Cloud Computing

S/I	N	Topic	Page
1		Introduction of Cloud computing	
	1.1	Background	
	1.2	Why Cloud Computing	
	1.2.1	Pay as you go	2 Hrs
	1.2.2	In-house Infrastructure Liability and costs	
	1.2.3	Global Adoption	
2		Cloud Architecture	
	2.1	Horizontal Scale design	
	2.2	Vertical Scale design	4 Hrs
	2.3	Auto scale elastic design	
3		Cloud Adoption and Control challenges	
	3.1	Adoption barriers	
	3.2	Data Security and storage control	
	3.3	Unknown Physical security threat	4 Hrs
	3.4	Software compatibility	
	3.5	Uncertainty of SLA adherence	
4		Virtualization	
	4.1	Concept and architecture	
	4.2	Market Players	4 Hrs
	4.2	Hyper Visor	
5		Software Defined Network and it's benefit	
	5.1	Overview	
	5.2	The Environment	4 Hrs
	5.3	Network Layers	
	5.4	Architecture	
6		Cloud Service Model	
	6.1	Private Cloud	
	6.2	Public Cloud	
	6.3	Hybrid Cloud	
	6.4	Infrastructure as a Service	
	6.4.1	IaaS: Compute	
	6.4.2	IaaS: Network	
	6.4.3	IaaS: Storage	6 Hrs
	6.4.4	IaaS: Billing Model	
	6.5	Platform as a service	
	6.5.1	PaaS: Developers and PaaS	
	6.5.2	PaaS: Data analytics and Intelligence	

6.5.3	PaaS: Development and Integration	
6.6	Software as a service	
6.6.1	SaaS: Business challenges	
6.6.2	SaaS: Understanding Google app platform	
6.6.3	SaaS: How to build SaaS app	
7	Conclusion	
	The Future of Cloud technologies	
	Choosing Delivery Model	4 Hrs
	Pricing strategies	
8	Practical Lab	17 Hrs

Reference Books:

- 1) Cloud Computing: From Beginning to End Paperback – April 1, 2015 –- By $\underline{\text{Mr. Ray J Rafaels}}$
- 2) Cloud Computing: Concepts, Technology & Architecture and Cloud Computing Design Patterns --- By Thomas Erl and others