

Chapter 3 Cloud Computing Applications

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TYPES OF CLOUD. 3.1 Public and Private Cloud. 3.2 Cloud Infrastructure. 3.3 Cloud Application Architecture. 3.1 PUBLIC AND PRIVATE CLOUD. Today everyone is speaking about cloud computing, but the exact meaning of the term still remains vague. It can be loosely explained as follows: the operations of a business are carried out in one place and the functions in some remote place; it is possible with the help of technology, that is cloud computing.

Chapter 3 Types of Cloud - Cloud Computing [Book]

Cloud Computing The "cloud" refers to applications, services, and data storage located on the Internet. Cloud service providers rely on giant server farms and massive storage devices that are connected via the Internet. Cloud computing allows users to access software and data storage services on the Internet.

Chapter 3: Software - Information Systems for Business and ...

Chapter 3 Cloud Computing Worst Practices. When you come to a fork in the road, take it. —Yogi Berra, Hall of Fame baseball player. The U.S. Army invested \$2.7 billion in a cutting-edge cloud-based solution with the goal of communicating real-time information from various sources to assist in battlefield operations in Iraq and Afghanistan.

Chapter 3: Cloud Computing Worst Practices - Architecting ...

Chapter 3: What Is Cloud Computing? www.it-ebooks.info PaaS tends to work well for small applications, perhaps in support of a larger ecommerce application. For example, PaaS would be great if you wanted to build a standalone pricing engine. PaaS generally does not work well for an entire enterprise-level ecommerce application.

Cloud Computing: Theory and Practice provides students and IT professionals with an in-depth analysis of the cloud from the ground up. Beginning with a discussion of parallel computing and architectures and distributed systems, the book turns to contemporary cloud infrastructures, how they are being deployed at leading companies such as Amazon, Google and Apple, and how they can be applied in fields such as healthcare, banking and science. The volume also examines how to successfully deploy a cloud application across the enterprise using virtualization, resource management and the right amount of networking support, including content delivery networks and storage area networks. Developers will find a complete introduction to application development provided on a variety of platforms. Learn about recent trends in cloud computing in critical areas such as: resource management, security, energy consumption, ethics, and complex systems Get a detailed hands-on set of practical recipes that help simplify the deployment of a cloud based system for practical use of computing clouds along with an in-depth discussion of several projects Understand the evolution of cloud computing and why the cloud computing paradigm has a better chance to succeed than previous efforts in large-scale distributed computing

An expert guide to selecting the right cloud service model for your business Cloud computing is all the rage, allowing for the delivery of computing and storage capacity to a diverse community of end-recipients. However, before you can decide on a cloud model, you need to determine what the ideal cloud service model is for your business. Helping you cut through all the haze, Architecting the Cloud is vendor neutral and guides you in making one of the most critical technology decisions that you will face: selecting the right cloud service model(s) based on a combination of both business and technology requirements. Guides corporations through key cloud design considerations Discusses the pros and cons of each cloud service model Highlights major design considerations in areas such as security, data privacy, logging, data storage, SLA monitoring, and more Clearly defines the services cloud providers offer for each service model and the cloud services IT must provide Arming you with the information you need to choose the right cloud service provider, Architecting the Cloud is a comprehensive guide covering everything you need to be aware of in selecting the right cloud service model for you.

From small start-ups to major corporations, companies of all sizes have embraced cloud computing for the scalability, reliability, and cost benefits it can provide. It has even been said that cloud computing may have a greater effect on our lives than the PC and dot-com

revolutions combined. Filled with comparative charts and decision trees, Impleme

In the era of the Internet of Things and Big Data, Cloud Computing has recently emerged as one of the latest buzzwords in the computing industry. It is the latest evolution of computing, where IT recourses are offered as services. Cloud computing provides on-demand, scalable, device-independent, and reliable services to its users. The exponential growth of digital data bundled with the needs of analysis, processing and storage, and cloud computing has paved the way for a cheap, secure, and omnipresent computing framework allowing for the delivery of enormous computing and storage capacity to a diverse community of end-recipients. Clouds are distributed technology platforms that leverage sophisticated technology innovations to provide highly scalable and resilient environments that can be remotely utilized by organizations in a multitude of powerful ways. The term cloud is often used as a metaphor for the Internet and can be defined as a new type of utility computing that basically uses servers that have been made available to third parties via the Internet.

Mastering Cloud Computing is designed for undergraduate students learning to develop cloud computing applications. Tomorrow's applications won't live on a single computer but will be deployed from and reside on a virtual server, accessible anywhere, any time. Tomorrow's application developers need to understand the requirements of building apps for these virtual systems, including concurrent programming, high-performance computing, and data-intensive systems. The book introduces the principles of distributed and parallel computing underlying cloud architectures and specifically focuses on virtualization, thread programming, task programming, and map-reduce programming. There are examples demonstrating all of these and more, with exercises and labs throughout. Explains how to make design choices and tradeoffs to consider when building applications to run in a virtual cloud environment Real-world case studies include scientific, business, and energy-efficiency considerations

Despite the buzz surrounding the cloud computing, only a small percentage of organizations have actually deployed this new style of IT—so far. If you're planning your long-term cloud strategy, this practical book provides insider knowledge and actionable real-world lessons regarding planning, design, operations, security, and application transformation. This book teaches business and technology managers how to transition their organization's traditional IT to cloud computing. Rather than yet another book trying to sell or convince readers on the benefits of clouds, this book provides guidance, lessons learned, and best practices on how to design, deploy, operate, and secure an enterprise cloud based on real-world experience. Author James Bond provides useful guidance and best-practice checklists based on his field experience with real customers and cloud providers. You'll view cloud services from the perspective of a consumer and as an owner/operator of an enterprise private or hybrid cloud, and learn valuable lessons from successful and less-than-successful organization use-case scenarios. This is the information every CIO needs in order to make the business and technical decisions to finally execute on their journey to cloud computing. Get updated trends and definitions in cloud computing, deployment models, and for building or buying cloud services Discover challenges in cloud operations and management not foreseen by early adopters Use real-world lessons to plan and build an enterprise private or hybrid cloud Learn how to assess, port, and migrate legacy applications to the cloud Identify security threats and vulnerabilities unique to the cloud Employ a cloud management system for your enterprise (private or multi-provider hybrid) cloud ecosystem Understand the challenges for becoming an IT service broker leveraging the power of the cloud

This book provides an overview of the problems involved in engineering scalable, elastic, and cost-efficient cloud computing services and describes the CloudScale method — a description of rescuing tools and the required steps to exploit these tools. It allows readers to analyze the scalability problem in detail and identify scalability anti-patterns and bottlenecks within an application. With the CloudScale method, software architects can analyze both existing and planned IT services. The method allows readers to answer questions like: • With an increasing number of users, can my service still deliver acceptable quality of service? • What if each user uses the service more intensively? Can my service still handle it with acceptable quality of service? • What if the number of users suddenly increases? Will my service still be able to handle it? • Will my service be cost-efficient? First the book addresses the importance of scalability, elasticity, and cost-efficiency as vital quality-related attributes of modern cloud computing applications. Following a brief overview of CloudScale, cloud computing applications are then introduced in detail and the aspects that need to be captured in models of such applications are discussed. In CloudScale, these aspects are captured in instances of the ScaleDL modeling language. Subsequently, the book describes the forward engineering part of CloudScale, which is applicable when developing a new service. It also outlines the reverse and reengineering parts of CloudScale, which come into play when an existing (legacy) service is modified. Lastly, the book directly focuses on the needs of both business-oriented and technical managers by providing guidance on all steps of implementing CloudScale as well as making decisions during that implementation. The demonstrators and reference projects described serve as a valuable starting point for learning from experience. This book is meant for all stakeholders interested in delivering scalable, elastic, and cost-efficient cloud computing applications: managers, product owners, software architects and developers alike. With this book, they can both see the overall picture as well as dive into issues of particular interest.

The emergence of powerful, always-on cloud utilities has transformed how consumers interact with information technology, enabling video streaming, intelligent personal assistants, and the sharing of content. Businesses, too, have benefited from the cloud, outsourcing much of their information technology to cloud services. Science, however, has not fully exploited the advantages of the cloud. Could scientific discovery be accelerated if mundane chores were automated and outsourced to the cloud? Leading computer scientists Ian Foster and Dennis Gannon argue that it can, and in this book offer a guide to cloud computing for students, scientists, and engineers, with advice and many hands-on examples. The book surveys the technology that underpins the cloud, new approaches to technical problems enabled by the cloud, and the concepts required to integrate cloud services into scientific work. It covers managing data in the cloud, and how to program these services; computing in the cloud, from deploying single virtual machines or containers to supporting basic interactive science experiments to gathering clusters of machines to do data analytics; using the cloud as a platform for automating analysis procedures, machine learning, and analyzing streaming data; building your own cloud with open source software; and cloud security. The book is accompanied by a website, Cloud4SciEng.org, that provides a variety of supplementary material, including exercises, lecture slides, and other resources helpful to readers and instructors.

As the field of FinTech continues its progress, financial institutions must not only enhance their digitization, but also make serious efforts to understand the resulting new opportunities it creates. In line with these developments, TABF has published the book Basic knowledge on FinTech, which was designed by us as a reference for the FinTech Knowledge Test. Co-authored by TABF staff and other experts, it features balanced and credible analysis, avoiding trivia and overly complex concepts while emphasizing readability. The content structure is based on the World Economic Forum (WEF)'s roadmap for FinTech development, adding in TABF's research findings plus other domestic and international trends and practices. Not only is Basic knowledge on FinTech suitable for financial proficiency testing, but it can also be used as a textbook in university courses, supplementing theoretical knowledge with up-to-date practical knowledge in this rapidly changing field.

Many professional fields have been affected by the rapid growth of technology and information. Included in this are the business and management markets as the implementation of e-commerce and cloud computing have caused enterprises to make considerable changes to their practices. With the swift advancement of this technology, professionals need proper research that provides solutions to the various issues that come with data integration and shifting to a technology-driven environment. Cloud Computing Applications and Techniques for E-Commerce is an essential reference source that discusses the implementation of data and cloud technology within the fields of business and information management. Featuring research on topics such as content delivery networks, virtualization, and software resources, this book is ideally designed for managers, educators, administrators, researchers, computer scientists, business practitioners, economists, information analysts, sociologists, and students seeking coverage on the recent advancements of e-commerce using cloud computing techniques.

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