Task 1

The thought has actually crossed my mind in the past if Computer Science is actually considered to be a science. Basically, the fact that there is a phenomena to study computers justifies Computer Science to be a science. I could see this article struggling to justify itself in 1967, most people didn't even start having personal computers until the late 70s or early 80s. Objection1 was interesting to me because I once had a teacher make a very good argument suggesting that we could possibly be living in basically a massive computer program. Objection 2 did sort of gave me pause for a moment saying that it changes too much to be a science. I started college in 1993 when email was first starting to come out. I have watched what I would consider to be the bleeding growth of the computer industry. I believe the technology was always there, we just were continuously discovering its massive capabilities. Computers have worked their way into virtually every industry. My ex-husband worked with computers that had hundreds of processors in them to help with DNA sequencing, which requires massive calculations. It's absolutely incredible what computers are being used for. The NOAH weather system is also run by these computers with hundreds of processors. They receive data from sensors all over the world, and heavy calculations are used to determine what the weather will do next. It's an exciting time to be a part of this industry.

Task2

Cloud computing is the area I selected to research. I graduated in 1998 at USU in Business Information Systems with a minor in Computer Science. I don't believe cloud computing was really an option at the time because the data throughput infrastructure was not strong enough to transfer the volume of data needed. Dial-up modem were just starting to be phased out. Banks had expensive dedicated lines to share data over maybe what could be considered cloud computing, but nothing like the way we use cloud computing today. Cloud computing is the on-demand delivery of IT recourses over the internet with pay-as-you-go pricing. Instead of the expensive costs of servers, data centers, databases, backup systems, power, upgrades, and maintenance, you can pay to have it all managed by a cloud provider. Cloud computing companies, like Amazon Web Services take on all the responsibility for providing all of your data needs with virtually no disruptions. Cloud computing is extremely agile, meaning it can adapt to any kind of technology, and can spin up extra resources, if necessary, during peak times, etc. Cloud computing is extremely cost saving. You will save big on labor costs alone. Downtime could really be very costly to your business. Cloud computing businesses have massive computing power and employees on staff 24/7 to keep your online needs running all day long. There are three types of cloud computing. Infrastructure as a Service (IaaS) is basically having the access to the resources, virtual or on dedicated hardware, for their cloud needs. Platform as a Service(PaaS) provides the resources or hardware for you so you can focus solely on creating and managing your applications. Software as a Service(SaaS) the full deal that is run and managed the service provider. It manages the email systems, and other web-based applications. The client doesn't have to think about the infrastructure, just how they want to use their software.