Unit 4 QB: -

1. Give the definition of provisioning. Explain the benefits, long-term and short-time goals of provisioning in cloud management.

Provisioning

- Is a service that uses a group of compliant services called solution realization.
- Is a broad base service that begins with a Request For Service to build environment for hosting an app, DB, etc.
- · It can be invoked to modify an existing environment
- Provisioned environment include development, test, disaster recovery.
- · Output from provisioning is
 - Configured and tested environment
 - With appropriate h/w platform, storage, n/w, OS, middleware, backup capability, monitoring capability and with the app installed per requirements.

Benefits

- Supports the ability to deliver to service levels
- · Enables eliminating delays to continuously provision
- Isolation of build, install, configure and customize tasks from h/w setup activities
- Facilitates automation of piece parts of the process in an incremental approach to self service

Long-Term Goals

- 1. Achieve operational efficiencies by using a common set of processes and procedures deliver provisioning services to the enterprise.
- Achieve target environmental defect rate.
- 3. Establish and achieve service-level objectives for delivery of provisioned environments
- Reduce time to set up development and test environments.
- 5. Reduce hardware/software spending through optimization of all environments and reuse of assets.
- 6. Enforce enterprise provisioning standards.

Short-Term Goals

- 1. Reduce the defect rate for the setup of the development and test environments.
- 2. Improve and provide consistency in the provisioning of environments for all platforms
- 3. Transfer skills and knowledge of new standard processes and procedures to the provisioning teams.
 - 4. Gain stakeholder agreement before deployment of a provisioned product that all requirements have been met.
 - 5. Reduce rework.
 - 6. Improve quality of work experience for process participants.

2. List & explain the different factors that help to develop asset management strategy.

Asset Management

- · Monitoring and maintaining things of value
- Gathering detailed hardware and software inventory information that can be used for purchases and redistribution.
- Factors that help the asset management strategy
 - s/w packaging
 - Incident management
 - Pool management
 - Release management
 - Configuration management

3. Define Resiliency and its capabilities.

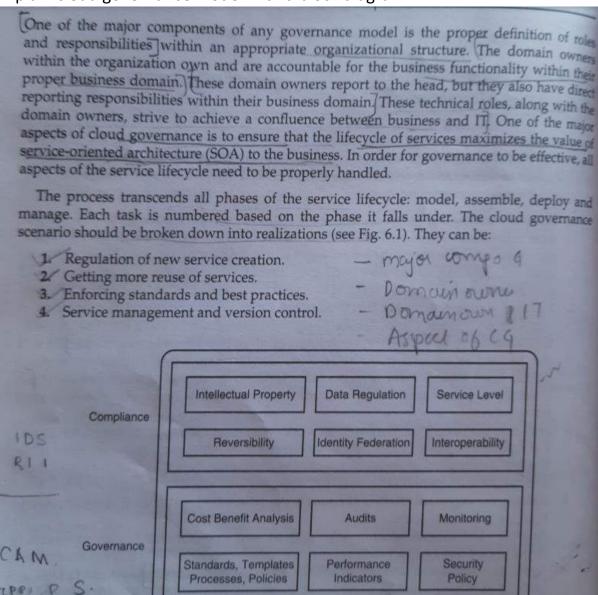
Resiliency

- Capacity to rapidly adapt and respond to risks.
- It maintains business continuity in potential adverse conditions.
- The focus is to understand the risks in business process.
- Resilient framework is used to understand risks and to avoid and mitigate it.
- · Risks can be transferred to cloud vendors.
- Frame work includes facilities, technology, Apps, data, processes, strategy and vision.

Resiliency capabilities

- Strategy helps mitigate risks and improve business resilience.
- One may implement power protection.
- Protect apps and data or implement biometric solutions.
- Can implement remote backup, identity management, email filtering or archiving.
- May implement requirements conforming to Govt regulations and standards.

4. Explain cloud governance model with a block diagram.



5. Explain the following i) Mean Time Between Failure ii) Mean Time to Recover iii) High Availability iv) Continuous Operations v) Continuous Availability

1. Mean time between failures: It is the average time for the failures occurring successively in a system.

2. Mean time to recover: It is the average time taken to recover from a system disaster.

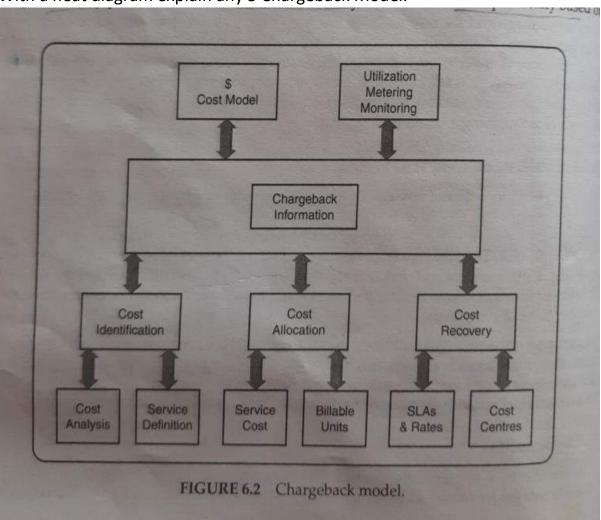
3. High availability (HA): It is the functionality of the system that provides the agreed service levels to end-users during scheduled periods.

4. Continuous operations: This is the feature that gives continuous access to the end-user at any time, 24 × 7 × 365.

5. Continuous availability: This is the characteristic to deliver the agreed service level at any time, 24 × 7 × 365.

6. Availability management: This is the process of managing the resources such as people and technology to ensure the agreed service levels to meet the metrics and need of the organization.

6. With a neat diagram explain any 3 Chargeback Model.



- Standard subscription based model
 - Simplest
 - Divides the total operational costs by total no. of apps hosted by the environment
 - Widely used
 - Flawed and unequal allocation of resources
 - Poorly performing apps are subsidized by other apps
 - Less emphasis on resource consumption and app-footprint

Line of business (LOB):apps that are critical to enterprise functioning

Pay per use model

- Charged based on apps consumption of resources and choice of SLAs
- Suitable for environments that have various LOBs
- A poorly written app may pay more because of footprint
- Apps requiring dedicated services or higher degree of preference may have to pay more
- This model ensures fair cost recovery
- But arriving to agreeable cost metrics based on resource consumption is challenging

Premium pricing model

- Focus on class of service and guaranteed availability of resources for apps
- LOBs will incur premium for preferential treatment and priority in resource allocation
- May include dedicated h/w
- Cost depends on degree of isolation from shared resources
- Preferred by mission critical systems
- Used in combination with other models
- Hybrid model you know the answer bois