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Cloud Computing

.. and a bit about scalable systems

„I don't need a hard disk in my computer if I can get to the server faster… carrying around these non-connected computers is byzantine by comparison."

– Steve Jobs (1997)
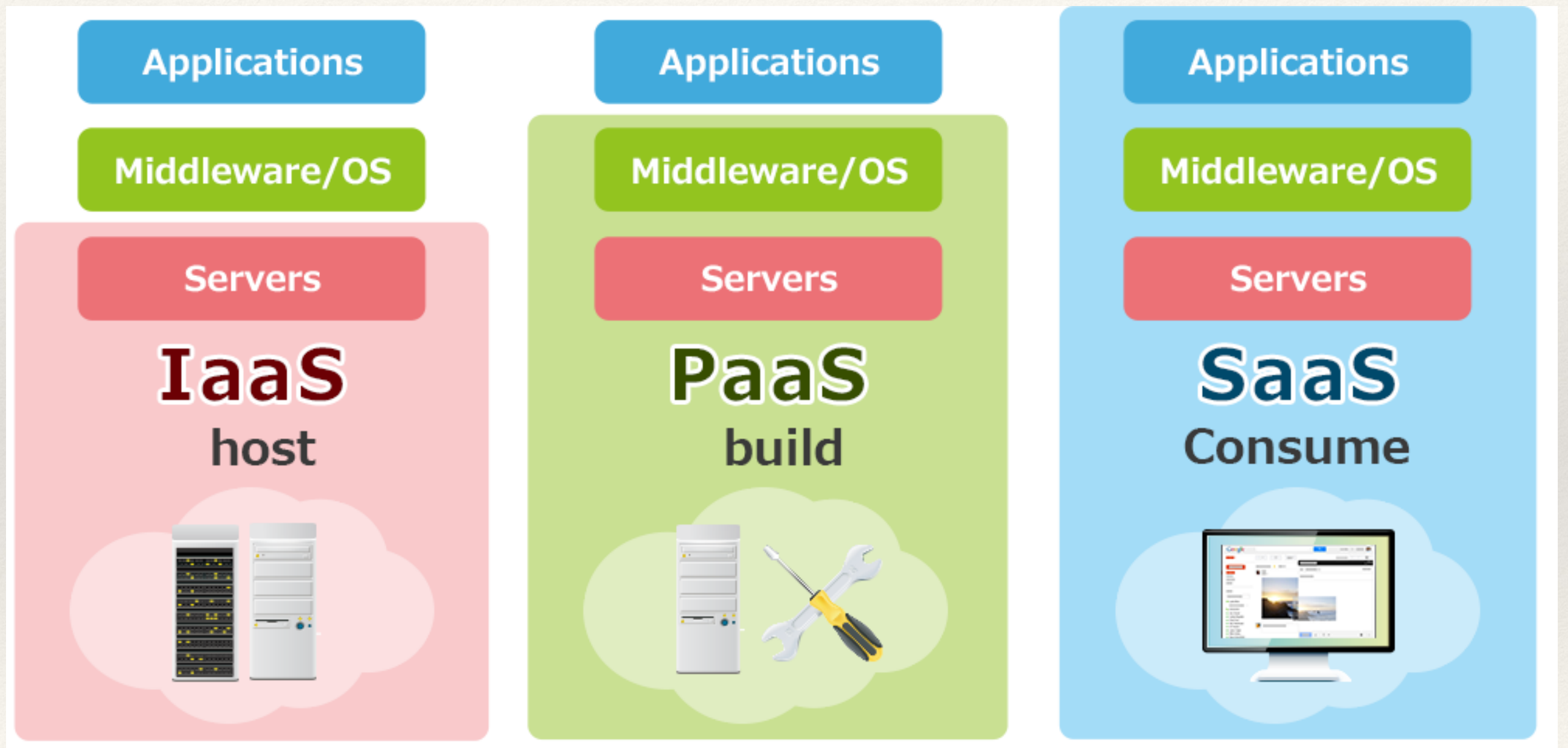
Why to bother?

The bridge to efficiency

Cost efficiency is the real reason of why Cloud Computing was invented and gather such popularity

What is cloud computing?

- Services and Solutions that are delivered and consumed in real time over internet are Cloud Services

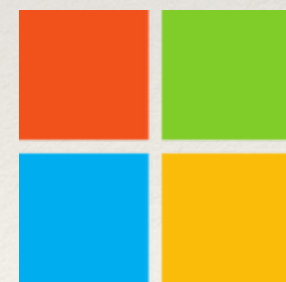- Cloud Computing is a delivery model of computing services over the internet

Cloud Computing Architecture

Market Players

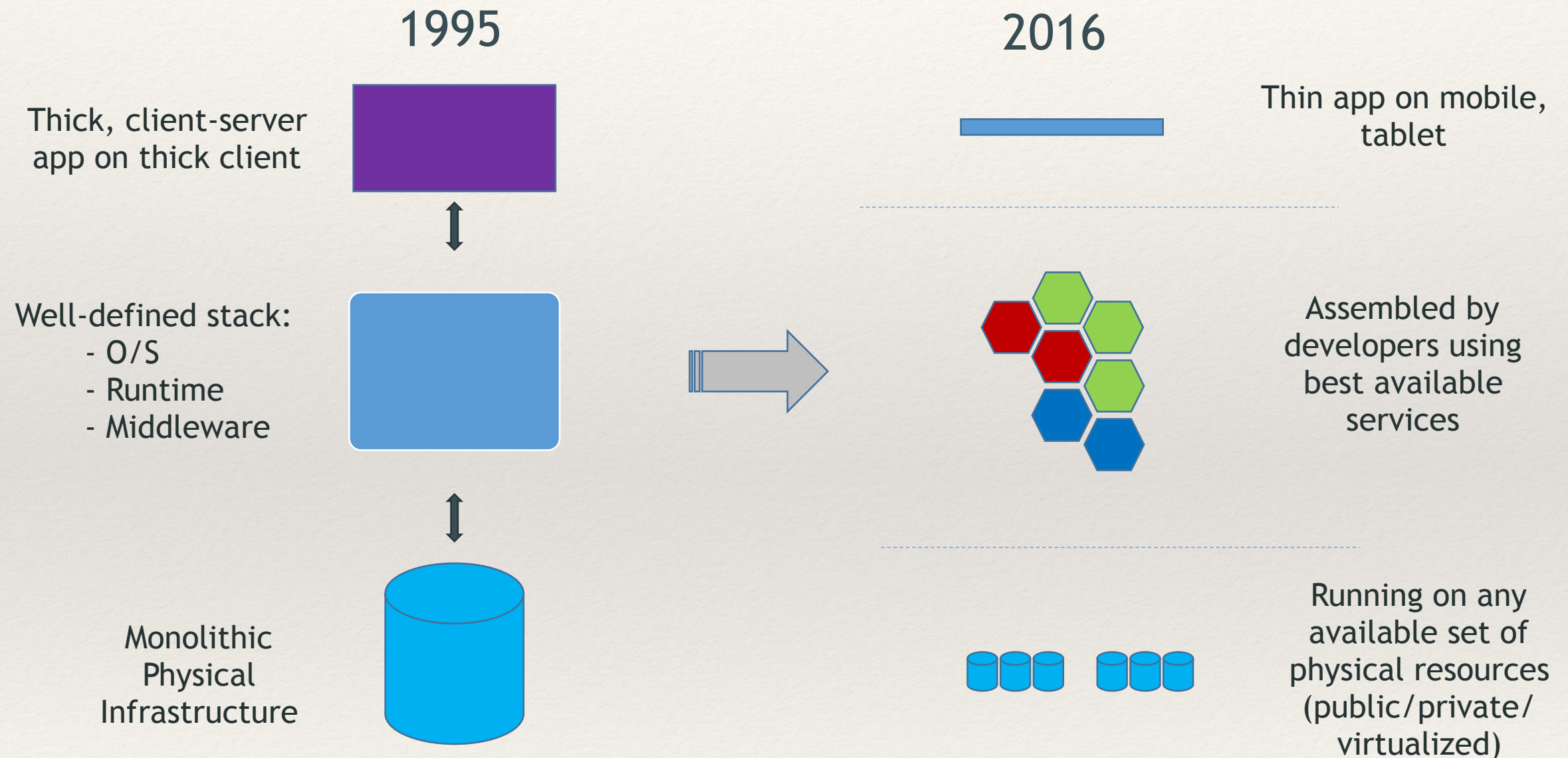# Modern Architecture

- Internet friendly architecture?

- Monolith do not match the cloud computing capabilities

- Microservices to help, but not the holy grail

Evolution of IT

1995

Thick, client-server app on thick client

Well-defined stack:
- O/S
- Runtime
- Middleware

Monolithic Physical Infrastructure

2016

Thin app on mobile, tablet

Assembled by developers using best available services

Running on any available set of physical resources (public/private/ virtualized)

Besides of benefits …

Microservices Trade-offs

❖ You have to deal with distribution of your system!

❖ Have in mind latency!

❖ Can your business accept eventual consistency?

❖ Are you ready for operational complexity?

Q & A