are difficult to create with browsers directly. Fiddler is also helpful for capturing and modifying traffic from smartphones, tablets, and non-Windows platforms. Together these free tools make it much easier to troubleshoot problems on today's complex multi-device web sites.

You will learn:

- How to capture and modify requests from smartphones, tablets, and desktops
- How to troubleshoot problems with JavaScript and CSS
- How to throttle network connections to see impact on performance

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SESSION DESCRIPTIONS BY TRACK (continued)

TH18 Tools for Modern Web Development

Intermediate

BEN HOELTING

Thursday, May 18, 3:00 – 4:15pm

The next version of ASP.NET embraces open source tools and technologies. This is not a bad thing. Opening up ASP.NET will only make it stronger by letting you use best practices for modern web development. Learning these best practices and the tools and technologies to implement them will make you a more productive developer. NPM, Bower, Gulp and Yeoman are only some of the things you need to master. These technologies will soon replace some of the things you've hacked and bandaged in ASP.NET over the years. This session will dive into these and other modern web development tools for your tool belt.

You will learn:

- Why ASP.NET is beginning to embrace open source
- About NPM, Bower, Gulp, Webpack and Yoeman
- The best practices associated with these tools
- About any breaking changes that might affect upgrading to this version

"THE VARIETY OF CHOICES WAS PRETTY AWESOME. IT WAS SWEET TO GET EXPOSED TO TECHNOLOGIES I REALLY HAVEN'T USED AT ALL."

– Ben Jacques, Gentex Corporation

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CONFERENCE ADVISORY BOARD

Andrew Brust
Senior Director, Datameer
Visual Studio Live! Conference Co-Chair

Andrew Brust is Senior Director, Technical Product Marketing and Evangelism at Datameer (datameer.com) and writes a blog for ZDNet called "Big on Data" (zdnet.com/blog/big-data). Andrew is co-author of "Programming Microsoft SQL Server 2012" (Microsoft Press); an advisor to NYTECH, the New York Technology Council; co-moderator of Big On Data - New York's Data Intelligence Meetup; serves as Microsoft Regional Director and MVP; and writes the Redmond Review column for VisualStudioMagazine.com.

Michael Desmond
Editor in Chief, MSDN Magazine

Michael Desmond is editor in chief of MSDN Magazine, Microsoft's flagship publication for software developers working with Microsoft tools and technologies. A 20-year veteran in IT and technology publishing, Desmond was an editor at PC World magazine for six years before launching an editorial consultancy that did work for leading technology firms like IBM, Intel and Sun Microsystems.

Michael Domingo
Editor in Chief, Visual Studio Magazine

Michael Domingo is Editor in Chief of Visual Studio Magazine. He's been a technology journalist for more than 20 years, covering database management systems, technology certifications, and the breadth of Microsoft development and networking tools over those years. You can find him on Twitter @domingophoto.

Rockford Lhotka
CTO, Magenic
Visual Studio Live! Conference Co-Chair

Rockford Lhotka is the CTO of Magenic, and is the creator of the widely used CSLA .NET development framework. He is the author of numerous books on software development, and regularly speaks at major conferences around the world. Rockford is a Microsoft Regional Director and MVP. Magenic (magenic.com) is a company that specializes in planning, designing, building and maintaining your enterprise's most mission critical systems. For more information, go to lhotka.net.

Lafe Low
Editor, Visual Studio Live!

Lafe Low has been a technology editor and writer for more than 25 years. Most recently, he was the editor in chief of TechNet magazine. He has also held various editorial positions with Redmond magazine, CIO magazine and InfoWorld. He also launched his own magazine entitled Explore New England, and has published four editions of his guidebook The Best in Tent Camping: New England.

Brian Randell
Partner, MCW Technologies
Visual Studio Live! Conference Co-Chair

Brian A. Randell is a Partner with MCW Technologies LLC. For more than 20 years he has been building software solutions. He educates teams on Microsoft technologies via writing and training—both in-person and on demand. He's also a consultant for companies small and large, worldwide, including Fortune 100 companies like Microsoft. Brian is a passionate software craftsman who still enjoys coding as he helps teams to improve their processes from idea to shipping to production management and monitoring. In addition, he's become obsessed over the last few years with natural user interfaces and how to create compelling user experiences regardless of platform. In early 2010, he toured the world prepping Microsoft employees and Microsoft partners for the Microsoft Visual Studio 2010 launch. In 2012, he and his team built some of the first training content and demos for Microsoft using Visual Studio 2012, Team Foundation Server 2012, and Windows 8. For the 2013 release, he continued building new ALM content for use worldwide by Microsoft. He's currently a Visual Studio ALM MVP and co-author of "Professional Application Lifecycle Management with Visual Studio 2013" from Wrox Publishing. When not working, Brian enjoys spending time with his wife and two children who enjoy making him look bad on the Xbox One (with and without Kinect).

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CONFERENCE SPEAKERS

John Alexander
CTO, AJi

John Alexander loves making customers happy and has a passion for creating great experiences for them. He is a nationally recognized consultant, designer, trainer, author, coach, and system architect, and has served as the Microsoft Regional Director for the last eighteen years. John is CTO at AJI Software, a Microsoft Certified Partner. Experienced in the design and delivery of scalable, stable, and open enterprise-level .NET applications, John is an industry recognized trainer, consultant, speaker and writer on the Microsoft .NET vision and implementation at both the technical and business decision maker level. In addition, John was the lead architect and coach of a software development team that was directly responsible for placing that organization on CIO Magazine's Agile 100 List.

Jason Bock
Practice Lead, Magenic

Jason Bock is a Practice Lead for Magenic (http://www.magenic.com) and a Microsoft MVP (C#). He has worked on a number of business applications using a diverse set of substrates and languages such as C#, .NET, and Java. He is the author of "Metaprogramming in .NET", "Applied .NET Attributes", and "CIL Programming: Under the Hood of .NET". He has written numerous articles on software development issues and has presented at a number of conferences and user groups. He is a leader of the Twin Cities Code Camp (http://www.twincitiescodecamp.com). Jason holds a Master's degree in Electrical Engineering from Marquette University. Visit his web site at http://www.jasonbock.net.

Robert Boedigheimer
Principal Systems Developer, Schwans Shared Services, LLC

Robert Boedigheimer works for Schwans Shared Services, LLC providing business solutions with web technologies and leads Robert Boedigheimer Consulting, LLC. Robert has been designing and developing web sites for the past 15 years including the early days of ASP and ASP.NET. He is a columnist for aspalliance.com, a Pluralsight Author, an ASP.NET MVP, an author, a MCPD: ASP.NET 3.5, and a 3rd degree black belt in Tae Kwon Do. Robert has spoken at industry conferences including VSLive!, Heartland Developers Conference, DevLink, DevTeach, Tulsa Tech Fest, DevWeek, DevReach, SDC, TechEd, AJAXWorld, and numerous national and international events.

Eric D. Boyd
Founder and CEO, responsiveX

Eric D. Boyd is the Founder and CEO of responsiveX, a Windows Azure MVP, and a regular speaker at national conferences, regional code camps and local user groups. He is so passionate about apps and cloud services that he founded responsiveX (www.responsiveX.com), a management and technology consultancy that helps customers create great web, mobile and client experiences, and these apps are often powered by cloud services. Eric launched his technology career almost two decades ago with a web development startup and has served in multiple roles since including developer, consultant, technology executive and business owner. You can find Eric blogging at http://www.EricDBoyd.com and on Twitter at http://twitter.com/EricDBoyd.

Damian Brady
Solution Architect, Octopus Deploy

Damian is a Microsoft MVP in Visual Studio and Developer Technologies and a Solution Architect for Octopus Deploy in Brisbane, Australia. He is a co-author of "Professional Team Foundation Server 2013" from Wiley, and he regularly speaks at conferences, User Groups, and other events.

Damian spends a lot of time training development teams on how to improve their software, be it through improving their agile process, code quality, or DevOps strategy. Most of the time you'll find him working on Octopus Deploy or helping teams use it better.

Miguel Castro
Principal Consultant, Melvicorp LLC

Whether playing on the local Radio Shack's TRS-80 or designing systems for clients around the globe, Miguel has been writing software since he was 12 years old. He insists on staying heavily involved and up-to-date on all aspects of software application design & development, and projects that diversity onto the type of training and consulting he provides to his customers and believes that it's never just about understand the technologies, but how technologies work together. In fact, it is on this concept that Miguel based two of his Pluralsight courses, Building End-to-End Multi-Client Service Oriented Applications, which was #1 for several weeks, and Developing Extensible Sotware. Miguel is a Microsoft MVP since 2005 and when he's not consulting or training, Miguel speaks at conferences around the world, practices combining on-stage tech and comedy, and never misses a Formula 1 race. But best of all, he's the proud father of a very tech-savvy 10 year old girl, and a proud husband to the woman that homeschools her.

Benjamin Day
Consultant & Trainer, Benjamin Day Consulting, Inc.

Benjamin Day is a consultant and trainer specializing in software best practices using Microsoft tools. Ben's main areas of emphasis include Team Foundation Server, Scrum, software testing, and software architecture. He is a Microsoft Visual Studio ALM MVP, a certified Scrum trainer via Scrum.org, and a speaker at conferences such as TechEd and Visual Studio Live! When not developing software, Ben's been known to go running and sea kayaking in order to balance out his love of cheese, cured meats, and champagne. He can be contacted via www.benday.com.

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CONFERENCE SPEAKERS (continued)

Kevin Ford
Mobile Practice Lead, Magenic

Kevin Ford is the Mobile Practice Lead with Magenic leading development with native mobile technologies, Xamarin and Cordova. For over twenty years he has worked with enterprise application development using the Microsoft stack and moved to native to follow his passion for creating innovative solutions in a quickly evolving space. Kevin is an accomplished architect and thought leader at Magenic and continues to build and expand as the mobile space changes. He works with each region to ensure that Magenic consultants have the right relationships, resources, and opportunities to advance their mobile technical skills. Kevin holds an MBA from Babson.

Jeffrey T. Fritz
Senior Program Manager, Microsoft

Jeffrey T. Fritz is a senior program manager in Microsoft's Developer Outreach Group that works with the community on open source projects and the new Microsoft .NET Core framework. As a long time web developer with experience in large and small applications across a variety of verticals, he knows how to build for performance and practicality. More recently, he has worked closely with developers to teach them to succeed with new tools and frameworks from Microsoft and Telerik. Follow him on twitter @csharpfritz, and read his blogs at jeffreyfritz.com and blogs.msdn.com/webdev

Ben Hoelting
Director of Technology, Aspenware

Director of Technology for Aspenware, C# MVP and Telerik Insider. He graduated from Colorado State University in 1997 with a BS in Computer Information Systems and a Minor in Computer Science. Ben joined the IT industry in 1996 as an intern and has worked with .NET since its inception back in 2002. Over the last few years he has done some work for the Department of Defense. He left the government world and now works for Aspenware in Denver. His most recent projects include a XAML line of business application that uses the ADO.NET Entity Framework to access the backend data store. He also is working on an MS Office automation project as well as geospatial ASP.NET MVC website. Ben is a Microsoft Certified Technology Specialist (MCTS) for Web and Windows .NET 4.0. His blog is at http://www.benhblog.com and his twitter stream is at http://twitter.com/benhnet. Finally, Ben is very involved in the local .NET community and is the leader of the South Colorado .NET User Group.

Billy Hollis
Next Version Systems

Billy Hollis is an author and software developer from Nashville, Tennessee. Billy is co-author of the first book ever published on Visual Basic .NET, VB .NET Programming on the Public Beta. He has written many articles, and is a frequent speaker at conferences. He is the Regional Director of Developer Relations in Nashville for Microsoft, and runs a consulting company focusing on Microsoft.NET. You can visit his website at: www.billyhollis.com.

Richard Hundhausen
Consultant / Trainer, Accentient

Richard has over 30 years of software development experience and over 20 years of training experience. Richard is a Microsoft Regional Director, a Visual Studio ALM MVP, a certified Professional Scrum Trainer, and author of several software development books including Professional Scrum Development with Microsoft Visual Studio 2012 by Microsoft Press.

Philip Japikse
Principal Software Engineer, Strategic Data Systems, Inc.

A Principal Software Engineer with Strategic Data Systems (http://www.sds-consulting.com), international speaker, Microsoft MVP, ASPInsider, MCSD, CSM, and CSP, and a passionate member of the developer community, Phil Japikse has been working with .NET since the first betas, developing software for over 30 years, and heavily involved in the agile community since 2005. Phil is the Lead Director for the Cincinnati .NET User's Group (www.cinnug.org) and the Cincinnati Software Architect Group, co-hosts the Hallway Conversations podcast (www.hallwayconversations.com), founded the Cincinnati Day of Agile (www.dayofagile.org), and volunteers for the National Ski Patrol. Phil enjoys to continuously learn new tech and is always striving to improving his craft. You can follow Phil on twitter via www.twitter.com/skimedic and read his blog at www.skimedic.com/blog.

Steve Jones
Editor, Data Platform MVP, MCSE, BA, SQLServerCentral

Steve Jones has been working in technology for over 25 years in a variety of industries as a developer, DBA, and IT manager. He has worked with SQL Server since 1991 and has been recognized by Microsoft as a Data Platform MVP for the past 8 years.

Yochay Kiriaty
Principal Program Manager, Microsoft

Yochay Kiriaty is a principal program manager at the Microsoft Azure team, specifically driving Web, Mobile, API and Functions experiences as part of Azure App Service Platform. Yochay has been working with web technologies since the late 90s and has a strange passion for scale and performance. Yochay joined Microsoft in 2006 after managing engineering teams for several Internet and Telecommunications start-ups. Until 2011 Yochay worked as a Technical Evangelist working with marquee customers on Windows and Azure adoption. In 2011 Yochay joined the Azure team working on a new project called Azure Websites, which today is known as Azure App Service. Yochay have been working on Azure App Services since project from the project's day one. As part of the core team Yochay helped architect, shape the user experience and deliver one of the most popular services on Azure. Recently Azure launched the Azure Functions service and is now one of the fastest growing Azure services offering easy to start Serverless compute. You can contact Yochay at yochay@microsoft.com and follow him on Twitter at twitter.com/yochayk.

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CONFERENCE SPEAKERS (continued)

Chris Klug
Senior Developer, Novatrox

Chris Klug is an adrenaline loving, problem solver/creator that loves building things. He spends his days writing code and solving problems for clients at a company called Novatrox in Stockholm, and his nights sleeping. Except for the days he spends at conferences, talking about doing things he is passionate about, and the days he fills with mountain biking, kiteboarding, or RC helicopter flying.

For the last 15-something years, he has been solving problems for customers. But if he gets to choose, he'll go to the beach and kiteboard. Every time!

Nick Landry
Senior Technical Evangelist, Microsoft

Nick Landry (@ActiveNick) is a mobility pioneer specializing in the design and production of mobile applications for consumers and the enterprise using diverse cross-platform technologies including Windows Phone, Windows 8, iOS, Android, Mobile Web, Xamarin and PhoneGap. Nick works at Microsoft as a Senior Technical Evangelist in the New York Metro area and engages with developers, students and IT pros to help them learn, adopt and use the Microsoft developer platform to design and build the next generation of apps for Windows Phone, Windows 8 and Windows Azure. Nick is also a Nokia Developer Ambassador whose mandate is to educate and support Windows Phone developers to maximize their success. Prior to joining Microsoft, Nick spent almost two years as a Senior Product Manager for mobile, data visualization and geospatial developer tools across multiple technologies and platforms. He previously spent most his career in IT consulting and services organizations across various technical and business roles, designing, building, managing and selling innovative software solutions for some of the world's top brands and Fortune 500 companies. Known for his dynamic and engaging style, he is a frequent speaker at major software development conferences worldwide like Visual Studio Live!, CodePalousa, Prairie DevCon, HDC, DevTeach, Xamarin Evolve, TechEd, and others. Nick was a 10-year Microsoft MVP awarded on Windows Phone Development, and is a Nokia Developer Champion. With over 20 years of professional experience, Nick is a developer and software architect by trade and specializes in Cross-Platform Mobility, Location Intelligence & Geospatial development, Data Visualization, Cloud Computing and Mobile Game Development. He authored multiple technical magazine articles, white papers, and mobility courses, has been a technical editor for IT books, and holds several professional certifications. Blog: www.AgeofMobility.com – LinkedIn: www.linkedin.com/in/activenick

Vishwas Lele
Chief Technology Officer, AIS

Vishwas Lele is an AIS Chief Technology Officer and is responsible for the company vision and execution of creating business solutions using .NET technologies. Vishwas brings close to 20 years of experience and thought leadership to his position, and has been at AIS for 13 years. A noted industry speaker and author, Vishwas is the Microsoft Regional Director for the Washington, D.C. area and a member of the Connected Systems Division Advisors group. Additionally, Vishwas has received an MVP (Most Valuable Professional) for Solution Architecture award for 2009.

Rockford Lhotka
CTO, Magenic
Visual Studio Live! Conference Co-Chair

Rockford Lhotka is the CTO of Magenic, and is the creator of the widely used CSLA .NET development framework. He is the author of numerous books on software development, and regularly speaks at major conferences around the world. Rockford is a Microsoft Regional Director and MVP. Magenic (magenic.com) is a company that specializes in planning, designing, building and maintaining your enterprise's most mission critical systems. For more information, go to lhotka.net.

Sahil Malik
Founder, winsmarts.com

Sahil Malik, the founder of winsmarts.com is an author, trainer and consultant who has worked in 18 countries and 5 continents over the past many years. As a Microsoft MVP award recipient for the past 10+ years, author of 20+ books and numerous articles, he brings with him an immense practical experience, insight and ability to make complex topics easy to understand and absorb. As a total geek, he loves interacting with fellow geeks in realtime. You can follow him at @sahilmalik.

James Montemagno
Principal Program Manager – Xamarin, Microsoft

James Montemagno is a Principal Program Manager on the Xamarin team at Microsoft. He has been a .NET developer since 2005 working in a wide range of industries including game development, printer software, and web services. Prior to becoming a Principal Program Manager, James was a professional mobile developer and has now been crafting apps since 2011 with Xamarin. In his spare time he is most likely cycling around Seattle or guzzling gallons of coffee at a local coffee shop. He can be found on Twitter @JamesMontemagno and blogs code regularly on his personal blog http://www.MotzCod.es.

Ted Neward
Director, Developer Relations, Smartsheet.com

Ted Neward is a programming language, virtual machine, and enterprise-scale architect. He has written a dozen books and hundreds of articles on .NET, Java, enterprise systems, mobile development, and programming languages. He resides in the Pacific Northwest, and can be found on the Internet at www.tedneward.com, www.itrellis.com, @tedneward on Twitter, and blogs at blogs.tedneward.com.

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CONFERENCE SPEAKERS (continued)

Brian Randell
Partner, MCW Technologies
Visual Studio Live! Conference Co-Chair

Brian A. Randell is a Partner with MCW Technologies LLC. For more than 20 years he has been building software solutions. He educates teams on Microsoft technologies via writing and training—both in-person and on demand. He's also a consultant for companies small and large, worldwide, including Fortune 100 companies like Microsoft. Brian is a passionate software craftsman who still enjoys coding as he helps teams to improve their processes from idea to shipping to production management and monitoring. In addition, he's become obsessed over the last few years with natural user interfaces and how to create compelling user experiences regardless of platform. In early 2010, he toured the world prepping Microsoft employees and Microsoft partners for the Microsoft Visual Studio 2010 launch. In 2012, he and his team built some of the first training content and demos for Microsoft using Visual Studio 2012, Team Foundation Server 2012, and Windows 8. For the 2013 release, he continued building new ALM content for use worldwide by Microsoft. He's currently a Visual Studio ALM MVP and co-author of "Professional Application Lifecycle Management with Visual Studio 2013" from Wrox Publishing. When not working, Brian enjoys spending time with his wife and two children who enjoy making him look bad on the Xbox One (with and without Kinect).

Walt Ritscher
Staff Author, Lynda.com at LinkedIn

Walt's enthusiasm for crafting software interfaces blossomed early. Just a few days after discovering how to move pixels around a computer screen he was devouring books on the topic of computer graphics and UI design. Before long he was sharing his discoveries with other technology buffs, a lifelong pursuit that has led to teaching engagements at universities, private training companies and the international conference circuit. As a consultant he has worked with a wide spectrum of clients, including Microsoft, HP, Intel, and Intuit. He is now a staff author at Lynda.com, part of the LinkedIn family, where his content team produces hundreds of technical training courses for software developers each year. His current UI obsession revolves around the XAML APIs. You can find his blog at blog.xamlwonderland.com and visualstudioadventures.com

Mark Rosenberg
Technical Instructor, New Horizons

Mark Rosenberg has been writing software with Microsoft technologies since 1997. He has been speaking to user groups and at code camps since 2005 and been a certified trainer Since 2007. Mark likes to talk to developers and has been talking to anyone who will listen. He is very active in the community, both speaking at user groups, former INETA Board member and still active with INETA. He currently is working as a senior development instructor at New Horizons in Austin, TX.

Michael Rys
Principal Program Manager, Microsoft

Michael has been doing data processing and query languages since the 1980s. He has a Ph.D. from the Swiss Federal Institute of Technology in C.S. Among other things he has been representing Microsoft on the XQuery and SQL design committees and has taken SQL Server beyond relational with XML, Geospatial and Semantic Search. Currently he is working on Big Data query languages such as SCOPE and U-SQL when he is not enjoying time with his family under water or at autocross.

Adam Tuliper
Sr. Technical Evangelist, Microsoft

Adam works as a Technical Evangelist for Microsoft. Prior to that he worked as a software architect in defense, finance, pharma, manufacturing, technology, and public sector fields over a span of 18+ years. He has a security background, and is deeply involved with web technologies.

Michael Washington
Founder, AiHelpWebsite.com

Michael Washington is the founder of AiHelpWebsite.com. He is an ASP.NET, C#, and Visual Basic programmer. He has extensive knowledge in process improvement, billing systems, and student information systems. He is a Microsoft MVP. He is the author of numerous books including An Introduction to the Microsoft Bot Framework and Creating HTML 5 Websites and Cloud Business Apps Using LightSwitch In Visual Studio 2013-2015. Michael has a son, Zachary and resides in Los Angeles with his wife Valerie.

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The .NET Developers Association is an Eastside community oriented group aimed at furthering the education of .NET developers. **www.meetup.com/NET-Developers-Association/**

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Windows Developer User Group

The Windows Developer User Group has been established to nurture knowledge base and collaboration among Windows Phone & Windows 8 application developers & enthusiasts. While we are primarily based in Columbus OH, developers from all around Ohio, neighboring states and just about anybody who has interest in the Microsoft ecosystem, is most welcome. **www.meetup.com/windowsdevug/**

Please check vslive.com/austin for the growing list of sponsors and partners for the event.

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Book by: April 21, 2017

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AVIS RENT-A-CAR is offering a discount on car rental for Visual Studio Live! Austin attendees. To receive the discounted rates, call Avis at 800.331.1600 and use the Avis Worldwide Discount (AWD) number D005872, or click here to make your reservation online.

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- Reception
- Networking Events
- Lunch (May 15-18)
- Laptop Computer Bag
- T-shirt with Completed Survey
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REGISTRATION PACKAGES (continued)

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Save $300	

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REGISTRATION PACKAGES (continued)

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FULL DAY HANDS-ON LAB PASS

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REGISTRATION PACKAGES (continued)

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GROUP DISCOUNTS are available for companies who bring 3 or more people.
For question or to register your group, please call 972.304.5380

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The Visual Studio Live! Austin 4-Day Group Package is for groups of 3 or more attendees from the same company registering for the 4-Day Conference Package.

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- Pre-conference workshops
- Reception
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- Lunch (May 15-18)
- Laptop Computer Bag
- T-shirt with Completed Survey
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