

CLOUD COMPUTING DEPLOYMENT MODELS

- A cloud-based application is fully deployed in the cloud, and all parts of the application run in the cloud.
- Hybrid- A hybrid deployment a wáy to cónnect infrastructure and applications between cloudbased resources existing resources that are not located in the cloud.
- On-premises Deploying resources on-premises, using virtualization and resource management tools, is sometimes called *private* cloud.

INFRASTRUCTURE AS SOFTWARE /HARDWARE

- Cloud computing enables you to stop thinking of your infrastructure as hardware, and instead think of (and use) it as software.
- Infrastructure as hardware
- Hardware solutions:
- Require space, staff, physical security, planning, capital expenditure
 Have a long hardware procurement
- cycle

Cloud computing is the on-demand delivery of compute power, database, storage, applications, and other IT resources via the internet with pay-as-you-go pricing.

CLOUD STORAGE

- The Internet acts as a "cloud" of servers
 Applications provided as a service rather than a product
 Supplied by servers that provide cloud storage or online storage

CLOUD SERVICE MODELS

- laaS (infrastructure as a service)
 Services in this category are the basic building blocks for cloud IT and typically provide you with access to networking features, computers (virtual or on dedicated hardware), and data storage space.
- PaaS (platform as a service) Services in this category reduce the need for you to manage the underlying infrastructure (usually hardware and operating systems) and enable you to focus on the deployment and management of your applications.
- SaaS (software as a service) •Services in this category provide you with a completed product that the service provider runs and manages.

ADVANTAGES / CHALLENGES OF CLOUD COMPUTING

ADVANTAGE

- expense for variable 1.Trade capital expense
- 2. Massive economies of scale
- 3. Stop guessing capacity
 4. Increase speed and agility

CHALLENGES

- 1. Policy and organizational issues 2. Technical issues
- 3. Legal issues

