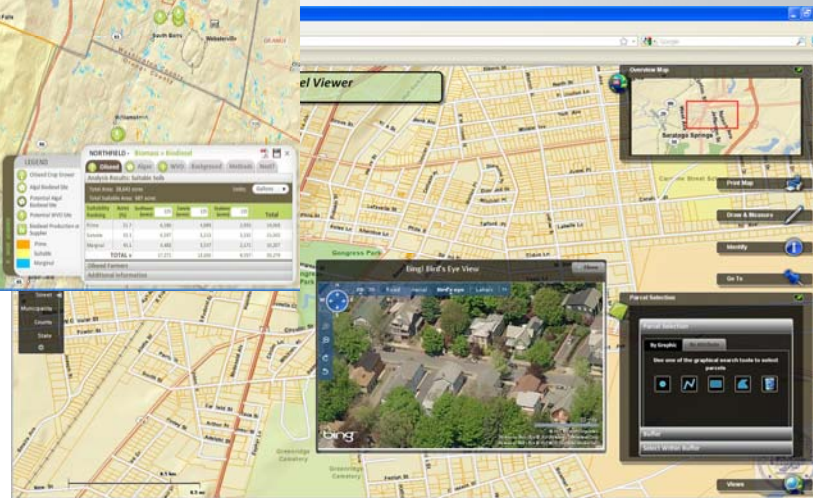
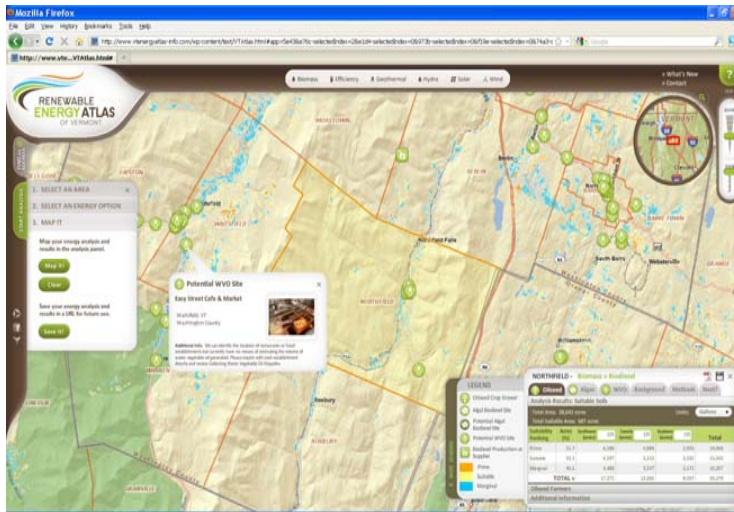
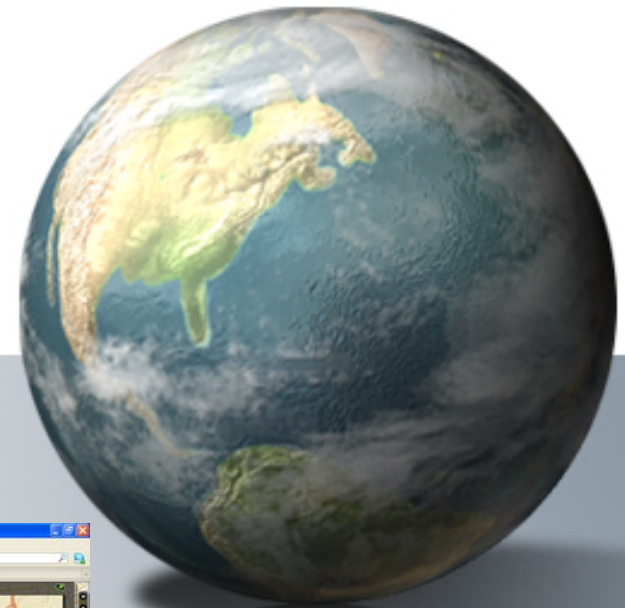


ArcGIS Server Application Development in the Cloud

*Larry Spraker, Fountains Spatial
Spring NEARC - May 17, 2011*

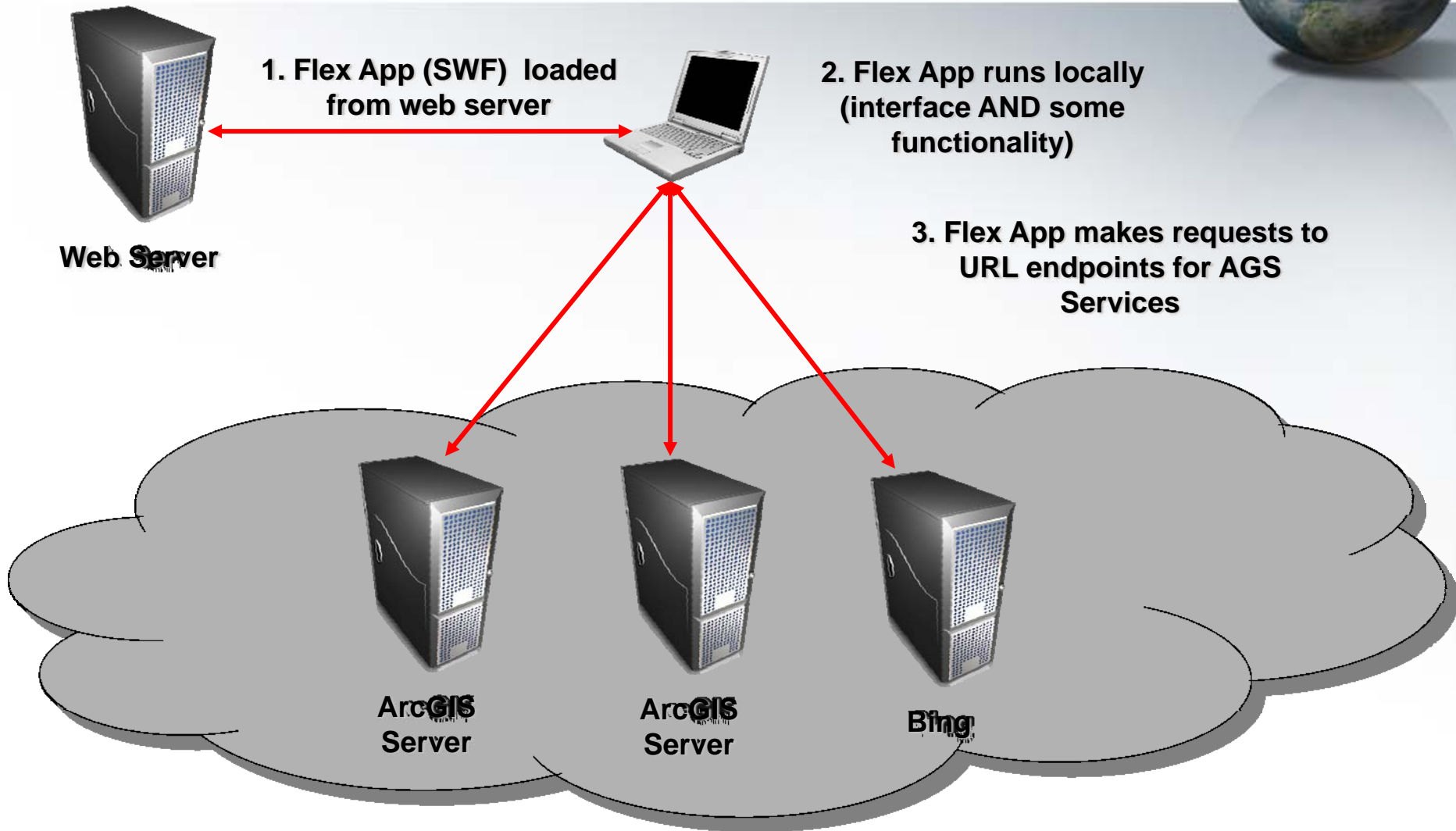


Client-side API Development



- Different than the server-side development (ADFs) which is bound to the server (.NET, Java)
- Client-side APIs work nicely with cloud since they are “detached”
- Developing with client-side APIs (Flex, Silverlight, JS) does NOT require ArcGIS Server
- Develop in Flash Builder and Visual Studio and simply consume published services from specified URLs (REST)

Flex Application Processing



AGS Services (Map, Geoprocessing, Geocoding, Geometry)

AGS in the Cloud...



- Your apps aren't completely tied to a "version" of ArcGIS Server (more to the API version)
- Can use a "static" web server to deploy your app with a URL, then consume AGS from cloud
- Can easily take advantage of load balancing
- Good for migrating/testing between versions of AGS

What NOT to do...



- Do NOT develop .NET or Java ADF apps anymore (10.1 no local connections)
- 10.1 is last release of AGS Manager
- Be sure to install AGS on 64 bit OS's ONLY, otherwise you will have to upgrade your OS at 10.1 (32 bit OS will NOT run AGS 10.1)

THANK YOU!



Questions?