



Serverless Panel Middleware 2019

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Do we know **how to write Functions**
as a service?

```
func main() {  
    var err error  
  
    syncAlertTargets := flag.Bool("alert-target", false, "synchronize AlertTarget instance")  
    flag.Parse()  
    defer glog.Flush()  
  
    glog.V(3).Infof("Started with cluster name: %v", *clusterName)  
  
    c := make(chan os.Signal)  
    signal.Notify(c, os.Interrupt, syscall.SIGTERM)  
    go func() {  
        <-c  
        cleanup()  
    }()  
  
    //create a kube client kubernetes.Clientset  
    initialized := make(chan int)  
  
    config, err := common.BuildConfig(kubeconfig)  
    if err != nil {  
        glog.Fatalf("cannot create kube config successfully: %v", err)  
    }  
}
```

Can Serverless be **Pervasive**?



Is serverless computing a **game changer**?

