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CS 470 Final Reflection

Presentation Link: <https://www.youtube.com/watch?v=MrMWmKjsBwM>

Throughout this course I built on my knowledge about cloud development a bunch. I have quite a bit of experience with the cloud as my current position I work a lot with AWS, Jenkins, terraform and other cloud providers. A lot of what I learned on the job was catered to what the company needed though so this class gave me some experience working more directly with the AWS console and some docker experience which I had never used before. This knowledge could help me in the future especially if my company shifts focus to different cloud technologies than the ones we are using now, or I can carry this knowledge to a new company if I decide to leave.

Microservices and serverless systems manage most of the application scaling themselves which makes it quite easy as a developer overall as you do not have to worry as much about increased traffic to an application. Serverless architecture will, for the most part, manage all scaling for the developer while microservices make the services of AWS independent making it much easier to manage scaling as it is done on a per service basis.

The cost of the cloud can vary based on the services that are being used. Containers are very predictable as they are charged on a per provision basis. Serverless on the other hand can be

very unpredictable especially if it is a high traffic application. Since this uses the pay-form-use model, the pricing can fluctuate a ton based on the scaling of the server.