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CS 496: Assignment 1

- 1) I used the Google cloud app Engine as my cloud provider.
- 2) The Google app engine provides a service in a sense that they have a suite of tools ready for developers to use. It is a platform service, which means Google takes care of database management, server configurations, traffic, latency.. etc. All of these allow the developers to worry about coding only, which is a great service when dealing with online web applications.

It's not a product because it isn't a piece of complete software that anyone can just grab and use, like a calculator. What Google does, is gives the users all the tools they need to create their applications. The user then simply just focuses on creativity and design.

3) Using the Google engine, they have multiple data storage options to use. One of them being a NoSQL datastorage, which is an object store using cloud storage. This is a non-relational database that can be accessed using Java, an object oriented language, which will give me the abilities to use this object storage option.

At this point, I don't know enough about java to speak technically about the details of how I will go about implementing any advanced dynamic web pages. I will spend time in the following days and weeks learning about the java language and its capabilities. I do know that java is powerful enough for me to create dynamic pages as I have clearly done so with this assignment.

4) One idea for a web application is a blog that stores many different types of data. User profiles, friends list, comments on blogs. Similar to many other social networks. The data stored will be complex to build since there will be many different factors to think about when deciding how the data will be recalled and reused.

Another idea would be to create a text-based web app fighting game. Similar to dungeons and dragons where players use a random number generator to score attacks and defense. An array of stats must be saved to each profile, creating a very complex data storage.