

Cloud Computing V2

Before Cloud Computing

Before you learn about cloud computing, you should know more about the software industry before cloud computing.

Before cloud computing, when you created a basic website for your clients, you started by developing your application with a programming language, such as Java, Node.js, or PHP. Then, you deployed it on a physical machine (server). On this server, you had an operating system and set up the configurations and middleware that were needed to run your application. Also, you needed a run time to run your application, such as Apache Tomcat or IBM WebSphere Liberty application server (if you used Java). Your application had to be linked to a database.

Then, in order to expose this application to your client, you needed to do all of the following:

- IP address and domain name
- Network configurations
- Physical location for your servers
- Electricity (for cooling and running your servers)

- Security

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▾ A team of experts to install, configure, test, run, secure, and update these resources to keep your website running

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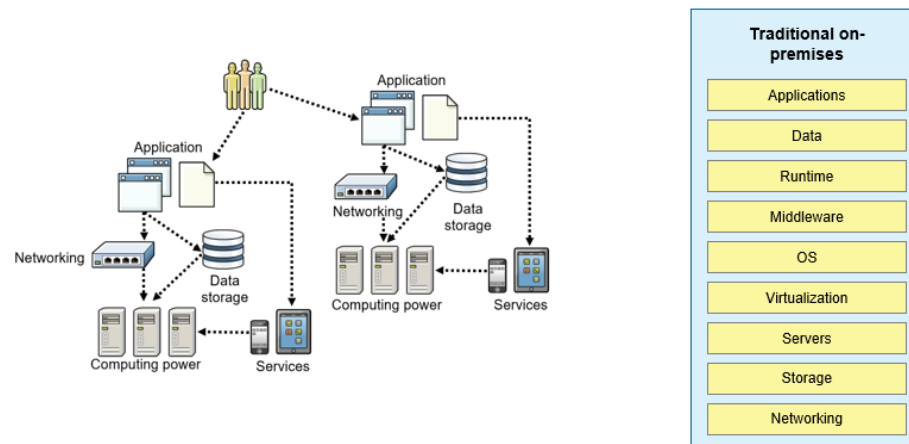


Figure 1: Before Cloud Computing

Challenges faced before cloud computing

There are many challenges that were faced before cloud computing. These challenges mainly included:

Cost

It was costly to build reliable and maintainable software. You likely built your own infrastructure that might be needed to be turned into a whole data center, which included servers, network equipment, data storage, and so on. Then a team of experts needed to be hired to handle all these resources. All these factors made it difficult for small and midsize businesses to develop their own software and keep updating it.

Scalability

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decreases, you would have resources that were not used effectively.

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Reliability

With any operation that is done to your server, such as maintenance and updates, you require downtime to perform those operations. Some issues that might have caused downtime for your application are power outages, hardware problems, general network issues, or even natural disasters.

Security

Security is necessary for all levels: application, network, infrastructure, and physical resources.

Mobility

Part of the team worked onsite to, at least, set up the infrastructure and configured the network.

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