

DEFINE CLOUD COMPUTING

- NO NEED OF SPECIFIC VERSION OF SOFTWARE
- NO NEED OF PC
- NO NEED OF OWN INFRASTRUCTURE ,PLATFORM OR SOFTWARE
- NO NEED OF NETWORK AND SERVICES MAINTANCE
- ACCESS MULTIPLE SERVICES

CHARACTERISTICS OF CLOUD COMPUTING

- PERFORMANCE
- VIRTUALIZATION
- AGILITY I.E. HIGH RESPONSIVE
- HIGH RELIABILITY AND AVAILABILITY
- HIGH SCALABILITY
- MULTI-SHARING
- PAY PER USE MODE
- MAINTANCE

OBJECTIVE/GOALS OF CLOUD COMPUTING

- REDUCED COST RELATED TO IT ENERGY/POWER CONSUMPTION
- SCALE TO IT SYSTEM QUICKLY,EASILY,AND COST EFFECTIVELY BASED ON BUSINESS NEEDS
- CREATE A HIGHLY EFFICIENT IT SYSTEM WHERE RESOURCES ARE POOLED TOGETHER
- ACCESS SERVICES FROM ANYWHERE AT ANY TIME
- IMPROVE ANY WHERE ACCESS FOR EVER INCREASING USERS
- COST ARE ALIGNED TO WHAT ACTUAL RESOURCES USED I.E PAY PER USED MODE

IMPLEMENTATION/ADOPTION/PERTINENT ISSUES TAKE CARE WHILE DESIGNING CLOUD COMPUTING

- ENVIRONMENT FRIENDLY CLOUD COMPUTING
- SOFTWARE DEVELOPMENT IN CLOUD
- INTER-OPERABILITY
- UNEXPECTED BEHAVIOUR
- THRESHOLD POLICY
- HIDDEN COST
- SECURITY ISSUES

ADVANTAGES OF CLOUD COMPUTING

- QUICK DEPLOYMENT(EXPENSION)
- AUTOMATIC SOFTWARE INTERATION
- ALMOST UNLIMITED SOTRAGE
- BACKUP AND RECOVERY
- EASY ACCESS TO INFORMATION
- COST EFFICIENCY

CHALLENGES/SECURITY ISSUE TO CLOUD COMPUTING

- TRUST
- DATA STEALING
- IDENTITY MANAGEMENT AND ACCESS CONTROL
- LEGAL ISSUE AND COMPLIANCE
- PRIVACY
- GOVERANCE
- ARCHITECTURE
- AUDIT
- SOFTWARE ISOLATION
- INCIDENT RESPONSE
- APPLICATION SECURITY
- CONFIDENTIALITY
- AVAILABLITY
- INTEGRITY

ARCHITECTURE OF CLOUD COMPUTING

- CLIENT
- APPLICATION
 - ❖ USER INTERFACE
 - ❖ MACHINE INTERFACE
- PLATFORM
 - ❖ COMPONENTS
 - ❖ SERVERS
- INFRASTRUCTURE
 - ❖ COMPUTERS
 - ❖ NETWORKS
 - ❖ STORAGES
- SERVERS

TYPES OF CLOUD COMPUTING

- PUBLIC CLOUD
- PRIVATE CLOUD
- HYBRID CLOUD

MODEL OF CLOUD COMPUTING

- SOFTWARE AS A SERVICE
 - ❖ SERVER
 - ❖ STORAGE
 - ❖ OPERATING SYSTEM
 - ❖ DBMS
 - ❖ SOFTWARE
- PLATFORM AS A SERVICE
 - ❖ SERVER
 - ❖ STORAGE
 - ❖ OPERATING SYSTEM
 - ❖ DBMS
- INFRASTRUCTURE AS A SERVICE
 - ❖ SERVER
 - ❖ STORAGE
- NETWORK AS A SERVICE
 - ❖ INTERNET
- COMMUNICATION AS A SERVICE
 - ❖ INSTANT MESSAGE & VOIS

SIMILARITIES & DIFFERENCE IN CLOUD & GRID COMPUTING

- SIMILARITIES
 - ❖ SCALIABILITY
 - ❖ MULTITASKING & MULTITENANCY
 - ❖ REDUSED COST
 - ❖ HIGH UP TIME AVAILABILITY
- DIFFERENCE
 - ❖ DATA STORAGE
 - ❖ COMPUTATIONS

KEY FEATURES OF 2.0

- FOCUS ON COMMUNITIES
- CONTENT SHARING
- NEWS OR INFORMATION FINDS YOU
- MOSTLY WRITE READ WEB

COMPONENT OF 2.0 FOR SOCIAL NETWORK

- WIKIS
- FILE SHARING
- TAGGING
- COMMUNITIES
- BLOGGING
- MASHUPS

LIFE CYCLE OF SOCIAL NETWORK WITH WEB 2.0

- ANALYSIS NEED FOR SOCIAL NETWORKS
- IDENTIFY INITIAL SET OF MEMBERS
- CREATE SOCIAL NETWORK
 - ❖ SHARE DATA WITH ALL MEMBERS (PODCASTING/FILE SHARING)
 - ❖ HAVE DISCUSSIONS ON IMPORTANT TOPICS B/W MEMBERS (SEND EMAILS TO ONLINE GROUPS FOR JOINING)
 - ❖ ACHIVE FINAL OBJECTIVE OR TERMINATE THE NETWORK
- CONDUCT REGULAR MEETING(USING ONLINE TOOLS)
- INTERACT WITH OTHER NETWORKS AND INVITE MEMBERS(DISTRIBUTED FORUMS)

DIFFERENCE B/W 1.0 Vs 2.0

BASIS	WEB 1.0	WEB 2.0
FIND	YOU FIND INFORMATION	INFORMATION FINDS YOU
WAY	STATIC CONTENT MOSTLY ONE WAY COMMUNICATION	MORE ABOUT TWO WAY COMMUNICATION THROUGH SOCIAL NETWORKING, BLOGGING ,TAGGING & WIKIS
WEB	THE WEB	THE SOCIAL WEB
CONNECT	CONNECT TO INFORMATION	CONNECT TO PEOPLE
TYPE	READ ONLY WEB	READ AND WRITE WEB
ACCESS	INFORMATION ACCESS	INTERACTION & SHARING
EXAMPLE	PERSONAL WEBSITE	BLOGS,FACEBOOKS

MOBILE COMPUTING DEVICE

- PERSONAL DIGITAL ASSISSTANT/ENTERPRISE DIGITAL ASSISSTANT
- ULTRA MOBILE-PC
- SMARTPHONE
- WEARABLE COMPUTER
- TABLAE COMPUTER

BENEFITS OF MOBILE COMPUTING

- REMAOTE ACCESS TO CORPORATE KNOWLEDGEBASE
- ANYTIME & ANYWHERE CORPORATE SERVICES AND INFORMATION
- REMOTE ACCESS TO INFORMATION BY WORK FORCE
- UPDATED INFORMATION FACILITATION EXCECELLENT COMUNICATION
- IMPROVE MANAGEMENT EFFECTIVENESS

MOBILE COMPUTING & BYOD(BRING YOUR OWN DEVICE)

- DEVICE RISKS
- NETWORKS RISKS
- APPLICATION RISKS
- IMPLEMENTATION RISKS

TYPES AND BEHAVIOUR OF SOCIAL NETWORKS

- **TYPES**
 - ❖ ORGANIZATION
 - ❖ ACADEMIC AREAS
 - ❖ GEOGRAPHICAL BOUNDARIES
 - ❖ SOCIAL BOUNDARIES
 - ❖ COMMUNITIES
 - ❖ LITERATURE AREAS
- **BEHIVOUR**
 - ❖ STUDY CIRCLE
 - ❖ SHOPPING AND UTILITY SERVICES NETWORKS
 - ❖ SOCIAL NETWORKS FOR THE INVENTORS
 - ❖ SOCIAL NETWORKS FOR THE SPECIALIST GROUPS
 - ❖ SPORTING NETWORKS
 - ❖ MIXED NETWORKS
 - ❖ SOCIAL CONTENT NETWORKS
 - ❖ POLICE AND MILITARY NETWORKS
 - ❖ NETWORKS FOR FINE ARTS
 - ❖ OTHERS

BEST PRACITIES OF GREEN IT

- STAKEHOLDERS
- ON-GOING COMMUNICATION
- GUIDELINES
- INFLUENCE PARTNERING ORGANIZATIONS