PaaS

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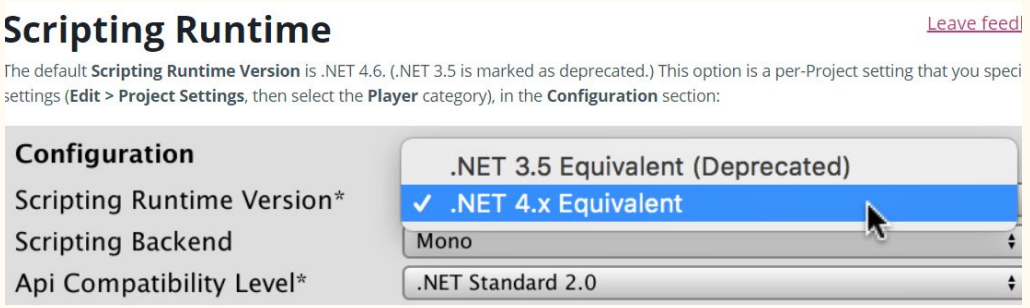
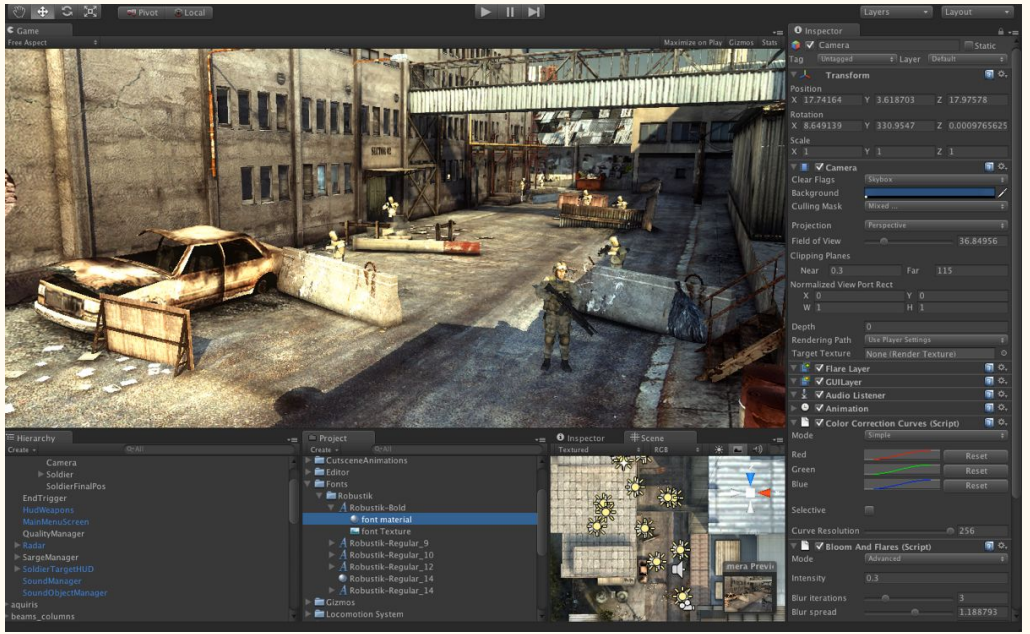
Definition: Essentially a platform that allows users to create and manage their applications without the necessary steps a Software dev would have to take; Steps such as, having to find a database service that can talk to the platform they are currently using, finding a third-party service that allows them to store their data on, etc...

Real-Life!

1. The Unity game engine allows us to build and create games on their platform, the platform also allows us to collaborate the development VIA “Unity Cloud Build”

   -C++ (Runtime) & C# (Scripting API)





Why it's the best

- This is the best to option for cloud services because there are no extra steps needed in setting up some third-party software in order to manage our data, application, or network.

Which type of cloud is best for this situation...

- In this case, Private cloud computing would be the best for PaaS. Having sensitive information (data) exposed would be a huge vulnerability, you wouldn't want people tampering with your data.

Concrete Ex:

An example of a concrete service that would fall under this category would be

AWS-(AVPC). Amazon has both an option for a public cloud computing service and an option for a “Virtual Private Cloud” computing service. Depending on the size of the organization; Bigger organizations would be better off using a private cloud computing option (AAA Game Dev Companies), while smaller organizations would be fine with using a public cloud computing option. (Indie Developers)