LonghornAPI Offsite

May 23-24

As part of the LonghornAPI initiative Jim Allchin introduced in his mail to the division recently (see attached) we are holding this offsite for key thinkers across the platform group to flesh out this vision. We will use this offsite to start building a plan for what technologies need to be included in the LonghornAPI, to identifying any issues (eg. overlapping technologies) that need to be resolved before we can ship the SDK in the September design preview and at the PDC, and to review the key business and technical tenets for any technology that are included in the LonghornAPI. Jim Allchin will attend to help set the principles, schedule, and key business and technical drivers for the LonghornAPI. You don't want to miss it!

Look for a follow up meeting request to confirm your attendance very soon.

Who
As a key thought leader across the Platform Product Group, you have been selected to personally contribute to this event. Please make every effort to attend. If for some reason you are unable to personally attend please contact the planning group. Please do not just forward the request to someone else on your team.

What
This two day event will be full of interactive presentations and focused breakout groups. Here is a rough outline of the agenda:

Day 1:

- **Establish the Principles, schedule, and key business and technical drivers of the LonghornAPI**
  Speaker: JimAll, Group Vice President, Platform Product Group

- **Logistics for delivering on the LonghornAPI**

3/8/2003

Speaker: David Treadwell, General Manager .NET Developer Platform
Brad Abrams, Lead Program Manger, .NET Framework

- **Longhorn API Technology Breakdown**
  Speaker: Brad Abrams, Lead Program Manger, .NET Framework
- **Technology Focused Breakout groups**
  We will have the thought leaders for each of the major areas of the LonghornAPI in separate breakouts Each of these groups will work through a shared vision of what the key deliverables are in that area. The goal for these breakouts is to identify issues and a plan to address them. The goal is NOT to solve them in this forum. We will have separate breakout groups for: Communication and Collaboration, Storage, UI and eDocs, and Media.

Day2.

- **Who is the customer?**
  Speaker: Michael Wallent, Product Unit Manager, Avalon
- **Is the CLR ready? Performance, Security, and Reliability of the Common Language Runtime**
  Speaker: Brian Harry, Product Unit Manager, Common Language Runtime Team
- **LonghornAPI Developer Platform Positioning**
  Speaker: Vic Gundotra, General Manager, Platform Strategy
- **Killer Application breakout sessions**
  We will break out into cross-area group and discuss what the killer applications will be for the LonghornAPI. This will validate the functionality we are delivering and highlight any holes we have.
- **Follow ups and Next steps**
  Speaker: Darryn Dieken, Lead Program Manager, Avalon

Where
A close to campus location to be determined.

When
May 23-24, 9a-5p
Great food and drinks provided.

3/8/2003

From: Jim Allchin

Sent: Wednesday, April 24, 2002 8:04 AM

To: Platforms Product Group

Subject: The LonghornAPI: Making Longhorn the best platform for developers in the world!

This is a broad message because so many different groups contribute to the Windows APIs. However, even if you don't contribute to the APIs in Windows, you may find this interesting to understand the strategic direction we want to take the Windows APIs.

Much of our success in the platform business has been due to ISVs and corporate IT shops building great applications. With the release of Visual Studio .NET and the .NET Framework earlier this year we ushered in a new era in the developer space. This new era requires a new set of APIs exposing the platform. Very few times in the evolution of a platform do you get a chance push the reset button on your APIs and start with a clean slate. As we move to take advantage of the .NET momentum this is exactly what we get to do with the Win32 and COM APIs. Those APIs have served us exceptionally well over the years, but our customers and the industry are demanding a newer, cleaner, and more powerful way to interface with the system. In the current market VB and Script developers make up a very large proportion of the programmers that target Windows yet the core Windows APIs remain difficult and error prone to use from those languages. One of our goals with Longhorn is to fix that and bring all of our rich new platform, the Longhorn API, to the masses of developers. Our goal is to allow customers to leverage the power of the PC and allow us to continue to have the best platform in an increasingly competitive landscape. With Longhorn we are truly modernizing the developer view of the core of the system and we are "raising the bar" to make it easier to build richer, more connected applications. We have already made great strides in this direction with Avalon and other similar efforts.

Our plan is to promote a new application model in Longhorn that uses managed APIs to interface with the OS. Thus, Longhorn will be exposed as a set of managed APIs so we are making a big bet on the Common Language Runtime. While compatibility with existing applications is critical and some low-level applications will still need access to win32 APIs, our emphasis and focus will be on this new managed API set. The CLR team is signed up to the performance, stability, security and reliability required to make Longhorn successful.

We recently created a cross group effort to help us produce a single, consistent set of managed APIs that builds on the success of the .NET Framework. We are calling this effort the Longhorn API. It is one of the key things we need to do to make Longhorn the best platform for developers in the world. This group will focus on these areas: Client UI, Storage, Media\Graphics, Connectivity, and Base Services.

What is the Longhorn API?

With the Longhorn API, we are building a consistent platform that developers can understand and get excited about. We will be successful with this effort to the degree that Longhorn is:

- **Compelling:** Longhorn will provide developers substantial value over previous versions of Windows

- **Developer Friendly:** The platform is "up leveled" such that a broad set of developers from low level C\C++ developers to VB and Script developers can have full access to the breadth of the paltform.

- **Consistent:** There is consistency in the APIs such that developer knowledge in one area transfers easily to another area.

- **Complete:** The canonical applications that define Longhorn can be written 100% in managed code using these APIs

3/8/2003

- **Comprehensible:** There is no arbitrary overlap\duplication in the APIs

What do we need to do?

- If you are exposing new sets of APIs as part of the Longhorn they should be exposed in managed code as part of the Longhorn API. Limit new unmanaged APIs to places they are absolutely required.

- If you own relevant COM or Win32 APIs it is likely that this functionality should be exposed in managed code as part of the Longhorn API.

- If your team is not already involved in this effort contact BradA to get your team rolling.

- All Longhorn APIs should follow the Longhorn API Design Guidelines and run the FXCop tool regularly to help flag issues.

- Find out more information about this effort on http://longhorn/longhornAPI

- Contact Longhorn API Thought Leaders with any questions.

- Join the LAPI alias to ask API design questions and stay up to date on this effort.

The Longhorn API will be the way a wave of new, innovative applications will be created for Windows that will blow customers away. I am excited about this opportunity and will personally be paying close attention to the evolution of the new API. If each of the fantastic engineering teams in our organization embraces this effort, Longhorn will be the most exciting software product ever released. Let's start with developers and rock the world with Longhorn!

jim

3/8/2003