



# Cloud Computing - Firebase

eine Präsentation von Lukas Stransky



# Was ist Cloud Computing überhaupt?

# Warum wird es verwendet?

- Kosten
- Skalierung
- Produktivität
- Geschwindigkeit

# Nachteile

- Sicherheit
- Cyberkriminalität
- Abhängigkeit

# Größten Anbieter für Cloud Services



Google Cloud



Microsoft Azure

# Service Modelle

- Infrastructure as a Service (IaaS)
- Platform as a Service (PaaS)
- Backend as a Service (BaaS)
- Software as a Service (SaaS)









# Firestore







# Features











## Develop

-  Authentication
-  Database
-  Storage
-  Hosting
-  Functions
-  ML Kit








## Qualität

-  Crashlytics
-  Performance
-  Test Lab
-  App Distribution

## Analytics

-  Dashboard
-  Events
-  Conversions
-  Audiences
-  Funnels
-  User Properties
-  Latest Release
-  Retention
-  StreamView
-  DebugView

## Grow

-  Predictions
-  A/B Testing
-  Cloud Messaging
-  In-App Messaging
-  Remote Config
-  Dynamic Links
-  AdMob



# Live Coding

# Konkurrenzprodukte

