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Module 3

CS55A

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Cloud Computing Webinar Reflections

The video does a great job of summarizing some of AWS's excellent services, even if the video is a few years old, most of these services are available today, possibly even faster and cheaper than they were when the webinar took place. Right off the bat the webinar talks about AWS's Pace of Innovation and how year after year they expand their services to provide their customers with everything they need with pay-as-you-go pricing. The webinar goes on to discuss AWS's core sections including Compute, Storage and Content Delivery, Database, Networking, Application Services, Administration and Security, Developer and Management, Analytics, Enterprise Applications, IoT, and Game Development sections. Each section has a wide range of services included within them. I've used AWS in the past to host some of my early web applications, specifically the LAMP stack which was supported by AWS's Litesail. Litesail was great as I was able to just upload my code, connect the DNS and my site was up. Currently, my sites are being hosted for about 5\$ a month on DigitalOcean, and through this course, I hope to see if AWS might be a better solution for what I need now. I found it interesting when Jeff Barr said that "AWS is a layered system and certain parts of AWS depend on and build on other parts", it's similar to what we learned about in past weeks with PaaS, SaaS, and IaaS, and how they sort of build off each other to offer the same thing plus more. The video was very informative and I learned a lot more about the services that AWS offers. From my perspective, I only saw AWS as a place to host my web applications, but now I can see that they actually have

quite a bit of service for many use cases. One section that was a surprise to me was their Game Development section. I knew that Amazon-owned Twitch.TV, which is a service I frequently use, and Amazon has bought and helped deploy some pretty popular games recently namely New World and Lost Ark. It's interesting that they offer a suite of tools to build games, and connect them to the cloud, something I definitely want to take a look at. The biggest questions I would have would mainly focus on web development and deployment. I know that Litesail did everything for me, perhaps for a heftier cost. I wonder if there is a cheaper alternative in the AWS suite that isn't fully set up like that but would allow me to cheaply host a few sites that use NodeJS as a framework. Elastic Beanstalk sounded promising because Barr said that "Elastic Beanstalk allows you to quickly deploy and manage applications in AWS", and it seems to support NodeJS. I would also be interested in learning more about their Database systems as that is the reason I originally switched off Lightsail as it was quite expensive to host a small database. Other than web development and deployment, I was also interested in their Game Development services, as this was news to me that they offered such a thing. Overall I look forward to learning the ins and outs of AWS and their major services, mainly in web application deployment.