Presentation Notes

1. –
2. Middleware software networked computers can communicate  
   Virtualization making a server think it's multiple servers, each running independent OS  
   By maximizing the output of individual servers, server virtualization reduces the need for more physical machines  
   Cloud computing systems need at least twice the number of storage devices it requires to keep all its clients' information stored. That's because these devices, like all computers, occasionally break down. A cloud computing system must make a copy of all its clients' information and store it on other devices (backup)
3. Companies live by security because it’s based off of their reputation, if their security was bad they would lose all of their clients  
   Authentication – user names and passwords  
   Authorization – each user can access only the data and applications relevant to his or her job
4. –
5. fat (or thick) clients, thin clients, zero clients, [tablets](http://en.wikipedia.org/wiki/Tablet_computer) and mobile devices  
   These client platforms interact with the cloud data storage via an application (middleware), via a web browser, or through a virtual session  
   The [software-as-a-service](http://en.wikipedia.org/wiki/Software-as-a-service) (SaaS) service-model involves the cloud provider installing and maintaining software in the cloud and users running the software from their cloud clients over the Internet  
   Development as a service is web based, community shared development tools

[Platform as a service](http://en.wikipedia.org/wiki/Platform_as_a_service) is cloud computing service which provides the users with application platforms and databases as a service

[Infrastructure as a service](http://en.wikipedia.org/wiki/Cloud_computing#Infrastructure_as_a_service_.28IaaS.29) is taking the physical hardware and going completely virtual