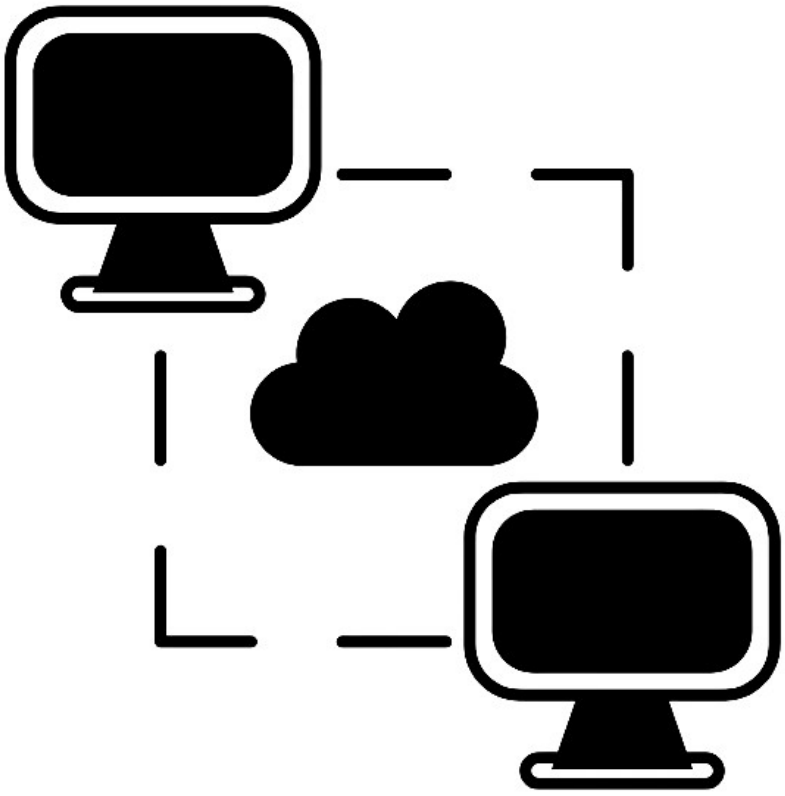
Serverless



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Serverless Computing

Serverless refers to a cloud computing model where cloud providers automatically manage the infrastructure, allowing developers to focus solely on writing code. In serverless computing, you pay for actual usage rather than pre-allocated resources, making it more cost-efficient and scalable. Popular serverless platforms include AWS Lambda, Azure Functions, and Google Cloud Functions.

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Event-Driven

Serverless functions are triggered by events, such as HTTP requests, database changes, or file uploads, enabling a reactive and event-driven architecture.

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Automatic Scaling

Cloud providers handle the scaling of resources based on demand. Functions scale dynamically to accommodate varying workloads without manual intervention.

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Stateless

Serverless functions are typically stateless, meaning each function execution is independent. State is often managed externally, such as in a database or another service.

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Automatic Fault Tolerance

Cloud providers handle the distribution of functions across multiple availability zones, enhancing fault tolerance and ensuring high availability.

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No Server Management

Developers don't need to manage servers, as the cloud provider takes care of infrastructure provisioning, maintenance, and scaling, reducing operational overhead.

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Pay-as-You-Go Pricing

With serverless, you only pay for the actual compute resources consumed during the execution of functions, making it cost-effective for sporadic or unpredictable workloads.

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Microservices Architecture

Serverless promotes a microservices approach, allowing developers to build applications as a collection of small, independent, and loosely coupled functions.

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Fast Deployment

Serverless platforms offer quick deployment times, enabling rapid development and deployment cycles, which is beneficial for agile development practices.

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