**ABSTRACT**

Cloud computing refers to the practice of transitioning computer services such as computation or data storage to multiple redundant offsite locations available on the Internet, which allows [application software](https://en.wikipedia.org/wiki/Application_software) to be operated using [internet-enabled devices](https://en.wikipedia.org/wiki/Host_%28network%29). Clouds can be classified as public, private, and hybrid. In the shift from on-premises software to cloud computing, IT teams are still paying consulting and support fees that may be unnecessary. That's about to change. A company starts paying for consulting before even buying the software, and continues to pay for services (or hire IT staff) throughout the life of the software. The total cost of services for selection, implementation, maintenance and support ranges from 40% to 100% of the cost of software.

This project proposes a novel data hosting scheme (named A NOVEL, COST-EFFICIENT AND HEURISTIC-BASED DATA HOSTING SCHEME FOR HETEROGENOUS MULTI-CLOUD ENVIRONMENTS) which integrates two key functions desired, Based on comprehensive analysis of various state-of-the-art cloud vendors. The system proposes and implement, a novel, efficient, and heuristic-based data hosting scheme for heterogenous multi-cloud environments. A novel, cost-efficient and heuristic-based data hosting scheme for heterogeneous multi-cloud environments accommodates different pricing strategies, availability requirements, and data access patterns. It selects suitable clouds and an appropriate redundancy strategy to store data with minimized monetary cost and guaranteed availability.