

08.30-09.20	DOORS OPEN	
09.20-09.40	ROOM N10   ON STREAMING N11: OPENING BY CODEMOTION	
	KEYNOTES	
09.40-10.00	ROOM N10   ON STREAMING N11: From bots to machine learning: How the 4th Industrial Revolution will forever change how we live, work, play and learn by Jose de Castro (Cisco)	
10.00-10.20	ROOM N10   ON STREAMING N11: Elementary, Watson! Diving into the cognitive world by Rossella De Gaetano (IBM), Elisabetta Rinaldi (IBM)	
10.30-11.10	ROOM N10: The Secrets of High Performance: Science Edition by Nicole Forsgren (DORA)	ROOM N11: Digital Transformation of the Italian Government by Simone Piunno (Digital Transformation Team)
11.10-11.30	COFFEE BREAK	

11.30-18.00

Cisco Lab

11:30-18:00

Cisco Lab

# Room N4

## #Codelab

**Learn to build Bots and add Video, SMS, Voice to your apps by using Cisco Spark and Togo**

**Stéve Staruk, John Reola**  
Language: English  
Level: from beginners to experts

### 20 MINUTES SESSIONS

JOIN US WHEN YOU WANT!

**SPECIAL LOTTERY: ONE OF THE ATTENDEE OF THE CODELAB, WILL BE SELECTED TO WIN AN APPLE WATCH!**

To be eligible to win the Apple Watch, be sure to register to Cisco DevNet platform.

Also, Cisco is bringing to the Codelab a special ChatBot Contest to be held during the Codemotion event. 10 prizes classified will be awarded with an **iPhone**, a **Monorover Single Wheel Self Balanced Electric Monocycle**.

A Beryngian **Headphones**

In this lab you will definitely get in touch with the new

13.10-14.10		TAKE YOUR CODEMOTION LUNCH BOX									
<b>14.10</b> 14.50 	<b>#INSPIRATIONAL</b> <b>Urban Legends: What You Code Makes You Who You Are</b> <i>PJ Hagerly (Logzio)</i> Language: English - Level: Beginner	<b>#DESIGN/FRONT-END</b> <b>Progressive Web Apps: trick or treat real magic?</b> <i>Maurizio Mangione (Accenture)</i> Language: Italian - Level: Intermediate	<b>#DEVOPS/ARCHITECTURE</b> <b>Life of an SRE at Google: ending the conflict between DEV and OPS side</b> <i>JC van Winkel (Google)</i> Language: English - Level: Beginner	<b>#GAMEDEV/VR</b> <b>Debug, Analyze and Optimize Games with Intel Tools</b> <i>Matteo Valoriani (FifthGenerationum)</i> Language: English - Level: Beginner	<b>#DEVOPS/ARCHITECTURE</b> <b>Microservice Plumbing</b> <i>Glynis Bird (IBM)</i> Language: English - Level: Intermediate	<b>#LANGUAGES</b> <b>Briefly Rust</b> <i>Danielle Esposti (Badoo)</i> Language: English - Level: Intermediate	<b>#MOBILE</b> <b>How to embed Video Calls and Messaging in your applications without being a Media, WebRTC, XMPP or SIP expert</b> <i>Josh Reala (Cisco)</i> Language: English - Level: Intermediate	<b>#REACTIVE PROGRAMMING</b> <b>I have a stream - Insights in Reactive Programming</b> <i>Jan Carsten Lohmüller (Workplace Solutions GmbH)</i> Language: English - Level: Intermediate	<b>#AI/MACHINE LEARNING</b> <b>From a Developer's POV: Is Machine Learning Reshaping the World?</b> <i>Simone Scardapane (University of Rome "La Sapienza")</i> Language: Italian - Level: Beginner		
	<p>If you were a carpenter, would your skills at building be more important than the tools you use to build? Skills, right? Tools are just a means to an end. So why do developers think the language they use defines the problems they solve? This talk will take a look at misconceptions across the board of some experiences, both positive and negative, people have had crossing barriers to new languages, and show some of the benefits thinking of one's self as a coder and not a "Ruby coder" or a "Java dev" can have on being a better problem solver.</p>	<p>Con il passare del tempo i siti e le applicazioni diventano sempre più pesanti e gli utenti consumano i loro contenuti prevalentemente attraverso dispositivi mobili. Due cose che non vanno certo d'accordo. Rendere le applicazioni performanti è un compito difficile soprattutto quando ci sono variabili che non possiamo controllare, come la connessione. In questo workshop analizzeremo insieme le idee di Progressive Web Apps possono essere una risposta concreta a questo problema.</p>	<p>We've all heard about DEVOPS and companies adopting DEVOPS tactics and strategies. But how can we limit the inherent tension and resulting conflicts between DEV and OPS side? That is bad for effectiveness, the work environment and utilization. But we want to have an organization that people love to work at, keeps "the site" reliable and moves systems forward at a high pace. In its 15 year history, SRE have learned what happens when you live by ground rules, such as automation, launching fast and often, leaving well-defined SLAs and in case of outages, writing blameless postmortems.</p>	<p>You use the full potential of your favorite platform while improving a videogame's frame rate and performance with GPU Graphic Performance Analyzer), a free tool powered by Intel. Featuring a convenient panel overview, you can quickly identify problem areas and experiment with improvements without having to recompile the source code. System Analyzing to isolate core system bottlenecks that affect your game's performance in real time. Analyze performance on a single frame basis, such as animation, launching fast and often, leaving well-defined SLAs and in case of outages, distribute workloads across the CPU and GPU.</p>	<p>If you implement a microservice architecture correctly, you will end up with a proliferation of different microservices, with multiple instances of each one for redundancy. Find out how you to get microservices to work together like a distinctive and a good choice for facts and reliable software development environment and Web applications. Announced at both Apple and Cisco WWK conferences in July 2016 (<a href="https://developer.cisco.com/site/apple/">https://developer.cisco.com/site/apple/</a>). Cisco is working on a SDK that allows developers to add video capabilities to any apps with just a few lines of code. Join this session to get latest information about these SDKs and the underlying Topo and Spark architectures.</p>	<p>Rust is a emerging system language with the speed of C/C++ the ergonomics of a functional language and the safety instincts of each one for redundancy. In this presentation I'll expose the main feature of rust and how it solves the issues of Facebook Messenger, Cisco Spark®). It is still pretty complicated to integrate these capabilities in our Mobile and Web applications. Announced at both Apple and Cisco WWK conferences in July 2016 (<a href="https://developer.cisco.com/site/apple/">https://developer.cisco.com/site/apple/</a>). Cisco is working on a SDK that allows developers to add video capabilities to any apps with just a few lines of code. Join this session to get latest information about these SDKs and the underlying Topo and Spark architectures.</p>	<p>If Messaging and Video communications are part of our habits (Whether WhatsApp, Facebook Messenger, Cisco Spark®). It is still pretty complicated to integrate these capabilities in our Mobile and Web applications. Announced at both Apple and Cisco WWK conferences in July 2016 (<a href="https://developer.cisco.com/site/apple/">https://developer.cisco.com/site/apple/</a>). Cisco is working on a SDK that allows developers to add video capabilities to any apps with just a few lines of code. Join this session to get latest information about these SDKs and the underlying Topo and Spark architectures.</p>	<p>Reactive Programming is described as the next big thing of a programming paradigm. When you take a look around in social networks like Twitter or discussion platforms like Stackoverflow you will find lots of people talking about it. They even ask the question what Reactive Programming is all about. Yet, people still get confused by the question what Reactive Programming or even Functional Reactive Programming is. Starting at this point of confusion, let us take a closer look at Reactive programming and the concepts behind this paradigm.</p>	<p>There is no denying that machine learning is rapidly reshaping the technological horizon, fuelled by increasing availability of large datasets and powerful computing (e.g., TensorFlow). Classical ML techniques are becoming a common tool for the everyday programmer, at the same time highly sophisticated deep learning models are fuelling frontier cases, advanced AI players, and more. This talk will survey the ways in which MLs are impacting the programming world, as we try to answer the following questions: are we truly witnessing a New AI resurgence? If yes, what should any developer be aware of?</p>	<p>The codelets hands have been running their first day of Codemotion Milan, from 11 am to 6 pm come and say hello at any time! The entrance is free and you can choose among any of the following sessions:</p>	
								<p>Join us in the Cisco Area area where choose your specialists on lab! Meet Cisco Spark and Topo and actually help you to integrate them in your app easily.</p>			

Join us in the **Cisco Area** and choose your hands-on lab! Meet Cisco specialists who will help you in discovering all the functionalities of Cisco Spark and Trolo and actually help you to integrate them in your app easily.

The codeclabs hands-on will run throughout the first day of Codemotion Milan, from 11 am to 6 pm: come and say hello **at any time**. The entrance is free and you can choose among any of the following sessions:

How to participate:

- No need to reserve, just go to room.N4

55-16.10		NETWORKING COFFEE									
<div>16.10</div> <div>16.50</div>		<div>#CLOUD/BIGDATA</div> <div>App Dev in the Cloud:</div> <div>Not my circus, not my monkeys...</div> <div>Eric D. Schabell (Red Hat)</div> <div>Language: English - Level: Beginner</div> <div>When faced with all the hype around Cloud, most application developers are not really all that excited. Maybe you get that feeling that it isn't your problem, just leave me to my applications. Let me show you why, as an application developer, you can't ignore your Cloud stack anymore. We will examine your Cloud stack anecdotes and provide you with solutions to ease you into your first private PaaS on your own local machine that you can install in just minutes. Finally you will be given a myriad of examples and tools that you can use to take control of this circus and own the monkeys!</div>	<div>#INSPIRATIONAL</div> <div>Fullstack &lt;*&gt; guide</div> <div>To the galaxy</div> <div>Michele Franzin (SeeSaw s.r.l)</div> <div>Andrea Reginato (LeakyLabs)</div> <div>Language: Italian - Level: Intermediate</div> <div>In ogni progetto si scambiano molte informazioni tra vari attori: DevOps, PM, client... In più delle volte i grafi delle informazioni che lega questi attori è debole, causando un abbassamento della qualità delle scelte fatte. Condivisione della documentazione, comunicazione tra microservizi, rapporto con gli stakeholder... siamo spesso spesso abituati a ragionare a compartimenti stagni. Vedremo come un "Approccio Fullstack" è il semplice: soluzione with your city life. Vedremo come una maggiore condivisione migliori la qualità delle scelte che riguardano tecnologie, comunicazione, aspetti umani e così.</div>	<div>#DEVOPS/ARCHITECTURE</div> <div>Monitoring Big Data Systems</div> <div>The "Simple Way"</div> <div>Demi Ben-Ari (Panorasy)</div> <div>Language: English - Level: Intermediate</div> <div>Once you start working with Big Data systems, you discover a whole bunch of problems you won't find in monolithic systems. Monitoring all of the components becomes a big data problem itself. In this talk we'll mention all of the aspects that you should take in consideration when monitoring a distributed system using tools like: Web Services, Spark, Cassandra, MongoDB, AWS. Not only the tools what should you monitor about the actual data that flows in the system? We'll cover the simplest solution with your city life, open source tools, the surprising thing, that it comes not from an Ops Guy.</div>	<div>#GAMEDEV/VR</div> <div>Comics and immersive storytelling in Virtual Reality</div> <div>Fabio Corrosio (Onitide)</div> <div>Language: English - Level: Intermediate</div> <div>Virtual Reality is an undoubtedly ideal storytelling platform, wherever the story is. After starting with the very first VR comic in the world, "MagneQue" a GearVR exclusive, we'll focus on telling virtual reality stories without resorting to 360° videos. Drawing techniques, stereoscopic coding, sequential art tips and tricks. And more. Our times allow for a unique opportunity to tell old stories, anew.</div>	<div>#DESIGN/FRONT-END</div> <div>Component-Based UI Architectures for the Web</div> <div>Andrew Rota (Wayfair)</div> <div>Language: English - Level: Intermediate</div> <div>Today UI frameworks for the web are embracing the concept of "components". But what does a component-focused architecture really mean? In this talk we'll delve into the theory behind component-based UIs and what it means for the future of user interfaces on the web. At the conclusion of this talk, attendees will have an understanding of what makes component-based architectures distinct and why such an approach might be the ideal solution for building web-based UIs.</div>	<div>#LANGUAGES</div> <div>Getting started with Go</div> <div>Florin Patan (YouView TV Ltd.)</div> <div>Language: English - Level: Beginner</div> <div>This talk focuses on people which are interested in the Go programming language and want to learn it. In it I will present the various resources new gophers have to learn Go, what are the usual pitfalls and how to get help when they are stuck.</div>	<div>#CONTAINERS</div> <div>Resilient microservices with Kubernetes</div> <div>Mete Akateli (Google)</div> <div>Language: English - Level: Beginner</div> <div>Creating a single microservice is a well understood problem. Creating a cluster of load-balanced microservices that are resilient and self-healing is not so easy. Managing that cluster with rollouts and rollbacks, scaling individual services on demand, securely sharing secrets and configuration among an app, accessing user and organization data, interacting with mail, calendar and presence, receiving a call when something changes on a file directory, calendar item, and so on. In this session we'll see how to interact with Microsoft Graph from many cross-platform technologies, both client side (ie Xamarin) and server side.</div>	<div>#MOBILE</div> <div>Create cross-platform apps that interact with Microsoft Graph and Office 365</div> <div>Lorenzo Barbelli (Microsoft Western Europe)</div> <div>Language: Italian - Level: Intermediate</div> <div>Microsoft Graph is the access point to most Microsoft APIs (Office 365, Outlook.com, Excel Online, SharePoint, OneDrive, Skype, etc.) and it's the only way to interact with the data stored in Office365 from an app, accessing user and organization data, interacting with mail, calendar and presence, receiving a call when something changes on a file directory, calendar item, and so on. In this session we'll see how to interact with Microsoft Graph from many cross-platform technologies, both client side (ie Xamarin) and server side.</div>	<div>#JAVASCRIPT</div> <div>Event-Sourcing your React-Redux applications</div> <div>Maurice de Beijer (ABL - The Problem Solver)</div> <div>Language: English - Level: Intermediate</div> <div>Most React-Redux applications store the work in progress as is in a database. It is fine to treat objects like this in a small application. But this is not optimal when applications are complex. Prefer the CQRS design pattern for more complex applications. Combining this with Event-Sourcing is an even more powerful solution. Event-Sourcing ensures that every action is stored as a separate domain event. These domain events are the CQRS write model. These events also project into a secondary database. This projection builds the CQRS read model for the application.</div>	

17:50-18:30						NETWORKING BEER															
						MEETUPS															
18:30 19:30																					
#SEE YOU TOMORROW	#SEE YOU TOMORROW			#SEE YOU TOMORROW			#MEETUP <b>Meetup Code Garden Roma e Java User Group Roma: metodi asincroni con Spring</b> <b>Vitalij Zadneprovskiy (Freelance)</b> <b>Language:</b> Italian - Level: Intermediate  Possiamo scrivere metodi asincroni anche in Java e con Spring, anche senza dover usare la ultime versioni della JVM o del framework. Si parlerà di thread bloccati e altri stati dei thread. Le interfacce Executor della JDK ci aiutano a gestire le chiamate asincrone, vedremo come vengono implementate in Spring. Ci saranno esempi di configurazione XML e con annotations.  Si parlerà di callback hell e di come evitarlo usando la Completable Future.	#MEETUP <b>Meetup DEED - il primo incontro di Design &gt;3 Development</b> <b>Luca Ferretti (Immobiliare.it)</b> <b>Emanuele Macri (nests)</b> <b>Language:</b> Italian - Level: Beginner  Presentazione e primo incontro di DEED (Design >3 Development), la nuova community di noi Designer e Developer si cercano, si parlano e si confrontano. Un ponte tra silos troppo spesso isolati, per far emergere il vero valore della nostra collaborazione. Durante l'incontro un'antologia dei temi trattati nei futuri meetups con gli interventi di Emanuele Macri (nests) – "CSS Grid by Example" Luca Ferretti (Immobiliare.it) – "Partecipanti entusiasti e dove trovarli" ovvero cosa ho imparato facendo guerriglia usability testing in una città dove caffè non è sinonimo di Starbucks.			#MEETUP <b>Meetup RomaJS - introduzione interattiva a Node.js</b> <b>Luca Lanziani (nearForm)</b> <b>Language:</b> Italian - Level: Beginner  Da ormai qualche anno Node.js sta prendendo sempre più piede: sa in ambito startup che in ambito enterprise, cerchiamo di capire se e come questa cosa si tratta, quali sono le sue caratteristiche principali e dove questo tool può dare il meglio di sé. Inizieremo da una introduzione del JavaScript runtime, descrivendo il suo sistema di I/O e un'anteprima dei temi trattati nei futuri incontri, mettendo a disposizione. Passeremo poi all'attornio ecosistema di librerie (NPM), mostrando le più famose e il loro utilizzo.			#MEETUP <b>Meetup DjangoGirls - L'approccio femminile alla tecnica</b> <b>Le nostre esperienze, finora</b> <b>Emanuela Dal Mas (DjangoGirls Italia)</b> <b>Iscopo Spisatelli (DjangoGirls Italia)</b> <b>Language:</b> Italian - Level: Beginner  Il primo evento DjangoGirls in Italia è stato a Roma, ospitato da Codemotom un anno fa. Dopo i due coach e i loro partecipanti dopo possiamo tracciare un primo bilancio del metodo DjangoGirls: provare a raccontare l'energia che scorre in questi workshop, e cioè l'importanza di coinvolgere tante donne nell'imparare a costruire strumenti tecnologici. Il movimento DjangoGirls sta crescendo sempre di più e nei prossimi mesi saranno fissi di eventi per tutta Italia. Partecipa se sei interessata/o ai interessanti world's. Fare il coach è facile. Li possiamo dare una mano e ci aiuterà a crescere.			#MEETUP <b>DorusDotNet, DotNetCode &amp; dotNETpodcast Meetup - Serverless Computing</b> <b>Giorgio Di Nardo (Proge - Software)</b> <b>Luca Congiu (Servizi Auto Online)</b> <b>Language:</b> Italian - Level: Beginner  I Serverless Computing è l'ultima frontiera della rivoluzione "cloud": dalla programmazione ed enfaticamente sulla produttività caratteristica delle offerte PaaS. Azure Functions è la soluzione di Serverless Computing integrata in Azure, con cui poter raggiungere rapidamente l'obiettivo di organizzare la propria applicazione a microservizi, o di integrarsi in maniera flessibile con applicazioni esterne, senza preoccuparsi dell'infrastruttura sottostante. Azure Functions Deep Dive - Giorgio Di Nardo ASP.NET Core with Azure Functions - Luca Congiu.			#SEE YOU TOMORROW	





  
11:30-12:20  
Salesforce Lab  
Room N4  
#Codelab  
Build your App with Salesforce!  
John Stevenson  
Language: English  
Level: Beginner  
20 MINUTES SESSIONS  
JOIN US WHEN YOU WANT!  
SPECIAL LOTTERY: ONE OF THE ATTENDEES OF THE Codelab WILL BE SELECTED TO WIN AN HTC VIVE VR!  
Trailhead is a new, fun, and free way to learn how to build apps on Salesforce. Through interactive, hands-on challenges, you'll learn the Salesforce platform while earning points and badges. Everyone can learn Salesforce and boost their career.  
Salesforce is the fastest growing platform for building apps for business, consumers and IoT and all your apps are automatically deployed in the cloud.  
Whether you are an admin, user, or developer, there is a trail for you!