ArcGIS Server Application Development in the Cloud
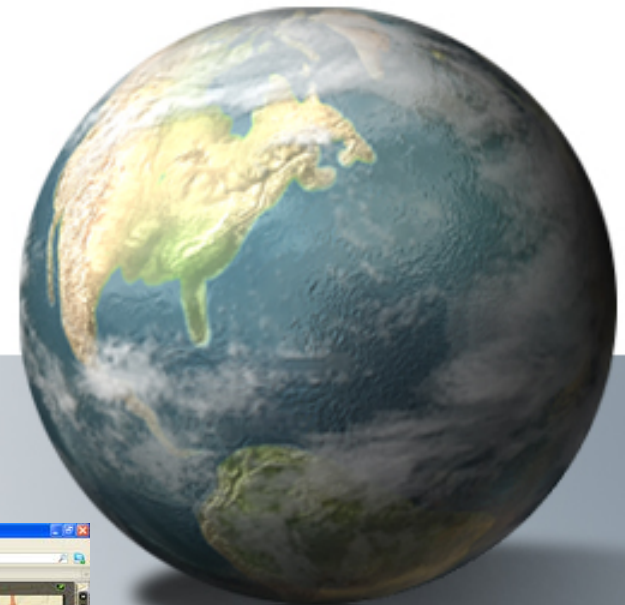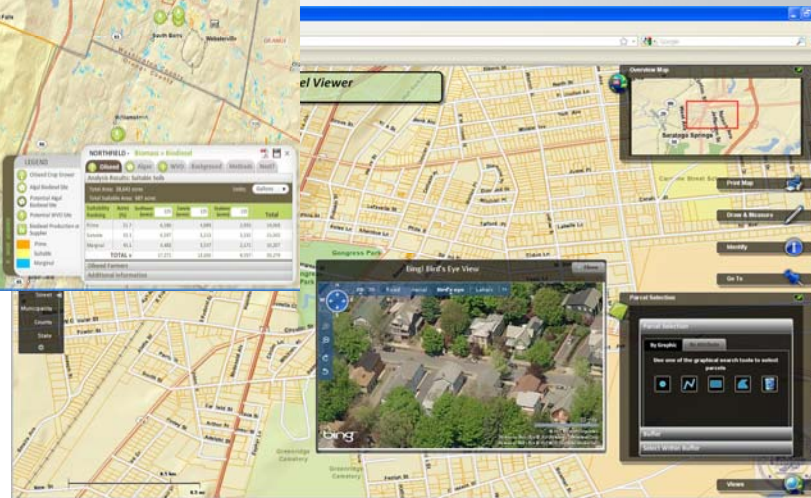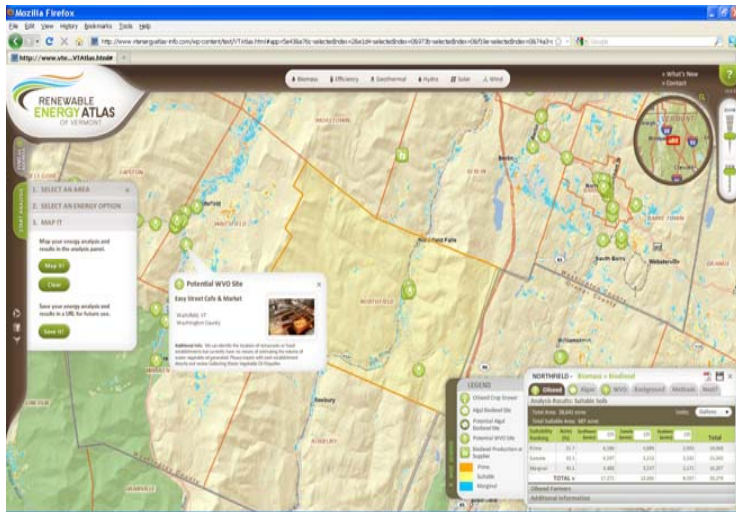
Larry Spraker, Fountains Spatial

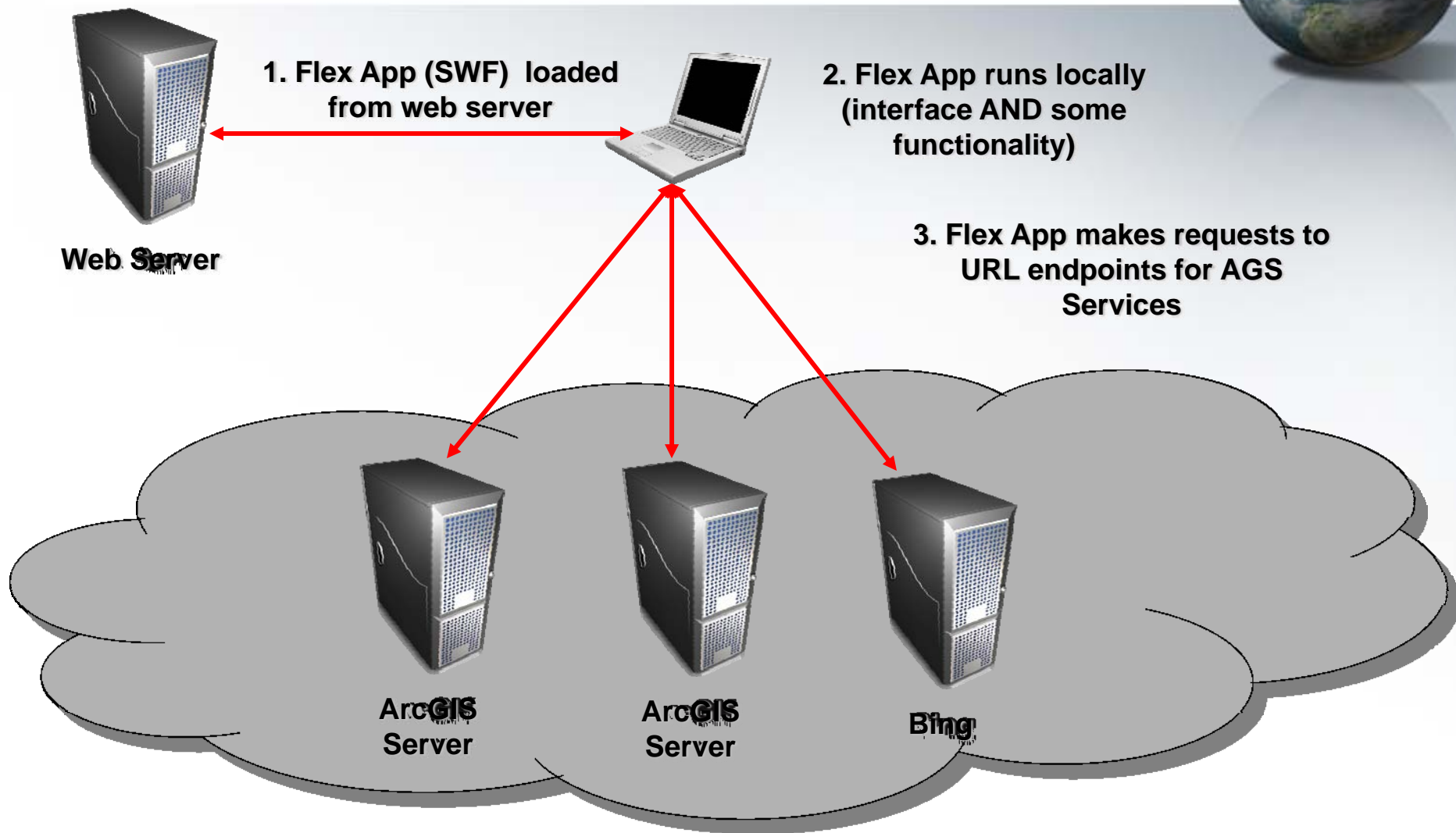*Spring NEARC - May 17, 2011*

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

1. Flex App (SWF) loaded from web server

2. Flex App runs locally (interface AND some functionality)

3. Flex App makes requests to URL endpoints for AGS Services

Web Server

ArcGIS Server

ArcGIS Server

Bing

AGS Services (Map, Geoprocessing, Geocoding, Geometry)

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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

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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)

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THANK YOU!

Questions?