

CS 4037

**Introduction to Cloud
Computing**

Lecture 2

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Introduction

Lecture's Agenda

- Need for the Cloud Computing
- Cloud Computing - Target Audience
- Case Study Background



Need for the Cloud Computing

- Past couple of decades saw **business-centric** concept of outsourcing services and the **technology-centric** notion of utility computing evolve along parallel streams
- Their combination gave rise to the term **cloud computing**
- Cloud computing provides **opportunity** to align and advance the goals of the business with the capabilities of technology
- Different definitions and interpretations of cloud-based frameworks and models **leads** to IT professionals acquiring different types of cloud computing expertise

Cloud Computing - Target Audience

- IT professionals who require **vendor-neutral** coverage of cloud computing technologies, concepts, mechanisms, and models
 - Virtual server termed as VM by Azure and as EC2 Instance by AWS
- IT managers and decision makers who seek clarity regarding business and technical **implications** of cloud computing
- Students that require well-defined **coverage** of fundamental cloud computing topics

Cloud Computing - Target Audience (Cont.)

- Business managers who need to **assess** the potential economic gains and viability of adopting cloud computing resources
- Technology architects and developers who want to **understand** the different moving parts that comprise contemporary cloud platforms

Case Study Background

- Case study examples provide scenarios in which organizations assess, use, and manage cloud computing models and technologies.

Case Study 1 – Advanced Telecom Networks (ATN):

- A **global company** that supplies network equipment to the telecommunications industry.

Case Study Background

Case Study 2 – DTGOV:

- A **public organization** that specializes in IT infrastructure and technology services for public sector organizations.

Case Study 3 - Innovartus Technologies:

- A **medium-sized company** that develops virtual toys and educational entertainment products for children.

Additional Resources

- **Cloud Computing – Concepts, Technology, and Architecture** by Thomas Erl, Zaigham Mahmood, and Ricardo Puttini

- Chapter 1: Introduction

- Chapter 2: Case Study background

- ✓ Reading Assignment

Questions?