



Melhore a experiência de desenvolvimento com Inteligência Artificial



Patrocínio



Apoio



Realização



Code Island
the community of communities



CODE ISLAND CLOUD

Melhore a experiência de desenvolvimento com Inteligência Artificial

Ana Cunha

Senior Developer Advocate
Amazon Web Services (AWS)



Agradecimento

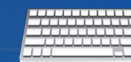
Patrocínio:



Apoio:



Desenvolvimento de Software




```
groups_free(struct group_info *group_info)
{
    if (groupinfo->blocks[0] != group_info->small_block) {
        int i;
        if (groupinfo->blocks[0] != group_info->small_block) {
            for (i = 0; i < group_info->nblocks; i++)
                freepage((unsigned long)groupinfo->blocks[i]);
            for (i = 0; i < group_info->nblocks; i++)
                freepage((unsigned long)groupinfo->blocks[i]);
            kfree(groupinfo);
        }
        kfree(groupinfo);
    }
}

EXPORT_SYMBOL(groupsfree);

/* export the groupinfo to a user-space array */
int groups_touser(gid_t user *grouplist,
/* export the groupinfo to a user-space array */
const struct group_info *group_info)
static int groups_touser(gid_t user *grouplist,
const struct group_info *group_info)
{
    int i;
    unsigned int count = groupinfo->nblocks;
    for (i = 0; i < group_info->nblocks; i++) {
        unsigned int cpcount = min(NGROUPSPERBLOCK, count);
        for (i = 0; i < group_info->nblocks; i++) {
            unsigned int len = cpcount * sizeof(*grouplist);
            unsigned int cpcount = min(NGROUPSPERBLOCK, count);
            int len = cpcount * sizeof(*grouplist);
            group_info->blocks[i], len))
}

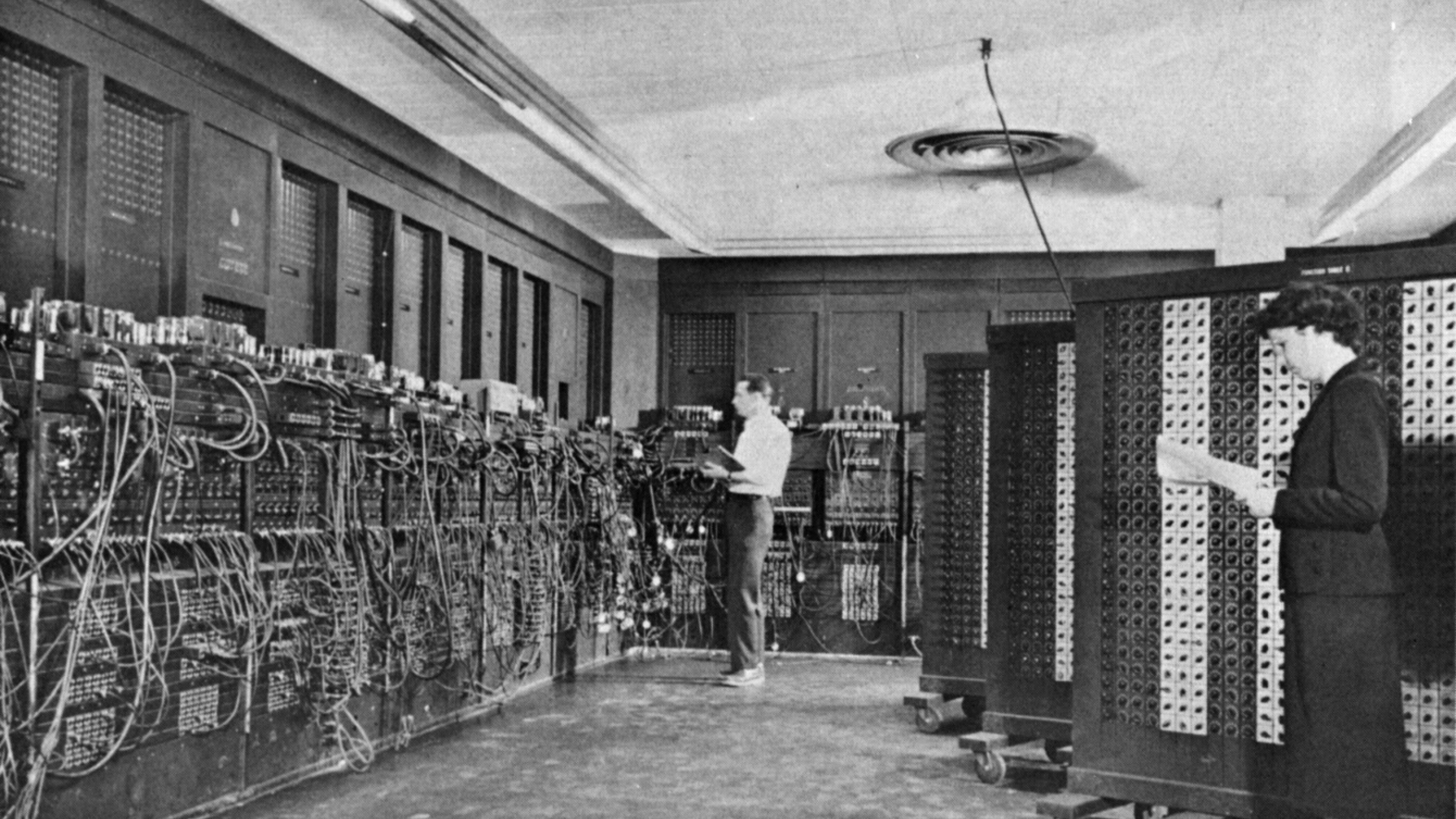
mod.use_x = False
mod.use_y = True
mod.use_z = False
operation == "MIRROR_Z":
mod.use_x = False
mod.use_y = False
mod.use_z = True
objects.active = modifier_ob
operation at the end - add back the developer
ob.select= 1
ob.select=1
context.scene.objects.active = modifier_ob
"selected" + str(modifier_ob) # modifier_ob
mirror_ob.select = 0
key.context.selected_ob.select = 1
selected object""
mirror_x"
```






Tecnologia













Abstrações



01010100 01101000 01100101 00100000 01110001 01110101
01101001 01100011 01101011 00100000 01100010 01110010
01101111 01110111 01101110 00100000 11110000 10011111
10100110 10001010 00100000 01101010 01110101 01101101
01110000 01110011 00100000 01101111 01110110 01100101
01110010 00100000 01110100 01101000 01100101 00100000
01101100 01100001 01111010 01111001 00100000 11110000
10011111 10010000 10110110 00101110 00101110 00101110




```

C000          ORG   ROM+$0000 BEGIN MONITOR
C000 8E 00 70  START  LDS   #STACK

*****
* FUNCTION: INITA - Initialize ACIA
* INPUT: none
* OUTPUT: none
* CALLS: none
* DESTROYS: acc A

0013          RESETA EQU   %00010011
0011          CTLREG EQU  %00010001

C003 86 13    INITA  LDA A  #RESETA  RESET ACIA
C005 B7 80 04          STA A  ACIA
C008 86 11          LDA A  #CTLREG  SET 8 BITS AND 2 STOP
C00A B7 80 04          STA A  ACIA

C00D 7E C0 F1          JMP   SIGNON  GO TO START OF MONITOR

*****
* FUNCTION: INCH - Input character
* INPUT: none
* OUTPUT: char in acc A
* DESTROYS: acc A
* CALLS: none
* DESCRIPTION: Gets 1 character from terminal

C010 B6 80 04  INCH  LDA A  ACIA      GET STATUS
C013 47          ASR A                SHIFT RDRF FLAG INTO CARRY
C014 24 FA          BCC  INCH         RECIEVE NOT READY
C016 B6 80 05          LDA A  ACIA+1  GET CHAR
C019 84 7F          AND A  #$7F      MASK PARITY
C01B 7E C0 79          JMP   OUTCH   ECHO & RTS

*****
* FUNCTION: INHEX - INPUT HEX DIGIT
* INPUT: none
* OUTPUT: Digit in acc A
* CALLS: INCH
* DESTROYS: acc A
* Returns to monitor if not HEX input

C01E 8D F0    INHEX  BSR   INCH      GET A CHAR
C020 81 30          CMP A  #'0      ZERO
C022 2B 11          BMI   HEXERR    NOT HEX
C024 81 39          CMP A  #'9      NINE
C026 2F 0A          BLE   HEXRTS    GOOD HEX
C028 81 41          CMP A  #'A      NOT HEX
C02A 2B 09          BMI   HEXERR    NOT HEX
C02C 81 46          CMP A  #'F
C02E 2E 05          BGT   HEXERR
C030 80 07          SUB A  #7       FIX A-F
C032 84 0F    HEXRTS AND A  #$0F    CONVERT ASCII TO DIGIT
C034 39          RTS

C035 7E C0 AF  HEXERR JMP   CTRL    RETURN TO CONTROL LOOP

```





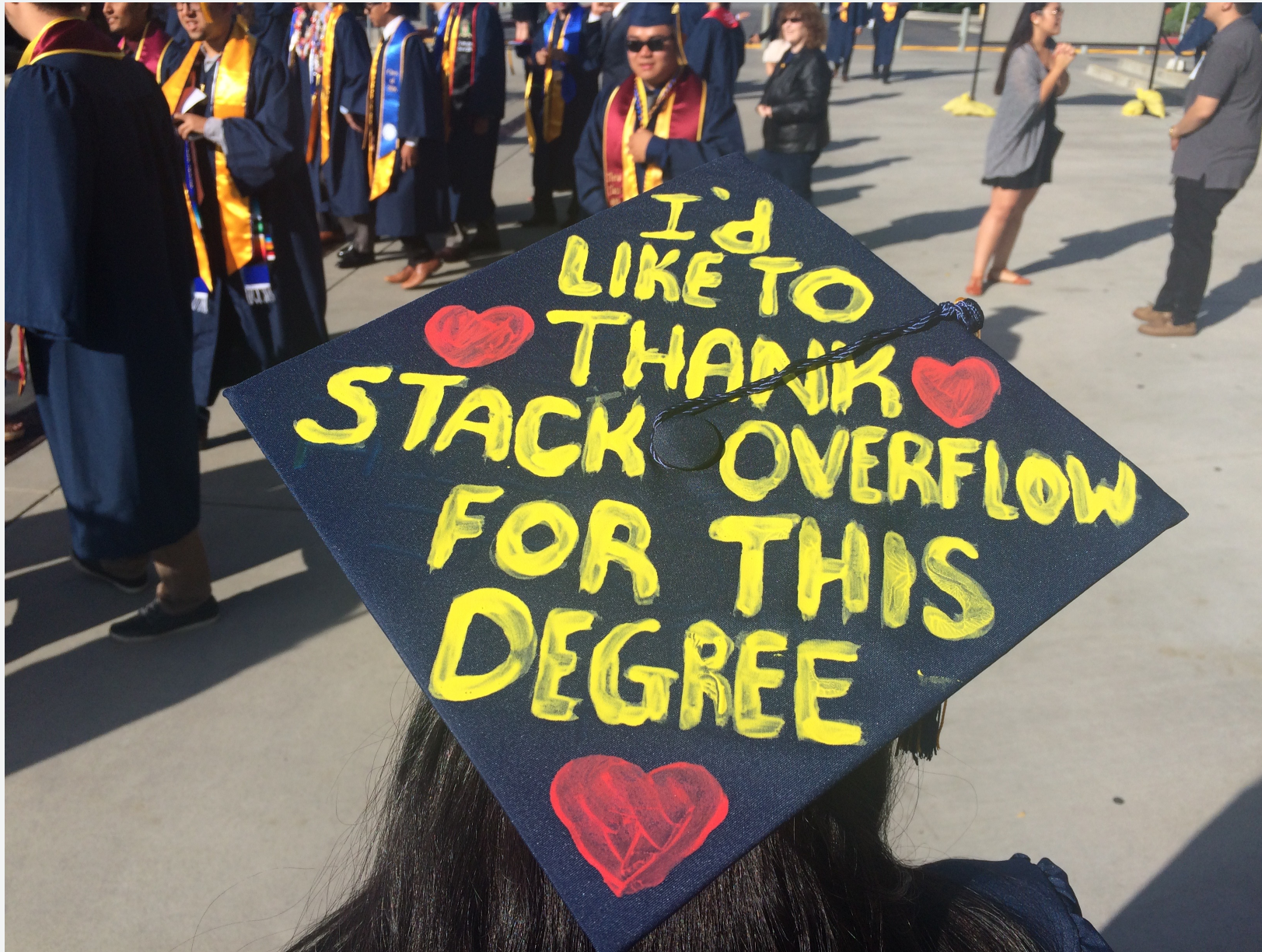
```
public void createBucket( S3Client s3Client, String bucketName) {  
  
    CreateBucketRequest bucketRequest = CreateBucketRequest.builder()  
        .bucket(bucketName)  
        .build();  
  
    s3Client.createBucket(bucketRequest);  
    HeadBucketRequest bucketRequestWait = HeadBucketRequest.builder()  
        .bucket(bucketName)  
        .build();  
  
}
```


Referências





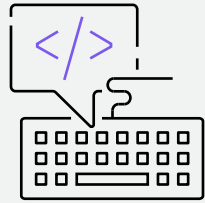




Desafios do Desenvolvimento de Software

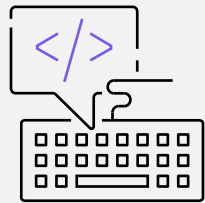


Desafios do Desenvolvimento de Software



**Várias linguagens
de programação**

Desafios do Desenvolvimento de Software

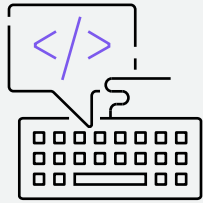


**Várias linguagens
de programação**

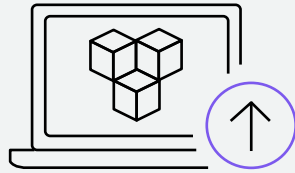


**Vários frameworks
e bibliotecas**

Desafios do Desenvolvimento de Software



**Várias linguagens
de programação**

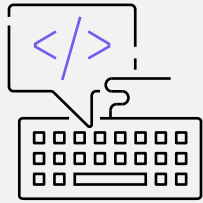


**Vários frameworks
e bibliotecas**

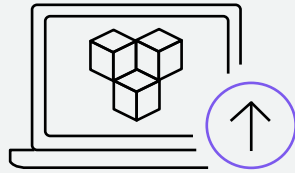


**Muitos serviços
de nuvem e APIs**

Desafios do Desenvolvimento de Software



**Várias linguagens
de programação**



**Vários frameworks
e bibliotecas**

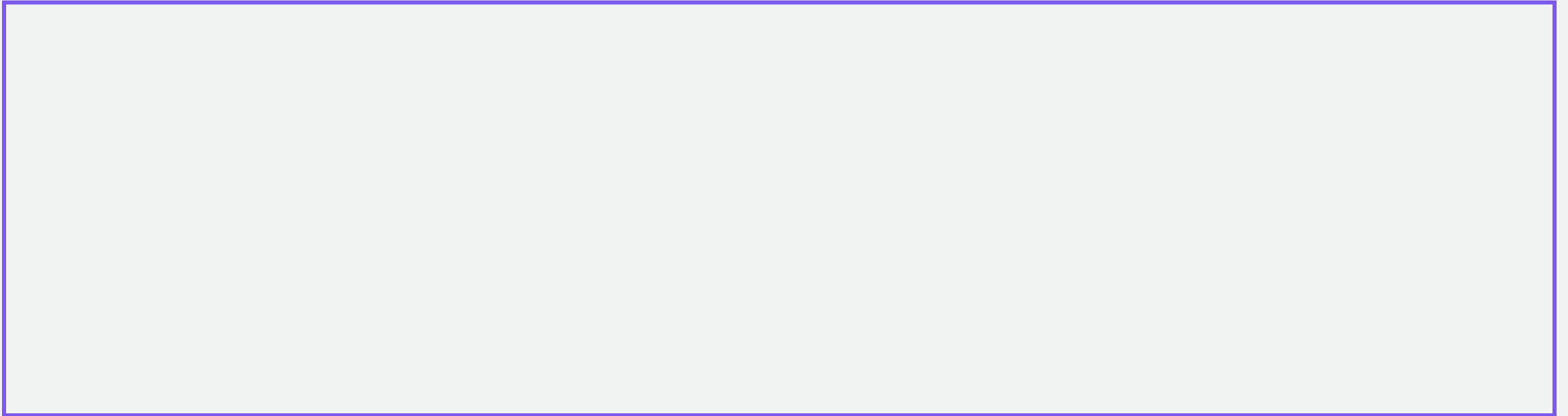


**Muitos serviços
de nuvem e APIs**

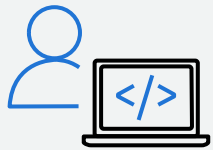


**Identificando
melhores práticas
relevantes**

Desafios do Desenvolvimento de Software

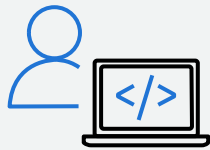


Desafios do Desenvolvimento de Software

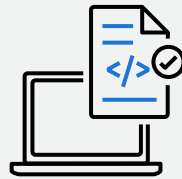


Escassez de
desenvolvedores

Desafios do Desenvolvimento de Software



Escassez de desenvolvedores



Tempo gasto em código indiferenciado

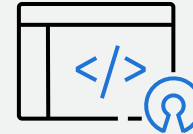
Desafios do Desenvolvimento de Software



Escassez de desenvolvedores

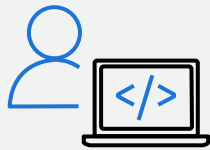


Tempo gasto em código indiferenciado

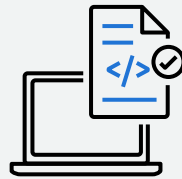


Uso apropriado de código open source

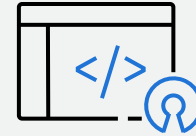
Desafios do Desenvolvimento de Software



Escassez de desenvolvedores



Tempo gasto em código indiferenciado



Uso apropriado de código open source



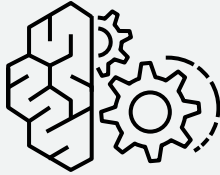
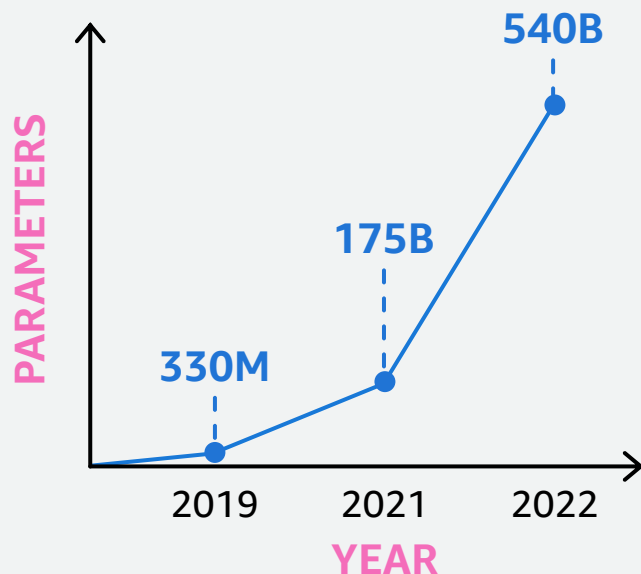
Segurança

Equipes modernas estão usando IA para fazer mais e mais rápido



Developer time spent exploring, learning, hand coding

Antes



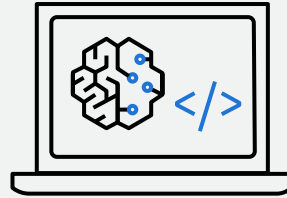
Real-time AI coding companion

Depois



CodeWhisperer

BUILD APPLICATIONS FASTER AND MORE SECURELY WITH YOUR AI CODING COMPANION



Code generation



AND

Go, Rust, PHP, Ruby, Kotlin, C, C++,
Shell scripting, SQL, and Scala

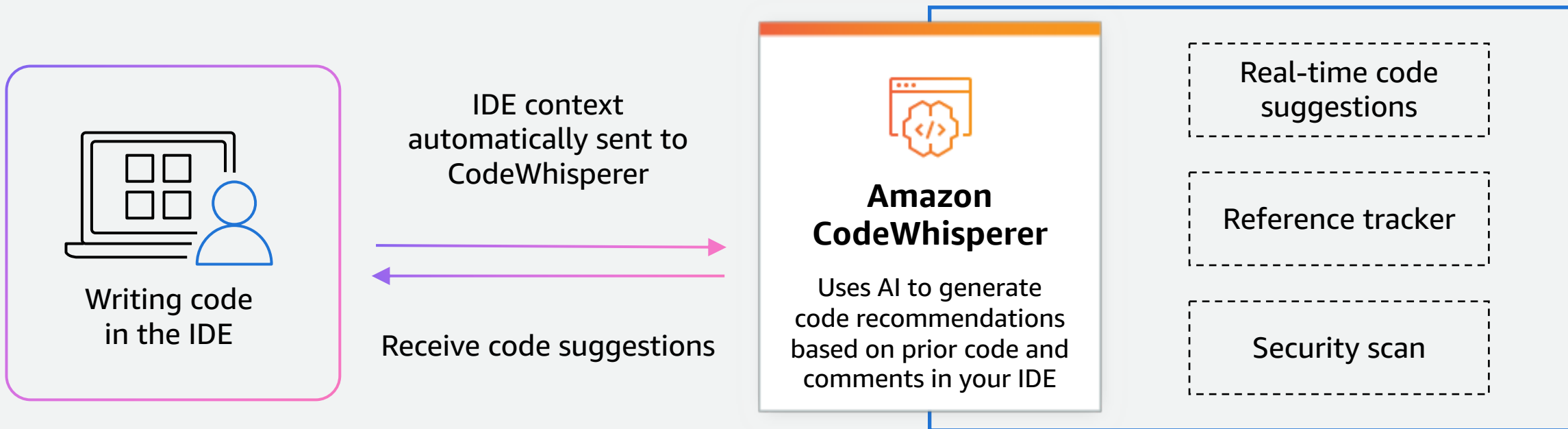


AND

CLion, GoLand, WebStorm, Rider,
PhpStorm, RubyMine, and DataGrip



How it works



Developer productivity with CodeWhisperer

57%

faster

27%

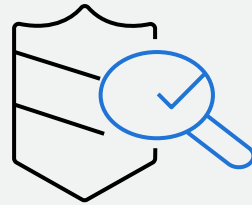
more likely to succeed

During the preview, Amazon ran a productivity challenge and participants who used CodeWhisperer were 27% more likely to complete tasks successfully and did so an average of 57% faster than those who did not use CodeWhisperer

Additional capabilities



Reference tracking

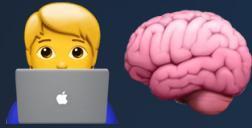


Security scanning




Bias avoidance


Demo




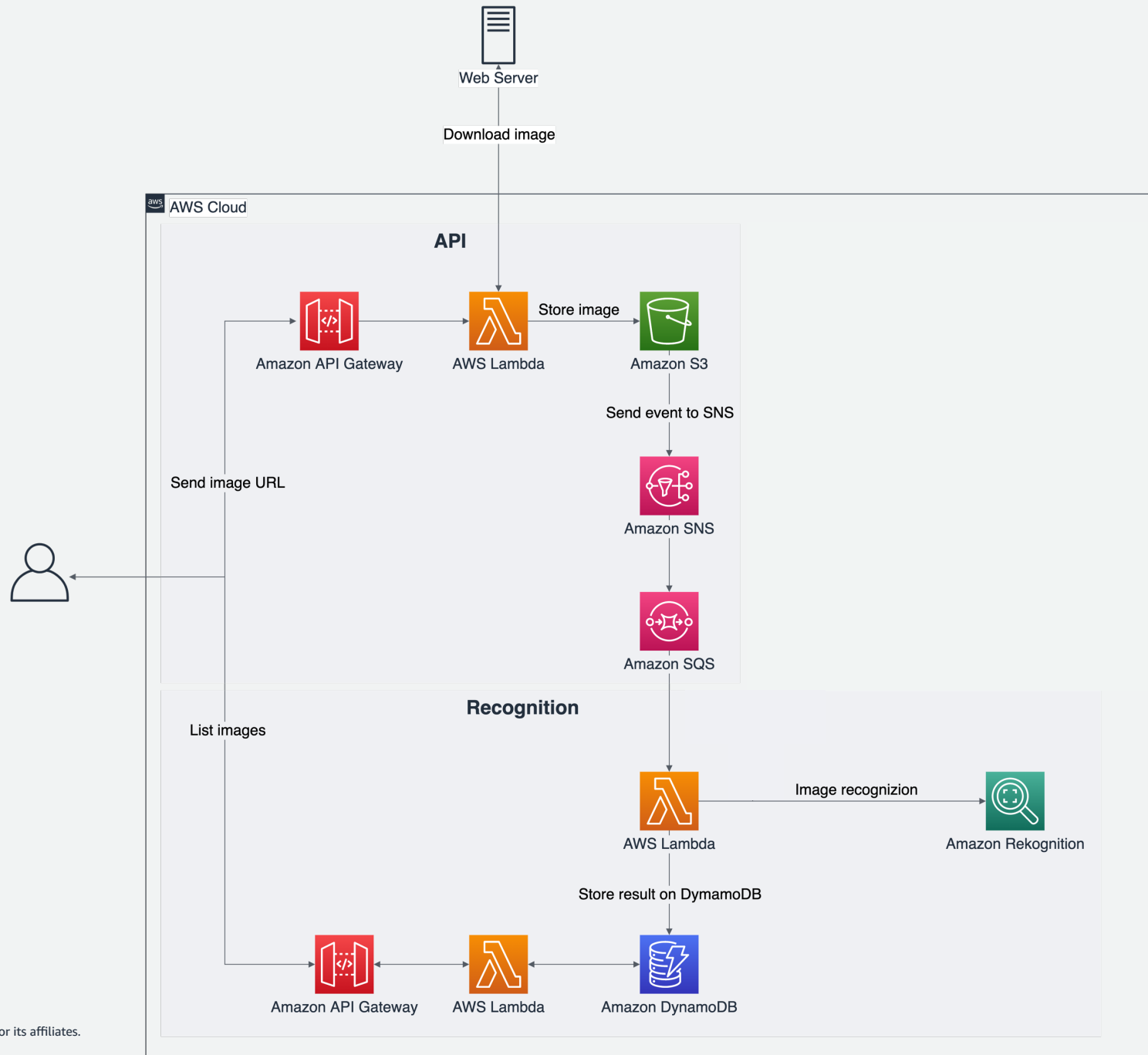


Show All Commands   P

Open File or Folder  O

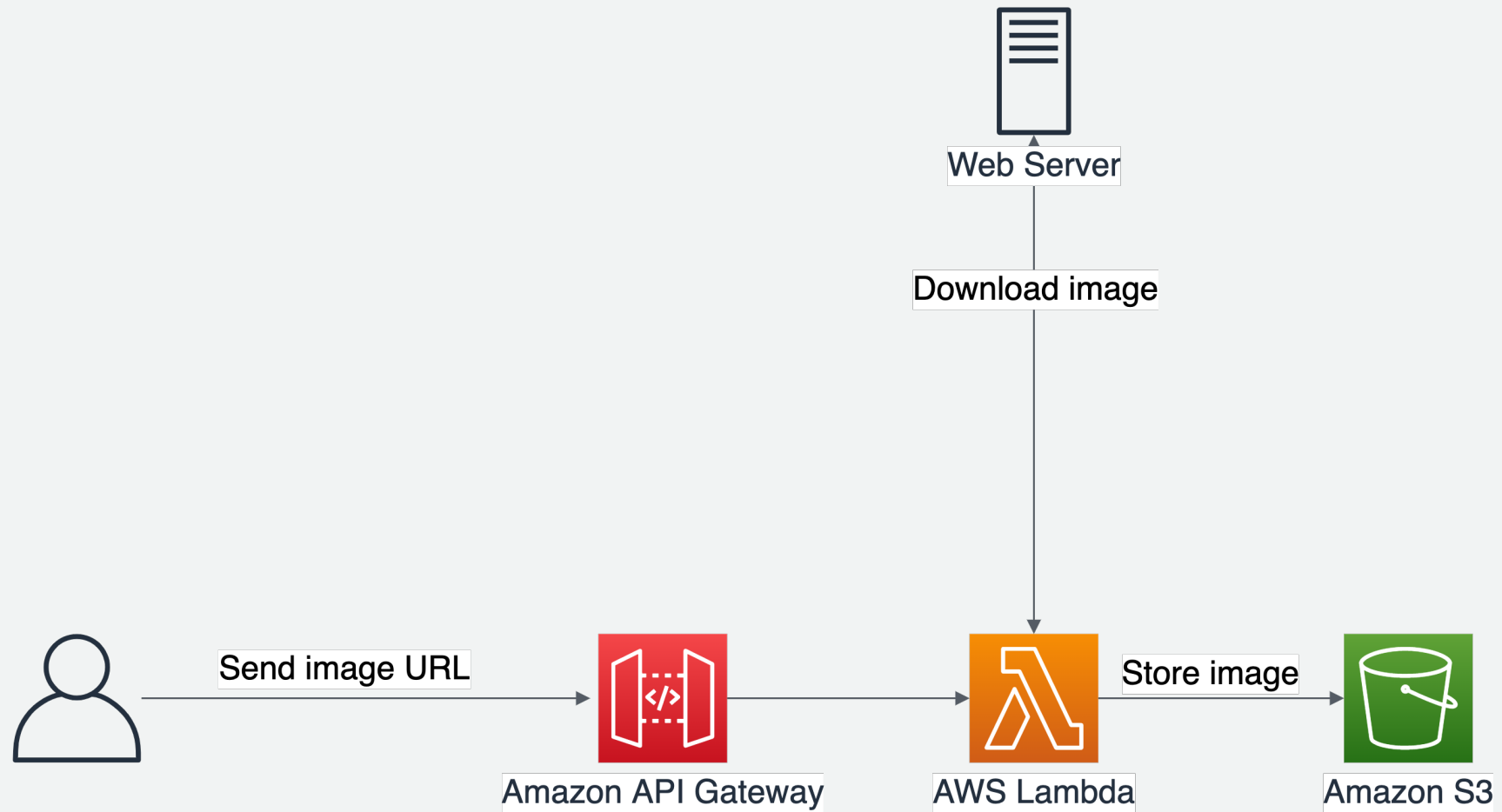
Open Recent  R

New Untitled Text File  N



Download da Imagem





EXPLORER

PYTHON

- > .venv
- > api
- > recognition
- .gitignore
- app.py
- cdk.json
- README.md
- requirements-dev.txt
- requirements.txt

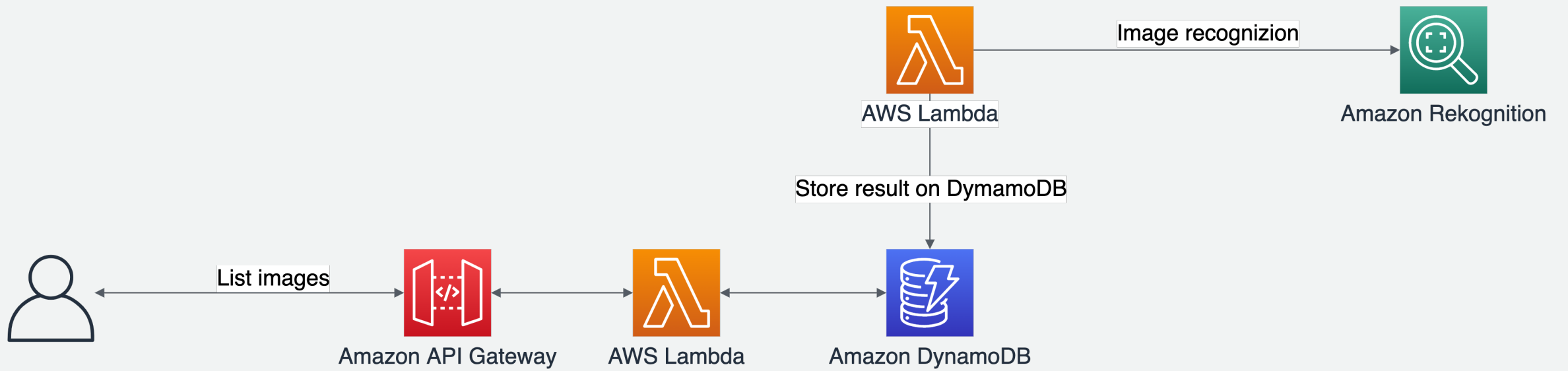


- Show All Commands ⌘ ⇧ P
- Go to File ⌘ P
- Find in Files ⌘ ⇧ F
- Start Debugging F5
- Toggle Terminal ⌘ `

OUTLINE

Reconhecimento de Imagem





EXPLORER

▼ PYTHON

- > .venv
- > api
- > cdk.out
- > recognition
- .gitignore
- app.py
- cdk.json
- README.md
- requirements-dev.txt
- requirements.txt

> OUTLINE

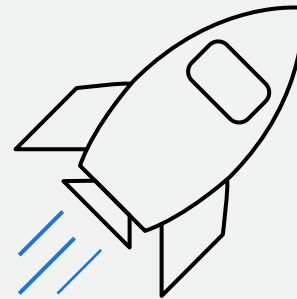


- Show All Commands ⌘ P
- Go to File ⌘ P
- Find in Files ⌘ F
- Start Debugging F5
- Toggle Terminal ⌘ `

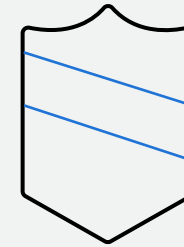
Why use CodeWhisperer



Focus on
innovation and business-
critical problems



Accelerate time
to market



Enhance code security

Faça você mesmo! 🧐



Workshop do
CodeWhisperer



Dê seu feedback e ganhe
\$25 em créditos AWS





Obrigada!

Ana Cunha

anacunha@amazon.com

Obrigada!

anacunha@amazon.com

[linkedin.com/in/analuizacunha](https://www.linkedin.com/in/analuizacunha)

twitter.com/mcunhaana

