* Cloud computing delivers services such as servers, storage, databases and networking.
* Provides on demand access to resources that can be scaled up and down instantly.
* Monolithic applications bundle all services in one codebase
  + Any change requires full system-testing and deployment
* Cloud-Native distributive systems break the monolith into independent services.
  + Applications are built independently and communicate via lightweight APIs
  + Enables faster updates, better fault isolation and flexible scaling.
  + Avoids large upfront capital costs and access the latest technology without needing on-site hardware upgrades.
  + Often receives free maintenance from provider technicians.
* Infrastructure as a Service (IaaS)
  + Customer controls operating system
* Platform as a Service (PaaS)
  + Provider handles everything.
* Software as a Service (SaaS)
* In a public cloud, multiple customers share physical servers, owned by a third-party provider.
* In a private cloud, resources belong exclusively to one organisation.
* Multi-Cloud uses more than one cloud service provide for increased security and flexibility
* Hybrid cloud uses both; Can use Public Cloud like Virtual Memory if Private Cloud demand spikes.
* Capital Expenditure
  + One-off purchase of hardware
* Operational Expenditure
  + Pay as you go, cost scales with usage
* NAS (Network attached Storage)
  + Large upfront cost for hardware and setup.
  + Ongoing expenses for power, cooling, security and maintenance.
  + Cheaper for small businesses.
* Cloud Providers keep security up to date, making cloud storage a very secure option.
* Service Level Agreements (SLAs); Contract between customer and cloud provider defining uptime. If the provider cannot provide the contracted uptime, they provide service credits.