**What is software?**



Software is nothing but exchange of data computers.

Ex: mobiles, laptop

**What is computer?**

Computer means it is Represent of the memory and ram storage and operating system.

Operating system representing the graphics and Kernal this is called computer.

**What is client and server?**



Laptop mobile

Now we need to transform files from laptop to mobile.

Here laptop is a client and

Mobile is a sever

**Client**:

Who are provides an information request those are called clients.

**Server**:

Who are provide the information those are called servers.

Sever is nothing but serve the application

Server consume less memory and less power and less time this process is called server.

**SDLC:**

Requirement gathering: what are the customer want

**Analysis**: analyze the Requirements

**Design**: start designing the project and customer will accept the designing

**Develop**: implement the designing

**Deployment**:

**Test**:

**What are the keys:**

Keys are divided into 2 types they are given below:

**Public**: public means it is access to the all members.

**Private**: private means it is restricted to some peoples.

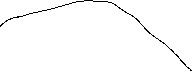
**What is Linux?**

* Linux is introduced by Linus Torvalds.
* Linux is a Kernal
* Linux is opensource.
* Linux is case sensitive
* Linux can be divided into two types

Desktop -------> graphics

Server----------> no graphics only terminal shell

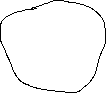
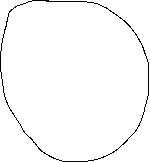
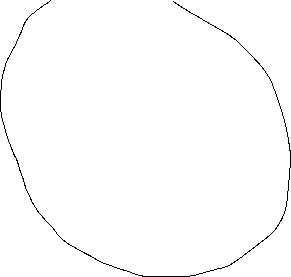
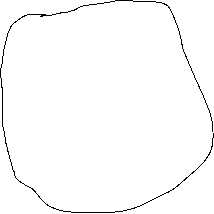
**Linux Architecture**:



shell

Kernal

hardware



**what is Kernal?**

Kernal is heart of Linux.

Kernal is a software component that can interact with hardware.

**EC2 server launch:**

Amazon Elastic Compute Cloud (Amazon EC2) provides on-demand, scalable computing capacity in the Amazon Web Services (AWS) Cloud. Using Amazon EC2 reduces hardware costs so you can develop and deploy applications faster.

**Features of EC2:**

Instances

Amazon machine images

Instance types

Key pairs

Instance store volumes

Amazon EBS volumes

Resign and zones