Cloud Services and Cloud Computing is the delivery of various internet service. An On-demand technology where users can utilize IT resources over the internet and work on these services as a pay per use mechanic, rather than a subscription-based service, which charges users periodically. Cloud computing also enables the user to store data and resources in a server on other premises. It allows the user to access information from any point of access around the globe; all they need is an internet connection and the correct user credentials. Services through cloud technology, are growing by the day, there are usually three types of models used in cloud services.

The first form is Software as a Service (SaaS). SaaS uses the web to convey applications, which are overseen by an outside seller to its clients. The majority of SaaS applications run directly through your internet browser, which implies they do not need any downloads or establishments on the customer side. Because of its web conveyance model, SaaS wipes out the need to have IT staff download and install applications on every individual PC. With SaaS, merchants deal with all expected specialized issues, for example, data, middleware, servers, and storage, resulting in streamlined maintenance and support for the business. SaaS gives various preferences to workers and organizations by extraordinarily diminishing the time and cash spent on repetitive assignments, for example, installing, overseeing, and updating software. This allows much time for specialized staff to spend on more concerning issues and issues inside the organization.

The second form of cloud service is Platform as a Service (PaaS). PaaS delivers specific software while being utilized for applications. PaaS conveys a structure for designers that they can expand upon and use to make modified applications. The enterprise or an outsider supplier can oversee all servers, storage, and networking while the designers can keep up the board of the applications. The delivery model of PaaS is like SaaS, aside from as opposed to conveying the product over the web, PaaS gives a stage to programming creation. This stage is transmitted by utilizing the web, allowing engineers to focus on building the product without agonizing over working frameworks, programming updates, storage, or infrastructure. This cloud service can enormously lessen expenses, and improve a few difficulties that surface in the event that you are quickly creating or sending an application.

The third form of cloud service is Infrastructure as a Service (IaaS). IaaS is made of exceptionally adaptable and mechanized figure assets. IaaS is entirely self-administration for getting to and monitoring the computer, systems administration, networking, storage, and other services. IaaS permits organizations to buy assets on-request and varying as opposed to purchasing equipment outright. IaaS delivers cloud computing infrastructure, including servers, operating systems, networks, and storage, through virtualization technology. These cloud servers are generally given to the organization through a dashboard or an API, giving IaaS customers unlimited oversight over the whole foundation. IaaS provides similar technologies and storage as a traditional data centre without having to keep up or deal with every last bit of it. IaaS customers can, in any case, get to their servers and storage directly, yet it is wholly redistributed through a "virtual data centre" in the cloud.

Rather than SaaS or PaaS, IaaS customers are liable for overseeing angles, for example; applications, runtime, OSes, middleware, and data. Nonetheless, suppliers of the IaaS deal with the servers, hard drives, systems administration, virtualization, and storage.

Over the next few years, there is talk about trying to get a Graphics as a Service (GaaS) in relation to the demand for high-end Graphics Processing Units (GPU). As high-end computers are becoming more in demand for gamers and content creators alike to try and get the most out of the GPU and CPU, this service that will be a fraction of the cost and help all users achieve the demands of a high-end system without the overheads

Technological developments that make cloud computing possible are Broadband networks, and internet architecture, as the cloud network needs to be connected to the internet to access from anywhere around the globe. Datacenter technology in relation to, have a large number of servers at one location (e.g. Google data centers) all connected to the internet to have users connect

Also, a need for Virtualization technology is on the rise. Virtualization is a process of converting a physical IT resource into a virtual IT. Web technology and cloud computing rely on the internet. Web technology is used as both the implementation medium and the management interface for cloud services.

Multitenant technology enables multiple users (tenants) to access the same application simultaneously. Multitenant applications ensure that tenants do not have access to data and configuration information that is not their own.

The likely impact of the globe changing to a cloud service system is that companies can reach around the world to do business. IT Help desk can remote access a computer and help fix the issues without having to have someone go on-site and help their clients. What is likely to change concerning cloud services is getting faster access to networks to get larger files transferred to other virtual computers and your physical computer on site. I believe the most affected in the IT industry from the movement to Cloud Services would be the onsite technicians. With cloud services being offsite, there is no need for local technicians for machine upgrades or application upgrades. A positive for cloud services for majority of companies is that the overhead cost of running there day to day is reduced drastically and increasing the profits annually. Having cloud storage for a company will also reduce the size of the building the company will need in turn increasing the amount of companies in a concentrated area.

Having the data servers off-site and run by other companies lowers the cost of maintenance and the need to upgrade the computers on site

Cloud Computing is used every day by almost everybody whether it is online schooling, especially during the current global pandemic, to playing and sharing video games with friends and family over servers with game sharing on the consoles. When I am out and about and think about something I need to type into a document, I can write it on my phone and then my phone will sync to the cloud services I have, when I turn my computer on it loads up and syncs to the cloud services, bringing my saved document from the cloud to my pc. An excellent example of one of these services is OneDrive. I also help my mother run a website for the aged care lifestyle coordinators around the world, and we both have input on the site from WordPress to Dropbox. Without these two cloud services, I would not be able to help my mother as she is an hour away from my location. My partner uses cloud services to stay in touch with the work happening in her office as she is working remotely. If we did not have these services at hand or readily available everything I have mentioned above from schooling online, the games we play, to the documents we share between friends family and work, without the advances we have had in cloud computing and cloud technologies none of this would be available

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