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Study & Use of Cloud Computing for Different Industry

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Abstract

This Paper gives an introduction about the study and use of Cloud computing for different group of Industry and importance of that Cloud Computing for these industries. Before the innovation of Cloud Computing the Industry was investing too much of coast on storage and efficient access of data worldwide or privately depends upon the type of data. The demand of reducing coast has led to the innovation of Cloud Computing Technology.

Keywords: *Cloud Computing, Industry, Innovation.*

1. Introduction

Cloud computing allows application software to be operated using internet-enabled devices. Clouds can be classified as *public, private, and hybrid*.

Cloud computing, or in simpler shorthand just "the cloud", also focuses on maximizing the effectiveness of the shared resources. Cloud resources are usually not only shared by multiple users but are also dynamically reallocated per demand.

For example, a cloud computer facility that serves European users during European business hours with a specific application (e.g., email) may reallocate the same resources to serve North American users during North America's business hours with a different application (e.g., a web server). This approach should maximize the use of computing power thus reducing environmental damage as well since less power, air conditioning, rack space, etc. are required for a variety of functions. With cloud computing, multiple users can access a single server to retrieve and update their data without purchasing licenses for different applications.

2. Characteristics

Cloud computing shares characteristics with:

i. ***Client–server model*** — Client–server computing refers broadly to any distributed application that distinguishes between servers and clients.

ii. ***Grid computing*** — A form of distributed and parallel computing, whereby a 'super and virtual computer' is composed of a cluster of networked.

iii. ***Mainframe computer*** — Powerful computers used mainly by large organizations for critical applications, bulk data processing such as: census; industry and consumer statistics.

iv. ***Utility computing*** — The packaging of computing resources, such as computation and storage.

v. ***Peer-to-peer*** — A distributed architecture without the need for central coordination.

Figure 1: Hardware Devices using Cloud Computing

3. Associated Problem

The Problem associated with cloud computing is regarding in case “loss of data” & “One time implementation coast”. These are two problems which we found while study the Cloud Computing. As we know that data is stored centrally in cloud computing and if in future any problem occurs on which developers don’t have any idea or expected that the loss of data can occur which is a very big issue. Another Problem can be that, when company is already in flow or continuing its Process then why to take risk and extra coast of implementing another technique of data storage like Cloud Computing.

4. Future Work

In the field of Cloud Computing a lot of work has been done and a lot has to be done so that anyone can efficiently access the data by any means of electronic media and use it for themselves.

Result

Overall if we will see then by the introduction of this technology a lot of effort can be reduced in the field of data storage by using this Cloud Computing Technology. In Today’s Scenario, we can see that some of mobile devices are storing data based on this technology. Some of applications which come with mobiles are also using this technology like Dropbox.

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