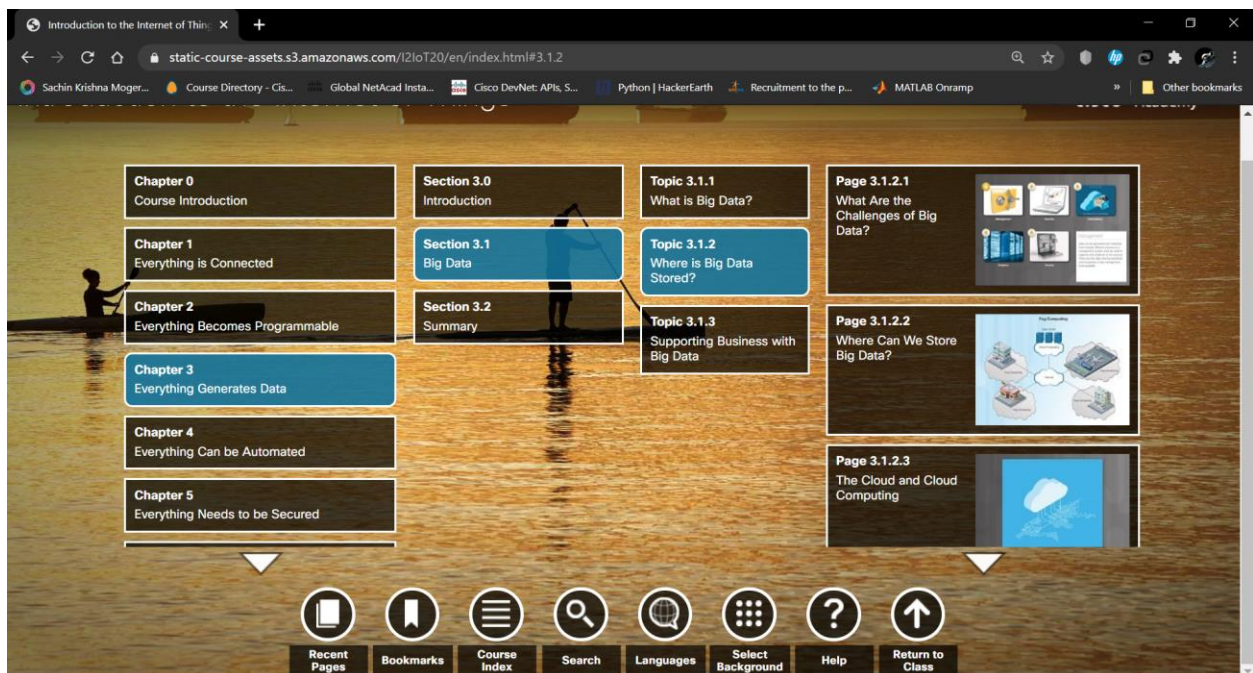


DAILY ASSESSMENT FORMAT

Course:	Introduction to the Internet of things	Name:	Sachin Krishna Moger
Link :	https://www.netacad.com	USN:	4AL17EC103
Org By:	Cisco Networking Academy	Semester & Section:	6-B
Github Repository:	alvas-education-foundation/Sachin-Courses	Date:	07/07/2020

Topic Completed Today



The screenshot shows a presentation slide titled "Fog Computing". On the left, a diagram illustrates the architecture: a central "Internet" cloud is connected to a "Data Center" (represented by server racks) and "Cloud Computing" (represented by a cloud icon). Four "Fog Computing" nodes, each represented by a cloud icon containing a building or factory, are connected to the central "Internet" cloud. On the right, the slide has a section titled "Where Can We Store Big Data?" with text explaining that big data is typically stored on multiple servers in data centers for security, accessibility, and redundancy. Below this, a section titled "Fog Computing" defines it as an architecture that utilizes end-user clients or "edge" devices for pre-processing and storage, designed to keep data closer to the source. It also mentions that sensor data can be pre-processed closer to where it was collected, and the resulting information can be fed back into company systems to modify processes. The slide is viewed in a browser window with several tabs open, including "Introduction to the Internet of Things", "static-course-assets.s3.amazonaws.com", "Sachin Krishna Moger...", "Course Directory - Cis...", "Global NetAcad Insta...", "Cisco DevNet APIs S...", "Python | HackerEarth", "Recruitment to the p...", and "MATLAB Onramp".

Fog Computing

Data Center

Cloud Computing

Internet

Fog Computing

Fog Computing

Fog Computing

Fog Computing

Where Can We Store Big Data?

Big data is typically stored on multiple servers, usually housed within data centers. For security, accessibility, and redundancy, the data is usually distributed and/or replicated on many different servers in many different data centers.

Fog Computing

- Fog computing is an architecture that utilizes end-user clients or "edge" devices to do a substantial amount of the pre-processing and storage required by an organization. Fog computing was designed to keep the data closer to the source for pre-processing.

Sensor data, in particular, can be pre-processed closer to where it was collected. The information gained from that pre-processed analysis can be fed back into the companies' systems to modify processes if required. Because the sensor data is pre-processed by

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Sensor data, in particular, can be pre-processed closer to where it was collected. The information gained from that pre-processed analysis can be fed back into the companies' systems to modify processes if required. Because the sensor data is pre-processed by end devices within the company system, communications to and from the servers and devices would be quicker. This requires less bandwidth than constantly going out to the cloud.

After the data has been pre-processed, it is often shipped off for longer term storage, backup, or deeper analysis within the cloud.

Some computer languages compile their programs into a set of machine-language instructions. C++ is an example of a compiled computer language. Others interpret these instructions directly without first compiling them into machine language. Python is an example of an interpreted programming language. An example of Python code is shown in the figure.

When the programming language is determined and the process is diagrammed in a flowchart, program creation can begin. Most computer languages use similar program structures.